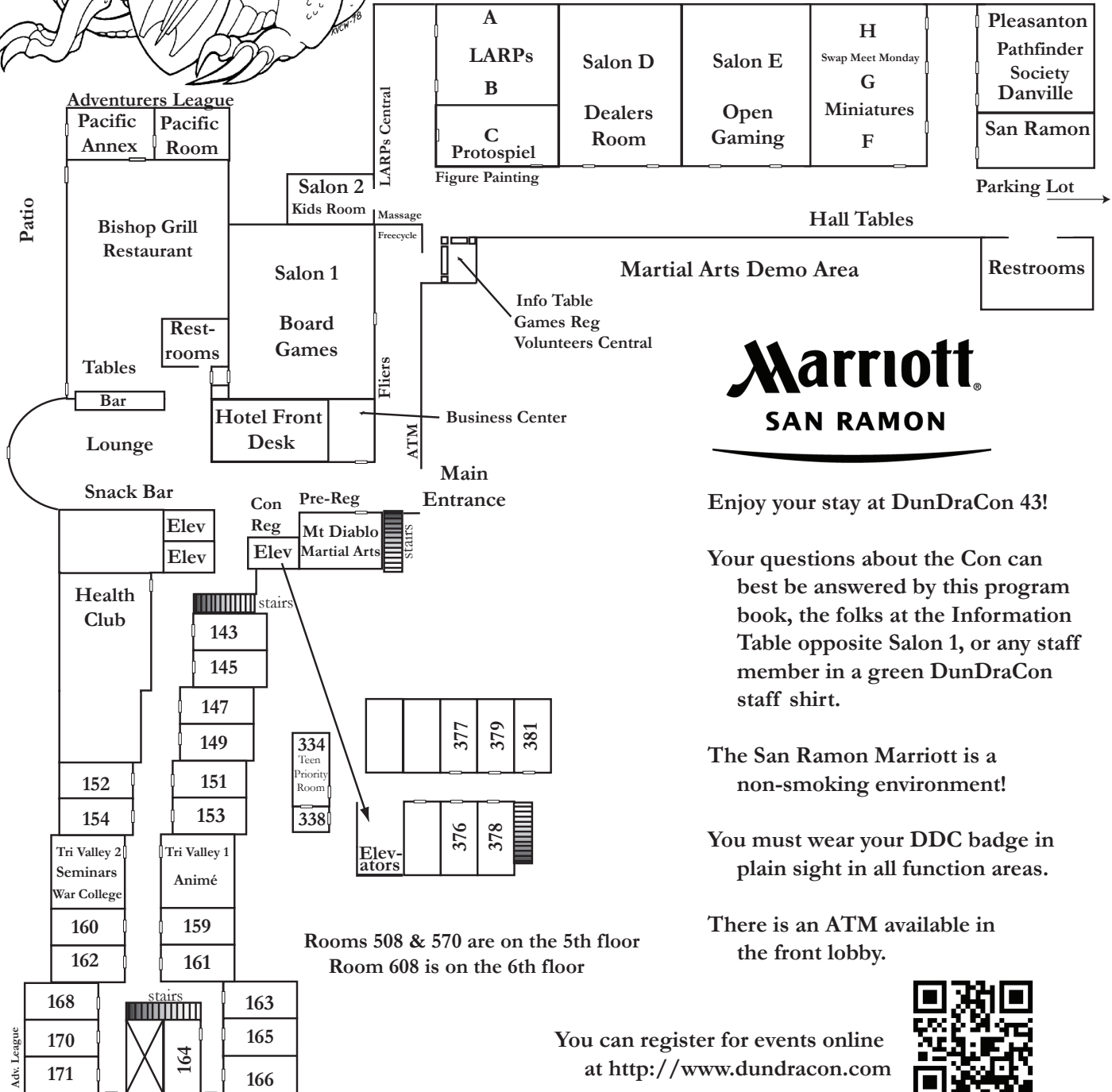




DunDraCon

43

February 15-18, 2019



Enjoy your stay at DunDraCon 43!

Your questions about the Con can best be answered by this program book, the folks at the Information Table opposite Salon 1, or any staff member in a green DunDraCon staff shirt.

The San Ramon Marriott is a non-smoking environment!

You must wear your DDC badge in plain sight in all function areas.

There is an ATM available in the front lobby.

Rooms 508 & 570 are on the 5th floor
Room 608 is on the 6th floor

You can register for events online at <http://www.dundracon.com>



DunDraCon Rules & Survival Tips

Convention Rules

- **Wear your Con badge where it can be seen.** You cannot enter the Dealers Room or a scheduled game without it, and we will be looking for badges in other spaces, including open gaming and the board games room. There is no “public” function space in the hotel; we’ve rented it all!
- **Leave weapons in your room.** 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 martial arts demo people keep everything in their room except en route to and from scheduled demos. And it is never appropriate to wield a weapon outside of a planned martial arts demo, even in jest. This in particular is such a serious safety violation that DunDraCon reserves the right to kick the violator out of the Con.
- **Smoke only where allowed**—that is: in the smoking areas *outside*. The Marriott is a 100% non-smoking hotel. Smoking anywhere in the hotel (including the room balconies, which are considered part of the interior) can get you kicked out of the Con, and the hotel may levy a hefty charge as well.
- **Health and safety:** Anyone who endangers the health and safety of others, or causes others to feel unsafe, is subject to expulsion from the Con, though in minor cases you might just get a stern talking-to. Most everyone behaves very well for such a large Con, but because it is large and sometimes crowded, we have to take potentially hazardous situations seriously. In particular, any threat of physical violence or unwanted physical contact, use of controlled substances, use of fire in any way (even a candle), or any inappropriate use of alcohol in public are grounds for kicking the offending party out of the Con. See the **DDC Policy on Harassment** on the next page.
- **Individual selling** is allowed only in the Swap Meet.

Hotel Tips

- Don’t cook in your rooms or on the balcony! You might set off sprinklers, cause a fire, or get 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.
- Please keep your rooms relatively neat. Especially keep sleeping bags, ice chests, etc. safely stowed away.
- If you pay the \$100 fee to the hotel, you may keep one or two pets (up to 50 pounds each) in your room. Pets must be on leash outside your room, and you may not bring them into any DDC event rooms, the pool area, the fitness center, ice machine rooms, laundry room, or any area where food and beverages are served.
- The health club and pool are for the use of registered hotel guests only.
- No gaming in the restaurant...and tips are expected!
- Lost and Found is at the hotel front desk. DunDraCon staff will turn in all lost and found items to the hotel, so check there for any lost items.

General Good Sense

- Sleep some of the time. Your body needs rest, even with non-stop distractions. If you start a game at 2:00 AM, you’ll probably be too wasted to play in your official game at 8:00 AM the next day.
- Eat something besides potato chips and candy. Your endurance and concentration will improve amazingly.
- Drink a lot—of water. Hotel air is very dry; use the water stations. Try to avoid sugar and alcohol as much as you can.
- Alcohol is allowed only for those of age. Ignore this rule and you can be asked to leave the Con.
- 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.
- We cannot page people at the Con, nor can we guarantee to reach or find anyone. You can leave a note on the DunDraCon message board, and so can your friends, so check the board for messages a few times a day. Ask at the front desk, too; they may have something that hasn’t been posted.
- Watch your step. Don’t run in the halls 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.
- 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.
- Know where your children are, and make sure they know where you are. Set a specific time and place to meet whenever you and your children are going to be in different places for even a few minutes. **Ultimate responsibility for your children’s safety lies with you;** DunDraCon and the San Ramon Marriott will do the best we can to support you in that goal. Should any crisis arise, children or adults should contact our staff or the hotel at once.
- Do not play in the stairwells or elevators. This is both a courtesy and a safety issue. During peak times, the elevators are full to capacity and the stairwells are often busy with folks carrying large amounts of stuff to and from game rooms. It is also essential that hotel and convention staff be able to move between floors in order to run the Convention smoothly. Unfortunately, teleporting is not yet an option.



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Convention Registration

Hotel Lobby, by the Mt. Diablo Room

Convention Registration Hours

Friday	10:00 AM – 9:00 PM
Saturday	9:30 AM – 7:30 PM
Sunday	9:30 AM – 7:30 PM
Monday*	9:30 AM – Noon

*Open for refunds only

FULL MEMBERSHIP = \$70

ONE-DAY MEMBERSHIP = \$40

Keep Your Badge! You'll have to show ID and pay a fee to replace your lost badge.

Hotel Information

Convention Food Service

The Marriott will have a snack bar set up in the hotel lobby lounge area again—the usual special menu, with low prices for good, quick meals and beverages. Please, **NO GAMING** in front of the bar; the space is just for eating and visiting. Between the bar block and the restaurant, gaming while eating may be OK, but be prepared to move cheerfully if the hotel staff need the space.

The full-service restaurant plans to have some special items on the menu just for us, and we expect they will have a breakfast buffet for us this year on Saturday, Sunday, and Monday. No gaming there, either, and the restaurant staff **DO** expect tips.

Need Help with the Hotel?

Let DunDraCon help settle disagreements, get rooms re-arranged, and unsnarl questions about room rates. Do not ask the hotel to move furniture or air walls—ask a Committee member, and we'll ask the hotel.

See Hilary Powers if possible—she's the one the hotel people are most used to working with, and can usually be found in Salon 1—or any Committee member in a pinch if you need something. We will back the hotel staff in anything they need to do to maintain the health and safety of the people here, but we want you to have a good time and will do what we can to help!

WARNING!

All the tables and chairs in the gaming rooms and the halls are for the use of the Convention. Do not borrow them. If any are found in your room, they will be removed—and the hotel may slap on an extra charge for the inconvenience. And if you see any banquet-style tables or chairs in someone else's room, you can be sure they're "borrowed"—the hotel is not renting furniture for in-room gaming this year.

DDC Policy on Harassment

DunDraCon feels very strongly that attendees should be allowed to play in an atmosphere of harmony and good feeling at the Convention.

Harassment can range from purposely touching someone else against their wishes, invading their privacy, or following them around, to comments or gestures that make them feel unsafe or uncomfortable. This is not an exclusive definition; harassment is as broad as the perception of the harassed.

If you feel you are being harassed in any way, and especially if the harassers are persistent, please report this to our Green Shirt staff; you will be referred to a mediator to assist you. Our mediator, either alone or in consultation with others, will hear your concerns and act on them with high priority.

Such a resolution may range from mediation between you and your harasser, to expelling your harasser from the convention, banning the harasser from some or all future Conventions, or involving local law enforcement if warranted.

What to Do at the Convention

Entertainment at DunDraCon comes in many different forms. First of all are the Convention-sponsored games. These include LARPs, board games, card games, miniatures games, and RPGs. All games with numbers are registered for through the Games Registration program. For Organized Play, the Pathfinder Society games are registered in the Pleasanton Room, and D&D Adventurers League games are registered in the Pacific Room.

Demonstration and Drop-In games do not use the Games Reg system—just drop by and see if there is room. You also don't need to sign up for the Seminars or the War College or the Martial Arts demos; just show up at the stated times. The Dealers' Room and Swap Meet are open only at certain hours. Open Gaming and the Animé Room are open 24 hours a day. Figure Painting contests are outside Salon C. We have a schedule for the younger crowd (and those with young hearts) in the Kids Room (Salon 2) and the Teen Priority Room (Room 334). If you need assistance, ask a member of the DunDraCon Committee (look for the Green Shirts) or go to the Information Table.

Open Gaming

Locations: Board and Card Games in Salon 1, All Games in Salon E, A-C Hallway, and the Outdoor Patio Area (weather permitting).

Open Gaming is non-stop until 5:00 PM Monday. By special arrangement, Salon 1 or Salon E will be open for gaming by 6:00 PM Thursday. Salon 1 is focused on board games of all kinds, with Salon E available for all open games. Salon FGH may have some space for open games at times, so check with the Miniatures Liaison.

Open Gaming signup sheets are available around the doors of the two salons and at the Information Table, if you want to plan ahead. Post them on the salon doors so people can sign up to join you in your game. Note that some tables in Open Gaming rooms are reserved for official games, demos, or events.

We ask you to be courteous to others in the Open Gaming areas and to pay attention to any announcements. All tables are first-come, first-served, with actual gaming having priority (with any officially scheduled events in Salon 1 having highest priority). Note that it takes a live human to hold a table! Stuff left at a table may be moved to the wall.

No sales are allowed in Open Gaming.

Please remember to put trash in trash containers. If a trash can is full, please inform hotel staff or a member of the Committee.



Let's Eat! **Shops at Bishop Ranch** is only a block away—promotions information available at the Information Table!

Volunteers

There's still time 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 fee refunded as well as a game Priority Slip. Talk to Kendra Schynert or the people at the Information Table if you'd like to sign up to wear the Volunteer ribbon and help out (and get a Priority Slip).

Mike Nebeker Memorial Freecycle Table

DunDraCon is continuing the Mike Nebeker Memorial Game and Game Component Freecycling Table. This will be a table in the hallway outside Salon 1.

Anyone may place unwanted but usable games and game components there, free for the taking by anyone else. Junk, antique, or collectible—it's all in the eye of the beholder, so this is your chance to dispose of an unloved or superseded gaming item that someone else might cherish, subject to the limitations listed below.

By leaving any item on the table, you relinquish ownership of it, and may not dispute its appropriation by anyone else. DunDraCon's staff members will periodically police the table, and reserve the right to remove any item or items and dispose of them for any reason.

Please do not leave any of the following; DunDraCon will dispose of these items forthwith:

- Food or food-like substances.
- Liquids, powders, or aerosols, including hobby paints, solvents, fillers, or glues.
- Other toxic or dangerous materials, such as moldy game components, anything that smells of second-hand smoke, broken items with sharp edges, or weapons.
- Books, magazines, comics, CDs, DVDs, tapes, or other materials not related directly to playing games.
- Pets, including dragons who may or may not have been paper-trained.
- Power tools, explosives, carnivorous houseplants, broken bits, Yugo automobiles, etc.

DunDraCon Staff

Randy Angle – Protospiel Coordinator
Randy ‘Tigger’ Bartlett – Kids Room Deputy
Nicol Black – Game Reg Deputy
Rachelle Boyd – Publicity
Dan ‘Walkyr’ Creelman – Seminars Deputy
Meg Creelman – Martial Arts, Con Reg Deputy
June Delane – Games Reg, Member Services, Special Events
Gigi Henderson – Signage, Youth Gaming
Hal Heydt – Chief of Convention Registration
Dorothy Heydt – Pre-Registration
Cynthia Hilton – Proofreader, Copy Editor
Tony Hughes – Organized Play, Swap Meet
Bill Keyes – Secretary, Publicity, Program Book
Steve Kani – Teen Room Deputy
Dana Lombardy – War College Coordinator
Chad Martens – Dealers’ Room Coordinator
Anne Merrit – War College Deputy
Rob Miles – Animé Room, Audio-Visual Support
Kendra Nelson-Rury – Figure Painting Director
Steve Perrin – Seminars Coordinator
Ariel Petersen – LARPs Liaison, Events Scheduling Deputy
Hilary Powers – Hotel Liaison, Treasurer, Board Games Coordinator
Ellen Robertson – Sorceror’s Apprentice, Publicity Fliers, In Charge of “This”
Roderick Robertson – Chairman, Website, Net Rep, In Charge of “That”
Kendra Schynert – Volunteers Wrangler
Mark Schynert – Events Scheduling, Protospiel Support
Becky Thomas – Teen Room Coordinator
Hector Torres – Miniatures Liaison
Teri Torres – Kids Room Deputy

FREE SWAP MEET

Bring your used games and artwork to Salon FGH on Monday morning - many tables available to spread out your stuff and look at what others have to offer for sale or trade. Hours: from 9:00 AM to as long as interest lasts. No charge for participation!

Dealers’ Room Salon D

Salon D will have dealers for all of your gaming needs. Note that the room closes early on Monday, so get your last-minute buying done in the morning.

Dealers’ Room Hours

Friday	5:00 PM – 8:00 PM
Saturday	9:30 AM – 5:30 PM
Sunday	9:30 AM – 5:30 PM
Monday	9:30 AM – Noon

You **MAY NOT** eat, drink, or smoke inside. You **must** have your own Con badge to enter the Dealers’ Room, not someone else’s. Security will be firm on both points.

Dealers’ Room Vendors

(You can find their logos throughout the program book.)

Big Cat Games – Independent Japanese games.
Black Diamond Games – A wide selection of new & used RPG’s & board games.
CCB&E Clothiers – Custom clothing & embroidery for the stylish gamer.
Chessex – All your dice, figure cases & gaming matt needs.
Citrus Atelier – Cat ears, wands, and gamer styles soap!
Creepytown Miniatures – Gaming terrain and miniature painting services.
Every Little War – Tabletop war-gaming terrain and accessories.
Flying Buffalo – Makers of Box bands, Nuclear War, Tunnels & Trolls, Lost Worlds, Death Dice & ACE OF ACES!
Flying Hands Massage – Relax those tired muscles after defeating your foes.
Games of Antioch – Board games, RPG’s and gaming accessories.
Games of Berkeley – Games of Berkeley has served the Bay Area gaming community for over 30 years with games, activities, and toys from the ancient to the brand-new.
Game Kastle – Miniatures, board games, and RPG’s with 3 locations in the Bay Area.
Good Luck Games – New & vintage board games of all kinds.
Indie Press Revolution – Independent publishers of RPG’s and supplements.
Mega Negi – Vinyl Animé decals for cars, laptops, etc.
Moonmajick Creations – Steam-punk props, reenactment clothing & dice bags.
Nerdcraft Custom Leather – Custom leather items.
Night Owl Workshop – Purveyors of Warriors of the Red Planet, Guardians Superhero RPG, Colonial Troopers sci-fi RPG & Raiders! the pulp adventures RPG.
The Ninth Stich – Costume, reenactment clothing & dice bags.
Nord Games LLC – RPG accessories; Critical Hit, Treasure, and Wandering Monster decks.
Not-So-Bored Games – 28mm Miniatures for use with Tabletop Wargames, RPG’s, and board games.
Octopunx – Jewelry, sun catchers, hats, rings, decorated boxes, magnets, dice cups & bags, goggles, stone orbs, etc.
Pegasus Publishing – Your source for the most unusual Tee shirts available anywhere.
Skoya Clayr Art – Fantasy custom artworks.
Sky Relics Games – Starship mini’s and Game maps.

Flying Hands Massage

Flying Hands Massage will be outside Salon 2 for those with sore backs and feet. Well worth the cost!
10-, 15-, or 20-minute sets offered.

	Hours
Saturday	8:30 AM – 6:30 PM
Sunday	8:30 AM – 6:30 PM
Monday	8:30 AM – 1:00 PM



Seminars

Tri Valley 2 (& San Ramon)

FRIDAY

Welcome to DunDraCon

Friday Noon in Tri Valley 2 for 1.5 hrs

Presenter: Steve Perrin

Steve Perrin and other members of the DunDraCon Committee welcome attendees to the Convention, give a quick summary of what we do, and answer questions.

Let's Build a Town

Friday 2:00 PM in Tri Valley 2 for 1 hr

Presenter: Doc Cross

Go through the steps of establishing a settlement and creating a town. We'll call it Dunderville! The audience will vote on some things and suggest others. Some things we'll discuss: Location, location, location! Type of initial settlers (military? farmers? religious groups? Something Else?). Various necessary buildings and businesses. Defense. Trade routes.

Enhancing the Experience for Others at LARPs

Friday 3:00 PM in Tri Valley 2 for 1 hr

Presenter: Mark Mensch

Discussion of the various techniques and policies that are being implemented in LARPs today to help increase the overall experience of the game while creating a more welcoming environment. Veteran LARPer Mark Mensch will be discussing policies and play styles being adopted by various national games as well as independent ones to foster a "safer" environment for all participants within the game.

Improv for Gamers

Friday 4:00 PM in Tri Valley 2 for 1 hr

Presenter: Randy Angle

Improvisation for both players and game masters. Learn to riff off of other players and generate collaborative stories, better game play, and increasing fun. Discussion and audience participation.

Bugging Out or Hunkering Down in D20 v Real Life

Friday 5:00 PM in Tri Valley 2 for 1 hr

Presenters: Karl Reichold and Karen Kelly

Gain practical advice for using in-game or out when disasters occur be it fires, hurricanes or the zombie apocalypse! Get an idea for what you need to have at home or on the road to help you survive.

Introduction to the War College

Friday 6:00 PM in Tri Valley 2 for 1 hr

Presenter: Dana Lombardy

Dana Lombardy describes the background and function of the War College seminars scheduled for Saturday and Sunday afternoons.

SATURDAY

How the World Hears of Heroic or Infamous Players, and Vice Versa

Saturday 9:00 AM in Tri Valley 2 for 1.5 hrs

Presenter: Arthur Gonzalez-Martin

Have you wondered how news gets around in the medieval setting? Are there other ways to grab players than rumors at the local bar? Or even how to use information as a weapon to spice up the game?

Game-Playing and Game Design in Educational Settings

Saturday 10:30 AM in Tri Valley 2 for 1 hr

Presenter: Jeffrey W Brain

Are you a teacher or interested in supporting games in schools? I've been teaching game design in middle school for a decade, and using games in the classroom for 25 years. Let's have a conversation about games in education! As a KQED Teacher Ambassador, I use PBS Learning materials to enhance game design. I wrote the curriculum for WordsWithFriends EDU, and have been writing curriculum for beta versions of StoriumEDU. My RPG design presentation has been given at CUE, ISTE, and ComicCon San Diego.

How to Start a Tabletop Streaming Channel

Saturday 11:30 AM in Tri Valley 2 for 1 hr

Presenters: Thomas Koch and Quests and Chaos Associates

Join the cast and crew of Quests and Chaos as we discuss everything from tech to story and answer any questions. Quests and Chaos is a streaming tabletop RPG and board-game streaming channel featuring Dungeons and Dragons, Call of Cthulhu, and popular board games such as Gloomhaven and Betrayal Legacy.

Is There a Solo Mode?

Saturday 12:30 PM in Tri Valley 2 for 1 hr

Presenter: JonnyPac Cantin

This seminar will cover many valuable tenets and tips for creating good solitaire variants.

"Is there a solo mode?" This question always pops up on BGG as soon as a new game is listed. As a designer, you may need to create a solitaire variant of a game at some point. This seminar will cover many tenets and tips for making a truly good solo mode.

My upcoming games Coloma and Sierra West both have solo modes co-created with famed designer David Turczi (Anachrony, Teotihuacan, Dice Settlers). I have learned many valuable lessons from our recent development sessions and would be delighted to share them with others.

City Building

Saturday 1:30 PM in Tri Valley 2 for 1.5 hrs
Presenters: Michael Blum, Kenneth Hite, Doc Cross
The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year we'll discuss how uninhabited cities change and decay.

War College: 3 PM to 7 PM

SUNDAY

Mythical Beasts: Origins of the Dragon

Sunday 9:00 AM in Tri Valley 2 for 1 hr
Presenters: Karen Kelley and Karl Reichhold
How did dragons originate? Are they just the stuff of nightmares and legends? Come see some of the scientific evidence to explain why people believed in these creatures.

What's Cool

Sunday 10:00 AM in Tri Valley 2 for 1 hr
Presenters: Bruce Harlick, Kenneth Hite
Two icons of the gaming industry present their unique viewpoints on the best in current game products, straight from the Dealers' Room.

RuneQuest - The Future of Glorantha

Sunday 11:00 AM in Tri Valley 2 for 1 hr
Presenter: Steve Perrin
Steve Perrin offers a peak into the coming year of RuneQuest and what is planned. Also, rules questions answered, if possible.

Heraldic Armory Design

Sunday Noon in Tri Valley 2 for 1 hr
Presenter: Krysta Scott
Your character has earned noble rank! You have been granted Arms! Now what? We will talk about the rules used by the SCA for designing heraldic "arms." The rules have been developed based on European heraldic rules from the Middle Ages. We will review the basics—tinctures, field treatments, ordinaries, and the positions and orientations most often used in real-world armory. If there is time, we can explore some of the more rarely used "charges" from the period, and brainstorm some design ideas for your character.



War College: 1 PM to 6 PM

E = Effort. Math in Game Design

Sunday 4:00 PM in San Ramon for 1 hr
Presenter: JonnyPac Cantin
Is there a lot of math in board game design? Yes and no. But it's very important to know when it is needed and when it's not. This seminar will cover opportunity costs (E = Effort), ROI (return on investment), probabilities with random elements, "satisficing," guesstimation, and the simple virtues of counting on your fingers....

Board Game Development: Prototypes to Products

Sunday 5:00 PM in San Ramon for 1 hr
Presenters: John Breiger, Sarah Graybill, John Shulters
Board game developers are brought in to turn prototype games into final products. Join three developers as they shine a spotlight on this important behind-the-scenes role. In addition to stories from the development trenches, this panel will cover how the role of a board-game developer differs from that of a designer, what designers can learn from the ways developers approach games, and a high level view of working and acquiring projects in the board-game industry.

Staying Alive in the Game Publishing Biz

Sunday 6:00 PM in Tri Valley 2 for 1 hr
Presenter: Rick Loomis
Experienced entertainment entrepreneurs give you the lowdown on whether you can make a living in the games business.

MONDAY

Get Hooked on Crochet

Monday 10:00 AM in Tri Valley 2 for 2 hrs
Presenter: Donnamarie Fuller
Learn crochet terminology and pattern abbreviations for basic crochet stitches. Practice the slip knot, chain, single crochet, and double crochet stitches. Whether you're a beginner or just need a refresher, you are welcome to join in the fun. Hook and worsted weight yarn provided.



War College Seminars

Tri Valley 2

Dana Lombardy—historian, author, editor, game designer—brings his War College of fascinating seminars and presentations to DunDraCon once again! **Prizes are awarded at every seminar!** Here is the schedule of speakers and topics:

SATURDAY

Why Is World War One Still Important?

Because we are still dealing with the bad decisions of the Versailles Peace Treaty....

Saturday 3:00 PM in Tri Valley 2 for 1.5 hrs

Presenter: Dana Lombardy

2018 was the 100th anniversary of the last year of the Great War, World War One, “The War to End Wars” as science-fiction writer H.G. Wells wrote in 1914. Obviously, it did not end wars and, in fact, was responsible for starting several more, including the War on Terrorism that plagues us today. Why? What happened that was so different, so cataclysmic as to cause problems 100 years later? Dana Lombardy, former Publisher and Senior Editor for World War One Illustrated magazine, will explain why World War One is still important today.

FREE HANDOUTS: Dana published a guide to new WW1 books, and an outline of a major WW1 exhibit currently showing in downtown San Francisco.

Were They All...Donkeys?

Allied and German Generals Seemed Out of Their Depth in World War One—or Were They?

Saturday 4:30 PM in Tri Valley 2 for 1.5 hrs

Presenter: Dana Lombardy

A popular misconception about World War One is that the commanders who led their nation’s armies were clueless butchers who were indifferent to the sufferings of their soldiers. What’s the real story? Six key personalities will be examined and compared: Haig (British); Foch and Pétain (French); Pershing (American); and Hindenburg and Ludendorff (German). Some of the information may surprise people who thought they knew their history.

FREE HANDOUTS: Dana published a guide to new WW1 books, and an outline of a major WW1 exhibit currently showing in downtown San Francisco.

Alternate Histories by Dana Lombardy and Ken Hite

Saturday 6:00 PM in Tri Valley 2 for 1.5 hrs

Presenters: Ken Hite and Dana Lombardy

The very popular War College panel discussion continues! Authors and game designers Dana Lombardy and Ken Hite examine possible alternate histories and what their impact might have been. Audience participation is encouraged.

FREE HANDOUT: An updated guide to sources for alternate histories will be provided to attendees.

SUNDAY

Lightning Bolts and Lasers

40 Years of Sci Fi Tabletop Wargaming
Sunday 1:30 PM in Tri Valley 2 for 1.5 hrs

Presenter: Leland R. Erickson

Science fiction tabletop gaming is still a relatively recent phenomenon, yet one with a rich creative history of its own. Author, game designer, and inveterate kitbasher Leland R. Erickson will take you on a journey across the war-torn worlds of the imagination, charting the course of how science fiction tabletop wargaming began with the publication of the first set of dedicated wargame rules for miniatures for that genre, to the rise of the Warhammer 40,000 phenomenon. No, kids: the hobby did not begin in 1986!

FREE HANDOUT: A sci-fi wargaming timeline and guide to sources will be provided to attendees.

How to Evaluate and Review a History Book

With a handout guide and free books!

Sunday 3:00 PM in Tri Valley 2 for 1 hr

Presenter: Dana Lombardy

Author, editor, and publisher Dana Lombardy presents 10 steps that can be used to help decide whether a history (or other non-fiction) book is worth buying. In addition, Dana will present 8 steps that are crucial to submitting a book review on Amazon, Goodreads, or your favorite magazines and websites.

FREE BOOKS: Dana will hand out a checklist guide and historical books at the end of this talk.

Wargaming Deeds Done Dirt Cheap!

How to make sci fi war machines and terrain

Sunday 4:00 PM in Tri Valley 2 for 1.5 hrs

Presenter: Leland R. Erickson

Enjoying tabletop science fiction wargaming and keeping plastic out of the environment is easier than you might think. Leland R. Erickson of Metal Express has accumulated over 40 years of hands-on experience in making things for tabletop battlefields of the imagination out of everything from recyclables to discarded objects (trash).

SAMPLE MODELS & TERRAIN ON DISPLAY:

Leland will present a step-by-step, how-to DIY to cover your wargaming table, from starships to moisture evaporators to grav tanks.

FREE HANDOUT: A guide will be provided to attendees detailing the simple steps for getting started on creating your own devastating war machines and tabletop terrain for the far-flung battlefields of the galaxy.

War College Presenters:



Leland R. Erickson is a historian educated in intelligence analyst's tradecraft at Henley-Putnam University, where he served as a faculty member for over a decade, earning a full professorship teaching military history. Leland is a frequently sought guest speaker on topics ranging from the Chinese Warring States Period to the armored forces of France during the two World Wars. He is also an enthusiastic hobbyist, having built his first plastic model airplanes and tanks around the age of 8. For 40 years, Leland has been a rising personality in the wargaming community, authoring a set of WW1 wargame rules for tabletop miniatures, to creating original science fiction war machines, starships, and terrain. These latter items are created from empty deodorant containers and discarded objects to populate his wargame table and those of his clients. He is currently a member of the creative content team of Metal Express, the publisher of the classic space fighter board game *Silent Death*.



Kenneth Hite has been a special guest at DunDraCon for many years, speaking about city building and villains and evil overlords for role-playing, what's new at Pelgrane Press, and what's currently "cool" in gaming. He is an award-winning writer and role-playing game designer with extensive books on the Cthulhu mythos, GURPS Infinite Worlds RPG, Night's Black Agents RPG, and The Nazi Occult among his many published works. He is a regular in Dana Lombardy's War College, exploring and considering alternate histories with Dana.



Dana Lombardy was an Associate Online Editor for Armchair General and now does research, writing, and design through Lombardy Studios. Dana is best known for his multiple award-winning *Streets of Stalingrad* board wargame (three separate editions since its first release in 1979), and for his nearly twenty television appearances, including multiple episodes of The History Channel's "Tales of the Gun" series. He has contributed as an editor, cartographer, graphic artist, and designer on many books, games, and magazines, was Publisher of *Napoleon Journal* from 1996-2000, and currently publishes *World War One Illustrated*.

Martial Arts Demos Mt. Diablo Room

DunDraCon is pleased to welcome back Amtgard and the Society for Creative Anachronism, hosted in the Mount Diablo Room next to Convention Registration. All combat demos will be held outside in the courtyard, weather permitting.

