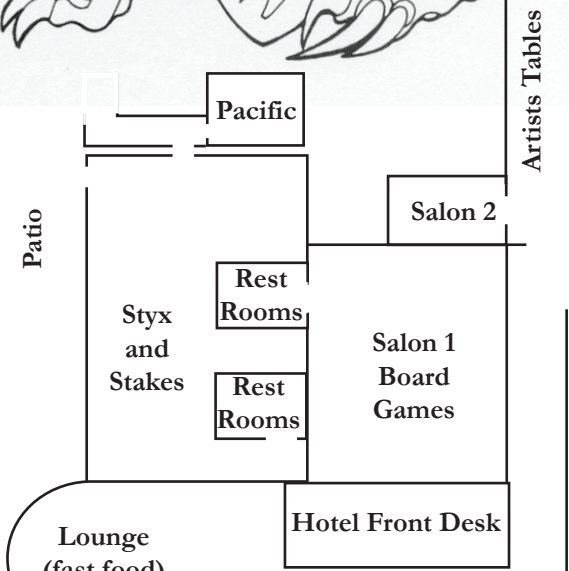




# DunDraCon 32

A LARP Central	Salon D Dealers Room	Salon E Open Gaming	H Animé	Pleasanton
B			G	Danville
C			F	San Ramon

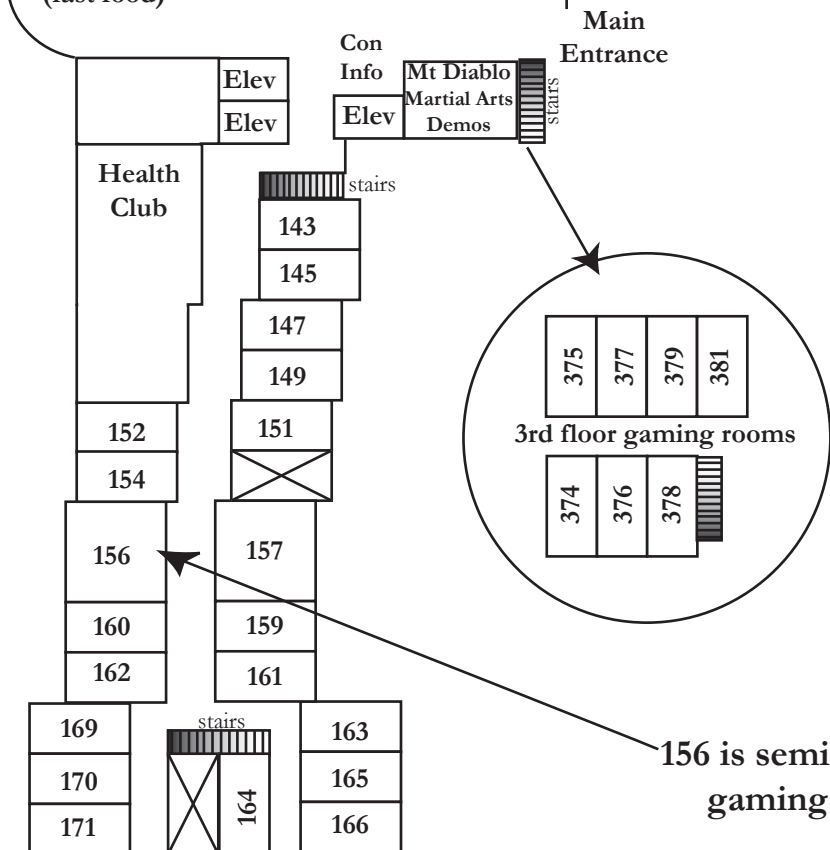


**Marriott**  
SAN RAMON

Enjoy your stay at  
DunDraCon 32!

Your questions about the Con  
can best be answered by this  
program book or the folks at  
the Information Table in the  
Lobby opposite the hotel desk.

The San Ramon Marriott is a  
non-smoking environment!



156 is seminars during the day,  
gaming at night.

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# Meet the Committee

Con Chair/ In Charge of “That”	Roderick Robertson
Animé Room	George Green
Artists’ Corner	Art Pruy
Boardgames	Hilary Powers
Buyers’ Bazaar	Steve Perrin
Convention Registration	Hal Heydt
Pre-Convention Registration	Meg Creelman
Con. Reg. Deputy	Mike Nebeker
Con. Reg. Staff	Angel Brockett
Dealers’ Room	Gordon Monson
Games & Events Scheduler	Mark Schynert
Games: Kids’ Events	Randy Kreidt
Games Registration	June DeLane
Hotel Liaison	Hilary Powers
Hotel Liaison Deputy	Tony Hughes
LARPs Coordination	Christopher Allen;
	Art Pruy
Publicity	Ellen Robertson
Publications	Roderick Robertson
Fighting Demo. Liaison	Meg Creelman
Secretary/Signage	Bill Keyes
Seminar Scheduler	Steve Perrin
Volunteers Coordinator	Tony Hughes
Webmaster/Internet Liaison	Roderick Robertson

# Convention Registration

## Convention Center Lobby

## Convention Registration Hours

<b>Friday</b>	<b>4:00 PM — 10:00 PM</b>
<b>Saturday</b>	<b>9:00 AM — 8:00 PM</b>
<b>Sunday</b>	<b>9:00 AM — 8:00 PM</b>
<b>Monday</b>	<b>9:00 AM — Noon</b>

**FULL MEMBERSHIP IS \$50**

**ONE-DAY MEMBERSHIP IS \$30**

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

# Hotel Information

## Convention Food Service

The Marriott will have a 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 and dinner every day. No gaming there, either, and the staff *do* expect tips from menu orders (the buffet price includes the tip).

## Need Help with the Hotel?

Let DunDraCon help settle disagreements, get rooms re-arranged, and unsnarl questions about room rates. *Do not* ask the hotel to move furniture or air walls—that’s Committee business.

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

## Tables for Rent!

Want a private 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 Abdullah Fazli 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, miniatures games, and RPGs (see pages 8-41). All games with numbers are registered for through the Games Registration program (See page 11). Demonstration and Drop-in games (page 8) do not use the Games Registration system - just drop by and see if there is room. You don't need to sign up for the Seminars and Combat Demonstrations, either; just show up at the stated times. The Dealers' Room and Buyers' Bazaar are open only at certain hours; Open Gaming and the Animé Room are open 24 hours a day. Finally, we have a schedule for the younger crowd (and those with young hearts) on page 7.

## 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. The Pacific Room is open for all games on Friday and Saturday. Open Game Signup sheets are available around the doors of the two salons and at the Information Table if you want to plan ahead. Post them on the salon doors so people can sign up to join you in your game. Note that some tables are reserved for official games, demos, or events.

We ask you to be courteous to others in the Open Gaming Areas and to pay attention to any announcements. All tables are first-come, first-served, with actual gaming 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.

## 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 Volunteer ribbon and help out.

## 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.

Check the schedule posted outside Salon H for final times and features.



## Buyers' Bazaar

### **Salon C**

**Saturday 9 AM — 5 PM**

NOTE: Personal sales only—no retail sales  
**Fee per table per 2-hour session: \$20.00**

You may rent a table for 2 hours to sell your gaming items. Tables are available on a first-come, first-served basis.

See Steve Perrin in Salon C starting a half hour before the Bazaar opens. Two sessions max. No advertising.

**Salon C is the only location at DunDraCon where individual sales are allowed.**

## Massage

### **Near Convention Registration**

There will be a massage table near Convention Registration for those with sore backs or feet.

## MonsterSmash

### **Sunday Noon in Salon C for 3 hours**

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 Alicia Hansen.

Rules Knowledge: Beginners Welcome

Game Content: Family

## Artists' Corner

### **Between Convention Registration and Salon 2**

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.

# 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.

## Dealers' Room Hours

<b>Saturday</b>	<b>9:30 AM — 5:30 PM</b>
<b>Sunday</b>	<b>9:30 AM — 5:30 PM</b>
<b>Monday</b>	<b>9:30 AM — Noon</b>

## Vendors

Chaosium  
Chessex  
Dragons Perch  
EndGame  
Gamers Unplugged  
Games of Berkeley  
Good Luck Games  
Mark Reed  
Pegasus Publishing  
QR Zed Engraving  
Rich Black Designs  
Stone Tablet Games  
Wingnut Games  
Wagoner's Miniatures



# Seminars

## Friday

### **Do You Want to Play Something Really Scary?**

6:00 PM in Room 156

Presenters: Ben Monroe, Brian Isikoff

Come discuss Horror RPGs of all sorts! We'll cover classic games as well as small press and recent releases. Want to inject a bit of terror into a "non-horror" game genre such as fantasy, sci-fi, etc.?

For the last portion of this seminar, we'll hold a round table "horror clinic" in which you can discuss problems you may be having in your own games.

## Saturday

### **Con Quest 2006: Do's and Don'ts of Con-hopping**

9:00 AM in Room 156

Presenters: Steve Willett

A discussion of my summer trip in 2006. Three and a half months of Con-hopping across the country. It was a grand idea with lamentable implementation. Find out some of the joys and the many pitfalls of such an excursion and how you can have a better experience than I in submitting to such a wanderlust.

### **How to Build a D&D Character**

10:00 AM in Room 156

Presenters: Peter Christian

For beginners: A brief presentation building D&D Characters:

Choosing a class, selecting skills and feats, building a team, working with the GM.

This seminar is intended for players of all skill levels. I'll address the art of building and developing a character; how to identify your favorite type of character, how to ensure you can work well with the group, and many of the subtleties of making a character without being an obnoxious jerk.

