



# DunDraCon 46

February 17-20, 2023

**Santa Clara Marriott Hotel**

2700 Mission College Boulevard, Santa Clara, CA 95054

408-988-1500

Enjoy your stay at DunDraCon 46, our second year at the Santa Clara Marriott!

Your questions about the convention can best be answered by this program book, the folks at the Information Table (outside California Salon 1), or any DDC staff member in a green DunDraCon staff shirt.

**The Santa Clara Marriott is a non-smoking environment.**

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

The State of California remains in a COVID-19 State of Emergency. DunDraCon requires all those attending to have proof of vaccination for COVID-19. We also require that, while you are in Convention spaces, you must wear a proper mask, except during limited eating and drinking. The QR code to the right will link you to the details of our COVID-19 policy.



## **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, Games Results, or Homepage on the DunDraCon website.

**Events Page**



**Games Registration**



**Games Results**



**DDC Homepage**



# DunDraCon Rules & Survival Tips

## Convention Rules

- **Wear a mask in all convention venues, except when eating or drinking.**
- **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.
- **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 page 4.
- **Individual selling** is allowed only in the Swap Meet.

## Hotel Tips

- Don't cook in your rooms or on a balcony! Not even with a microwave. You might set off sprinklers, cause a fire, or get thrown out of the hotel.... (But we're told that you can use the microwave in the lobby gift shop.)
- 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.
- Please keep your rooms relatively neat. Especially keep sleeping bags, ice chests, etc. safely stowed away.
- The Santa Clara Marriott has a no-pets policy, so please do not bring non-service animals into the hotel.
- The health club and pool are for the use of registered hotel guests only.
- No gaming in Parcel 104...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. Everyone 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 Santa Clara 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

Across from California Salon 3

### 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 = \$75**

**ONE-DAY MEMBERSHIP = \$45**

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

# Hotel Information

## Convention Food Service

The lobby Starbucks kiosk will have breakfast items for us, and there's a brunch laid out in Parcel 104 all morning (with some items cooked on the spot, we're promised). The rest of the day Parcel 104 will have lunch and dinner offerings available, also with some cooked just for you. Tables in Parcel 104 are open for eating food purchased there; please use the lobby or hall tables for your own supplies.

Check the Info Table outside Salon 1 for up-to-date info on menus and hours.

## Need Help with the Hotel?

Let DunDraCon help settle disagreements and unsnarl questions about rooms. Do not ask the hotel to move furniture or air walls; the Santa Clara Marriott does not do same-day room resets, but we may be able to rearrange furniture informally. Talk to a Committee member—Hilary Powers (usually in the Sedona Room) if possible; she's the one the hotel people are most used to working with. However, in a pinch you can ask any Committee member 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.

## PARKING

If you have a room, tell the front desk you have a car when you check in and your room key will be activated for in-and-out parking privileges; \$5/day will be added to your bill. If you're day-tripping, get your parking entry ticket validated at the front desk so you will be charged \$5 (instead of the hourly rate, up to \$15) to leave the lot. (Wear your badge, so they know you're us!)

## ANIMALS IN THE HOTEL

The Santa Clara Marriott has a firm no-pets rule. However, documented service animals (but not emotional support animals) are allowed, with no fee. Acceptable documentation consists of a California standard service animal identification tag, or equivalent. (And they mean it! You don't want to think about the fee if the housekeepers report an illicit animal you haven't mentioned, and the trouble from misrepresenting a pet as a service animal is worse.)

## Animé Room Sierra

The Bay Area Animation Society, under Rob Miles, will host a festival of animation features in Sierra. Come enjoy the show whenever you have time.

Check the schedule posted outside the Animé Room for final times and features. The Animé Room will close from midnight to 8 AM each night.

# What to Do at DunDraCon

Entertainment at DunDraCon comes in many different forms. First are the Convention-sponsored games, including LARPs, board games, card games, miniatures games, and RPGs. All numbered games are registered through the Games Registration program. For Organized Play, the Pathfinder Society games are registered in the Seattle Room. You can drop into the Protospiel room (California Salon 4) at any time—even after midnight. Games might start at any time, and designers always want your feedback.

You also don't need to sign up for the Seminars, War College, or Fighting Demos; just show up at the stated times. The Dealers' Room, Auction, and Swap Meet are open only at certain hours. Open Gaming rooms are open 24 hours a day. Figure Painting, with contests, are in California Salon 2. We have a schedule for the younger crowd (and those with young hearts) in the Kids Room (Prospector) and the Teen Priority Room (Elite Zone). If you need assistance, ask a member of the DunDraCon Committee (the Green Shirts) or go to the Information Table (California Salon 1).

## Open Gaming

Locations: Sedona, Salons 8 & 9, and Grand D & E all weekend; Grand A on Friday and Saturday; Portland, Santa Barbara, and Newport Beach on Monday (and Hector may be able to find you a place on other days). Open Gaming runs nonstop until 5:00 PM Monday. The Sedona Room is focused on board games, while the rest of the space is available for all types of games.

No sales permitted in Open Gaming.

Open Gaming signup sheets are available around the doors of the Open Gaming rooms and at the Information Table, if you want to plan ahead. Post them on the room doors so people can sign up to join you in your game. Note that some tables in Open Gaming rooms may be 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 (and with any officially scheduled events in the Sedona Room 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. Please remember to put trash in trash containers. If a trash can is full, please inform hotel staff or a Committee member.

## 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.

## 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 outside California Salon 1 if you'd like to sign up to wear the Volunteer ribbon and help out (and get a Priority Slip).

### Memorial Freecycle Table

DunDraCon is continuing the Memorial Game and Game Component Freecycling Table. This will be a table in the hallway outside California 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.

**In Memoriam:** Clint Bigglestone, Steve Henderson, Dorothy Heydt, Jerry Jacks, Terry Jackson, Mike Nebeker, and Steve Perrin.

# DunDraCon Staff

- Randy Angle** – Protospiel Coordinator  
**Rachelle Boyd** – Social Media Publicity & Press Passes  
**Angela Brockett** – Convention Registration Deputy  
**Daniel ‘Walkyr’ Creelman** – Seminars Coordinator  
**Meg Creelman** – Fighting Demos, ConReg Deputy  
**June Delane** – Member Services, Special Events, Games Library  
**Gigi Henderson** – Signage, Youth Gaming  
**Hal Heydt** – Chief of Convention Registration  
**Cynthia Hilton** – Proofreader, Copy Editor  
**Tony Hughes** – Organized Play, Swap Meet  
**Kyle Hunt** – ConReg GUI Programming  
**Steve Kani** – Teen Room Deputy  
**Bill Keyes** – Program Book, Publicity  
**Teri Keith-Torres** – Kids’ 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  
**Ryan Nelson-Rury** – Figure Painting Deputy  
**Ariel Petersen** – LARPs Liaison, Events Sched. Deputy  
**Hilary Powers** – Hotel Liaison, Board Games Coordinator  
**Ellen Robertson** – Sorcerer’s Apprentice, Print Publicity & Fliers, Games Reg, In Charge of “This”  
**Roderick Robertson** – Website, Net Rep, In Charge of “That”  
**Tristan Salazar** – Badge Art  
**Kendra Schynert** – Volunteers Wrangler  
**Mark Schynert** – Events Scheduling, Protospiel Support  
**Becky Thomas** – Teen Room Coordinator, Scheduling Support  
**Hector Torres** – Miniatures Liaison, Floor Manager, Scheduling Support



## In Memoriam: Dorothy J. Heydt

Dorothy died from ALS on June 28, 2022.

Her career with DunDraCon started the year after I attended without her. She declared that she would NOT be left home alone with two small children again and if I were going to go again, we all were. So the next year, we all went.

She discovered that the volunteers from Visitors & Conventions Bureau who were typing membership badges (this being before it all went on computers) were slow and didn't really understand the sort of badges SF cons (and, by derivation, DunDraCon) were used to. So she displaced one of the volunteers and started hammering out badges about 5 times faster than anyone else.

Once I had observed that the whole process would work better on a computer and wrote programs to do it, she became the mainstay of Pre-Reg (at our home) and high speed entry at the Con when we had reg lines of any length.

When main Reg and Pre-Reg desks were separated for the first part of the Con, she took charge of Pre-Reg.

At her last DunDraCon (2022), with her health failing, she swapped jobs with Meg Creelman, taking over the Demo room while Meg covered the Pre-Reg table.

She resigned from DunDraCon corporate membership at the end-of-Con meeting 2022, due to a combination of Chronic Fatigue Syndrome (which she'd had for about 40 years) and ALS. She was also my beloved wife for 51 years.

--Wilson H. (Hal) Heydt, Jr



# Dealers' Room

## California Salons 5 & 6

California Salons 5 & 6 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

Due to COVID mandates, wearing a mask is required to enter the Dealers' Room. You **MAY NOT** eat or drink 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.)

**8Bit Bytes** – Journals, plush, jewelry, mugs, and steins.

**Birds of ParaDice, LLC** – Birds of ParaDice carries bird- and desert-themed dice for your rolling pleasure, to elevate your game and help it take flight! From the newest gamer in the nest to the highest-flying GM's, we have what you need for all of your TTRPG's! Birds of ParaDice, where birds of a feather roll together!

**Black Diamond Games** – A full-range game store in Concord offering a range of new and liquidation board games at great prices.

**Bob Goolsby Designs** – Handmade designed and crafted jewelry.

**CCB&E Clothiers** – Custom clothing & embroidery for the stylish gamer.

**Chessex** – All your Dice, figure cases & gaming matt needs.

**Citrus Atelier** – Maker of custom handcrafted fantasy wands, Critical Roll soap and magical oddities.

**Darkfire Treasure** – Game books, T-Shirts, and Foam weapons for your LARPing needs.

**Dystopia Rising Northern California** – LARP Event promotion & registration. Dystopia Rising is an immersive live-action role-playing game.

**Flight & Fancy Co.** – Wondrous Items & Wares. Handmade fantasy and gaming accessories.

**Flying Hands Massage** – Flying Hands Mobile Massage serving the discriminating gamer since 1994.

**Games of Berkeley** – Games of Berkeley has been pretty darn swell since it opened in 1980, providing tabletop gaming products and experiences to the Bay Area ever since. Our tremendous stock of dice, board games, wargames, dice, RPGs, dice, TCGs, miniatures, dice, and also dice ensures that Games of Berkeley has something for everyone.

**Gamescape San Francisco** – A Bay-area game store selling painting supplies and board games.

**Good Luck Games** – New & vintage board games of all kinds.

**Goodman Games** – Publishing the Dungeon Crawl Classics RPG & adventures for 5th Edition Roleplaying, including Original Adventures Reincarnated featuring the Temple of Elemental Evil along with other classic TSR adventures – and much, much more!