Please Note: During the demos, do NOT enter the courtyard by any doors except those marked as "safe" entrances. Just because *you* can see *them* does not mean *they* can see *you*!

The schedule will be the same for both Saturday and Sunday:

SCA fighting demo: 11:00 AM to 12:30 PM

Amtgard fighting demo: 2:00 PM to 3:30 PM

Both groups plan to have workshops and impromptu discussions throughout the weekend. Please check the Mount Diablo Room door for further information.

Presenters:

Amtgard is a not-for-profit, free, non-sectarian group dedicated to the re-creation of medieval and fantasy genres. Amtgard has a vast array of new experiences to offer the interested adventurer, from making clothing appropriate to a certain time period, to wielding a foam-padded replica of an ancient weapon on the field of battle. The re-creation of medieval and fantasy combat is the core of Amtgard.

Amtgard is represented at DunDraCon by the Kingdom of WestMarch.



The Society for Creative Anachronism (SCA) is an international not-for-profit organization dedicated to researching and re-creating the arts and skills of pre-17th century Europe. Established in 1966, the SCA "Known World" consists of 20 kingdoms, with over 30,000 members in countries around the world. Members, dressed in clothing of the Middle Ages and Renaissance, attend events which feature tournaments, royal courts, feasts, dancing, educational classes and workshops, and much more.

The SCA is represented at DunDraCon by the Kingdom of the West, the founding Kingdom of the SCA, celebrating its 53rd year.



Animé Room

Tri Valley 1

The Bay Area Animation Society, under Rob Miles, will host a Convention-long festival of animation features in Tri Valley 1. Come enjoy the show whenever you have time. Check the schedule posted outside the Animé Room for final times and features.

Animé Titles Synopsis

Angolmois - Genkou Kassenki **(Angolmois: Record of Mongol Invasion)**

NAZ

Action, Drama

The traditional historical epic adventure centers around a samurai defending Japan against the first Mongol invasion of 1274.

Basilisk: Ouka Ninpouchou **Seven Arcs, Kodansha**

Action, Fantasy

The battle for succession that continued for three generations of shogun in the Keichou era culminated in a gruesome battle of ninja arts between the Kouga and Iga clans. Amidst a rain of flower petals, a man and woman who had decided to live for love were separated once again, beautiful in their transience. However, it is said that by the hand of Hattori Hanzo's adopted son, Kyouchirou, these two flower petals, whether temporarily or permanently, were given life again and left two mementos behind. These children, born with a destiny of their own, were called Kouga Hachirou and Iga Hibiki.

Beatless **diomedéa**

Action, Drama, Romance, Sci-Fi

I believe in that smile. Even if you don't have a soul. 2105 A.D. Japan The humanoid android hiE became part of people's lives and was handling the things humans could and couldn't do. Endou Arato, unlike his friends Kenko and Ryou who hate hiE, felt sympathy for hiE, which are supposed to be just objects. One night, Arato is suddenly assaulted by mysterious falling cherry blossoms that make hiE and machines wreak havoc. Will the cornered Arato be saved by the mysterious hiE Lacia...

Caligula (The Caligula Effect) **Satelight**

Action, Adventure, Comedy, Fantasy

The Caligula Effect is set in a virtual reality program known as "Mobius," created so people can escape pain in their lives and live in an idyllic high school setting, forced to live out their 3 years Indefinitely. The main protagonist is one of a group who realize that they are in a virtual world, and form the "Go-Home Club," a group dedicated

to escaping from Mobius and its god-like overseer program, a vocal program called "μ." They oppose the "Ostinato Musicians," a group who support μ and see the Go-Home Club as traitors.

Cardcaptor Sakura: Clear Card-hen **(Cardcaptor Sakura: Clear Card)**

MADHOUSE, NHK Enterprises, Kodansha

Mahou Shoujo, Romance, Comedy, Adventure, Fantasy
Fourteen-year-old Sakura starts junior high school along her friends, including Syaoran, who had just returned to Tomoeda. After having a dream with a mysterious cloaked figure, all of Sakura's cards turn blank and are rendered powerless; thus she starts her quest to find out what is wrong. In doing so, Sakura and her allies discover and capture new transparent cards using a new key.

Cutie Honey Universe

Production Reed

Action, Adventure, Sci-Fi, Ecchi

Honey Kisaragi appears to be an ordinary girl attending St. Chapel Academy, but in reality she's the "Warrior of Love" Cutie Honey, a super-powered android created by Dr. Kisaragi. Honey and her allies investigate the evil schemes of Panther Claw, a criminal secret society, but Honey doesn't realize that the leader of Panther Claw is already closer than she thinks....

Darling in the Franxx

Trigger, CloverWorks, Aniplex, A-1 Pictures

Sci-Fi, Mecha, Romance, Drama, Action, Psychological
The distant future: Humanity established the mobile fort city, Plantation, upon the ruined wasteland. Within the city were pilot quarters, Mistilteinn, otherwise known as the "Birdcage." That is where the children live.... Their only mission in life was the fight. Their enemies are the mysterious giant organisms known as Kyoryu. The children operate robots known as FRANXX in order to face these still unseen enemies. Among them was a boy who was once called a child prodigy: Code number 016, Hiro. One day, a mysterious girl called Zero Two appears in front of Hiro. "I've found you, my Darling."

Death March Kara Hajimaru Isekai **Kyousoukyoku**

(Death March to the Parallel World Rhapsody) **SILVER LINK.**

Action, Adventure, Comedy, Fantasy

The story of the light novel series and *manga* follows a 29-year-old programmer who is on a "death march," but one day he wakes up in another world after a nap. From a meteor shower he happens to gain vast riches, and he decides to go sightseeing. So begins his "heartwarming, occasionally serious, and harem" adventure in another world.

Goblin Slayer **White Fox**

Action, Fantasy, Adventure

A young priestess has formed her first adventuring party, but almost immediately they find themselves in distress. It's the Goblin Slayer who comes to their rescue—a man who's dedicated his life to the extermination of all goblins, by any means necessary. And when rumors of his feats begin to circulate, there's no telling who might come calling next....

Golden Kamui (Golden Kamuy) **Geno Studio**

Action, Adventure

In the early twentieth century, Russo-Japanese War veteran Saichi "Immortal" Sugimoto scratches out a meager existence during the postwar gold rush in the wilderness of Hokkaido. When he stumbles across a map to a fortune in hidden Ainu gold, he sets off on a treacherous quest to find it. But Sugimoto is not the only interested party, and everyone who knows about the gold will kill to possess it!

Faced with the harsh conditions of the northern wilderness, ruthless criminals, and rogue Japanese soldiers, Sugimoto will need all his skills and luck—and the help of an Ainu girl named Asirpa—to survive.

Grancrest Senki (Record of Grancrest War) **A-1 Pictures**

Action, Fantasy

The series takes place on a continent ruled by chaos. The chaos breeds disaster, but the Lords of the continent have the power of "Crest" (Holy Seal), which can calm the chaos and protect the people. However, before anyone realizes it, the rulers cast aside their creed of purifying the chaos, and instead start to fight each other for each others' Crests and to gain dominion over one another. Siluca, an isolated mage who scorns the Lords for abandoning their creed, and a wandering knight named Theo, who is on a journey to train to one day liberate his hometown, which is under tyrannical rule, make an everlasting oath to each other as master and servant and work together to reform this continent dominated by wars and chaos.

Gundam Build Divers **Sunrise**

Action, Mecha, Sci-Fi

The Gunpla Force Battle Tournament is a big event held in GBN once per year. Competing in the final round are Avalon, led by the champion Kyoya Kujo, and the elite 7th Panzer Division led by the cunning Rommel. Starting with Kyoya's Gundam AGE II Magnum, a variety of Gunpla take to the field to determine which is the strongest force!

Hyakuren no Haou to Seiyaku no Valkyria **(The Master of Ragnarok & Blessed of Einherjar)** **EMT Squared**

Fantasy, Ecchi

Some urban legends are best left untested! Yuuto Suoh gets more than he bargained for when he joins his childhood friend Mitsuki Shimoya in testing out an urban legend. When he uses his phone to take a picture of himself with the local shrine's divine mirror, he is whisked off into another world—one heavily steeped in the lore of the old Norse myths. Using knowledge gained from school and from his solar-powered smartphone, he has the chance to bring the Wolf Clan, the same people who cared for him, to prominence, all while earning the adoration of a group of magic-wielding warrior maidens known as the Einherjar.

Ken En Ken - Aoki Kagayaki (Xuan Yuan Sword Luminary) **Studio DEEN**

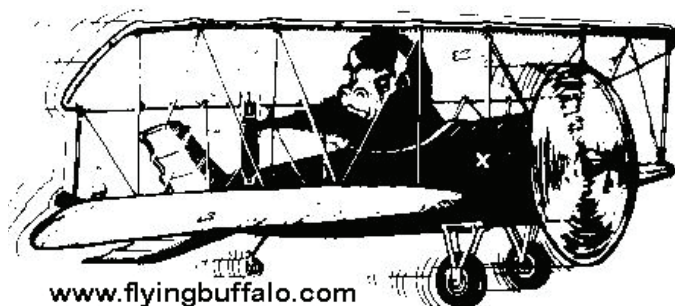
Action, Adventure, Fantasy

Yin and Ning are two sisters who have been wandering the land together ever since their village was destroyed by the villainous Taibai Empire. Their childhood friend, Zhao, has been enslaved by the Taibai himself, and uses his brilliance at tinkering and inventing to get by as a slave to the Empire's whims. One day, Yin accidentally discovers a legendary sword, which grants her fantastic abilities in combat, and allows her to summon a mystical, mechanical fox spirit named Yun, who is sworn to fight by her side. Meanwhile, Zhao is making fast friends with a mysterious young girl who just may hold a great amount of power within the Taibai Empire. As Zhao and the Fu sisters find themselves increasingly caught up in the Empire's battle for supremacy over the land, it will take all of the magic and might that the budding resistance armies can muster to turn the tide of war once and for all.

Kishuku Gakkou no Juliet (Boarding School Juliet) **LIDENFILMS**

Comedy, Romance

Grigio Academy Boarding School. The students who attend this school come from two countries, and reside in their own dormitories. Inazuka and Persia are leaders of rival dorms, but in secret they love each other. Now, they have to keep their relationship a secret from their dorm mates or else bad things will happen to them.



**Last Period: Owarinaki Rasen no Monogatari
(Last Period: the journey to the end of the
despair)**

J.C. Staff

Action, Adventure, Comedy, Fantasy

The story takes place in a world where fantastic beasts called “Spirals” are born from isolation. Those who can defeat the beasts are called “Periods.” Haru is an apprentice Period who belongs to the Arc End 8th Branch. However, after a mysterious theft incident, there is an economic collapse, and the Arc End headquarters abandons the 8th Division. Only three Periods are left, including Haru. Haru and the other two Periods start their work to rebuild the 8th Division.

**Ginga Eiyuu Densetsu -Die Neue These- Kaikou
(Legend of the Galactic Heroes: The New Thesis -
Encounter)**

Production I.G

Drama, Sci-Fi, Action

In humanity’s distant future, two interstellar states—the monarchic Galactic Empire and the democratic Free Planets Alliance—are embroiled in a never-ending war. The story focuses on the exploits of rivals Reinhard von Müsel and Yang Wen Li as they rise to power and fame in the Galactic Empire and the Free Planets Alliance.

**Merc Storia - Mukiryoku Shounen to Bin no
Naka no Shoujo
(Merc Storia: The Apathetic Boy and the Girl in a
Bottle)**

Encourage Films

Fantasy

The fantasy strategy role-playing game is set in a world where humans and monsters co-exist. In the main story, a boy apprentice “Yujutsushi,” with the power to heal those who clash, embarks on a journey to restore the memories of his friend Merc, a girl trapped in a bottle.

**Tensei Shitara Slime Datta Ken
(That Time I Got Reincarnated as a Slime)**

8-bit

Adventure, Comedy, Fantasy

Lonely thirty-seven-year-old Satoru Mikami is stuck in a dead-end job, unhappy with his mundane life, but after dying at the hands of a robber, he awakens to a fresh start in a fantasy realm...as a slime monster! As he acclimates to his goopy new existence, his exploits with the other monsters set off a chain of events that will change his new world forever!

**Toji no Miko (Katana Maidens ~ Toji No Miko)
Studio Gokumi**

Action

Since ancient times, shrine maidens who wield swords have been exorcising “aratama,” strange existences that threaten the human world.

These young women, who wear school uniforms and

a sword, are called “Toji,” and they serve as an official unit within the police force as a “special religious service police squad.” The government authorizes the Toji to wear swords and serve as government officials, and the government has set up five schools throughout the country for the girls to attend. The girls have ordinary school lives, while occasionally performing their duties, wielding their swords and using various powers to fight and protect the people.

Uchuu Senkan Tiramisu

GONZO

Comedy, Sci-Fi, Slice of Life, Mecha

The human race has extended its life field and greed to the vast reaches of space.... In Space Era 0156, a war breaks out amidst all of the colonies. In secret, Earth begins to construct a new space battleship called Tiramisu. Just as the war begins, one genius pilot steers the Tiramisu as a beacon of hope for humanity. Our world is changed. Mete out punishment upon the realm of the gods. In Re:CREATORS, everyone becomes a Creator.

**Yuru Camp
C-Station**

Slice of Life, Comedy

Rin likes to go camping by herself along the lakes that provide a scenic view of Mt. Fuji. Nadeshiko loves to take cycling trips by herself to places where she can see Mt. Fuji. After they meet, Rin and Nadeshiko take camping trips, eat cup ramen together, and enjoy the scenery.



	Friday	Saturday	Sunday	Monday
1:00 a.m.		Angolmois	Angolmois	Angolmois
2:00 a.m.		Basilisk	Basilisk	Basilisk
3:00 a.m.	<p>PLEASE NOTICE : that the shaded areas within the schedule have shows which may contain mature content.</p> <p>It is recommended that viewers under 18 be accompanied by their parent or legal guardian, during this time period.</p> <p>Besides, if you are under 18, why are you not out playing games?</p>	Uchuu Senkan Tiramisu	Uchuu Senkan Tiramisu	Uchuu Senkan Tiramisu
4:00 a.m.		Caligula	Caligula	Caligula
5:00 a.m.		Golden Kamui	Golden Kamui	Golden Kamui
6:00 a.m.		Cutie Honey Universe	Cutie Honey Universe	Cutie Honey Universe
7:00 a.m.		Cardcaptor Sakura	Cardcaptor Sakura	Cardcaptor Sakura
8:00 a.m.		Gundam Build Divers	Gundam Build Divers	Gundam Build Divers
9:00 a.m.		Last Period	Last Period	Last Period
10:00 a.m.		Merc Storia	Merc Storia	Merc Storia
11:00 a.m.		Beatless	Beatless	Beatless
12:00 p.m.		Ken En Ken Aoki Kagayaki	Ken En Ken Aoki Kagayaki	Ken En Ken Aoki Kagayaki
1:00 p.m.	Toji no Miko Katana Maidens	Toji no Miko Katana Maidens	Toji no Miko Katana Maidens	
2:00 p.m.	Death March	Death March	Death March	
3:00 p.m.	Grancrest Senki	Grancrest Senki	Grancrest Senki	
4:00 p.m.	Darling in the Franxx	Darling in the Franxx	Darling in the Franxx	
5:00 p.m.				
6:00 p.m.	Reincarnated as a Slime	Reincarnated as a Slime	Reincarnated as a Slime	
7:00 p.m.	Kishuku Gakkou no Juliet	Kishuku Gakkou no Juliet	Kishuku Gakkou no Juliet	
8:00 p.m.	Legend of the Galactic Heroes	Legend of the Galactic Heroes	Legend of the Galactic Heroes	
9:00 p.m.				
10:00 p.m.	Hyakuren no Haou to Seiyaku no Valkyria	Hyakuren no Haou to Seiyaku no Valkyria	Hyakuren no Haou to Seiyaku no Valkyria	
11:00 p.m.	Goblin Slayer	Goblin Slayer	Goblin Slayer	
12:00 a.m.				

DDC Game Standards

or

Will my child enjoy this game?

DunDraCon defines all games according to a set of consistent guidelines as applied by the GM. DunDraCon does not review GM scripts and cannot guarantee that GMs will always conform to the standard they specify; though DunDraCon does expect this of all GMs. These standards speak to content in the same way that MPAA® movie ratings do, but we do not use the same labels or definitions. We hope these standards will be helpful to adults, children, and parents in selecting games they are most likely to enjoy.

Family: Family games will have no profanity, very little or no sexual innuendo, and violence will be limited. Such violence as there is will be brief, stylized, remote, or cartoonish, and never graphic. There are no themes of an intense nature. The game may be simple, but if it is at all complex, the GM will be sure to ease play for children as needed.

Mainstream: Mainstream games may have moderate, limited use of profanity; limited non-explicit references to sexuality; and may contain violent elements. Graphic violence will be limited but may be present. There may be themes of intense nature, but they will not constitute the primary focus of the game. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but children and parents are warned that there may be objectionable moments in games of this category. These games are usually moderately to very complex, and the GM may offer help to children as needed. This is the standard to which most role-playing games are written.

Mature Themes: These games may include profanity or references to sexuality, and may contain violent elements. Graphic violence will be limited but may be present. There will be themes of intense nature, which may dominate the game, and role-playing may be so intense that younger players will be confused by the lack of an apparent boundary between character and player. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but parents and children are warned that there are likely to be objectionable moments in games in this category, and that children should be comfortable acting in an adult manner in the presence of adults. These games are usually moderately to very complex, and there may be no means to assist children in the play of the game. This is the standard to which many LARPs are written.

Very Complex: This category applies to board and card games. Games in this category are likely too complex for children under the age of 12 to enjoy, and some older children may also experience difficulty with them. While the GM is expected to offer assistance as necessary, parents and children are advised that such games may be an unsatisfactory experience.

DDC Game Policies

Prohibitions for all DunDraCon games

Explicit sexual content and the use of epithets relating to contemporary races, religion, ethnicity, age, sexual orientation, or gender are prohibited. Excessive graphic violence, as might be depicted in a splatter-type horror novel or film, is also unacceptable.

GMs may not charge for any event. The only exception is that we allow GMs of Sealed Deck (and similar) tournaments to sell packs at cost, but they must allow players to bring packs purchased elsewhere, as long as the decks are still sealed.

GMs are not allowed to require or suggest that any player have his or her sight or hearing substantially impaired (blindfolds, noise-cancelling headphones, etc.) as a part of a game. Opt-out or opt-in provisions for players do not make these practices acceptable. DunDraCon considers this a safety issue, and will not schedule games with such practices.

On the Other Hand...

GMs are not responsible for the behavior of players in the game. They are not baby-sitters, and they are not to be held accountable for offensive behavior by any player. If a player is consistently breaking rules, playing in a manner that exceeds the game's stated Game Content level (Family, Mainstream, Mature Theme), engaging in what the GM considers excessive conduct of any sort, or is harassing any other player out-of-character, and does not stop the objectionable actions when asked, DunDraCon delegates to the GM the right to ask that player to leave the game. GMs are expected to use this power only as a last resort. If the GM doesn't feel comfortable ejecting a player, please find a DDC staff member who will do so.

Anyone (GMs, prospective GMs, players, parents) who has questions about how these policies are applied may contact the Games Coordinator, or any DDC Committee member during the Convention, for assistance or clarification. In all cases, our primary intent is to facilitate a game-playing experience that is positive for all participants, especially GMs, and our decisions on applying policy will be made with that intent foremost.

In-Tow:

If you've come to the Convention with a nongaming spouse, parent, small child, or other person who is not interested in playing our official games, but just wants to look at the Dealers' Room and so on, they can get an "In Tow" badge. Our Games Registration system will not accept this badge, but the badge will allow entrance into all the other Convention areas. These are free. If your nonplaying spouse, parent, or small child decides he/she wants to play some official games after all, come to the Registration Desk to upgrade it.

A Note to Parents and Guardians

DunDraCon is happy to have kids of all ages in attendance at our conventions, and we try to provide events and attractions that will appeal to a wide range of ages. We also encourage safety for kids and everyone else, which is why we have a number of rules and recommendations we hope everyone will follow. Children are expected to follow the rules of DunDraCon just as adults are, and are subject to the same penalties and restrictions if they do not.

All children must have and wear their DunDraCon badge while in the Kids and Teen Priority Rooms. One way parents and guardians can assure that minors in their charge will be as safe as possible at the Convention is to make sure an emergency contact number is included for every child. If any problem arises, it helps us and the hotel to have a way to contact you right away. Those of you in attendance at the Convention can leave room numbers, but a cell phone number is better, and both is best of all.

If you are not physically at the Convention, please try to provide alternative contact numbers (home, business, cell) as appropriate. It's a good idea for adult members to provide this information as well, in the unlikely event that an accident or health crisis gives us need to contact a relative or other person of interest.

We rate most of our events for content in order that parents, children, and other attendees will have some idea of what they can expect in a given game, and can choose events most appropriate to their enjoyment and comfort. See our **DDC Game Standards** on page 15.

DunDraCon has neither the authority nor the resources to supervise the kids in attendance at our Convention. While we are not baby-sitters, we do want to assist parents in every way we can as they make the most appropriate decisions regarding their children's presence at the Convention. Know your child's capacity to operate autonomously and make decisions with that in mind.

Please contact any member of our staff if you need assistance at any time regarding your children (or for any other Convention-related matter). Above all else, we want to help you and yours have the best possible Convention, and will do whatever we can to make that happen.



DunDraCon Protospiel #4 Salon C Friday Noon – Monday 5:00 PM

What Is Protospiel?

Protospiel is a German word for a prototype game. Independent game designers have events all over the world, game designers bring their unpublished games, and game players provide much-needed testing and feedback in exchange for tickets to win prizes at the drawings on Saturday and Sunday. The Protospiel at DunDraCon is an amazing four-day event with lots of fun and plenty of Indie Game Design community boosting.

For Players

Drop in anytime and enjoy a game. Find a game table that needs players for a game you find interesting. Earn one or more sweepstake tickets for each game you play. Once on Saturday, and once on Sunday, we draw tickets to award prizes.

For Designers

Coordinate with other designers to find table space and play your game. If you can't find an empty table, please locate a helpful Protospiel coordinator to help. Tables are always assigned *ad hoc*, first-come first-served. Be helpful and considerate. Nobody likes a table-hog. Don't leave your storage on the valuable table space. Remember to track who played your games and reward them with sweepstakes tickets, after they've provided you with useful feedback.

Protospiel Schedule

Friday: Noon onwards

Informal play testing all day. Come in, meet up, play!

Saturday: Opening Ceremony at 9:30 AM. Prize Drawing at 4:30 PM

Introductions, how it all works, and a few other matters. Once addressed, we return you right back to play testing. Our first round of prizes will be drawn at 4:30 PM. Must be present to win.

Sunday: Prize Drawing at 4:30 PM

More play testing throughout the day. Second round of prizes will be drawn at 4:30 PM. Must be present to win.

Monday: Until 5:00 PM

Informal play testing all day. Come in, meet up, play until the Convention ends.

Protospiel Offerings (Partial Listing):

Games are unscheduled. If you want to find a particular game you're interested in, ask around to find the designer and ask when s/he will be playing that game. For more information about these games, including designer bios, please visit the Protospiel website at [http://www.dundracon.com/Events_Protospiel.php]

Drake Villareal

Astrologica (Board Game)

Nearly Ready, Party, 0.5 hr, 4 players

A tile-laying puzzle-game where players draft and place 2 different shapes of tiles to create a high-scoring constellation.

Corsica (Board Game)

Early Best Test, Complex, 2 hrs, 4 players

A heavy euro-style game where players will develop companies of workers to perform actions with increasing efficiency.

Take Flight (Board Game)

Early Beta Test, Intermediate, 1 hr, 2 players

Players are the leaders of one of four Cold War factions of flightless birds in a power struggle and space race.

Ed Turner

Prohibitionists (Card Game)

Late Best Test, Casual, 0.5 hr, 4 players

A cooperative game about taking down the Mob, inspired by the Untouchables.

Night Owl Workshop – Thomas Denmark

Hawkmoor (Board Game)

Late Beta Test, Intermediate, 1.5 hrs, 4 players

A co-operative game that translates classic fantasy roleplaying into a fast playing board game.

Reccoculous – James Gray

Crazier Eights: Elysium (Card Game)

Alpha Test, Casual, 0.5 hr, 2-4 players

A gateway fantasy card game inspired by Greek Mythology. The first player with zero cards in hand wins, and every card has a unique ability.

Crucial Game Co. – Guy Cruciai

Mystic Voyage (Board Game)

Alpha Test, Intermediate, 1.5 hrs, 1-4 players

Gather resources, build a fleet, and fight deadly mythical beasts to attain mystical relics.

JonnyPac – JonnyPac Cantin

Goldilocks Zone (Board Game)

Alpha Test, Intermediate, 1 hr, 2-4 players

A Sci-Fi strategy game where desperate alien transport ships must find new planets to populate. But the conditions must be 'just right'! Not too hot and not too cold...

Goodmeeples (Board Game)

Late Beta Test, Party, 1 hr, 2-4 players

Dual-scale worker-placement strategy game based on Prohibition Era gangsters. You place cars, then place workers in buildings adjacent to your cars.

Hoppsbusch – Randy Angle

PlunderQuest RPG (RPG)

Early Beta Test, Casual, 3 hrs, 2-5 players

A humorous and fast-playing tabletop RPG based on the 5th Edition RPG rules you may already know.

Karen Knoblauch

Summer of Love (Board Game)

Alpha Test, Intermediate, 1.5 hrs, 2-4 players

Explore all the Haight-Ashbury has to offer in 1967!

Shadow Balance Games, LLC – Jarrett Ford

Elemancers (Board Game)

Alpha Test, Intermediate, 1.5 hrs, 2-5 players

A team-based fantasy/strategy game, incorporating: area control, dice/card creature combat, resource management, secret objectives, legendary weapons, and ancient lore.

Michael Dunsmore

Land! (Board Game)

Late Beta Test, Intermediate, 1 hr, 2-5 players

Your small single-island nation is overpopulated, and you must go out into the unknown ocean to find new land to settle in this exploration and civilization-building game.

Gabriel Aaron

Adventurers Wanted (Board Game)

Early Beta Test, Intermediate, 0.5 hr, 2-3 players

Travel across the kingdom recruiting an adventuring party, buying items, and completing quests... with a Rubik's cube?

Scott Crabtree

Pathogens (Board Game)

Early Beta Test, Complex, 1.5 hrs, 2-4 players

An asymmetric, take that style game with three different game systems and an infectious disease theme.

Mike Ptak

The Last Days of Man (Board Game)

Early Beta Test, Casual, 2 hrs, 3 players

The Earth has been invaded and the Torac aliens are consolidating their rule. You as the survivors have one last chance to overthrow the invaders and reclaim the earth!

Star Sea: Captains (Board Game)

Early Beta Test, Casual, 3 hrs, 4 players

You are the captain of your ship! Manage your crew and your vessel while you and your fellow captains patrol the sector, resolving problems and upholding the flag of the union!

Kevin Russ

Tiny Tumble Town (Board Game)

Early Beta Test, Casual, 1 hr, 1-4 players

Dice and engine/town building game with a Western theme. Specific color and value of dice are stacked according to the building requirements.

Polarius Games – Ankur Gupta

Untitled Cat Game (Card Game)

Alpha Test, Casual, 0.5 hr, 2-4 Players

You and your friends race to pet the most cuddly cats—but be careful, or you just might get the claws! Along the way, you can entice the kitties with treats, or drive them crazy with catnip.

Trinity (Board Game)

Nearly Ready, Casual, 0.5 hr, 2 players

A simple strategy game with pattern recognition. Move or place your tokens to capture an opponent's. The game is small and easy to pack - perfect for your next backpacking adventure or your lunch break.

Mousechief Co. – Keith Nemitz

Nightlife: Swing the Deal (Card Game)

Alpha Test, Intermediate, 1 hr, 2 players

Cutthroat social maneuvering at venues swank and rank in the 1950s. Take down big shots, swing big deals, and meddle in affairs for business and pleasure, in the high-pressure world of society's elite.

Giant Cardboard Robots – Jason Lentz

Mercenaries of Esterok (Board Game)

Late Beta Test, Intermediate, 1.5 hrs, 2-5 players

Recruit Mercenaries for cheap. Build up a faction's strength and value. Pit them against each other. Profit!

Michael Lefkowitz

Tabletop Detective (Board Game)

Late Beta Test, Party, 1.5 hrs, 2-10 players

A co-op murder-mystery RPG, solve crimes in one-and-done episodes by interviewing witnesses, exploring crime scenes, analyzing evidence, and more.

Excelsior (Board Game)

Nearly Ready, Intermediate, 1 hr, 3-4 players

3D castle building, tactical strategy and area control.

Pacific Rim Publishing – Jeff Tibbetts

Pocket Mad Scientist (Board Game)

Early Beta Test, Casual, 1 hr, 2 players

Players compete to assemble and animate a creature from parts stolen from a graveyard.

Mark Schynert

Nation State (Board Game)

Late Beta Test, Complex, 3 hrs, 3-5 players

Asynchronous turn cycles; hidden and common goals; high interactivity; multiple strategies.

Boardcrafting – Shandy Brown

A Thousand Faces of Adventure (RPG)

Late Best Test, Intermediate, 3 hrs, 4 players

Marries mechanisms of modern board games with the innovation blossoming in indie role-playing games.

John Brieger

Tiefwald (Board Game)

Early Beta Test, Intermediate, 1 hr, 2-5 players

Live your story, avoid your villain, build the sweetest blackjack pile of treasure in the woods.

Headcrafted Games – Glenn Cotter

Escalation (Board Game)

Alpha Test, Casual, 0.5 hr, 2-4 players

Running down an up escalator. Shove, dodge, jump your way to stay on the longest.

Ronald Melencio

Trail Runner (Board Game)

Alpha Test, Casual, 0.5 hr, 4 players

A quick “in-between and filler” hand management game, themed around trail runner.

Alpha (Board Game)

Alpha Test, Intermediate, 2 hrs, 4 players

A medium-weight euro worker placement and area control game, themed around dogs and marking their territories.

Anne & Don Gilstrap

Backyard Chickens (Card Game)

Alpha Test, Casual, 1 hr, 2-4 players

Backyard Chickens is an accessible deck builder about caring for and growing a flock of chickens in your backyard.

Allan Chao

Merchants of Lancaster (Board Game)

Early Beta Test, Intermediate, 1.5 hrs, 3-5 players

Merchants of Lancaster is a fast-paced, quick-thinking business negotiation and deal-making game. It's like a condensed version of the resource trading in Settlers of Catan.

Shane Carr

Ruby Hunters (Board Game)

Late Beta Test, Intermediate, 0.5 hr, 2-5 players

Your band of pirates is exploring an archipelago of magical islands. Figure out the set of islands that maximizes your profit. Genre: Early-intermediate dice building and worker placement.

Pepto Games – Benjamin Ng

Ballroom Blitz (RPG)

Nearly Ready, Intermediate, 0.5 hr, 2 players

A short tactics game inspired by Chess, Go, and Magic the Gathering.

BARD Games – Brandon Raasch

Fickle (Board Game)

Nearly Ready, Casual, 0.5 hr, 3-5 players

This ‘inverse set collection’ game offers a unique decision dilemma each deal, and an ‘All or None’ scoring system that will have you zapping your friends with cards that evoke a fairies politique.

Protospiel Sponsors

DunDraCon would like to thank our generous sponsors:





Pathfinder Society Organized Play Pleasanton/Danville/San Ramon

Welcome to the Pathfinder Society Roleplaying Guild!

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

Every member shares one common dream: to contribute to the Pathfinder Chronicles, printed editions of secret lore coveted by the Society wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized.

