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Convention Food Service

The Marriott will have a convention snack bar set up in the lobby lounge area again—same special menu, with low prices for good, quick meals and soft drinks. Please, NO GAMING in this area; the space is just for eating and visiting. Besides the regular menu, the full-service restaurant next to the lobby will have a moderately priced buffet for breakfast, lunch, and dinner every day. No gaming there, either, and the staff do expect tips from menu orders (the buffet price includes the tip).

Need Something from the Hotel?

Let DunDraCon help settle disagreements, get rooms re-arranged, and unsnarl questions about room rates. Especially, do NOT ask the hotel to move furniture or air walls—that's Committee business. See Hilary Powers if possible—she's the one the hotel people are most used to working with, and is usually in Mt. Diablo, across the lobby from the front desk—or any Committee member in a pinch if you need something. We will back the hotel staff in anything they need to do to maintain the health and safety of the people here, but we want you to have a good time and will do what we can to help!

Meet the Committee

Chairman	Gordon Monson
Artists' Corner	Arthur Pruyne
Animé Liaison	George Greene
Board Games	Gordon Monson
Buyers' Bazaar	Arthur Pruyne
Convention Registration	Hal Heydt & Dorothy Heydt
Con Reg Staff	Angel Brockett
Dealer Liaison	Steve Perrin
Events for Kids	Randy Kreidt
Game & Event Scheduling	Mark Schynert
Games Reg Staff	June DeLane & Gigi Henderson
Hotel Liaison	Hilary Powers
LARPs	Chris Allen
Official Games Registration	Ellen Robertson
Publicity	Ellen Robertson
Publications	Bill Keyes
SCA Liaison	Meg Creelman
Secretary	Mike Nebeker
Seminars	Steve Perrin
Treasurer	Pamela Kramer
Volunteers	Tony Hughes
Website & Internet Liaison	Roderick Robertson

Convention Registration

Convention Center Lobby

Friday	4:00 PM — 10:00 PM
Saturday	9:00 AM — 8:00 PM
Sunday	9:00 AM — 8:00 PM
Monday	9:00 AM — Noon

FULL MEMBERSHIP IS \$50
ONE-DAY MEMBERSHIP IS \$30

Keep Your Badge! IF we decide to replace your lost badge, you'll have to show ID and pay a fee.

Arcade Room

The always popular Arcade video games are in the **San Ramon Boardroom**, under the aegis of OUTER LIMITS. Test your skill and reflexes. Improve your score. Try out new games. Single player and multiple games provided. Play with or against your friends. A change machine is provided.

Tables for Rent!

Want a gaming table for your hotel room? As long as any are left, the Marriott is offering to deliver a table and chairs from the extra stock, for a flat price of \$75 for the weekend or any part of it. Just pick up a house phone and call William Newton at extension 6130; if he's not there, ask the front desk to arrange a table for you. NOTE: 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 wandering furniture is found in your room, a charge of \$100 will be added to your hotel bill—and the items will be removed if they are essential to the operation of the convention.

Things To Do at the Convention

Things to do at DunDraCon come in many different forms. First of all are the Convention-Sponsored Games. These include LARPs, board games, card games, miniature games, and RPGs (see pages 10-35). Most of these are signed up through the Games Registration program. If a game has a number, such as 101, then you sign up for it through the Game Registration system (see page 8). If it does not have a number, show up at the table/room to sign up. Seminars and Demonstrations are scheduled, but you do not need to sign up to sit in; just show up at the stated times. The Dealer Room and Buyers' Bazaar are open only at certain hours. Open Gaming, the Video Arcade, and the Animé Room are open 24 hours a day.

Open Gaming

Board Games in Salon 1, All Games in Salon E

Open Gaming is non-stop: 4 PM Friday to 5 PM Monday. Salon 1 is devoted to board games of all kinds, with Salon E available for all open games. Open Game Signup sheets are available at the Information Table if you want to plan ahead. Post them on the salon doors so people can sign up to join you in your game. Some tables will be reserved for official games, demos & 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 to have priority (with any officially scheduled events in Salon 1 having highest priority). No sales are allowed in Open Gaming. Please remember to put trash in the trash containers.

Buyers' Bazaar

Salon C

Saturday 10 AM — 6 PM

NOTE: Personal sales only—no retail sales

Fee per table per 2-hour session: \$20.00

This year, again, we have the Buyers' Bazaar! You may rent a table for 2 hours to sell your gaming items. **Salon C is the only location at DunDraCon where individual sales are allowed.** Tables are available on a first-come, first-served basis. See Arthur Pruyin in Salon C starting a half hour before the Bazaar opens. Two sessions max. No advertising.

Artists' Corner

The corridor outside Salon 2 will be set up with tables where you may be able to find artists willing to do character sketches and other traditional convention artwork. Come observe and perhaps purchase some of this fine artwork. There will also be a massage table near Con Reg for those with sore backs or feet.

Volunteers

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

Get an inside view of the Con and get a chance to register for a game with *priority* by working for four hours, or put in eight hours with the volunteer crew and get your membership fee refunded as well as a game priority slip. Talk to Tony Hughes, Volunteers Coordinator, at the **Info Table** if you'd like to sign up to wear the new green Volunteer ribbon and help out.

Dealers' Room

Salon D

Salon D will have dealers for all of your gaming needs. You must have your own badge to enter the Dealers' Room. You **MAY NOT** eat or drink inside. Security will be firm on both points. Note that the room closes early on Monday, so get your last-minute buying done early.

The Dealers' Room Hours are as follows:

Saturday	9:30 AM — 5:30 PM
Sunday	9:30 AM — 5:30 PM
Monday	9:30 AM — Noon

The following vendors will be selling in the Dealers' Room:

DunDraCon Dealer List

Company Name Products Carried and Sold

Manufacturers:

Big Finger Games	New gaming Gamebooks
Chaosium	Call of Cthulhu, Stormbringer
Chenault & Gray	Lejendary Adventure, Castles & Crusades
Chessex	Dice, Battlemats, Figure Boxes
Designing M&M	Embroidered patches and insignia
Flying Buffalo	Flying Buffalo, Tunnels & Trolls
Goodman Games	Dungeon Crawl Classics, Etherscape, DragonMech
Hero Games	The Hero System, Champions
Pegasus Publishing	Specialty T-Shirts and gift items
QR Zed Engraving	Engraved Badges, crossbows
Rusty Sword	Swords for all occasions
Stone Tablet Games	Dungeon Escape, Acceptable Losses, Dplenty
Three Sages/GPA	Representing many small publishers
Wingnut Games	Wingnut Games, Battle Cattle, Other publishers

General Merchants:

Black Diamond Games	General Gamer Products
Dragons Perch	General Gamer Products
EndGame	General Gamer Products
Gamers Unplugged LLC	General Gamer Products
Gaming Collection	Gaming Collectibles
Good Luck Games	General Gaming Products
Wagoner's Miniatures	General Gamer Products

Seminars

Friday

Room 156 6:00 PM

World Building on an epic scale

Louis Contreras, Mark Gervain, Michelle Contreras

World building focused on Epic Level or upper most of the established system for any gaming system Role play. Involve players at the fundamentals of their world building process to make the gaming world more than just the collection of books from other authors but a collaboration from trusted players and skilled storytellers.

Saturday

Room 156 9:00 AM

What's New With Hero

Darren Watts, Steve Long

Come hear Steve and Darren discuss what's going on at Hero Central as well as the plans for 2007 and 2008!

Room 156 10:00 AM

Designing an RPG from the Ground Up

Ken St. Andre

What considerations are involved in designing an rpg? What systems need to be included? What kind of mechanics will the game use? What are the real basic and unavoidable issues in any design? You'd be surprised.

Room 157 10:30 AM to 2:00 PM

Reaper Miniatures Paint and Take

Michael Klieman

Come by and join us! Choose a new mini for your character or a monster, have a seat, and paint it up! We will supply miniatures, paint, brushes, palettes, everything you will need. Just bring your inspiration and your imagination!

Sponsored by Reaper Miniatures.

Includes Painting Contest ceremony.

Room 156, 11:00 AM

LARPs - Running and Playing Q&A

Lori Priebe, Jennifer Brozek, Bill Howard, Joe Parzanese

Interested in getting started running or playing in LARPs at DunDraCon or anywhere else? Attend this 2 hour panel seminar with members who run and play; ask questions, bring your own suggestions and ideas.

Room 156 Noon

RPG Groups: Exploring the Social Contract

Bruce Harlick, Ken Hite, Greg Stafford

What does it mean when you agree to play in a campaign? What are you promising when you invite players to participate in your campaign? Are you granting partial ownership of your character or world to the other participants? Come discuss these questions (and others).

Room 156 2:00 PM

City Building

Anders Swenson, Michael Blum, Ken Hite

The still-vital seminar on city design and detailing for RPGs of all eras. This year, the workshop will be taking a look at recently published city designs from various scenarios for part of the time.

Room 156 3:00 PM

New Board and Card Games to Play with your Children

Randy Kreidt

Tired of playing the same old games with your child? Want to find something new, exciting, stimulating for both your child and you? Randy Kreidt has run the children's game rooms at the Bay Area and National conventions, including Origins and Gencon. He will demo games you and your child might like. Come and taste the new game sensation such as 'Ice Cream', pet the "Penguins" or find the missing number in "Number Chase". Test drive these and numerous other new and improved games!" *The seminar is a two-part seminar. The first half-hour is entitled "Games for your 4-7 year old", and the second half-hour is "Games for your 8-12 year old".

Room 156 4:00 PM

Epic Role-play and what makes it Epic!

Louis Contreras, Mark Gervain, Michelle Contreras

Using the basics of any of the role-playing systems there are ways times when players or even the storyteller wants to resolve or involve players at the fundamentals of there world building process to make the gaming world more than just the collection of books from other authors but a collaboration from trusted players and skilled storytellers. We will discuss the effects and methodology of allowing players to challenge the divine powers and even methods of allowing them to rise to this level and still be challenged without losing control of the system. Handouts and PDF will be available for those that attend as well as access to ongoing discussion groups on the subject. The first part of this seminar presents world building focused on Epic Level Role play or play at the upper most of the established system for any gaming system. The other presents a hands-on method of creating simple concepts and discussing them to a fleshed-out pantheonic presentation of new divine challenges.

Room 156 6:00 PM

What's New with Goodman Games and Trollords

Aldo Ghiozzi, Joseph Goodman, Stephen Chenault

Get the latest from the owners of Goodman Games and Troll Lord Games! Talk about the hit Dungeon Crawl Classics series and the new underground RPG hit Castles & Crusades!

Sunday

Room 156 9:00 AM

Gender in Genre

Kevin Andrew Murphy, Frisbee

A discussion of how to play characters of different genders or inclinations to the player. Making stereotypes work without offending, or grossing out, the other players. And avoiding stereotypes.

Room 156 10:00 AM

From Game to Story

Raymond "Buzz" Nelson, Greg Stafford, Dorothy Heydt, Kevin Andrew Murphy

"This game was so great, it would make a wonderful novel!" True? Or does one entertainment form or the other demand something the other is shy of. Explore the differences between what a game needs and what a novel, short story, or screen play requires with three experienced writers with game cred.



Pacific Room 10:00 AM

Kublacon LARP Planning

Joe Parzanese, David Oberholzer

If you would like to run a LARP at Kublacon in May, or are a player and would like to make suggestions about upcomingLARPs, this is your opportunity to meet with Kublacon's LARP Coordinators and fellow LARP GMs to plan for this upcoming game conference.

Room 157 10:30 AM to Noon

Reaper Miniatures Paint and Take

Michael Klieman

Come by and join us! Choose a new mini for your character or a monster, have a seat, and paint it up! We will supply miniatures, paint, brushes, palettes, everything you will need. Just bring your inspiration and your imagination!

Sponsored by Reaper Miniatures.

Room 156 11:00 AM

What's Cool

Darren Watts, Ken Hite

Observers of the industry provide a survey of the new games available at your FLGS and in the DunDraCon Dealer Room that will intrigue and delight you.

Room 156 Noon

Role-Playing with dice?

Kenneth Moscardini

1 hr Many new RPG games make use of skills that would seem to rob the game of its role-playing potential. This group discussion looks at bringing dice to the parley, the diplomat and the instigator. Is there room for dice in role-playing encounters?

Room 156 1:00 PM

Who makes Indie computer Games? You do!

Keith Nemitz, Rob Bowes, Randy Angle

Independent computer game developers have made themselves respectable in the computer game industry. They're making money! They're not getting rich, but they are living their dreams. How did this happen? How were they able to make it work? How might your dreams and talents lead you into this realm, successfully? We'd like to discuss that with you.

Attendees will be able to take away a useful understanding of the complexities, obstacles, and opportunities Indie game makers face. The format will be 40 minutes distributed among the speakers with 10-15 minutes for Q&A.

Room 156 2:00 PM

What's New with Issaries

Greg Stafford

The creator of Glorantha, one of the best-realized fantasy worlds in role playing will discuss where Issaries and its flagship game, HeroQuest, has been and where it is going.

Room 156 3:00 PM

What's new at Green Ronin

Steve Kenson

Designer and Developer of Mutants and Masterminds Steve Kenson reveals all on the upcoming schedule of Green Ronin Games.

Room 156 4:00 PM

Getting Shot

Raymond "Buzz" Nelson, George Greene, Kevin Andrew Murphy

Wounds and injuries in games and reality. Background information on the reality of getting shot or hurt, and healing. Con-goers with similar experience please attend and contribute.

Room 1561700 (05:00 PM)

From War to Game:

Raymond "Buzz" Nelson Ken Hite

War is a very messy experience with rules no one follows and plans that fall apart the moment the enemy is sighted. How do you really model real conflict in a game? From both the aspect of what rules are needed, and also challenges to GMs to make the experience "real" for their players.

Room 156 6:00 PM

State of the RPG Industry

Aldo Ghiozzi, Joseph Goodman, Stephen Chenault

What is the latest word in the hobby game industry? Find out about trends and the future. We will provide information on the latest on the industry, including hot items, future trends, retailer trends and distribution.

Monday

Room 156 10:00 AM

Where is the Bathroom?

Raymond "Buzz" Nelson, Anders Swenson

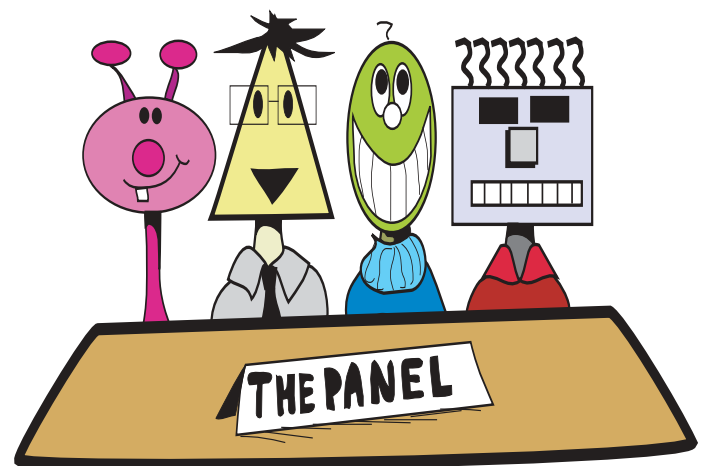
PCs can go through an entire campaign without ever needing to know where the bathroom is, or what it looks like. Where's the kitchen? The Pantry? The Laundry room? Do these things belong in a game as well as in real life? How can the GM make the mundane a vital part of the adventure experience.

Room 156 11:00 AM

Humor in Role Playing

Randy Angle

A workshop in bringing humor to the game by both GMs and players.



Society for Creative Anachronism

Mt. Diablo Room — Right Off Main Lobby

There will be a display of armor and weapons all weekend, including both replicas of medieval and renaissance arms and armor, as well as the weapons used in the SCA fighting demos held during the convention. We welcome everyone to stop by, try on armor and ask questions about their use during the breaks between demos and seminars. This schedule went to press long before the convention, so check the sign outside the room for last-minute changes.

Friday:	3 pm on	Setup and open discussion
Saturday:	9:00 AM	Room opens
	10am to 12pm	Amtgard boffer demo (Outside)
	10am	Seminar: Slings and.... Slings. No arrows required.
	11am	Seminar: Heraldry 101 - How to make your own coat of arms
	1-3 pm	SCA COMBAT DEMO (Outside)
	4	Seminar: Castle sieges/battlefields
	5:30	Seminar: Archery - Keeping your enemy at a distance
	7	Seminar: Herbology in the Renaissance
Sunday:	9:00 AM	Room opens
	10:30-12	fighting demo (Aikido in Salon 2)
	10am	Seminar: Topic to be announced
	11am	Seminar: Introduction to SCA-style fighting (outside)
	1-3 pm	SCA COMBAT DEMO (Outside)
	4pm-6pm	Amtgard boffer demo (Outside)
	4	Seminar: Basic Tunics - How to make your own
	5:30	Seminar: Traveling and Horses on the open road
	7	Seminar: Open discussion: why we do what we do.
Monday:	9:00 AM	Room opens
	11:30	SCA COMBAT DEMO (Outside, if anyone has the strength)

Martial Arts & Live Action Demos

Salon 2 and Bishop Ranch Patio

Sunday in Salon 2 and both Saturday and Sunday on the patio (weather permitting,) DunDraCon will host demonstrations of martial arts, including both western and eastern styles: Amtgard, a live action group that includes live combat (with padded weapons), the Society for Creative Anachronism, a medieval re-creational society which uses real armor with rattan weapons and the Rocky Valley Aikido dojo. Please make note of the schedule above, as well as checking the schedule posted outside the Mt. Diablo room. Amtgard will have their own table set up in the hallway, near the artists' tables.



Role-Playing Demonstration Games

Sunday

Want to try something new, especially on the spur of the moment? Try one or more of these introductory games. Just drop in and see if there's room—no registration required.

Friday

Learn to Hack- Love to Hack!

Friday, 8:00 PM in Salon C for 6 hours

System: Hackmaster

GM: Steve Willett

Characters created for game

Variations:

Heard of HackMaster? Want to learn to play but never had the chance to try? Here's your chance! Learn to roll up a character and then run through your first HackMaster session!