**GriffinStitches** – Griffin Stitches is a one-woman shop specializing in tabletop gaming accessories and geeky self-care. From dice trays and bags, to reusable flax seed hot/cold packs, everything is sewn with loving attention to detail and decades of experience. Not to mention delightfully nerdy fabrics! Custom orders are welcome to create the perfect item to keep your nest happy, healthy, and geeky!

**Jinxeye Studios** – Jinxeye is a SF Bay Area local company that offers a range of pop culture and animé themed enamel pins, stickers, and clothing. We also handcraft RPG themed candles & soaps.

**Mega Negi** – Vinyl Animé decals for cars, laptops, etc.

**Megan's Mess** – Handmade hats, buttons & accessories.

**Metal Weave Games** – Metal Weave Games (MWG) is a leading developer and publisher of evocative and inspirational tabletop products.

**Mobius Worlds Publishing** – A TTRPG company; publisher of Lakeside Games' Prowlers and Paragons UE.

**Moonmajick Creations** – Steam-punk props, reenactment clothing & dice bags.

**Night Owl Workshop** – New old-school Roleplaying Games, Fantastic Books, Fantasy Art, and Tabletop Games. Makers of Warriors of the Red Planet, Guardians, Dungeoneer, and Murder of Crows.

**The Ninth Stich** – Dice bags & costume accessories.

**Octopunx** – Steampunk, Fantasy, Gothic, Sci-fi & Just Plain Weird Jewelry, Accessories, and Scent Oils by Dava Ellinger, Kerin Schiesser, and Jon Linville. Stop by our Mix and Match Steampunk Goggle Station to mix lenses, bodies, and rims to make your own custom goggles!

**Old Squire Designs** – Handmade gaming accessories and dice.

**Sandwich Bag Games** – Sandwich Bag Games is an independent game design and publishing label based in Silicon Valley, CA, specializing in casual, thoughtful games featuring multiple artists from around the world. Check out our flagship game, Gosh Darn Bubbles, and our soon-to-be-published game, Swirling Heroes!

**Serial Hobbyists LLC** – We make custom tabletop accessories specializing in laser cut and heat pressed items. We will be making custom MDF tokens on-site, as well as offering a variety of laser cut game accessories.

**Sunflower Dice** – Handmade dice sets, jewelry, and dice bags perfect for your next game night.

**Three Dog Quest** – Representing Indie Press Revolution. Roleplaying games, Kickstarter Edition Games, game accessories.

**World of Game Design** – Publisher of RPG books, supplements, terrain, dice towers, and dice.

# Seminars

## Sequoia Room

### FRIDAY

#### Welcome to DunDraCon

##### Friday 12:00 PM in Sequoia for 1 hour

Presenters: Randy Angle and other members of the DunDraCon Committee

Come by and be greeted for coming to the Convention. Questions will be answered, some reminiscences about previous years at San Ramon and even earlier will be offered, and you'll get to know some of the faces behind the events of the Convention.

### SATURDAY

#### Starting a Gaming Business with Kickstarter

##### Saturday 10:00 AM in Sequoia for 1 hour

Presenters: Thomas Koch, Andrea Hippauf-Reynolds, and Amy Plaza

The journey of starting a gaming business with Quests and Chaos and Birds of Paradise. Full Ask Me Anything session!

#### How to Get Started Writing

##### Saturday 11:00 AM in Sequoia for 1 hour

Presenter: Doc Cross

First off, this is NOT how to get a gig writing games. No, this is how to get into the habit of writing something every day. We'll talk about subject matter, blogs, best times of day to write, letting people read your stuff, and even going on Patreon to make a few bucks.

#### Bugging Out, Hunkering Down, and Sheltering In Place – What's the Difference?

##### Saturday 12:00 PM in Sequoia for 1.5 hours

Presenters: King Karl and Karen Kelley

What went right and not so right during the pandemic? What's the difference between sheltering in place and hunkering down? What's "bugging out"? Free gift for the first 20 people.

#### City Building

##### Saturday 1:30 PM in Sequoia for 1.5 hours

Presenter: Michael Blum

The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year we'll have two sub-topics: central place theory, and the residences of wealthy/influential persons in a city.

### SUNDAY

#### Safety Tools and Session Zero for Table Top RPGs

##### Sunday 12:30 PM in Sequoia for 1 hour

Presenter: T Dave "Certified" S

Over the last decade, safety tools and Session 0 have become more prevalent RPG space. Explore what that means, and how it can enhance your RPG experience.

## 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 11.

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.

## Flying Hands Massage

Flying Hands Massage will be outside California Salon 1 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



# War College Seminars Monterey Room

Dana Lombardy's War College returns! Dana's 50-year career as a historian, author, editor, and game designer enables him to bring some new seminars and updates on previous ones to DunDraCon again in 2023. Prizes are awarded at nearly every seminar! Here is the schedule of speakers and topics.

## SATURDAY

### Getting Your Game Published

**Saturday 11:00 AM in the Monterey Room for 1.5 hours**

Presenter: Dana Lombardy

Submit your game to a publisher or self-publish? Dana Lombardy has published his work through different publishers, established and run several companies, and now self-publishes through Lombardy Studios. The pluses and minuses to each path to getting your idea published will be discussed, including how to budget a Kickstarter release. At least half of the time allotted for this seminar will be devoted to questions from the audience.

## LUNCH BREAK

12:30 PM to 1:30 PM

### Teddy Roosevelt versus Woodrow Wilson

**Saturday 1:30 PM in the Monterey Room for 1.5 hours**

Presenter: James O'Donnell

Teddy Roosevelt and Woodrow Wilson's presidencies kicked off the 20th Century. They both had lasting influences on the development of the United States, probably more so than any other two presidents. While both were considered progressives, they each had different takes on it politically. James O'Donnell's presentation will explore their backgrounds and ultimate rivalry for power, influence over America's economy, its military, and the outbreak of war in Europe in 1914.



### Waterloo Myths & Secrets

**Saturday 3:00 PM in the Monterey Room for 1.5 hours**

Presenter: Dana Lombardy

Dana presents the backstory on the creation of a new Waterloo art book featuring 20+ years of research in French Army archives and 10+ years of paintings by Keith Rocco. This is the most accurate collection of images to date on Napoleon's Army of the North as it actually appeared in 1815. This book also includes descriptions of episodes that question some of the previous assumptions about the battle that the Duke of Wellington called "a near run thing." We may never be able to look at Waterloo in the same way again.

## SUNDAY

### Update on the Continuing War in Ukraine

**Sunday 10:00 AM in the Monterey Room for 1.5 hours**

Presenters: James Armstead and Victoria Juharyan  
Retired Naval War College Professor J. Holmes Armstead, Jr. and visiting Assistant Professor of Slavic languages at UC Davis Victoria Juharyan will examine the current situation in the Ukraine War and its implications for NATO and the rest of Europe. Is Russia slowly grinding down Ukraine? Are there hopes for peace?

## LUNCH BREAK

11:30 AM to 2:00 PM

### Strategic U.S. Planning with a War in Ukraine, an Aggressive China, and Control of the Moon

**Sunday 2:00 PM in the Monterey Room for 1.5 hours**

Presenters: Surinder Rana and Larry Martinez  
Professional teachers and policy experts Rana and Martinez will explore contemporary issues about Europe, India, the Pacific, and the new U.S. Space Force. What does the future hold for the United States and its allies? Is the war escalating? Does the U.S. have a strong coalition, or are there signs of a growing dissent?





## War College Presenters:



**J. Holmes Armstead, Jr.** is a retired professor of Strategy and International Law from the U.S. Naval War College. He has taught international law, strategy, and national security policy for nearly 50 years. He has lectured at the British Joint Services Staff College and at senior staff colleges in Poland, Austria, Germany, Slovenia, Estonia, and Malawi, as well as the U.S. Army War College. Jim served as a research associate at the RAND Corp and has been Chief of Staff to a Member of Congress. Working for the Department of Defense, he served on negotiation teams enlarging NATO by adding Poland, Hungary, Montenegro, Slovenia, Slovakia, the Czech Republic, Albania, Latvia, Lithuania, and Estonia. Jim assisted in drafting constitutional reforms in Montenegro, South Africa, Poland, the Congo, and Estonia, has served **Of Counsel** to the American Bar Association Office of Human Rights, and served as legal adviser to the US–Canada Acid Rain Treaty negotiations.



**Victoria Juharyan** is a visiting assistant professor in the Department of Russian and German at UC Davis. Victoria completed her PhD in the Department of Slavic Languages and Literatures at Princeton University in 2018. She also holds an MA in Comparative Literature from Dartmouth College and a BA in Literary Editing from St. Petersburg State University in Russia. In addition to completing a manuscript on Tolstoy’s philosophy of love titled *The Cognitive Value of Love in Tolstoy: A Study in Aesthetics*, Victoria is working on two other long-term projects: one on Hegel’s influence on Russian literature, titled *German Idealism and Russian Realism: Hegel’s Philosophy in Goncharov, Turgenev, Dostoevsky, and Tolstoy*; and the other on the eighteenth-century Ukrainian philosopher Hryhorii Skovoroda.



**Dana Lombardy** was an Associate Online Editor for *Armchair General* and now does research, writing, and design through **LombardyStudios.com**. 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 published nine issues of *World War One Illustrated*.



**Larry F. Martinez** is Professor Emeritus of Political Science at California State University, Long Beach. After completing his Ph.D. in Political Science at UC Santa Barbara in 1984, he joined the Federal Government where he participated in developing the “rules of the road” for the first private international satellite networks and commercial launching services. From 1988-2021, he was a member of the Department of Political Science at California State University, Long Beach, where his scholarly focus examined outer space/cyberspace law and policy. Currently, Martinez is authoring *The Great Transformation: Cyber in the Space Security Domain* for the forthcoming Oxford Handbook on Space Security.



**James O'Donnell** has a background in managing sales and marketing projects at high technology companies. He has designed standup as well as online courses for adult education and business curricula for junior and senior high school in the San Francisco Bay Area. In addition, he is a guest lecturer in American history and business management for historical and civic groups. He is a member of San Francisco City Guides, presenting San Francisco history for tourists.



**Surinder Rana**, a native of Pakistan, is the Chair of the Department of Central Asian and Middle East Languages at the Defense Language Institute and Foreign Language Center (DLIFLC) in Monterey, California. Dr. Rana was an interpreter and taught Pashto and Afghanistan/Pakistan culture to the United States military. As a News Anchor/Sub-editor, he worked for Khyber News Television from March 2006 to April 2011.

# Fighting Demonstrations

## California Salon 3

DunDraCon is pleased to welcome back Amtgard and the Society for Creative Anachronism, hosted in the California Salon 3, across from 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*!

### Schedule

#### Saturday

SCA	11:00 AM
Amtgard	3:00 PM
Dystopia Rising	7:00 PM

#### Sunday

Amtgard	11:00 AM
SCA	3:00 PM

Amtgard and the SCA plan to have workshops and impromptu discussions throughout the weekend. Please check the California Salon 3 door for further information.