The campaign's home base is Absalom, the so-called City at the Center of the World, which stands astride the great Inner Sea on the mountain-capped Isle of Kortos. Pathfinder's adventures range from exploring the dark alleys and political intrigues of Absalom to embarking on far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In the Pathfinder Society Roleplaying Guild, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the seven competing factions, each with its own motivations and secret agendas.

The Pathfinder Society Roleplaying Guild is a constantly evolving mega-campaign played by thousands of players, and the adventures you experience are shared by players around the world. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline.

This season consists of 10 sessions, each with up to 10 Pathfinder or Starfinder scenarios or modules (short, 4-hour adventures) set in a variety of exotic locations across Golarion. Game signups are in the Pleasanton Room. Check there for room location and changes in the schedule.

Pathfinder Schedule:

FRIDAY

1st Session: Friday 2 PM-6 PM

Pathfinder Scenario 10-06: Treason's Chains. (Levels 1-5)
Pathfinder Scenario 8-07: From the Tome of Righteous Repose. (Levels 3-7)
Pathfinder Scenario 10-11: The Hao Jin Hierophant. (Levels 5-9)
Pathfinder Scenario 10-04: Reaver's Roar. (Levels 7-11)
Starfinder Scenario 1-22: The Protectorate Petition. (Levels 1-4)
Starfinder Scenario 1-25: The Beacon Code Dilemma. (Levels 3-6)
Starfinder Scenario 1-23: Return-Sender. (Levels 5-8)
Pathfinder Module: The Midnight Mirror. (Levels 3-5)

2nd Session: Friday 7 PM-midnight

Pathfinder Scenario 10-10: The Shattered Shield. (Levels 1-5)
Pathfinder Exclusive: Ruins of Bonkeep I: The Silent Grave. (Levels 3-7)
Pathfinder Scenario 10-13: Fragments of Antiquity. (Levels 5-9)
Pathfinder Scenario 5-17: Fate of the Fiend. (Levels 7-11)
Pathfinder Scenario 10-09: The Rasping Rebirth. (Levels 12-15)
Starfinder Scenario 1-24: Siege of Enlightenment. (Levels 1-4)
Starfinder Scenario 1-26: Truth of the Seeker. (Levels 3-6)
Starfinder Module: Skittershot. (Levels 1-2)
Pathfinder Module: The Midnight Mirror. (Levels 3-5)

SATURDAY

3rd Session: Saturday 9 AM-1 PM

Pathfinder Scenario 7-01: Between the Lines. (Levels 1-5)
Pathfinder Scenario 10-05: Mysteries Under Moonlight, Part 1: Test Ament of Souls. (Levels 3-7)
Pathfinder Scenario 3-12: Wonders in the Weave I: Dog Pharaoh's Tomb. (Levels 5-9)
Pathfinder Scenario 9-25: Betrayal in the Bones. (Levels 12-15)
Starfinder Scenario 1-28: It Rests Beneath. (Levels 1-4)
Starfinder Scenario 1-31: Treading History's Folly. (Levels 3-6)
Starfinder Scenario 1-27: King Xeros of Star Azlant. (Levels 5-8)
Pathfinder Module: The Midnight Mirror. (Levels 3-5)

4th Session: Saturday 2 PM-6 PM

Pathfinder Scenario 7-10: The Consortium Compact. (Levels 1-2)
Pathfinder Scenario 10-12: Breath of the Dragonskull. (Levels 1-5)
Pathfinder Scenario 10-07: Mysteries Under Moonlight, Part 2: The Howling Dance. (Levels 3-7)
Pathfinder Scenario 3-14: Wonders in the Weave II: Snakes in the Fold. (Levels 5-9)
Pathfinder Scenario 0-20: King Xeros of King Azlant. (Levels 7-11)
Pathfinder Scenario 10-08: What Prestige is Worth. (Levels 7-11)
Starfinder Scenario 1-30: Survivor's Salvation. (Levels 1-4)
Starfinder Scenario 1-29: Honorbound Emissaries. (Levels 7-11)
Starfinder Scenario 1-11: In Pursuit of the Scoured Past. (Levels 3-6)

5th Session: Saturday 7 PM-midnight

Pathfinder Special 8-99D: The Solstice Scar, Version D. (Levels 1-2)
Pathfinder Special 8-99D: The Solstice Scar, Version D. (Levels 3-4)
Pathfinder Special 8-99D: The Solstice Scar, Version D. (Levels 5-6)
Pathfinder Special 8-99D: The Solstice Scar, Version D. (Levels 7-9)
Pathfinder Special 8-99D: The Solstice Scar, Version D. (Levels 9-11)

SUNDAY

6th Session: Sunday 9 AM-1 PM

Starfinder Scenario SFS 1-01: The Commencement. (Levels 1-2)
Pathfinder Scenario 10-10: The Shattered Shield. (Levels 1-5)
Pathfinder Scenario 5-24: Assault on the Wound. (Levels 3-7)
Pathfinder Scenario 9-24: Beneath Unbroken Waves. (Levels 5-9)
Pathfinder Scenario 2-08: the sarkorian prophecy. (Levels 7-11)
Starfinder Scenario 1-24: Siege of Enlightenment. (Levels 1-4)
Starfinder Scenario 1-26: Truth of the Seeker. (Levels 3-6)
Starfinder Module: Skittershot. (Levels 1-2)
Pathfinder Module: The Witchwar legacy. (Levels 16-18)
Pathfinder Module: Plunder & Peril Pt 3. (Levels 3-7)

7th Session: Sunday 2 PM-6 PM

Pathfinder Scenario 6-10: The Wounded Wisp. (Levels 1-2)
Pathfinder Scenario 5-14: Day of the Demon. (Levels 3-7)
Pathfinder Scenario 6-07: Valley of the Veiled Flame. (Levels 5-9)
Pathfinder Scenario 10-11: The Hao Jin Hierophant. (Levels 5-9)
Pathfinder Scenario 10-04: Reaver's Roar. (Levels 7-11)
Starfinder Scenario 1-22: The Protectorate Petition. (Levels 1-4)
Starfinder Scenario 1-25: The Beacon Code Dilemma. (Levels 3-6)
Starfinder Scenario 1-23: Return-Sender. (Levels 5-8)
Pathfinder Module: The Witchwar legacy. (Levels 16-18)
Pathfinder Module: Plunder & Peril Pt 3. (Levels 3-7)

6 PM-7 PM **Pathfinder & Starfinder Question & Answer** with Guests of Honor Mike & Greg

8th Session: Sunday 7 PM-midnight

Pathfinder Scenario 9-09: Beyond the Halflight Path. (Levels 3-7)
Pathfinder Scenario 6-18: From under Ice. (Levels 1-5)
Pathfinder Scenario 10-13: Fragments of Antiquity. (Levels 5-9)
Pathfinder Scenario 5-20: The Sealed Gate. (Levels 7-11)
Pathfinder Scenario 9-25: Betrayal in the Bones. (Levels 12-15)
Starfinder Scenario 1-28: It Rests Beneath. (Levels 1-4)
Starfinder Scenario 1-31: Treading History's Folly. (Levels 3-6)
Starfinder Scenario 1-27: King Xeros of Star Azlant. (Levels 5-8)
Pathfinder Module: The Witchwar legacy. (Levels 16-18)
Pathfinder Module: Plunder & Peril Pt 3. (Levels 3-7)

MONDAY

9th Session: Monday 9 AM-1 PM

Starfinder Scenario Q1: Into the Unknown. (Levels 1)
Pathfinder Scenario 10-12: Breath of the Dragonskull. (Levels 1-5)
Pathfinder Scenario 10-05: Mysteries Under Moonlight, Part 1: Test Ament of Souls. (Levels 3-7)
9 AM-1 PM Pathfinder Scenario 6-21: Tapestry's Toil. (Levels 5-9)
Pathfinder Scenario 10-08: What Prestige is Worth. (Levels 7-11)
Starfinder Scenario 1-30: Survivor's Salvation. (Levels 1-4)
Starfinder Scenario 1-29: Honorbound Emissaries. (Levels 7-11)
Starfinder Scenario 1-08: Sanctuary of Drowned Delight. (Levels 3-6)

10th Session: Monday 2 PM-6 PM

Pathfinder Scenario s9-16: Fallen Flame, Broken Name. (Levels 1-5)
Pathfinder Scenario s7-09: The Blakros Connection. (Levels 5-9)
Pathfinder Scenario 10-07: Mysteries Under Moonlight, Part 2: The Howling Dance. (Levels 3-7)
Pathfinder Scenario 9-24: Beneath Unbroken Waves. (Levels 5-9)
Pathfinder Scenario 8-17: Refugees of the Weary Sky. (Levels 7-11)
Pathfinder Second Edition Playtest Scenario 4: The Frozen Oath. (Level 10)
Pathfinder Scenario 10-09: The Rasping Rebirth. (Levels 12-15)
Starfinder Scenario 1-16: Dreaming of the Future. (Levels 1-4)

Pathfinder Society Guests of Honor

Michael Sayre

Hello! My name is Michael Sayre. Before joining Paizo as an organized play developer, I've worked as a lead designer for Dreamscarred Press and Drop Dead Studios, and done freelance design and development for companies like Amora Games, Lost Spheres Publishing, and Rogue Genius Games. If you're a fan of third-party Pathfinder materials you might recognize my name from projects like Dreamscarred's Akashic Mysteries, Drop Dead's Spheres of Might, or Lost Sphere's recent City of 7 Seraphs Kickstarter. At Paizo, I work with John Compton and Linda Zayas-Palmer to plan and develop the adventures and storyline for our Pathfinder Society organized play program.

Greg A. Vaughan

Greg's Pathfinder work includes Pathfinder Adventure Path #6: Spires of Xin-Shalast, and Pathfinder Adventure Path #11: Skeletons of Scarwall. He also has written adventures for Paizo's Pathfinder and GameMastery lines. His previous role-playing credits include Draw of the Underdark, Scepter Tower of Spellgard, Anauroch: The Empire of Shade, and The Twilight Tomb.



EVERY LITTLE
WAR



Far West Region

Pacific Room and Annex

The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. It uses the new 5th Edition of the Dungeons & Dragons rules, and features the Forgotten Realms setting.

You can create a character and bring that character to games anywhere D&D Adventurers League is supported, from your local gaming store, to Conventions around the world. The Introductory level adventures will be offered in every slot. This module consists of five 1-hour mini-adventures or a 2-hour Tier 1 adventure to help you get a new character started, to learn the system, or find out about some of the 5 Factions at play.

Adventures from Season 8 will be the main feature. There will also be Adventurers League Legal adventures and old favorites from earlier seasons.

Saturday night we will feature the DDEP08-01 "Chaos in the City of Splendors," a Tier 1 Epic.

From Friday through Sunday, the Adventurers League will be in a new location: the Pacific Room behind the restaurant, plus a couple of separate gaming rooms. The AL Headquarters will be located by the Pacific Room. On Monday, Adventurers will be back on the Third Floor.

For detailed information as it becomes available, and to sign up for games, come to The Pacific Room. Please also check at the Warhorn website: <https://warhorn.net/events/dundracon-43-dnd> for the schedule. Game sign-ups during DunDraCon are walk-ups only. Warhorn sign-ups online are now closed.



Figure Painting Outside Salon C

Painting Hours

Friday: 1:00 PM - 6:00 PM & 7:00 PM - 8:00 PM
Saturday: 9:00 AM - 2:00 PM & 3:00 PM - 8:00 PM
Sunday: 9:00 AM - 2:00 PM & 3:00 PM - 8:00 PM
Monday: 9:00 AM - 2:00 PM

Game Mat Hours

Friday: 8:00 PM - 9:00 PM
Saturday: 8:00 PM - 9:00 PM
Sunday: 8:00 PM - 9:00 PM

Voting Times

Saturday: 5:00 PM - 6:15 PM
Sunday: 5:00 PM - 6:15 PM

Award Times

Saturday: 7:00 PM
Sunday: 7:00 PM

Paint 'n Take

Ever want to make your own character for a game? Ever dream of sprucing up the figures in your board games? Feel like putting your figures in a verdant forest or a crackled sand desert? Wondering how to make lava effects for your miniatures? How about just sitting in a communal setting, talking to fellow gamers, while making something pretty awesome to keep forever? Well, you're in luck! The Paint 'n Take event at DunDraCon is going strong in its third year, and Ryan and Kendra are back to offer encouragement, enthusiasm, and all sorts of advice!

Personalized Game Mat

DunDraCon is known for, among other things, Role Playing Games. For those who play with game mats, it can be quite fun to have personalized, textured mats, and these are great fun to create! So, from 8:00 to 9:00 PM on Friday, Saturday, and Sunday, Kendra and Ryan will be giving tutorials on how to make them! As an added perk, participants will be able to make and keep a small game mat of their own. A group may make a larger gaming mat to share.

Competition

We are streamlining the one-day painting competition. Figures can be picked up at any time during the day on Saturday and Sunday between 9:00 AM and 4:00 PM, and will be accepted for entry into the contest at any time prior to 5:00 PM. Voting will occur from 5:00 until 6:15 PM in front of the Information Booth, and the winner will be announced at 7:00 PM sharp. Please vote for your favorite **two** entries in each category.

Spotlight Events

It's time once again to highlight some games that stand out as interesting, unusual, or maybe even old-school, illustrating the breadth of what's available at the convention.

Gaming can be a temporary escape from real-world problems, so how about a LARP where the goal is to...escape! In fact, four intimate 2-hour LARPs offered by Team Woodbury on Friday, starting at 2 PM (**P71**), 4 PM (**P73**), 6 PM (**171**) and 9 PM (**174**), all in Suite 570: **Escape Room: Engineering to the Holosuite**. Sometimes a bargain from Quark is anything but.

From the smallest LARPs at DunDraCon, we turn next to the largest RPG. In fact, it's larger than any of the LARPs, with seats for forty people. Matt Steele and his team of co-GMs (Jack Young, Ezra Denney, Shannon Mac, Morgan Hua, Andy Hull, and Sean Phalen) offer **313 Assault on Singularity Base** on Saturday starting at 4 PM in Salon H, but moving soon thereafter to a group of break-out rooms on the first floor. Your humble scheduler has been in this game—it's unique, and well-worth playing. It's also been at Big Bad Con and KublaCon; we are the last Bay Area venue that will host it.

Much to our community's loss, renowned local game developer Greg Stafford recently passed away. He was well known for creating a variety of RPG standards over the years, as well as other games. Among these was one of the earliest of the really successful RPGs, Runequest. What's old is new again, as Brian Isikoff offers two iterations of the new 4th Edition Runequest with **210 Defending Apple Lane**, Saturday 8 AM in Room 168, and again as **Game 501**, Sunday 8 AM in Room 143.

Another game that's been around for a while is **Magic the Gathering™**; Andrew Heilborn is hosting a couple of games, one of which is a teen priority game in the Teen Room, Suite 334 (**Game 431**, Saturday at 6 PM).

If you need your Cylon fix at the Convention, stick around until Monday; Mike Hutchinson will have **841 Battlestar Galactica** in Salon 1 at Table 2 at 10 AM. And it sounds like he's got something particularly tricky set up.

Chuck Staedler's **661 Air War over Malta** (Sunday, Noon, in Salon FG at a really big table in the center of the room) lets you take the side of *Regia Aeronautica* fighters and bombers, or RAF Hurricanes and Gladiators. It's an exotic array of opponents, with some of the most maneuverable aircraft of the era. And trimotors!

And now for something completely different. Really different! DunDraCon Committee members as game pieces! Well, not quite, but they'll be there. Our own June Delane hosts our version of the famous TV game show staple, **The Match Game (781)** in the San Ramon Room Sunday at 7 PM.

Sign up ahead of time to play, but there'll also be drop-in opportunities, so just show up, because audience participation is welcome. Match with the DDC Committee, playing TV's "The Match Game" for fun and prizes. Pit your wits against the (ahem) Stars and see if you can score more matches than your opponent.

All contestants will be eligible for a prize drawing for a free Con Membership!

Unofficial—Unofficial—Unofficial—Unofficial—
DunDraCon Does Not

Officially Present

On Sunday, February 17th,
The Secret Masters Of Gaming
20th Annual Hawaiian Shirt Day

At DunDraCon 43



Wear your brightest, wildest, craziest Hawaiian Shirt and let everyone *in the know* know that you are to be considered a S.M.O.G.

(Hey, we can all dream, can't we?)

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Convention-Sponsored Games

How It Works

Read this Booklet so you know the correct sign-up periods and game numbers. Note the game starting and run times, and plan your schedule accordingly. Look for changes and cancellation notices at the Info Table. We will do our best to keep you updated during the weekend.

There are nine Game Registration Sessions and eight Sign-Up Deadlines during the weekend. Each Session has a different number and different color sign-up slip. Please make sure you have the correct slip for each session. The Session P games were pre-registered online before the Convention, but you can check to see if there is still room in the game.

Each game has a number based on its starting time. All games in the 101-199 range are in Session 1, all games from 201-299 are in Session 2, etc.

You may sign up for three game choices per session. The Sorting Vat (computer program) will attempt to place you into your first-choice game. Failing that, it will attempt to place you into your second-, then third-choice game. The Sorting Vat weights your chances by the number of games you have already been assigned to. A person who has not yet been assigned to any game has a better chance of getting into a game than someone who has already been placed into a game at a previous session.

Signing up multiple times for the same game is pointless—if you don't get into it on the first pass, there is no way you can get into it on the third.

You can record which games you submitted for and were accepted into with the DunDraCon Game Planner on the back cover of this book.

Online Games Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website at <http://www.dundracon.com>—use the QR Codes on the next page to go directly to the correct spot!

Online Games Registration is available for the length of the Convention, 24 hours a day—you don't have to leave your game to sign up for another session! Online Games Registration for each session, however, closes at the times listed below. The time you submit your choices does not affect your chances of getting into a game—those attendees who register for a game at the last minute have the same chance as someone who pre-registered on February 1.

Paper Games Registration

If you do not have an internet-enabled device, you may submit a paper slip for any session up until the sign-up deadline for that session. This means you may turn all of your slips in on Friday night if you choose. The time the sign-up slip is submitted does not affect your chances of getting into a game, so long as it is submitted in time for that particular session.

There is a sign-up slip that allows you to sign up for all sessions at the same time. These are available at the Information Table.

The Info Table will accept slips as long as it is open: 8 AM to 9:30 PM on Friday, Saturday, and Sunday. As such, you may pick up or drop off Games Reg slips and ask any questions you might have during that time. However, each Games Reg session has a closing time, which means that any slips for that session dropped off after the closing time will **not** be entered for that Session. Closing times are posted below and at the Info Table.

Write your name, member number, and game numbers clearly on the sign-up slips. Neatness counts! We try very hard to decipher all the slips, but if we can't read your handwriting, you may be put into the wrong game, no game at all, or put someone else into a game they didn't sign up for!

List each game number only **once** on the slip. If you have only one or two choices, it's okay to leave the other spaces blank.

If you turn in a Priority Slip (which is good for entry into ONE game) you will most likely get into your first choice game, but if the game is a popular one later in the Convention, you should add a second game choice, just in case a lot of Priority Slips are turned in for that game.

Please do not turn in more than one sign-up slip for the same session. Doing so will not improve your chances of getting into a game. The Sorting Vat only accepts three choices per member per session.

If you wish to change your original game choices, please use the bright red "Override" slip and fill it out completely, indicating whether you wish to change or cancel your prior choices. (Do not use red ink!)

How do you know if you've gotten into a game?

The results of each Registration session will be posted on the DunDraCon website at http://www.dundracon.com/GamesReg_Results.php **and** near the Info Table as soon as the process allows. Please be patient. We know everyone is waiting to find out if they've gotten in, and we know the games can't begin until the results are posted; but we still have to enter requests and run the Sorting Vat after a Games Reg session closes. We will process it all as quickly as possible.

If you see your name and number listed, you're in! Double-check the starting time and location of the game, and show up on time. If you are late, your seat may be given to somebody else.

If a game was not filled, the list will show lines of stars (*****) for the empty seats. You may show up to try to fill these seats at game time. Writing your name on the session sheet is not an official placement in the game!

If you do not get into a game you **really** want, do not despair: show up for it anyway, as there may be an opening. Individual GMs may allow an additional player into a game, or an assigned player might not show up. It is up to the GM and other players to allow an extra player into a game. Please be patient, be polite, be flexible if necessary.

If you **really, really** want to get into a particular game, plan ahead and volunteer at the Con! **Volunteers who work 4 hours receive a Priority Slip, which is a near-guarantee of getting into your first-choice game. (Volunteers who work 8 hours also get their membership fee refunded!)**

Games Registration Signup & Posting Times

SESSION	GAME#	SIGN UP DEADLINE	FORM	FIRST START TIMES	POSTING TIMES
P	P01-P99	Online Pre-reg. only	None	Friday Noon	Friday 11:30 AM
1	100-199	FRI 4:30 PM	Salmon	Friday 6:00 PM	Friday 5:30 PM
2	200-299	FRI 8:00 PM	Pink	Saturday 8:00 AM	Friday 9:00 PM
3	300-399	SAT 10:30 AM	Blue	Saturday Noon	Saturday 11:30AM
4	400-499	SAT 4:30 PM	Gold	Saturday 6:00 PM	Saturday 5:30 PM
5	500-599	SAT 8:00 PM	Green	Sunday 8:00 AM	Saturday 9:00 PM
6	600-699	SUN 10:30 AM	Lilac	Sunday Noon	Sunday 11:30 AM
7	700-799	SUN 4:30 PM	Yellow	Sunday 6:00 PM	Sunday 5:30 PM
8	800-899	SUN 4:30 PM	White	Monday 8:00 AM	Sunday 7:30 PM

THE FINE PRINT:

DunDraCon's Games Registration will do its best to get every member into at least one game. However, due to chance, popularity of certain games, and other factors, we cannot guarantee that any particular member will be officially assigned into a particular (or any) game.

DunDraCon Website Online Events Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website at <http://www.dundracon.com>

Scan the items below with a smartphone to connect to the Events Page, Games Registration, and/or Games Results pages on the DunDraCon website.

Events Page



Games Results



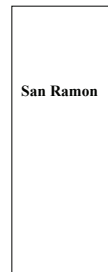
Games Registration



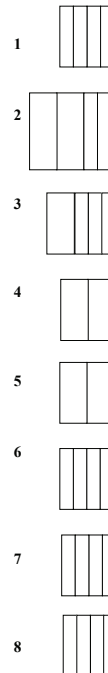
DDC Homepage



Hall Tables



Demo Area



Demo Tables

Kids' Room

Salon 2

We have many excellent board games for your young players or for you and your children to enjoy. We have a large number for the younger set, and we trust you to know if your child needs you nearby to maintain composure and a proper game face. All kids must have and wear their badge at all times while in the Kids Room.

(**Note:** The Kids Room is **NOT** a child-sitting service!)

Note to parents and players: Most games are for 4 to 8 players. If you see something you would like to play, come by and sign up, or we can teach you on the spot. Otherwise, games are first-come, first-served.

Scheduled Drop-In Games in the Kids' Room

SATURDAY GAMES

Kids' Game Day— Anthro Adventures

System: Pathfinder; Edition Anthro Adventures 4 players
GM: Kenneth Anthony Tracy (Kenny)
Level: 2nd
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
A wild journey for young adventurers. Animal characters provide a launching point for role playing. Beginner friendly, but basic reading/math required.

System: [medley of games]; 4 players
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Seven fun and easy board games for young players. As always, prizes for winners. See DDC website for full descriptions. Come on by the Kids' Room and let's play!

The Citadel

System: Dungeons & Dragons (Original); Edition Holmes Basic (1977) 8 players
GM: Thom Hall (skars)
Level: 1st
Rules Knowledge: Useful
Game Content: Family
All characters provided by GM
The Citadel sits atop a rocky crag; locked within a chest somewhere inside is a Talisman of great wonder. The group of characters has been called upon to retrieve the Talisman and use its power to reverse a 10-year drought upon the land.

Anthro Adventures

System: Pathfinder; Edition Anthro Adventures 4 players
GM: Kenneth Anthony Tracy (Kenny)
Level: 2nd
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
A wild journey for young adventurers. Animal characters provide a launching point for role playing. Beginner friendly, but basic reading/math required.

SUNDAY GAMES

POO the Card Game

System: POO; 6 players
GM: Mary Russell (Wargie)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
It's been a tough day in the monkey cage; come fling poo and enjoy each other's company.

Kids Fun Games Medley

System: Flip Over Frog, Wing Spirits, and More; 4 players
GM: Keita Teranishi (Keita)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
We are going to play several cute and fun games from Japan. Walk-ins welcome!

Mage Knight Dungeons

System: Mage Knight Dungeons; 4 players
GM: William Dash (Bill Dash)
Variations: simplified rules for young players
Level: 1st
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Kill monsters! Steal their stuff! Players receive a starter set to keep. Choose a hero. Play team or "lone wolf."
Whatever gold you drag out is yours. Join the fracas!

Other Kid-Friendly Games:

These are other kid-friendly games around the Convention. Drop-In and DEMO games do not require sign-up. Numbered games can be dropped into if there is space, but for best results, sign up through the Game Reg system. Fuller descriptions of all these games are in the respective sections of this program.

Drop-In Game: Carabande, Friday 10 AM in Hall Table 7 Board Game

P15 Witch of the Wilderlands, Friday Noon in 164 RPG Game

P44 Drake Memorial Run, Friday Noon in Salon 1
Table 11 Board Game

P41 4-Way Chess, Friday Noon in Salon 1 Table 5
Board Game

P33 Resident Evil DBG, Friday 1 PM in Salon 1
Table 4 Card Game

**DEMO Crazier Eights: One Thousand & One
Nights**, Friday 2 PM in Hall Table 5 , Card Game

P92 Crypt of the Crimson King, Friday 4 PM in 164
RPG

P56 HERO QUEST, Friday 4 PM in Salon 1 Table 26
Board Game

131 Crazier Eights: Camelot, Friday 6 PM in Salon 1
Table 4 Card Game

148 Ticket to Ride 1910, Friday 7 PM in Salon 1
Table 11 Board Game

234 BATTLETECH CCG, Saturday 10 AM in Salon 1
Table 25 Card Game

273 Oliver Jones and the Turbulent School,
Saturday 11 AM in 570 LARP

340 4-Way Chess, Saturday Noon in Salon 1 Table 1
Board Game

331 Crazier Eights: Camelot, Saturday 1 PM in Salon
1 Table 4 Card Game

350 Ticket to Ride First Journey, Saturday 3 PM in
Salon 1 Table 10 Board Game

356 HERO QUEST, Saturday 4 PM in Salon 1 Table 15
Board Game

**DEMO Crazier Eights: One Thousand & One
Nights**, Saturday 6 PM in Hall Table 5 Card Game

DEMO Crazier Eights: Olympus (Preview), Sunday
1 PM in Hall Table 3 Card Game

634 Resident Evil DBG, Sunday 4 PM in Salon 1
Table 5 Card Game



Teen Priority Room Rooms 334 & 338

The Teen Priority Room is the home base for Teen-related (ages 13-19) gaming fun!

The Teen Priority Room is the suite consisting of Rooms 334 and 338 on the third floor. We have a great place to hang out, with a couch, at least one scheduled game at all times, and an extra table or two for pick-up games. We have boxes full of board games and card games available for pick-up play. You are welcome to bring your own game(s) to the room.

Room 334:

Friday 2 PM to Midnight: Scheduled Teen games and Open Gaming
Saturday 10 AM to Midnight: Scheduled Teen games and Open Gaming
Sunday 10 AM to Midnight: Scheduled Teen games and Open Gaming

Room 338:

Friday 2 PM to Midnight: Scheduled Teen or Regular games
Saturday 10 AM to Midnight: Scheduled Teen or Regular games
Sunday 10 AM to Midnight: Scheduled Teen or Regular games

Here's how it works:

- The Teen Priority Room is open to all attendees ages 13 and up
- You must wear your badge at all times in the Teen Priority Room
- All games scheduled in the room are suitable for adults and teens
- Register for all Teen Priority games through the DDC Game Registration system
- Teens can get priority registration for any games scheduled in Room 334 by going to Room 334 to register for the game
- Teens must get their priority registration before the game sign-up deadline
- Teen-friendly games can be found outside these hours in the regular gaming areas
- For Teen-friendly games scheduled in other areas, follow normal Games Registration procedures
- Teen Priority is not offered for Teen-friendly games outside Rooms 334 and 338, except for game 316
- Teen-friendly games can be found outside of those hours in the regular gaming areas

Teen-Friendly Games

FRIDAY

P15 Witch of the Wilderlands Noon in 164 (RPG)

P44 Drake Memorial Run Noon in Salon 1 Table 11 (Board)

P41 4-Way Chess Noon in Salon 1 Table 5 (Board)

P42 Lords of Hellas Noon in Salon 1 Table 6 (Board)

P33 Resident Evil DBG 1 PM in Salon 1 Table 4 (Card)

P54 Ah Those Old Horror Movies Teen Priority! 2 PM in 334 (Board)

P50 Power Grid 2 PM in Salon 1 Table 10 (Board)

P28 Drug Dealers in My Swamp? 4 PM in 152 (RPG)

P92 Crypt of the Crimson King 4 PM in 164 (RPG)

141 Xia: Embers of a Forsaken Star 6 PM in Salon 1 Table 1 (Board)

132 Munchkin Mania! Teen Priority! 6 PM in Salon 1 Table 12 (Card)

151 Crisis 7 PM in 334 (Board)

181 OK We Need to Rebuild the World Teen Priority! 7 PM in 334 (Other)

148 Ticket to Ride 1910 Teen Priority! 7 PM in Salon 1 Table 11 (Board)

111 The Rise of Voltron Teen Priority! 8 PM in 147 (RPG)

118 We Be Goblins 8 PM in 378 (RPG)

133 EDH Commander Points League 8 PM in Salon 1 Table 10 (Card)

153 TINY Epic Zombies! 9 PM in Salon 1 Table 17 (Board)

SATURDAY

204 Sitamun's Rescue 8 AM in 151 (RPG)

231 Smash Up 9 AM in Salon 1 Table 5 (Card)

243 Dead of Winter: A Crossroads Game Teen Priority! 9 AM in Salon 1 Table 7 (Board)

216 The Black Road Teen Priority! 10 AM in 334 (RPG)

218 The After Adventure 10 AM in 376 (RPG)

223 Outbreak! 10 AM in 608 (RPG)

251 Leaving Earth: Stations & Outer Planets 10 AM in Salon 1 Table 17 (Board)

252 Betrayal at House on the Hill 10 AM in Salon 1 Table 20 (Board)

273 Oliver Jones and the Turbulent School 11 AM in 570 (LARP)

255 Ticket to Ride 11 AM in Salon 1 Table 30 (Board)

302 Flight Arriving at Terminal Number Sanction Teen Priority! Noon in 334 (RPG)

340 4-Way Chess Noon in Salon 1 Table 1 (Board)

361 Milk Run Part 2 Noon in Salon FG Table 9 (SciFi Miniatures)

303 The Sepulchre of Jamath 1 PM in 166 (DD5Basic)

333 Hungry Hungry Hipsters 2 PM in Salon 1 Table 11 (Card)

345 Back to the Cosmos 2 PM in Salon 1 Table 8 (Board)

353 Isle of Skye with Journeyman and Druids expansion 3 PM in 334 (Board)

316 La belle Hélène Teen Priority! 4 PM in 608 (RPG) (Teen Priority)

354 Dictionary (Similar to Balderdash) 4 PM in Salon 1 Table 4 (Board)

358 Axis & Allies Global Zombies

5 PM in Salon 1 Table 25 (Board)

403 ICE Tower Teen Priority! 6 PM in 334 (RPG)

431 EDH Commander Points League
6 PM in 334 (Card)

406 Horror Business: A Ghostbusters Adventure 6 PM in 378 (RPG)

441 Code Name Pictures Teen Priority!
6 PM in Salon 1 Table 1 (Board)

461 Shieldbash: Skirmishes of Agaptus
6 PM in Salon FG Table 56 (Fantasy Miniatures)

414 Overwatch! 8 PM in 168 (RPG)

SUNDAY

503 We Be Goblins Too! 8 AM in 147 (RPG)

506 Trials of the Demon King 8 AM in 152 (DD5Basic)

519 Episode 1: Enter Tokyo Slayers Club Teen Priority! 10 AM in 334 (RPG)

520 Tower of the Black Pearl Teen Priority!
10 AM in 338 (RPG)

521 Lost Dog Answers to Bandit. Reward!
10 AM in 376 (RPG)

561 Taking of Narvik 1-2-3 1940 10 AM in Hall Table 1 (Historical Miniatures)

552 The Captain is Dead 10 AM in Salon 1 Table 14 (Board)

554 Age of Giants: Queen Domino
10 AM in Salon 1 Table 23 24 (Board)

551 Advanced Firefly 10 AM in Salon 1 Table 7 (Board)

605 The Sepulchre of Jamath Noon in 153 (DD5Basic)

643 Great Western Trail: Rails to the North
Noon in Salon 1 Table 15 (Board)

DEMO Crazier Eights: Olympus (Preview)

1 PM in Hall Table 3 (Card)

645 Teotihuacan: City of Gods 1 PM in Salon 1 Table 13 (Board)

631 Hungry Hungry Hipsters 2 PM in Salon 1 Table 11 (Card)

632 Munchkin Mania! Teen Priority!
2 PM in Salon 1 Table 17 (Card)

649 Terraforming Mars Teen Priority!
2 PM in Salon 1 Table 6 (Board)

662 Taking of Narvik 1-2-3 1940 3 PM in Hall Table 1 (Historical Miniatures)

647 Ticket to Ride 3 PM in Salon 1 Table 29 (Board)

612 Classic Fantasy - D100 Old School
4 PM in 153 (RPG)

622 Los Campeones Contra Los Marcianos
4 PM in 378 (RPG)

634 Resident Evil DBG 4 PM in Salon 1 Table 5 (Card)

741 Code Name Pictures Teen Priority!
6 PM in Salon 1 Table 1 (Board)

763 Basements of the Clumsy Alchemist
6 PM in Salon FG Table 45 (Fantasy Miniatures)

781 The Match Game 7 PM in Salon H (Other)

MONDAY

804 Calling all Demigods! 8 AM in 147 (RPG)

806 Spirits of the Saints 8 AM in 151 (RPG)



Live Action Role-Playing Games

LARP Rules

LARPs, or Live Action Role-Playing Games, take your role-playing experience to the next level. Instead of sitting at tables and rolling dice, the game takes place all around you. LARPing combines traditional RPGs with elements of improvisational acting, where often you are given a character and told to “be them.” How you do that is up to you.