The Dog Princess

Friday, 8:00 PM in Salon FG table 9 for 4 hours

System: Erodani Adventures

Power Level: starting

GM: David Wainio

All characters provided by GM

Variations: new system

Mixes anime, game system, and traditional FRPG concepts. Ages 12 and up. Will teach, have characters. Rescue the dog. I mean princess.

Saturday

Tales of Brightwood

Saturday, 10:00 AM in Pleasanton table 1 for 2 hours

System: Faery's Tale

Power Level: Beginner

GM: Patrick Sweeney

All characters provided by GM

Variations: Faeries provided, no minis needed

Learn to play Faery's Tale, the storytelling game of faery folklore for ages 6 & up, with creator & publisher Patrick Sweeney. Play a pixie, brownie, sprite or pooka investigating a horrible giant's attack on a village (or was it?), helping a mute minstrel reverse a curse, or taking part in a faery tournament. Families welcome.

Beautifulharmony Module Demo

Saturday, 11:00 AM in Pleasanton table 4 for 6 hours

System: Hero 5th ed

GM: Thomas Rafalski

All characters provided by GM

Beautifulharmony Multimedia's current modules (and possibly 1 ready for play-testing) will be on the table. Scenario will be determined by a vote of participants. For scenario availability or other questions, please stop by the GPA Showcase in the Dealer's Room.

Tales of Brightwood

Saturday, 12:00 Noon in Pleasanton table 1 for 2 hours

System: Faery's Tale

Power Level: Beginner

GM: Patrick Sweeney

All characters provided by GM

Variations: Faeries provided, no minis needed

Learn to play Faery's Tale, the storytelling game of faery folklore for ages 6 & up, with creator & publisher Patrick Sweeney. Play a pixie, brownie, sprite or pooka investigating a horrible giant's attack on a village (or was it?), helping a mute minstrel reverse a curse, or taking part in a faery tournament. Families welcome.

Goblin Run

Saturday, 1:00 PM in Salon AB table 8 for 4 hours

System: Erodani Adventures

Power Level: starting (Lvl 1-2)

GM: David Wainio

Characters may be provided by GM

Variations: new system

Anime, computer and "old school" in a new action oriented FRPG. Kanji can't afford expensive help so he hired you to brave the goblins.

Tales of Brightwood

Sunday, 10:00 AM in Pleasanton table 1 for 2 hours

System: Faery's Tale

Power Level: Beginner

GM: Patrick Sweeney

All characters provided by GM

Variations: Faeries provided, no minis needed

Learn to play Faery's Tale, the storytelling game of faery folklore for ages 6 & up, with creator & publisher Patrick Sweeney. Play a pixie, brownie, sprite or pooka investigating a horrible giant's attack on a village (or was it?), helping a mute minstrel reverse a curse, or taking part in a faery tournament. Families welcome.

Beautifulharmony Module Demo

Sunday, Noon at Hallway table 1 for 6 hours

System: Hero 5th ed

GM: Thomas Rafalski

All characters provided by GM

Variations:

Beautifulharmony Multimedia's current modules (and possibly 1 ready for play-testing) will be on the table. Scenario will be determined by a vote of participants. For scenario availability or other questions, please stop by the GPA Showcase in the Dealer's Room.

Tales of Brightwood

Sunday, Noon in Pleasanton table 1 for 2 hours

System: Faery's Tale

Power Level: Beginner

GM: Patrick Sweeney

All characters provided by GM

Variations: Faeries provided, no minis needed

Learn to play Faery's Tale, the storytelling game of faery folklore for ages 6 & up, with creator & publisher Patrick Sweeney. Play a pixie, brownie, sprite or pooka investigating a horrible giant's attack on a village (or was it?), helping a mute minstrel reverse a curse, or taking part in a faery tournament. Families welcome.

The Next Hokagi

Sunday, 1:00 PM in Salon 2 table 3 for 4 hours

System: Erodani Adventures

Power Level: starting (Lvl 1-2)

GM: David Wainio

All characters provided by GM

Variations: new system

Anime, computer and "old school" in a new action oriented FRPG. Young martial art type characters face their "ninja test" for the Rock village.

Tales of Brightwood

Sunday, 2:00 PM in Pleasanton table 1 for 2 hours

System: Faery's Tale

Power Level: Beginner

GM: Patrick Sweeney

All characters provided by GM

Variations: Faeries provided, no minis needed

Learn to play Faery's Tale, the storytelling game of faery folklore for ages 6 & up, with creator & publisher Patrick Sweeney. Play a pixie, brownie, sprite or pooka investigating a horrible giant's attack on a village (or was it?), helping a mute minstrel reverse a curse, or taking part in a faery tournament. Families welcome.

Monday

Learn to Hack- Love to Hack!

Monday, 10:00 AM in Room 171 for 6 hours

System: Hackmaster

GM: Joe Costa

Characters created for game

Variations:

Heard of HackMaster? Want to learn to play but never had the chance to try? Here's your chance! Learn to roll up a character and then run through your first HackMaster session!

Board Games

Salon 1

Board Games will be joined informally by signing up in Salon One, where a book for all announced board games will be posted. This will allow players to show interest for any and all games they're planning to show up for. This is essentially a matching service. Please bring your own game copies of you have them.

Friday

5pm – Mid World of Warcraft: the Board Game.
GM David Camp

WoW: tBG is a team-based fantasy adventure. The Horde and Alliance factions must compete to be the first to defeat the invincible Overlord – be it the Lich-King Kel'Thuzad, the dragon Nefarian, or the demon Kazzak – or, failing that, to be the last faction standing when it comes to all-out war!

6pm – Mid Arkham Horror
GM Nathan Hirth

The year is 1926. The place is Arkham, Massachusetts. Gateways to places horrible beyond imagination are opening up all over town, releasing hideous creatures into the streets to stalk the night. Worse yet, if enough of these gates open up, a creature of unfathomable power will be unleashed on the world. Pitted against these overwhelming odds is a small band of investigators determined to beat back the uncaring forces of the universe. They'll have to delve deep into the mysteries of the Mythos and use all of their skills, weapons, and spells if they want to have even a slim chance of success.

6pm – mid Titan!
GM Dan Cloutier

Titan is considered by many to be one of the finest boardgames ever created. This is a rather complex game, so some prior experience is strongly suggested. If we have enough players for 2 rounds, we'll schedule a playoff game.

6pm – mid Zombies!
GM Jerry 'His Divine Shadow' L

Zombies Marathon, one night only!

6pm – 10pm Free the Prisoners (Warhammer Quest)
GM Paul W. Graham

During a recent raid on Miragliano, the Orcs took around twenty wealthy and influential citizens as captives. The Warriors have been deployed to enter the blighted Marshes and rescue the prisoners from the dungeons.

6pm – 11pm Age of Renaissance
GM Misha Wilkinson

A semi-sequel to Civilization. Players attempt to build up their cultures during the Middle Ages through economics and conflict.

6pm – mid The Napoleonic Wars
Gm Kevin Yin

The year is 1805, and Europe is in flames. A resurgent France under the brilliant Napoleon makes her bid for continental domination. Play as one of five great powers and decide the course of history.

7pm – 11pm Power Grid

GM Gabriel Vesperman

Power Grid is a game of money and resource management. Expand your power network, power plants and don't forget to buy enough resources to win the game. Italy/France & Germany/America maps, possibly Benelux/Central Europe.

7pm – 11pm Settlers of Catan

GM Kyle Kiefer

Settlers of Catan, what else needs to be said? I have eight settings and intend to use the old expansion rules from the 1st US edition for 8 players.

Saturday

8am – 4pm Revenge of the Sith Lord (Dungeoneer)

GM Andy Marshall

Adventurers unit to rid the realm of a growing evil. Explore the depths of the tomb and defeat the Lich Lord.

8am – mid Settlers of Catan – Upside Down

GM Shawn Mellis

Settlers of Catan with "random upside down" variation. This game is for fun, beginners welcome.

9am – 5pm Combat Commander: Europe

GM Gordon Monson

This new WWII infantry game is an inspired fusion of board and card gaming. Fire and maneuver your units (officers, squads, and fire teams) across hex tactical maps – if you have the right cards! German, American and Russian infantry, support weapons, ordnance, off-board artillery and fortifications – it's all here. We will have two sets (minimum); since most scenarios are less than two hours, we will be running eight games in four sets of two each.

9am – 1pm The Beast (Warhammer Quest)

GM Paul W Graham

Captured by the Warlord Ugrul Headsticka while exploring the ruins of Karak Azgal, the Warriors have been given a chance to escape and, in the process, provide entertainment for the Warlord.

10am – 2pm Puerto Rico!

GM R.J. Heald

Come play the award-winning Puerto Rico board game. Develop your plantations and ship the most goods! Format will be 1 elimination round with one final round that may feature the expansion. Please bring your extra game copies.

10am – 2pm Rudiger Dorn Fest

GM Angelo Sphere

Ready for intense strategy? Then you're a Louix XIV man for sure. Ready for rollicking Italian wheeling and dealing? Then you're ready for a walk through the streets of Genoa. Whichever your type, you will love Rodger Dorn's two famous games. We will play them in tandem, two rounds of each, for the Franco-Italian Gran Prix du Intrigue. Be there!

10am – 2pm Shadows over Camelot

GM Gabriel Vesperman

Camelot is under attack by the forces of Evil. Come play this cooperative game to save Camelot and uncover the traitor. Quests need to be done for the glory of Camelot while defending the castle form invaders.

Sunday

10am – 4pm Duel of Ages

GM Greg Wong

Bill Cody rides across the plains on his mountain bike, determined to meet up with his alien ally known as the Nerve Puppet. Little does he know that at that very moment, Quarterback lies in wait ready to throw a grenade at him. This must be Duel of Ages! Beginners are welcome.

10am – 6pm Arkham Horror – Curse of the Dark Pharaoh

GM Dennis Baum

A terrible creature from beyond time and space is waking, roused by the dimensional gates that are opening all over Arkham. The players must join forces to close all of the gates before this Ancient One awakens. Based in 1926 Arkham, this variant features the affects of an Egyptian museum exhibit on the town

10am – noon Games Publishers Association grab bag

GM Dave Wainio

Games from small publishers are available to try out. Grab what interests you and get started! Drop in when you can, stay as long as you wish.

10am – 2pm Power Grid

GM Robert Silva

Game of business and economic expansion, building a power company while competing with others for the market. Turn based, exciting and thrilling game of business.

9am – 4pm Cosmic Encounters

GM Robert Martz

Play the game that inspired Magic: the Gathering. Be an alien that bends (or breaks) one of the rules to take over the Universe. Simple game that is easily taught and is never the same. Be the Virus or the Sniveler!

Noon – 8pm Diplomacy

GM Ryan Lee

The most simplistic but yet the most strategic games out there. No dice, no cards. Try to gain control of a majority of strategic provinces across Europe before the beginning of World War I.

1pm – 3pm Halley's Hold'em

GM Dave Wainio

A new dicing game with a sci-fi gambler theme. Something akin to mixing poker, roulette, black jack and liar's dice. Fun, fast rounds.

2pm – 8pm Magic Realm (Sat, 2 pm – 8 pm, table 6, 6 players)

GM Rory Toma

It's the old Avalon Hill Magic Realm game! I've owned this game since the early 80's and have never played it. I'm going to play it and DunDraCon is where it's going to happen!

6pm – 10pm Empire Builder

GM Ian Henrich

Railroad building game where you draw out your rail lines then pick up and deliver goods to generate money to expand.

See Other Games & Events on page 20 for **461 B-17: Queen of the Skies**, Saturday, 6:00 PM in Pleasanton for 6 hours

9am – 5pm Combat Commander

GM Gordon Monson

This new WWII infantry game is an inspired fusion of board and card gaming. Fire and maneuver your units (officers, squads, and fire teams) across hex tactical maps – if you have the right cards! German, American and Russian infantry, support weapons, ordnance, off-board artillery and fortifications – it's all here. We will have two sets (minimum); since most scenarios are less than two hours, we will be running two games four times.

9am – 3pm A Game of Thrones: A Feast for Crows

GM Scott DiBartolo

Winter is coming. Westeros is in chaos. Death and destruction is everywhere. The call for war covers the lands. The 9 Great Houses all vie for power, using diplomacy, cunning, threats and brute force to decide who will ultimately sit on the Iron Throne. A special event by the Central Valley Wargamers, this event will feature a 3' x 6' hand painted map, miniature soldiers, knights and even Dragons!

9am – 1pm Hell's Gate (Warhammer Quest)

GM Paul W Graham

In the dungeons below Karak Azgal, a gate has been opened by evil sorcery. The gate leads to the plains of the Dark Lands, and monsters are continually spewing out of it's black depths in the ruined Dwarf city. The brave warriors must venture into the city and seal the gate!

9am – 6 pm Twilight Imperium

GM Jay T. Leone

Variations: Special Objectives, Altered ISC card, 2q additional strategy cards

Twilight Imperium is an epic D10 space battle game of diplomacy, fleet building, and conquest. 3rd edition rules include various new elements. Turns rotate quickly so players don't side idle for long!

10am – 8pm Axis and Allies

GM David Hill

Optional rules will be in effect that will allow each nation to choose a national advantage. Some slight rules changes will be implemented to help balance the game.

10am – noon Game Publishers Association grab bag

GM Dave Wainio

Games from small publishers are available to try out. Grab what interests you and get started! Drop in when you can, stay as long as you wish.

11am – 7pm Advanced Civilization

GM Michael C. Mikulis

See who can create the most advanced civilization. Face barbarian hordes, crush slave revolts, endure famine, and defeat pirates while developing astronomy, architecture, metalworking, philosophy and theology.

Noon – 8pm Star Fleet Battles

GM Andrew J. Davis

Do you have what it takes to prove your mastery of interstellar combat? Then step up to the challenge of the Olympiad of the Galaxy! Starship warriors of all races will vie for the treasured Veridium Cluster of Honor in this battle to the death. (Star Fleet Battles Captain's Rulebook will be used.)

1pm – 3pm Halley’s Hold’em

GM Dave Wainio

A new dicing game with a sci-fi gambler theme. Something akin to mixing poker, roulette, black jack and liar’s dice. Fun, fast rounds.

1pm – 5pm Betrayal at Hill House

GM Cory Sober

Once, twice or thrice? How many times can you survive? Betrayal at the House on the Hill is a different game each time it is played. Bring copies if you have them. Prizes will be given.

3pm – 7pm Cosmic Encounters

GM Daniel Cooper

Play the game that inspired Magic: the Gathering. Be an alien that bends (or breaks) one of the rules to take over the Universe. Simple game that is easily taught and is never the same. Be the Virus or the Sniveler!

6pm – 10pm Wings of War over France

GM Thomas Granvold

It is “bloody” April 1, 1917. Join the 23rd squadron or Jasta 5 in the fight over France. Wings of War with altitude rules are used.

Animé Room

Salon H

The Bay Area Animation Society will host a Convention long festival of animation features in Salon H. Come enjoy the show whenever you have time.

Currently planned features include:

Read or Die (the original OVA, not the TV series)
Lord of Lords Ryu Knight (TV series, light fantasy)
Gundam Evolve (OVA series, mecha)
Ghost in the Shell: Stand Alone Complex (TV Series, sci-fi)
Avenger (TV series, sci-fantasy)
Blood+ (TV series, vampires / action)
Capeta (TV series, racing / action)
Samurai Champloo (TV series, action)
Uninhabited Planet: Survive (TV series, action)
Cutie Honey: The Motion Picture (Movie, action, superheroes)
Shinobu (Movie, action, ninja romance)
Megazone 23 Parts I and II (Movies, sci-fi)
New Police Story (Movie, Jackie Chan action film - 2004)
Code Geas (TV Series, action, psi-powers)
Rescue Wings (TV Series, military action drama)
Tales of Phantasia (OVA Series, fantasy)
Tsubasa Chronicle 2 (TV Series, fantasy, action)
Ah! My Goddess: Sorezore no Tsubasa (TV series, romance, comedy)
Black Cat (TV Series, action comedy)
+ one of five different Yamato movies and a few assorted music vids and other shorts.

This list is subject to change, so check the schedule posted outside Salon H for final times and features.

DunDraCon Painting Contest

Bring your best painted miniatures to DunDraCon 31 for a painting contest sponsored by Reaper Miniatures.

Categories:

- * Best Single Miniature (size: 2” X 2” X 2” or smaller, not including base)
- * Best Group or Unit (3 or more figures)
- * Best Large or Vehicle Miniature (size: over 2” X 2” X 2”)
- * Best Young Master Miniature (Painters Age 15 or under)

Awards:

The best three entries (1st, 2nd, 3rd) in each category will be awarded ribbons (courtesy of DunDraCon) and prizes (courtesy of Reaper Miniatures), as well as a special prize for Best in Show. In addition, there will be random participation prizes!

Rules:

- * Submissions will be accepted at the Reaper Paint and Take table in the Dealers’ Room from 10:30 AM to Noon on Saturday, February 17th. Note that the deadline for submissions is noon on Saturday. The awards ceremony will be at 1 PM the same day.
- * Entries must be made in person by the painter. Entries must be the work of the painter. Any entry proven to be painted by anyone other than the entrant will be disqualified and the next best entry will take its place.
- * Each participant may only submit one entry in each category.
- * Judge(s) may re-categorize entries as they deem appropriate.
- * Participants must be in attendance at the awards ceremony to receive random participation prizes, but attendance is not necessary for entries that place.

This is an official Reaper Black Lightning Event, sponsored by Reaper Miniatures and run by Michael Klieman (“mclimbin”), Black Lightning #CA009

Come on, let’s see what you’ve got!

Events for Kids

Danville Room

Randy Kreidt is providing scheduling for young members from 10:00 AM to 5:00 PM on Saturday and Sunday in the Danville Room. Sign up at the game in the Danville Room for these games.