### Amtgard

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.



### Society for Creative Anachronism

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 57th year.



Dystopia Rising is an immersive live-action role-playing game. It is similar in many ways to a weekend long airsoft event that showcases a variety of gaming aspects ranging from escape rooms to more traditional haunt experiences, set in a post-apocalyptic world.

## Larry DiTillio Memorial Game Library

### California Salon 7

The Larry DiTillio Memorial Game Library will be located in Salon 7 this year, and will be open:

Friday:	2:00 PM-7:00 PM
Saturday:	11:00 AM-7:00 PM
Sunday:	11:00 AM-7:00 PM
Monday:	11:00 AM-1:00 PM for RETURNS only, no new borrowing

Games will be available for check-out, *one game* at a time per Member. You will need to provide a Driver’s License or state ID as collateral for your game “rental.” In addition to your DL or ID, you will need to provide your Badge number, email address, and your “at Con” phone number. You may keep the game as long as you like during the Con, including overnight. ALL games must be returned by Monday 1pm. Of course, we anticipate that all of our members will treat borrowed games with care, as they would their own games. If game parts are missing, please let us know when you return the game.

The Game Library will also be the pick-up location for any social media contest prizes, and is where you will find Member Services. We hope you come by and visit our new Game Library!

# 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, although 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 Themes), 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.

# 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.

## Online Games Registration

This is the preferred method for registering for games. You don't run the risk of misunderstood writing, you are only able to select games which are still current (not cancelled), and the process is faster for you and for us. You can also submit priority slips online, or make changes to your previous choices using the Override page. That said, if you cannot use on-line registration because you have no compatible internet access, or you have only a tiny screen with which to work, you can access terminals that will give you access at the Info Table and Convention registration, and possibly elsewhere, operated by staff members who will be happy to assist you. You also can rely on daily sheets that list in full games that are still current, and write everything down as detailed below, again available at the Info Table.

## Paper Games Registration

If you prefer to rely solely on paper for your registration process, or to modify existing choices entered directly from the web site, all the usual paper slips will be available at Info Table, as well as daily sheets which will have full information on games that are current and eligible for registration. Priority slips (as opposed to electronic priorities) can also be used here.

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](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.

**Teen Priority Games:** Teens can get priority registration for any games scheduled in the Teen Priority Room by going there to register for the game.

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 Sign-Up & 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



## FREE SWAP MEET Grand Ballroom Salons ABC Monday 9:00 AM

**Sellers' Set-up: 8:30 AM**  
**Entrance of the Buyers: 9:00 AM**

**Sellers:** You can offer used games and related items, as well as original art -- nothing edible, living, or in original shrink wrap. Be there at 8:30 to set up. Best be on time! You'll start with half of an 8'x3' table each (that is, per person, couple, or organized group) but may spread out to a full table after 9:00 AM if space allows. There will be Green Shirts and volunteers around to sort out any problems. Please listen to their instructions.

**Buyers:** We'll open the doors to buyers at about 9:00 AM, maybe a bit later. If crowds prove to be large, we will restrict the flow at the entrance to keep the fire marshals happy. Your patience is appreciated. If crowding occurs, we may restrict entry until the crowding diminishes. No large backpacks or other bulky items, please.

Sales will continue until all the vendors have either sold out, surrendered to lack of demand for their offerings, or 11:30 AM, whichever comes first. Go get a nice lunch with the proceeds of your sales!

# Figure Painting California Salon 2

## Painting Hours

Friday: 1:00 PM–10:00 PM  
Saturday: 9:00 AM–10:00 PM  
Sunday: 9:00 AM–10:00 PM  
Monday: 9:00 AM–1:00 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, and Ryan and Kendra are back to offer encouragement, enthusiasm, and all sorts of advice!

## One-Day Painting Competition

Figures can be picked up at any time in the day between 9:00 AM and 4:00 PM on Saturday and Sunday and will be accepted for entry into the contest at any time prior to 5:00 PM each day. Voting will occur from 5:00 PM until 6:15 in front of the information booth, and the winner will be announced at 7:00 PM sharp. Please vote for your favorite 2 entries in each category.

**Sponsor:** Many thanks to our sponsor, Gamescape, for providing the figures to be painted.



# Games Auction Grand Ballroom Salon A Sunday

## Intake of items:

**Saturday, 6:00-8:00 PM, in Room 131**

**Sunday, 8:00 AM in Salon A**

**Auction begins: 10:00 AM in Salon A**

Looking for the perfect game to fit that space on your game shelf? Have a dusty collectible game that no longer “sparks joy” for you but will thrill others? Then come to the DDC Auction by AuctionMania! on Sunday in the Grand Ballroom Salon A. First gavel is at 10 AM!

We have secure storage available on site for accepting lots with completed lot tags earlier than Sunday morning. Early drop off is encouraged as it allows for more accurate cataloging and will speed up set up on the day of the event. Contact the head auctioneer at [wargameauction@yahoo.com](mailto:wargameauction@yahoo.com) to make arrangements.

To sell items in the auction, purchase lot tags from AuctionMania! staff at the convention on Saturday from 6 PM to 8 PM in Room 131, and again Sunday morning, starting at 8:00 AM, in Grand Ballroom Salon A, or contact our Head Auctioneer in advance to purchase lot tags ahead of time. A lot is whatever you decide it should be. It could be one game, or a set. It doesn't even necessarily have to be a game, but please make every effort to enter only gaming-related items for sale. Lot tags are \$1.00 each.

Please note that AuctionMania! reserves the right to refuse to accept certain items, especially if they are of dubious legality. There is a maximum number of 350 lots we can accept based on the time allowed. Refused lots will have their lot tag cost refunded.

In order to bid on games you will need to purchase a bid card for \$1.00 from AuctionMania! Staff. If you expect to purchase a large number of games we can set up a “tab” for you. Tabs require a refundable \$100.00 deposit. No additional costs such as commissions or fees are involved.

All transactions are cash only.

See you at the Auction!

# The DunDraCon Protospiel California Salon 4

Friday to Monday, with Opening Ceremony at 9:30 AM, Saturday, February 18, 2023  
Prize Raffles – Saturday & Sunday at 4:00 PM

Join us again for another amazing DunDraCon Protospiel. This is the opportunity for game players to meet and game with game designers who need to get their games playtested. These are original, unpublished, board games, card games, and role-playing game designs you can't buy in a store yet.

The designers are looking for your player feedback and your uncanny way of breaking their rules. This 4-day Protospiel game event will have: sponsored prizes, daily raffles, snacks, and the chance for all DunDraCon members to test out next year's greatest games.

## Game Designers

Any convention member, from veterans to rookies, can bring in their unfinished tabletop games for testing, feedback and refinement. Your games can be at the very earliest prototype stage, or polished and ready for BETA testing. We welcome all game designers and types of games.

You can expect playtesters from the hundreds of eager DunDraCon members to provide useful feedback for your game. Test new player experience, rules comprehension, systems balance, fun factor, engagement, art direction, and all aspects of your game design. Tables are open in a first-come, first-served basis.

## Playtesters

All DunDraCon members can participate in the exciting games and get a chance to meet the incredible designers. While playing, you provide useful feedback and unique insights for consideration in the design of an unpublished game.

Playtesters can just drop in, meet a designer, and play any game that has space at any time. Your participation will not only gain you the gratitude of the game designers for your favorite genres, but also tickets to win prizes donated by the DunDraCon Protospiel sponsors.

No sign-ups, no need for game registration, and likely no waiting, as new sessions are starting all the time.

If a game has a rule you really don't like or didn't understand, for once you can say so, and help influence better games! Of course, because you are playing a game with its designer, you will probably learn more and faster while helping them out.

## Protospiel Community

Besides prizes, snacks, and fun games you will also be part of this amazing collection of great players and designers supporting tabletop game development.

Remember, all designers are also expected to spend time testing other designer's games. This is a way of paying back and paying forward for the help you will be getting back. If you can't find an empty spot to run your game, ask the friendly Protospiel staff to help you locate a table. Be kind to other designers and don't hog tables for extended sessions.

## Protospiel Events



## Protospiel Sponsors

DunDraCon would like to thank our generous sponsors:



# 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 between the entrances to California Salons 2 and 3. This area contains the complete set of rules mentioned above, as well as the current schedule, posted player lists, LARP flyers, LARP Lending Library, and any other pertinent announcements.

## LARPs Schedule

All of these game listings are tentative, and should not be relied upon for scheduling. Some games will be cancelled between when this program went to the printer and the start of the Convention. Details might also vary. In all cases, you should rely on the listings on the web site, which have more detail, and are current. Consider the listings to be an easy way to narrow down which games you are interested in, based upon game system, GM, length, and number of players.

### FRIDAY

#### Sessions P & 1

**Reservations at Club 33** Troup: Team Woodbury, (3 games):

starts Friday 3 PM, 1.5 hours, 8 players

starts Friday 6 PM, 1.5 hours, 8 players

starts Friday 9 PM, 1.5 hours, 8 players

**Getting Away** Troup: Running Dreams, starts Friday 6 PM, 6 hours, 16 players

**Semi-Automagic** Troup: Ace of Geeks, starts Friday 6 PM, 6 hours, 20 players

### SATURDAY

#### Session 2

**Shifting of Divinity** GM: Jordan Abronson, starts Saturday 10 AM, 6 hours, 15 players

#### Haunt Here Often?/Dead

**Reckoning** GM: Antonio Morton, starts Saturday 10 AM, 4 hours, 12 players

#### Session 3

**Amber Rising: The Return of Sean** Troup: Peculiar Crossroads Productions, starts Saturday 2 PM, 10 hours, 20 players

#### Session 4

**Avatar: Eruption** Troup: Shiny Thing Games, starts Saturday 6 PM, 6 hours, 14 players

#### The Grimm Race: A Steampunk

**Adventure** Troup: Team Volaré Productions, starts Saturday 6 PM, 8 hours, 30 players





## SUNDAY

### Session 5

**Strange Gravity** GM: Antonio Morton, starts Sunday 10 AM, 4 hours, 8 players

**Baron, Baron, who's got the Barony?** Troup: Bill & Amy, 2 Geeks, 1 Game, starts Sunday 10 AM, 6 hours, 22 players

### Session 7

**Monstrous Romance** GM: Antonio Morton, starts Sunday 6 PM, 4 hours, 8 players

**The Fae Moot** Troup: Rogue's Honor Games, starts Sunday 6 PM, 6 hours, 24 players



Unofficial—Unofficial—Unofficial—Unofficial—

DunDraCon Does Not

Officially Present

On Sunday, February 19<sup>th</sup>,

The Secret Masters Of Gaming

23<sup>rd</sup> Annual Hawaiian Shirt Day

At DunDraCon 46



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—

# By the Basics Games

These are ideal RPGs for beginners; all are 4-hour, 5-player games run by experienced GMs. However, experienced players are also welcome; these games are smaller, but are still independently crafted and moderated. All these games are also listed with RPGs.