### **How Real are MMORPGs?**

11:00 AM in Room 156

Presenters: Ray "Buzz" Nelson, Corey and Lori Cole, Bill Keyes

The Ship from Caffra, 1367 - In Worlds of Warcraft recently, a plague (a 'Death over Time' that spread from player to player and, due to a bug, continued after the players left the dungeon) broke out, and the behavior of the players just about perfectly mirrored the behavior of real people in a real plague, so much so that the CDC was extremely interested in the data.

MMOG could be very useful in modeling how a plague spreads in reality. How many other ways could it be utilized to analyze the real world?

### **Gender in Genre**

Noon in Room 156

Presenters: Kevin Andrew Murphy, Frisbee

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

### **Story-based Character Creation**

1:00 PM in Room 156

Presenters: ShadowWalkyr, Corey Cole, Lori Cole

Some people slap a few numbers on a sheet and call it good. Others carefully balance their characters to get exactly the character they want. Tips and hints for players to help use the story to guide the numbers and not the other way around. Also, an analysis of alignments for those games that have them. Intended for relatively new players, but all are welcome.

### **City Building**

2:00 PM in Room 156

Presenters: Anders Swenson, Michael Blum, Ken Hite

This traditional DunDraCon seminar covers all aspects of creating urban environments for RPGs of all periods and genres. The experienced and knowledgeable panel will answer questions and give perspectives on cities and city building for your campaign.

### **Crafting the computer RPG, Indie to Industry**

3:00 PM in Room 156

Presenters: Keith Nemitz, Randy Angle, Bruce Harlick

Getting into the game industry is hard, but there are special paths available to those who love to build RPGs. The modding community is a primary route to RPG game industry. It's fiercely competitive, but there are ways to stand out.

For lone wolves and small wolf packs, inexpensive tools can let you in on the indie and casual game market. You probably won't get rich, but you can certainly make a name for yourself, if not a bit o' coin.

Our veteran panel will reveal secrets of success and tales of caution.

### **World Building**

4:00 PM in Room 156

Presenters: Ken Hite, Steve Long, Anders Swenson

Fascinating people, exotic locales, deadly politics. What goes into an exciting campaign world, and how can you present it to your players without sounding like a history lecturer?

### **Keeping the Plot Boiling**

5:00 PM in Room 156

Presenters: Ken Hite, Steve Long, Bruce Harlick

And suddenly a man comes through the door, waving a gun.

What do you do to keep an RPG plot moving? What kind of NPCs make the PCs anxious to find out what happens next? How important is characterization? Where do you get your characters? Which plot twists work, and which don't?

### **Starting & Running Your Own Company**

6:00 PM in Room 156

Presenters: Aldo Ghiozzi, Darren Watts

Veterans of the indie game production wars reveal secrets, give warnings, and answer questions on becoming your own game producing company.

## **Sunday**

### **Role Playing with Humor**

10:00 AM in Room 156

Presenters: Randy Angle, Ken Hite

How to add humorous elements to your RPGs. For both players and game masters of any game system from TOON to d20. Details just what humor in gaming is and how it works. How to develop characters and NPCs which are functional and yet entertaining in a way that will make playing them humorous. When to draw the line so the party won't revolt against your character, or your storyline. How to design scenarios and run them so the players will experience the silly and wilder side of both dark and light humor.



### **New Board and Card Games to Play with your Child**

11:00 AM in Room 156

Presenters: 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 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! Note: this 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."

### **What's Cool?**

Noon in Room 156

Presenters: Ken Hite, Darren Watts

Two connoisseurs of the gaming scene present a survey of the latest in gaming products for the discerning gamer to take a gander at.

### **What Happens When You Take the Hit**

1:00 PM in Room 156

Presenters: Raymond "Buzz" Nelson, George Greene

What happens when the bullet hits? What does a "wound" really mean. Some folks who have been through it all have some insight for what it really means to lose some hit points...

### **Animalian Projects: Future Battle-Machines**

2:00 PM in Room 156

Presenters: Richard Friar

Author of science fiction trilogy "The Keepers," presents a lecture on the science of biomimicry and how he foresees it will change the concept of warfare in the future. He will showcase the brilliant warcraft (The Animalian Projects) he has researched and created for his books.

### **What's Happening with Hero?**

3:30 PM in Room 156

Presenters: Darren Watts, Steve Long

The lynchpins of Hero Games present current projects and future plans and take feedback on what has been happening in the last year. What do you want to see from Hero Games?

### **What's Happening with Chaosium?**

5:00 PM in Room 156

Presenters: Charlie Krank

What is Cthulhu doing? Is the new BRP coming out soon? The master of the Chaosium answers questions and gives a preview.

### **The State of the Industry**

6:00 PM in Room 156

Presenters: Aldo Ghiozzi, Darren Watts, Ken Hite

Is it a good time to start your own game company?

Veterans of the game industry provide their insight on how the game industry is progressing, or receding, and what the future holds for our hobby.

## **Monday**

### **Big Surprise Announcement from Hero Games**

10:00 AM in Room 156

Presenters: Darren Watts and Steve Long

The Heroes unveil the latest super-secret special product from Hero Games. Come and see as they strip the cloak of secrecy from this long-simmering project.

# Martial Arts Live-Action Demos

## **Bishop Ranch Patio**

DunDraCon will host demonstrations of martial arts Saturday and Sunday on the patio (or, if it is raining, in the covered walkway next to the courtyard): 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 Davenriche European Martial Arts School, demonstrating Swashbuckling combat. Please make note of the schedule below, as well as checking the schedule posted outside the Mt. Diablo room.

## **Society for Creative Anachronism**

### **Mt. Diablo Room**

The SCA is a non-profit educational organization which has been a mainstay at DunDraCon for over 30 years. It's a worldwide group dedicated to reconstructing and recreating of the best of the arts and lifestyle of the Medieval time of Western Europe and surrounding countries. The demos use full armor with rattan weaponry. At the end of the demo, come out and participate in the traditional Whack-a-Knight, where participants of all ages are encouraged to pick up a sword and shield and try their hand at the sport. More information about the group can be found at [www.sca.org](http://www.sca.org) or [www.westkingdom.org](http://www.westkingdom.org) for the local "kingdom."

## **Amtgard**

### **Mt. Diablo Room**

Amtgard is a non-profit, fantasy-based combat sport. Amtgard uses foam weapons to interact in combat-style games. For more info check out [caamtgard.com](http://caamtgard.com) on the Web.

## **The Davenriche European Martial Arts School/ Historical Maritime Combat Association**

This demo will cover the major weapons of the swashbuckler and the major weapons used in ship-to-ship boarding actions. It will cover both the primary and secondary weapons that would be in use as well as a brief history of each weapon and how it was used. This demo will discuss the martial techniques of these weapons and how one would see them used in a historical setting. There will also be a Q&A session where additional questions about the weapons, construction, historic use, and training can be asked. For more information, see [www.davenriche.com](http://www.davenriche.com) or [www.historicalmaritimecombat.com](http://www.historicalmaritimecombat.com).

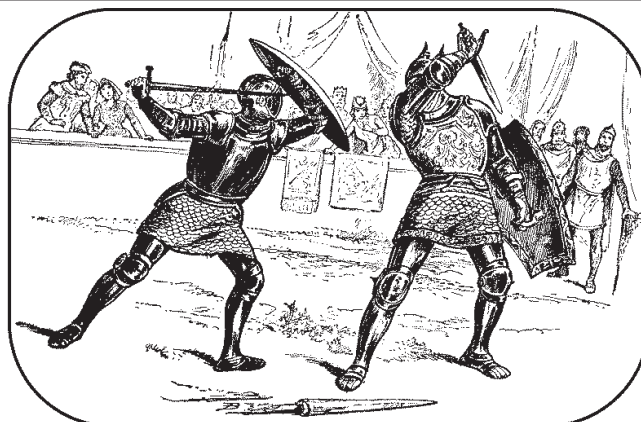
### **Combat Demo Schedule**

#### **Saturday:**

9am-11am Swashbuckling - Davenriche  
Noon-2pm Knightly Combat - SCA  
3pm-5pm Fantasy Combat - Amtgard

#### **Sunday:**

9am-11am Swashbuckling - Davenriche  
Noon-2pm Knightly Combat - SCA  
3pm-5pm Fantasy Combat - Amtgard



# Events for Kids

## Danville Room

Ladies and Gentlemen,

Greetings. The kids' room will offer a plethora of games to delight kids of all ages (okay, ages 5 and up). Feel free to come and play/learn any game listed (or not listed). The room will have a loose listing of games. That is, the schedule is not set in stone. I may have a game listed to be run, but if no one is asking for it particularly, or if the group requests another, we can switch. I have over 500 games and run the kids' game rooms at Origins and Gencon. I receive many new games every year, so I will refrain from saying, "This is a fun game!" after every listing. Believe me, I have to winnow through all my favorites to get a list of the "most fun games imaginable!" Come on by, I have boxes of non-Toys-R-US games to sample. I will give you a run-through of anything you might like to try. Our schedule (whether loosely or rigorously followed) is the following:

### Saturday

#### 10:00 AM - Mister Bill

A fun game of restaurants and waiters and finding who gets stuck with the Bill!

#### 11:00 AM - Privateer

Sail forth and engage other pirates while spiriting off with the treasure from Treasure Island!

#### Noon - Cloud 9

Captain the balloon to greater heights or jump if you think the captain doesn't have the "right stuff".