Saturday

10 am Cloud 9
11 am Phoenix & Tic-Tac-Check (2 Player Chess)
12 pm Ice Cream & Space Shuffle
1 pm Wallamoppi & Blink & Catch the Match
2 pm Rook & Pic Picnic
3 pm Papa Bear & Number Chase
4 pm Bang! & Pet Detectives
5 pm China Moon & Cats, Rats, and Bats

Sunday

10 am Beetles & Penguins
11 am Snorta & Monkey Memory
12 pm Basari
1 pm Apples to Apples
2 pm Sherlock & Flea Circus
3 pm Woolly Bully & Flea Circus
4 pm Warriors & Nobody But Us Chickens
5 pm Jungle Speed & Cluzzle

Later entertainment for Older Kids

Friday

Noon Attika Build your Grecian city or connect the Temples
2 pm Caylus Build the Castle. This is the new Puerto Rico. Ranked #3 on GameBoardGeek
5 pm Parthenon: Rise of the Aegean An excellent strategy game of trading and building.
8 pm Stonefarers: Settlers of the Stone Age—'Nuff Said

Saturday

7 pm Seafarers—Again... 'Nuff Said
9 pm Goa Another excellent Puerto Rico wannabe, Ranked 13 on GameBoardGeek—Spices!

Sunday

7 pm Cheops: Settlers of Catan, Cheops, build the Pyramid!
9 pm Amun Re Do it again (build the Pyramids!)

Monday

11 am Elfenland Travel the length and breath of the Elfenland
2 pm Anno 1503: Settlers in the New World!
3:30 pm Power Grid Build your PG, ranked # 4 on GameBoardGeek

Other Kid-Friendly Events:

Monstersmash

Sunday, Noon in Salon C for 3 hours

System: Monstersmash

GM: Alicia Hansen

Materials can be provided by GM

Variations: Drop-in game—no registration required

A long-time DunDraCon favorite! Death, destruction, dirty fingers! Ah, there's nothing better than the smell of fresh Play-Doh in the morning - except maybe the roar of the death chant when you pound your opponents' clay monsters into mush...

Conducted by the undefeated 3 time champion Alix Hansen.

LARPS:

241 The Name of the Game

741 Monkey Island: Pirates vs. Ninjas

Card Games:

233 Munchkin Cthulhu Playtest

332 Munchkin Impossible Tournament

Role-Playing Demos:

Tales of Brightwood - Saturday, 10:00 AM

Tales of Brightwood - Saturday, 12:00 Noon

Tales of Brightwood - Sunday, 10:00 AM

Tales of Brightwood - Sunday, Noon

Tales of Brightwood - Sunday, 2:00 PM



Official Games / How To Sign Up

How to sign up for a game

There are two main game groupings at DunDraCon:

- 1) **Open Gaming**, where anyone can run or play a game. All games in Salon E and board games in Salon 1.
- 2) **Official Games**, which, other than a few exceptions noted in the game description, are signed up for through DunDraCon's Game Registration system as detailed below.

All games which use the Game Registration system are numbered, and all numbered games are signed up for through Game Reg.

Game Registration

The fine print:

DunDraCon's Game 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 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 more players into a game, or an assigned player might not show up. It is up to the GM and other players to allow extra players into a game. Please be patient, be polite, be flexible if necessary. If you really, *really* want to get into a particular game, volunteer at the Con! Volunteers who work four hours will receive a Priority Slip, which is a near guarantee of getting into your first choice game. (Volunteers who work eight hours will also get their membership fee refunded!)

How it works:

Read this Booklet and the Errata sheet 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 Games Reg area. We will do our best to keep you updated during the weekend.

There are eight Game Registration Sessions and seven Sign-up Periods 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.

Each game has a number based on the starting time. All games in the 101-199 range are in Session 1, all games from 201-299 are in Session 2, etc. (The Sunday 3-5 PM sign-up period covers games from Sessions 7 and 8.)

For your convenience, you may submit a slip for any session up until the final sign-up period for that session.

This means you may turn all of your slips in on Friday night if you choose.

There is no advantage in signing up early for a game, as the time the sign-up slip is submitted does not affect your chances, so long as it is submitted on time for that particular session.

You may sign up for three game choices per session. The 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 program weights your chances by the number of games you have already been assigned to.

A person who has not been assigned to any game yet has a better chance of getting into a game than someone who has already been placed into a game at a previous session.

Write your name, member number and game numbers clearly on the sign-up slips.

Neatness does count! 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!

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 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 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 any game. The computer only accepts three choices per member per session. If you change your mind and wish to submit a different set of game choices for a session, please mark on the new slip that it overrides any previous choices. Otherwise our staff doesn't know which is more important to you.

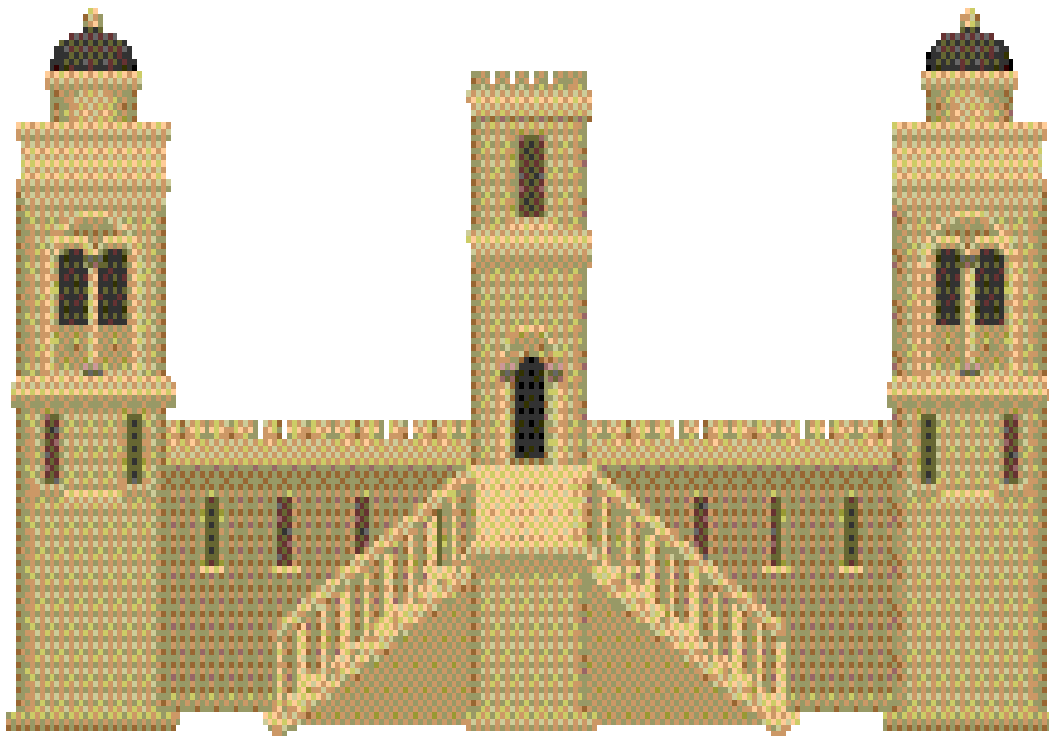
The results of each Game Reg session will be posted on the DunDraCon website at <http://www.dundracon.com> and near the Game Reg area of the hotel as soon as the process allows.

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 program after a Game Reg session closes. We will process all the data as quickly as possible.

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.

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.**

SESSION	GAME#	LAST SIGN UP SESSION	FORM COLOR	FIRST START TIMES
1	101-199	FRI 5:00 – 7:00 PM	Gray	Friday Night
2	201-299	FRI 7:00 – 9:00 PM	Pink	Saturday 8:00 AM
3	301-399	SAT 9:00 – 11:00 AM	Blue	Saturday Noon
4	401-499	SAT 3:00 – 5:00 PM	Tan	Saturday 6:00 PM
5	501-599	SAT 7:00 – 9:00 PM	Green	Sunday 8:00 AM
6	601-699	SUN 9:00 – 11:00 AM	Lilac	Sunday Noon
7	701-799	SUN 3:00 – 5:00 PM	Yellow	Sunday 6:00 PM
8	801-899	SUN 3:00 – 5:00 PM	White	Monday 8:00 AM



Live Action Role-Playing Games

A live action roleplaying game, or LARP as it is commonly known, is a form of role-playing game where the participants perform some or all of the physical actions of the characters they play the role of.LARPs are a form of immersive storytelling-based improvisational theater, and GMs often bring props and the players costumes. This year at Dundracon we have an Introductory LARP “Time Warp” at 7pm on Friday for those that are new to live action roleplaying games, a seminar at 11am on Saturday for discussion about LARPs, and two “kid-friendly” LARPs, one at 10am Saturday”The Name of the Game”, the other at 6pm on Sunday ”Monkey Island: Pirates vs. Ninjas”. There will also be a LARP planning session for the upcoming Kublacon convention on Sunday at 10am.

LARP Rules :

- LARP Central is a bulletin board in the hallway between Con Registration and Open Gaming. This board will contain the complete set of rules, the current schedule, flyers for upcoming LARPs, etc.
- Parents, grandparents and kids often play in the games. Please keep language and conduct to appropriate levels for the rating of the game. Some LARPs are marked as KID FRIENDLY and are suitable for kids as young as 8.
- No one will be turned away from any LARP solely based on age, however, some games are marked MATURE THEMES—these games contain more adult topics making them roughly equivalent to PG-13.
- All LARPs except for the 7pm Friday Intro LARP are signed up at Games Registration. The list of players who have successfully signed up for each LARP will be posted at Games Registration and on LARP Central shortly after each series of registrations closes.
- An hour before each LARP an “overflow” list will be posted on the LARP Central bulletin board—from this list will be drawn replacement players for anyone who is late for a game.
- You must show up on time at your LARP or your character will be assigned to someone on the overflow list.
- During the LARP, don’t touch anyone you don’t know and don’t have permission to touch. When in doubt, don’t touch. This also means don’t touch them with anything else (baseball bat, feather, whatever).
- LARPs are just a game. Say “I pull the fire alarm.” Do not pull the fire alarm. Please do nothing illegal or immoral as part of the game.
- No alcohol. Please do not come inebriated and please do not drink during the game.
- The GM rule is law. GMs will usually entertain 30 seconds of discussion. If still not swayed, the game must go on, so please don’t argue.
- Along the same lines, if you ask one GM in a game for a ruling and don’t like it, and then go ask a different GM for a ruling, this is called “Mom and Popping” and is grounds to be thrown out of the game, and potentially banned from future games by that troupe.
- If you can, please resolve your own disputes. The rules of most LARPs are often very simple, so if two players can resolve issues between themselves, please do. It makes the play experience better for players and easier for GMs.
- During the LARP, if you have to leave please tell a GM—do not just vanish.
- Please treat each other and the GMs with respect. You’re all here to have fun.

LARP Seminars:

Seminar: LARPs - Running and Playing

Saturday 11:00 AM in Seminar Room 156 for 1 hour
Panelists: Lori Priebe, Jennifer Brozek, Bill Howard, Joe Parzanese
Interested in getting started running or playing in LARPS at Dundracon or anywhere else? Attend this seminar with members who both run and play LARPs; ask questions, bring your own suggestions and ideas.

Seminar: Kublacon LARP Planning Session

Sunday 10:00 AM in Pacific Room for 1 hour
Panelists: Joe Parzanese, David Oberholzer
If you would like to run a LARP at Kublacon in May, or are a player and would like to make suggestions about upcoming LARPs, this is your opportunity to meet with Kublacon’s LARP Coordinators and fellow LARP GMs to plan for this upcoming game conference.

Friday

Introductory LARP: Time Warp

Friday 7:00 PM in Room 570 for 4 hours and 12 players
Genre: Science Fiction LARP (no costuming required)
System: GM Fiat
Troupe/GMs: Verisim (Kurt Horner, Amanda Carpenter, Alex Graham)

Your team has a mission! It is indescribably important, which must be why the briefing was so... brief. At least you have tools!

This Introductory LARP is designed to be easy and fun for new and experienced LARPer, with simple rules, no complex history/background, a *mostly* cooperative scenario, and wacky time traveling fun. If you’ve never LARPed before or tried it once and felt overwhelmed, give this LARP a try. Sign up for this LARP starts in room 570 at 6 PM.

Session 1. 100 Series games Sign up by Friday 7:00 PM

The registration forms for this session are **Gray**

141 Toturi the First

Friday 8:00 PM in Pacific Room for 5 hours and 30 players
Genre: Legend of Five Rings LARP (oriental costuming welcome)
System: L5R LARP Rules Troupe/GMs: TandemArts (Max Iloff, Bernadine Ritz, Joel Moore) It’s been a few years since you were invited to The Emperors Winter Court. During the space of that time, war and strife have taken their toll on the land and the New Emperor Toturi the First has taken power. Formally a Lion, he has shown great restraint and wisdom in his reign. Some are not so happy with it, what plots and schemes do the daimyos have in store for their emissaries?

14 Come and represent your clan, and try not to be assassinated.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

241 The Name of the Game

Saturday 10:00 AM in Room 570 for 6 hours and 15 players

Genre: Firefly/Serenity LARP (western/chinese costuming welcome.)

System: L.A.R.P.S. Troupe/GMs: A Gamer Geekus Production (Dylan Gregory, Ryan Walton) Two salvage ships meet to argue over what appears as an abandoned settler transport. A government ship joins and all of them discover there's much more in the "empty" ship than meets the eye. KID FRIENDLY LARP

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

341 MagiCon LXIV (February 16-19, 1221AD)

Saturday 12:00 PM (noon) in Pacific Room for 5 hours and 20 players

Genre: Ars Magica European Fantasy LARP (fantasy costuming welcome.)

System: GM Fiat Troupe/GMs: Erik Dahl The septennial gathering of wizards in the medieval Order of Hermes also faces a serious task: a group of them is accused of a high crime, and to avoid execution they must stand trial and defend their actions to their peers in the Rhine Tribunal.

342 Rhun's Avalon Inn

Saturday 5:00 PM in Room 570 for 6 hours and 20 players

Genre: 7th Seas LARP (pirate/renaissance costuming suggested, but not required)

System: L.A.R.P.S. Troupe/GMs: Endless Adventures (Bill Howard, Jenn Brozek, Rich Taylor) In between free and occupied Castille is Rhun's Avalon Inn. Everyone wanders through his doors for one reason or another.

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

Saturday 7:00 PM in Pacific Room for 6 hours and 20 players

Genre: SuperHero LARP (modern day super-hero costuming suggested, but not required) System: L.A.R.P.S. Troupe/GMs: Gamer Geekus (Aaron Lopez, Dylan Gregory, David Oppenheimer) A new island has appeared near Paragon City. As Heroes and Villians vie for territory, The Justice Brigade has been sent as diplomats resolve the dispute. But the Villians have sent The Nightmare Syndicate to counter their efforts. New players welcome.

442 Changing of the Guard

Saturday 8:00 PM in Salon ABC for 7 hours and 20 Saturday

8:00 PM in Salon ABC for 7 hours and 20 players

Genre: WoD Vampire LARP (modern day or vampire costuming welcome) System: Mind's Eye Theatre, w/House Rules Troupe/GMs: Three Blind Mice (Chris Kummer, Angela Reed, Michael Proctor) Throughout the ages, much remains the same for the undying. The elders fear change, preserving the status quo at all costs. Among the younger kindred, the path to power lies through change

– and the elders. When the silence of the long night is broken, the outcome is always uncertain and has far reaching consequences. Join us for an immersive role-playing experience, where all players have goals, allies, and enemies from the moment they enter our stage. You'll only be bored if you want to be! MATURE THEMES

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

541 Song of the Slow Empires

Sunday 11:00 AM in Room 570 for 6 hours and 20 players

Genre: WoD Changeling LARP (costuming suggested but not required) System: L.A.R.P.S. Troupe/GMs: Dreams of Dierdre

(Erik Oberlin, Devon Apple, Matthew Leslie, Wendy Lo, David Priebe, Lori Priebe) A tale of beauty, drama and mystery. An ancient oath wrapped in a song calls those thought once lost, but more lies beneath the surface. Tensions will run high in this political fantasy drama, as enemies and allies are reevaluated. Bring your imagination and your sense of wonder.

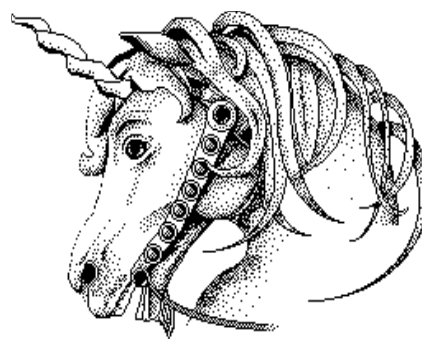
Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

Sunday 12:00 PM (noon) in Pacific Room for 7 hours and 20 players

Genre: 60's SuperHero LARP (early 60's-era or silver age super-hero costuming welcome) System: L.A.R.P.S. Troupe/GMs: Team Volare (Rob Allard, Dave Webb, Dave Lundgren) Jan. 15, 1964, America stands on the brink of civil war within the Delta population. Support of the Delta Registration Act grows, as does resistance. Where will you stand? MATURE THEMES



Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

741 Monkey Island: Pirates vs. Ninjas—a Celebrealty Challenge Sunday 6:00 PM in Pleasanton for 6 hours and 15 players

Genre: Celebrealty LARP (no costuming required)
System: GM FiatTroupe/GMs: Shiny Things Games (Theron Goudeau, Danielle Nichols) Monkey Island, site of infamous pirate adventures over the centuries, now plays host to the ultimate celebrity reality show: Pirates vs. Ninjas! But something sinister is in the works.... KID FRIENDLY LARP

742 A Light from the North

Sunday 7:00 PM in Salon 2 for 6 hours and 14 players
Genre: Steampunk LARP (victorian costuming welcome)
System: GM FiatTroupe/GMs: Verisim (Kurt Horner, Candace Carpenter, Brian Matis) Europe's greatest minds board the HMAS Prometheus to investigate a mysterious blast. A steampunk LARP that explores Science, Nature, Religion and Destiny. MATURE THEMES

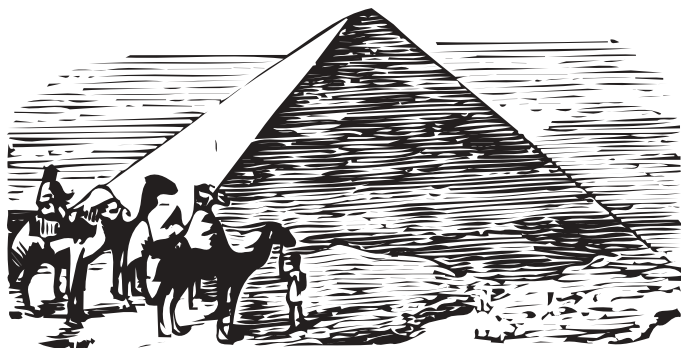
743 Winds of Rage

Sunday 8:00 PM in Salon AB for 5 hours and 30 players
Genre: WoD Werewolf LARP (costuming welcome) System: Mind's Eye Theatre: Laws of the Wild Troupe/GMs: Sudden Stop Theatre Group (Aine Sanders, Tim Ballard, Brian Conolly) They murdered our kinfolk! They murdered indiscriminately and they took our families. We will hunt them down, these Kin Slayers. Their deeds will be remembered, but their names forgotten. MATURE THEMES

Live Action Board Game

Live Wiz-War!