## Session 2 Saturday

### Starfinder The Great Grav Train Robbery

GM: Timothy Cool Neighbors, starts Saturday 8 AM, 4 hours, 5 players

### Dungeons & Dragons 5th Ed Dragonlance

GM: Edwin A. Garcia, starts Saturday 10 AM, 4 hours, 5 players

### Dungeons & Dragons 5th Ed Down Comes a Blackbird

GM: Scott Grimberg, starts Saturday 10 AM, 4 hours, 5 players

## Session 3

### Dungeons & Dragons 5th Ed Dragonlance

GM: Edwin A. Garcia, starts Saturday 4 PM, 4 hours, 5 players

## Session 5 Sunday

### Dungeons & Dragons 5th Ed Adventure of the Long Road

GM: Scott Grimberg, starts Sunday 10 AM, 4 hours, 5 players

### Starfinder The Great Grav Train Robbery

GM: Timothy Cool Neighbors, starts Sunday 10 AM, 4 hours, 5 players

## Session 8 Monday

### Call of Cthulhu The Lightless Beacon

GM: Steve Anderson, starts Monday 10 AM, 4 hours, 6 players

**Flight & Fancy**  
Wondrous Items and Wares

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

# Teen Priority Room

## The Elite Zone

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

The Teen Priority Room is The Elite Zone in the main lobby. We have a great place to hang out, with a couch, at least one scheduled game at all times, and sometimes an extra table 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.

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

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
- Masks must be worn at all times in the Teen Priority Room
- All games scheduled in the room are suitable for adults and teens
- Anyone may register for Teen Priority games through the DDC Game Registration system
- Teens can get priority registration for Teen Room games by going to the Teen Room to register for the game
- Teens must get their priority registration before the game sign-up deadline
- Teen Priority is not offered for Teen-friendly games outside of the Teen Room
- Teen friendly games can be found outside of those hours in the regular gaming areas; for teen-friendly games scheduled in other areas, follow normal Games Registration procedures



## TEEN PRIORITY GAMES



Dungeons & Dragons 5th Ed [RPG] D&D Intrigue - Dwarves and Kobolds GM: Jeff Daitsman starts Friday 2 PM, 4 hours, 8 players

Car Wars [board game] Car Wars Amateur Night GM: Craig Robertson starts Friday 2 PM, 6 hours, 6 players

Hero pre-5th ed. (Champions) [RPG] Dresden Files: Insane in the Brain GM: Greg Haslam starts Friday 6 PM, 6 hours, 8 players

Return to the Dark Tower [board game] Return to the Dark Tower GM: Kasi Jammeh starts Friday 6 PM, 4 hours, 4 players

Isles of Mist The Sky-Pirates of Aldolm [RPG] GM: Sam Tilles starts Saturday 10 AM, 4 hours, 7 players

Star Trek RPG Star Trek Next Gen: Where Angels Fear To Tread GM: Andrew Jackson Davis starts Saturday Noon, 6 hours, 8 players

Dungeons & Dragons 5th Ed [RPG] Harry Potter - 5 Years After Voldemort GM: Helen Brubeck starts Saturday 2 PM, 6 hours, 6 players

Dungeon World [RPG] Dungeon World GM: Kenny Tracy starts Saturday 6 PM, 4 hours, 6 players

Call of Cthulhu [RPG] Lightless Beacon GM: Jenna Pohlman starts Sunday 10 AM, 6 hours, 6 players

My Little Pony: Tails of Equestria [RPG] Tails of Equestria: Melody of The Waves GM: Sparkle Durio starts Sunday Noon, 8 hours, 8 players

CyberPunk 2020 [RPG] ICE Tower: PARANORMAL INVESTIGATORS GM: Steve Kani starts Sunday 6 PM, 6 hours, 6 players



## TEEN-FRIENDLY GAMES



Find out more about each game in its main category.

### Board Games:

Empyrean: Spells & Steam GM: Patrick Riley starts Saturday 9 AM, 2 hours, 7 players

The Goonies: Never Say Die and Expansion GM: Dan Shimizu starts Saturday 2 PM, 4 hours, 4 players

Empyrean: Spells & Steam GM: Patrick Riley starts Sunday 9 AM, 2 hours, 7 players

### Card Games:

Magic the Gathering GM: Paul Banda starts Friday 2 PM, 4 hours, 6 players

Magic the Gathering GM: Paul Banda starts Saturday 2 PM, 4 hours, 6 players

### Historical Miniatures:

Rebels and Patriots Raid on Danbury: Battle of Ridgefield (SBGC) GM: Pete Michels starts Friday 3 PM, 4 hours, 8 players

Bolt Action Smokestack Lightning GM: [SBGC] Kevin Van starts Saturday 11 AM, 6 hours, 9 players

### LARPs:

Semi-Automagic GM: Jarys Maragopoulos starts Friday 6 PM, 6 hours, 20 players

Avatar: Eruption GM: Danielle Goudeau starts Saturday 6 PM, 6 hours, 8 players

### RPGs:

Paranoia Me and My Shadow Mark 4 GM: Charles Victor Walters starts Friday Noon, 6 hours, 5 players

Pulp Adventure Avengers 52' The Bride of Ming! GM: Jeff A. Hatch starts Friday 6 PM, 6 hours, 6 players

Advanced Dungeons & Dragons The Crawl Into the Place of the Thing GM: Adrian Romero starts Friday 8 PM, 6 hours, 6 players

Dungeons & Dragons 5th Ed My First Dungeon GM: Michael Smith starts Saturday 8 AM, 8 hours, 8 players

Dungeons & Dragons 5th Ed D&D Intrigue - Gnomes and Warforged GM: Jeff Daitsman starts Saturday 8 AM, 6 hours, 8 players

Dungeons & Dragons 5th Ed Dragonlance GM: Edwin A. Garcia starts Saturday 4 PM, 4 hours, 5 players

Gamma World Secret of the Golden Host GM: Justin Smith starts Saturday 4 PM, 6 hours, 6 players

Pulp Adventure The Terror Below GM: Jeff A. Hatch starts Saturday 6 PM, 6 hours, 6 players

Dungeons & Dragons 5th Ed D&D Intrigue - Elves and Humans GM: Jeff Daitsman starts Sunday 10 AM, 6 hours, 8 players

Dungeons & Dragons 5th Ed Dragonlance GM: Edwin A. Garcia starts Saturday 10 AM, 4 hours, 5 players

Dungeons & Dragons 5th Ed Adventure of the Long Road GM: Scott Grimberg starts Sunday 10 AM, 4 hours, 5 players

Advanced Dungeons & Dragons The Crawl Into the Place of the Thing (Big Version) GM: Adrian Romero starts Monday 8 AM, 8 hours, 8 players

Golden Sky Stories The Sea in You GM: Michael Garcia starts Monday 10 AM, 6 hours, 5 players

### Other Games:

Werewolf by Bezier Games GM: Rayna Lagge starts Sunday 6 PM, 3 hours, 20 players



# Kids' Room

## Prospector Room

**Friday 2:00 PM - 6:00 PM**

**Saturday 9:00 AM - 6:00 PM**

**Sunday 9:00 AM - 6:00 PM**

The Kids' Room is a place where youthful exuberance can find an outlet within the confines of the Con. We strive to create a safe and engaging space where children of all ages can come together and play.

There are plenty of games available for folks to choose from (but the games must stay in the Kids' Room; this is a private collection that is on loan, not owned by the Con). You are always welcome to bring your own game(s) to the room, and there will be scheduled games and other activities planned throughout the weekend. Anyone of any age is welcome in the room, but be prepared to play games with our youngest gamers!

Parents, your pre-teen children are welcome in the Kids' Room, but we want to remind you that the Kids' Room is not a babysitting service, and we will not take responsibility for overseeing your child while you are gaming elsewhere. Children under the age of 6 must be accompanied at all times by an adult. With the move to the new hotel, we have implemented a sign-in/sign-out process. When your child first comes to the Kids' Room, they must be accompanied by a responsible adult to sign them in and provide contact information during the Con. Children who are signed-in will not be allowed to leave until they are signed out and accompanied by an authorized adult. The Kids' Room staff will take them to the bathroom and to get water when needed. We will contact you if there are any questions or problems. It is expected that you will provide adequate food and rest for your child throughout the Con, since a lack of either can make them cranky and unmanageable and we want everyone to have a pleasant time at the convention.

Children in the Kids' Room are still expected to follow the rules of the Con and are subject to the same penalties and restrictions as any adult. Other kid-friendly games can be found outside of the Kids' Room hours in the regular gaming areas.

### Scheduled Drop-In Games in the Kids' Room

#### Session 2 Kids' Game Day

Saturday 9 AM in Prospector for 6 hours

GM: William Dash

Type: Other

System: various games

Players: 4

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Ten fun and easy games for young players. Last year's favorites plus some new ones. Prizes for winners! No sign-ups required. Come on by Kids' Room and let's play!



#### Session 2 Tails of Equestria: Melody of The Waves

Saturday 10 AM in Prospector for 4 hours

GM: Sparkle Durio

Type: RPG

System: My Little Pony: Tails of Equestria

Players: 8

Provided: All characters provided by GM

Power Level: 4th

Variations: original

Rules Knowledge: Beginners Welcome

Game Content: Family

Welcome to the Singing Sea, an enchanting place of myth and magic to the west of Equestria's shores. Legends tell that those who sail there sometimes hear delicate songs drifting up from the waters, telling of ancient feats from the days before Equestria. These days, the Singing Sea is not so calm. Ancient magic seeps from places of power across the Singing Sea, creating strange phenomena such as the unending Everchill Mists or the sprawling Sea Forest in the east. It is across these waters that you must sail if you are to uncover the mysteries which await, and prevent a cataclysm that could affect every creature who calls the Singing Sea home!

#### Session 5 Kids' Game Day

Sunday 9 AM in Prospector for 6 hours

GM: William Dash

Type: Other

System: various games

Players: 4

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Ten fun and easy games for young players. Last year's favorites plus some new ones. Prizes for winners! No sign-ups required. Come on by Kids' Room and let's play!

#### Session 5 Kids' Dungeon World

Sunday 1 PM in Prospector for 4 hours

GM: Kenneth Anthony Tracy

Type: RPG

System: Dungeon World

Players: 6

Provided: All characters provided by GM

Power Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

A low complexity collaborative story telling adventure. Characters will be made at the table.