#### 1:00 PM - Bang!

Take on the role of the sheriff and deputies or be the outlaws. This is a great game of a Spagetti Western gone right. One must be able to read and make more than rote decisions--some thinking required!

#### 2:00 PM - Beetles

We are beetles living under the fridge of a famous rock band (no names dropped here!). When the room is dark, we venture forth and look for our favorite munchies, and run back if the light goes on. This is a wild food fest: no thinking required.

#### 3:00 PM - Penguins, or: Hey, That's my Fish!

A cute game of penguins chasing over the ice floes gulping fish! Sounds easy but the pickings get slim fast. Plays in about 10-15 minutes. (In Finland, it was first released as Penguins.)

#### 4:00 PM - Warriors and Dragon Hordes

Seven fantasy races, including dragons, face off as armies slash away and few remain standing. The fighting is à la Risk, so nothing fancy, but quite a nicely done system of exciting fighting done in a half hour to an hour.

#### 5:00 PM - Ice Cream

After a long day of gaming, let's sit down to enjoy a nice dish of ice cream. Hey wait, it's our shop and we have customers orders to fill!

### Sunday

#### Sunday 10:00 AM - China Moon

Help the frogs find the right bouquet of flowers! Hopping action!

#### Sunday 11:00 AM - Key to the Kingdom

A whirlpool of action and adventure in a fantasy boardgame!

#### Sunday Noon - Kinder Catan

A fun Catan for 4 year olds and up. Help build the city with Bricks, Food, and Timber, only. Beautiful large wooden pieces.

#### Sunday 1:00 PM - Gouda, Gouda

Another game for the 4 and up group. Help the mice find the cheese, run up the maze using stoplight dice, with red, yellow, and green faces.

#### Sunday 2:00 PM - Evo

Dinosaurs rule the land, and compete with the others for more (land)! Add extra horns, feet, or eggs in the process as you change over time!

#### Sunday 3:00 PM - Montgolfiere

Race to the Moon in a Balloon!

#### Sunday 4:00 PM - Where's Bob's Hat?

A card game in which the trump is variable (three colors), your goal is variable, the number of cards each round varies, and Bob's hat can be good or bad. For the 8 and up crowd.

#### Sunday 5:00 PM - Tutankhamen

A new Reiner Knizia game. Collect the various Egyptian artifacts! Plays in about 30 minutes.



## Other Kid-Friendly Events

### RPGs

#### All That is Old is New Again

Saturday 8 AM in room 154 for 8 hours

System: Hero 5th. ed. (Champions)

Power Level: 250-350 pts. Four teams of Parent & Child

GM: Keith Phemister

All characters provided by GM

Variations: very simplified, geared for young players

Rules Knowledge: Beginners Welcome

Game Content: Family

The felonious Foxbat facilitates another phase of his Master Plan! What feindish fate awaits the guardians of our fair city? Tune in and find out! EXCELSIOR!

This game is a specially designed scenario for the younger DunDraCon crowd. It features four pairs of heroes and sidekicks pitting their wits against the Master Plan of the Foxbat. This is a game evoking the 4-color age of comics and is written for sets of children and parents/guardians to play together as teams.

#### Knights of the Old Republic: Escape from Taris

Saturday 11 AM in Danville room for 5 hours

System: Star Wars D20

Power Level: introductory

GM: Michael Jones

All characters provided by GM

Variations: intended for kids 8+

Rules Knowledge: Beginners Welcome

Game Content: Family

The evil Sith have descended upon Taris, terrorizing the population. Can you and your friends escape from their iron grip before time runs out?

### Seminars

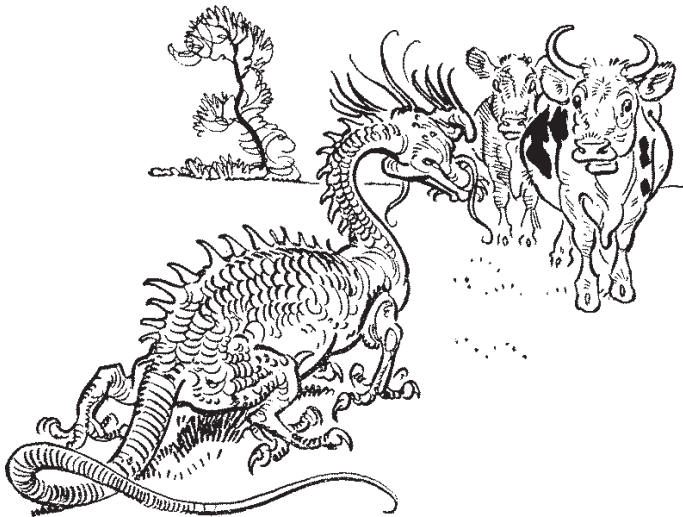
#### New Board and Card Games to Play with your Child

Sunday 11:00 AM in Room 156

### Other Games

#### Monstersmash

Sunday Noon in Salon C



## Demonstration and Drop-in Games

Want to try something new, especially on the spur of the moment? Try one or more of these games.

Just drop in and see if there's room—no registration required.

## Friday

### Jurisdiction

Type: RPG

Friday 4 PM on Hall Table 4 for 6 hours

System: Dark Heresy (Warhammer 40k roleplay)

Power Level: low

GM: Sean Schoonmaker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come discover the new 40K roleplaying game Dark Heresy. The Inquisition needs to interrogate a smuggler, but the Ecclesiarchy and Mechanicus want him as well!

### Tichu

Type: Card

Friday 5 PM in Danville room for 1 hours

System: Tichu

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A card game similar to Dilbert: Corporate Shuffle or the Great Dalmuti. Over 650 million Chinese play Tichu...could they all be wrong?

### Arkham Horror

Type: Board

Friday 6 PM in Salon 1, Table 10, for 4 hours

System: Arkham Horror

GM: Afshin Coleman

All materials provided by GM

Variations: All expansions

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Arkham Horror Boardgame with all expansions (Dunwich Horror, Curse of the Dark Pharaoh, and King in Yellow). Instruction provided. Beginners welcome.

### World of Warcraft: the Board Game

Type: Board

Friday 6 PM in Salon 1, Table 20, for 6 hours

System: World of Warcraft: the Board Game

GM: David Camp

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

World of Warcraft: the game is a team-based fantasy adventure. The Horde & the Alliance factions must compete to be the first to defeat the invincible Overlord.

### **The Napoleonic Wars**

Type: Board

Friday 6 PM in Salon 1, Table 5, for 8 hours

System: The Napoleonic Wars

GM: Kevin Yin

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The year is 1805, and Europe is at war. Play as one of the great powers and try to come out on top. TNW uses a fast, simple card driven system. Beginners welcome!

### **Settlers of Catan--8 Player**

Type: Board

Friday 6 PM in Salon 1, Table 6, for 4 hours

System: Settlers of Catan

GM: Jim Kiefer

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

One giant Island and enough pieces for eight players.

### **North Atlantic and South Pacific Wavetop Wars!**

Type: Miniature

Friday 6 PM in Salon FG Table 5 - 6 for 8 hours

System: Allied & Axis: War at Sea

GM: Scott Sylvester

All miniatures provided by GM

Variations: historical battle scenarios

Rules Knowledge: Beginners Welcome

Game Content: Family

From the frigid North Atlantic to the sweltering South Pacific- fight for the Royal Navy or mighty US Fleet, the Imperial Japanese or German & Italian raiders.

### **Dunwin Chasm**

Type: RPG

Friday 6 PM on Hall Table 2 for 4 hours

System: Dungeoneer Adventures

GM: Richard Pocklington

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

Come play Dungeoneer Adventures just before release. This fast paced, exiting, RPG system simplifies combat, rewards cooperation and facilitates roleplaying.

### **Die F#@\*\$ Zombies**

Friday 6 PM in Salon FG, Table 10, for 4 hours

System: War-Torn

GM: David Garton

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

There is a containment breach at a top level Bio-Weapons research lab. Elite mercenaries are hired for a 'Seek and Destroy' mission. Terminate all infected.

### **Learn to Hack, Love to Hack**

Type: RPG

Friday 6 PM on Hall Table 3 for 6 hours

System: Hackmaster

Power Level: 1st

GM: Joe Costa

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Ever wanted to play Hackmaster but never had the chance? Now you can learn! We'll roll up characters and play through a scenario. Swag for all who participate!

### **Cleopatra**

Type: Board

Friday 7 PM in Danville room for 2 hours

System: Cleopatra

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Help build the temple complex of Egypt. This is from Days of Wonder, makers of Ticket to Ride, Pirate's Cove, Shadows over Camelot, and others...nuff said?!

### **Saint Petersburg**

Type: Board

Friday 7 PM in Danville room for 1 hours

System: Saint Petersburg

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Help build Saint Petesburg: garner your peasants, nobles, and buildings. Upgrade them, too, but watch your limited cash resources.

### **No Signs of Life**

Type: RPG

Friday 8 PM on Hall Table 1 for 4 hours

System: Warhammer 40,000: Dark Heresy

Power Level: Inquisitorial Acolytes

GM: Bob Kuzmeski

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When Chaos claimed a refinery on an arctic moon the Inquisition performed an Exterminatus. Now you'll be their eyes to evaluate the place for re-staffing.

## **Saturday**

### **PS238 - Heroes in Training**

Type: RPG

Saturday 8 AM on Hall Table 4 for 8 hours

System: Hero 5th. ed. (Champions)

Power Level: 250-350 pts

GM: Walter Manbeck

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

The faculty and staff of PS238 welcome you to the only sanctioned school for children gifted with super powers. Welcome to your first day of classes!