Because of the unique nature of LARPs, there are certain rules that must be followed for everyone to have a good time:

- No one may be turned away from any LARP based solely on age.
- All LARPs use the Games Registration system (unless otherwise noted) and may be signed up for online or at the Games Reg table.
- Each LARP that exceeds maximum capacity will be given an official overflow list, which will randomly sequence people who registered but did not get in. Drop-in players may be added to the end of the list by the GM(s) on a first-come, first-served basis. All players from the printed overflow list *must* be accommodated before Drop-ins can be considered.
- You must show up to your LARP on time or your spot will be given to someone on the overflow list.
- Don't touch anyone you don't know or don't have permission to touch. Before initiating any sort of contact, ask permission and when in doubt, don't touch. This also means don't touch anyone with anything (baseball bat, feather, whatever). This applies to all DDC events.
- LARPs are just a game. *Say* “I pull the fire alarm.” Do **not** actually pull the fire alarm. Never do anything illegal or immoral as part of the game.
- If you can, please resolve your own disputes. LARP rules are often very simple, so please try to handle in-game disagreements between yourselves before getting a GM involved. This makes the whole experience better for players and easier for GMs.
- If you have to leave during a LARP, please tell a GM—don't just disappear.

LARP Central is located outside Salon 2, opposite the Flying Hands Massage area and across from Salon C. This area contains the complete set of rules mentioned above, as well as the current schedule, posted player lists, LARP flyers, and any other pertinent announcements.

LARPs Schedule

SESSION P

FRIDAY

P71 Escape Room: Engineering to the Holo-suite

Friday 2 PM in 570 for 2 hours; ends Session P
System: Cooperative Problem Solving; 8 players
Troupe: Team Woodbury
Genre: Star Trek DS9
Costume: Any DS9-era Trek
Rules Knowledge: Beginners Welcome
Game Content: Family
You finally took Quark up on his 2-for-1 holo-suite deal. Unfortunately, you seem to have triggered an old Cardassian booby trap, and now you've got 1 hour to escape.

P72 A Little Magic

Friday 2 PM in 508 for 4 hours; ends Session P
System: GM Fiat; 8 players
Troupe: Gamer Geekus
Genre: Modern
Costume: Modern day college attire
Variations: Some house rules
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
A simple story about love and dreamers. Brookview is an engaging New England town with a wealthy and aloof leading family, a quaint local college, and a little magic.

P73 Escape Room: Engineering to the Holo-suite

Friday 4 PM in 570 for 2 hours; ends Session P
System: Cooperative Problem Solving; 8 players
Troupe: Team Woodbury
Genre: Star Trek DS9
Costume: Any DS9-era Trek
Rules Knowledge: Beginners Welcome
Game Content: Family
You finally took Quark up on his 2-for-1 holo-suite deal. Unfortunately, you seem to have triggered an old Cardassian booby trap, and now you've got 1 hour to escape.



SESSION 1

171 Escape Room: Engineering to the Holosuite

Friday 6 PM in 570 for 2 hours; ends Session 1
System: Cooperative Problem Solving; 8 players
Troupe: Team Woodbury
Genre: Star Trek DS9
Costume: Any DS9-era Trek
Rules Knowledge: Beginners Welcome
Game Content: Family
You finally took Quark up on his 2-for-1 holosuite deal. Unfortunately, you seem to have triggered an old Cardassian booby trap, and now you've got 1 hour to escape.

172 Star Wars: After

Friday 7 PM in Salon AB for 8 hours; ends Session 1
System: Homebrew; 30 players
Troupe: Blue Lotus Productions
Genre: Space Opera/Sci-Fi
Rules Knowledge: Useful
Game Content: Mainstream
With Grand Admiral Thrawn's final defeat, the Imperial Remnant sues for peace and a conference on Yavin IV is agreed to. The New Republic sends delegates to finalize the treaty.

173 Ghost Court

Friday 8 PM in 508 for 4 hours; ends Session 1
15 players
GM: Antonio Morton
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Ghost Court is a LARP about ghosts and humans who sue one another in small claims court. Players will rotate roles as plaintiffs, defendants, judge, bailiffs, and court clerks.

174 Escape Room: Engineering to the Holosuite

Friday 9 PM in 570 for 2 hours; ends Session 1
System: Cooperative Problem Solving; 8 players
Troupe: Team Woodbury
Genre: Star Trek DS9
Costume: Any DS9-era Trek
Rules Knowledge: Beginners Welcome
Game Content: Family
You finally took Quark up on his 2-for-1 holosuite deal. Unfortunately, you seem to have triggered an old Cardassian booby trap, and now you've got 1 hour to escape.

SESSION 2

SATURDAY

271 The Continuum Conundrum

Saturday 10 AM in Salon B for 6 hr; ends Session 3
System: L.A.R.P.S. System; 24 players
Troupe: Dreams of Deirdre
Genre: Star Trek
Costume: Any generation of crew uniform
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Space: the often-returned-to frontier. This is the crew of the Starship Valiant, going boldly wherever Starfleet tells them. But in unexplored space, things are about to go terribly astray.

272 Escape from New York

Saturday 10 AM in Salon A for 6 hr; ends Session 3
System: Homebrew (Resource management); 20 players
Troupe: Ace of Geeks
Genre: Post-apocalyptic pulp
Costume: 1980s apocalypse
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
You are a convict on the island of Manhattan. The government has decided to cut off all supply drops, so it is up to you and your fellow convicts to survive.

273 Oliver Jones and the Turbulent School

Saturday 11 AM in 570 for 6 hours; ends Session 3
System: Homebrew; 10 players
GM: John Kim
Genre: Modern Fantasy/Harry Potter
Rules Knowledge: Beginners Welcome
Game Content: Family
2049 is a time of hope and turmoil at Hogwarts. New students are stranger than ever—Muggle-borns, purebloods, half-giants, and even house elves. A character-based LARP about difficult adjustments.

SESSION 4

471 Alpha Complex Goes To The Olympics

Saturday 6 PM in 165, 166 for 4 hr; ends Session 4
System: Paranoia; 12 players
GM: Randall Koutnik
Genre: Hilariously Dystopian
Variations: Form-based combat
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Friend Computer has decided to hold a competition to decide who is the most loyal sector, with huge rewards for the winner.

472 Fallout: Showdown at Bighorn Gulch

Saturday 6 PM in 570 for 6 hours; ends Session 4

System: GM Fiat; 15 players

Troupe: Shiny Thing Games

Genre: Post-Apocalypse, Western

Costume: Western, Mad Max, Fallout (optional)

Variations: Fallout, Quiet Year

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A tiny desert town threatened by bloodthirsty deserters must decide: risk everything to defend its precious water, or flee into the Wasteland and live to fight another day?

473 The Hero's Reward

Saturday 6 PM in Salon AB for 8 hours; ends Session 4

System: 7th Sea; 30 players

Troupe: Tempest in a Teapot Productions

Genre: 16th and 17th century European Swashbuckling!

Costume: 16th and 17th century, European Courtiers, Pirates, Gowns, Ren-Faire garb

Variations: Modified L.A.R.P. system rules

Rules Knowledge: Useful

Game Content: Mature Themes

King Sandoval's court gathers to honor a war hero. Inquisitors and spies scheme in the shadows, and strange wonders of syrneth and science await discovery. Tonight, you are the Hero!

SESSION 5

SUNDAY

571 Grimm Shock

Sunday 11 AM in Salon AB for 6 hr; ends Session 6

System: L.A.R.P.S. System; 30 players

Troupe: Team Volaré

Genre: Historical Science Fiction

Costume: None required, but early '70s or Supers costume is fine

Variations: Some GM Fiat

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Saudi Arabia, 1974. After the OPEC oil embargo creates a geopolitical oil shock, a summit is called to find solutions. World Powers and super powers collide. A Team Volaré Production.



SESSION 6

671 The Unseelie Accords

Sunday 4 PM in 570 for 8 hours; ends Session 7

System: Dresden Files; 20 players

GM: Rob Paul

Troupe: Peculiar Crossroads Productions Genre: Supernatural Noir

Costume: Pick a character type from the Dresden books and you'll fit in.

Variations: Invented System

Rules Knowledge: Useful

Game Content: Mainstream

In 1994, two dozen members of the Supernatural Community were gathered by Mab, to discuss the Unseelie accords. You will be one of those individuals, defining the future of the world.

SESSION 7

771 Left Behind - A Wolf and Unicorn Production

Sunday 6 PM in Salon AB for 6 hours; ends Session 7

System: Modified GM Fiat; 18 players

Troupe: Wolf and Unicorn

Genre: Sci-Fi - Battlestar Galactica

Rules Knowledge: Expected

Game Content: Mature Themes

The colonies are gone. Galen's Passion was safe, protected by mankind's last Battlestar. Something went wrong and they left you behind. Crippled and lost, you've started picking up surprising signals...



Demo Games

All of these are games you can simply go to and play. There's no need for registration; it's first-come, first-seated. **Demo** games are recent, new, and about-to-be published games presented by the companies or creators, and are a fine way to learn a new game while having a great time, plus you learn the games from the experts. Additional demo games may be scheduled after this program goes to print. Keep an eye out for them on the hall tables, or check postings near the Protospiel Room (Salon C).

FRIDAY

Crazier Eights: One Thousand & One Nights

Friday 2 PM in Hall Table 5 for 3 hours; ends Session P

System: Crazier Eights; 6 players

GM: James Gray

A gateway fantasy card game inspired by Shahrzad's Arabian Nights. It has Aladdin, Jinn, magic carpets, and more! Every card can be played for an ability.

Reykholt & Small Box Games

Friday 3 PM in Hall Table 4

System: Reykholt, Hokkaido; 4 players

GM: Renegade Games

Come enjoy the newest games from Renegade Game Studios as well as some old favorites! Featured games are the just-released Reykholt by Uwe Rosenberg (2-4 players) and Hokkaido by Kalle Malmioja (2-5 players). In addition, the very popular Arboretum and Fuse will be available. Rules taught, beginners welcome.

SATURDAY

Trinity

Saturday 2 PM in Hall Table 5 for 4 hours; ends Session 3

System: Trinity; 2 players

GM: Polaris Games

A simple strategy game with pattern recognition. Move or place your tokens to capture an opponent's. The game is small and easy to pack—perfect for your next backpacking adventure or your lunch break.



Reykholt & Small Box Games

Saturday 3 PM in Hall Table 4

System: Reykholt, Hokkaido; 4 players

GM: Renegade Games

Come enjoy the newest games from Renegade Game Studios as well as some old favorites!

Featured games are the just-released Reykholt by Uwe Rosenberg (2-4 players) and Hokkaido by Kalle Malmioja (2-5 players). In addition, the very popular Arboretum and Fuse will be available. Rules taught, beginners welcome.

Crazier Eights: One Thousand & One Nights

Saturday 6 PM in Hall Table 5 for 3 hours; ends

Session 4

System: Crazier Eights; 6 players

GM: James Gray

A gateway fantasy card game inspired by Shahrzad's Arabian Nights. It has Aladdin, Jinn, magic carpets, and more! Every card can be played for an ability.

SUNDAY

Reykholt & Small Box Games

Sunday 1 PM in Hall Table 2

System: Reykholt, Hokkaido; 4 players

GM: Renegade Games

Come enjoy the newest games from Renegade Game Studios as well as some old favorites!

Featured games are the just-released Reykholt by Uwe Rosenberg (2-4 players) and Hokkaido by Kalle Malmioja (2-5 players). In addition, the very popular Arboretum and Fuse will be available. Rules taught, beginners welcome.

Crazier Eights: Olympus (Preview)

Sunday 1 PM in Hall Table 3 for 3 hours; ends

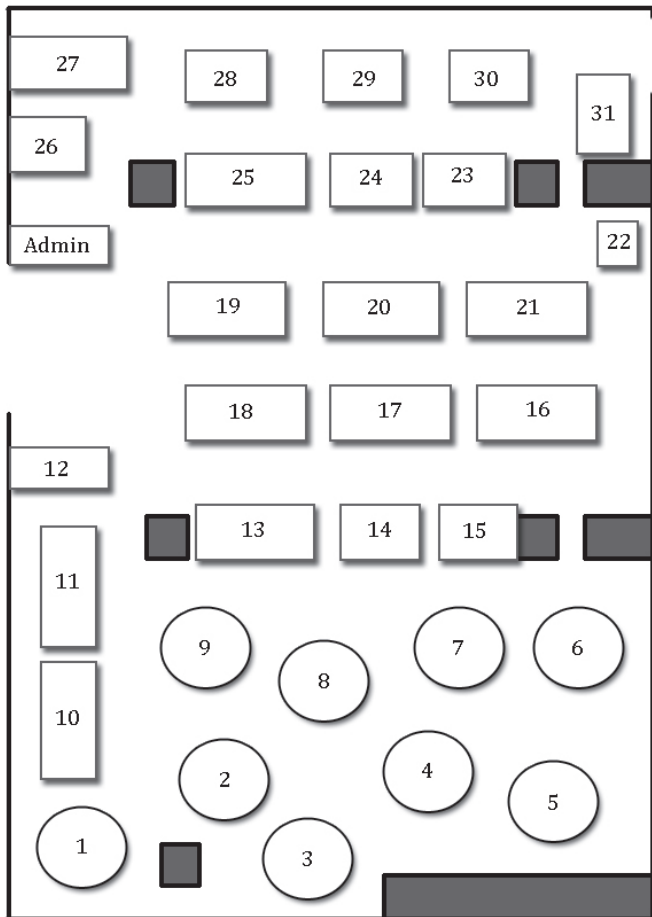
Session 6

System: Crazier Eights; 6 players

GM: James Gray

A fantasy card game inspired by Greek mythology. There's Zeus, Atlantis, and more! Every card can be played for an ability. The first player with zero cards in hand wins.





Board Games Salon 1

ACCESS TO TABLES:

Tables 9 and 19 (near the front door) and 31 (near the back door to the restrooms) are designated for official games with participants who require wheelchair access. They are open for gaming at all other times, but occupants must trade tables if an official game needs to move there.

SESSION P FRIDAY

Drop-In KIDS Carabande

Friday 10 AM in Hall Table 7 for 8 hr; ends Session P

System: Carabande; 99 players

GM: David Gabriel

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Ladies and Gentlemen, start your fingers! Yes; it is time for the convention favorite Carabande! Easy to learn and fun to play.

Up to 8 at a time can play and games usually finish quickly, so ALL can join in on the fun!

P40 Titan

Friday Noon in Salon 1 Table 3 for 8 hr; ends Session 1

System: Titan!; 6 players

GM: Chester Hendrix

Variations: Tower Titan

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Classic Titan with a twist! Extra lands on a custom board. Over 60 different creatures for the greatest slugfest ever. Check TOWER TITAN on BGG.

P41 4-Way Chess

Friday Noon in Salon 1 Table 5 for 4 hr; ends Session P

System: 4-Way Chess; Edition 1st 4 players

GM: Brian Culcasi (Brian C)

Variations: Nightmare Card Deck, 1st and 2nd edition will be in-play

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The classic game of chess in a whole new arena. 4-way elimination Nightmare chess. White vs Black vs Gold vs Silver—all on ONE board!

P42 Lords of Hellas

Friday Noon in Salon 1 Table 6 for 4 hr; ends Session P

System: Lords of Hellas; Edition 1st 4 players

GM: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Lords of Hellas is set in the Dark Age of Greece, an era shrouded in mystery. Play as one of four heroes and conquer territory, kill monsters, or construct monuments

P43 Civilization

Friday Noon in Salon 1 Table 8 for 8 hr; ends Session 1

System: Civilization; Edition 1st 5 players

GM: William Marriott (Bill)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Civilization with both expansions, Fame and Fortune as well as Wisdom and Warfare.

P44 Drake Memorial Run

Friday Noon in Salon 1 Table 11 for 6 hr; ends Session P

System: Formula D; Edition Anniversary 8 players

GM: Robert Glenn (Father Hans)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Start your engines and race for position in the Drake Memorial Run. In memory of Kyle Drake. Prizes WILL be awarded!

P45 3 Portal Game Session - Alien Artifacts/Cry Havoc/Monolith Arena

Friday Noon in Salon 1 Table 17 for 6 hr; ends Session P

System: Portal Games: Alien Artifacts, Cry Havoc, and Monolith Arena; 4 players

GM: Reuben Lopez

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Come play a Portal Game Trifecta! Alien Artifacts, Cry Havoc, and Monolith Arena. New players welcome, plenty of time for 3 games with teaching!

P46 Massive Darkness!

Friday Noon in Salon 1 Table 21 for 4 hr; ends Session P
System: Massive Darkness; Edition Kickstarter 4 players

GM: Steven Sauer (Steven)

Variations: Minor

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Massive Darkness, a dungeon crawl game, returns. Most of the kickstarter extras will be used. Some minor variations for play balance may be used if the players agree.

P47 Axis and Allies: Anniversary Edition

Friday Noon in Salon 1 Table 25 for 8 hr; ends Session 1

System: Axis and Allies; Edition Anniversary 5 players

GM: Dan Bodon (Dan)

Variations: Closed Area 16

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

The Axis & Allies Anniversary Edition features the debut of Italy as the third Axis nation, the introduction of the cruiser unit to the naval line-up, and the largest Axis & Allies board to date, measuring 24 ´ 46 inches.

P49 Cry Havoc

Friday 1 PM in Salon 1 Table 2 for 3 hr; ends Session P

System: Cry Havoc; 3 players

GM: Jarrett Ford (Ismortah)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Cry Havoc is a card-driven, asymmetric, area control war game set in a brutal science fiction setting. Each player commands one of four unique factions with varying abilities and units.

P50 Power Grid

Friday 2 PM in Salon 1 Table 10 for 3 hr; ends Session P

System: Power Grid; Edition Special 5 players

GM: Magda Heilborn (Magda)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Supply the most cities with power, players mark pre-existing routes between cities for connection, then vie against other players to purchase the most efficient power plants. A strategic market game!

P51 Star Fleet Battles Tournament

Friday 2 PM in Salon 1 Table 14, 15 for 8 hr; ends Session 1

System: Star Fleet Battles Captain's Ed. Tournament Module; Edition 2010 8 players

GM: Hugh Pham (Capt. James T. K.)

Variations: SSD Ships are modified to fit multiple opponents: Ex drone reloads, ppt, etc.

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Star Fleet Battles Scenario has each one of 6 to 8+ individuals control a single Module T Tournament Ship of his choosing. Ships include mods to fit multi-ship battles.

P52 Century: Spice Road

Friday 2 PM in Salon 1 Table 23 for 3 hr; ends Session P

System: Century: Spice Road; Edition 2nd 4 players

GM: Shantih Moriarty

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Century: Spice Road, players are caravan leaders who travel the famed Silk Road to deliver spices to the far reaches of the continent for fame and glory.

P53 Betrayal at House on the Hill

Friday 2 PM in Salon 1 Table 7 for 4 hr; ends Session P

System: Betrayal at House on the Hill; Edition 2nd 6 players

GM: Alex Giessman (Alex)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Enter a creepy house for some Scooby-Doo like fun. Build the house, avoid the traps, keep an eye on your friends. They may not be who you think they are.

P54 Ah, Those Old Horror Movies

Friday 2 PM in 334 for 4 hr; ends Session P

System: Betrayal at House on the Hill; Edition 2nd 6 players

GM: Eric Robert Rauscher

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

A game that puts you into a grade B horror film.

P81 Kingdom Death: Monster

Friday 2 PM in 378 for 6 hr; ends Session 1

System: Kingdom Death: Monster; Edition 1.5 6 players

GM: Stephen Russell

Variations: Six player custom variant

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

All materials provided by GM

Awakening to blackness, a handful of survivors devoid of memory must band together to form a new civilization in a world of darkness, hunger, and madness. Board game with role-play elements.

P55 Above and Below

Friday 3 PM in Salon 1 Table 30 for 3 hr; ends Session P

System: Above and Below; 4 players

GM: Dan Glass

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Above and Below is a mashup of town-building and storytelling where you and up to three friends compete to build the best village above- and belowground

P56 HERO QUEST

Friday 4 PM in Salon 1 Table 26 for 8 hr; ends Session 1

System: Hero Quest; Edition 1st 4 players

GM: Sean Darrow-Gilbert (Whos_Bored)

Variations: Main Book Storyline

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Enter a realm of adventure: four champions of the realm defend the world from the forces of Chaos. Are you brave enough to stop Zargon and his minions? COME, HEROES!

P57 Survive: Escape from Atlantis

Friday 4 PM in Salon 1 Table 28 for 3 hr; ends Session 1

System: Survive: Escape from Atlantis; 6 players

GM: Karen Emerick (Karen E)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Escape from a sinking island. If you are lucky, you find a boat. If not, the sharks, monsters, and whales might get you. Move your people onto shore, avoiding disaster.

P38 American Legends

Friday 5 PM in Salon 1 Table 29 for 4 hr; ends Session 1

System: American Legends; Edition 1st 6 players

GM: James Kiefer (Jim)

Variations: All expansions

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Play a hero or outlaw of the Wild West! Western Legends is a sandbox game where you can gunfight, mine, wrangle or rustle cattle, and much more.

P39 Terraforming Mars

Friday 5 PM in Salon 1 Table 5 for 3 hr; ends Session 1

System: Terraforming Mars; 4 players

GM: Patrick Riley

Variations: All the expansions, Corporate Era

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Terraform Mars (and Venus) and build colonies for fame and fortune. Mostly fortune.

P58 Mountains of Madness

Friday 5 PM in Salon 1 Table 6 for 6 hr; ends Session 1

System: Eldritch Horror; 6 players

GM: Frank Alonso

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Explore the haunted vastness of Antarctica in Mountains of Madness expansion for Eldritch Horror! Do you have the strength to survive Antarctica's frozen wastes and encounter the Mountains of Madness?

P59 Battlestar Galactica

Friday 5 PM in Salon 1 Table 20 for 6 hr; ends Session 1

System: Battlestar Galactica; Edition 1st 10 players

GM: Lance Richardson (Lance R.)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The exciting game of mistrust, intrigue, and the struggle for survival. Up to 10 players to decide the fate of humanity!

SESSION 1

140 Get Thee to the Escape Pods!

Friday 6 PM in Salon 1 Table 10 for 4 hr; ends Session 1

System: CLANK!; Edition In Space! 4 players

GM: Mike Eckert (El Presidente)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You and your fellow thieves have challenged each other to sneak aboard the evil Lord Eradikus's ship, hack your way into its command module, and steal from him.

141 Xia: Embers of a Forsaken Star

Friday 6 PM in Salon 1 Table 1 for 6 hr; ends Session 1

System: Xia: Legends of a Drift System; 5 players

GM: Christopher Larson (Chris Larson)

Variations: All Expansions incl. new Missions & Powers

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Xia is a competitive sandbox space adventure. Start as a lowly starship captain. Explore, trade, mine, harvest, attack, and complete missions to become the most famous captain! Including new expansion.

142 Dark Tower

Friday 6 PM in Salon 1 Table 2 for 4 hr; ends Session 1

System: Dark Tower; 4 players

GM: Ken Moscardini

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

An epic fantasy quest to recover an ancient magic scepter from a tyrant king in his Dark Tower, brought to life in electronic form. Four players compete for the victory.

144 Dinosaur Island with Totally Liquid Expansion!

Friday 6 PM in Salon 1 Table 17 for 3 hr; ends Session 1

System: Dinosaur Island; 4 players

GM: Reuben Lopez

Variations: Totally Liquid Expansion

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Come make the best dino park you can! Don't worry about eating visitors, more will come. Teaching included, game time should be between 90-120 minutes.

145 Massive Darkness!

Friday 6 PM in Salon 1 Table 21 for 4 hr; ends Session 1

System: Massive Darkness; Edition Kickstarter 4 players

GM: Steven Sauer (Steven)

Variations: Minor

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Massive Darkness, a dungeon crawl game, returns. Most of the kickstarter extras will be used. Some minor variations for play balance may be used if the players agree.

146 Journey to the Crown of Command

Friday 6 PM in Salon 1 Table 23, 24 for 4 hr; ends Session 1

System: Talisman; Edition 4th 6 players

GM: Jeff Carlen (Ffej Nelrac)

Variations: Grim Reaper Expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Join this classic PVP fantasy board game, revised and updated. Evade the dreaded Grim Reaper, battle enemies, monsters, acquire magic, and move to secure the devastating Crown of Command.

147 A Feast for Odin with Norwegians Expansion

Friday 6 PM in Salon 1 Table 30 for 4 hr; ends Session 1
System: A Feast for Odin
GM: Steven Barrow
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Feast for Odin is a worker placement game wherein you use your Vikings to plunder, trade, find islands, and more. The expansion adds more islands, more pieces, and more animals.

148 Ticket to Ride 1910

Friday 7 PM in Salon 1 Table 11 for 3 hr; ends Session 1
System: Ticket to Ride; 6 players
GM: Tamera Fairfield (Fairfield)
Variations: 1910 Edition
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Ticket to Ride is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities throughout North America.

149 Splendor

Friday 7 PM in Salon 1 Table 27 for 3 hr; ends Session 1
System: Splendor; 4 players
GM: Magda Heilborn (Magda)
Variations: With two expansions available
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Players begin the game by collecting gem tokens. If you manage to produce just the right jewels, a noble patron will take you under their wing.

150 Survive: Escape from Atlantis

Friday 7 PM in Salon 1 Table 28 for 3 hr; ends Session 1
System: Survive: Escape from Atlantis; 6 players
GM: Karen Emerick (Karen E)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Escape from a sinking island. If you are lucky, you find a boat. If not, the sharks, monsters, and whales might get you. Move your people onto shore, avoiding disaster.

151 Crisis

Friday 7 PM in 334 for 3 hr; ends Session 1
System: Crisis; 4 players
GM: Jane Barrow (Jane)
Variations: New Economy expansion
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Axia is in crisis; will you help or hinder her economic recovery?
Worker placement game with a cooperative element of not tanking the game's economy lest everything come crashing down!

153 TINY Epic Zombies!

Friday 9 PM in Salon 1 Table 17 for 3 hr; ends Session 1
System: Tiny Epic Zombies; 4 players
GM: Reuben Lopez
Rules Knowledge: Useful
Game Content: Mainstream

All materials provided by GM
In Tiny Epic Zombies, survivors are always on the run, collecting weapons, killing Zombies, and working toward completing objectives. Four game types to choose from, decided by players.

SESSION 2

SATURDAY

241 John Company

Saturday 8 AM Salon 1 Table 13 for 6 hr; ends Session 3
System: John Company; 4 players
GM: Jefferson Krogh
Variations: Early Company scenario
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
John Company attempts to tell the British East India Company's story from the inside out. Use the Company and its trade to secure your place in society back home.

242 Duel of Ages II

Saturday 9 AM in Salon 1 Table 4 for 4 hr; ends Session 3
System: Duel of Ages; Edition 2nd 6 players
GM: Gregory Wong (Greg)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Two teams of players control heroic characters from four eras: ancient, colonial, modern, and future. To win, your team must defeat the guardians of the labyrinths. Beginners are welcome.

243 Dead of Winter: A Crossroads Game

Saturday 9 AM in Salon 1 Table 7 for 4 hr; ends Session 3
System: Dead of Winter; 4 players
GM: Sigrid Harris
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Work with other players to lead your group of survivors to stay alive against the zombie onslaught, facing crises both within the colony and from the outside.

244 7 Wonders with All Expansions and Promo Cards

Saturday 9 AM in Salon 1 Table 12 for 6 hr; ends Session 3
System: 7 Wonders; 6 players
GM: Ray Vincent (Ray)
Variations: All Expansions and Promo Cards (not Armada)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
7 Wonders with all expansions except Armada.

245 Endeavor: 2nd Edition

Saturday 9 AM Salon 1 Table 21 for 4 hr; ends Session 3
System: Endeavor; Edition 2nd 4 players
GM: Ezra Denney
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Come play the brand-new version of the great worker placement game Endeavor.

246 Fireball Island

Saturday 9 AM Salon 1 Table 26 for 3 hr; ends Session 2

System: Fireball Island; 4 players

GM: Jarrett Ford (Ismortah)

Variations: All expansions (at request)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Fireball Island: The Curse of Vul-Kar improves on the art, components, and game play of the original. If you loved the game, you'll see we turned that "delightful chaos" up to the max.

247 Axis and Allies Anniversary Edition 1941 or 1942

Saturday 9 AM Salon 1 Table 27 for 10 hr; ends Session 4

System: Axis and Allies; Edition Anniversary 6 players

GM: Tom Kilcollins

Variations: 1941 or 1942

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Help decide the course of history! Will the Allies win again?

Will there be Nazi domination? Bring a good attitude and hygiene and hopefully some experience playing, and we will find out.