### Other kid-friendly games:



# Board Games

## Sedona Room

All of these game listings are tentative, and should not be relied upon for scheduling. Some games will be cancelled between when this program went to the printer and the start of the Convention. Details might also vary. In all cases, you should rely on the listings on the web site, which have more detail, and are current. Consider the listings to be an easy way to narrow down which games you are interested in, based upon game system, GM, length, and number of players.

### FRIDAY

#### Session P

**Return to the Dark Tower** GM: Kasi Jammeh, starts Friday Noon, 4 hours, 4 players

**Massive Darkness 3D** GM: Steven Sauer, starts Friday 1 PM, 4 hours, 4 players

**Car Wars Amateur Night** GM: Craig Robertson, starts Friday 2 PM, 6 hours, 6 players

**War of the Ring** GM: Thomas Crawford, starts Friday 2 PM, 6 hours, 4 players

#### Session 1

**Return to the Dark Tower** GM: Kasi Jammeh, starts Friday 6 PM, 4 hours, 4 players

**Massive Darkness 3D** GM: Steven Sauer, starts Friday 6 PM, 4 hours, 4 players

**Lords of Waterdeep** GM: Dan Glass, starts Friday 6 PM, 3 hours, 6 players

**Revive** GM: Bart Larrenaga, starts Friday 7 PM, 4 hours, 4 players

**Wingspan** GM: Dina Jacobs, starts Friday 7 PM, 3 hours, 4 players



### SATURDAY

#### Session 2

**Empyreal: Spells & Steam** GM: Patrick Riley, starts Saturday 9 AM, 2 hours, 7 players

**Deranged** GM: Reuben Lopez, starts Saturday 9 AM, 3 hours, 5 players

**Eldritch Horror: Mountains of Madness** GM: Michael Skeen, starts Saturday 9 AM, 6 hours, 6 players

**Twilight Imperium** GM: Matt Chasm, starts Saturday 9 AM, 12 hours, 6 players

**Dominant Species** GM: Vera DeVera, starts Saturday 10 AM, 4 hours, 6 players

#### Session 3

**Marrakesh** GM: Bart Larrenaga, starts Saturday 1 PM, 4 hours, 4 players

**The Goonies: Never Say Die and Expansion** GM: Dan Shimizu, starts Saturday 2 PM, 4 hours, 4 players

**Lost Ruins of Arnak** GM: Mike Eckert, starts Saturday 2 PM, 3 hours, 4 players

**Raccoon Tycoon** GM: Vera DeVera, starts Saturday 3 PM, 3 hours, 6 players

**Diplomacy** GM: Zachary C. Morgan, starts Saturday 4 PM, 6 hours, 7 players

#### Session 4

**Lords of Waterdeep** GM: Thomas Crawford, starts Saturday 6 PM, 3 hours, 6 players

**Libertalia: Winds of Galecrest** GM: Mike Eckert, starts Saturday 7 PM, 3 hours, 6 players



## SUNDAY

### Session 5

**Empyrean: Spells & Steam** GM: Patrick Riley, starts Sunday 9 AM, 2 hours, 7 players

**Blood Rage** GM: Reuben Lopez, starts Sunday 9 AM, 3 hours, 5 players

**Twilight Imperium** GM: Clay Tevebaugh, starts Sunday 9 AM, 12 hours, 6 players

**Stardew Valley the Board Game** GM: Emily Wells, starts Sunday 10 AM, 4 hours, 4 players

**Star Trek Ascendancy** GM: David Jones, starts Sunday 10 AM, 8 hours, 6 players

**StarFleet Battles: The Mutara Nebula** GM: Andrew Jackson Davis, starts Sunday 10 AM, 6 hours, 6 players

### Session 6

**Massive Darkness** GM: Chriss Lagge, starts Sunday Noon, 6 hours, 6 players

**Lords of Waterdeep** GM: Dan Glass, starts Sunday Noon, 3 hours, 6 players

**GKR: Heavy Hitters: Fight For Wall Street** GM: Dennis Seiffert, starts Sunday Noon, 4 hours, 4 players

**Car Wars Downtown Scramble** GM: Craig Robertson, starts Sunday Noon, 6 hours, 6 players

**Game of Thrones Board Game** GM: Brendan Crotty, starts Sunday 1 PM, 6 hours, 5 players

**Wingspan** GM: Dina Jacobs, starts Sunday 2 PM, 4 hours, 5 players

**A Pirates Life** GM: Mike Eckert, starts Sunday 2 PM, 3 hours, 6 players

**Mechs vs Minions** GM: Emily Wells, starts Sunday 4 PM, 4 hours, 4 players

## MONDAY

### Session 8

**Battlestar Galactica: Darkness Before Daybreak** GM: Mike Hutchinson, starts Monday 10 AM, 6 hours, 6 players

**Cthulhu Wars - Yugoth** GM: Jill Gelster, starts Monday 10 AM, 6 hours, 8 players



## Seattle Room

Come and check out Pathfinder and Starfinder Society play at DunDraCon 46! Pathfinder Society and Starfinder Society are two worldwide living campaigns hosted by the Organized Play Foundation. These constantly evolving mega-campaigns are played by thousands of players, and the adventures you experience are shared by players around the world.

The Pathfinder Society is a legendary league of explorers, archeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. Pathfinder Society play is organized into seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing story. The current season is the fourth for the 2nd edition of Pathfinder, focusing on a number of artifacts the society recently acquired—each of which has its own story to tell.

Similarly, the Starfinder Society is a worldwide science fantasy roleplaying campaign set in the distant future of the Pathfinder world. Agents work for the Starfinder Society as archaeologists, explorers, diplomats, and protectors of the Pact Worlds from threats inside and out. The Starfinder Society campaign is currently in its fifth season, and the society is looking to make up for past mistakes and emerge as a stronger force.



# Miniatures

## Portland, Santa Barbara, and Newport Beach Rooms

All of these game listings are tentative, and should not be relied upon for scheduling. Some games will be cancelled between when this program went to the printer and the start of the convention. Details might also vary. In all cases, you should rely on the listings on the web site, which have more detail, and are current. Consider the listings to be an easy way to narrow down which games you are interested in, based upon game system, GM, length and number of players.

### Fantasy Miniatures

#### FRIDAY

##### Session P

**Shieldbash Skirmishes of Agaptus** GM: Andrew Walters, starts Friday 5 PM, 4 hours, 6 players

#### SATURDAY

##### Session 2

**The Fantasy Trip** Basements of the Clumsy Alchemist GM: Andrew Walters, starts Saturday 10 AM, 4 hours, 6 players

### Historical Miniatures

#### FRIDAY

##### Session P

**Rebels and Patriots Raid on Danbury: Battle of Ridgefield (SBGC)** GM: Pete Michels, starts Friday 3 PM, 4 hours, 8 players

**Fireball Forward**, 15mm WWII Stalingrad: Into the Inferno; Volga GM: Greg Guth, starts Friday 5 PM, 4 hours, 6 players

##### Session 1

**General Quarters 3** At Night in the Slot GM: Ix Nichols, starts Friday 6 PM, 6 hours, 6 players

**Command and Colors** Battle of Edge Hill GM: Bob Dailey, starts Friday 8 PM, 4 hours, 6 players

#### SATURDAY

##### Session 2

**Form on the Admiral's Wake** Battle of Trafalgar - 1805 GM: Bob Bergman, starts Saturday 9 AM, 8 hours, 8 players

**Fireball Forward**, 15mm WWII Stalingrad: Steel Storm; Defense of the Univermag Department Store GM: Greg Guth, starts Saturday 10 AM, 4 hours, 6 players

**Bolt Action** Smokestack Lightning GM: [SBGC] Kevin Van, starts Saturday 11 AM, 6 hours, 9 players

##### Session 3

**Sky's the Limit!** Air War over China GM: Chuck Staedler, starts Saturday Noon, 6 hours, 6 players

**Black Powder** Freeman's Farm GM: Alex Fabros, starts Saturday 2 PM, 4 hours, 8 players

**Command and Colors** Battle of Edge Hill GM: Bob Dailey, starts Saturday 2 PM, 4 hours, 6 players

**Fireball Forward**, 15mm WWII Stalingrad: The 13th Guards Last Stand GM: Greg Guth, starts Saturday 5 PM, 4 hours, 6 players

##### Session 4

**Form on the Admiral's Wake** Battle of Trafalgar - 1805 GM: Bob Bergman, starts Saturday 6 PM, 8 hours, 8 players

#### SUNDAY

##### Session 5

**Fleet Action Imminent (GQ3 for WWI)** Dogger Bank, 1915 GM: Ix Nichols, starts Sunday 9 AM, 6 hours, 7 players

**Sky's the Limit!** Protect The Jets! The Luftwaffe's Final Days GM: Chuck Staedler, starts Sunday 10 AM, 6 hours, 6 players

**Bolt Action** Run Through the Jungle GM: [SBGC] Kevin Van, starts Sunday 11 AM, 6 hours, 9 players

##### Session 6

**Black Powder** Freeman's Farm GM: Alex Fabros, starts Sunday 2 PM, 4 hours, 8 players

**General Quarters 3** At night off Guadalcanal GM: Ix Nichols, starts Sunday 4 PM, 6 hours, 6 players

### Mixed Genre Miniatures

#### FRIDAY

##### Session 1

**Zombicide: Undead or Alive** Gunfight at the Undead Corral GM: Christopher Larson, starts Friday 6 PM, 6 hours, 12 players

## SATURDAY

### Session 2

**Gaslands Cthulhu** Rituals of a Toxic Faith GM: Sam Slaughter, starts Saturday 10 AM, 6 hours, 8 players

**Homebrew** Rules War of the Worlds in 54mm, SBGC Game GM: Nick Stern, starts Saturday 11 AM, 6 hours, 6 players

## Sci Fi Miniatures

## FRIDAY

### Session P

**Full Thrust Spacer** Bill Ugnuck's Wacky Races Pt.6: Tag You're It GM: Dennis Seiffert, starts Friday Noon, 6 hours, 6 players

**Dragon Destruct-O-Rama** Dragon Cavern of Covid 51 GM: Sam Slaughter, starts Friday Noon, 4 hours, 8 players

**OGRE Hill & Dale** GM: Jim Kundert. Starts Friday 2 PM, 6 hours, 8 players

**Test of Honour** GM: Clif Castle, starts Friday 5 PM, 4 hours, 6 players

## SATURDAY

### Session 2

**Starguard** Robots v Aliens in Space GM: Peter Bauer, starts Saturday 9 AM, 6 hours, 6 players

**Test of Honour** GM: Clif Castle, starts Saturday 9 AM, 4 hours, 6 players

**X-Wing Miniatures** The Battle of Taanab GM: Dovi Anderson, starts Saturday 10 AM, 8 hours, 5 players

## SUNDAY

### Session 5

**Star Blazers** Battle for Earth: 2207 GM: Keith Holmes, starts Sunday 10 AM, 8 hours, 7 players

**homebrew** Battle of Grassy Plains GM: Michael Price, starts Sunday 10 AM, 6 hours, 6 players

### Session 6

**Memoir '44 variant** Battle of Hoth - SBGC GM: Greg Wong, starts Sunday 3 PM, 6 hours, 6 players

# Card Games Sedona Room

All of these game listings are tentative, and should not be relied upon for scheduling. Some games will be cancelled between when this program went to the printer and the start of the Convention. Details might also vary. In all cases, you should rely on the listings on the web site, which have more detail, and are current. Consider the listings to be an easy way to narrow down which games you are interested in, based upon game system, GM, length, and number of players.