Monday, 10:00 AM in Salon 2 for 4 hours
System: Wiz-War Drop-in game—no registration required
GM: Bryce Nakagawa
All materials provided by GM
Variations: We don't use counters, we use people
Wiz-War is a classic boardgame. This set uses players instead of pawns. Oversized cards and goofy props provide the backdrop for a wizard's duel in a maze of dead ends, locked doors, treasures and of course, hostile wizards who will fireball you at the drop of a hat!



Card Games (Collectible or Not)

All card games are signed up through Games Registration.

Friday

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

131 Epic Edition Highlander

Friday, 8:00 PM in Salon FG tables 1-4 for 6 hours
System: Warlord CCG

GM: Richard Carter

Players provide their own materials

Variations: Decks may contain no more than 1 copy of any card

When variety and inconsistency are the only constants, who will prove victorious?† No more than one copy of any card in decks (and starting formations).

132 Warlord Dragonlord Challenges

Friday, 8:00 PM in Salon FG table 5 for 4 hours

System: Warlord CCG

GM: Richard Carter

Players provide their own materials

Variations: Dragon Lord Challenge 1 on 1

Dragonlord Challenges—Available all weekend long. Do you have what it takes to defeat the guardians of the dreaded Medusan Lords? Find out if you are a Dragonslayer or a Dragon Snack.

133 Environment of Ruin

Friday, 8:00 PM in Salon FG table 7 for 4 hours

System: Ultimate Combat! CCG

GM: Ian Lee

Materials can be provided by GM

Variations: 3 random environment cards put into play

Many CCGs were released in 1995, Ultimate Combat! was one of the more blatant ripoffs of Magic. More fun with less polish. Free decks for people who want them.

134 Mystical Empire CCG Tournament

Friday, 8:00 PM in Room Salon AB tables 10-12 for 4 hours

System: Mystical Empire CCG

GM: Frank Perkins

Materials can be provided by GM

Come experience Mystical Empire CCG—the only action based CCG with structures. Your character determines your actions and what will fight for you. So join in on this awesome new CCG. This tournament will be a†draft with packs of the 3 expansions Dark Union, Reckoning and 1st edition. Play for lots of†prizes including an iPod Shuffle. Rules available in the form of hand-outs.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

231 Hunting Party

Saturday, 9:00 AM in Salon AB tables 1-3 for 8 hours

System: Seaborn Games

GM: Jay T. Leone

All materials provided by GM

Variations:

Fantasy non-collectible/customizable card game (Clue+Euro).

Tourney style. 3 Players per table, 2 tables. Tourney winner

receives a copy of the game (new except will be used for

convention play). See flyers for details.

232 Warlord Dragonlord Challenges

Saturday, 9:00 AM in Salon AB table 5 for 4 hours

System: Warlord CCG

GM: Richard Carter

Players provide their own materials

Variations: Dragon Lord Challenge 1 on 1

Dragonlord Challenges—Available all weekend long. Do you

have what it takes to defeat the guardians of the dreaded

Medusan Lords? Find out if you are a Dragonslayer or a

Dragon Snack.

233 Munchkin Cthulhu Playtest

Saturday, 9:00 AM in Salon AB tables 6-7 for 4 hours

System: Munchkin Cthulhu

GM: Andrew Walters

All materials provided by GM

Variations: Try the playtest version, see it first!

Just because its not out yet doesn't mean you can't play it

here. We'll be trying variations on the Cultist class. Prizes by

Steve Jackson Games!

234 Main Epic Tournament

Saturday, 9:00 AM in Salon AB tables 9-12 for 8 hours

System: Warlord CCG

GM: Richard Carter

Players provide their own materials

Variations:

The Epic format is still relatively new, care to test your

mettle? Swiss Tournament format, promos galore

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

331 Nuclear War

Saturday, 2:00 PM in Salon AB table 4 for 4 hours

System: Nuclear War

Power Level:

GM: Daniel Cooper

All materials provided by GM

Variations: As many decks as I have

Nuke them till they glow and shoot them in the dark!

Eliminate them with propaganda or bury them under a

mushroom cloud. But be careful for the final strike!

332 Munchkin Impossible Tournament

Saturday, 2:00 PM in Salon AB tables 6-7 for 4 hours

System: Munchkin Impossible

Power Level:

GM: Andrew Walters

All materials provided by GM

Variations: Two round swiss, or something

You MUST prove you're the most munchkinly secret agent.

Prizes by Steve Jackson Games!

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

431 Warlord Epic Doubles Tournament

Saturday, 6:00 PM in Salon 2, Tables 3-8, for 6 hours

System: Warlord CCG

GM: Michael Zaret

Materials can be provided by GM

Variations: Doubles Epic Edition

Bring a friend or enemy & work together for a common

cause, to lay waste to your opponents in this exciting format

for the Warlord CCG using Epic Edition rules.

432 Mystical Empire CCG Tournament

Saturday, 8:00 PM in Room Hallway tables 1-3 for 4 hours

System: Mystical Empire CCG

GM: Frank Perkins

Materials can be provided by GM

Come experience Mystical Empire CCG—the only action

based CCG with structures. Your character determines your

actions and what will fight for you. So join in on this awesome

new CCG. This tournament will be a draft with packs of the 3

expansions Dark Union, Reckoning and 1st edition. Play for

lots of prizes including an iPod Shuffle. Rules available in the

form of hand-outs.

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

531 Video Arcade

Sunday, 9:00 AM in Salon AB table 1 for 4 hours

System: Video Arcade Cards

GM: Nicholas B. Weed

All materials provided by GM

Variations:

Do you remember playing the video games in the arcade?

Remember being the top kid with all the skillz? Come play the

card game about 1980's video games.

532 Welcome to the Hellmouth

Sunday, 9:00 AM in Salon AB tables 5-7 for 8 hours

System: Buffy the Vampire Slayer CCG

GM: Don Tresca

Materials can be provided by GM

Variations: Dream Cards on buffycg.com site permitted

Want to be a Vampire Slayer protecting the world from the evils of the night? Or a bloodsucking Vampire preying on the innocent? Now's your chance! Join us.

533 Warlord Dragonlord Challenges

Sunday, 9:00 AM in Salon AB table 8 for 4 hours

System: Warlord CCG

GM: Richard Carter

Players provide their own materials

Variations: Dragon Lord Challenge 1 on 1

Dragonlord Challenges—Available all weekend long. Do you have what it takes to defeat the guardians of the dreaded Medusan Lords? Find out if you are a Dragonslayer or a Dragon Snack.

534 Warlord OPEN Tournament

Sunday, 9:00 AM in Salon AB tables 9-12 for 6 hours

System: Warlord CCG

GM: Richard Carter

Players provide their own materials

Variations: OPEN

Open, the format where any card printed for Warlord is legal, and where crazy things can happen. Swiss Format Tournament.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

631 Ultimate Combat! Draft

Sunday, 1:00 PM in Salon 2 table 1 for 4 hours

System: Ultimate Combat! CCG

GM: Ian Lee

All materials provided by GM

Variations: Straight booster draft.

Lots of CCGs were released in 1995, Ultimate Combat! is one of the more blatant ripoffs of Magic. More fun with less polish. Cards provided and free!

632 Nuclear War

Sunday, 1:00 PM in Salon AB tables 1-3 for 2 hours

System: Nuclear War

GM: Rick Loomis

Materials can be provided by GM



Variations: Please bring a copy of the game if you can

Be the first on your block to blow up your block! Nuclear War, it's a blast! Prizes offered to survivors!

633 Mystical Empire CCG Tournament

Sunday, 3:00 PM in Room Salon AB tables 1-3 for 4 hours

System: Mystical Empire CCG

Power Level:

GM: Frank Perkins

Materials can be provided by GM

Come experience Mystical Empire CCG—the only action based CCG with structures. Your character determines your actions and what will fight for you. So join in on this awesome new CCG. This tournament will be a draft with packs of the 3 expansions Dark Union, Reckoning and 1st edition. Play for lots of prizes including an iPod Shuffle. Rules available in the form of hand-outs.

634 EVE Constructed Tournament

Sunday 3 PM in Salon AB Tables 9-12 for 4 hours

System: EVE CCG

GM: Anton Dovydaitis

Players must provide their own materials

Variations: 52 card min deck; towers/regions not part of sideboard limit

Bring your EVE CCG deck & 13 card sideboard to test your corporate mettle against the competition in four rounds of best of three. Sideboard not usable for first game.

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

731 The Werewolves of Millers Hollow

Sunday, 10:00 PM in Salon FG tables 1-2 for 4 hours

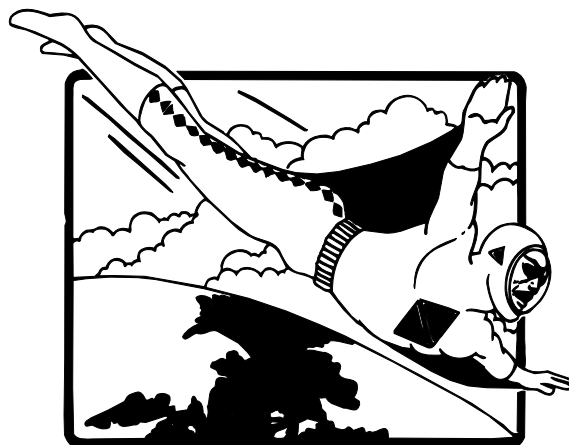
System: The Werewolves of Millers Hollow

GM: Douglas E. Weed

All materials provided by GM

Variations:

Miller's Hollow has been infiltrated; townfolk have become werewolves. Take control and eliminate this ancient evil, before the town loses its last innocents.



Miniatures

All miniatures games are signed up through Games Registration.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

251 What Lies Unseen

Saturday, 9:00 AM at Hallway tables 1-2 for 8 hours

System: Full Thrust

GM: Dennis Seiffert

All characters provided by GM

Variations: MFT, Fleet Books 1&2 Used

A strange craft looms in the sector of space known as "The Darkness." What will the NSL strike force find when it arrives? What will the darkness reveal?

252 Battle for the Old One's Hill

Saturday, 9:00 AM at Hallway table 3 for 8 hours

System: Warhammer Fantasy Battle Power Level: 2250 pts

GM: Simon Kiefer

Materials can be provided by GM

Variations: Simultaneous Rules

You hear of a great weapon buried in a hill in the wilderness, and gather your mighty army to get it. Then you discover you are not alone in your quest.

253 It Came From Outer Space!!!!

Saturday, 9:00 AM at Hallway table 4 for 4 hours

System: Starguard

GM: Peter Bauer

All miniatures provided by GM

Variations: 5th edition

You are a monster from outer-space! ... & you landed to feed & gather food

254 Warhammer 40K Rogue Trader Tournament

Saturday, 9:00 AM in Salon FG table s 1-8 for 10 hours

System: Warhammer 40K Power Level: 1850 points

GM: Chad Martens

Players provide their own miniatures

Variations:

This will be a 3 round, 1850 point tournament using the standard RTT format. † Awards and prizes are provided by Oakland's Endgame.

255 Battle for Earth

Saturday, 9:00 AM in Salon FG table 9 for 8 hours

System: Star Blazers

GM: Nathan Kajikuri

All miniatures provided by GM

Variations:

Dark Nebulan fleet attacks Earth. Can the EDF stop them. Will the Nebulans get to invade? Take part and find out.

256 Armor Ambush

Saturday, 9:00 AM in Salon FG table 10 for 4 hours

System: Starguard

Power Level: Moderate

GM: Bill Kurtz

All miniatures provided by GM

Variations: WB&DM

The Reptilian Armored Column is attempting a far flank maneuver. Your AFVs are superior, theirs more numerous. Your orders: Stop them, kill them.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

351 Eklipse Tournament: Seige of Bak Moor

Saturday, 2:00 PM at Hallway table 4 for 8 hours

System: Eklipse

GM: Erik Barnett

All miniatures provided by GM

The Dwarves of Thorian realize their Under Realm home can be a dangerous place, but who would lay Seige on Bak Moor—mere copper and tin miners?

352 Battle of the Bulge

Saturday, 2:00 PM in Salon FG table 10 for 4 hours

System: Axis & Allies Miniatures

GM: Scott Chelette

Materials can be provided by GM

Axis & Allies Miniatures historical tournament and learn to play scenario. Battle of the Bulge scenario rules from Gen Con Indy 2006

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

451 Vanquish the Darksquash/Legend of the Five Rings/Game M23

Saturday 8:00 PM in Salon FG Table 10 for 10 hours

System: Stargrunt II

GM: Jason Launer

All miniatures provided by GM

Variations: By the book

Vegemite warriors must retake the Stevie Nicks sub-orbital peace platform. Their assault of flavors must unseat lord Humongous or planet Fungoid will be no more.

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

551 Star Wars Miniatures 150 point Constructed Tournament

Sunday, 9:00 AM at Hallway tables 2-3 for 4 hours

System: Star Wars Miniatures

Power Level: 150 points

GM: Curtis Plunk

Materials can be provided by GM

Variations: DCI Scoring/Gambit. Using most up-to-date FAQ/Eratta Experience epic Star Wars conflict using your favorite squad. Swiss-style tournament. Bring a 150-pt squad & a map of choice. Prizes! New players welcome.

553 Warhammer Fantasy Battle Tournament

Sunday, 9:00 AM in Salon FG tables 1-8 for 10 hours
System: Warhammer Fantasy Battle Power Level: 2250 points
GM: Chad Martens
Players provide their own miniatures
This will be a 3 round, 2250 point tournament using the standard RTT format. † Awards † and prizes are provided by Oakland's Endgame.

554 Star Blazers: The Cometines are Coming!

Sunday, 9:00 AM in Salon FG table 9 for 8 hours
System: Star Blazers
GM: Keith Holmes
All miniatures provided by GM
Variations:
In the year 2201, Earth has rebuilt itself. But new threats heads for Earth. Will the Star Forces counter this threat to their home? No experience necessary.

555 Operation Goodwood July 1944

Sunday, 9:00 AM in Salon FG table 10 for 6 hours
System: Flames of War
GM: Charles Gomez
All miniatures provided by GM
Variations:
The British, 11th Armored Div is defending the outskirts of Caen and must hold the line against the German counterattack by the elements of the 1st SS Div (LAH)

Session 6. 600 Series games Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

651 Balin's Tomb

Sunday, 2:00 PM at Hallway tables 2-3 for 4 hours
System: Lord of the Rings
GM: Wyn Robertson
All miniatures provided by GM
Variations:
The Fellowship rests in the Chamber of Mazarbul (Balin's Tomb), while Gandalf searches through the records. Then they hear drums

652 Mechs on the Border

Sunday, 4:00 PM in Salon C for 10 hours
System: Battletech
GM: Samuel Horton
All miniatures provided by GM
Variations: Some house rules, custom mechs
A planet on the border of Davion and Kurita has come under dispute. Both houses have agreed to resolve the situation with Mechs to fight it out.

Session 7. 700 Series games Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

751 Seize the Prize

Sunday, 6:00 PM at Hallway tables 2-3 for 4 hours
System: Lord of the Rings
GM: Wyn Robertson
All miniatures provided by GM
Variations: Some house rules
An ancient and powerful item has been discovered in the wilds of Middle Earth. Four different factions will vie for possession...

752 EARTH vs. OUTER SPACE

Sunday, 6:00 PM in Salon FG table 9 for 6 hours
System: Giant Monster Rampage Power Level: 200-300 pt monsters
GM: Zoran S. Kovacich
All miniatures provided by GM
Variations: minor
The battle lines are drawn and loyalties put to the test as Earth monsters battle space monsters for domination of the planet!

753 Et tu, Sherman VI?

Sunday, 8:00 PM at Hallway table 1 for 6 hours
System: OGRE Miniatures Power Level: Nuclear!
GM: Jim Kundert
All miniatures provided by GM
The Classic game of nukes and giant cybertanks. Big board, LOTS of minis, and a Mark VI that keeps switching sides. Or is it?

Other Games & Events

These are also be signed up for at games registration.

161 Werewolf

Friday, 8:00 PM in Salon FG Table 10 for 4 hours
System: Werewolf
GM: Elisabeth Brewer
All materials provided by GM
Are you a villager trying to rid your town of evil, or a werewolf trying to rid your town of tasty villagers? A game of deception and alliances.

361 Clout

Saturday, 2:00 PM in Salon 2 tables 7-8 for 4 hours
System: Clout
GM: Henry Beals
Materials can be provided by GM
Clout demo and tournament—Come learn to play a game where how you play is as important as what you play. Demos given prior to start of tournament.

461 B-17: The Big Week

Saturday, 6:00 PM in Pleasanton for 6 hours
System: B-17: Queen of the Skies Solitaire Game (by Avalon Hill)
New players welcome
GM: Ron Plunk
Materials can be provided by GM
Variations: Multi-player Squadron 'team' rules; rules taught Join Memphis Belle and Picadilly Lilly as the 8th AF pummels Occupied Europe during 'Big Week' (Operation Argument) targeting Luftwaffe production plants. [Bring a copy of the game if you can]

661 Clout

Sunday, 1:00 PM in Salon 2 table 5-6 for 4 hours
System: Clout
GM: Henry Beals
Materials can be provided by GM
Clout demo and tournament—Come learn to play a game where how you play is as important as what you play. Demos given prior to start of tournament.

Role-Playing Games

All RPGs are signed up through Games Registration.