### **Dunwin Chasm**

Type: RPG

Saturday 10 AM on Hall Table 1 for 4 hours

System: Dungeoneer Adventures

GM: Richard Pocklington

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

Come play Dungeoneer Adventures just before release. This fast paced, exiting, RPG system simplifies combat, rewards cooperation and facilitates roleplaying.

### **GUBS: A Game of Wit and Luck**

Type: Card

Saturday 2 PM on Hall Table 3 for 4 hours

System: GUBS

GM: Cole Medeiros

All materials provided by GM

Variations: self-published non-collectable card game

Rules Knowledge: Beginners Welcome

Game Content: Family

GUBS is a light, quick card game self-published by Cole Medeiros.

Use your wit and luck in a chaotic struggle to create the largest Gub colony.

### **No Signs of Life**

Type: RPG

Saturday 4 PM on Hall Table 1 for 4 hours

System: Warhammer 40,000: Dark Heresy

Power Level: Inquisitorial Acolytes

GM: Bob Kuzmeski

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When Chaos claimed a refinery on an arctic moon the Inquisition performed an Exterminatus. Now you'll be their eyes to evaluate the place for re-staffing.

### **Jurisdiction**

Type: RPG

Saturday 4 PM on Hall Table 4 for 6 hours

System: Dark Heresy (Warhammer 40k roleplay)

Power Level: low

GM: Sean Schoonmaker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come discover the new 40K roleplaying game Dark Heresy. The Inquisition needs to interrogate a smuggler, but the Ecclesiarchy and Mechanicus want him as well!

### **Nick of Time**

Type: RPG

Saturday 6 PM on Hall Table 3 for 4 hours

System: Dungeons and Dragons 3.5

Power Level: 6th-8th

GM: Jeffrey Walker

Characters may be provided by GM

Variations: combat: Rules of Wor d20

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Heroically save the City in a heavy combat and magic battle. No roleplay here---it's you or them! An official Rules of Wor module with free-flow combat.

### **No Signs of Life**

Type: RPG

Sunday 8 AM on Hall Table 1 for 4 hours

System: Warhammer 40,000: Dark Heresy

Power Level: Inquisitorial Acolytes

GM: Bob Kuzmeski

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When Chaos claimed a refinery on an arctic moon the Inquisition performed an Exterminatus. Now you'll be their eyes to evaluate the place for re-staffing.

### **Jurisdiction**

Type: RPG

Sunday 10 AM on Hall Table 4 for 6 hours

System: Dark Heresy (Warhammer 40k roleplay)

Power Level: low

GM: Sean Schoonmaker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come discover the new 40K roleplaying game Dark Heresy. The Inquisition needs to interrogate a smuggler, but the Ecclesiarchy and Mechanicus want him as well!

### **MonsterSmash**

Sunday Noon in Salon C for 3 hours

System: MonsterSmash

GM: Alicia Hansen

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Family

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 Alicia Hansen.

### **Dunwin Chasm**

Type: RPG

Sunday 2 PM on Hall Table 1 for 4 hours

System: Dungeoneer Adventures

GM: Richard Pocklington

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

Come play Dungeoneer Adventures just before release. This fast paced, exiting, RPG system simplifies combat, rewards cooperation and facilitates roleplaying.

### **The Caged Songbird**

Type: RPG

Sunday 6 PM on Hall Table 1 for 4 hours

System: Realms of Wor

Power Level: moderate

GM: Jeffrey Walker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Help rescue a kidnapped singer from a fate worse than... Combat, magic and outdoor skills are key for success. Any FRPG player will easily enjoy this game.

# Convention Sponsered Games

## How to join a game

There are three main game groupings at DunDraCon:

- 1) **Open Gaming**, where anyone can run or play a game. Salon 1 is for Board games only, Salon E is for all types of games.
- 2) **Demonstration and Drop-in Games**, which are assigned times and places, but you do not need to sign up for them. Just show up and sit in if there's room! See the Game listings on pages 8-10
- 3) **Registered Games**, which are numbered and signed up for through DunDraCon's Game Registration system as detailed below. All games after this page are Registered Games.

## Game Registration

### 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. The time the sign-up slip is submitted does not affect your chances of getting into a game, 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 counts! We try very hard to decipher all the slips, but if we can't read your handwriting, you may be put into the wrong game!

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 a 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 over-rides any previous choices. Otherwise our staff doesn't know which is more important to you.

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

The results of each Registration session will be posted on the DunDraCon website at <http://www.dundracon.com> and near the Games Registration table 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 you see your name and number listed, you're in! Double check the starting time and location of the game, and show up on time. If you are late, your seat may be given to somebody else.

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

If you do not get into a game you really want, do not despair: show up for it anyway, as there may be an opening. Individual GMs may allow 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!)

SESSION	GAME#	LAST SIGN UP SESSION	FORM	FIRST START TIMES
1	101-199	FRI 4:30 – 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	Gold	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

**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.



**DDC Game Standards**

or,

**Will my child enjoy this game?**

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

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

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

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

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

# Live Action Role-Playing Games

## Saturday

### LARP Rules:

- LARP Central is Salon A. This board will contain the complete set of rules, the current schedule, flyers for upcomingLARPs, etc.
- No one will be turned away from any LARP solely based on age.
- All LARPs are signed up at Games Registration.
- An hour before each LARP an “overflow” list will be posted on the LARP Central bulletin board—replacement players for anyone who is late for a game will be drawn from this list.
- 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 *actually* pull the fire alarm. Do nothing illegal or immoral as part of the game.
- 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.

## Friday

### Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

#### 181 The First Shogun

Friday 8 PM in Salon AB for 8 hours

Troupe: TandemArts

System: L5R LARP with some modifications

Variations: Home spun system for faster resolution

Genre: Legend of the Five Rings

Costume: Feudal Japanese

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

War is coming. The Emperor has decided to stop the inter Empire conflicts by naming a Shogun: Will you support someone from your own clan, or try to take the powerful position yourself.



### Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

#### 281 City of Heroes: Disco Inferno

Saturday 10 AM in Salon B for 6 hours

Troupe: Gamer Geekus

System: L.A.R.P.S. System

Variations:

Genre: Super Heroes 1970s

Costume: Super-Hero or Disco Attire suggested. (Costume is no guarantee for entry or character choice)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A murder is called in at Paragon City’s favorite club and the culprit is the infamous Dr. Mayhem, a ruthless Villain that hasn’t been seen in years. Now it’s time for more than just dancing.

#### 282 Sheriff Blackwood is Dead

Saturday 11 AM in room 570 for 7 hours

Troupe: Endless Adventures

System: L.A.R.P.S. System

Variations: slightly modified

Genre: Extended BuffyVerse

Costume: Modern Dress

Rules Knowledge: Useful

Game Content: Mainstream

Sheriff Blackwood dead! His death is greeted with some joy, until the invitations to the Will reading are sent. The sheriff knew many secrets, some yours.

### Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

#### 381 Between Heaven and Earth

Saturday 4 PM in Salon A for 8 hours

Troupe: The Rokugani Historical Society

System: L5R LARP - Homebrew K.I.S.S. System

Genre: Samurai

Costume: Encouraged but not mandatory. Kimonos preferred, but any Asian or oriental attire is welcome. Think Japanese, Chinese and/or Korean.

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Tempers between two embittered enemies flare over a religious dispute, and the Empire is drawn to the flames. A duel has been called to determine the future of religion within the Empire.

**Session 4. 400 Series games**  
**Sign up by Saturday 5:00 PM**  
**The registration forms for this session are Gold**

**481 The Mutant Saga Volume 1: Antarctica**

Saturday 6 PM in Salon B for 8 hours

Troupe: Parzanese

System: GM Fiat

Genre: Mutants

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

After WWII, mutants appeared. Most were relegated to experiments, slaves, or rogue elements. In 1954 a signal, from Antarctica that only mutants could hear, was broadcast over the world.

**482 Ashenheart: The Goblin King's Winter Gala**

Saturday 8 PM in Salon C for 6 hours

Troupe: December Star

System: GM Fiat

Genre: Fantasy

Costume: Fantasy/Victorian/ 1900's to 20's

Rules Knowledge: Useful

Game Content: Mature Themes

The betrothal gala for Jareth, the Goblin King, brings a wave of opportunities for advancement and betrayal- for the guests. For Jareth, it brings tedium. Costuming Encouraged.

## Sunday

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

**581 A 7th Sea Adventure in 3 Acts**

Sunday 10 AM in Pacific room for 8 hours

Troupe: Dreams of Deirdre

System: L.A.R.P.S. System

Genre: 7th Seas

Costume: Anything you would wear to Ren Faire (in period)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This 7th Sea LARP takes the same set of characters through 3 different adventures that are influenced by the behavior of the characters in the preceding games.

**Session 6. 600 Series games**  
**Sign up by Sunday 11:00 AM**  
**The registration forms for this session are Lilac**

**681 Azathoth Christie's - Death on the Nile**

Sunday Noon in room 570 for 6 hours

Troupe: Scripted Improv

System: A Lovecraftian Murder Mystery

Variations: A horrific twist on the Murder Mystery genre

Rules Knowledge: Useful

Game Content: Mature Themes

The fund raiser for Cairo's School of Medicine will bring out the finest of academia, politics, and even the church, what else will it bring out? There's a murder to solve; you may have done it.

**682 Shakespeare Lives!**

Sunday 2 PM in Salon B for 4 hours

Troupe: Spontaneous Combustion!