## FRIDAY

### Session P

**Magic the Gathering: All Will Be One constructed** GM: Paul Banda, starts Friday 2 PM, 4 hours, 6 players

### Session 1

**Sentinels of The Multiverse** GM: James Krestoff, starts Friday 7 PM, 4 hours, 5 players

## SATURDAY

### Session 2

**Sentinels of The Multiverse** GM: James Krestoff, starts Saturday 8 AM, 4 hours, 5 players

### Session 3

**Magic the Gathering: All Will Be One constructed** GM: Paul Banda, starts Saturday 2 PM, 4 hours, 6 players





# Role-Playing Games

All of these game listings are tentative, and should not be relied upon for scheduling. Some games will be cancelled between when this program went to the printer and the start of the Convention. Details might also vary. In all cases, you should rely on the listings on the web site, which have more detail, and are current. Consider the listings to be an easy way to narrow down which games you are interested in, based upon game system, GM, length, and number of players.

## FRIDAY

### Session P

**Paranoia** Me and My Shadow Mark 4 GM: Charles Victor Walters, starts Friday Noon, 6 hours, 5 players

**Battlestations** To Go Where No Man/Species Has Gone Before GM: Jonah Johnson, starts Friday Noon, 8 hours, 6 players [RPG with board game elements]

**Hero 5th. ed. (Champions)** Atlantis Rising GM: Jim Puder, starts Friday Noon, 8 hours, 6 players

**World of Darkness** One Last Job GM: Liz Ruifrok, starts Friday Noon, 8 hours, 8 players

**Original Dungeons & Dragons** The Magus Geas GM: Alex Zisch, starts Friday Noon, 6 hours, 6 players

**Bunkers & Badasses** From Banshee with Dust GM: David Etheridge, starts Friday Noon, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** Harry Potter - 5 Years After Voldemort GM: Helen Brubeck, starts Friday Noon, 6 hours, 6 players

**Dungeon World** GM: Kenneth Anthony Tracy, starts Friday 1 PM, 4 hours, 6 players

**Metahumans Rising - Introductory Adventures** GM: T David Silva, starts Friday 2 PM, 4 hours, 6 players

**Fantasy Age** Steam'd: A Fairytale - A Grimm Missive GM: Kourtney Hobart, starts Friday 2 PM, 8 hours, 6 players

**Advanced Dungeons & Dragons** Viking Voyage to Iduin Isle GM: Sean Crotty, starts Friday 2 PM, 8 hours, 7 players

**SpaceMovieRPG** Planet of the Space Gnomes in 3D GM: Chris Harget, starts Friday 2 PM, 4 hours, 8 players

**Dungeons & Dragons 5th Ed** D&D Intrigue - Dwarves and Kobolds GM: Jeff Daitsman, starts Friday 2 PM, 4 hours, 8 players

**Dungeons & Dragons 5th Ed** Reclamation of the Sky Tower GM: Jeff Rogers, starts Friday 4 PM, 8 hours, 6 players

**Cypher System** Pillars of Usmandi (Cypher System) GM: Jason May, starts Friday 4 PM, 4 hours, 6 players

**Fantasy Age** Ashes of Onyx Dreams GM: Chris Muoio, starts Friday 4 PM, 8 hours, 8 players

**Marvel Superhero FASERIP** The Breeder Bombs GM: Daniel Bodon, starts Friday 4 PM, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** Bad Water GM: Adam Johnson, starts Friday 4 PM, 8 hours, 6 players

### Session 1

**Pulp Adventure** Avengers 52' The Bride of Ming! GM: Jeff A. Hatch, starts Friday 6 PM, 6 hours, 6 players

**Stealing Stories For The Devil** GM: Matt Steele, starts Friday 6 PM, 4 hours, 5 players

**Vaesen** Old Meg GM: Shannon McNamara, starts Friday 6 PM, 8 hours, 5 players

**Star Wars** Mountaintop Rescue GM: Zachary Paul, starts Friday 6 PM, 6 hours, 5 players

**Call of Cthulhu** Project Night Owl 1967 GM: Michael Blum, starts Friday 6 PM, 8 hours, 6 players

**Exalted** ENDLESS CARAVAN - DECISIONS OF THE STEEL LOTUS GM: Pól Stafford, starts Friday 6 PM, 10 hours, 5 players

**Urban Shadows** Hack Yharnam Shadows: A Bloodborne Game GM: Michael Garcia, starts Friday 6 PM, 6 hours, 5 players

**Arduin Grimoire** Talismonde Heist GM: Matt Morrison, starts Friday 6 PM, 8 hours, 6 players

**Prowlers & Paragons** Batman: The Infinite Knight GM: Jason Krestoff, starts Friday 6 PM, 6 hours, 6 players

**NOVA6** Cowboy Cthulhu - Winter of Malcontent GM: Shane Harsch, starts Friday 6 PM, 4 hours, 5 players

**Hero pre-5th ed. (Champions)** Dresden Files: Insane in the Brain GM: Greg Haslam, starts Friday 6 PM, 6 hours, 8 players

**Compleat Arduin** Gas Station Sushi, Searchlight, Nevada GM: Mark Schynert, starts Friday 7 PM, 6 hours, 5 players

**Prowlers & Paragons** Does This Thing Need Batteries!? Part 2 GM: Cory Williamsen, starts Friday 7 PM, 4 hours, 6 players

**Advanced Dungeons & Dragons** The Crawl Into the Place of the Thing GM: Adrian Romero, starts Friday 8 PM, 6 hours, 6 players

**Call of Cthulhu** The Hammersmith Haunting GM: David Jones, starts Friday 8 PM, 4 hours, 5 players

**Toon** CarToon Wars: The Big Race GM: Doc Cross, starts Friday 8 PM, 4 hours, 12 players

## SATURDAY

### Session 2

**Dungeons & Dragons 5th Ed** My First Dungeon GM: Michael Smith, starts Saturday 8 AM, 8 hours, 8 players

**Dungeons & Dragons 5th Ed** D&D Intrigue - Gnomes and Warforged GM: Jeff Daitsman, starts Saturday 8 AM, 6 hours, 8 players

**homebrew** Attack of the Bar'teddybear'ians GM: Joseph Silveira, starts Saturday 8 AM, 8 hours, 6 players

**Starfinder** The Great Grav Train Robbery GM: Timothy Cool Neighbors, starts Saturday 8 AM, 4 hours, 5 players

**Dungeons & Dragons 5th Ed** Where have all the children gone GM: Mark C. Cumming, starts Saturday 8 AM, 8 hours, 8 players

**Call of Cthulhu** Hunter/Killer GM: Nick Uhlig, starts Saturday 8 AM, 6 hours, 6 players

**John Carter of Mars** A New Doomsday on Barsoom GM: Norm Albert, starts Saturday 8 AM, 8 hours, 8 players

**Nuovarden** Weeping Witness GM: Erin Baumier, starts Saturday 8 AM, 4 hours, 5 players

**Hero pre-5th ed. (Champions)** The Immortal Foxbat GM: David Rakonitz, starts Saturday 8 AM, 8 hours, 6 players

**Advanced Dungeons & Dragons** Festival of Bambeen GM: Lance De Cesare, starts Saturday 8 AM, 8 hours, 6 players

**Shadow of the Demon Lord** Necessary Sacrifices GM: Robert Simon, starts Saturday 8 AM, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** The Wyrms GM: Joe Gannon, starts Saturday 8 AM, 6 hours, 6 players

**Alien by Free League** Games Without Frontiers GM: Dave Sokolowski, starts Saturday 8 AM, 4 hours, 5 players

**Mutants & Masterminds** Uncanny X-Men: Doctor Doom's Day GM: Wallace Schichnes, starts Saturday 8 AM, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** Spelljammer: Enter the Scro GM: Christopher Bruno, starts Saturday 8 AM, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** Down Comes a Blackbird GM: Scott Grimberg, starts Saturday 10 AM, 4 hours, 5 players

**Pulp Adventure** The Popcorn Girls Summer Camp Spectacular GM: Ben Lopez, starts Saturday 10 AM, 6 hours, 6 players

**Exalted** The Arena GM: Ryan Hulse, starts Saturday 10 AM, 8 hours, 10 players

**Scum & Villainy** The Double-Dip GM: Kristopher Pohlman, starts Saturday 10 AM, 6 hours, 6 players

**Kids on Bikes** Kids on Bikes: Flash GM: Steven Drouin, starts Saturday 10 AM, 5 hours, 5 players

**Hero 5th ed. (Champions)** Champions 2099 GM: Aaron Clements Gettman, starts Saturday 10 AM, 8 hours, 6 players

**Isles of Mist** The Sky-Pirates of Aldolm GM: Sam Tilles, starts Saturday 10 AM, 4 hours, 7 players

**Dungeons & Dragons 5th Ed** Dragonlance GM: Edwin A. Garcia, starts Saturday 10 AM, 4 hours, 5 players

**My Little Pony: Tails of Equestria** Tails of Equestria: Melody of The Waves GM: Sparkle Durio, starts Saturday 10 AM, 4 hours, 8 players

### Session 3

**GURPS** The Night of The Blood Red Banner GM: Tom Vallejos, starts Saturday Noon, 4 hours, 6 players

**Stealing Stories for The Devil** GM: Matt Steele, starts Saturday Noon, 4 hours, 5 players

**Dungeon Crawl Classics** Tower of the Black Pearl GM: Jon Wilson, starts Saturday Noon, 4 hours, 6 players

**NOVA6** Those Meddling Kids and the Sleepy Lake Monster (Pt 1) GM: Shane Harsch, starts Saturday Noon, 4 hours, 5 players

**Star Trek RPG** Star Trek Next Gen: Where Angels Fear to Tread GM: Andrew Jackson Davis, starts Saturday Noon, 6 hours, 8 players

**Deadlands, Revised** If I Ever Cease to Love GM: Michael M. Kelly, starts Saturday 2 PM, 6 hours, 5 players

**Metahumans Rising - Introductory Adventures** GM: T David Silva, starts Saturday 2 PM, 4 hours, 6 players

**Flash Gordon RPG** The Titan of Tropica GM: Scott Woodard, starts Saturday 2 PM, 4 hours, 6 players

**Stalking the Night Fantastic** Bureau 13, File 1 GM: Ken Moscardini, starts Saturday 2 PM, 8 hours, 6 players

**Hero 6th ed. (Champions)** Who Said Funland Was Fun GM: Maria Caballero, starts Saturday 2 PM, 8 hours, 5 players

**Dungeons & Dragons 5th Ed** Harry Potter - 5 Years After Voldemort GM: Helen Brubeck, starts Saturday 2 PM, 6 hours, 6 players