Friday

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

101 Kindergarten (A Good Omens Production)

Friday, 8:00 PM in Room 143 for 8 hours
System: Storyboard Power Level: Medium
GM: Catherine Klikoff
All characters provided by GM
Variations:
Kindergarten, meaning 'Child Garden' in German. In this Garden you must stand as a protector, for a Harvester approaches. Only the strong will be able to stay its hand.

102 Know Thyself: A Good Omens Production

Friday, 8:00 PM in Room 145 for 8 hours
System: Promethean: the Created Power Level: Slightly Exp
Walking Dead
GM: Gregory A Mathieson
All Characters provided by GM
Variations: none
Welcome to Crane Manor where nightmares are born; it may be home, a prison or a grave. Your muscles ache; as a foggy head clears, you can't recall who or what you are.

103 Hero All-Stars 2007

Friday, 8:00 PM in Room 147 for 8 hours
System: Hero System
GM: Darren Watts
All characters provided by GM
Variations:
Hero Games All-Stars 2007 returns to Dundracon! It's 1965, James Bond has gone missing on a mission and an all-star team of superspies is sent after him!

104 Two Evils Does Make a Right (Part 1)

Friday, 8:00 PM in Room 149 for 8 hours
System: D&D 3/3.5 Power Level: Level 10, 100K gold pieces
GM: Robert Anderson
Players provide their own characters
Variations: most allowed
The World of Natesh in the war against Alexander a Half-Dragon Lich in his attempt to become God. True motives of players / Adventurers are uncertain.

105 Ophiciophobia — The Underground

Friday, 8:00 PM in Room 151 for 6 hours
System: d20 Modern Power Level: 1st
GM: Brian Ransom

All characters provided by GM

Variations:

The characters find themselves thrust into a nightmare of kidnapping, bazaar scientific experiments, and a flaky skinned maniac's plans to breed a new race!

106 The Light at the End of the Tunnel

Friday, 8:00 PM in Room 152 for 8 hours
System: Cyberpunk 2020 Power Level: 70 Max Stat points (not incl. cyber), no skill above 8
GM: Ryan Walton
Characters may be provided by GM
Variations: no borgs
Wanted: A group of Edgerunners to "acquire" a shipment of cargo heading out of Night City, those with claustrophobia need not apply.

107 TV Detective All-Stars: The Queen Is Dead!

Friday, 8:00 PM in Room 154 for 6 hours
System: HERO System 5th Edition
GM: Derek Hiemforth
All characters provided by GM
Variations: Minor
Miss America murdered & the greatest detectives of TV-land must crack the case! Columbo, JB Fletcher, Gil Grissom, Perry Mason & more in all-star mystery fun!

108 Chuck Wagon Cook-off Extreme LIVE! (SRP)

Friday, 8:00 PM in Room 156 for 8 hours
System: Rifts
GM: Craig C Randall
All characters provided by GM
Variations:
Studio Radd Presents: On the menu for this competition is 3-Alarm T-Rex Chili and Dragons Blood Pudding. Good luck hunting your ingredients!

109 Goin' Down

Friday, 8:00 PM in Room 157 for 8 hours
System: D&D 3.5 Power Level: 50K xp, 50K gp
GM: Saylor Van Merlin
Characters may be provided by GM
Variations:
Into the abyss and back again...if you're smart; and lucky!

110 Oops

Friday, 8:00 PM in Room 159 for 8 hours
System: Star Wars / Prime Directive d20 Power Level: 10th
GM: Henry Hill
Characters may be provided by GM
Variations:
Here we go. The Q have messed up and mixed up the two universes. So now is up to you to fix them and set them right. How bad can it be?

111 Castle Crazyness

Friday, 8:00 PM in Room 160 for 4 hours
System: TOON Power Level: High, low, wacky
GM: Doc Cross
All characters provided by GM
Variations: So many, your head will explode
Princess Violet is getting married; King Waldo throws a huge party for her. Naturally, you arrive just in time to mess up the whole thing. TOONing at its most wacky!

112 The Ways of the Warrior

Friday, 8:00 PM in Room 161 for 8 hours
System: GURPS 4th Ed Power Level: 200-250 pts
GM: Mike Wilson
All characters provided by GM
Variations: Star Trek, Space
In space all warriors are cold warriors and as part of the crew of the IKV Bloodlust, the LOUDEST ship in ANY fleet, you will have the opportunity to prove that.

113 The Secret of Cliffhouse Inn

Saturday, 4:00 PM in Room 162 for 4 hours
System: Cthulhu
GM: Richard Silver
All characters provided by GM
Variations:
You are in a Ghostology class. Your final: spend the night hunting ghosts. With brief lecture by Dr. Richard L. Silver, D.O.G. Rest assured, you will be COMPLETELY safe—or your money back!

114 Pytfawl's Olympics

Friday, 8:00 PM in Room 163 for 8 hours
System: D&D 3.5 Power Level: 10th-13th
GM: Dave Wolfe
Players provide their own characters
Variations: Arena Fight!
“Athletes” from across the planes are competing in Pytfawl's trials of sport. Mayhem encouraged, player killing required, tears discouraged, but expected.

115 The Gentleman's Guild of Amateur Criminologists

Friday, 8:00 PM in Room 164 for 8 hours
System: D20 Power Level: 6th-8th
GM: F Bogart Wolf
All characters provided by GM
Variations: Steam-Punk Pulp
Crimefighting/sleuthing in the industrial age of Victorian England. Steampunk superheroes attempt to stop a series of grisly murders before it's too late.

116 Gods at War!

Friday, 8:00 PM in Room 165 for 6 hours
System: D&D 3.5 Power Level: 60th
GM: Louis Contreras
All characters provided by GM
Variations:
Gods fight for supremacy in the world! Epic 3.5 DnD

117 A Gate Too Far (Part I)

Friday, 8:00 PM in Room 166 for 8 hours
System: Call of Cthulhu
GM: Patrick Arakel
All characters provided by GM
Variations: Beginning & Experienced players welcome
It's 1937 and the Emperor of Japan has sent your team of archeologists to a newly discovered city in the mystical mountains of Tibet. Bring honor to Japan.

118 Nocturnum/Visiting Hours

Friday, 8:00 PM in Room 168 for 6 hours
System: Call of Cthulhu d20 Power Level: 6th
GM: Jerry Betti
All characters provided by GM
Variations:
Framed investigators are promised new identities if they can rescue from a mental hospital a man whose missing brother may have info on an approaching comet.

119 Day Zero

Friday, 8:00 PM in Room 170 for 8 hours
System: All Flesh Must Be Eaten Power Level: Standard
GM: David Weinstein
All characters provided by GM
Variations:
Things are usually quiet at the Sigman Mental Health Facility. Now inmates are saying that the dead are rising! Will anyone believe them before it's too late?

120 Matt Sanborn's 'Allnighter'

Friday, 8:00 PM in Room 171 for 6 hours
System: Classic Call of Cthulhu and 1st edition D&D
GM: Dave Noonan
All characters provided by GM
Variations: Some D&D variations and is part LARP part Sitdown
What happens when friends skip work to hook up and play a new game called D&D and get snowed in by the great Northeaster of 1978? The RPG your mama warned you about.

121 Chaos in Cormyr or Trapising thru the Under Dark

Friday, 8:00 PM in Salon 2 for 8 hours
System: D&D 3.5 Power Level: 45-60
GM: Earl Ogden
Characters may be provided by GM
Variations: No Pisonics
The Steel Regent of Cormyr has been kidnapped. Your group has been recruited to rescue her. The trail leads to Myth-Draynor and possibly to the Under Dark and beyond.

122 Kidnapped

Friday, 8:00 PM in Room 374 for 6 hours
System: AD&D 2nd Ed Power Level: Under 78K EXP
GM: Scott Barlow
Characters may be provided by GM
Variations: Spell points, No evil characters, kits allowed

For no real reason, you were arrested in the merchant run (and thus corrupt) city-state of Rodrith. A noble has offered to bail you out for a rescue mission.

123 The King is Dead

Friday, 8:00 PM in Room 375 for 8 hours

System: Call of Cthulhu/Delta Green Power Level: Beginning investigators

GM: Jack Young

All characters provided by GM

Variations: Modern. Minor house rules.

There are five serial predators currently operating in the Pacific Northwest. We just caught a break on one of them.

Gear up: tonight your FBI team is flying to remote Montana to investigate.

124 Tarot Made Flesh (A Good Omens Production)

Friday, 8:00 PM in Room 376 for 6 hours

System: World of Darkness Power Level: Mortal/Second Sight

GM: Bob Kuzmeski

All characters provided by GM

Variations:

It's been 10 months since you faced the spirit that held Lyons, CO in its grasp. But a new string of deaths tell you that the horror you thought you had put behind you is really just beginning.

125 Not a Happy Drunk

Friday, 8:00 PM in Room 377 for 8 hours

System: D&D (3.5 ish) Power Level: 6-8th level

GM: Zack Phillips

All characters provided by GM

Variations: slight

When Ivarr the Quieter keeps drinking, it's a challenge keep him focused. Bring him back to town, but watch out. He's got a temper!

126 Mecha vs. Kaiju Playtest

Friday, 8:00 PM in Room 378 for 8 hours

System: True20 Power Level: 1st

GM: Johnathan Wright

Characters may be provided by GM

Variations: Mecha vs. Kaiju setting

Playtest Mecha vs. Kaiju for Green Ronin's True20 system.

Robot pilots fight ninjas, a crazed drill sergeant, and giant monsters threatening Tokyo!

127 The Long Dark.

Friday, 8:00 PM in Room 379 for 8 hours

System: Volareverse System

GM: Rob Allard

All characters provided by GM

Variations: V&V variation system

Against an evil that threatens the globe, the Watchmen step out of the shadows to answer the call arms. Can they deal with a threat considered out of their league? A Team Volare' production.

128 X-File High: Queen of the Doomed (NEW)

Friday, 8:00 PM in Room 381 for 6 hours

System: Hero Power Level: High School kids with Tricks

GM: Greg Haslam

All characters provided by GM

Variations: Fast and Loose

Prom time! The kids of the O.N.I. Club gear up for more mirth, mayhem and mischief as a vengeful spirit is released to wreak havoc on the students of XFH.

129 Laurelorn Forest Blues

Friday, 12:00 Midnight in Room 153 for 8 hours

System: War Hammer FRP Power Level: Characters midway thru 2nd career

GM: Sean H. Sturgeon

Characters may be provided by GM

Variations: Intro to the WHFRP System

Quickly generate characters then: 2522 post-Middenheim defeat of Archaon. Starting off in Nordlund with Nobles' plots, a road and chaos.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

201 The Lady or the Paulag Cat?

Saturday, 8:00 AM in Room 143 for 4 hours

System: Pendragon Power Level: Beginners Welcome, Mixed expected

GM: Greg Stafford

All characters provided by GM

Variations:

Designer of the Pendragon Game invites you to play. Your new knights have a problem—the lady or the monster? No experience necessary.

202 And the air grows still

Saturday, 8:00 AM in Room 147 for 8 hours

System: Hero Power Level: 10-14d6

GM: Joe Di Lellio

Players provide their own characters

Variations: Minor

You've finally found the time to relax & not have to do anything. Unfortunately, it seems the entire world has the same idea.

203 Stormy Weather

Saturday, 8:00 AM in Room 149 for 8 hours

System: Cyberpunk 2020

GM: Becky Thomas

Characters may be provided by GM

Variations: minor house rules

A Category 5 hurricane will hit Cabo San Lucas in 24 hours. Your job is a little counter-corporate espionage, stay alive, avoid the Federales and looters!

204 Marginally Powered Sit-Com Heroes on Fantasy Island

Saturday, 8:00 AM in Room 151 for 4 hours

System: HERO Games 5th Edition

GM: Wilson Zorn

All characters provided by GM

Variations: 50+50

The Marginally Powered Sit-Com Heroes are back, this time visiting Fantasy Island. Only to find Mr. Roarke missing and the situation going from bad to worse.

205 Escape from Mora Part 1

Saturday, 8:00 AM in Room 152 for 8 hours

System: D&D 3.5 Power Level: 4th Level, other limitations

GM: Joe O'Neil

Characters may be provided by GM

Variations: All 3.5 WOC Supplements

You are the elite troops of the Empire of Mora. Can you make it back to the capitol before the enemy begins their seige?

206 Up A Poodle Without A Paddle

Saturday, 8:00 AM in Room 154 for 8 hours

System: AD&D Power Level: 8-11, Total aggr. 67 levels

GM: Kymron deCesare

Characters may be provided by GM

Variations: 2nd Ed AD&D w/ minor variations; balanced/ good-natured.

Faerie King Oberon summons you; His daughter's life depends on the Puppy of Pristine Prowess' health & happiness. It swallowed the Bauble of Borders; you're going in after it!

207 Send More Heroes

Saturday, 8:00 AM in Room 159 for 8 hours

System: Champions Power Level: 50-60 pt attacks; Max 30 PD/ED

GM: David Rakonitz

Characters may be provided by GM

Variations: Minimal

A superteam vanishes while guarding alien delegates. Never been on an UNTIL space station? No problem. Life support provided. Oh yeah, the stars are right.

208 The Queen of Autumn's End

Saturday, 8:00 AM in Room 160 for 8 hours

System: Mage the Awakening Power Level: Starting

GM: Matthew Iskra

All characters provided by GM

Variations: Changed spirit realms. Not based on Boston Unveiled.

The Stone Oath Covenant trains the best and brightest Awakened youth in its prestigious Preparatory School. The students must unite and save a fellow student.

209 Saturday Night Fevers

Saturday, 8:00 AM in Room 161 for 10 hours

System: GURPS 3rd Ed

GM: Cassandra L. Kyle

All characters provided by GM

Variations: melee, movement, initiative

They said it was just a flu going around . . . they lied.

210 Bayit Arcaneim (House of Mages)

Saturday, 8:00 AM in Room 162 for 8 hours

System: D&D 3.5 Power Level: 18-22, 1M GP limit on Equipment

GM: Duane Frederick

Players provide their own characters

Variations: Core, Eberron, Expanded Psionic, 'Complete Series;' No evil characters

The House of Magic has fallen and must be recaptured for only the power of the House can hold back the deathless curse of Mournland from the rest of Khorvaire.

211 Attack of the Wind-Up Men!

Saturday, 8:00 AM in Room 163 for 4 hours

System: Savage Worlds Power Level: Novice

GM: Ken MacLennan

All characters provided by GM

Variations: Golden Age Heroes

In which America's Broadcasting Capital is assaulted by overgrown toys! Can the heroes of Radio City find and stop the madman behind them?

212 Elizabeth's Legacy

Saturday, 8:00 AM in Room 164 for 6 hours

System: Stargate D20 Power Level: 3rd

GM: Tim Martin

All characters provided by GM

Variations: Wraith and Atlantis Rules

Dr. Weir, before she died, gave us 5 gate addresses where ZPMs are located. Well, 10,000 years ago that is. Find it and save Atlantis from the Wraith Fleet.

213 L'Emperor's Shadow, by UniCity Games

System: 7th Sea

Saturday, 8:00 AM in Room 165 for 6 hours†

GM: Erik Woodbury Power Level: 130-140 Hero Pts

Variations: Roll and Keep, Beginners welcome

All characters provided by GM

Fresh off a dangerous mission, elite agents find a city in chaos. As†

Charouse descends farther into madness, Die Kreuzritter deems it time to

finally deal with L'Emperor on their terms.

214 Dragonlords of Drakarra

Saturday, 8:00 AM in Room 166 for 6 hours

System: D&D 3.5 Power Level: 10th level half-dragons

GM: Peter Christian

All characters provided by GM

Variations: Minor encumbrance, alternates from Unearthed Arcana

It's Saturday Morning Action Hour! The good Dragonlords of Drakarra must team up with their archenemies to rescue the Gold Dragon Queen and Red Dragon King from the evil

215 Aliens

Saturday, 8:00 AM in Room 168 for 6 hours
System: Battlestations Power Level: Ranks 1-3, beginners welcome!
GM: Jonah Johnson
All characters provided by GM
Variations: GCW, Pax, and Pirates
Your squad of UREF human marines has been awoken out of hyper-sleep to check a colony which has lost radio contact. Do you know the rest of the story? BUGHUNT!

216 Executive Orders

Saturday, 8:00 AM in Room 170 for 6 hours
System: Star Wars d20 RCR Power Level: 6th
GM: Damon A. Armstrong
All characters provided by GM
Variations:
As the Clone Wars rage, a select cadre of Clonetroopers & Jedi Padawans are sent on a dangerous mission, to break the Siege of Mygeeto in the Republic's favor!

217 Test of the Arcane: The Trials of Chaos N' Law

Saturday, 8:00 AM in Room 171 for 12 hours
System: D&D 3.5 Power Level: 16th (choose from 20 char.)
GM: David Cunkelman
All characters provided by GM
Variations: Experience playing high level Arcane casters a MUST!
All arcane casters summoned to prove their worth. Earn your place among your peers and enter the Trials of Chaos N' Law. A true test of your arcane might!

218 The Mountain Witch Tournament

Saturday, 9:00 AM in Room Salon AB table 4 & 8 for 4 hours
System: Mountain Witch
GM: Sean Musgrave
All characters provided by GM
Variations: Tournament Rules
Play ronin on a mission to kill the dreaded witch. Worse than the witch's foul sorceries is your own dark past and paranoia. Innovative tournament style. Survivors move on to the final round, Sunday 1:00 PM, Salon AB table 4

219 Hackmaster Local Tournament

Saturday, 10:00 AM in Room Pleasanton table 2-3 for 6 hours
System: Hackmaster Power Level: 1st-3rd
GM: Joe Costa
Characters may be provided by GM
Variations:
Welcome all to the 2007 Hackmaster Local Tournament! Win bragging rights and swag! Winning table from round one move on to the final, Sunday, 10:00 AM, Pleasanton tables 2 & 3!

220 Closing out the Books: The Hunters Haunted

Saturday, 10:00 AM in Room 374 for 6 hours
System: Call of Cthulhu
GM: Ami M. Echeverri

All characters provided by GM

Variations: Cthulhu Now

Hey wait! That's a load-bearing ghost! Will be this be the end of Harrison University? Emphasis on strong role playing, not stats or combat.