System: Homebrew

Genre: Theatre LARPs

Costume: Classical, Medieval, or Renaissance costumes appreciated (but not required!)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The princes, generals, lovers, and fools of Shakespeare's tragedies are summoned forth from the darkness to entertain the lords of the underworld. Politics, improvisation, and fun await!

**Session 7. 700 Series games**  
**Sign up by Sunday 5:00 PM**  
**The registration forms for this session are Yellow**

**781 Pact Arcanum**

Sunday 8 PM in Salon B for 6 hours

Troupe: Verisim

System: Homebrew

Genre: Modern Magic

Costume: Costumes Provided

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

It has been mere decades since the wizards of the twelve schools were last brought together. Can the wizards of the Pact Arcanum protect themselves and their planet? Do they want to?

**782 Grimm by Gaslight**

Sunday 8 PM in Salon A for 6 hours

Troupe: Team Volare'

System: L.A.R.P.S. System

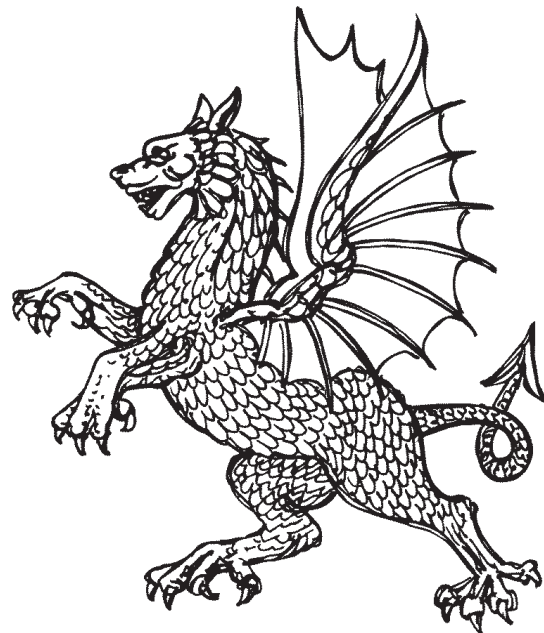
Genre: Victorian Era

Costume: Dickens

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

In 1890, the Cosmo City Spiritualist Society is honored to host one of the Society's most regarded mediums, who will perform a séance. A Victoria Era LARP, a Team Volare' Production.



# Board Games

## Friday

### Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

#### 141 Into the Dark

Friday 8 PM in Salon 1, Table 2, for 6 hours

System: Descent: Journey into Darkness

GM: Greg Qatsha

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Journey into the dank dungeon of Narthak, a powerful giant, and his minions in search of riches and glory!

#### 142 Citadels

Friday 8 PM in Salon 1, Tables 3 - 4, for 4 hours

System: Citadels

GM: Kyle Kiefer

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Citadels is a fastpaced game of court intrigue and construction. Your goal is to complete your Citadel before your opponent, so invest wisely.

#### 143 Titan--The Monster Slugathon

Friday 8 PM in Salon 1, Tables 7 - 9, for 6 hours

System: Titan!

GM: Dan Cloutier

Materials can be provided by GM

Variations: May be 2nd round Sat 10 AM

Rules Knowledge: Expected

Game Content: Very Complex

Fairly steep learning curve. Players should have played at least a couple of times beforehand. Considered by many to be one of the best board games around.

#### 144 Age of Renaissance

Friday 8 PM in Salon 1, Tables 17 - 18, for 8 hours

System: Age of Renaissance

GM: Misha Wilkinson

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Gain points in the form of technical advances while keeping your culture's misery level as low as possible. Payout similar to Civ and Advanced Civ. And much more...

#### 145 Out Power Your Friends

Friday 8 PM in Salon 1, Table 19, for 4 hours

System: Power Grid

GM: Randy Sullens

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Come Play Power Grid!!

## Saturday

### Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

#### 241 Twilight Imperium

Saturday 8 AM in Salon 1, Tables 1 - 2, for 12 hours

System: Twilight Imperium

GM: Sean C. Laney

All materials provided by GM

Variations: Shattered Empire Options 2-15

Rules Knowledge: Useful

Game Content: Very Complex

Come join us for another round of Twilight Imperium! Do you have what it takes to rule the universe? Please come prepared, as this is a long game.

#### 242 Power Grid

Saturday 10 AM in Salon 1, Table 3, for 4 hours

System: Power Grid

GM: Robert Silva

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Power Grid is a game about the electrical industry. Players run their own company & compete against other players for markets, resources and plants.

#### 243 Cities and Knights of Catan

Saturday 10 AM in Salon 1, Table 6, for 4 hours

System: Settlers of Catan

GM: Usi Ambrocio

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In this variation of the classic Settlers, gain control of Catan by recruiting powerful knights and raising great cities.

#### 244 Combat Commander

Saturday 10 AM in Salon 1, Table 23, for 6 hours

System: Combat Commander

GM: Gordon Monson

All materials provided by GM

Rules Knowledge: Useful

Game Content: Very Complex

Combat Commander is a small unit WWII infantry combat game, with great detail and elegant mechanics. I'll have two games going at all times.

#### 245 Dungeoneer

Saturday 11 AM in Salon 1, Table 4, for 6 hours

System: Dungeoneer

GM: Paul W. Graham

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Be the first to complete 3 quests or kill all the other heros and you win.

### 246 Fireball Island

Saturday 11 AM in Salon 1, Table 7, for 4 hours

System: Fireball Island

GM: Douglas E. Weed

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

On Fireball Island, the legendary Firestone jewel gleams beside its fierce protector, the Idol Vul-Kar. To capture it, survive a swarm of flaming fireballs.

### Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

### 341 Cosmic Encounter

Saturday 1 PM in Salon 1, Table 5, for 8 hours

System: Cosmic Encounter

GM: Robert Martz

All materials provided by GM

Variations: Eon version with all expansions

Rules Knowledge: Useful

Game Content: Mainstream

Cosmic Encounter is a science fiction-themed strategy board game for 3 to 6 players. Over 80 unique alien powers, plus Flares & Moons.

### 342 Risk

Saturday 2 PM in Salon 1, Table 10, for 6 hours

System: Risk

GM: Elaina Allis

All materials provided by GM

Variations: strategy game

Rules Knowledge: Useful

Game Content: Mainstream

It's the classic game that everyone loves, Risk! Bring a friend or two and go against one another to dominate the world!

### 343 Fireball Island

Saturday 4 PM in Salon 1, Table 7, for 4 hours

System: Fireball Island

GM: Douglas E. Weed

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

On Fireball Island, the legendary Firestone jewel gleams beside its fierce protector, the Idol Vul-Kar. To capture it, survive a swarm of flaming fireballs.

### 344 Manifest Destiny

Saturday 4 PM in Salon 1, Table 17, for 6 hours

System: Manifest Destiny

GM: Misha Wilkinson

Materials can be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Manifest Destiny is a card-driven multi-player strategy game for 3 to 5 players set in North America from colonial times to the present.

### Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

### 441 Catan: Settlers-Seafarers-Cities & Knights

Saturday 6 PM in Salon 1, Table 6, for 4 hours

System: Settlers of Catan

GM: Mabel Grein

All materials provided by GM

Variations: Expansion Set for Extra Players

Rules Knowledge: Expected

Game Content: Mainstream

This is the full expansion (6 players) of Settlers of Catan including Settlers, Seafarers, Cities and Knights. Previous Cities and Knights experience preferred.

### 442 Twilight Struggle

Saturday 7 PM in Danville room for 2 hours

System: Twilight Struggle

GM: Randy Kreidt

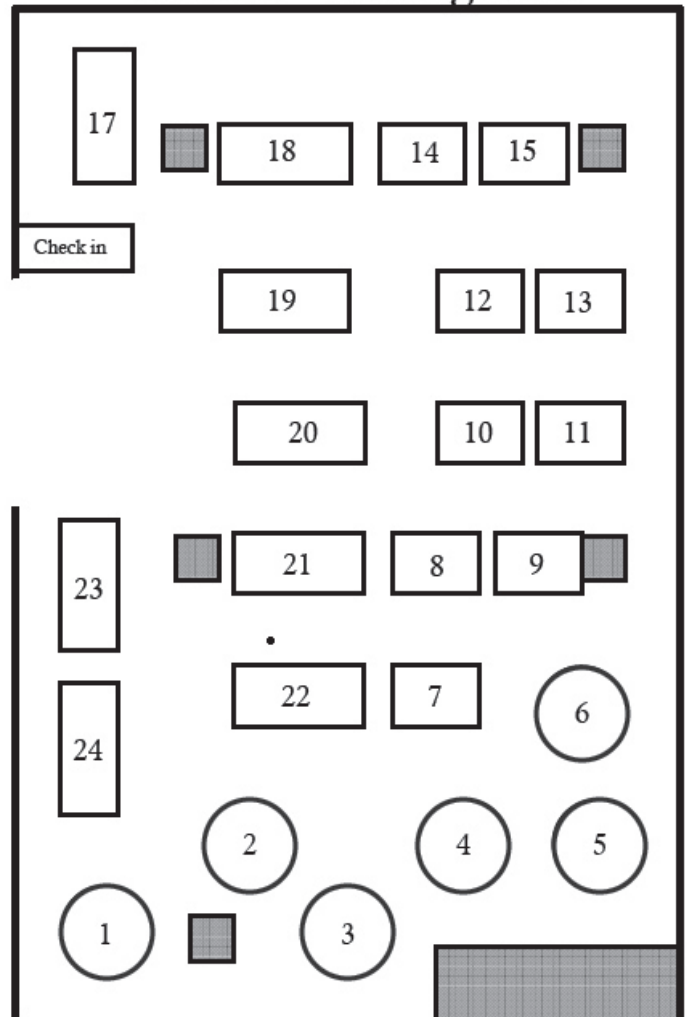
All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This game mirrors the Cold War using operations all over the world. Realign countries! Sponsor coups! Regional scoring is semi-random; action is constant.