**Call of Cthulhu** The Great San Rafael Bank Heist GM: Steven Drouin, starts Saturday 3 PM, 5 hours, 5 players

**Gamma World** Secret of the Golden Host GM: Justin Smith, starts Saturday 4 PM, 6 hours, 6 players

**Hero 5th ed. (Champions)** How Did We Get Here? GM: Jim Puder, starts Saturday 4 PM, 6 hours, 6 players

**Traveller** The Stalking Moon GM: Peter Bauer, starts Saturday 4 PM, 8 hours, 8 players

**Dungeons & Dragons 5th Ed** Gauntlet: Into the Forsaken Province GM: Liam Simon, starts Saturday 4 PM, 8 hours, 8 players

**Cthulhu Dark** Cthulhu Dark--The Cable GM: Charles Picard, starts Saturday 4 PM, 4 hours, 5 players

**Call of Cthulhu** The Fifth Column GM: Matt Steele, starts Saturday 4 PM, 6 hours, 6 players

**Dungeons & Dragons 5th Ed** The Mansion of Mad Matthias GM: Mark Wells, starts Saturday 4 PM, 6 hours, 5 players

**Dark Heresy** Planet of Blood 2: Call of the Beast GM: Daniel Alves, starts Saturday 4 PM, 8 hours, 8 players

**Dungeons & Dragons 5th Ed** Dragonlance GM: Edwin A. Garcia, starts Saturday 4 PM, 4 hours, 5 players

**Cyberpunk 2020** Huh, You Don't See That Every Day GM: Benjamin Recktenwald, starts Saturday 4 PM, 8 hours, 6 players

#### Session 4

**Pulp Adventure** The Terror Below GM: Jeff A. Hatch, starts Saturday 6 PM, 6 hours, 6 players

**Ten Candles** Tahoe Catastrophe GM: Pól Stafford, starts Saturday 6 PM, 4 hours, 5 players

**Advanced Dungeons & Dragons** My Darkness GM: Les Child, starts Saturday 6 PM, 8 hours, 6 players

**Call of Cthulhu** The Dare GM: Josh Clark, starts Saturday 6 PM, 6 hours, 6 players

**Blade Runner** Neon Reflections in Rain GM: Saul Morales, starts Saturday 6 PM, 6 hours, 5 players

**NOVA6** Those Meddling Kids and the Sleepy Lake Monster (Pt 2) GM: Shane Harsch, starts Saturday 6 PM, 4 hours, 5 players

**Dungeon World** GM: Kenneth Anthony Tracy, starts Saturday 6 PM, 4 hours, 6 players

**Prowlers & Paragons** Does This Thing Need Batteries!? Part 3 GM: Cory Williamsen, starts Saturday 7 PM, 4 hours, 6 players

**Ten Candles** Space Without Stars GM: Beth Krestoff, starts Saturday 8 PM, 4 hours, 6 players

**Dungeon Crawl Classics** Shadow Under Devil's Reef GM: Jon Wilson, starts Saturday 8 PM, 4 hours, 6 players

#### SUNDAY

##### Session 5

**Dungeons & Dragons 5th Ed** Muppets in the Feywild GM: Joe Gannon, starts Sunday 8 AM, 6 hours, 6 players

**Serenity** Mother Lode GM: Zachary Morgan, starts Sunday 8 AM, 8 hours, 8 players

**Fantasy Age** Daytime Drama on Sunset Cliffs GM: Kevin Hobart, starts Sunday 8 AM, 8 hours, 6 players

**Guns Blazing!** Incident Eliph at Kianid Isle GM: Basheer Ghouse, starts Sunday 8 AM, 4 hours, 5 players

**Hero 5th ed. (Champions)** Trenchcoat Brigade: When Memories Outnumber Dreams GM: Joe Di Lellio, starts Sunday 8 AM, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** Adventure of the Long Road GM: Scott Grimberg, starts Sunday 10 AM, 4 hours, 5 players

**Dungeons & Dragons 5th Ed** D&D Intrigue - Elves and Humans GM: Jeff Daitsman, starts Sunday 10 AM, 6 hours, 8 players

**Stalking the Night Fantastic** Bureau 13, File 2 GM: Ken Moscardini, starts Sunday 10 AM, 6 hours, 6 players

**Tales from the Loop** Tales from the Loop - A Perfect Day GM: Charles Picard, starts Sunday 10 AM, 8 hours, 5 players

**Runequest** Eye of the Storm GM: John Holmes, starts Sunday 10 AM, 6 hours, 6 players

**Hero 6th ed. (Champions)** The Bank Robberies GM: Don Satow, starts Sunday 10 AM, 4 hours, 6 players

**Dungeons & Dragons 5th Ed** A Swamp...A Desert...A Race GM: Matt de Cesare, starts Sunday 10 AM, 8 hours, 5 players

**Star Trek RPG** Star Trek: Original Series GM: Jonah Johnson, starts Sunday 10 AM, 8 hours, 6 players

**Feng Shui** The Thorn of the Blood Rose GM: Marc Willner, starts Sunday 10 AM, 8 hours, 6 players

**Vaesens** Troubles in Molle GM: Robert Simon, starts Sunday 10 AM, 8 hours, 5 players

**Alien by Free League** Games Without Frontiers GM: Dave Sokolowski, starts Sunday 10 AM, 4 hours, 5 players

**13th Age** Jungle Village - Rumble in the Jungle GM: Joe O'Neil, starts Sunday 10 AM, 8 hours, 8 players

**Hero 6th ed. (Other)** Atomic Sky: Mutants and Mayhem GM: Shane Harsch, starts Sunday 10 AM, 4 hours, 5 players

**Dungeons & Dragons 5th Ed** Heart of the Enemy GM: Christopher Bruno, starts Sunday 10 AM, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** Our Wizard Is Missing GM: Matthew H. Iskra, starts Sunday 10 AM, 6 hours, 6 players

**Call of Cthulhu** Lightless Beacon GM: Jenna Pohlman, starts Sunday 10 AM, 6 hours, 6 players

**Starfinder** The Great Grav Train Robbery GM: Timothy Cool Neighbors, starts Sunday 10 AM, 4 hours, 5 players

## Session 6

**Deadlands, Revised** If I Ever Cease to Love GM: Michael M. Kelly, starts Sunday Noon, 6 hours, 5 players

**My Little Pony: Tails of Equestria** Tails of Equestria: Melody of The Waves GM: Sparkle Durio, starts Sunday Noon, 8 hours, 8 players

**GURPS** The Night of the Doomsday Cult GM: Tom Vallejos, starts Sunday 2 PM, 4 hours, 6 players

**Dungeons & Dragons 5th Ed** Deed of Marath GM: Adam Johnson, starts Sunday 2 PM, 8 hours, 6 players

**CyberPunk RED** Power Grab GM: Blake Ogle, starts Sunday 2 PM, 6 hours, 5 players

**Blades in the Dark** Doskvol Session Zero GM: Jason May, starts Sunday 2 PM, 4 hours, 8 players

**Metahumans Rising - Introductory Adventures** GM: T David Silva, starts Sunday 3 PM, 4 hours, 6 players

**Werewolf: The Apocalypse** Dead Air GM: Tim Pelesky, starts Sunday 2 PM, 8 hours, 5 players

**Cthulhu Pulp** Fungi of Fear V 'Machine Head' GM: Jeff A. Hatch, starts Sunday 4 PM, 8 hours, 6 players

**Nuovarden** Weeping Witness GM: Erin Baumier, starts Sunday 4 PM, 4 hours, 5 players

**Icons Assembled** Arrival of the Garrd GM: Glenn S. Thain, starts Sunday 4 PM, 12 hours, 7 players

**Hero 5th Ed. (Pulp)** Return of the Freedom Brigade: Frozen Dreams GM: Chris Muoio, starts Sunday 4 PM, 8 hours, 8 players

**Coyote & Crow** Encounter at Station 54 GM: Matt Steele, starts Sunday 4 PM, 6 hours, 5 players

**Advanced Dungeons & Dragons** A Little Knowledge GM: Christopher Mosier, starts Sunday 4 PM, 8 hours, 6 players

**Hero 5th ed. (Champions)** AHAND—Allied Heroes, Aiding National Defenders GM: James Gettman, starts Sunday 4 PM, 8 hours, 6 players

## Session 7

**Dungeons & Dragons 5th Ed** Trouble in the Mountains GM: Andy Marshall, starts Sunday 6 PM, 8 hours, 5 players

**Bunnies & Burrows** GM: Jonathan Fleming, starts Sunday 6 PM, 6 hours, 6 players

**Dungeons & Dragons 5th Ed** MacDeath GM: Justin Smith, starts Sunday 6 PM, 6 hours, 6 players

**FATE** The Unexplained Death of Cassidy Sinclair GM: Liz Ruifrok, starts Sunday 6 PM, 6 hours, 10 players

**CyberPunk 2020** ICE Tower: PARANORMAL INVESTIGATORS GM: Steve Kani, starts Sunday 6 PM, 6 hours, 6 players

**Prowlers & Paragons** Does This Thing Need Batteries!? Part 1 GM: Cory Williamsen, starts Sunday 7 PM, 4 hours, 6 players

**Wyrmslayer** As the Wyrms Turns GM: Randy Angle, starts Sunday 8 PM, 6 hours, 6 players

**Hero 6th ed. (Champions)** Snakes on a Plane GM: Don Satow, starts Sunday 8 PM, 4 hours, 6 players

## MONDAY

### Session 8

**Advanced Dungeons & Dragons** The Crawl Into the Place of the Thing (Big Version) GM: Adrian Romero, starts Monday 8 AM, 8 hours, 8 players

**Mega-Traveller** Fate of the Ad-Astra GM: David Guon, starts Monday 8 AM, 8 hours, 6 players

**Hero 5th ed. (Champions)** A Dyna-tastic Voyage, The Schmeyster Cut GM: B J Goukler, starts Monday 8 AM, 8 hours, 6 players

**City of Mist** Demons in Cross End GM: Jesse Harder, starts Monday 8 AM, 8 hours, 5 players

**Buffy the Vampire Slayer** Drop That Wand! GM: Ron Correll-Feichtner, starts Monday 8 AM, 8 hours, 7 players

**Dungeons & Dragons 5th Ed** Are You Dead Yet? GM: Jeff Boles, starts Monday 8 AM, 8 hours, 8 players

**Original Dungeons & Dragons** The Chapel of Silence GM: Robert Simon, starts Monday 8 AM, 8 hours, 6 players

**Dungeons & Dragons 5th Ed** Kobold Kaos GM: Adam Johnson, starts Monday 8 AM, 8 hours, 6 players

**Changeling: The Dreaming** You Just Keep Me Hanging On GM: Alisha Walton, starts Monday 8 AM, 8 hours, 10 players

**Golden Sky Stories** The Sea in You GM: Michael Garcia, starts Monday 10 AM, 6 hours, 5 players

**Tiny Cthulhu** Cece's Secrets GM: Patrick Riley, starts Monday 10 AM, 6 hours, 6 players

**Dungeons & Dragons 5th Ed** Tales of the Clan of the Cave Hare GM: Norm Albert, starts Monday 10 AM, 6 hours, 6 players

**Dungeon World**, Pillars of Usmandi GM: Jason May, starts Monday 10 AM, 4 hours, 6 players



## Other Games

These games defy easy classification, being either hybrids of two or more genres, or just different.