248 Twilight Imperium 4th Edition

Saturday 10 AM in Salon 1 Table 2 for 12 hr; ends Session 4

System: Twilight Imperium; Edition 4th 5 players

GM: Bret Anderson

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Forge a new galactic empire through trade, technology, politics, and conquest!

249 Scythe

Saturday 10 AM in Salon 1 Table 8 for 4 hr; ends Session 3

System: Scythe; 7 players

GM: Jeffrey Spahn (Jeff)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Scythe is an engine-building game set in alternate-history 1920s where players collect resources and build mechs to battle for supremacy in Eastern Europe.

250 Get Thee to the Escape Pods!

Saturday 10 AM in Salon 1 Table 10 for 4 hr; ends Session 3

System: CLANK!; Edition In Space! 4 players

GM: Mike Eckert (El Presidente)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You and your fellow thieves have challenged each other to sneak aboard the evil Lord Eradikus's ship, hack your way into its command module, and steal from him.

251 Leaving Earth: Stations & Outer Planets

Saturday 10 AM in Salon 1 Table 17 for 8 hr; ends Session 3

System: Leaving Earth; 4 players

GM: Christopher Larson (Chris Larson)

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

In Leaving Earth you're the head of a national space agency, planning missions and managing risk at the dawn of the Space Age. Includes both expansions. Lots of math involved.

252 Betrayal at House on the Hill

Saturday 10 AM in Salon 1 Table 20 for 4 hr; ends Session 3

System: Betrayal at House on the Hill; Edition 2nd 5 players

GM: Alexander Harris (Alex)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

In this game, the players must explore and discover the secrets of the mansion they've been locked inside. Someone will be revealed as the traitor and work against the heroes.

253 OUTPOST

Saturday 10 AM in Salon 1 Table 23, 24 for 6 hr; ends Session 3

System: OUTPOST with KickStarter extras; Edition Stronghold 9 players

GM: Chester Hendrix

Variations: Variant turn order cards

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Fan fave is back! Includes KickStarter, extras plus turn-order variant cards (a la Scepter of Zavador). OUTPOST forever!

254 Terraforming Mars

Saturday 11 AM in Salon 1 Table 3 for 3 hr; ends Session 3

System: Terraforming Mars; 4 players

GM: Patrick Riley

Variations: All the expansions, Corporate Era

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Terraform Mars (and Venus) and build colonies for fame and fortune. Mostly fortune.

255 Ticket to Ride

Saturday 11 AM in Salon 1 Table 30 for 3 hr; ends Session 3

System: Ticket to Ride; 5 players

GM: Supatra Chowchuech

Variations: USA, Africa, maybe Asia and Europe

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

One of the most popular board game systems, with good reason: easy to learn and play but full of surprises.

SESSION 3

340 4-Way Chess

Saturday Noon in Salon 1 Table 1 for 4 hr; ends Session 3

System: 4-Way Chess; Edition 1st 4 players

GM: Brian Culcasi (Brian C)

Variations: Nightmare Card Deck, 1st and 2nd edition will be in play

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The classic game of chess in a whole new arena. 4-way elimination Nightmare chess. White vs Black vs Gold vs Silver, all on ONE board!

341 Endeavor, Age of Sail

Saturday 1 PM in Salon 1 Table 6 for 4 hr; ends Session 3
System: Endeavor, Age of Sail; Edition 2nd 5 players
GM: James Kiefer (Jim)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The Age of Sail is a time of growing naval power and exploration. This is the new edition of Endeavor which includes Exploits.

342 Cerebria - The Inside World

Saturday 1 PM in Salon 1 Table 16 for 4 hr; ends Session 3
System: Cerebria - The Inside World; Edition 1st 6 players
GM: Bart Larrenaga (Bart)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Cerebria is a team-based area control game for 1 to 6 players, set in a person's mind re-imagined as a vibrant fantasy world.

339 Gaia Project

Saturday 2 PM in Salon 1 Table 14 for 4 hr; ends Session 3
System: Gaia Project; 4 players
GM: Michelle Ridge (Michelle)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Gaia Project is a new game in the line of Terra Mystica. Terraform neighboring planets, expand your faction's new home environments, and compete over our galaxy!

343 Firefly for Beginners

Saturday 2 PM in Salon 1 Table 5 for 4 hr; ends Session 3
System: Firefly Board Game; 4 players
GM: Gee Roman (Stoney)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Hire a crew, pick your jobs, then fly around the 'Verse in a tricked-out ship. Win by making the most money. Focus on turn mechanics and Misbehaving challenges.

344 Root - The Game of Woodland Might and Right!

Saturday 2 PM in Salon 1 Table 7 for 3 hr; ends Session 3
System: Root; 6 players
GM: Mike Ptak (Norsehound)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Battle as one of the six factions of woodland critters trying to claim dominance over the forest!

345 Back to the Cosmos

Saturday 2 PM in Salon 1 Table 8 for 4 hr; ends Session 3
System: Cosmic Encounters; Edition FFG 5 players
GM: Jefferson Krogh
Variations: Variations/expansions to be decided by group
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The classic game of aliens venturing into the cosmos and light-heartedly tussling over control of the universe. Attack, negotiate, ally? Watch out for the Cosmic Zap!

346 Splendor Tournament

Saturday 2 PM in Salon 1 Table 21 for 6 hr; ends Session 4
System: Splendor; 12 players
GM: Keith Garton
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Splendor tournament double elimination. Three rounds, three games, four players per game. First- and second-place players advance to next game.

347 Brass: Birmingham

Saturday 2 PM in Salon 1 Table 29 for 4 hr; ends Session 3
System: Brass: Birmingham; 4 players
GM: Miles Poblacion
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
An excellent economic game where you are British capitalists during the Industrial Revolution looking to develop and establish industries and transportation networks.

348 HEBOCON: Crappy Robot Battle!

Saturday 2 PM in Salon 1 Table 30 for 3 hr; ends Session 3
System: Desktop HEBOCON Battle Kit; 4 players
GM: Keita Teranishi (Keita)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Build your own 'hebo' (crappy) robot and let it battle against others! Come and join this fun tile-laying + fighting game from Japan!

349 Armies Arise: 7 Wonders with Armada and All Expansions

Saturday 3 PM in Salon 1 Table 3 for 4 hr; ends Session 4
System: 7 Wonders; 5 players
GM: Cassandra Joyce Lowe (Arya Waffle Queen)
Variations: Armada
Rules Knowledge: Expected
Game Content: Mainstream
All materials provided by GM
7 Wonders: Armada is an expansion that can be combined with the base game. With this expansion, each player gets a separate 'naval' board at the start of the game.

350 Ticket to Ride First Journey

Saturday 3 PM in Salon 1 Table 10 for 3 hr; ends Session 3
System: Ticket to Ride; 4 players
GM: Tamera Fairfield (Fairfield)
Variations: First Journey Edition
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Easy to learn and quick to play, Ticket to Ride: First Journey is the perfect introduction to the Ticket to Ride series. This game is specifically designed for younger players.

351 Dominant Species

Saturday 3 PM in Salon 1 Table 20 for 6 hr; ends Session 4

System: Dominant Species; Edition 5th 6 players

GM: Tom Mathews

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Players assume the roles of six Animal groups—Mammal, Reptile, Bird, Amphibian, Arachnid, or Insect. All strive to prove they have what it takes for “survival of the fittest.”

352 Above and Below

Saturday 3 PM in Salon 1 Table 26 for 3 hr; ends Session 3

System: Above and Below; 4 players

GM: Dan Glass

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Above and Below is a mashup of town-building and storytelling where you and up to three friends compete to build the best village above- and below-ground

353 Isle of Skye with Journeyman and Druids Expansion

Saturday 3 PM in 334 for 3 hr; ends Session 3

System: Isle of Skye; 5 players

GM: Jane Barrow (Jane)

Variations: Journeyman and Druids expansions

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Place tiles onto your island while paying special attention to the symbols you'll need. Be sure to price your tiles appropriately—everyone will get a chance to buy them before you!

354 Dictionary (Similar to Balderdash)

Saturday 4 PM in Salon 1 Table 4 for 3 hr; ends Session 4

System: Dictionary; 12 players

GM: Magda Heilborn (Magda)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

We begin with a word none of the players know, come up with a definition designed to fool the others, and get points if you can find the real one.

355 Spartacus Board Game with All Expansions

Saturday 4 PM in Salon 1 Table 12 for 6 hr; ends Session 4

System: Spartacus: A Game of Blood & Treachery; 6 players

GM: Ray Vincent (Ray)

Variations: All Expansion and House Rules

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Spartacus: A Game of Blood and Treachery with all expansions.

356 HERO QUEST

Saturday 4 PM in Salon 1 Table 15 for 8 hr; ends Session 4

System: Hero Quest; Edition 1st 4 players

GM: Sean Darrow-Gilbert (Whos_Bored)

Variations: Main Book Storyline

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Enter a realm of adventure: four champions of the realm defend the world from the forces of Chaos. Are you brave enough to stop Zargon and his minions? COME, HEROES!

357 Choice of Boards

Saturday 5 PM in Salon 1 Table 23 for 4 hr; ends Session 4

System: Power Grid; Edition Classic 5 players

GM: John Karr

Rules Knowledge: Useful

Game Content: Family

All materials provided by GM

Buy power plants. Acquire resources. Build a distribution network. Auctions, resource management, network building, and penalties. Maps available to play on include Canada, Britain, France, Italy, Central Europe, and others.

358 Axis & Allies Global Zombies

Saturday 5 PM in Salon 1 Table 25 for 8 hr; ends Session 4

System: Axis and Allies; 5 players

GM: Justin Marriott (Kai-Jin)

Variations: A&A 1940 Global and A&A Zombies, Limited Custom House rules for game combination variation

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

1940: They call it World War 2, but this is unlike any other war.... The fallen rise to continue the battle. Is this about victory, or survival?

SESSION 4

441 Code Name Pictures

Saturday 6 PM in Salon 1 Table 1 for 4 hr; ends Session 4

System: Codenames: Pictures; 8 players

GM: Jenna Brace

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Two code masters know the locations of their agents. The operatives must decode clues given to them by their code masters to find their agents.

442 Zombicide Black Plague

Saturday 6 PM in Salon 1 Table 6 for 4 hr; ends Session 4

System: Zombicide Black Plague; 6 players

GM: Frank Alonso

Variations: Wulfsburg, Murder of Crowz, and Zombie Bosses Expansions

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Team up and go medieval on zombies! Your goal is simple: complete the quest, kill as many zombies as possible, and don't die!

443 Masks of Nyarlathotep

Saturday 6 PM in Salon 1 Table 7 for 6 hr; ends Session 4

System: Eldritch Horror; Edition 1st 6 players

GM: Larry Langley

Variations: All expansions, staged difficulty

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Investigate mysterious cults across the globe; unravel the machinations of the God of a Thousand Forms before time runs out.

444 Game of Thrones

Saturday 6 PM in Salon 1 Table 8 for 6 hr; ends Session 4
System: Game of Thrones; Edition 1st 5 players
GM: Kevin Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Great houses battle as Westeros bleeds. Can you claim the Iron Throne? Beginners welcome!

445 Mechs vs. Minions

Saturday 7 PM in Salon 1 Table 5 for 6 hr; ends Session 4
System: Mechs vs. Minions; 4 players
GM: Emily Wells (emmy)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Mechs vs. Minions is a fast-paced cooperative game of robot mayhem. Pilot your Mech through a campaign of several missions. We will play through as many missions as time allows.

446 War of the Ring

Saturday 7 PM in Salon 1 Table 14 for 4 hr; ends Session 4
System: War of the Ring; Edition 2nd 4 players
GM: Thomas Crawford

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

While Shadow forces (players 1 & 2) grow, should the Free People (players 3 & 4) try to get the Ring to Mount Doom? or should they focus on defeating them?

447 Railways of Great Britain

Saturday 7 PM in Salon 1 Table 30 for 3 hr; ends Session 4
System: Railroad Tycoon; Edition 10th Anniversary Edition 5 players

GM: Keita Teranishi (Keita)

Variations: Railways of the World, 10th Anniversary Edition

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The players are going to build a railroad network across England and Wales. Claim a new land, connect between towns and cities, and make a fortune for your railroad empire!

SESSION 5

SUNDAY

540 Imperial Struggle

Sunday 8 AM in Salon 1 Table 2 for 12 hr; ends Session 7
System: Twilight Imperium; Edition 3rd 6 players
GM: Matthew Chasm (Chasmosaurus)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

An epic game of intergalactic commerce, politics, and warfare. The best board game ever made, it is not for the faint of heart, but the risk is worth the reward.

541 Donner Dinner Party

Sunday 8 AM in Salon 1 Table 5 for 4 hr; ends Session 5
System: Donner Dinner Party; 10 players
GM: Douglas E. Weed (Doug Weed)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

It's the winter of 1846 and you're a member of the ill-fated Donner Party. Snowed in and out of food. Who can you trust when everyone tastes the same?

542 Massive Darkness

Sunday 8 AM in Salon 1 Table 8 for 6 hr; ends Session 6
System: Massive Darkness; 6 players

GM: Andy Marshall (Gnomeo)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Defend the realm from the forces of evil! Delve into the dark corners of the underworld for fun and profit. Defeat monsters! Train skills! Loot treasure! Win as a team!

544 Century: Spice Road

Sunday 8 AM in Salon 1 Table 15 for 3 hr; ends Session 5

System: Century: Spice Road; Edition 2nd 4 players

GM: Shantih Moriarty

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Century: Spice Road, players are caravan leaders who travel the famed Silk Road to deliver spices to the far reaches of the continent for fame and glory.

545 Brass: Birmingham

Sunday 8 AM in Salon 1 Table 28 for 4 hr; ends Session 5

System: Brass: Birmingham; 4 players

GM: Miles Poblacion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

An excellent economic game where you are British capitalists during the Industrial Revolution looking to develop and establish industries and transportation networks.

546 Diplomacy

Sunday 8 AM in Salon 1 Table 29 for 6 hr; ends Session 6

System: Diplomacy; 6 players

GM: Zachary Morgan (Zachary 'Gareth' Morgan)

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

Classic game of intrigue, trust and betrayal. Your success hinges not on dice, but on your cunning and cleverness. Military forces invade, borders shift with subtle maneuvers and daring gambits.

547 Air Baron

Sunday 9 AM in Salon 1 Table 4 for 4 hr; ends Session 6

System: Air Baron; 6 players

GM: Gregory Wong (Greg)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Air Baron is a hybrid business sim/wargame where each player controls an airline and tries to grab market share by gaining control of airline hubs. Beginners welcome.



548 Axis vs Allies & Zombies

Sunday 9 AM in Salon 1 Table 26 for 6 hr; ends Session 6

System: Axis and Allies; 5 players

GM: Jarrett Ford (Ismortah)

Variations: Zombies

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

It is 1941, and the world is at war. The Axis war machine is crushing everything in its path, while the Allies are rallying together to mount a heroic stand.

Drop-In KIDS Fun Games Medley

Sunday 9 AM in Salon 2 for 3 hr; ends Session 5

System: Flip Over Frog, Wing Spirits, and More; 4 players

GM: Keita Teranishi (Keita)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

We are going to play several cute and fun games from Japan.

Walk-ins welcome!

549 Ticket to Ride Europe

Sunday, 10 AM in Salon 1 Table 18 for 3 hr; ends Session 6

System: Ticket to Ride; 6 players

GM: Tamera Fairfield (Fairfield)

Variations: Europe Edition

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Ticket to Ride Europe takes you into the heart of Europe. In addition to the new board map, Ticket to Ride Europe offers you brand new game play elements including Tunnels, Ferries, and Train Stations.

550 Codenames & Codenames Pictures

Sunday 10 AM in Salon 1 Table 3 for 3 hr; ends Session 6

System: Codenames; 7 players

GM: Antonio Morton

Variations: Original and Pictures

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Two teams compete by having their Spymaster give one-word clues which can point to multiple codenames on the board. The team that reveals all of their codenames first wins!

551 Advanced Firefly

Sunday 10 AM in Salon 1 Table 7 for 4 hr; ends Session 6

System: Firefly Board Game; 4 players

GM: Gee Roman (Stoney)

Variations: Blue Sun, Kalidasa, Breaking Atmo, and Crime & Punishment expansions

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

Pick your jobs, then fly around the 'Verse avoiding Reavers and completing jobs while trying to keep crew alive. Not everyone will make it!

552 The Captain Is Dead

Sunday 10 AM in Salon 1 Table 14 for 4 hr; ends Session 6

System: The Captain is Dead; 6 players

GM: Alexander Harris (Alex)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You are in the last 10 minutes of your favorite Sci-Fi TV show, but this time things have gone so badly that The Captain Is Dead.

553 Azul Tournament

Sunday 10 AM in Salon 1 Table 17 for 3 hr; ends Session 6

System: Azul; 8 players

GM: Tom Mathews

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Azul is one of the most popular games introduced in 2018. Easy to learn yet highly addictive, this abstract tile-building game is sure to be a hit with the family.

554 Age of Giants: Queen Domino

Sunday 10 AM in Salon 1 Table 23, 24 for 3 hr; ends Session 6

System: Queen Domino; 4 players

GM: Cassandra Joyce Lowe (Arya Waffle Queen)

Variations: Age of Giants

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

The giants have come to Kingdomino! And they will crush all your precious buildings if you can't find a way to send them off to one of your opponents' kingdoms.

SESSION 6

641 Dark Tower

Sunday Noon in Salon 1 Table 5 for 4 hr; ends Session 6

System: Dark Tower; 4 players

GM: Ken Moscardini

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

An epic fantasy quest to recover an ancient magic scepter from a tyrant king in his Dark Tower, brought to life in electronic form. Four players compete for the victory.

642 Caverna with Forgotten Folk Expansion

Sunday Noon in Salon 1 Table 10 for 6 hr; ends Session 6

System: Caverna; 6 players

GM: Steven Barrow

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Caverna is a worker placement game wherein you use your Dwarves to mine and expand your cave trying to get the most points. Now with asymmetric powers for new races.

643 Great Western Trail: Rails to the North

Sunday Noon in Salon 1 Table 15 for 3 hr; ends Session 6

System: Great Western Trail; 4 players

GM: Jane Barrow (Jane)

Variations: Rails to the North expansion

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Grow your cow-herding business by building your deck of cattle and advancing your engine along the track. The new expansion adds a different track which is more challenging.

644 HEBOCON: Crappy Robot Battle!

Sunday Noon in Salon 1 Table 16 for 3 hr; ends Session 6
System: Desktop HEBOCON Battle Kit; 4 players
GM: Keita Teranishi (Keita)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Build your own 'hebo' (crappy) robot and let it battle against others! Come and join this fun tile-laying + fighting game from Japan!

645 Teotihuacan: City of Gods

Sunday 1 PM in Salon 1 Table 13 for 3 hr; ends Session 6
System: Teotihuacan: City of Gods; Edition 1st 4 players
GM: Bart Larrenaga (Bart)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
From the creators of Tzolk'in. Upgrade worker dice to build the Temple of the Sun.

646 Dead Man's Hand

Sunday 1 PM in Salon 1 Table 28 for 4 hr; ends Session 6
System: Dead Man's Hand; 4 players
GM: James Kiefer (Jim)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
This is basically a Cinematic Western shootout game played in a 3D Western town.

639 Lorenzo il Magnifico

Sunday 2 PM in Salon 1 Table 20 for 4 hr; ends Session 6
System: Lorenzo il Magnifico; 5 players
GM: Michelle Ridge (Michelle)
Variations: w/Houses of Renaissance expansion
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Head a noble family in a city during the Italian renaissance. Gain prestige and send family members to different areas of town in this worker-placement tableau builder with dice rolling.

648 Betrayal at House on the Hill

Sunday 2 PM in Salon 1 Table 3 for 4 hr; ends Session 6
System: Betrayal at House on the Hill; Edition 2nd 6 players
GM: Alex Giessman (Alex)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Enter a creepy house for some Scooby-Doo like fun. Build the house, avoid the traps, keep an eye on your friends. They may not be who you think they are.

649 Terraforming Mars

Sunday 2 PM in Salon 1 Table 6 for 4 hr; ends Session 6
System: Terraforming Mars; 4 players
GM: Sigrid Harris
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
In Terraforming Mars, play a corporation to work towards transforming the planet, competing for victory points you earn not only for terraforming, but also for advancing human infrastructure.

650 Axis and Allies: 1940 Global Rules

Sunday 2 PM in Salon 1 Table 23, 24 for 10 hr; ends Session 7
System: Axis and Allies; Edition 1st 6 players
GM: Carl Francis Gonzalez-Martin
Rules Knowledge: Useful
Game Content: Very Complex
All materials provided by GM
Axis and Allies: 1940s Global is a game taking place in the greatest conflict ever seen, WW2. Be ready for the long haul.

647 Ticket to Ride

Sunday 3 PM in Salon 1 Table 29 for 3 hr; ends Session 6
System: Ticket to Ride; 5 players
GM: Supatra Chowchuvech
Variations: USA, Africa, maybe Asia and Europe
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
One of the most popular board game systems, with good reason: easy to learn and play but full of surprises.

651 Arkham Destroyed

Sunday 3 PM in Salon 1 Table 7 for 6 hr; ends Session 7
System: Eldritch Horror with Expansions; Edition 1st 5 players
GM: William Rawls (Vorzan Zorvan)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Earthquakes are only the prelude to a desperate race against time and the great ones. Join us. Surely death waits for us all, but we must face the dark.

652 Scythe

Sunday 3 PM in Salon 1 Table 8 for 4 hr; ends Session 7
System: Scythe; 7 players
GM: Jeffrey Spahn (Jeff)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Scythe is an engine-building game set in alternate-history 1920s where players collect resources and build mechs to battle for supremacy in Eastern Europe.

653 Aeon's End

Sunday 4 PM in Salon 1 Table 15 for 4 hr; ends Session 7
System: Aeon's End; 4 players
GM: Shantih Moriarty
Variations: With expansions
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Aeon's End is a cooperative game that explores the deckbuilding genre with a number of innovative mechanisms, including a variable turn order system that simulates the chaos of an attack.



BlackDiamondGames

654 All Buildings Unique

Sunday 4 PM in Salon 1 Table 26 for 3 hr; ends Session 7

System: Puerto Rico!; 4 players

GM: John Karr

Variations: There will be one of each violet building from the base set and the 1st expansion

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

Puerto Rico. Experienced players only. Variant one of each violet building from the base set and one of each from the expansion so that every violet building is unique.

655 Star Trek Ascendancy

Sunday 5 PM in Salon 1 Table 4 for 4 hr; ends Session 7

System: Star Trek Ascendancy; 4 players

GM: Mike Ptak (Norsehound)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Grow your civilization in the Star Trek Universe! An empire-building game where you can command the Federation, Klingons, Romulans, Ferengi, or Cardassians and lead them to supremacy!

SESSION 7

741 Code Name Pictures

Sunday 6 PM in Salon 1 Table 1 for 4 hr; ends Session 7

System: Codenames: Pictures; 8 players

GM: Jenna Brace

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Two code masters know the locations of their agents. The operatives must decode clues given to them by their code masters to find their agents.

742 Sheriff of Nottingham

Sunday 7 PM in Salon 1 Table 3 for 4 hr; ends Session 7

System: Sheriff of Nottingham; 5 players

GM: Douglas E. Weed (Doug Weed)

Rules Knowledge: Useful

Game Content: Family

All materials provided by GM

As a merchant, you want to make as much profit as you can with your goods, but first you'll have to get past the notorious Sheriff of Nottingham!

743 Arkham Horror w/ House Rules

Sunday 7 PM in Salon 1 Table 10 for 6 hr; ends Session 7

System: Arkham Horror; 6 players

GM: Emily Wells (emmy)

Variations: Dark Pharaoh, Black Goat of the Woods

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Arkham Horror is a cooperative game of Lovecraftian horror. We will be playing with several house rules.



744 Merchants & Marauders

Sunday 7 PM in Salon 1 Table 28 for 4 hr; ends Session 8

System: Merchants & Marauders; 4 players

GM: Thomas Crawford

Variations: Seas of Glory expansion rules added at players' discretion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You can be a merchant or a pirate during the Golden Age of Piracy. Seek fortune through trade, missions, or plundering. Modify your ship, buy powerful ships, and hire crew.

SESSION 8

MONDAY

841 Battlestar Galactica: Darkness Before Daybreak

Monday 9 AM in Salon 1 Table 2 for 6 hr; ends Session 8

System: Battlestar Galactica; Edition 1st 6 players

GM: Mike Hutchinson

Variations: Elements from all expansions included

Rules Knowledge: Expected

Game Content: Very Complex

All materials provided by GM

Are you a Human...or a Cylon? Come and play the thrilling cooperative board game based on the fantastic SyFy Channel TV show Battlestar Galactica.

843 Zombicide

Monday 11 AM in Salon 1 Table 1 for 3 hr; ends Session 8

System: Zombicide; Edition Season 1 6 players

GM: Antonio Morton

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Zombicide is a cooperative game set in a modern zombie apocalypse in which characters with special abilities complete survival missions. Players improve their abilities by killing zombies.

844 Cthulhu Wars Fight for Yuggoth

Monday 11 AM in Salon 1 Table 10 for 4 hr; ends Session 8

System: Cthulhu Wars; Edition OS3 8 players

GM: Jill Gelster

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come see which Great Old One will succeed in devouring Yuggoth (beware the Watcher in the Green Pyramid)! All faction expansions available. Will include High Priests and maybe more.

845 Beware the Night Prowler

Monday Noon in Salon 1 Table 23, 24 for 4 hr; ends Session 8

System: Talisman; Edition 4th 6 players

GM: Jeff Carlen (Ffej Nelrac)

Variations: Blood Moon Expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Join the adventure of this classic PVP fantasy board game in battling enemies, fighting monsters, gaining magic, and evading the Lycanthrope. Survive by casting the devastating Crown of Command Spell.

Card Games (Collectible or Not)

SESSION P

FRIDAY

PP31 Phase 10

Friday Noon in Salon 1 Table 28 for 3 hr; ends Session P
System: Phase 10; 6 players
GM: Karen Emerick (Karen E)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
A rummy type card game by the makers of UNO with a challenging and exciting twist. Try to complete each phase as quickly as possible and win.

PP32 The Red Dragon Inn

Friday Noon in Salon 1 Table 29 for 4 hr; ends Session P
System: The Red Dragon Inn 7; 4 players
GM: Berta Gannon (Wonder Wench)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Drink, gamble, and roughhouse as the Wench and her friends. But don't forget to keep an eye on your gold. The last conscious adventurer staff member with gold wins!

PP33 Resident Evil DBG

Friday 1 PM in Salon 1 Table 4 for 4 hr; ends Session P
System: Resident Evil Deck Building Game; 7 players
GM: Thomas Hanjes (ShadowKagero)
Variations: Some minor house rules
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Fight through the mansion and defeat the boss monster!

PDEMO Crazier Eights: One Thousand & One Nights

Friday 2 PM in Hall Table 5 for 3 hr; ends Session P
System: Crazier Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A gateway fantasy card game inspired by Shahrzad's Arabian Nights. It has Aladdin, Jinn, magic carpets, and more! Every card can be played for an ability.

PP34 Christmas Munchkin

Friday 2 PM in 334 for 4 hr; ends Session P
System: Munchkin; 6 players
GM: Brian O'Hara
Variations: Mainly Christmas Theme
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Come spend some time with your fellow munchkins and steal some gold; after all, it's Christmas.

PP35 Traveller Customizable Card Game

Friday 5 PM in Salon 1 Table 16 for 3 hr; ends Session 1
System: Traveller Customizable Card Game; 10 players
GM: Jeff Yin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

Materials may be provided by GM
Casual play for the Traveller CCG, a sci-fi game of adventure, commerce, exploration and piracy! Beginners welcome, decks can be provided.

SESSION 1

131 Crazier Eights: Camelot

Friday 6 PM in Salon 1 Table 4 for 3 hr; ends Session 1
System: Crazier Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A gateway fantasy card game with a King Arthur theme. You can get Guinevere, Merlin, or the Holy Grail! Every card can be played for an ability.

132 Munchkin Mania!

Friday 6 PM in Salon 1 Table 12 for 3 hr; ends Session 1
System: Munchkin; 6 players
GM: Charles Victor Walters (Victor)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Kill monsters, grab the loot, and stab your buddy in the back! Various editions of Munchkin will be available for play.

133 EDH Commander Points League

Friday 8 PM in Salon 1 Table 10 for 4 hr; ends Session 1
System: Magic: The Gathering; 12 players
GM: Andrew Heilborn
Variations: Commander
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own materials
Let's Play Commander! A fantastic format for Magic: The Gathering. This is a bring and play event; Commander experience is not required. I will have some extra decks if needed.

SESSION 2

SATURDAY

231 Smash Up

Saturday 9 AM in Salon 1 Table 5 for 4 hr; ends Session 3
System: Smash Up; 6 players
GM: Mary Russell (Wargie)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Players draft two faction decks, such as pirates, ninja, robots, zombies, and more, and combine them into a force to be reckoned with!

232 Traveller CCG Introduction

Saturday 9 AM in Salon 1 Table 18 for 3 hr; ends Session 2
System: Traveller CCG; 8 players
GM: Ian Lee
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Customizable card game adapted from Marc Miller's classic RPG. Traveller Card Game's creators hosting this learning session to teach new players or provide insight and opponents for veterans.

233 Munchkin Shakespeare

Saturday 10 AM in Salon 1 Table 14, 15 for 3 hr; ends Session 3
System: Munchkin; 5 players
GM: Cassandra Joyce Lowe (Arya Waffle Queen)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Presenting Munchkin Shakespeare, a Shakespeare-themed version of the popular Munchkin card game! Players have requested a Shakespearean version for years, and some of you even helped us brainstorm these puns...

234 BATTLETECH CCG

Saturday 10 AM in Salon 1 Table 25 for 6 hr; ends Session 3
System: BATTLETECH CCG; 8 players
GM: Brian O'Hara
Variations: BT TACTICS expansion
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
From the universe of BATTLETECH, the CCG by WOTC returns in all its glory. Added to all this, an expansion with 1100+ new cards! Learn and/or play!

235 The Red Dragon Inn

Saturday 10 AM in Salon 1 Table 28 for 4 hr; ends Session 3
System: The Red Dragon Inn 7; 4 players
GM: Berta Gannon (Wonder Wench)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Drink, gamble, and roughhouse as the Wench and her friends. But don't forget to keep an eye on your gold. The last conscious adventurer staff member with gold wins!

236 Buffet Master

Saturday 10 AM in Salon 1 Table 29 for 3 hr; ends Session 3
System: Buffet Master; 5 players
GM: Magda Heilborn (Magda)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Grab and put together the best food at the buffet! Don't fill up on rice and potatoes, grab that lobster and become the Buffet Master!

SESSION 3

331 Crazier Eights: Camelot

Saturday 1 PM in Salon 1 Table 4 for 3 hr; ends Session 3
System: Crazier Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A gateway fantasy card game with a King Arthur theme. You can get Guinevere, Merlin, or the Holy Grail! Every card can be played for an ability.

332 Reach for the Stars

Saturday 1 PM in Salon 1 Table 18 for 4 hr; ends Session 3
System: Traveller CCG; 8 players
GM: Ian Lee
Rules Knowledge: Useful
Game Content: Mainstream

Materials may be provided by GM
Bring or borrow Traveller CG decks and throw down with the sketchiest Captains in the Imperium...including the card game's creators. Freebies! Prizes!

333 Hungry Hungry Hipsters

Saturday 2 PM in Salon 1 Table 11 for 3 hr; ends Session 3
System: Hungry Hungry Hipsters; 8 players
GM: Magda Heilborn (Magda)
Rules Knowledge: Useful
Game Content: Family
All materials provided by GM
The game of eating the most pretentious food! Be careful, though: the other hipsters will accuse you of being a *poseur* and eating food that is too mainstream.