221 Ophiciophobia — The 9th Month

Saturday, 10:00 AM in Room 375 for 6 hours
System: d20 Modern Power Level: Level 1-2
GM: Devin Ransom
All characters provided by GM
Variations:
A year has passed since young women escaped from the clutches of a mad scientist. However, odd things have started to happen to those women.

222 Dr. Gnome (A Good Omens Production)

Saturday, 10:00 AM in Room 376 for 8 hours
System: Iron Heroes (d20) Power Level: 8th level characters
GM: Sean Nittner
All characters provided by GM
Variations: Gnomes!
When Gnomes can turn to no one else to save them they look to you, Aegis spies extraordinaire. Can you stop the nefarious menace Dr. Gnome? Go Gnome or Go Home!

223 Into Underhill: Beyond Ronedar

Saturday, 10:00 AM in Room 377 for 6 hours
System: D&D 3.5 Power Level: Level 10
GM: Aaron Wolz-Romberger
Characters may be provided by GM
Variations: Several house rules: namely non-standard gods
With the kobold and orc forces solidly beaten, a select group of Guardians has been sent into the depths to find the source of these outlaws. Find out who or what they are working for.

224 Friends of Justice 2007

Saturday, 10:00 AM in Room 378 for 6 hours
System: Hero System (Pulp Hero) Power Level: 200-220 pts.
GM: Rod Currie
All characters provided by GM
Variations:
When Emil Koska and his latest amazing invention go missing, can Doc Justice and friends save the day? Two-fisted 1930s adventure. Roleplaying emphasized.

225 Dawn of the Serpent

Saturday, 10:00 AM in Room 379 for 6 hours
System: The Riddle of Steel
GM: Chris Musgrave
All characters provided by GM
Variations: Homebrew rules
Into a fateful turning point between extinction and inevitable dominion stride men and women who, in pursuit of their fortunes, will determine humanity's fate.

226 Lis' Pendenz and Ray's Ipsa, Inter Alia

Saturday, 10:00 AM in Room 381 for 8 hours
System: Hero System 5th ed Power Level: low to medium
GM: Mark Schynert
All characters provided by GM
Variations:
Lis leads her motley crew of college freshmen into yet another misadventure. She says she just wants a little Plutonium to add to her collection...

Session 3. 300 Series games Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

301 Intro to Tunnels & Trolls 7th ed. with Ken St.

Andre
Saturday, 12:00 Noon in Room 143 for 4 hours
System: Tunnels & Trolls 7th ed. Power Level: start-up characters
GM: Ken St. Andre
Characters created for game
Variations:
Learn to play or refresh your skills with the new edition. You will build a character and experience a brief adventure in Trollworld.

302 A Time to Die (A Good Omens Production)

Saturday, 12:00 Noon in Room 145 for 8 hours
System: Storyboard: Earth Eternal Power Level: 35-45 traits
GM: Matthew Gaston
All characters provided by GM
Variations: Time Travel
When time traveling vigilantes unravel the timestream, Temporal League agents must repair the damage... by saving the most despicable villain in history.

303 Master, Where are you?

Saturday, 12:00 Noon in Room 151 for 4 hours
System: Realms of Wor Power Level: low
GM: Jeffrey Walker
Characters may be provided by GM
Variations: Original
Your Masters have vanished at a magic conclave. † Play a magical creature seeking to find them. † Bring your †D&D familiar or use one provided for this adventure.

304 Revolt - The Final Siege of Tolkeen

Saturday, 12:00 Noon in Room 163 for 8 hours
System: Palladium's Rifts Power Level: Level 7
GM: Paul Babby
Characters may be provided by GM
Variations: Any Palladium System Character
During the Tolkeen War slaves were brought to fight for the city. With its fall slaves now seek freedom or revenge. But, the Coalition is not their saviors.

305 Hackmaster Local Tournament

Saturday, 2:00 PM in Room Salon 2 table 1-2 for 6 hours
System: Hackmaster Power Level: 1st-3rd
GM: Joe Costa
Characters may be provided by GM
Variations:
Welcome all to the 2007 Hackmaster Local Tournament! Win bragging rights and swag! Winning table from round one move on to the final, Sunday, 10:00 AM, Pleasanton tables 2 & 3!

306 Skull Tower

Saturday, 2:00 PM in Room 164 for 12 hours
System: D&D 3.5 Power Level: 5th-12th
GM: Miikel F. Isola
Characters may be provided by GM
Variations: Core rules; Arduin variations (no psionics)
Something evil lurks on the Island of Dragon's Peak. There is a foul Stench of Chaotic Corruption on the Island. Do you brave the challenge of the Mountain?

307 Entropy Takes a Vacation

Saturday, 2:00 PM in Room 165 for 8 hours
System: Last Great Empire Power Level: All new characters
GM: Les Child
All characters provided by GM
Variations: Doom
You say 32 demons escaped from holding through a quantum fissure. Well who is stupid enough to go after them? Wait. I think I know just the group.

308 On the Border

Saturday, 2:00 PM in Room 166 for 6 hours
System: Traveller
GM: Peter Bauer
Characters may be provided by GM
Variations:
ABC and the Border Patrol work together to stop the hoards of Plague invaders coming across the border and onto the property of the hard working ranchers!

309 Aliens II

Saturday, 2:00 PM in Room 168 for 6 hours
System: Battlestations Power Level: Ranks 1-3, beginners welcome!
GM: Jonah Johnson
All characters provided by GM
Variations: GCW, Pax, and Pirates
So you survived the last mission, I guess it wasn't that bad. Now you just need to find and kill the Queen. Good Luck!
BTW watch out for the soldier bugs

310 Pirates of Trundlia

Saturday, 2:00 PM in Room 170 for 6 hours
System: Battlestations Power Level: Rank 1-4
GM: Edward Boning
Characters may be provided by GM
Variations:

Plunder the Verdant Nebula in the new Battlestations expansion, Pirates of Trundlia. New equipment, special abilities, modules, and more! Beginners welcome.

311 Two Evils Does Make a Right (Part 2)

Saturday, 4:00 PM in Room 143 for 8 hours
System: D&D 3/3.5 Power Level: Level 10, 100K gold pieces
GM: Robert Anderson
Players provide their own characters
Variations: most allowed
The World of Natesh in the war against Alexander a Half-Dragon Lich in his attempt to become God. True motives of players / Adventurers are uncertain.

312 End of Forever

Saturday, 4:00 PM in Room 147 for 8 hours
System: Hero System Power Level: low to mid powered supers
GM: Ken Davis
All characters provided by GM
Variations:
Players will be thrown together from different backgrounds to save the world, presuming they can keep from killing each other first.

313 The Ultimate Avengers 3 - The Lord of Asgard

Saturday, 4:00 PM in Room 149 for 8 hours
System: Champions - 5th Ed Power Level: High; beginners welcome
GM: Jason A Krestoff
All characters provided by GM
Variations: Based on the Ultimate Avengers movies
Thor defied his father to save the Avengers from certain death, but such action comes at price. Now Thor and the Avengers must face the Lord of Asgard's wraith.

314 The War of Dreams

Saturday, 4:00 PM in Room 151 for 10 hours
System: Call of Cthulhu Power Level: medium
GM: Mac McMahon
All characters provided by GM
Variations: Dreamlands/RQ variant
Sandman missing, Nyarlathotep in his place, Dreamers bagged, Lengites bombing Celephais. Kuranès implores you save Dream from becoming Nightmare. Can you?

315 The Baby Doll Murder

Friday, 8:00 PM in Room 152 for 4 hours
System: Murder Mystery Power Level:
GM: Richard Silver
All characters provided by GM
Variations:
Chicago 1930. A "businessman's" fiancée has been murdered and "You've been invited to a meetin' called by Da Boss hisself, Big Rich. Be there or you'll be plantin' daisies from the bottom up!"

316 Primal Transformations

Saturday, 4:00 PM in Room 154 for 8 hours

System: Mechamorphosis (Star Wars Rev., d20) Power Level: 8th

GM: John Bultena

All characters provided by GM

Variations: Mechamorphosis Player's Guide

The Giant Morphing Robots known as the Exiles have left their homeworld. The ship Techne finally arrives on Earth in a thunderous crash. What is the crew to do?

317 Scarlet Empire

Saturday, 4:00 PM in Room 157 for 8 hours
System: Amber Diceless Roleplaying Power Level: 200
GM: Sean Maletsky
All characters provided by GM
Variations: Some Shadowknight
The Scarlet Emperor is known as the creator of this land. Where do you stand on his quest to expand his Empire? Bonuses for art, diary entries, costumes, etc.

318 Waking Dreamer

Saturday, 4:00 PM in Room 159 for 12 hours
System: Werewolf 3rd ed Power Level: Avg Adren/Bloody Tough Fostern
GM: Topac Quinteros
Characters may be provided by GM
Variations:
When the sept defeats an old enemy, it's party time! Just after a newly formed pack runs off to party, the Heart Guardian has a vision. Is there ever a break?

319 Goblin City: Attack on Stinkytooth Hill

Saturday, 4:00 PM in Room 160 for 6 hours
System: Surreality Engine
GM: Will Wright
All characters provided by GM
Variations: Goblin City
Join the goblin guard for the free stew! Now you're stuck in a watchtower. Wait! Is that a Drum? A fast and odd game which doesn't get in the way of your crazy.

320 Protectors of Paradigm!

Saturday, 4:00 PM in Room 374 for 4 hours
System: Heroes Unlimited, 2nd Ed Power Level: 2nd level, Beginning heroes
GM: Damon A. Armstrong
All characters provided by GM
Variations:
(Demo game, meant to introduce players to the HU system.)
Trouble is already at foot, as alarms are going off at the 1st National Bank. Protectors, move out!



321 Space Relic

Saturday, 4:00 PM in Room 375 for 8 hours
System: GURPS 4th ed Power Level: 150 pts w/-50 disads -5 quirks
GM: Thomas Vallejos
All characters provided by GM
Variations: Traveller Interstellar Wars
Phoenix Expedition 2156' + 80 years: You've awoken from the low berth. Break out the exploration gear! An object has been detected! Study it and be careful.

322 Circle 12

Saturday, 4:00 PM in Room 377 for 10 hours
System: Millenniums End Power Level: Experienced Operatives
GM: Benjamin Lott
All characters provided by GM
Variations:
Circle 12, the most powerful criminals in the world. The government wants them gone, your team is expendable and deniable...if you live, you get paid.

323 X-Men Assemble!

Saturday, 4:00 PM in Room 378 for 6 hours
System: BASH! Basic Action Super Heroes
GM: Chris Rutkowski
All characters provided by GM
Variations:
Rogue and Professor X were due back from the conference hours ago.†They don't respond to their communicators. Can the X-Men find them before it is too late?

324 Survive the Night. Win BIG!

Saturday, 4:00 PM in Room 379 for 10 hours
System: Shadowrun 4th ed Power Level: Max 300 karma—the more jaded/greedy the better
GM: Scott Anderson
Players provide their own characters
Variations: Technomancers/ Hackers allowed but hampered
You're invited to "Survival of the Gladiators" Payoff: 2 million smackero—but most contestants will be pushing up daisies at the end. Are you tough enough?

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

401 The Scariest Place on Earth

Saturday, 6:00 PM in Room 161 for 6 hours
System: Buffy the Vampire Slayer Power Level: Post-Season 7
GM: Rian McMurtry
All characters provided by GM
Variations:
Buffy! You've just closed the Hellmouth! What are you doing next? Buffy and friends go to the magic kingdom to have fun and relax. Someone else has other plans!

402 Ultimate Nightmare

Saturday, 6:00 PM in Room 374 for 6 hours
System: Time Corps
Saturday, 6:00 PM in room 162 for six hours
GM: Michael Siverling
Variations: D6
All Characters provided by GM
The Beta Team is at it again. And again. And again. And again.

403 Clue-thulhu (A Good Omens Production)

Saturday, 6:00 PM in Room 376 for 8 hours
System: Call of Cthulhu Power Level: Average
GM: Michael Parker
All characters provided by GM
Variations: themed to the boardgame 'Clue'
You are invited to a formal dinner at Body Manor. Nathan O. Body, Keeper of your Secretes. This Cthulhu mystery is themed around the popular movie & board game.

404 Enter the Valley of the Ice Ogre Lair

Saturday, 6:00 PM in Room 381 for 8 hours
System: D&D 3.5 Power Level: 7th (21k exp)
GM: Bruce Mattos
Characters may be provided by GM
Variations: 3.5
Down the Ogres came raiding & pillaging. They destroyed farms, villages and killed everything in their path - except the children. It's up to you to stop this.

405 Lucifer's Hammer (A Good Omens Production)

Saturday, 8:00 PM in Room 145 for 6 hours
System: Godlike Power Level: Pre-manifestation
GM: Rasilind Newport
All characters provided by GM
Variations: modern day setting
Will society collapse into amorphous chaos in the face of the apocalypse, or will we band together in our darkest hour? Only you can decide!

406 A Gate Too Far (Part II)

Saturday, 8:00 PM in Room 152 for 8 hours
System: Call of Cthulhu
GM: Dorian Ford
All characters provided by GM
Variations: Beginning & Experienced players welcome
It's 1942 in London, and not only must you deal with the War, but a sadistic killer. Worse still the clues seem to be leading you towards Fortress Europa.

407 Walls Crumble, Honor Endures

Saturday, 8:00 PM in Room 156 for 6 hours
System: Samurai Tales (Fate) Power Level: Minor Clan Bushi
GM: Wayne Ogle, Brian Isikoff
All characters provided by GM
Variations: historical, non-cannonical, Rokugan (L5R)

Kyuden Raven is under siege. Your aging daimyo prepares himself. Is honor strong enough to defend the clan from an enemy without and an incompetent lord within?

408 'I'm Only in it for the Cash...'

Saturday, 8:00 PM in Room 162 for 8 hours
System: Star Wars d20 Power Level: 8th-10th
GM: Karen Dombek
Characters may be provided by GM
Variations: Some house rules—on Website
It was perfectly legal when you entered jump!

409 The End of the World

Saturday, 8:00 PM in Room 163 for 6 hours
System: GURPS Power Level: 75 points/40 disads
GM: Eric Gillespie
All characters provided by GM
Variations: 4th edition
15 years ago all the adults died and left us kids to fend for ourselves. Now the scraps of the Old World are almost gone. Playtime's over. What comes next?

410 Fliegenhusaren

Saturday, 8:00 PM in Room 166 for 4 hours
System: Savage Worlds Power Level: Novice
GM: Ken MacLennan
All characters provided by GM
Variations: Historical Fantasy
Elite dragon-mounted cavaliers undertake a secret mission for Empress Maria Theresa on the eve of war with Prussia.

411 Another Twist of the Tail

Saturday, 8:00 PM in Room 168 for 6 hours
System: Warhammer Fantasy Roleplay
GM: Kris Miller
All characters provided by GM
Variations: Children of the Horned Rat
Betrayal, treachery and, well, that pretty much sums up a day in the life of an ambitious Skaven.

412 All that is Gold does not Glitter...

Saturday, 8:00 PM in Room 170 for 8 hours
System: D&D 3.5 Power Level: up to 10th
GM: Glenn S. Thain
All characters provided by GM
Variations: minor changes
PART II - As the players learned at the end of the last game, it was a double cross of the Divine Size. So...how do you get back for being double crossed by a Goddess?

413 Summoner's Isle

Saturday, 8:00 PM in Room 171 for 12 hours
System: D&D 3.5 Power Level: 68k XP (pay for items, etc); 90k GP
GM: Jason Carpenter
Players provide their own characters
Variations: WOTC only; may disallow Unearthed Arcana creation

What bad luck: summoned against your will, your souls dissolve in one day. Is teamwork the answer, or must the beast within reclaim you? No evil; mature play preferred.

414 The Shrouded Woods

Saturday, 10:00 PM in Room 165 for 8 hours
System: Realms of Wor Power Level: Medium
GM: Jeffrey Walker
Characters may be provided by GM
Variations: D&D compatible
The Woods is shrouded in mist, with noises in the night. The Druid is missing. Can the bravest save the village? Combat, skills and magic.

415 Effortless Extraction

Saturday, 10:00 PM in Room 160 for 8 hours
System: Shadowrun 3rd Edition Power Level: Starting Chars. and other limitations.
GM: Seth Klein
Characters may be provided by GM

Variations: Year 2064. 3rd Ed. expansion+source books ok
The extraction job looks like it will be as easy as all the others since you began running in the shadows of Seattle, but when is life in the shadows easy?

416 Mount up Gentlemen...we're in for a hard ride. (A Good Omens Production)

Saturday, 12:00 Midnight in Room 147 for 6 hours
System: Deadlands, Revised Power Level: Experienced & beginners welcome
GM: Matt Espinoza
All characters provided by GM
Variations: Poker cards, chips, & dice used
You've got the law on your side, a rifle with ammo and a description of Larry La'roue. Can you get him before he crosses the border? If he does will you follow?

417 The Daemon Flapjack of Winter

Saturday, 12:00 Midnight in Room 374 for 8 hours
System: D&D Power Level: 6th
GM: Colin Thompson
All characters provided by GM
Variations: Anyone who shows me "Unearthed Arcana" or anything similar will lose one level
Flee deadly Flapjack Culters, savage Hockey Orcs & lethal Ski Dwarves. Save the land. Reap the rewards. A deadly romp across a land that can't be taken seriously.

418 To Serve Man

Saturday, 12:00 Midnight in Room 375 for 8 hours
System: Paranoia Power Level: Orange-Yellow. Seasoned & competent, honest!
GM: Brett Lawson
All characters provided by GM
Variations: Almost straight, less "Zap" style
Rumors of alien invasion are treasonous. Rumor-mongers of invasion will be medicated. Citizens reporting invasions will be rewarded with medications.

419 Ahnuld's Strike Force

Saturday, 12:00 Midnight in 378 for 6 hours
System: The End: Lost Souls Edition Power Level: low
GM: Steve Willett
All characters provided by GM
Variations: d20 variant
Leader of the Sacto Colony, Ahnuld S., has info on plans of a radical sect: the 'Doomsday Group.' Stop them from making the human race extinct.