All of these game listings are tentative, and should not be relied upon for scheduling. Some games will be cancelled between when this program went to the printer and the start of the Convention. Details might also vary. In all cases, you should rely on the listings on the web site, which have more detail, and are current. Consider the listings to be an easy way to narrow down which games you are interested in, based upon game system, GM, length, and number of players.

## FRIDAY

### Session P

**Battlestations** To Go Where No Man/Species Has Gone Before GM: Jonah Johnson, starts Friday Noon, 8 hours, 6 players [RPG with board game elements]

### Session 1

**various games** Kids' Game Day GM: William Dash, starts Saturday 9 AM, 6 hours, 4 players

## SUNDAY

### Session 5

**various games** Kids' Game Day GM: William Dash, starts Sunday 9 AM, 6 hours, 4 players

### Session 7

**Werewolf by Bezier Games** Werewolf GM: Rayna Lagge, starts Sunday 6 PM, 3 hours, 20 players



# INDEX of RPGs by System

This is an aid to finding RPGs you might be interested in, by game system. Looking at games by session on the web site makes it easier to find specific styles of game.

**10 Candles** Session 4 (2 games)

**13th Age** Session 5

**Alien by Free League** Sessions 2, 5

**Arduin**

**Arduin Grimoire** Session 1

**Compleat Arduin** Session 1

**Battlestations** Session P

**Blades in the Dark** Session 6

**Blade Runner** Session 4

**Bunkers & Badasses** Session P

**Bunnies & Burrows** Session 7

**Buffy the Vampire Slayer** Session 8

**Call of Cthulhu** Sessions 1 (2 games), 2, 3 (2 games), 4, 5, 8 (8 games)

**Changeling: The Dreaming** Session 8

**City of Mist** Session 8

**Coyote & Crow** Session 6

**Cthulhu Dark** Session 3

**Cypher System** Session P

**Cyber Punk**

**Cyberpunk 2020** Sessions 3,7

**CyberPunk RED** Session 6

**Dark Heresy** 3

**Deadlands, Revised** Sessions 3, 6

**Dungeon Crawl Classics** Sessions 3, 4

**Dungeon World** Sessions 4, 8

**Dungeons & Dragons**

**Advanced Dungeons & Dragons**

    Sessions P, 1, 2, 4, 6, 8

**Dungeons & Dragons 5th Ed**

    Sessions P (4 games), 2 (8 games), 3 (3 games), 5, 6, 7 (2 games), 8 (3 games)

**Gamma World** Session 3

**Original Dungeons & Dragons**

    Sessions P, 8

**Starfinder** Sessions 2, 5

**Exalted** Sessions 1, 2

**Fantasy Age** Sessions P (2 games), 5

**FATE** Session 7

**Feng Shui** Session 5

**Flash Gordon RPG** Session 3

**Golden Sky Stories** Session 8

**Guns Blazing!** Session 5

**GURPS** Sessions 3, 6

**Hero System**

**Hero pre-5th ed. (Champions)**

    Sessions 1, 2

**Hero 5th ed. (Champions)**

    Sessions P, 2, 3, 5, 6, 8

**Hero 5th Ed. (Pulp)** Session 6

**Hero 6th ed. (Champions)**

    Sessions 3, 5, 7

**Hero 6th ed. (Other)** Session 5

**Homebrew**

**homebrew** Session 2

**SpaceMovieRPG** Session P

**Icons Assembled** Session 6

**Isles of Mist** Session 2

**John Carter of Mars** Session 2

**Kids on Bikes** Session 2

**Marvel Superhero FASERIP** Session P

**Metahumans Rising** Sessions P, 3, 6

**Mutants & Masterminds** Session 2

**My Little Pony: Tails of Equestria** Session 6

**NOVA6** Sessions 1, 4, 6

**Nuovarden** Sessions 2, 6

**Paranoia** Session P

**Prowlers & Paragons** Sessions 1 (2 games), 4, 7

**Pulp Adventures**

**Pulp Adventure** Sessions 1, 2, 4

**Cthulhu Pulp** Session 6

**Runequest** Session 5

**Shadow of the Demon Lord** Session 2

**Scum & Villainy** Session 2

**Serenity** Session 5

**Stalking the Night Fantastic** Sessions 3, 5

**Star Trek RPG** Sessions 3, 5

**Star Wars** Session 1

**Stealing Stories For The Devil** Sessions 1, 3

**Tiny Cthulhu** Session 8

**Tales from the Loop** Session 5

**Toon** Session 1

**Traveller** Session 3

**Mega-Traveller** Session 8

**Urban Shadows Hack** Session 1

**Vaesen** Sessions 1, 5

**Werewolf: The Apocalypse** Session 6

**World of Darkness** Session P

**Werewolf: The Apocalypse** Session 6

**Changeling: The Dreaming** Session 8

**Wurmstalker** Session 7



# 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 special guests and non-gaming emphasis just dis-

tracted from the central purpose, so we have avoided such things ever since. We added a Dealers' Room at DunDraCon 2 and individual rooms for games at DunDraCon 3. Presidents' 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 45th convention should have been in 2020.

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 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*...

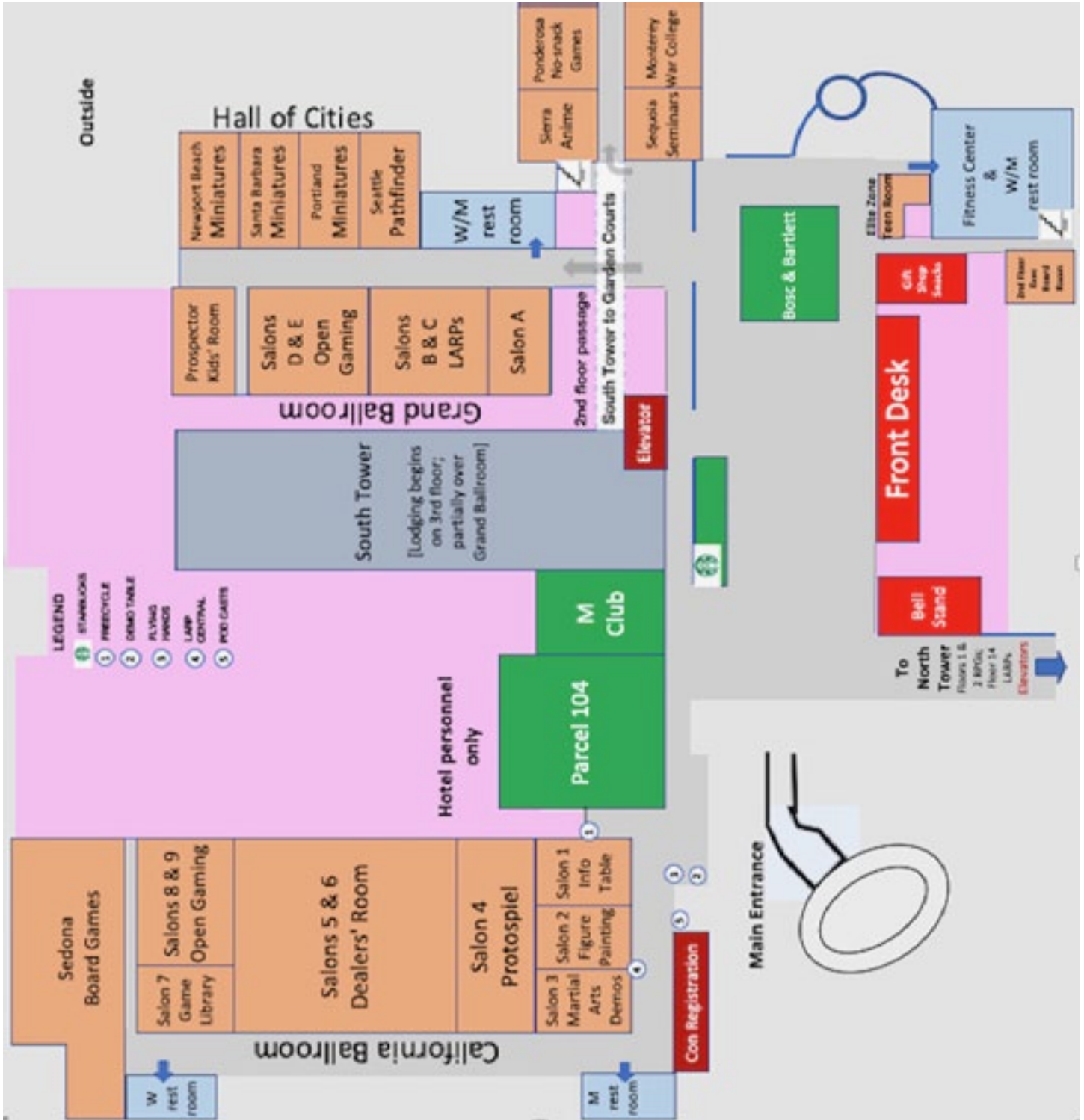
We did have a convention in 1981, however. We had already tried a one day mini-convention called DunDraDay that more or less worked. And PacifiCon, the perennial Labor Day convention, was not going to have a convention in '81 because they were hosting the national Origins convention over Fourth of July. 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 Presidents' Day, we don't count it towards our anniversary.

Since then, DunDraCon has thrived. Our crowds got bigger, rain or sun, and for 30 years (2/3 of the life of the Con) we found a venue in the San Ramon Marriott that seemed to please both committee and attendee. In 2022 we moved to their larger sister hotel in Santa Clara. Our only sorrow has been the inevitable loss of some of our committee stalwarts over the years.

**In Memoriam:** Clint Bigglestone, Steve Henderson, Dorothy Heydt, Jerry Jacks, Terry Jackson, Mike Nebeker, and Steve Perrin.

# DunDraCon 46 Event Locations Map



DunDraCon.com



Events Page



Games Registration



Games Results