## Salon 1 - Boardgames



#### 443 Amun-Re

Saturday 7 PM in Danville room for 2 hours  
System: Amun-Re  
GM: Randy Kreidt  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Build your power base in ancient Egypt. Provinces are up for bid.  
Develop with farmers and pyramids. Offer to the gods, and you might become Pharaoh.

#### 444 Fortress America

Saturday 8 PM in Salon 1, Tables 3 - 4, for 4 hours  
System: Fortress America  
GM: Doug Andrews  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
The classic Milton Bradley game of the US under siege. 1 player defends the nation vs. a coalition of 3 territory hungry invaders.  
Lasers, Hovertanks and more!!

## Sunday

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

#### 541 Talisman Battle Royal

Sunday 9 AM in Salon 1, Tables 10 - 11, for 8 hours  
System: Black Industries Talisman  
GM: Michael Smith  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Reach the Crown of Command and subdue your rival adventurers.  
Build your Strength and Craft until you are powerful enough to survive the trials that await.

#### 542 Duel of Ages

Sunday 10 AM in Salon 1, Table 2, for 4 hours  
System: Duel of Ages  
GM: Greg Wong  
Materials can be provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Players control characters from four eras as they struggle to defeat the guardians of the labyrinths, take on challenges, and fight their opponents.

#### 543 Warmhammer Quest

Sunday 10 AM in Salon 1, Table 4, for 6 hours  
System: Warhammer Quest  
GM: Paul W. Graham  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Warhammer Quest--the best out there.

#### 544 Dungeoneering

Sunday 10 AM in Salon 1, Table 7, for 4 hours  
System: Dungeoneer  
GM: Andy Marshall  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Return to the old-fashioned dungeon crawl. Dungeoneer puts characters against monsters and traps while completing quests to gain levels.

#### 545 Arkham Horror

Sunday 10 AM in Salon 1, Table 21, for 4 hours  
System: Arkham Horror  
GM: Afshin Coleman  
All materials provided by GM  
Variations: All expansions  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Arkham Horror Boardgame with all expansions (Dunwich Horror, Curse of the Dark Pharaoh, and King in Yellow). Instruction provided.  
Beginners welcome.

#### 546 Combat Commander

Sunday 10 AM in Salon 1, Table 23, for 6 hours  
System: Combat Commander  
GM: Gordon Monson  
All materials provided by GM  
Rules Knowledge: Useful  
Game Content: Very Complex  
Combat Commander is a small unit WWII infantry combat game, with great detail and elegant mechanics. I'll have two games going at all times.

**Session 6. 600 Series games**  
**Sign up by Sunday 11:00 AM**  
**The registration forms for this session are Lilac**

#### 641 Samurai Battle for Japan

Sunday Noon in Salon 1, Table 3, for 8 hours  
System: Feudal Lord  
GM: Thomas Granvold  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Feudal Lords by Sunset Games is a struggle for the control of Japan.  
All materials in English. This was to have been published by MMP as Samurai Lords.

#### 642 Arkham Horror

Sunday Noon in Salon 1, Table 17, for 6 hours  
System: Arkham Horror  
GM: Nathan Hirth  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Welcome to the world of Arkham Horror where you team up with your fellow investigators and try to stop the arrival of the ancient evil one.

### 643 History of the World

Sunday Noon in Salon 1, Table 24, for 6 hours  
System: History of the World  
GM: Doug Andrews  
All materials provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
History of the World-The game of rising empires and falling powers.

### 644 Crisis on Just One Earth

Sunday 1 PM in Salon 1, Tables 12 - 13, for 6 hours  
System: Risk 2210  
GM: Rob Glen  
All materials provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
Do ya like Risk? Do ya like Nukes? Then this is the game for you!  
With luck, We'll get all the way to the end.

### 645 Frag 3D

Sunday 4 PM in Salon 1, Table 22, for 4 hours  
System: Frag  
GM: Andrew Walters  
All materials provided by GM  
Variations: 3D board and miniatures  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
It's an abandoned toxic waste factory with no strategic or aesthetic value, but you can find loaded weapons every few meters. It's Frag...

## Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

### 741 B-17: The Big Week

Sunday 6 PM in Pleasanton, Tables 1 - 4, for 8 hours  
System: B-17: Queen of the Skies  
GM: Ron Plunk  
Materials can be provided by GM  
Variations: Multi-player Squadron 'team' rules  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Join Memphis Belle & Picadilly Lilly as the 8th AF pummels Occupied Europe during 'Big Week' (Operation Argument) targeting Luftwaffe production. Rules taught.

### 742 Parthenon: Rise of the Aegean

Sunday 7 PM in Danville room for 3 hours  
System: Parthenon: Rise of the Aegean  
GM: Randy Kreidt  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
A beautiful game of the Ancient Greeks, wherein the islands of the Aegean are trying to develop their culture, including a Wonder of the World.

### 743 Seafarers: Settlers of Catan

Sunday 7 PM in Danville room for 2 hours  
System: Settlers of Catan  
GM: Randy Kreidt  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Play Catan the way it was designed to be played: with SHIPS! Now you might not be offered wood for your sheep, as both will be needed for masts and sails.

## Monday

### Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

### 841 Iron Dragon

Monday 10 AM in Salon 1, Table 2, for 4 hours  
System: Iron Dragon (Empire Builder)  
GM: Dawn Dee Beliz  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Very Complex  
Fantasy-based railroad strategy boardgame. Players purchase & build track, pick-up & deliver loads. Object is to connect 7 major cities and amass 250 gold.

### 842 Manifest Destiny

Monday 11 AM in Danville room for 4 hours  
System: Manifest Destiny  
GM: Randy Kreidt  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Age of Renaissance in the New World. Need I say more?

### 843 Anno 1503

Monday 11 AM in Danville room for 1 hours  
System: Settlers of Catan  
GM: Randy Kreidt  
All materials provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
This is a Catan game in the New World. Search through the isles while developing your colony. Watch for Fires and Pirates!



# Card games

(Collectable or not)

## Friday

### Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

#### 171 The Northwest Invasion Tournament

Friday 8 PM in Salon FG, Tables 7 - 8, for 6 hours

System: Vampire: The Eternal Struggle

GM: Cory "Crazie Cory Sober" Sober

Players provide their own materials

Rules Knowledge: Useful

Game Content: Mainstream

Come and play in a non-sanctioned tournament. Break out your old decks and see if you still have what it takes.

## Saturday

### Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

#### 271 Pit

Saturday 10 AM in San Ramon, Tables 1 - 2, for 4 hours

System: Pit

GM: Simon Kiefer

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Fast paced and exciting recreation of the 1920's Chicago's grain market. You are a trader in the pit trying to corner the market of your choice.

#### 272 Lunch Money

Saturday 10 AM in San Ramon, Tables 3 - 4, for 4 hours

System: Lunch Money

GM: Simon Kiefer

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The game of children on the playground battling it out for each other's Lunch Money.



### Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

#### 471 The MULTI-MUNCHKIN

Saturday 6 PM in San Ramon, Tables 1 - 2, for 4 hours

System: Munchkin

GM: Jeff O. Rogers

All materials provided by GM

Variations: Munchkin/SuperMunchkin/MunchkinFu/StarMunchkin/MunchkinBites/Blender

Rules Knowledge: Beginners Welcome

Game Content: Family

I will be combining the following Sets: Munchkin 1-3, Super Munchkin, Munchkin Fu 1&2, Star Munchkin 1&2, Munchkin Bites, and lastly Blender.

#### 472 Three-Dragon Ante

Saturday 7 PM in Danville room for 1 hours

System: Three-Dragon Ante

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A fast-paced card game based on the games of chance played by characters within the D&D game world. Everyone plays flights of dragons of varying strengths.

## Sunday

### Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

#### 671 Werewolf

Sunday 2 PM in San Ramon, Tables 1 - 4, for 4 hours

System: Werewolf (Mafia)

GM: Elisabeth Brewer

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

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.

### Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

#### 771 The Werewolves of Millers Hollow

Sunday 6 PM in San Ramon, Tables 1 - 2, for 4 hours

System: The Werewolves of Millers Hollow

GM: Nicholas B. Weed

All materials provided by GM

Variations: More victims

Rules Knowledge: Beginners Welcome

Game Content: Family

Come to the town of Millers Hollow & be eaten by werewolves. This game plays like the school game 'Heads Up 7up' but to the death. Really easy and fun to play.

### 772 Munchkin Mayhem

Sunday 6 PM in San Ramon, Tables 3 - 4, for 4 hours

System: Munchkin

GM: Usi Ambrocio

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Face off against dragons, ninjas, supervillians, vampires, & whatever else the cards can throw at you. Use every set in your quest to become King of Munchkins.

## Miniatures Games

### Friday

#### Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

#### 161 The Get Away

Friday 8 PM in Salon FG, Table 9, for 10 hours

System: Battletech (Classic)

GM: Jason Windham

All miniatures provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

You have the plans, now you just have to make it to the dropship in 1 piece. They have the plans, your company is all that stands between them and getting away.