Sunday

Session 5. 500 Series games Sign up by Saturday 9:00 PM The registration forms for this session are Green

501 Glorantha, Player's Choice

Sunday, 8:00 AM in Room 143 for 4 hours
System: HeroQuest Power Level: Beginners
Welcome, Mixed expected
GM: Greg Stafford
All characters provided by GM
Variations:
Discoverer of Glorantha invites you to play. Players will decide on setting. Watch Greg improvise to your desires! Total Newcomers Welcome.

502 The Electromancer's Tower

Sunday, 8:00 AM in Room 147 for 12 hours
System: D&D 3.5 Power Level: 2-3 char total 20th, 13th max
GM: David Christensen
Characters may be provided by GM
Variations: The Helix Variants (personal): HP, AC, defense, mana, non-linear d20
Adventurers sought to recover mighty artifact from ruined tower. Old-school D&D/Arduin Grimoire flavor & challenge. No evil or lawful good characters.

503 The Baa Qe Run

Sunday 8:00 AM in Room 149 for 8 hours
System: Star Wars
GM: George Gardea
Characters may be provided by GM
Variations: WEG d6
It's a time of hope for the New Republic. Just a few years after Endor, you have been assembled to thwart a plague. Slow, contain or even stop it.

504 May I Take Your Coat (A Good Omens Production)

Sunday 8 AM in Room 151 for 6 hours
System: All Flesh Must Be Eaten Power Levels:
Normal
GM: Catherine Klikoff
Variations: some house rules
All characters provided by the GM

What could be more fabulous than a dinner party with all the relatives? Well, what's on the menu? If you aren't crafty, if you aren't clever, it could be you.

505 Up A Poodle Without A Paddle II; No One Left BEHIND

Sunday, 8:00 AM in Room 152 for 8 hours
System: AD&D Power Level: 8-11, Total aggr. 67 levels
GM: Lance deCesare
Characters may be provided by GM
Variations: 2nd Ed AD&D w/ minor variations; balanced/good-natured.
Lord Oberon bellows, 'Inept FOOLS! You left one of your own behind! When the corpse enlarges, the Puppy dies as does my child; You're going back in!'

506 Escape to Mora Part 2

Sunday, 8:00 AM in Room 154 for 8 hours
System: D&D 3.5 Power Level: 5th, 32 pt buy, 7500 gp equip
GM: Adam Diran
Characters may be provided by GM
You have escaped to the relative safety of Mora. But can you protect the ancient city from an enemy beyond comprehension?

507 May I Take Your Coat (A Good Omens Production)

Sunday 8 AM in Room 159 for 8 hours
System: Modified d20 Power Levels: 7th-9th
GM: Shain Edge
Variations: Classes, Hero points, Magic
All characters provided by the GM
Think Final fantasy. Find the Lieutenant of the warlord who seeks to destroy the world. He is your only link to the Master.

508 Something Is Rotten In Araenport

Sunday, 8:00 AM in Room 160 for 8 hours
System: D&D 3.5 Power Level: 3rd
GM: Qit el-Remel
All characters provided by GM
Variations: Homebrew setting, no evil characters
The Church of Surya and the Araenport City Guard are equally baffled at the disappearance of several local children. It's up to you to help find them!

509 Loading

Sunday, 8:00 AM in Room 161 for 8 hours
System: d20 modern Power Level: Low
GM: Ed Joesting
Characters may be provided by GM
Variations: No magic or supernatural
The characters are hired by Lloyds to recover a pirated cargo ship, taken off Somalia. Beginning mission for merc team

510 Titan, The Cold Grave of Saturn

Sunday, 8:00 AM in Room 162 for 8 hours
System: Cthulhu D20 Power Level: Low (to keep it real)
GM: Patrick Hamilton
All characters provided by GM

Variations: Near Future
AM Radio waves emanating from Saturn's moon, Titan, contain the non-euclidian algorithms necessary for near light travel. You must investigate the source.

511 Terrors in Babysitting

Sunday, 8:00 AM in Room 163 for 8 hours
System: In Dark Alleys Power Level: normals
GM: Brian St.Claire-King
All characters provided by GM
Variations: RUN BY GAME AUTHOR. Modern-day supernatural horror.
Finding the little girl you were supposed to be babysitting might mean crawling into places humans were not meant to go.

512 Lancer Academy's Field-Trip of Terror!

Sunday, 8:00 AM in Room 164 for 8 hours
System: Champions 4th ed Power Level: 10-12d6
GM: Eric Burnham
All characters provided by GM
Variations:
The hero-kids of the Arcadian Academy and the villain-brats of the Scions of Caine work together (or not) during a School Activity that's gone terribly wrong!

513 Swashbuckling

Sunday, 8:00 AM in Room 165 for 6 hours
System: D&D 3.5 Power Level: 6th to 8th
GM: Richard Westberry
All characters provided by GM
Variations: Minor, mostly just with monies
Come enter an era of Romance and Danger, where the right word can be more dangerous than a sword.

514 All's Fair

Sunday, 8:00 AM in Room 166 for 6 hours
System: Bill's d30 Homebrew Power Level: low to medium
GM: Bill Sofko
All characters provided by GM
Variations: see web site for system
Thanks to the temple of Salecrae the Children of Larnay can finally come out of hiding. Is that why someone is attacking the temple?

516 Barroom Blitz

Sunday, 8:00 AM in Room 170 for 6 hours
System: D&D 3.5 Power Level: 3rd
GM: Jeff Boles
All characters provided by GM
Variations:
Öand the man in the back said: 'Everyone attack' and it turned into a Barroom Blitz. A must-play for those wanting lots of roleplaying. A repeat from last year.

517 Steel & Secrets

Sunday, 8:00 AM in Room 171 for 8 hours
System: D20 Game of Throne Power Level: 10th
GM: Bill Whitmore

All characters provided by GM
Variations: House Rules
Daeron I conquered Dorn and struggled to control it for 4 years. On his 18th b-day he declared a tourney. The Great Houses have responded vying to gain favor.

518 The Mountain Witch Tournament

Sunday, 9:00 AM in Room Salon AB table 4 for 8 hours
System: Mountain Witch
GM: Sean Musgrave
All characters provided by GM
Variations: Tournament Rules
Play ronin on a mission to kill the dreaded witch. Worse than the witch's foul sorceries is your own dark past and paranoia. Innovative tournament style. Survivors of the first round join others in the final round.

519 Saving IR Ryan

Sunday, 10:00 AM in Room 374 for 6 hours
System: ParanoiaXP
GM: Duane O'Brien
All characters provided by GM
Variations: ZAP
The Computer knows you will be thrilled to report to Secto^B^B Retrieve IR Ryan and return him to^B^B^B immediately. Warning: Watch out for^B^B^B^B^B^B^B^B

520 Deep Sekh: The Brave Do Not Fear The Grave

Sunday, 10:00 AM in Room 375 for 8 hours
System: D & D 3.5 Power Level: 2 2nd-lvl char built w/elite array
GM: Nicholas Foster
All characters provided by GM
Variations: Some house rules
Teams of two battle across the island of Golgathek; a family of devils vies for power in Hell. Unveil an inter-planar plot in a Battle Royale-styled event!

521 Spirit of the Brave (A Good Omens Production)

Sunday, 10:00 AM in Room 376 for 6 hours
System: Werewolf: The Forsaken
GM: Kevan Forbes
All characters provided by GM
Variations:
Your pack has the chance to prove their bravery, but rival packs and the Pure stand in their way. Will the Lunes grant you renown? Or will you taste death?

522 Intro to Tunnels & Trolls 7th ed. with Ken St. Andre

Sunday, 10:00 AM in Room 377 for 4 hours
System: Tunnels & Trolls 7th ed. Power Level: start-up characters
GM: Ken St. Andre
Characters created for game
Variations:
Learn to play or refresh your skills with the new edition. You will build a character and experience a brief adventure in Trollworld.

523 Seeking the Ka'treena Gamma Gem

Sunday, 10:00 AM in Room 378 for 8 hours
 System: Sorta Universal Swashbuckling System
 GM: Wilson Zorn
 All characters provided by GM

Variations:

Find the most valuable of the Imperial Jewels, following a trail that may lead into the dangerous Robot Nation and the twisted realms of the Inner Core.

524 Libros Los Vampiros

Sunday, 10:00 AM in Room 379 for 8 hours
 System: Pulp Adventure Power Level: Very High
 GM: Jeff A. Hatch

All characters provided by GM

Variations: Original System

Darkness has come. Only 6 of the world's greatest heroes can stop the Prince of Blood. The Avengers meet Hell's Hunters in this terrifying battle against evil!

525 Strangers in Sundown

Sunday, 10:00 AM in Room 381 for 8 hours
 System: Hero 5th ed Power Level: Heroic (150 Point characters)

GM: Keith Phemister

All characters provided by GM

Variations: Fantasy/ Western Setting. Magic & Sixguns Shadows grow long in Sundown. 8 strangers ride into this New World town to confront an Old World threat.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

601 CSI: Ankh-Morpork

Sunday, Noon in Room 143 for 8 hours
 System: GURPS Discworld
 GM: Brian E Williams

All characters provided by GM

Variations: GURPS 4th Ed.

Leonard of Quirm is missing! Can Pseudopolis Yard's Unusual Crimes Task Force solve the case and save the city from the Discworld's most dangerous man?

602 I'll Be Watching You (A Good Omens Production)

Sunday, Noon in Room 145 for 8 hours
 System: World of Darkness 2.0 Power Level: Heroic Level
 GM: Richard Taylor

All characters provided by GM

Variations: Second Sight Corebook used

Join a special branch of the FBI as they track down an unknown perpetrator using extra-normal methods.

603 Abridged 'Red Hand of Doom Campaign'

Sunday, 2:00 PM in Room 157 for 10 hours
 System: D&D 3.5 Power Level: 6th
 GM: Andy Flores

Characters may be provided by GM

Variations: No Prestige Classes. Player must bring supplement books to use non-core races, classes and feats.

Like heroic adventures fighting against pre-apocalyptic odds? In this action-packed campaign, try to save the kingdom as the monsters and magic find you!

604 Ye Old Grand Time in a Monster Stocked Dungeon

Sunday, 2:00 PM in Room 165 for 10 hours
 System: D&D 3.5 Power Level: 5th
 GM: K. R. Moscardini

All characters provided by GM

Variations: Core rules only

This one has it all, old man in the tavern, monster stocked dungeon and an evil wizard to kill in the final room. Just add adventurers and enjoy.

605 Pirates of Trundlia

Sunday, 2:00 PM in Room 166 for 6 hours
 System: Battlestations Power Level: Rank 1-4
 GM: Edward Boning

Characters may be provided by GM

Variations:

Plunder the Verdant Nebula in the new Battlestations expansion, Pirates of Trundlia. New equipment, special abilities, modules, and more! Beginners welcome.

606 Bandits, bandits, we don't need no stinkin bandits

Sunday, 2:00 PM in Room 168 for 10 hours
 System: Theoside Power Level: 5th
 GM: Lloyd Cornwell

Characters created for game

Variations: This is a new Fantasy RPG based on percentile rolls.

Bandits are terrorizing Sutterham and its trade routes. The merchants are fearful of their livelihood. They hire you to remove the bandits.

607 The Fu-Team (SRP)

Sunday, 2:00 PM in Room 170 for 8 hours
 System: Hong Kong Action Theater!
 GM: Craig C Randall

All characters provided by GM

Variations:

Studio Radd Presents: If you have a problem, if no one else can help, and if you can find them, maybe you can hire . . . the Fu-Team.

608 Teen Titans: Return of Slade...

Sunday, 2:00 PM in Room 377 for 6 hours
 System: BASH! Basic Action Super Heroes
 GM: Chris Rutkowski

All characters provided by GM

Variations:

It's been a couple months since the Titans defeated the Brotherhood of Evil. An old enemy has come back to haunt them. Can the Teen Titans save the world again?

609 Allies in Need: Beyond Ronedar

Sunday, 4:00 PM in Room 149 for 8 hours

System: D&D 3.5

Power Level: Level 6

GM: Aaron Wolz-Romberger

Characters may be provided by GM

Variations: Several house rules: namely non-standard gods
Ronedar's ally to the south; the Halfling-Human Alliance,
requests the aid of the Guardians. They have started to have
trouble with orc raids akin to those seen recently in Ronedar.

610 Welcome to the Hoffman Institute

Sunday, 4:00 PM in Room 151 for 8 hours

System: D20 Modern

Power Level: 5th

GM: Tim Cook

Characters may be provided by GM

Variations:

It's your first day at the Hoffman Institute, having been
brought in by the organization for one reason or another. It's
time for your first assignment...

611 Web of Steel

Sunday, 4:00 PM in Room 152 for 8 hours

System: D&D

Power Level: 156,000 XP, 440,000 GP

GM: Daniel Alves

Players provide their own characters

Variations: No Nine Swords or Psionics

The False God's power is growing. You have traveled to
Willowhaust to slay his Prophet on the eve of the Conjunction,
but all is not as it seems.

612 You Might Be Gods

Sunday, 4:00 PM in Room 154 for 8 hours

System: GURPS

Power Level: GM Created

GM: Donna Bashaw

All characters provided by GM

Variations: mix

You're young. Your first years in school were normal. Then
your body started changing and you started hearing rumors
about your real parents—it wasn't good.

613 The Beast of Black Diamond

Sunday, 4:00 PM in Room 159 for 6 hours

System: D&D 3.5

Power Level: 6th

GM: Peter Christian

All characters provided by GM

Variations:

Targeted for beginning players, ages 10+. "The Beast of Black
Diamond" is an introduction to D&D. 8 adventurers must
rescue themselves, and their town, from the beast of Black
Diamond Mine.

614 Leadership: Out with the New, In with the Old

Sunday, 4:00 PM in Room 160 for 8 hours

System: D&D 3.5 Power Level: 120k XP, 260k GP, 90 Stat Pts

GM: Geoffrey Nicholls

Characters may be provided by GM

Variations: PH + DMG + Complete books only

When good King Roger was kidnapped, Seaton fell to the evil
empire of Enthor. King Roger was lost until now. A clue has
finally come to light on his location.

615 A Ceres of Events

Sunday, 4:00 PM in Room 161 for 8 hours

System: WARS (d20)

Power Level: 5th

GM: Chris Randall

All characters provided by GM

Variations:

An attempt on a diplomat's life prompts him to hire out local
gang members (YOU) to help him complete his mission.
Gaining special powers is just the bonus.

616 The Balasthar Campaign

Sunday, 4:00 PM in Room 162 for 10 hours

System: ADnD 2.5

Power Level: 5th-7th

GM: Brendan Keenan

Characters may be provided by GM

Variations: GM Approval—any alignment if it functions
within the party

The wilds of Balasthar are being ravaged by myriad creatures.
Those who can hire people to fight for them, even fighting that
requires only words and shadow.

617 Temporal League: Pax Turakia

Sunday, 4:00 PM in Room 163 for 8 hours

System: Hero 5th ed

Power Level: mixed

GM: James Jandebour

All characters provided by GM

Variations:

Long ago, the mystical tyrant Kal Turak was toppled from
power. Something has gone wrong, and he ruled for centuries.
The Temporal League must restore history!

618 Protection

Sunday, 4:00 PM in Room 164 for 8 hours

System: Brutal

GM: Todd Goss

Characters may be provided by GM

Variations:

You must protect a hidden society from totally being wiped
out. There is only one way in or out; you must defend it from
an invasion.

619 The Orcish Brigade III: Apocalypse Drow

Sunday, 4:00 PM in 374 for 8 hours

System: AD&D 1st Ed

Power Level: 5th-7th

GM: Arthur Wallis

All characters provided by GM

Variations: Spell Points, Crits and Fumbles

I Love the Smell of Greek Fire in the Morning! Colonel Blood
has betrayed us. The Horde decrees that you will follow the
river North, and bring him to justice.

620 In The Aching Night (A Good Omens Production)

Sunday, 4:00 PM in Room 376 for 8 hours

System: Promethean The Created Power Level: Beginner

GM: Mike Bogan

All characters provided by GM

Variations: Minor House Rules

You survived the afterbirth of your awakening, and seek answers from your creators. Will the Torment be too much, or will you harness it for your own purposes?

Session 7. 700 Series games**Sign up by Sunday 5:00 PM**

The registration forms for this session are Yellow

701 Mobile Suit Titans: New Dawn 0084

Sunday, 6:00 PM in Room 171 for 8 hours

System: Gundam Senki Power Level: Veteran/Elite

GM: Norm Albert

All characters provided by GM

Variations: New MS designs from Zeta Gundam

Gundam Senki returns to DunDraCon! In the aftermath of Operation Stardust, join the Titans as they begin their noble mission defending the earthsphere.

702 Prelude to a Song, a Dream & Armageddon

Sunday, 6:00 PM in Room 375 for 8 hours

System: Hero System

GM: Chris Muoio

All characters provided by GM

Variations: Pulp Hero

Nazi's seek to exploit a talented lounge singer, an ancient Zionist ritual and the secrets of Lemuria in their newest bid for world domination.

703 To Stop a Galactic War or To Win It—You Decide

Sunday, 6:00 PM in Room 378 for 8 hours

System: Space Opera by FGU Power Level: Heroes of the Galaxy. The best of the best.

GM: Saul Morales

All characters provided by GM

Variations: Many changes; quicker & easier than the original War has begun. There remains an avenue for peace or will you chose total victory? Continue the storyline that has been played at DunDraCon for over 10 years!

704 Peril in the Depths

Sunday, 6:00 PM in Room 379 for 6 hours

System: D&D

GM: K. Glazner

All characters provided by GM

Variations: Retro (Collector's ed. D&D + Greyhawk)

Brave adventurers are called upon to aid the people of Rivertown. A good old fashioned dungeon crawl with plot and role-playing a plenty!

705 The Hidden Shrine

Sunday, 6:00 PM in Room 381 for 8 hours

System: D&D 3.5 Power Level: 5th-7th (19k gp max wealth)

GM: Frank Vicari

Players provide their own characters

Variations:

Deep in the Southern Jungles an ancient temple has been located. Your party is asked to explore the temple, but the (dead?) occupants are reluctant to assist visitors

706 Lost....or just misplaced?

Sunday, 8:00 PM in Room 143 for 10 hours

System: Call of Cthulhu 6th ed Power Level: Mid,

GM: Leon C. Glover III

All characters provided by GM

Variations: Modern; no prior mythos knowledge

The turbulence seems minor. The fasten seat belt sign lights.