334 Illuminati

Saturday 3 PM in Salon 1 Table 28 for 4 hr; ends Session 4
System: Steve Jackson's Illuminati the Card Game; 8 players
GM: Tony DeMaria (Nigglebaun)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
The game has ominous secret societies competing with each other to control the world through various means: legal, illegal, and even mystical.

SESSION 4

431 EDH Commander Points League

Saturday 6 PM in 334 for 4 hr; ends Session 4
System: Magic: The Gathering; 12 players
GM: Andrew Heilborn
Variations: Commander
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own materials
Let's Play Commander! A fantastic format for Magic: The Gathering. This is a bring and play event; Commander experience is not required. I will have some extra decks if needed.

432 Smash Up

Saturday 6 PM in Salon 1 Table 26 for 3 hr; ends Session 4
System: Smash Up; 4 players
GM: Dan Glass
Variations: Basic, Awesome Level 9000
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The "shufflebuilding" game Smash Up begins with a simple premise: take the 20-card decks of two factions, shuffle them into a deck of forty cards, then compete to crush more Bases than your opponents!

DEMO Crazier Eights: One Thousand & One Nights

Saturday 6 PM in Hall Table 5 for 3 hr; ends Session 4
System: Crazier Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A gateway fantasy card game inspired by Shahrzad's Arabian Nights. It has Aladdin, Jinn, magic carpets, and more! Every card can be played for an ability.

SESSION 5

SUNDAY

531 Illuminati

Sunday 9 AM in Salon 1 Table 6 for 4 hr; ends Session 6
System: Illuminati; Edition 1st 6 players
GM: Brian O'Hara
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Become one of the true masters of the world.

532 Traveller Customizable Card Game

Sunday 9 AM in Salon 1 Table 13 for 3 hr; ends Session 5
System: Traveller Customizable Card Game; 6 players
GM: Jeff Yin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Materials may be provided by GM
A sci-fi game of adventure, commerce, exploration, and piracy!
Beginners welcome, decks can be provided.

533 Buffet Master

Sunday 11 AM in Salon 1 Table 11 for 3 hr; ends Session 6
System: Buffet Master; 6 players
GM: Joel Clark
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Snatch food from the buffet before somebody else gets it. Eat All You Can, and YOU will be the Buffet Master! Card game for 6.

SESSION 6

Drop-In KIDS POO the Card Game

Sunday Noon in Salon 2 for 4 hr; ends Session 6
System: POO; 6 players
GM: Mary Russell (Wargie)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
It's been a tough day in the monkey cage, come fling poo and enjoy each other's company.

DEMO Crazier Eights: Olympus (Preview)

Sunday 1 PM in Hall Table 3 for 3 hr; ends Session 6
System: Crazier Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A fantasy card game inspired by Greek mythology. There's Zeus, Atlantis, and more! Every card can be played for an ability. The first player with zero cards in hand wins.

631 Hungry Hungry Hipsters

Sunday 2 PM in Salon 1 Table 11 for 3 hr; ends Session 6
System: Hungry Hungry Hipsters; 8 players
GM: Magda Heilborn (Magda)
Rules Knowledge: Useful
Game Content: Family
All materials provided by GM
The game of eating the most pretentious food! Be careful, though: the other hipsters will accuse you of being a *poseur* and eating food that is too mainstream.

632 Munchkin Mania!

Sunday 2 PM in Salon 1 Table 17 for 3 hr; ends Session 6
System: Munchkin; 6 players
GM: Charles Victor Walters (Victor)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Kill monsters, grab the loot, and stab your buddy in the back!
Various editions of Munchkin will be available for play.

633 Illuminati

Sunday 3 PM in Salon 1 Table 14 for 4 hr; ends Session 7
System: Steve Jackson's Illuminati the Card Game; 8 players
GM: Tony DeMaria (Nigglebaun)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
The game has ominous secret societies competing with each other to control the world through various means: legal, illegal, and even mystical.

634 Resident Evil DBG

Sunday 4 PM in Salon 1 Table 5 for 4 hr; ends Session 7
System: Resident Evil Deck Building Game; 7 players
GM: Thomas Hanjes (ShadowKagero)
Variations: Some minor house rules
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Fight through the mansion and defeat the boss monster!

SESSION 7

731 Lure of the Beast

Sunday 6 PM in Salon 1 Table 16, 17, 21 for 8 hr; ends Session 7
System: Vampire: The Eternal Struggle; 15 players
GM: Brad Nozik
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Join fellow methuselahs in the quest for dominance.
Tournament rules apply. Prizes. Bring your own deck, but a few loaners will be available if you don't have one.

SESSION 8

MONDAY

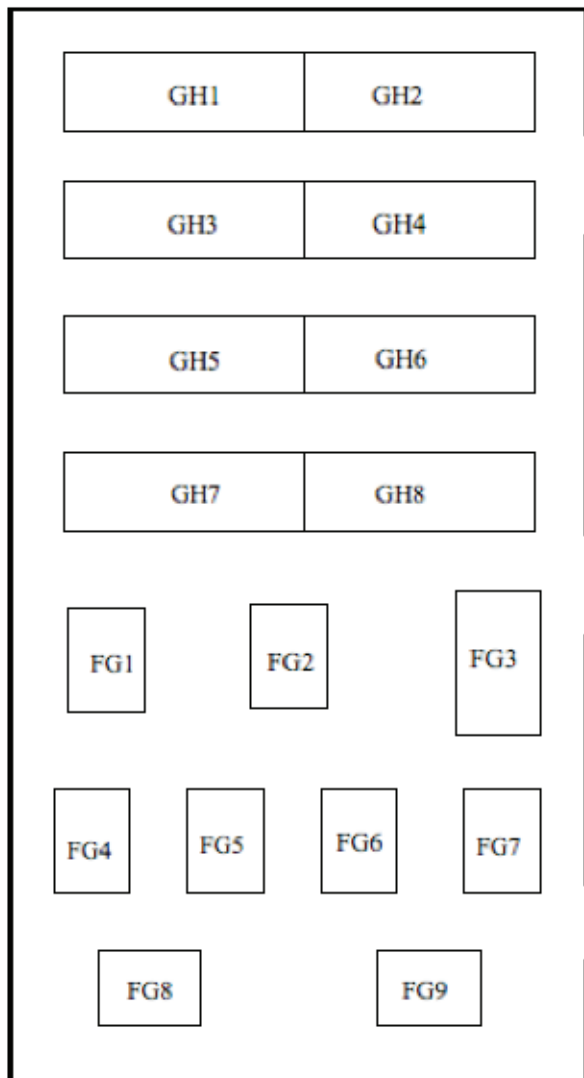
831 GROO!

Monday Noon in Salon 1 Table 6, 7 for 3 hr; ends Session 8
System: GROO; 12 players
GM: Arthur Stone Wallis (HERR DIRECTOR)
Genre: Basic + Expansion
Variations: In Memory of Kyle Drake
Rules Knowledge: Useful
Game Content: Family
All materials provided by GM
Build your town and convince GROO to go elsewhere! That mendicant ruins everything! Winners get free GROOs! Cheese dip provided.



Miniatures Games

Salons F G H



FANTASY MINIATURES

SESSION P FRIDAY

P62 Battle of the Pelennor Fields: Charge of the Mûmaks

Friday 1 PM in Hall Table 2 for 8 hr; ends Session 1

System: Lord of the Rings; 8 players

GM: James White (Jay White)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

During the siege of Minas Tirith, the Rohirrim charged into the flank of the Mordor army. After crushing much of the besieging force, the Mûmaks of Harard charged the Rohirrim.

SESSION 2

SATURDAY

264 The Battle of Carreg Coetan

Saturday 10 AM in Salon FG Table 4,5,6 for 6 hr; ends Session 3

System: To the Strongest; 6 players

GM: Eric Schmitz (Eric S.)

Variations: Homebrew fantasy add-ons

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

All miniatures provided by GM

The ancient Tuatha De Danaan, with human allies, battle human and monstrous invaders for an entrance to the Shadow Realm.

265 The Red Tide of Sparta

Saturday 11 AM in Hall Table 3 for 4 hr; ends Session 3

System: Wargods of Olympus; Edition 1st 6 players

GM: Richard Rodgers

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Two great city states will clash for the right to rule Southern Greece. Will you march with the fierce warriors of Sparta, or stand and defend your Corinthian homeland?

SESSION 4

461 Shieldbash: Skirmishes of Agaptus

Saturday 6 PM in Salon FG Table 5,6 for 4 hr; ends Session 4

System: Shieldbash; 6 players

GM: C. Andrew Walters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The Elvorix, Vidar, Jarl, and the rest fight out small battles in the toughest places: crevices, ledges, ships, and between the legs of house-sized monsters.

SESSION 5

SUNDAY

564 First Battle of the Golden Way

Sunday 10 AM in Salon FG Table 4,5,6 for 6 hr; ends Session 6

System: Battlesystem; Edition 2nd 6 players

GM: Eric Schmitz (Eric S.)

Variations: Modified to work w/large bases

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

All miniatures provided by GM

Decide the fate of the Forgotten Realms! Play the Tuigan horde, or one of the allies facing this ominous threat. Battlesystem 2nd Ed., modified to be played with large bases.

Drop-In KIDS Mage Knight Dungeons

Sunday 10 AM in Salon 2 for 4 hr; ends Session 6

System: Mage Knight Dungeons; 4 players

GM: William Dash (Bill Dash)

Variations: simplified rules for young players

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Kill monsters! Steal their stuff! Players receive a starter set to keep. Choose a hero. Play team or 'lone wolf.' Whatever gold you drag out is yours. Join the fracas!

SESSION 7

763 Basements of the Clumsy Alchemist

Sunday 6 PM in Salon FG Table 4,5 for 4 hr; ends Session 7

System: The Fantasy Trip; Edition Legacy 6 players

GM: C. Andrew Walters

Variations: 36 pt characters provided

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The tower of the Clumsy Alchemist sort of exploded, revealing stairs to the basements, undoubtedly holding unguarded treasure. Grab a character, head in, and learn all about this great RPG!

HISTORICAL MINIATURES

SESSION 1 FRIDAY

161 Dawn Patrol

Friday 6 PM in Salon FG Table 9 for 4 hr; ends Session 1

System: Wings of War; 6 players

GM: George Gardea

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Take off from your Aerodrome and fly with your comrades in this World War I fighter combat game. Several missions will be played: Dogfight, Balloon Busting and Bomber Escort. Maybe you will become an ace today.

SESSION 5 SUNDAY

561 Taking of Narvik 1-2-3 1940

Sunday 10 AM in Hall Table 1 for 4 hr; ends Session 6

System: Axis & Allies Miniatures; 6 players

GM: Joseph R. Paulsen (Joe)

Variations: War at Sea

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Norway tries to preserve its neutrality in WW II; Britain / France and iron-hungry Germany have other ideas....

562 Quatre Bras

Sunday 10 AM in Hall Table 4,5 for 8 hr; ends Session 6

System: Empire at War; Edition 3.0.1 6 players

GM: Roy Scaife

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

General Marshall Ney must take a crucial crossroads at Quatre Bras in support of Napoleon's march on Ligny. Will you fight for Napoleon, or join forces with the Allied army?

566 War on Terror—Afghanistan

Sunday 10 AM in Hall Table 2 for 6 hr; ends Session 6

System: Bolt Action; 6 players

GM: Matt Hilzendrager

Variations: Modern

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

U.S. Marines enter Helmand province in counter-insurgency mission to sweep and clear a suspected Taliban village. 28mm skirmish.

SESSION 6

661 Air War over Malta

Sunday Noon in Salon FG Table 1,2 for 6 hr; ends Session 6

System: Sky's The Limit!; 6 players

GM: Chuck Staedler

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Noon, Nov. 2, 1940. Italian SM79 bombers with MC200 & CR42 fighter escort head for a strike on one of Malta's airfields. British Hurricane & Gladiator fighters scramble to intercept them.

662 Taking of Narvik 1-2-3 1940

Sunday 3 PM in Hall Table 1 for 4 hr; ends Session 7

System: Axis & Allies Miniatures; 6 players

GM: Joseph R. Paulsen (Joe)

Variations: War at Sea

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Norway tries to preserve its neutrality in WW II; Britain / France and iron-hungry Germany have other ideas.

SESSION 7

764 Dawn Patrol

Sunday 6 PM in Salon FG Table 6 for 4 hr; ends Session 7

System: Wings of War; 6 players

GM: George Gardea

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Take off from your Aerodrome and fly with your comrades in this World War I fighter combat game. Several missions will be played: Dogfight, Balloon Busting and Bomber Escort. Maybe you will become an ace today.

MIXED-GENRE MINIATURES

SESSION 1 FRIDAY

162 Hold the Line!

Friday 8 PM in Salon FG Table 1,2 for 6 hr; ends Session 1

System: Battlefleet Gothic; Edition Bluebook + most of 2010 6 players

GM: Jeff Yin

Variations: No 360° blast markers, alternate attack craft

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The Imperial Navy must hold the line or risk losing the entire sector!

SESSION 5 SUNDAY

563 Dies Vindicta

Sunday 10 AM in Salon FG Table 3 for 8 hr; ends Session 6

System: Warhammer 40K; 8 players

GM: Raymond Metzger

Level: 1500 pts

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Miniatures may be provided by GM

Invade the planet, storm the stronghold, and steal the artifact, or defend it against alien invaders. Please bring your own miniatures, but if a beginner, GM can provide.

SESSION 7

762 Waylay at Delta Leonis

Sunday 6 PM in Salon FG Table 9 for 6 hr; ends Session 7

System: Battlefleet Gothic; 8 players

GM: Andrew Aberle (Andy)

Variations: homebrew scenario

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Ork and Chaos forces in the Delta Leonis system are converging on an imperial listening post. Assault the imperial stronghold or repel the traitors and xenos in this homebrew scenario.

SCIENCE FICTION MINIATURES

SESSION P

FRIDAY

P63 Spacer Bill Ugnuck's Wacky Races Part 3: Nebulous Maximus

Friday 2 PM in Salon FG Table 7,8 for 8 hr; ends Session 1

System: Full Thrust; Edition MFT, FB1, FB2 6 players

GM: Dennis Seiffert

Variations: Vector movement w/some house rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Did you always want to pilot an unstable nebula? Are you a daredevil pilot? If the answer is YES, then bring your ship, your skills, your courage, and let's race.

P64 Friends, OGRES, Countrymen!

Friday 2 PM in Salon FG Table 4,5,6 for 6 hr; ends Session 1

System: OGRE Miniatures; 6 players

GM: Jim Kundert

Level: Nuclear!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Slug it out in classic nuclear style with Heavy Tanks, GEVs, and massive psychotic cybertanks. Beginners Welcome. All miniatures supplied.

SESSION 2

SATURDAY

262 Eli Pirate Raid

Saturday 10 AM in Hall Table 2 for 6 hr; ends Session 3

System: Starguard; Edition Version 7 6 players

GM: Bill Kurtz

Level: Intermediate

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Eli pirate raid on mining facility. Vacuum Vikings need to secure the facility, eliminate any enemies.

263 Yamato 2020

Saturday 10 AM in Salon FG Table 1,2 for 8 hr; ends Session 3

System: Star Blazers; 6 players

GM: Keith Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The Comet Empire is invading the Solar System. At Saturn they are coming in waves. Can the Saturn fleet hold out long enough for Andromeda and its fleet to arrive?

266 Star Wars Battle of Scarif

Saturday 11 AM in Salon GH 5,6,7,8 for 8 hr; ends Session 4

System: Bolt Action Star Wars; Edition 1.0 6 players

GM: Daniel Kerrick

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Rebels have landed on Scarif to steal the plans to the Death Star and deal a blow to the Imperials. Director Krennic won't go down without a fight.

SESSION 3

361 Milk Run, Part 2

Saturday Noon in Salon FG Table 9 for 6 hr; ends Session 3

System: Car Wars; 8 players

GM: Andreas Metzger

Level: \$130K group, \$20-25k max/car

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Halfway to Boonville to deliver their medical supplies. First day was a cakewalk; now just patch a few holes, load ammo, drop off supplies, and pick up cash; right?

SESSION 5

SUNDAY

565 Solaris VII Team Brawl

Sunday 10 AM in Salon FG Table 7,8 for 8 hr; ends Session 6

System: Battletech; Edition Total Warfare 12 players

GM: Jason Windham

Variations: Card Initiative & Floating Crits

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Take control of 10-meter-tall machines of death & destruction as you and your teammates vie to be the last team standing in the Solaris VII Team Brawl.

SESSION 7

761 Extreme Marine

Sunday 6 PM in Hall Table 2 for 6 hr; ends Session 7

System: Extreme Marine; 6 players

GM: Joel Clark

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The crews of the junk-ships are at it again to take all the scarce resources. Does your crew have what it takes to survive in this Mad-Max, Waterworld style game?

Other Games

SESSION P FRIDAY

P81 Kingdom Death: Monster

Friday 2 PM in 378 for 6 hr; ends Session 1
System: Kingdom Death: Monster; Edition 1.5 6 players
GM: Stephen Russell
Variations: Six player custom variant
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Awakening to blackness, a handful of survivors devoid of memory must band together to form a new civilization in a world of darkness, hunger, and madness. Board game with role-play elements.

SESSION 1

181 OK, We Need to Rebuild the World

Friday 7 PM in 334 for 4 hr; ends Session 1
System: The Quiet Year; Edition 1st 4 players
GM: Eric Robert Rauscher
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
A story-telling game about rebuilding after ? Build a map, build a civilization.

SESSION 2 SATURDAY

281 Flight of the Albatross

Saturday 8 AM in 162 for 8 hr; ends Session 3
System: Battlestations; Edition 2nd 4 players
GM: Jonah Johnson (Commodore No Beard)
Variations: Some simple homebrew rules
Level: Rantl 1-8
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
This a shake-down cruise of the UREF Albatross. You have been chosen out of a lottery to crew the ship and take her out for her trials. Good luck! Role-play with board game elements.

Drop-In KIDS: Kids' Game Day

Saturday 11 AM in Salon 2 for 4 hr; ends Session 3
System: [medley of games]; 4 players
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Seven fun and easy board games for young players. As always, prizes for winners. See DDC website for full descriptions. Come on by the Kids' Room and let's play!



SESSION 6 SUNDAY

681 Ghost Ship

Sunday 4 PM in 163 for 8 hr; ends Session 7
System: Battlestations; Edition 2nd 6 players
GM: Gregory F. Frank (Greg)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Claw has disappeared into a cloud in Sector 3. Your mission is to investigate what happened, rescue survivors, recover the logs, and if possible bring back the ship. Role-play with board game elements.

SESSION 7

781 The Match Game

Sunday 7 PM in Salon H for 3 hr; ends Session 7
System: The Match Game; 14 players
GM: June DeLane
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
TV's greatest: the Match Game comes to DDC! Match wits with the Committee in a fast-paced, fun game. Sign up to play, or Drop in Kids to watch or play. Prize drawings!



Role-Playing Games

SESSION P

FRIDAY

P02 The Silver and the Grey

Friday Noon in 143 for 8 hr; ends Session 1
System: Hero 5th Ed. (Champions); Edition 4th/5th blend 6 players
GM: James E. Puder
Variations: no cosmic power pools or powers re speed chart
Level: 200 pts 150 pts disads 9-12 DC 20-33 DEF
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Violent robberies rock the city. Has the Silver Streak returned to crime, or is something more sinister afoot? Stop this menace before she streaks into the night.

P03 Hide and Seek

Friday Noon in 145 for 8 hr; ends Session 1
System: Star Wars D20; Edition Fantasy Flight 6 players
GM: Karen Dombek (Astrid Erickson)
Variations: some house rules
Level: Jedi
Rules Knowledge: Expected
Game Content: Mature Themes
All characters provided by GM
Hide and Seek. Just a kid's game, right? Not when done with lethal intent....

P04 The Incredibles!

Friday Noon in 147 for 8 hr; ends Session 1
System: Hero 5th Ed. (Champions); 6 players
GM: Jim Gettman
Variations: minor
Level: Max 60AP @SPD5 w/CV10
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
You are a Parr, in the car, racing after getaway gunmen. Frozone skis in. Crazy stuff happens. Lots of crazy stuff.

P05 Six of One

Friday Noon in 149 for 6 hr; ends Session P
System: Delta Green; 6 players
GM: Todd Evans
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Welcome to the Village. You are No. 6. Or are you? There are five other Villagers who appear to be you. Can you trust them? Can you even trust yourself?

P06 Tegel Manor

Friday Noon in 151 for 4 hr; ends Session P
System: Dungeons & Dragons (Original); Edition Holmes Basic (1977) 6 players
GM: Thom Hall (skars)
Variations: Blueholme characters above level 3
Level: 4th-6th
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Bob Bledsaw's Tegel Manor published by Judges Guild in 1977.

Tegel Manor, a great manor-fortress on the seacoast, is rumored to be left over from ancient days....

P07 Destination - D'Ilyria

Friday Noon in 152 for 4 hr; ends Session P
System: Starfinder; 5 players
GM: Jason Krestoff
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Bellerophon is late in reporting in, and protocol demands an investigation. The Bellerophon was to survey an uninhabited world with no known hostile life. This mission should be easy.

P08 Night of the Missing Bride

Friday Noon in 153 for 6 hr; ends Session P
System: D20 adjusted; Edition D&D3 6 players
GM: Robert 'Bob' Johnston (Mad Capt. John)
Variations: Modified Spycraft 1.0
Level: 4th-5th
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Steampunk Western: An entire train and a wealthy railroad tycoon's bride-to-be are missing. Most everybody is a suspect, including the groom! Where do you start? Music, scenery, and miniatures provided!

P09 Murder by Gaslight

Friday Noon in 154 for 6 hr; ends Session P
System: Pulp Adventure; Edition Victorian 6 players
GM: Joe Parzanese
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
What was supposed to be a nice dinner party for the esteemed Albion Society turns out to be the stage for murder most foul! Pulp mystery in the Victorian Era!

P10 It's Not the Zombies that Get Ya....

Friday Noon in 159 for 6 hr; ends Session P
System: All Flesh Must Be Eaten; Edition 1st 6 players
GM: David Weinstein (Zombie Wrangler)
Level: Norms
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
An interstate collegiate study trip. Some curious locals. Unmarked government vehicles. Oh, and zombies. What could go wrong?

P11 RootGarden Marsh Adventure of 'Tal'Dorei'

Friday Noon in 160 for 8 hr; ends Session 1
System: Dungeons & Dragons 5.0; 6 players
GM: Robert Anderson (Kaster)
Level: 15th; 9K gold, at least 1 uncommon item
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Quest to return Arcane Magic to the Northern Eastern Swamps and Lands.

P12 By the Author of Lady Windermere's Fan

Friday Noon in 161 for 4 hr; ends Session P

System: By the Author of Lady Windermere's Fan; 5 players

GM: Ed Turner (Ed)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

A story game about unprepared theater actors on opening night, forced to improvise an Oscar Wilde play. Be quick, brave, and funny, and we might survive to the final bows.

P13 Threshold Breach

Friday Noon in 162 for 4 hr; ends Session P

System: FATE; Edition Accelerated 5 players

GM: Colin Thompson

Variations: Strange Fate

Level: beginning

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Our intrepid Base Raiders must enter a parallel Earth and rescue some engineers from a doomed airship while making some cast changes.

P14 Friend Computer's Mandatory Arts & Crafts Sleepover Camp

Friday Noon in 163 for 6 hr; ends Session P

System: Paranoia; 6 players

GM: Vylar Kaftan

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

To promote citizen happiness, the Computer orders all Troubleshooters to attend Sleepover Camp. You will learn valuable life skills like blaster repair, scrapbooking, and fleece [REDACTED]. The best campers [REDACTED].

P15 Witch of the Wilderlands

Friday Noon in 164 for 4 hr; ends Session P

System: Dungeons & Dragons 5.0; Edition Basic Rules 7 players

GM: Chris Haskins

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Lost in the woods, our heroes must overcome incredible hardships to make it out alive.

P16 In the Middle of the Monkeys

Friday Noon in 165 for 8 hr; ends Session 1

System: Feng Shui; Edition 2nd 6 players

GM: Marc Willner

Variations: Equipment changes to match the era

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

It is 1850 and there is trouble in the Gold Fields of California. You need to find out what is going on and protect the miners and laborers.

P17 Drive-Thru Armageddon

Friday Noon in 166 for 6 hr; ends Session P

System: Apocalypse World 2; 5 players

GM: Michael Garcia

Level: Apocalypse Bad Asses

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

A team of bad-asses set out to rescue the first child born in 20 years. Mad Max meets Children of Men with melodrama behind the wheel and violence riding shotgun.

P18 The King in Crimson

Friday Noon in 168 for 4 hr; ends Session P

System: Dark Albion: Rose War; 6 players

GM: Kevin Shrapnell

Variations: variant of 'medieval authentic' OSR Lion & Dragon

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

After the bloodiest battle on English soil, six souls take shelter in an ancient barn. Amid the darkness, blood seeps into the flagstone floor from one more of Towton's dead.

P19 The Arrowvale Heist

Friday Noon in Salon B for 6 hr; ends Session P

System: Dungeons & Dragons 5.0; 5 players

GM: Nick White

Level: 4th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You have been given the task of stopping a wizard from making golems. You have three days to gather information and plan your attack while working at the Circus Sunset.

P20 The Final Stand

Friday Noon in Salon H for 10 hr; ends Session 1

System: Pathfinder; Edition PF V.1 6 players

GM: Jason Carpenter

Variations: See web for details; no D&D 3.0/3.5

Level: 16th

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

While armies clash and fires blaze above, the kingdom's fate hangs on three children in the secret sanctum below the keep. Hold the fort, protect the young, defeat the invaders.

P21 The Burning Stars

Friday 1 PM in 608 for 5 hr; ends Session P

System: Call of Cthulhu; 5 players

GM: Steven Drouin

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Regaining lost consciousness...you are suffering recurring... blackouts...seven days have...evaporated from your memory... it's 1930 in Haiti...an island famous for voodoo, magic, corruption, and violence....

P22 No Thank You, Evil!

Friday 2 PM in 338 for 4 hr; ends Session P

System: No Thank You Evil; 5 players

GM: Melanie Stark

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

No Thank You, Evil! is an award-winning tabletop game of creative make-believe, adventure, and storytelling. Together, the players create a story as they work together to make their way through the adventure.

P23 City of the Old

Friday 2 PM in 376 for 10 hr; ends Session 1
System: Exalted; Edition 1st 10 players
GM: Ryan Hulse (Secolliyn)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Tale is told of a city where some from the First Age still reside; it brings you to this Island where you hope to find answers and more clues.

P24 The Wraith of Loch Tay

Friday 2 PM in 377 for 10 hr; ends Session 1
System: One-Roll Engine; 6 players
GM: Dovi Anderson
Level: Iron Age smallholders
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The burning of the Druid's Sacred Isle bodes a fierce and deadly winter. You must hold fast within the timbered walls and thatched roof of your family's stilted crannog.

P25 City of the Gods

Friday 2 PM in 379 for 8 hr; ends Session 1
System: Pathfinder; 6 players
GM: John Livingston
Level: 10th-14th
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
New Magic? That's what the flying egg has. New magic unlike anything ever encountered in Blackmoor.

P26 No, Mr. Bond, I Expect You to Die!

Friday 2 PM in 381 for 4 hr; ends Session P
System: FATE; Edition Accelerated 5 players
GM: William Lee
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
No, Mr. Bond, I Expect You to Die! is a tongue-in-homage to classic Bond movies of the '60s and '70s.

P27 Once More into the Breach!!

Friday 4 PM in 151 for 8 hr; ends Session 1
System: Dragon Age; 8 players
GM: Chris Muoio
Level: 6th
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The Breach closed. The enemy flees into the Dales to unleash powers greater than the Inquisition can imagine. You must thwart this plan, allowing Corypheus to be banished for good.

P28 Drug Dealers in My Swamp?

Friday 4 PM in 152 for 8 hr; ends Session 1
System: Hero 5th Ed. (Champions); 6 players
GM: Callie Goukler (MagicCallie)
Variations: 2 or 3 house rules; no major changes
Level: 10d6 avg.
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM

It's more likely than you think. Drug flow in South East Texas has increased, a nuclear reactor had Plutonium stolen, and locals report train horns within city limits. Heroes Wanted.

P29 The Galaxy Needs Heroes: Part 1

Friday 4 PM in 161 for 4 hr; ends Session 1
System: BASH! Basic Action Super Heroes; Edition Ultimate 6 players
GM: Chris Rutkowsky (BASHMAN)
Variations: Space themed
Level: 30 character pts
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The Galaxy is not going to defend itself! A ragtag crew of superheroes must escape the arena, recover their ship, and take to the stars!

P91 Attack at Warmwind Province

Friday 4 PM in 162 for 6 hr; ends Session 1
System: Dungeons & Dragons 5.0; 8 players
GM: Mark Bain (TREE)
Level: 1st-3rd
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
In a world where the sun is always at high noon, time passes by a Bell system, a mostly peaceful village is disturbed by a sudden attack.

P92 Crypt of the Crimson King

Friday 4 PM in 164 for 4 hr; ends Session 1
System: Dungeons & Dragons 5.0; Edition Basic Rules 7 players
GM: Chris Haskins
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Enter into the crypt if you dare, for a darkness inhabits that place. Don't let it consume you.

P93 Knavery, Thievery and Chicanery!

Friday 4 PM in 168 for 4 hr; ends Session 1
System: The Princess Bride RPG; 5 players
GM: Randy White (Melfast)
Variations: similar to FATE
Level: low
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Hijinks and adventure in the world of the Princess Bride! The stable-boy is accused of stealing a relic. His love says it isn't true and begs you clear his name.

SESSION 1

101 Arrow of the Gods

Friday 6 PM in 149 for 6 hr; ends Session 1
System: Traveller; Edition Classic 6 players
GM: Michael Siverling
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A massive, city-sized ship appeared from nowhere. No one who has ventured to it has returned. Now it's your turn.

102 Caliban

Friday 6 PM in 154 for 8 hr; ends Session 1
System: Dungeons & Dragons 5.0; 8 players
GM: Matt Morrison (Matrox Lusch)
Variations: d6 'party' initiative
Level: 8th+
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Adrift in time and ghosting through distance, Caliban is like the Flying Dutchman of dungeons. Seldom seen, even less visited, Caliban now wanders aimlessly, awaiting only the gods know what.

103 Horror Movie Mayhem

Friday 6 PM in 159 for 6 hr; ends Session 1
System: Tales from the Loop; Edition 1st 6 players
GM: David Jones
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It's the '80s and Satanic Panic is in full effect. Moral outrage is everywhere, but it's really the adults who are acting strange. Can the kids figure out what's going on?

104 Maps Can Lead You Anywhere

Friday 6 PM in 163 for 8 hr; ends Session 1
System: Dungeons & Dragons 3.0/3.5; 8 players
GM: Chris Bruno
Level: 13th
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
A map leading to ancient treasures brought you to a strange apocalyptic world. Will you find your way back home, try to save this new world, or perhaps rule it?!

105 The Curse, Part 1

Friday 6 PM in 166 for 8 hr; ends Session 1
System: Call of Cthulhu; Edition 5th 5 players
GM: Don Prada (Pradanamus)
Variations: hit locations; moderate character alternation
Level: just about average
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Dawn brings the on-edge city unfortunate news of two dead police with buckshot-enlarged chest cavities in the warehouse district. The Mayor, Chief, and city want somebody... maybe anybody....