### Saturday

#### Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

#### 261 Warhammer 40K Rogue Trader Tournament

Saturday 8 AM in Salon FG, Tables 1 - 8, for 8 hours

System: Warhammer 40K

Power Level: 3 round, 1850 point tournament, standard RTT format

GM: Chad Martens

Players provide their own miniatures

Variations: tournament style

Rules Knowledge: Expected

Game Content: Mainstream

Bring your army and battle foes from across the land. See our web site, or the web description of this game on the DunDraCon site for further details.

#### 262 Return of the Comet

Saturday 8 AM in Salon FG, Table 10, for 8 hours

System: Star Blazers

GM: Nathan Kajikuri

All miniatures provided by GM

Rules Knowledge: Useful

Game Content: Very Complex

The Comet Empire is threatening Earth again!! Can the EDF and their Gamilon allies stop them? Based on the classic Star Blazers tv show.

#### 263 Epic Voyage

Saturday 10 AM in Salon FG, Table 9, for 4 hours

System: Starguard

GM: Peter Bauer

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This epic voyage takes you on a hunt for the legendary sea monster, The Kraken, fabled in Norse lore to have devoured entire ships.



**264 Kursk**

Saturday 10 AM on Hall Table 2, for 6 hours  
System: Axis & Allies Miniatures  
GM: Jay Shukert  
All miniatures provided by GM  
Variations: Expanded Rules & special scenario rules  
Rules Knowledge: Useful  
Game Content: Mainstream  
See if you can crush the Russian salient or chew up the Wermacht's finest panzers in this fast-paced, skirmish level scenario!

**Session 3. 300 Series games**  
**Sign up by Saturday 11:00 AM**  
**The registration forms for this session are Blue**

**362 Gone Fishin'**

Saturday 4 PM in San Ramon, Tables 3 - 4, for 6 hours  
System: Necromunda (Modified)  
GM: Joel Clark  
All miniatures provided by GM  
Variations: Special Scenario  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
6 rival gangs find themselves fighting over fishing territory on the sump lake, an enormous pool of sewage beneath hive city.

**Session 4. 400 Series games**  
**Sign up by Saturday 5:00 PM**  
**The registration forms for this session are Gold**

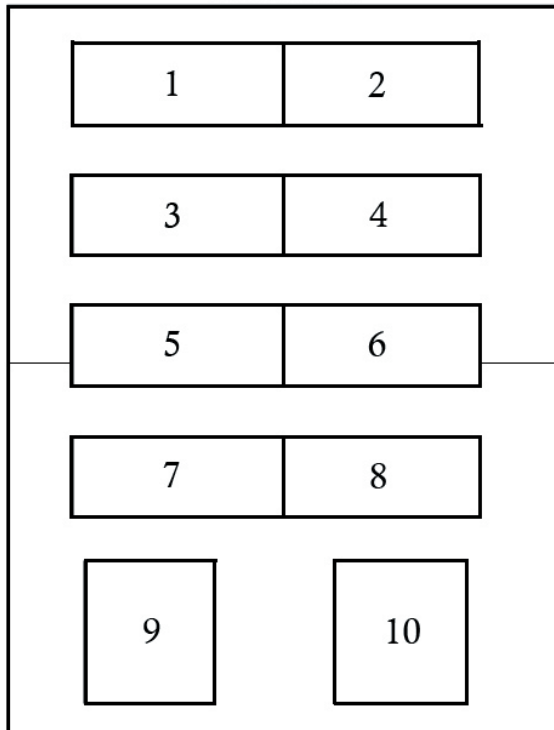
**361 Swarm, Kill, Eat, Eat!**

Saturday 3 PM in Salon FG, Table 9, for 6 hours  
System: Starguard  
Power Level: Moderate  
GM: Bill Kurtz  
Materials can be provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
You are a facet of the hive mind, the Dreenoi. Life has been detected on the blue planet below. Swarm, Kill, Eat, Eat! Breed. (Non-SG enemies included.)

**461 Swirly Thing Alert!**

Saturday 6 PM in Salon FG, Table 10, for 8 hours  
System: Full Thrust  
GM: Dennis Seiffert  
All miniatures provided by GM  
Variations: Using FT & MFT books; Cinematic Movement  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
There is an artifact of unknown origin in sector 5. Your mission is to retrieve and secure the artifact. It appears to be protected by a particle cloud.

**Salon FG**



**462 SWARM!!!**

Saturday 6 PM in Salon FG, Tables 7 - 8, for 8 hours  
System: Giant Monster Rampage  
GM: Zoran S. Kovacich  
All miniatures provided by GM  
Variations: minor  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Classic giant monsters return with TERROR on a whole new scale!  
This year adds 'swarm' rules for small monsters that overwhelm their foes and JUST KEEP COMING!

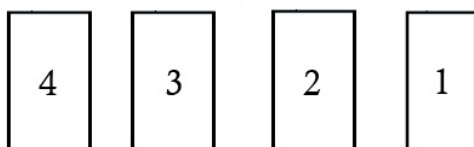
**463 500 pt Unrestricted**

Saturday 8 PM in Salon FG, Tables 5 - 6, for 4 hours  
System: Heroclix  
GM: Cyrus Makalinaw  
Materials can be provided by GM  
Variations: unrestricted  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Join the eternal battle between good and evil. Bring a 500 pt team from any Heroclix Universe and pit yourself against other teams. Prizes provided!

**464 Sherman VI and the Taking of Iron Mountain Pass**

Saturday 8 PM in Salon FG, Tables 1 - 2, for 8 hours  
System: OGRE Miniatures  
GM: Jim Kundert  
All miniatures provided by GM  
Variations: LAD & experimental Vulcan rules, Iron Mountain  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Classic nuclear-powered cybertank slugging match across the much-abused fields of PanEurope. Prizes by Steve Jackson Games.

**Hallway Tables**



# Sunday

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

## 561 Warhammer Fantasy Battle Rogue Trader Tournament

Sunday 8 AM in Salon FG, Tables 1 - 8, for 8 hours  
System: Warhammer Fantasy Battle  
Power Level: 3 round, 2250 point tournament, standard RTT format  
GM: Chad Martens  
Players provide their own miniatures  
Variations: tournament style  
Rules Knowledge: Expected  
Game Content: Mainstream

Bring your army and battle foes from across the land. See our web site, or the web description of this game on the DunDraCon site for further details.

## 562 Forerunner

Sunday 9 AM in Pleasanton, Tables 3 - 4, for 8 hours  
System: Clix System  
Power Level: Standard  
GM: Eddie Ewell  
Materials can be provided by GM  
Variations: Slight mods to some map rules  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Bringing all the action packed carnage of microsofts best selling game HALO to your table top. This is a clix variant based in the HALO universe.

## 563 Nebulans at the Galman Line: 2207

Sunday 9 AM in Salon FG, Table 9, for 10 hours  
System: Star Blazers  
GM: Keith Holmes  
All miniatures provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Space is far from peaceful in 2207. The Gamilons have setup lines of Desslok Space Mines that none may cross. The Dark Nebula Empire now challenges that line.

## 564 The Village of Death

Sunday 9 AM in Salon FG, Table 10, for 4 hours  
System: GURPS  
GM: Thomas Vallejos  
All materials provided by GM  
Variations: RPG/Miniatures--no hex grid  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Learn to play GURPS 4e! Play WWII era Germans or Americans as they fight for a village! Combat guaranteed! Steve Jackson Games supplies prizes!

## 565 In the Nick of Time

Sunday 10 AM in Pleasanton, Tables 1 - 2, for 6 hours  
System: Lord of the Rings  
GM: Wyn Robertson  
All miniatures provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
Thranduil and the Wood Elf forces are hard pressed by Khamul and his evil minions. Will Elrond's Elves arrive in time to save his woodland brethren?

**Session 6. 600 Series games**  
**Sign up by Sunday 11:00 AM**  
**The registration forms for this session are Lilac**

## 661 Axis & Allies Minis 150 Point Tournament

Sunday 2 PM in Salon FG, Table 10, for 8 hours  
System: Axis & Allies Miniatures  
Power Level: 150 pts, 20 unit limit, no WE sniper/Vet Tiger  
GM: Scott Chelette  
Materials can be provided by GM  
Variations: Expanded Rules  
Rules Knowledge: Useful  
Game Content: Very Complex  
Each player must bring an Axis & an Allied army. No more than 2 aircraft per army. Allies may use 40mm Bofors AA Gun. Axis may use 20mm FlaK.

**Session 7. 700 Series games**  
**Sign up by Sunday 5:00 PM**  
**The registration forms for this session are Yellow**

## 761 350 pt Round Robin Tournament Heroes vs Villains

Sunday 6 PM in Salon FG, Tables 7 - 8, for 6 hours  
System: HeroClix  
GM: Cyrus Makalinaw  
Materials can be provided by GM  
Variations: Hero-only or villain-only teams. 50 pts on pogs.  
Rules Knowledge: Useful  
Game Content: Mainstream  
Bring 2 300pt teams and 50pts worth of pogs. Each round you will either be playing heroes or villains and must either save or destroy the citizens.



# Role Playing Games

## Friday

**Session 1. 100 Series games**  
**Sign up by Friday 7:00 PM**  
**The registration forms for this session are Gray**

### 101 Toteninsel

Friday 8 PM in room 143 for 8 hours

System: Call of Cthulhu

Power Level: Best Skill 90%

GM: Gil Trevizo

All characters provided by GM

Variations: Delta Green set during WWII

Rules Knowledge: Useful

Game Content: Mature Themes

Allied commandos must infiltrate a remote island, where the Nazi 'resuscitated casualties' project has broken the barrier between life and death.