Then, BANG, WHIRR and Explore an alternate LOST universe—role-play, puzzles & The mythos.

707 A Gate Too Far (Part III)

Sunday, 8:00 PM in Room 145 for 8 hours

System: Call of Cthulhu

GM: David Mitchell

All characters provided by GM

Variations: Beginning & Experienced players welcome

It's the closing days of Hitler's mad war; you and your fellow German countrymen are all that can save the Fatherland from destruction.

708 The Baron's New Clothes

Sunday, 8:00 PM in Room 147 for 8 hours

System: 50 Fathoms Power Level: Seasoned

GM: Al Hodges

All characters provided by GM

Variations:

As a privateer for the British East India Company, you had enough trouble before Baron Baltimus commissioned you to hijack a ship from the Spanish Guild.

709 Followed by the Light

Sunday, 8:00 PM in Room 156 for 8 hours

System: D&D 3.5 Power Level: 14th

GM: Nickolas Krestoff

All characters provided by GM

Variations: Undead PCs

From darkness you were reborn, to darkness you are returned.

The world is once again safe for your 'kind.' But such victory does not come without a cost.

710 Nightfall in Coranan

Sunday, 8:00 PM in Room 166 for 8 hours

System: D&D 3.5

Power Level:

28 pt build, 10th max (45k xp), other limits

GM: David Guon

Characters may be provided by GM

Variations: PHB, PHB2, DMG, Complete Adventurer/Arcane/Divine/Warrior only

The infamous assassin Nightfall is rumored to have been hired to kill Kronos Elerin, Marshal and Magistrate of Kuseme. Can you prevent this?

711 Night City Nightmare

Sunday, 8:00 PM in Room 377 for 8 hours

System: Cyberpunk 2020

Power Level: low

GM: Steve Kani

All characters provided by GM

Variations:

You're the dregs of Night City. You're dying. One by one, the bodies pile up. Sometimes parts are missing, sometimes parts are added. A crazy medtech? Worse?

713 Pink Triangles

Sunday, 10:00 PM in Room 159 for 8 hours

System: Fates Worse than Death

GM: Travis Smalley

All characters provided by GM

Variations:

Six of the exploited workers in the red light district of Manhattan are shocked by the murder of a friend. Now they must stop the killer before the event taints the area.

714 Creatures of the Night School

Sunday, 10:00 PM in Room 170 for 6 hours

System: Teenagers From Outer Space

Power Level: GM approval

GM: David Bedno

Characters may be provided by GM

Variations: No more than usual for TFOS

Moroboshi Memorial High welcomes its daylight-challenged students to an exciting year of education! Whether you like it or not.

715 The Iron Law of Fate

Sunday, 12:00 Midnight in Room 165 for 8 hours

System: D&D 3.5

Power Level: 6th

GM: Matt Levy

All characters provided by GM

Variations: standard

Volunteers must secure a cold iron mine to fight a Tanar'ri invasion. Mid-level but intense D&D, with a focus on both tactics and roleplaying.

You're a member of the Red Hand, an elite band of mercenaries. Your only cleric has been kidnapped. Gotta get him back. Remember to pack the mace of healing.

802 Devil in the Dark (A Good Omens Production)

Monday, 8:00 AM in Room 145 for 6 hours

System: D&D 3.5

Power Level: 6th-8th

GM: Tony Vargas

Characters may be provided by GM

Variations: Core books, good characters only, please

The Dwarven mines under Mt Janus provide the kingdom with Adamantite, but supplies are threatened by a fiend that has begun killing the miners.

803 Summer Secrets

Monday, 8:00 AM in Room 147 for 8 hours

System: Changeling: The Dreaming

GM: Alisha Tuntland

All characters provided by GM

Variations: Childlings in the 80's

The Ocean Hearts go (some get sent)(some are forced into) camping at Camp Hammer! But once again, there's evil afoot. Can they stay ahead of it?

805 Henry Parker and the Prince of Tides

Monday, 8:00 AM in Room 149 for 8 hours

System: D&D 3.5

Power Level: 3rd - 5th years (6th - 10th levels)

GM: Henry Perkins

All characters provided by GM

Variations: A few new feats and items

Join Henry Parker, Rod Woezel, Hermia Grangely, and fellow students from Pigpimple's School of Sages and Sorcery on a fun and educational summer cruise.

806 Just deliver this letter, that's all there is to it.

Monday, 8:00 AM in Room 151 for 8 hours

System: Hero System (Fantasy Hero) Power Level: 150 points

GM: Matthew Buynoski

Characters may be provided by GM

Variations: no martial arts, medieval feel, fairly low magic

Just minding your own business when all hell busts loose and you end up in the middle of it. Lots of powerful players in this game, and you're the pawn.

807 Cold Fusion

Monday, 8:00 AM in Room 152 for 8 hours

System: Call of Cthulhu

GM: K. Glazner

All characters provided by GM

Variations: Modern Era

Science has harmed us little but the piecing together of strange knowledge may open such a terrifying reality that we shall flee the light into a new dark age.

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

801 The Mace of Healing

Monday, 8:00 AM in Room 143 for 8 hours

System: D&D 3.5

Power Level: 9th

GM: Robert Paul

All characters provided by GM

Variations: basic stuff only

808 Year of the Snake

Monday, 8:00 AM in Room 154 for 8 hours
System: Feng Shui Power Level: Standard Archtypes w/some exp
GM: Sean Pagliarulo
All characters provided by GM
Variations:
China-1893 Secret War revealed! Can HEROES break the veil of lies? Krang's evil is spreading. Stop the Warlord! Secrets, Sorcery & Action Await! No exp needed.

809 Crisis of Treachery

Monday, 8:00 AM in Room 159 for 6 hours
System: Champions 5th ed Power Level: Standard 350pt Superheros
GM: Michael Smith
Characters may be provided by GM
Variations: none
The Cyberknights are a low-key superhero force based out of Atlanta, Georgia. You have been contacted by UNTIL to find out what has been happening with the group.

810 Let Your Animal Be Your Guide

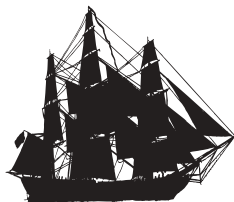
Monday, 8:00 AM in Room 160 for 8 hours
System: Deadlands, Classic
GM: Peter DiPiazza
All characters provided by GM
Variations:
You are an Indian shaman on a quest. Can you find the true path for your people? Your Spirit Guide will help you. But is it really the kind of help you want?

811 Two Evils Does Make a Right (Part 3)

Monday, 8:00 AM in Room 161 for 8 hours
System: D&D 3/ 3.5 Power Level: 10th, 100K gp
GM: Margaret Anderson
Players provide their own characters
Variations: most allowed
The World of Natesh in the war against Alexander a Half-Dragon Lich in his attempt to become God. True motives of players / Adventurers are uncertain.

812 No Job Too Tough

Monday, 8:00 AM in Room 162 for 8 hours
System: Shadowrun 4th ed Power Level: Starting characters
GM: Brian Sullivan
Characters may be provided by GM
Variations: new players welcome
'Do the job, don't ask questions, get paid. That's it O'mai.' - Thrasher. 'Working for the corps, is like kissing your sister, don't do it.' - Buzzkill



813 Company of the Black Stones: The Deedpearl of Au Pen Lete

Monday, 8:00 AM in Room 163 for 8 hours
System: D&D 3.5 Power Level: 8th
GM: Eric S. Wood
All characters provided by GM
Variations: Personal Gameworld with Random Criticals System
The Company of the Black Stones travels to an aquatic city in hopes of curing one of their own. Can they survive long enough to help their companion?

814 A Circle Reborn

Monday, 8:00 AM in Room 164 for 8 hours
System: Exalted: 2nd Edition Power Level: Starting
GM: Atrus McTaggart
Characters may be provided by GM
Variations:
This is an introductory Exalted Game. Experienced Exalted players are welcome to join. Character creation 1st.

815 Maine's Docks Bleedeth Over

Monday, 10:00 AM in Room 165 for 6 hours
System: Castles & Crusades Power Level: mid
GM: Steve Willett
All characters provided by GM
Variations:
Someone is bleeding revenues from the King's wharves as the gutters run with blood. You are called to investigate, stopping the drain and the carnage.

816 Ophiciophobia – Night on the Bayou

Monday, 10:00 AM in Room 166 for 6 hours
System: d20 Modern Power Level: Level 1-3
GM: Devin Ransom
All characters provided by GM
Variations:
All expense paid trip to Mardi Gras? Who could say no? Oddly, you weren't expecting to see old friends. You all must find out what's up, before it's too late.

817 Case Files of Division Tau

Monday, 10:00 AM in Room 168 for 6 hours
System: Big Eyes, Small Mouth Power Level: High (45 Points)
GM: Patrick Riley
All characters provided by GM
Variations: Tri-Stat d6
Dedicated to ensuring that dead gods, lost civilizations, and untold horrors stay that way. An anime-styled, Hellboy-inspired action occult horror romp.



818 The Iron Bride

Monday, 10:00 AM in Room 170 for 6 hours

System: Seventh Sea Power Level: 10 char to choose from, some pts. unspent

GM: Michael Mikulis

All characters provided by GM

Variations: Original system, not d20

Your difficult and dangerous task is to select a husband for the deadliest warrior in all of Theah, Fauner Posen.



Con-Sponsored Games by System

Role Playing Games:

50 Fathoms: 708
7th Sea: 213, 818
All Flesh Must Be Eaten: 119, 504
Amber Diceless: 317
BASH: 323, 608
Battlestations: 215, 309, 310, 605
Big Eyes, Small Mouth: 817
Bill's D30 Homebrew: 514
Brutal: 618
Buffy RPG: 401
Call of Cthulhu (incl. D20): 117, 118, 123, 220, 314, 403, 406, 706, 707, 807
Castles & Crusades: 815
Champions (see also Hero): 207, 313, 512, 809
Changeling: 803
Cyberpunk 2020: 106, 203, 711
D & D (version 3 or 3.5): 104, 109, 114, 116, 121, 125, 205, 210, 214, 217, 223, 306, 311, 404, 412, 413, 502, 506, 508, 513, 516, 520, 603, 604, 609, 613, 614, 705, 709, 710, 715, 801, 802, 805, 811, 813
D & D (earlier versions, or undefined): 122, 206, 417, 505, 611, 616, 619, 704
D20 other than D & D or Cthulhu: 105, 115, 212, 221, 509, 517, 610, 615, 816
Deadlands: 416, 810
Exalted: 814
Fates Worse than Death: 713
Feng Shui: 808
Godlike: 405
Gundam Senki: 701
GURPS: 112, 209, 321, 409, 601, 612
Hackmaster: 219, 305
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Heroes Unlimited: 320
Heroquest: 501
Hong Kong Aciton Theatre: 607
In Dark Alleys: 511
Last Great Empire: 307
Mage the Awakening: 208
Marvel Superhero: 402
Millenium's End: 322
Mountain Witch: 218, 518
Murder Mystery: 315
Palladium's Rifts: 108, 304
Paranoia: 418, 519
Pendragon: 201
Promethean: The Created: 102, 620
Pulp Adventure: 524
Realms of Wor: 303, 414
Samurai Tales (Fate): 407
Savage Worlds: 211, 410
Shadowrun: 324, 415, 812
Sorta Universal Swashbuckling System: 523
Space Opera/FGU: 703
Star Wars: 110, 216, 408, 503
Storyboard: 101
Surreality Engine: 319
TFOS: 714
The End: 419

Con-Sponsored Games by System

Role Playing Games:

The Riddle of Steel: 225
Theoside: 606
TOON: 111
Traveller: 308
True20: 126
Tunnels & Trolls: 301, 522
Volareverse: 127
Warhammer: 129, 411
Werewolf: 318, 521
World of Darkness: 124, 602

Board games [by day, Salon 1]:

Advanced Civilization: Sunday
Age of Renaissance: Sunday
Arkham Horror: Friday
Axis & Allies: Sunday
B-17: Queen of the Skies [note: Game 461 in Pleasonton Room]
Betrayal at Hill House: Sunday
Combat Commander: Saturday, Sunday
Cosmic Encounters: Saturday, Sunday
Diplomacy: Saturday
Duel of Ages: Saturday
Dungeoneer: Saturday
Empire Builder: Saturday
Game of Thrones: Sunday
[Game Publisher's Association grab bag]: Saturday, Sunday
Halley's Hold'em: Saturday, Sunday
Magic Realm: Saturday
The Napoleonic Wars: Friday
Power Grid: Friday, Saturday
Puerto Rico: Saturday
Rudiger Dorn Fest: Saturday
Settlers of Cattan: Friday, Saturday
Shadows over Camelot: Saturday
Starfleet Battles: Friday
Titan: Friday
Twilight Imperium: Sunday
Warhammer Quest: Friday, Saturday, Sunday
Wings of War over France: Sunday
World of Warcraft [board game]: Friday
Zombies: Friday

Card games:

Buffy the Vampire Slayer CCG: 532
EVE CCG: 664
Munchkin Cthulhu: 233
Munchkin Impossible: 332
Mystical Empire CCG: 134, 432, 633
Nuclear War: 331, 632
Seaborn Games: 231
The Werewolves of Millers Hollow: 731
Ultimate Combat! CCG: 133, 631
Video Arcade Cards: 531
Warlord CCG : 131, 312, 232, 234, 431, 533, 534

Miniatures:

Axis & Allies Miniatures: 352
Battletech: 652
Eklipse: 351
Flames of War: 555
Full Thrust: 251
Giant Monster Rampage: 752
Lord of the Rings: 651, 751
OGRE Miniatures: 753
Star Blazers: 255, 554
Star Wars Miniatures: 551
Stargrunt II: 451
Starguard: 253, 256
Warhammer 40K: 254
Warhammer Fantasy Battle: 252, 553

Other numbered games:

B-17: Queen of the Skies: 461
Clout: 361, 661
Werewolf: 161

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

DunDraCon Does Not Officially Present:

On Sunday, February 18th

The Secret Masters Of Gaming

8th Annual Hawaiian Shirt Day

At DunDraCon 31



Wear your brightest, wildest, craziest Hawaiian Shirt and let everyone in the 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

In Memorium

Steve Henderson

An appreciation by Steve Perrin

I have known Steve Henderson for more than 2/3 of my life. We met in college and roomed together for three years, first in the dorms and then in a dingy apartment in downtown San Francisco. During that time we helped start the Society for Creative Anachronism.

Steve left to fulfill his ROTC commitment with the Air Force. Three years and some months later he was back and we started up again as if he had never left.

We fought in the SCA, we played wargames, we traded books and recommendations for books. I was married by then, and Steve made a threesome with Luise and me, and a larger company with all of our other friends. We all shared his highs and lows as he searched for the perfect girl, and rejoiced when he finally found Gigi.

In 1974, Steve and I visited the East Asian Book and Game shop in Berkeley. It was a small place mostly dedicated to go and books about go. But it carried the occasional wargame and Steve was the first to spy a small grey box with the name Dungeons and Dragons on its cover. He bought it. Our circle of game players copied the rules shamelessly (Don't try this at home, kids). In a couple of weeks I was conducting the first expedition into my Downeygrail dungeon.

In a couple of years, Steve was with me, along with Ray Turney and Warren James, as we wrote RuneQuest for the Chaosium. I did game system, Ray did magic, Warren did strange monsters, and Steve was the rock solid pillar we all bounced up against in our flights of fancy. He kept everyone grounded through RuneQuest 1 and RuneQuest 2, and helped out with my Superworld game, as well. He GMed and played many games that we all still talk about to this day.

And, of course, by this time we were doing DunDraCon. Steve joined us early and was a vital member of the team right through to our 30th anniversary celebration in 2006. In the most recent years he has been a fixture of the dealer room, dealing with the dealers, arranging who has which table, and making sure that everything goes smoothly for the dealers. In past years he has also been the Chairman of the convention, the treasurer, the seminars liaison, and even ran membership registration for one year before turning it over to the great team that still runs it today.

Over all of these years Steve has been friendly, irascible, whimsical, serious, and always a good friend and excellent business associate. His main joy of the last decade has been his son, Alexander, clear proof that good things happen if you just keep trying.

Steve died suddenly in the morning of March 8, 2006. We all miss him terribly.

RULES & SURVIVAL TIPS

DunDraCon 31

No Smoking! The San Ramon Marriott does not allow smoking anywhere inside the hotel. You may only smoke in the designated areas outside.

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

Eat something besides potato chips and candy. You will find your endurance and concentration will improve amazingly.

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

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

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

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

Watch your step. Don't run in the halls, dash through doorways, 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.

Be civilized. If you're rude or abusive to the hotel staff, guests, or Con Committee, you may be required to leave the convention.

Leave weapons and masks in your room, if you've brought 'em. (A weapon is, by definition, anything the Committee thinks is a weapon—please don't argue.) This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like

weapons are a real hazard in crowded halls. Even the SCA people keep everything in their room except en route to and from scheduled demos. Masks are a safety hazard too. We want to keep everyone recognizable and responsible for their own acts. Masks are allowed in LARPs within the assigned LARPs rooms only.

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

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

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

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

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

Lost and Found is with the Hotel Front Desk. DunDraCon staff will turn in all lost and found items to the Hotel, so check there.

Individual selling in the Buyers' Bazaar only!

Wear your Convention Badge!

If you move before the next DunDraCon (February 2008), please take a moment to send us your new address for our mailing list. Mail your change of address to DunDraCon Inc., 1131 Talbot Avenue, Albany, CA 94706 or e-mail the change to: conreg@dundracon.com.

Rules for posting flyers: Use blue "painter's tape" or the double-sided foam tape available from Con Reg, or masking tape. Anything posted with scotch tape, duct tape, or other materials will be pulled down by the Committee. **YOU MAY POST** on the windows and the smooth walls in the Salon lobby area and in the Salons (1, 2, A-H, Pleasanton/Danville/San Ramon). You may post on game room doors, and on the door of your own room. You may post in the designated areas around the Information Table. **DO NOT POST** in the elevators, elevator lobby, main hotel lobby (except the info table area), or on the walls in the game rooms or sleeping room hallways or inside the rooms. Do not post on the fuzzy air walls in the Salons.