106 Jungle Village - The Crimson Sparrow

Friday 6 PM in 338 for 6 hr; ends Session 1
System: 13th Age; 8 players
GM: Joe O'Neil (Joe)
Level: 4th
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Jungle Village is a troubled place; there is conflict between the clans. This year's Most Glorious Village contest is certain to be filled with intrigue and physics-defying martial arts.

107 Beyond the Wall

Friday 6 PM in 381 for 6 hr; ends Session 1
System: One Roll Engine; 6 players
GM: Gil Trevizo
Variations: Game of Thrones/A Song of Ice and Fire
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Brynden Rivers, Lord Commander of the Night's Watch, has disappeared. The men of the Night's Watch and the wildling women of Clan Bloodsister combine to find him Beyond the Wall.

108 Murders on the Disoriented Express

Friday 7 PM in 608 for 6 hr; ends Session 1
System: Compleat Arduin; Edition Editor's cut 6 players
GM: Mark Schynert
Variations: Parallel Botany
Level: 6th-8th
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
None of the trains were scheduled to stop in Wichita. Only one of them was even supposed to go through Wichita. And all have a murder victim on board.

109 Destination - D'Ilyria

Friday 8 PM in 143 for 4 hr; ends Session 1
System: Starfinder; 5 players
GM: Jason Krestoff
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Bellerophon is late in reporting in, and protocol demands an investigation. The Bellerophon was to survey an uninhabited world with no known hostile life. This mission should be easy.

110 Miskatonic U—Miskatonic Me! Ra—Ra—Rawr

Friday 8 PM in 145 for 6 hr; ends Session 1
System: Pulp Adventure; Edition 2nd 6 players
GM: Jeff Hatch
Variations: Cthulhu Pulp
Level: Cliffhanger
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A group of survivors fight to reach Miskatonic University to seek out a cure for the Zombie Apocalypse. What will they find within the ancient halls of Academia?

111 The Rise of Voltron

Friday 8 PM in 147 for 4 hr; ends Session 1
System: Mekton Z; Edition 3rd 5 players
GM: Kasi Jammeh (SkeletorSally)
Level: 1st
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Crash of an unknown vessel. A pilot found long forgotten. A mysterious race. A mysterious castle. Four cadets adventure into the unknown to find a mecha of immense proportions.

112 Vacation Time!

Friday 8 PM in Tri Valley 2 for 4 hr; ends Session 1
System: TOON; Edition Deluxe 10 players
GM: Doc Cross
Variations: why not!
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Welcome to Island Adventures, your tropical wonderland and dream vacation destination! Come have fun in the sun! We have plenty for you to do!

113 We Begin at the End

Friday 8 PM in 160 for 4 hr; ends Session 1
System: Invisible Sun; Edition 1st 5 players
GM: Matt Steele (Matthulhu Steele)
Level: 1st
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
An introductory scenario for Invisible Sun. Can you stop the rebirth of the immortal Illustrated Messiah who just wants to remain dead?

114 Material Gnoll Part 1

Friday 8 PM in 161 for 6 hr; ends Session 1
System: Pathfinder; 6 players
GM: Chriss Lagge (Wolfsdottir)
Variations: All char monster races (Gnolls, Orcs, Goblins, etc.)
Level: 3rd
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Princess Bloodytusk is a Material Gnoll, and it is your challenge to acquire the most prestigious gift for her upcoming birthday.

115 Randolph the Lich King

Friday 8 PM in 164 for 4 hr; ends Session 1
System: FATE; Edition morts 6 players
GM: Ed Turner (Ed)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Civilization survived the zombie apocalypse, thanks to the Morticians: losers with the unenviable and often deadly job of keeping the undead outside the city walls.

116 This Gratuitous Dismemberment Brought to You by Kleen 'n Fresh™

Friday 8 PM in 165 for 4 hr; ends Session 1
System: Paranoia; Edition Modified Kickstarter 6 players
GM: Randall Koutnik
Level: Red Clearance
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In an effort to make up for budget shortfalls after a lunch delivery gone horrendously wrong, Troubleshooter Central has agreed to take on a few product placement deals.

117 My Little Sister Wants You to Suffer

Friday 8 PM in 168 for 5 hr; ends Session 1
System: Call of Cthulhu; 5 players
GM: Steven Drouin
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Found on a doomed spaceship, a disparate group of investigators tries to remember How They Got Here and Why.... Gradually, memories begin to trickle back. Now what to do...?

118 We Be Goblins

Friday 8 PM in 378 for 4 hr; ends Session 1
System: Genesys (FFG); Edition 1st 6 players
GM: Timothy Fairfield
Level: low
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In this unusual adventure, the players get to play goblins sent on an important mission to retrieve a hidden supply of dangerous fireworks. FFG's Genesys rule system will be used.

SESSION 2

SATURDAY

200 Sailors on the Starless Sea

Saturday 8 AM in 143 for 6 hr; ends Session 3
System: Dungeon Crawl Classics; 6 players
GM: Frank Alonso
Level: Zero
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Sailors on the Starless Sea pits a mob of 0-level adventurers against the legacy of the Chaos Lords and their corrupted hordes.

201 Who Thought Luchadors and Airships were a Good Combo?

Saturday 8 AM in 145 for 8 hr; ends Session 3
System: Homebrew; 6 players
GM: Joseph Silveira
Variations: Uses card drafting & bartering
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
A war was prevented thanks to the Treaty of "Lucha Libre." The heroes must stop nefarious acts during the tournament and keep the different factions from going back to open conflict.

202 Return of Captain Morgan: The Silver Train Heist

Saturday 8 AM in 147 for 8 hr; ends Session 3
System: Pathfinder; 6 players
GM: Keith Fojtik
Variations: No gunslingers/summoners/companions
Level: 9th
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
Captain Morgan is back and he has prize booty targeted. Sail in, hit the train, and get out with as much silver as possible. What could go wrong?



203 It Wasn't What We Thought

Saturday 8 AM in 149 for 8 hr; ends Session 3
System: Serenity; Edition Cortex Classic 7 players
GM: Zachary Morgan (Zachary 'Gareth' Morgan)
Level: Veteran
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
What's on the Agents' encrypted data pad? Why were the 'Alliance bio-weapons' teenagers in cryogenic chambers? How does this relate to Miranda & 'The Signal'? Find out in Part 2...

204 Sitamun's Rescue

Saturday 8 AM in 151 for 8 hr; ends Session 3
System: Mystras; Edition 1st 8 players
GM: Peter Christian
Level: Standard
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A long-dead pharaoh sends you to recover his daughter's body from a Egyptian palace haunted by gods and monsters, and currently between two armies on the verge of war.

205 Dark Side Academy

Saturday 8 AM in 152 for 8 hr; ends Session 3
System: Hero pre-5th Edition (Champions); 6 players
GM: David Rakonitz
Variations: 4th w/some 5th; minor var.
Level: 60 pt attacks; max 33 PD/33 ED.
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Darkness approaches. To survive, humanity must sacrifice and bow to its alien masters. Can the heroes prevail, or will the Dark Side Academy teach them a grim lesson?

206 A Sci Fi Safari

Saturday 8 AM in 153 for 6 hr; ends Session 3
System: Planet Mercenary; Edition 1st 6 players
GM: Stephen Quanci
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Welcome to Ellwor and the Ellwor Safari! Meet ferocious animals, treat with hospitable locals, and defeat your competitors! Now requesting heavily armed individuals who desire lots of money.

207 Who Are You? Who Am I?

Saturday 8 AM in 154 for 8 hr; ends Session 3
System: Dungeons & Dragons 5.0; 8 players
GM: Jeff Boles
Variations: Core books only
Level: 6th
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Adventurers needed to protect a whisper. Devils, dragons, and beholders don't worry you; right? Oh, there also might be Illithids, Drow, and Elementals. Are we still good here?

208 Graduation Day

Saturday 8 AM in 159 for 6 hr; ends Session 3
System: Hero 6th Edition (Champions); 6 players
GM: Don Satow
Variations: 5th ed. OK; No VPP, no Find/Lack of Weakness
Level: 8d6/12d6, 8CV/10CV, 5/7 Spd
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
It's graduation day at the CAPES. Superkids and Superparents are invited. (Players allowed up to two characters; one at 8d6-student and one at 12d6-parent).

209 Dead Moon's Rising

Saturday 8 AM in 160 for 4 hr; ends Session 2
System: The Strange (Cypher System); 5 players
GM: Randy White (Melfast)
Level: low
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Estate sends you after a fugitive claiming to be a bokor, a black voodoo magician. He disappeared in Haiti after demonstrating powers over the dead. The Dead Moon's rising.

210 Defending Apple Lane

Saturday 8 AM in 161 for 4 hr; ends Session 2
System: RuneQuest: Roleplaying in Glorantha; Edition Chaosium 4th 2018 6 players
GM: Brian L. Isikoff (Brian Isikoff)
Level: Beginning PCs
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Casual travelers, regular arrivals, or chance participants, your fates find you in Apple Lane in 1625, weeks after the Dragonrise. The small village is once again threatened; will you help?

211 A Measure of Faith

Saturday 8 AM in 163 for 6 hr; ends Session 3
System: Shadow of the Demon Lord; 5 players
GM: Joshua White
Level: Expert
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
A Measure of Faith is about the dangers of belief, of a lie that becomes powerful because people believe it; an irrational belief that creates hysteria and sparks holy war.

212 Mythos Trek

Saturday 8 AM in 165 for 10 hr; ends Session 3
System: Call of Cthulhu; Edition Classic 7 players
GM: Whitney Lee Preston
Variations: BRP - Geared for Player Enjoyment
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The Crew of the USS Constitution will run afoul of Mythos-Related Horrors, Children of the Realm of Fairy, a pumpkin-throwing Ghoul, and a Phantom Rider. In the year 1774...?

213 LEGACY OF MU-LING (an Avatar adventure)

Saturday 8 AM in 166 for 4 hr; ends Session 2
System: FATE Accelerated; Edition Basic Rules 5 players
GM: Brian E Williams (Brian)
Rules Knowledge: Beginners Welcome
Game Content: Family
Characters may be provided by GM
Avatar Korra protected both the material and spirit worlds for decades. For her final sojourn, promising benders escort her. What will you learn to pass on to the next Avatar?

214 Fear of a Green Planet

Saturday 8 AM in 168 for 8 hr; ends Session 3
System: Starfinder; 6 players
GM: Robert Weidman (Bob)
Variations: PAIZO Official only
Level: 5th
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Castrovel, the Green planet, is almost entirely covered in teeming jungles, endless swamps, and strange clouds of colored gas. Try to uncover the lost tomb of the first elves.

281 Flight of the Albatross

Saturday 8 AM in 162 for 8 hr; ends Session 3
System: Battlestations; Edition 2nd 4 players
GM: Jonah Johnson (Commodore No Beard)
Variations: Some simple homebrew rules
Level: Rantl 1-8
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
This a shake-down cruise of the UREF Albatross. You have been chosen out of a lottery to crew the ship and take her out for her trials. Good luck! Role-play with board game elements.

215 Butterfly Unit

Saturday 9 AM in 508 for 6 hr; ends Session 3
System: Call of Cthulhu; Edition 7th 6 players
GM: Jill Stapleton (Jill)
Level: low
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Somewhere in the back corner of the FBI, an experimental group is using big data and technology to identify patterns in crime. It has just flagged an international serial killer.

216 The Black Road

Saturday 10 AM in 334 for 4 hr; ends Session 3
System: Dungeons & Dragons 5.0; 6 players
GM: Finn Lowe-Rogstad
Level: Tier 1
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
Organized attacks by orcs and other monstrous humanoids have made travel on the Black Road dangerous. Are you brave enough to guard a caravan and bring it to safety?



217 Hide and Seek

Saturday 10 AM in 338 for 8 hr; ends Session 3
System: Star Wars; Edition Saga (Fantasy Flight) 6 players
GM: Karen Dombek (Astrid Erickson)
Rules Knowledge: Expected
Game Content: Mature Themes
All characters provided by GM
Hide and Seek. A kid's game, yes? Not with life-and-death stakes.... Imperial and Jedi players. Lethal game.

218 The After Adventure

Saturday 10 AM in 376 for 6 hr; ends Session 3
System: Dungeons & Dragons 5.0; 4 players
GM: Jenna Brace
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You return from an adventure with your loot, and are ready for a night on the town. You will encounter innkeepers, the city guard, shop owners, and all of the seedy and under-handed townfolk you can handle. Just when you thought the campaign was over, your adventure begins.

219 Sumer Prime - Don't Drink the Water

Saturday 10 AM in 377 for 8 hr; ends Session 3
System: Dungeons & Dragons 5.0; 6 players
GM: Dylan Blair
Level: 8th
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
You've long struggled returning to your home world. Perhaps you hitched your wagon to the wrong god? Follow the polluted Eugris River and face what lies at its source.

220 A Beacon to Light Your Way

Saturday 10 AM in 378 for 8 hr; ends Session 3
System: Pathfinder; 6 players
GM: Thomas Foti
Variations: 20pt. buy; see web descr. for other requirements.
Level: 7th
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
A strange light has sprung up. You are tasked to go and find out what is going on and stop it if possible.

221 Echoes of the Past

Saturday 10 AM in 379 for 8 hr; ends Session 3
System: Star Wars; Edition FFG 6 players
GM: Paul Parkhurst (Paul 'OggDude' Parkhurst)
Level: 210-240XP
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A group of Force-sensitives finds itself delving into Jedi history in search of a lost holocron. But they're not the only ones looking for it...

222 The Galaxy Needs Heroes: Part 2

Saturday 10 AM in 381 for 4 hr; ends Session 3
System: BASH! Basic Action Super Heroes; Edition Ultimate 6 players
GM: Chris Rutkowsky (BASHMAN)
Variations: Space themed
Level: 30 character pts

Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The Galaxy is not going to defend itself! A ragtag crew of superheroes rescue a diplomat from a derelict freighter...then the real trouble starts!

223 Outbreak!

Saturday 10 AM in 608 for 6 hr; ends Session 3
System: 6D6; Edition 1st 7 players
GM: Danny Idryo (Danny)
Level: normal humans
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The zombie apocalypse has happened; a group of survivors thrown together by chance must find a way to survive the night.

224 Caravan to the Black City

Saturday 10 AM in San Ramon for 6 hr; ends Session 3
System: Sorcerers & Sellswords; Edition hack 5 players
GM: Roy Vieira (Roy)
Variations: some changes to base mechanic
Level: 1st-6th
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Build a character, build a world, and find your heart's desire....
Using Sorcerers and Sellswords mechanics, Ultraviolet Grasslands and Dying Earth as setting inspiration.

Drop-In KIDS The Citadel

Saturday 10 AM in Salon 2 for 4 hr; ends Session 3
System: Dungeons & Dragons (Original); Edition Holmes Basic (1977) 8 players
GM: Thom Hall (skars)
Level: 1st
Rules Knowledge: Useful
Game Content: Family
All characters provided by GM
The Citadel sits atop a rocky crag. Locked within a chest somewhere inside is a Talisman of great wonder. The group of characters has been called upon to retrieve the Talisman and use its power to reverse a 10-year drought upon the land.

SESSION 3

301 You Can't Take the Stars from Me (Part 1 of 2)

Saturday Noon in 161 for 6 hr; ends Session 3
System: Savage Worlds; Edition Deluxe 6 players
GM: Paul Coulter (Reinar)
Variations: SCI-FI SPACE OPERA TRAVELER
Level: Seasoned/Veteran
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A crew of 6, looking into the blackness of space and seeing six different things, tries avoiding slavers, pirates, hostile governments, and black holes as they navigate the space lanes.

302 Flight Arriving at Terminal Number Sanction

Saturday Noon in 334 for 6 hr; ends Session 3
System: Mercenaries, Spies & Private Eyes; Edition Original 6 players
GM: Tom Rafalski (Beautifulharmony Multimedia)

Variations: Espionage - Might have some tweaks
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Flying home from a successful mission, you discover that your agency no longer requires your services. An escort awaits your arrival. First Item: Survive the Welcome Committee....

Drop-In KIDS Anthro Adventures

Saturday Noon in Salon 2 for 4 hr; ends Session 3
System: Pathfinder; Edition Anthro Adventures 4 players
GM: Kenneth Anthony Tracy (Kenny)
Level: 2nd
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
A wild journey for young adventurers. Animal characters provide a launching point for role playing. Beginner friendly, but basic reading/math required.

303 The Sepulchre of Jamath

Saturday 1 PM in 166 for 4 hr; ends Session 3
System: Dungeons & Dragons 5.0; Edition Basic Rules Set 5 players
GM: Glenn Boswell
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
From a crypt in the Trollbark forest, unnatural terrors haunt the Trade Way. Folk speak of a stone circle with a portal beyond, where few venture—and none return!

304 Missing!

Saturday 2 PM in 143 for 4 hr; ends Session 3
System: GURPS; Edition 4th 6 players
GM: Tom Vallejos
Level: 200-250 w/- ~100 pts disads/quirks
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Millions of people use the Hyper-dimensional gates every day. Perfectly safe. What happens when 10,000 people have disappeared? Find out! Prizes from Steve Jackson Games!

305 Leverage S

Saturday 2 PM in 153 for 6 hr; ends Session 4
System: Leverage; 5 players
GM: Chris Angelini
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Superheroes and villains take what they want and normal people get caught in the middle. That's where you come in. You provide...Leverage.

306 Snow Day

Saturday 2 PM in 159 for 6 hr; ends Session 4
System: Tales from the Loop; 5 players
GM: Charles Picard
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Seeking a diverse group to play overlooked but fascinating kids in a 1980s that never was. Create characters at the table, and then play with your best collaborative mindset!

307 Russumovi's Robot Inspection (Solar Patrol '55)

Saturday 2 PM in 160 for 6 hr; ends Session 4

System: Solar Patrol '55/Crazy 8's; 6 players

GM: David Wainio

Level: starting+

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Your Solar Patrol team is making a surprise inspection on a Soviet robot research facility. Is Dr. Russumovi on the level?

Atomic Rockets in a 1955 space retro-future.

308 Just Another Escort Mission

Saturday 2 PM in 163 for 6 hr; ends Session 4

System: Tachyon Squadron; 5 players

GM: John Jones

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Play a Draconis Volunteer Group (DVG) flyboy as Draconis fights for its independence. Pilot a recently-decommissioned SF-46D Blackfish against the Dominion's Gators, Goblins, and Gorgons. Suit up and fly high.

309 The Galaxy Needs Heroes: Part 3

Saturday 2 PM in 381 for 4 hr; ends Session 3

System: BASH! Basic Action Super Heroes; Edition Ultimate 6 players

GM: Chris Rutkowski (BASHMAN)

Variations: Space themed

Level: 30 character pts

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

The Galaxy is not going to defend itself! A ragtag crew of superheroes rescues a diplomat from a derelict freighter...then the real trouble starts!

310 That Which Hides among Us

Saturday 3 PM in 508 for 8 hr; ends Session 4

System: Dungeons & Dragons (Original); 6 players

GM: Ken Moscardini (Quode)

Variations: Chainmail--variations limited

Level: Hero

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Old school, back in the day when we used a D6 to attack. We crawled dungeons and explored the wilderness. Now Cthulhu is back, and the old heroes have returned.

311 The Darien Curse

Saturday 4 PM in 162 for 8 hr; ends Session 4

System: Castle Falkenstein; 6 players

GM: Michael Blum

Variations: Minor, mostly regarding the use of magic

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The characters are asked to investigate the mysterious "Darien Oath," discovered by Prof. Wedleycock just before his death.

The oath may threaten all the sheep of Scotland!

312 Dresden Files: The Universal Riddle Pt. I

Saturday, 4 PM in 168 for 4 hr; ends Session 4

System: Hero 5th Ed. (Champions); 8 players

GM: Greg Haslam

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Friends of Harry (a Warden, Werewolf, Cop, Thief, Psychic, etc.) are sent to England on a perilous Secret mission to stop Council renegades from unleashing an ancient evil.

313 Assault on Singularity Base

Saturday 4 PM in Salon H for 6 hr; ends Session 4

System: Cypher System; Edition 1st 36 players

GM: Matt Steele (Matthulhu Steele)

Troupe: Matthulhu

Variations: Rebel Galaxy setting

Level: 1st Tier

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An amazing multi-table gaming experience! Your group is 1 of 6 Rebel teams attacking in a coordinated but desperate assault to eliminate the Imperium's superweapon prototype. Six inter-connected games.

314 The Lost Tomb of Aethering the Damned

Saturday 4 PM in San Ramon for 6 hr; ends Session 4

System: Dungeons & Dragons 5.0; 6 players

GM: Wayne Ogle

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

New clues for an old map suggest profits may be had for those willing to take the risk.

315 The Cult of the Cyclops

Saturday 4 PM in 376 for 8 hr; ends Session 4

System: Dungeons & Dragons (Original); 8 players

GM: Samuel Horton

Variations: some house rules

Level: 5th-7th

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

You are to investigate a powerful cult that is threatening a town near Greyhawk. Try to improve the situation the best that you can without starting a war.

316 La belle H el ene

Saturday 4 PM in 608 for 8 hr; ends Session 4

System: Paladin - Warriors of Charlemagne; 6 players

GM: Roderick Robertson

Variations: Some house rules

Level: Beginning

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Count of Cahors is hosting rich sons from all around Charlemagne's empire to bid for the hand of his daughter, the beautiful H el ene.

SESSION 4

401 You Can't Take the Stars from Me (Part 2 of 2)

Saturday 6 PM in 143 for 6 hr; ends Session 4
System: Savage Worlds; Edition Deluxe 6 players
GM: Bill Sprouse (Bill)
Variations: SCI-FI SPACE OPERA TRAVELER
Level: Seasoned/Veteran
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM

A crew of 6, looking into the blackness of space and seeing six different things, tries avoiding slavers, pirates, hostile governments, and black holes as they navigate the space lanes.

402 Lost in Space

Saturday 6 PM in 161 for 8 hr; ends Session 4
System: Traveller; Edition V 1.0 10 players
GM: Peter Bauer (Dr. Smith)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

Characters created for game
Recon, your company, has sent you to investigate a derelict ship of unknown age. What treasures? what terrors are inside? and your team is not the only one interested.

403 ICE Tower

Saturday 6 PM in 334 for 6 hr; ends Session 4
System: Cyberpunk 2020; Edition 2nd 6 players
GM: Steven Kani
Level: 70 pt STAT pool, Cyberware by GM approval
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM

WCN is hiring motivated edgerunners to extract Petra Thanoly—former model, media personality, and founder of Sparkle International Communications and Entertainment—from her company headquarters in San Francisco, California.

404 Cthulhu Trek

Saturday 6 PM in 338 for 6 hr; ends Session 4
System: Trail of Cthulhu; Edition 1st 5 players
GM: Gene Lancaster (Mean Gene)
Variations: Lite
Level: low

Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The USS Yorktown has received orders from Starfleet to answer a distress ping from the USS Kongo. A damage control team is sent via shuttlecraft.

405 Awaken the Sleeper

Saturday 6 PM in 377 for 8 hr; ends Session 4
System: Hero pre-5th Edition (Champions); Edition 4th 7 players
GM: Glenn S. Thain
Variations: Limited house rules, all minor.
Rules Knowledge: Expected
Game Content: Mature Themes
All characters provided by GM

June 15, 1940: London undergoes a series of thefts that baffle police. Churchill activates the Home Defense League (HDL) in an effort to find out what the Nazi agents desire.

406 Horror Business: A Ghostbusters Adventure

Saturday 6 PM in 378 for 8 hr; ends Session 4
System: Ghostbusters; Edition Frightfully Cheery RPG 6 players
GM: Andrew Beahm
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Nightmares have come to life across the Silicon Valley. Of course, it'll take a rag-tag paranormal investigations and eliminations startup to save us all. Who you gonna call?

407 Into the Temple of the Eye

Saturday 6 PM in 379 for 8 hr; ends Session 4
System: Dungeons & Dragons 5.0; 5 players
GM: Matthew Decker (Deckromancer)
Level: 8th
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
In a pre-Republic Rome, an aberrant evil stirs. In this quasi-historical campaign, can the heroes survive the investigation and live to tell of the horror that is the Elder Brain?

408 My Final Abode

Saturday 6 PM in 381 for 6 hr; ends Session 4
System: Cthulhu Dark Ages; 6 players
GM: Frank A. Figoni (Fig Monster)
Variations: 7th Edition variant
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Medieval Japan's long civil war is over and the Shogun puts out a curious summons to all loyal Daimyo to send their best to Edo Castle. What will he require???

410 Gutterpunk

Saturday 8 PM in Tri Valley 2 for 8 hr; ends Session 4
System: Cyberpunk; Edition 1st 6 players
GM: Brett Lawson (Zanni)
Level: Low. Down & out edgerunners.
Rules Knowledge: Useful
Game Content: Mature Themes
Characters created for game
When your luck has run out, all you have is whoever you can trust to watch your back. There are worse things than squatting in the combat zone....

411 Bluebeard's Bride

Saturday 8 PM in 159 for 4 hr; ends Session 4
System: Bluebeard's Bride; 5 players
GM: John Kim
Troupe: Kim
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Bluebeard's Bride is a horror tabletop RPG in which you play aspects of the Bride's psyche investigating your husband's haunted manor.



412 The Popcorn Girls in Space!

Saturday 8 PM in 160 for 6 hr; ends Session 4
System: Pulp Adventure; 6 players
GM: Ben Lopez (Evilben Nefarious)
Variations: Drive-In Pulp
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
The Popcorn Girls are back, and this time, they're IN SPACE!
The gang is on a "once in a lifetime" Space Camp adventure.
Nothing could possibly go wrong, could it?

413 Material Gnoll Part 2

Saturday 8 PM in 163 for 6 hr; ends Session 4
System: Pathfinder; 6 players
GM: Joe Gannon (HerrDoktor)
Variations: All char monster races (Gnolls, Orcs, Goblins, etc.)
Level: 11th
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Princess Bloodytusk is getting married! Can her trusted team of royal guards get her to the ceremony, unbothered by riff-raff?

414 Overwatch!

Saturday 8 PM in 168 for 8 hr; ends Session 4
System: Hero 5th Ed. (Champions); 6 players
GM: Aaron Clements Gettman (Aaron)
Level: Max 60AP @SPD5 w/CV10
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
You are an Overwatch character, in a game, when villains from another world pop in and start a ruckus. Crazy stuff happens. Lots of crazy stuff.

415 Jungle Vine Swingers A-Go-Go

Saturday Midnight in 145 for 3 hr; ends Session 4
System: It Came From the Late, Late, Late Show; Edition Zero 6 players
GM: Arthur Stone Wallis (HERR DIREKTOR)
Variations: The tingler is loose in the theater. Scream for your lives!
Level: B-list
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Popcorn is ready. TV guide open: 'Rebellious teens challenge their inhibitions while fighting off natives and monsters in a primordial jungle'? This better be good. *click*

SESSION 5

SUNDAY

501 Defending Apple Lane

Sunday 8 AM in 143 for 4 hr; ends Session 5
System: RuneQuest: Roleplaying in Glorantha; Edition Chaosium 4th 2018 6 players
GM: Brian L. Isikoff (Brian Isikoff)
Level: Beginning PCs
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Casual travelers, regular arrivals, or chance participants, your fates find you in Apple Lane in 1625, weeks after the Dragonrise. The small village is once again threatened; will you help?

502 March into the Fringe

Sunday 8 AM in 145 for 8 hr; ends Session 6
System: Fringeworthy D20 Modern; 8 players
GM: Dwayne Fox
Variations: D20 modern, Future & IDET training pkg
Level: 1st-2nd
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Started as strangers, but became a unique team, gifted with talent to travel the long-abandoned Fringe-paths. What secrets and dangers await? You are Fringeworthy and looking to find out.

503 We Be Goblins Too!

Sunday 8 AM in 147 for 4 hr; ends Session 5
System: Genesys (FFG); Edition 1st 6 players
GM: Timothy Fairfield
Level: low
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In this unusual adventure the players get to play a band goblins. This is a stand-alone sequel to We Be Goblins! FFG's Genesys rule system will be used.

504 Avengers Assemble!

Sunday 8 AM in 149 for 8 hr; ends Session 6
System: Marvel Superhero; Edition TSR Advanced 6 players
GM: Michael Skeen
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Play as one of your favorite Avengers: Iron Man! Thor! Captain America! and more. Do you have what it takes to become one of Earth's Mightiest Heroes?

505 Legacy of Mu-Ling (an Avatar adventure)

Sunday 8 AM in 151 for 4 hr; ends Session 5
System: FATE Accelerated; Edition Basic Rules 5 players
GM: Brian E Williams (Brian)
Rules Knowledge: Beginners Welcome
Game Content: Family
Characters may be provided by GM
Avatar Korra protected both the material and spirit worlds for decades. For her final sojourn, promising benders escort her. What will you learn to pass on to the next Avatar?

506 Trials of the Demon King

Sunday 8 AM in 152 for 4 hr; ends Session 5
System: Dungeons & Dragons 5.0; Edition Basic Rules 5 players
GM: Stephen Cunningham-Bryant (Steve C-B)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Midnight is fast approaching, and a cult has set up shop in a long-deserted castle. Race to find the keys and stop the ritual, or face the unholy fire!

507 This Gratuitous Dismemberment Brought to You by Kleen 'n Fresh™

Sunday 8 AM in 153 for 4 hr; ends Session 5
System: Paranoia; Edition Modified Kickstarter 6 players
GM: Randall Koutnik
Level: Red Clearance

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In an effort to make up for budget shortfalls after a lunch delivery gone horrendously wrong, Troubleshooter Central has agreed to take on a few product placement deals.

508 The Pit of Kotallu

Sunday 8 AM in 154 for 6 hr; ends Session 6

System: Conan 2D20; Edition Modiphius 5 players

GM: Zachary Paul

Level: Conan

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Enter the Hyborean Age and battle shoulder to shoulder with heroes who will cleave their way through gruesome enemies to put an end to a sorcery most foul!

509 Buried Past

Sunday 8 AM in 159 for 8 hr; ends Session 6

System: Pathfinder; Edition 1.0 6 players

GM: Geoffrey Nicholls (Geoff)

Level: 8th; Epic Point Buy, 33k Gold

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Help a well-liked baron. His son is interested in recovering an item and needs an adventuring team to retrieve it. You can get in good with the ruling elite.

510 What Lies Beyond

Sunday 8 AM in 160 for 8 hr; ends Session 6

System: Doctor Who Adventures in Space & Time; 6 players

GM: Ryan Walton (Gamer Geekus Alpha)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Doctor(s) still trying to repair the damage from the paradox. A strange new foe appears. Can the Doctor(s) solve the mystery?

511 The Raven Lich of Ancient Babylon

Sunday 8 AM in 161 for 8 hr; ends Session 6

System: Dungeons & Dragons 5.0; 5 players

GM: Obi Kaufman (THE RAVEN KING)

Level: 8th-10th

Rules Knowledge: Useful

Game Content: Mature Themes

Players provide their own characters

Just before Alexander the Great comes to ancient Babylon, a devouring cosmic horror threatens. In a quasi-historical campaign, heroes are needed to strike at the heart of this world-ending evil.

512 Return to Spider Planet

Sunday 8 AM in 162 for 8 hr; ends Session 6

System: Eclipse Phase; Edition 2nd 8 players

GM: Samuel Silbory (Sam Silbory)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Join everyone's least favorite capitalist for a return to L443X3 (aka Spider Planet). (Expect Investigation, Combat, Spiders, and maybe Intrigue.)

513 What Cost Victory?

Sunday 8 AM in 163 for 8 hr; ends Session 6

System: Call of Cthulhu; Edition 7th 6 players

GM: Ezra Denney

Level: not nearly enough

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

General Francis Marion, The Swamp Fox, is the bane of the English occupiers in South Carolina. His men appear out of the swamps, kill, and melt away. It's like witchcraft.

514 Prison of the Archon

Sunday 8 AM in 165 for 8 hr; ends Session 6

System: Advanced Dungeons & Dragons; Edition 1st 8 players

GM: Peter Lindstrom (Peter)

Variations: some house rules

Level: 8th

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Legends tell of an Archon of Law that is held in chains by Chaos. A clue leads to the prison. Who will be the first to unlock its secrets?

515 Tales from the Future that Never Was: Mechagodzilla et al.

Sunday 8 AM in 166 for 8 hr; ends Session 6

System: Hero pre-5th Edition (Champions); 6 players

GM: Joe Di Lellio ((not) Adam Savage)

Variations: minor

Level: 10-14+ DC, appropriate CVs & defenses

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

Seatopia ravaged by the Kentaurans, Mechagodzilla gone... but to where? And what now?

516 When the Night Fades Away

Sunday 8 AM in 168 for 8 hr; ends Session 6

System: Changeling: The Dreaming; Edition 20th Anniversary 10 players

GM: Liz Ruifrok

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A motley of fae end up in a small town in Kansas, taking a wrong turn in the Dreaming. Not all is what it seems though...

517 Kapersky Ridge

Sunday 9 AM in 570 for 6 hr; ends Session 6

System: Nugget; 5 players

GM: Jason Frankenfield (Jason F)

Variations: minor combat tweaks

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Uncut for 40 years, Kapersky Ridge could be the big break you've been looking for. Just clear out the old road and cash in; right?



518 Monster Hunters: Dead men tell no tales...

Sunday 9 AM in 508 for 6 hr; ends Session 6

System: Feng Shui; Edition 2nd 6 players

GM: Aaron Lopez (Lopez)

Troupe: Gamer Geekus

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Monster Hunters hunt down a critical witness. Clues lead them to Fountain, Minnesota. With time running out, the adage stays true: Dead men tell no tales, unless they're undead.

519 Episode 1: Enter Tokyo Slayers Club

Sunday 10 AM in 334 for 8 hr; ends Session 6

System: Home Brew; 10 players

GM: Kourtney Hobart (KoKo)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Can our group of teenage misfits complete their mission and banish the demons back to Hell from whence they came? And you thought puberty was tough!

520 Tower of the Black Pearl

Sunday 10 AM in 338 for 4 hr; ends Session 6

System: Dungeon Crawl Classics; 6 players

GM: Jon Wilson (bygrinstow)

Level: 2nd

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

One night in a generation the Tower of the Mad Wizard Sezrekan peers out from the depths of the sea, traps to risk, treasures to plunder... Tonight is that night!

521 Lost Dog, Answers to Bandit. Reward!

Sunday 10 AM in 376 for 6 hr; ends Session 6

System: Tales From the Loop; Edition 1st 6 players

GM: Ryan Idryo

Level: average kids

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

As normal tweens or teenagers, solve mysteries around town that the adults are too busy to notice or believe. Set in an alternate 1980s weird tech world. Think Stranger Things.

522 A Hostile Rescue

Sunday 10 AM in 377 for 6 hr; ends Session 6

System: Traveller; Edition Mongoose 8 players

GM: Glenn Goffin

Level: Zhodani military/naval regulars

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Zhodani forces occupying this star system respond to a distress call from a secret Imperial installation in far orbit. A Traveller dungeon crawl with warbots, psionics, and stranger things.

523 Children of the Fallen Sun

Sunday 10 AM in 378 for 6 hr; ends Session 6

System: Mutant Crawl Classics; 5 players

GM: Dave Sokolowski

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The star fell from the heavens above, and now the heartiest of your tribe—mutant, manimal, and plantient—must explore the perils and mysteries of the Sky Ark.

524 The Second War of the Worlds

Sunday 10 AM in 379 for 6 hr; ends Session 6

System: Dare; 6 players

GM: Michael Siverling

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The perfidious Martians have struck again! Can H.G. Wells and Her Majesty's Most Irregulars stop them?

525 The Second War of the Worlds

System: Pulp Adventure; 2nd Edition 6 players

GM: Michael Siverling

Variations: Cthulhu Pulp & Drive-In Pulp

Level: Cliffhanger

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

It's now a year after the events which took place at the Solomon Asylum. When suspicious things begin to happen again, the gang begins a hunt for the evil Doctor Blood.

526 Chapel of Silence

Sunday 10 AM in San Ramon for 4 hr; ends Session 6

System: Dungeons & Dragons (Original); Edition Holmes Basic (1977) 6 players

GM: Thom Hall (skars)

Variations: Blueholme characters above level 3

Level: 3rd-5th

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Your party is on a journey through a mountainous region distinguished by sheer cliffs and dangerous precipices. Thus everyone is grateful when, just at nightfall, they find an abandoned chapel.

527 The Wolves of St. Croix

Sunday 11 AM in 608 for 8 hr; ends Session 7

System: Godlike; 6 players

GM: Jack Young

Level: default level talents

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

September 1944. A cavalry patrol reconnoitering the French Ardennes has gone missing. Your mission: find it. You're "Talents," ordinary soldiers with superpowers, but the war is larger than you.

Drop-In KIDS Anthro Adventures

Sunday 11 AM in Salon 2 for 4 hr; ends Session 6

System: Pathfinder; Edition Anthro Adventures 4 players

GM: Kenneth Anthony Tracy (Kenny)

Level: 2nd

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

A wild journey for young adventurers. Animal characters provide a launching point for role playing. Beginner friendly, but basic reading/math required.

SESSION 6

601 The Odyssey of Flight 23

Sunday Noon in 143 for 4 hr; ends Session 6
System: GURPS; Edition 4th 6 players
GM: Tom Vallejos
Level: 150-200 w/- ~100 pts disads/quirks
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
1937. Your flight to Seattle has taken an unexpected and frightful detour. Prizes from Steve Jackson Games!

602 5th Edition Pulp: Army of Madmen

Sunday Noon in 147 for 4 hr; ends Session 6
System: Dungeons & Dragons 5.0; 6 players
GM: Doc Cross
Variations: adapted for pulp adventuring
Level: 5th
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
An army of madmen is wrecking havoc in Southern California, stealing and destroying valuable military gear. You are agents of Doc Tempest, and your mission is to stop them.

603 Darkness at Runegate

Sunday Noon in 151 for 6 hr; ends Session 6
System: RuneQuest; Edition 4th 6 players
GM: John Holmes (1145)
Level: Initiate
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Unpublished follow-on to Broken Tower scenario from the RQ4 Quickstart. Gloranthan setting, Dragon Pass, all characters pre-generated. Mainly Orlanthi orientation. Previous players of RQ should be able to follow easily.

604 The Kaliphate in Flames

Sunday Noon in 152 for 8 hr; ends Session 7
System: Rolemaster; 5 players
GM: Pól Stafford
Level: Medium-high
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
FOLLOW-UP to last year's Kaliphate: A Question of Patronage; the heroes of the Kaliphate try to save the Kaliph...only to make things worse!

605 The Sepulchre of Jamath

Sunday Noon in 153 for 4 hr; ends Session 6
System: Dungeons & Dragons 5.0; Edition Basic Rules Set 5 players
GM: Glenn Boswell
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
From a crypt in the Trollbark forest, unnatural terrors haunt the Trade Way. Folk speak of a stone circle with a portal beyond, where few venture, and none return!

606 The Halls of Nazir-Thun

Sunday 2 PM in 338 for 4 hr; ends Session 6
System: Crypts & Things; Edition 1st 5 players
GM: Gene Lancaster (Mean Gene)
Level: low
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Sword & Sorcery Dungeon Crawl. Recover the Potion of Immortality in this action-packed 8 to 12 encounter scenario!

607 Breaking the Galactic Empire

Sunday 2 PM in 154 for 4 hr; ends Session 6
System: FATE Core; 6 players
GM: Ian Norris
Variations: Science fiction
Level: semi-high
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Set thematically in the world of Spelljammer, our heroes must face a new threat coming in from an alternate dimension, the werewolf-vampire clan of the Vorthrok. Precarious alliances needed....

608 Adventure to Mouse City

Sunday 4 PM in 143 for 8 hr; ends Session 7
System: Gamma World; Edition D20/Whitewolf 8 players
GM: Patrick Hamilton (Patrick)
Variations: Sprinkling of 3.5
Level: 7th-9th
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Our band has secured the Jick'son Hospital and driven the Rank of the Fit out of the city proper. The restorationists now turn their attention to the south.

609 Pale Harvest

Sunday 4 PM in 145 for 8 hr; ends Session 7
System: Call of Cthulhu; Edition 7th 6 players
GM: Badger McInnes
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Los Angeles, 1950. LAPD's 'Gangster Squad.' You combat organized crime, but are assigned a batch of missing-children cases. Chief wants this off the books, and kept quiet. Strong investigative elements; role-playing emphasized.

610 The Crown of Mog...

Sunday 4 PM in 147 for 10 hr; ends Session 7
System: Pathfinder; 6 players
GM: Todd Westerlund (KingMaker)
Variations: Only Paizo Books, No guns/summoning/pets/mounts
Level: 16th Dwarves only: 25pt buy, 300K wealth
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
First a Cap, then a hat, next a helmet of a lord, the best Mog sends to their ends to grab a crown of thorns.

611 Early Shift

Sunday 4 PM in 149 for 8 hr; ends Session 7
System: Red Markets—Profit System; 5 players
GM: Colin Thompson
Level: beginning
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The zombie apocalypse came. Your rent's still due. There's a train in the enclave that's got work. So risk your life across the wasteland or die in the dirt.

612 Classic Fantasy - D100 Old School

Sunday 4 PM in 153 for 8 hr; ends Session 7
System: Mythras Classic Fantasy; Edition 1st 8 players
GM: Peter Christian
Level: Rank 1
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Classic Fantasy offers up old-school dungeon crawls, with modern d100 gaming. This will be a classic module, showing how easy it is to get the best of both worlds, a mix of old and new.

613 Indiana Jones and The City of Impossible Angles

Sunday 4 PM in 159 for 6 hr; ends Session 7
System: Call of Cthulhu; Edition 7th 6 players
GM: William Lee
Variations: Pulp Cthulhu Supplement
Level: Pulp Heroes
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Indiana Jones and his friends are in a race against time to find the Nameless City before the Nazis can exploit its eldritch secrets to conquer the world!

614 Meadow of Madness

Sunday 4 PM in 160 for 8 hr; ends Session 7
System: Pathfinder/Starfinder; 8 players
GM: Jeff Brain
Variations: Gringold as bridge to hybrid Pathfinder/Starfinder
Level: 3rd-5th
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Silver and fire streaks across the sky headed to your favored deer hunting meadow. "Can't control it, we've lost all comm and AI interface, something about this place is off!"

615 Vermin Problem

Sunday 4 PM in 161 for 8 hr; ends Session 7
System: Pathfinder; 6 players
GM: Nick Matyas
Variations: Paizo Pathfinder only
Level: 7th; 25pt buy; 23.5K gp
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
A kind but unnoticed group of fey needs help with a vermin problem. Leave your mind-affecting at home.

616 The Bad Penny Turns Up

Sunday 4 PM in 162 for 8 hr; ends Session 7
System: Better Angels; Edition 1st 6 players
GM: Joel Phillippi
Level: starting
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Your own private airship! What villain worth his spandex wouldn't want to take to the skies raining down terror at will? Just need to steal a few things....

617 Upwardly Mobile

Sunday 4 PM in 165 for 8 hr; ends Session 7
System: City of Mists; 6 players
GM: Jon Robertson
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
Your information broker has new rumours about disappearances and changes going around in the city's young and fabulous. No one else is going to clean it up. Lucky you.

618 Symbios-Magika

Sunday 4 PM in 166 for 8 hr; ends Session 7
System: Advanced Dungeons & Dragons; Edition 1st 8 players
GM: Les Child (Quietua)
Variations: house rules
Level: 7+
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
The two of you make an impressive team, and complement each other well. Likely the reason a greater power chose others like you to fetch or destroy a powerful artifact.

619 The Orcish Brigade XIV: The Damn Busters

Sunday 4 PM in 168 for 6 hr; ends Session 7
System: Orcish Brigade; Edition New & Improved! 7 players
GM: Arthur Stone Wallis (HERR DIREKTOR)
Variations: Think I got it 'just about' right.
Level: Orcish Special Forces
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Bust a dam, bust a fort, bust a gut. It's another mission with the terrible, deadly, not handsome ORCISH BRIGADE!

620 Casque of the Sun 2

Sunday 4 PM in 376 for 8 hr; ends Session 7
System: Black Crusade; 8 players
GM: Daniel Alves (D Master)
Variations: some house rules
Level: advanced classes
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Form motley crew of heretics to journey through the Screaming Vortex in search of the legendary Casque of the Sun and the wonder it holds.



621 The Z-Team Presents: A Dimly Lit Blasphemy

Sunday 4 PM in 377 for 8 hr; ends Session 7
System: Genesys (FFG); 6 players
GM: Tim Cook (The General Sixtus Quinn)
Level: Guardsman
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
You are Guardsmen from the former 99th Generian regiment, having been seconded to the Ordo Xenos of the Emperor's most holy Inquisition. You are somehow supposed to survive....

622 Los Campeones Contra Los Marcianos

Sunday 4 PM in 378 for 8 hr; ends Session 7
System: Hero 5th Ed. (Champions); 6 players
GM: Vernon Putman (Dr. Plague)
Variations: Luchadores
Level: standard
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Los Campeones de Justicia, the Luchadores known as the Champions of Justice, face a far-out threat! Martians threaten the world, and only the power of Lucha Libre can save it!

623 Hell Nedz Hellspawn

Sunday 4 PM in 379 for 8 hr; ends Session 7
System: In Nomine; 8 players
GM: Michael Smith
Variations: 1/2 roleplay 1/2 resource building
Level: Beginner Demons
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
I'm not outrunning the Bear....Newby Demons in Hell go Earthside to recruit Humans to pledge loyalty to Hell. The loser gets thrown to the Angels.... I'm outrunning you.

624 Bad Water

Sunday 4 PM in 381 for 8 hr; ends Session 7
System: Dungeons & Dragons 5.0; 6 players
GM: Adam Johnson
Level: 4th
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your underdark community looks to the underground river for water. Now it's become fouled. What's upstream that could be causing it? Your elders have asked you to find out.

625 All Work and No Sleep Makes for Very Bad Days

Sunday 4 PM in 508 for 6 hr; ends Session 7
System: Tales from the Loop; 6 players
GM: Saul Morales
Variations: Monterey Bay Loop
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Everyone's been a bit tired this last week. Some teachers are even napping during class. More of a chance for a Mystery when you live near the Loop of Monterey Bay.

681 Ghost Ship

Sunday 4 PM in 163 for 8 hr; ends Session 7
System: Battlegrounds; Edition 2nd 6 players
GM: Gregory F. Frank (Greg)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Claw has disappeared into a cloud in Sector 3. Your mission is to investigate what happened, rescue survivors, recover the logs, and if possible bring back the ship. Role-play with board game elements.

SESSION 7

701 Big Shoes to Fill

Sunday 6 PM in 151 for 6 hr; ends Session 7
System: Dungeons & Dragons 5.0; 6 players
GM: Brady Hight
Variations: PCs: Large giant-kin w/extraordinary abilities
Level: 12th
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
As giant-kin, it's your place to serve the giants above you, even after their death. Each tribe has sent a champion. Together perhaps your might may equal that of a Titan?

702 Junkyard Wars

Sunday 6 PM in 154 for 8 hr; ends Session 7
System: Teenage Mutant Ninja Turtles and Other Strangeness; Edition Revised 6 players
GM: Daniel Woolery
Level: 1st
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
You are a mutant animal. Defend the junkyard where you live and work from threats from outside and in. Many interesting characters to choose from.

703 Prophecy, Heresy, and/or Lunacy?

Sunday 6 PM in 338 for 6 hr; ends Session 7
System: Call of Cthulhu; Edition 7th 6 players
GM: Leon C Glover III (Nodens)
Variations: 1920s
Level: Low
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The Oracle of Gloucester psychography prophecies warn of Spiritualist's murder. High profile Spiritualist has just disappeared mysteriously. Your Society of Psychic Research chapter has been volunteered to help solve mystery.

704 What Master Is This?

Sunday 8 PM in 152 for 4 hr; ends Session 7
System: Swords Without Master; 5 players
GM: Aron Clark (AronBC)
Level: heroic
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
Narrative game of classical Sword & Sorcery. GM sets the scene, players respond with narration of their own. Show us, do not tell us how the story unfolds.

705 Holly Jolly Cthulhumas

Sunday 8 PM in Tri Valley 2 for 5 hr; ends Session 7
System: Awkward Family Holiday Simulator; 6 players
GM: Scott MacPherson
Level: regular annoying family members
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Join the rest of your annoying cultist family for Cthulhumas, while trying to avoid a holiday-ruining meltdown. A roleplay-heavy, rules-light variation of the Genesys Roleplaying System.

SESSION 8 MONDAY

801 Country Roads Take Me Home

Monday 8 AM in 508 for 8 hr; ends Session 8
System: Changeling: The Dreaming; Edition 2nd 10 players
GM: Alisha Walton (Alisha Gamer Geekus)
Variations: some house rules
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
In the course of one day the motley has traveled from New Orleans to the Appalachian Mountains, and two years have passed by. What will they do now?

802 Liberty Port: Revonis

Monday 8 AM in 143 for 8 hr; ends Session 8
System: Traveller; Edition MegaTraveller 6 players
GM: David Guon
Variations: Gateway Sector
Level: Standard
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
The crew of the Phoenix Hawk is taking some well-deserved R&R. Where better than a high-port with a reputation for hedonism? After all, what could go wrong?

803 The Whispering Tyrant & The Gods of Night

Monday 8 AM in 145 for 8 hr; ends Session 8
System: Pathfinder; 6 players
GM: Robert Anderson (Kaster)
Variations: Mythis
Level: 18th, and Mythc 9th; 2M gold equip
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
The Whispering Tyrant has been freed from his prison-throne. Can he be defeated?

804 Calling All Demigods!

Monday 8 AM in 147 for 6 hr; ends Session 8
System: Dungeons & Dragons 5.0; 5 players
GM: Jeff Rogers
Level: 10th
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
Something is wrong with the Deities of Faerun. Their children are the key. Save the Gods and right the Fates. Sheets provided, or template available to update your level Ten.

805 Calling All Stations

Monday 8 AM in 149 for 6 hr; ends Session 8
System: Dread; 6 players
GM: Frank A. Figoni (Fig Monster)
Variations: Uses Jenga tower
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Attu Island, not a great place to be stationed in the Coast Guard. Even less accommodating in months when darkness and snow cover the landscape. And something goes horribly wrong.

806 Spirits of the Saints

Monday 8 AM in 151 for 8 hr; ends Session 8
System: Advanced Dungeons & Dragons; Edition 2nd 8 players
GM: Rian McMurtry
Variations: Masque of the Red Death Ravenloft
Level: 1st
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
What is haunting 1890 San Francisco? What horrors are making things go bump in the night?

807 Against the Mythic Giants

Monday 8 AM in 152 for 8 hr; ends Session 8
System: Pathfinder; 6 players
GM: Duane Frederick
Variations: Paizo only; no evil char.; 530K GP equipment
Level: 18th; 10 mythic tiers
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Tokens of power and artifacts from the ancient giantish empire have disappeared from the vault of the Nephilim. Heroes are needed to find out who took these things.

808 Winter Is Surely Coming

Monday 8 AM in 153 for 8 hr; ends Session 8
System: Call of Cthulhu; Edition 7th 6 players
GM: Kevin Shrapnell
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
1990: modern setting. A small independent film crew, led by an ambitious director/producer with an idea to shoot a TV show about life and survival above the Arctic Circle in Alaska.

809 Destination UnGnome

Monday 8 AM in 154 for 8 hr; ends Session 8
System: Hero 5th Ed. (Champions); Edition Slim Goodman
Approved 7 players
GM: B J Goukler (Doc Cobalt)
Variations: VPPs shot on sight. I can work w/other editions.
Level: 12-16d
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
Evil Gnomes, a Kidnapped Elf Princess, Gingerbread heroes, loose references to a '60s era musical, and a childhood board game. Sounds like a Monday Game!

810 The Rose-Moon Dormitory

Monday 8 AM in 159 for 8 hr; ends Session 8
System: Dungeon World; 6 players
GM: Dennison A. Milenkaya
Variations: Custom Move Creation
Level: low
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The aristocratic Rose-Moon family holds power in Storm Point. You and your brethren are noble heirs. Grow, train, develop the world as you explore it. Storytelling and drama required.

811 If It Weren't for You Stupid Scoobies and that Meddling Slayer!

Monday 8 AM in 160 for 8 hr; ends Session 8
System: Buffy the Vampire Slayer; Edition Unisystem 7 players
GM: Ron Correll (Ron 'Watcher' Correll)
Variations: Core Characters from the show
Level: Post-season 3
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It was an eventful year and you're all for a summer of lattes and cheesy late-night movies! But who are you kidding—this is Sunnydale! Time again to save the world.

812 The Narrative Lectionary - Fated to Pretend Part 1

Monday 8 AM in 161 for 8 hr; ends Session 8
System: Hero pre-5th Edition (Champions); Edition 4th 5 players
GM: D. Giel (Icon Charlie)
Variations: Story Driven. Slight Movement variation
Level: 20opt Base w/Talents. 50 Pts Skills [& more]
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters may be provided by GM
You got one last game in you before turning in, but what happens when the game isn't a game after all? What happens when your actions affect more than yourself?

813 The Unloved Writ

Monday 8 AM in 162 for 6 hr; ends Session 8
System: Dungeons & Dragons 5.0; 5 players
GM: Zachary Paul
Variations: The Wayfinder's Guide to Eberron
Level: 5th
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
Enter Eberron 5E hot on the trail of one of the Last War's most elusive war criminals! Thronehold wants this criminal alive, but there's a reason he's never been captured.

814 Neon Knights

Monday 9 AM in 338 for 4 hr; ends Session 8
System: Dungeon Crawl Classics; 6 players
GM: Kasi Jammeh (SkeletorSally)
Level: 3rd
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Ten thousand flawless killers surround the city. Its heroes are called upon to defeat this unnatural menace. And then the heroes are whisked away to fight a very different battle....

815 The Search for Brian Boru

Monday 10 AM in 163 for 6 hr; ends Session 8
System: Call of Cthulhu; Edition 7th 6 players
GM: Shannon McNamara (Shannon Mac)
Variations: Cthulhu Dark Ages
Level: fragile investigators
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Aerfin the Druid promises that the Sidhe can raise your great-grandfather, Irish king Brian Boru, and return your family to prosperity. Will you sacrifice all for this mad quest?

816 No Thank You, Evil!

Monday 10 AM in 165 for 4 hr; ends Session 8
System: No Thank You Evil; 5 players
GM: Melanie Stark
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
No Thank You, Evil! is an award-winning tabletop game of creative make-believe, adventure, and storytelling. Together, the players create a story as they work together to make their way through the adventure.

817 Election Night at Alpha Complex

Monday 10 AM in 166 for 4 hr; ends Session 8
System: Paranoia; Edition XP 6 players
GM: Ian Norris
Level: Classified
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It's Election Night at Alpha Complex! SOMEONE on your troubleshooter team terminated a high programmer, and they need to replace him. CLASSIFIED must win, fairly....

818 Tales of Epic Heroes

Monday 10 AM in 168 for 6 hr; ends Session 8
System: Big Eyes, Small Mouth; Edition 2nd-ish 6 players
GM: Patrick Riley
Variations: Mostly 2nd ed. w/some 3rd ed. stuff
Level: High
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An animé-flavored, open-ended game of fantasy heroes solving mysteries, slaying monsters, and saving the day. There are ample opportunities for adventure, intrigue, comedy, and romance (pick your flavor).

819 Henge in the Outfield

Monday 10 AM in 570 for 6 hr; ends Session 8
System: Golden Sky Stories; 5 players
GM: Michael Garcia
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
A girl fighting for her future. A team hanging on a prayer. Somewhere between losing hope and finding courage. there are the Henge in the Outfield.

A Brief History of DunDraCon

Steve Perrin

It was summer of 1975, or thereabouts, when Clint Bigglestone told me that he and Adrienne Martine were going to put on a convention at the Claremont Hotel for D&D players. What's more, Adrienne said that SF writer Fritz Leiber was a D&D player and had a dungeon he would run at the convention.

There was no Internet, but there was *Alarums and Excursions*—the role-playing APA compiled by Lee Gold which was exclusively D&D at the time and is still going strong, with an expanded interest agenda, to this day. Some of us contributed to *A&E* (which also came before the Cable TV channel) and spread the word. We also sent announcements to the new magazine from TSR, the *Dragon* – or perhaps its predecessor newsletter, *The Strategic Review*.

It turned out that Adrienne had misinterpreted Fritz's interest. There was no dungeon; he had not played the game, though he did like the idea of it. TSR learned of this and caused a small uproar – taking the worst possible slant on the story. There was a lot of youthful folly all around. The *Dragon* finally stated, truthfully, that Fritz Leiber would be present at the convention and we would be running a sponsored dungeon based on his stories.

To create the dungeon, an above-ground maze-like mansion called the Ophidian Palace, Clint recruited Jerry Jacks and me to help him create a Lankhmar dungeon, full of Grey Mouser and Fafhrd references, Lankhmar-themed magical items, and Lankhmarian monsters. Jerry did the surrounding town, Clint and I did encounters and set piece rooms in Ophidian. It came out pretty good. I still use the maps and encounters occasionally for one-off games.

At the convention, we took over two of the Claremont's meeting rooms and hosted about 150 players from the Bay Area and Southern California. Not too strangely, most were *A&E* contributors and readers and their friends. We held several panels with such local notables as Dave Hargrave (creator of *Arduin*), and the redoubtable Lee Gold herself. There were many runs through the Ophidian Palace DMed by Clint, Jerry, and myself, and other games were played on other tables set aside for the use. We met a lot of people who are still friends to this day.

It was fun, it was successful, and we didn't go broke. We decided to do it again. We decided that guests and non-gaming emphasis just distracted

from the central purpose, so we have avoided such things ever since. We added a dealers' area at DunDraCon 2 and individual rooms for games at DunDraCon 3. Presidents's Day weekend seemed to work fine, so we settled into it and haven't left. Except once. The mathematicians in the group may have realized that if we started in 1976, our 35th anniversary should have been in 2010.

In 1980 we had assembled a good team, many of whom are still on the convention committee to this day, and incorporated. Unfortunately, the hotel we had set up for DunDraCon in February of 1981 suddenly changed ownership and policy three months before and informed us that they were not hosting conventions any more. There was no way we could find a venue on our date in the time available. We had to cancel DunDraCon. On the scheduled first day of the convention the committee met outside the front doors of the hotel to catch anyone who hadn't gotten the word and tell them the convention was cancelled. It was pouring rain, but fortunately there was a long covered promenade to the front door. Equally fortunately, the word had apparently gotten out. The only people who showed up were the committee. We played a lot of Ace of Aces...

We did have a convention in 1981, however. We had already tried a one day mini-convention called DunDraDay that more or less worked. And Pacifcon, the perennial Labor Day convention, was not going to have a convention in '81 because they were hosting the national Origins convention over Fourth of July. Foolhardy folk that we were, we decided to host a convention we called DunDraClone on the Labor Day weekend.

DunDraClone worked, but after putting on DunDraCon 6 in the following February, we decided putting on a convention in 6 months was too much of a challenge. We were not going to do two conventions in a year again. Since DunDraClone was not on President's Day, we don't count it towards our anniversary.

Since then, DunDraCon has thrived. Our crowds got bigger, rain or sun, and for the last 28 years (more than half the life of the Con) we have found a venue in the San Ramon Marriott that seems to please both committee and attendee. Our only sorrow has been the inevitable loss of some of our committee stalwarts over the years.

In Memoriam: Clint Bigglestone, Steve Henderson, Jerry Jacks, Terry Jackson, Mike Nebeker

In Memoriam: Greg Stafford 1948-2018

I just learned of the death of Greg Stafford on 10/11/2018. I think it was 1974 when I met Greg through his game White Bear & Red Moon. D&D was just out and we all thought WB&RM was a great board-game version of D&D. A few months later, Greg dropped by our regular Monday night game and impressed us all with his creative approach.

A few months and some meetings at conventions later, Jeff Pimper and I went to Greg for advice on publishing our compilation of fan-generated monsters called All the Worlds' Monsters. He persuaded us to let him publish the book and its sequels.

In 1976, he asked me to participate in creating the RPG that became RuneQuest. That story has been told many times. A few projects later, and I became a Chaosium employee. It was the best 3+ years of working that I've ever enjoyed, tho it had to come to an end.

Working with Greg was one of the high points. Greg was an endless font of creativity, and he encouraged me into projects that I am proud to have on my resume, as well as a few that never saw the light of day. He was also a raconteur of great talent and I number some of his stories still in my repertoire, with due credit given.

We had on-and-off contact after I left Chaosium. Two years ago we spent some time together reminiscing behind the table at the Chaosium booth at GenCon. I am now really sorry I let my back problems derail me from going to GenCon this year. Rest easy, Greg. May your spirit continue to guide us thru the dragon-lifted mountains of Dragon Pass.

-- Steve Perrin

Greg was a regular at DunDraCon for many years, always running games and leading a seminar about "What's New at Chaosium."

I first met Greg at DunDraCon; I had become enamored of the Runequest system, and there was the guy that had provided the background! Then, Ellen and I were in the playtest for Pendragon (back in 1983 or so). We were on a nodding-and-casual-chat basis for a while after that; the first time I really got to know him was the Baltimore RQCon, when he asked me to read through the manuscript of what would eventually become Pagan Shores (The Irish Pendragon supplement).

I wrote and edited for Greg, though always on a freelance basis.

At one point, having sold my house and having lots of money in the bank, I loaned him enough money to get Boy King published. He not only paid me back (with interest!), he named a pair of major NPCs in the Great Pendragon Campaign after Ellen and myself. Now, when I see a question on a Pendragon-related site about "What would Earl Roderick do...?" I can answer with complete sincerity!

-- Roderick Robertson



Index of Games by System

Go to the appropriate section of this book for fuller descriptions of games. Games with numbers go through the Game Registration system. Drop-in games have no registration process—simply show up. For Teen Priority games, sign up in Room 334 any time before the game. Kids' games are usually restricted to 12 and under; check in Salon 2 for details prior to the game.

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<p style="text-align: center;">Session 2. 200 Series games Sign up by Friday 8:00 PM The registration forms for this session are Pink</p>	Number	Times	Room
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Game 3 _____			

<p style="text-align: center;">Session 3. 300 Series games Sign up by Saturday 10:30 AM The registration forms for this session are Blue</p>	Number	Times	Room
Game 1 _____			
Game 2 _____			
Game 3 _____			

<p style="text-align: center;">Session 4. 400 Series games Sign up by Saturday 4:30 PM The registration forms for this session are Gold</p>	Number	Times	Room
Game 1 _____			
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<p style="text-align: center;">Session 5. 500 Series games Sign up by Saturday 8:00 PM The registration forms for this session are Green</p>	Number	Times	Room
Game 1 _____			
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<p style="text-align: center;">Session 6. 600 Series games Sign up by Sunday 10:30 AM The registration forms for this session are Lilac</p>	Number	Times	Room
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<p style="text-align: center;">Session 7. 700 Series games Sign up by Sunday 4:30 PM The registration forms for this session are Yellow</p>	Number	Times	Room
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<p style="text-align: center;">Session 8. 800 Series games Sign up by Sunday 4:30 PM The registration forms for this session are White</p>	Number	Times	Room
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