### 102 Oops 2

Friday 8 PM in room 145 for 8 hours

System: Star Wars D20

Power Level: 10th

GM: Henry "Numair" Hill

Characters may be provided by GM

Variations: home brew

Rules Knowledge: Useful

Game Content: Mainstream

Emperor Palpatine and his queen Ilia have started their takeover of the galaxy. But there is another Alliance they need to secure... The Q asks you to stop them.

### 103 Convergent Realities

Friday 8 PM in room 147 for 8 hours

System: Shadowrun

Power Level: Standard character gen., or see website for alternatives

GM: Steven Sutton

Characters may be provided by GM

Variations: For Players, very little

Rules Knowledge: Useful

Game Content: Mature Themes

Sept. 2057 Seattle: Out of work. Nuyen is getting thin. Calling your contacts you tell them that you are itchin' for anything. Waiting. Hungry. The phone rings.

### 104 Bel's Contract

Friday 8 PM in room 149 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 10th, with 50k equipment

GM: Robert Anderson

Characters may be provided by GM

Variations: Some 4th and personal rules may apply

Rules Knowledge: Useful

Game Content: Mature Themes

It is an honor to serve in the armed forces of Avernus against the vile Abyssal Armies, which live to destroy glorious laws we live by.

### 105 What Happens on the Ship Stays on the Ship

Friday 8 PM in room 151 for 6 hours

System: 7th Sea

Power Level: 150 Hero Points

GM: Scott Freeman

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Admiral Jerricho has been sent to a distant island to find a lost cargo.

Daring and exciting adventure await on your perilous journey to

retrieve the treasure.

### 106 MadCon: Length of Game: 13 Hours

Friday 8 PM in room 152 for 6 hours

System: Don't Rest Your Head

GM: Kris Miller

All characters provided by GM

Variations: MadCon

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You can't sleep. Cons are like that. But then something clicked. The

Nightmares are real and the game has only one rule: Stay Awake.

Don't Rest Your Head.

### 107 Echoes of the Past

Friday 8 PM in room 154 for 8 hours

System: Dungeons and Dragons 3.0/3.5

Power Level: 5th

GM: Gary "Duntada Man" Fleming

Characters may be provided by GM

Variations: Heroes of Horror

Rules Knowledge: Useful

Game Content: Mature Themes

You awaken on a cold slab in a cavern with no memory of how you got there, nor of these people you find around you. How did you get here, and are you in danger?

### 108 The House That Jerks Built (Doc's 19th Annual Toon Game!)

Friday 8 PM in room 156 for 4 hours

System: TOON

Power Level: Very Silly

GM: Doc Cross

All characters provided by GM

Variations: Of Course!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's really simple, gang: You're building a house. You'll be using dangerous tools, heavy machinery, wet concrete and explosives. What can possibly go wrong?

### 109 Jailbreak!

Friday 8 PM in room 157 for 8 hours

System: Mutants & Masterminds

Power Level: 10th

GM: Kieran Cage

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Break into the most secure prison on Earth, and free history's most dangerous criminal. Succeed, and be rewarded. Fail, and they have a cell ready just for you.

### 110 An Offer You Can't Refuse

Friday 8 PM in room 159 for 6 hours  
System: Vampire The Masquerade  
Power Level: Young Vampires. 13th to 10th gen  
GM: Adrian Anderson  
All characters provided by GM  
Variations: Common sense will be used when rules confuse  
Rules Knowledge: Useful  
Game Content: Mature Themes  
The Prince of San Francisco has called upon you out of the blue to meet him along with some other young licks at the Ferry Building. This Can't Be Good.

### 111 In the Wake of Malice

Friday 8 PM in room 160 for 6 hours  
System: Dark Heresy (Warhammer 40k roleplay)  
Power Level: Beginning Acolytes  
GM: Brian Isikoff  
All characters provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
An Acolyte in the service of the Inquisition, your duty is to root out the foul stench of heresy, hunt the vile alien, and purge the twisted influence of Chaos.

### 112 Hero All-Stars 2008

Friday 8 PM in room 161 for 6 hours  
System: Hero 5th. ed. (Other)  
GM: Darren Watts  
All characters provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
Hero's Annual All-Star Game returns for its 2008 debut! Join Hero prez Darren Watts for yet another compilation of fictional characters, this time set in 1885!

### 113 Power of the Mythos

Friday 8 PM in room 162 for 6 hours  
System: Call of Cthulhu  
Power Level: intermediate  
GM: David Mitchell  
All characters provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
World War II. Held prisoner by the Germans, can you escape their clutches and that of the Mythos.

### 114 A Fool and His Gold...

Friday 8 PM in room 163 for 10 hours  
System: Dungeons and Dragons 3.5  
Power Level: 7th-9th  
GM: Dan Bodon  
Players provide their own characters  
Variations: WOTC only. No Eberron  
Rules Knowledge: Expected  
Game Content: Mature Themes  
50 years ago, the town of Gold River was a prosperous mining community. When an ancient evil was awakened, the mines were abandoned. Can you re-open them?

### 115 A Different Technology

Friday 8 PM in room 164 for 8 hours  
System: Hero 5th. ed. (Champions)  
Power Level: Superheroic, 11-12D6  
GM: Scott Barlow  
Players provide their own characters  
Variations: Slight heroic variance, standard stun for KA  
Rules Knowledge: Useful  
Game Content: Mainstream  
You stop a bank robbery, but the pieces don't fit. It's a villain who does not rob banks who has armor with a different technological base. So what's going on?

### 116 Lego World

Friday 8 PM in room 165 for 8 hours  
System: Hero 5th. ed. (Champions)  
Power Level: 12-14d6, chars can be mod  
GM: Mark Lemming  
Characters may be provided by GM  
Variations: Lego incorporated into Champions  
Rules Knowledge: Useful  
Game Content: Mainstream  
You wake up at first thinking you've got jaundice, but then you notice the glossy sheen of your skin and clothing.

### 117 Tales of the Golden Tiger

Friday 8 PM in room 166 for 6 hours  
System: Pulp Adventure  
Power Level: Medium  
GM: Jeff A. Hatch  
All characters provided by GM  
Variations: original system  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Globetrotting Inventor, Mathew Baron, his son Johnny and the rest of Team Baron are drawn into a race against time to discover the secret of 'Golden Tiger.'

### 118 Forward Backward Principle

Friday 8 PM in room 168 for 6 hours  
System: Spirit of the Century  
GM: K. Glazner  
All characters provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
Pulp heroes face an evil not of this world.

### 119 It Looked Like That When We Got Here

Friday 8 PM in room 170 for 6 hours  
System: Call of Cthulhu  
GM: Ami M. Echeverri  
All characters provided by GM  
Variations: Set in the 1960s  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
The lovely, peaceful town of Roselight is on fire with...well, actually, it's just on fire. Emphasis is on role playing, not combat or stats.



### **120 Planet Buster!**

Friday 8 PM in room 171 for 6 hours  
System: Battlestations  
Power Level: Rank 1-3  
GM: Aaron Johnson  
Characters may be provided by GM  
Variations: Pirates of Trundlia  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Yarghhh!!! Are you ready to blow up some PLANETS??

### **121 The Origin of Spellbreaker**

Friday 8 PM in room 374 for 6 hours  
System: Hero 5th. ed. (Fantasy)  
Power Level: 150 + 100  
GM: Mark Mensch  
All characters provided by GM  
Variations: Brust's Drageran world  
Rules Knowledge: Useful  
Game Content: Mainstream  
Piro and his band set out upon a mission for the newly crowned Empress and, in the process, arming the second most powerful assassin two centuries later.

### **122 Daggers and Wheels**

Friday 8 PM in room 375 for 8 hours  
System: Dungeons and Dragons 3.0/3.5  
Power Level: 1st-12th level play powerful or just roleplay  
GM: Louis Contreras  
Players provide their own characters  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
You have been given the charge of getting the treasure to city of Scragrock. Stay alive, stay with the group, gain fame & fortune!

### **123 Minimum Security, Maximum Death (A Good Omens Production)**

Friday 8 PM in room 376 for 8 hours  
System: All Flesh Must Be Eaten  
GM: Catherine Klikoff  
All characters provided by GM  
Variations: some house rules  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Question: When are you thankful to be in prison? Answer: When what waits for you outside is a fate worse than death. Dilemma: You're running out of food.

### **124 ACTION! ADVENTURE! DANGER! (A Good Omens Production)**

Friday 8 PM in room 377 for 6 hours  
System: Spirit of the Century  
Power Level: PULP!  
GM: Michael Parker  
All characters provided by GM  
Variations: Alternate Stunts System!  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
This Spirit of the Century game is Pickup play, w/characters created during play. Come & join this game if you love Pulp Action, & have a hankering...FOR JUSTICE!

### **125 If I Only Had Your Brain**

Friday 8 PM in room 378 for 10 hours  
System: Dungeons and Dragons 3.5  
Power Level: 14th, wealth/XP as per DMG, +3K XP, 32-pt buy  
GM: Derek Cochran  
Players provide their own characters  
Variations: WOTC only - No Summoners or characters w/multiple retainers  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Four tentacles tear/Seeking frontal lobe delight/Keep your brain intact'  
And bad poetry is just the beginning of the horrors...bring your wits & your teamwork!

### **126 Line in the Congo**

Friday 8 PM in room 379 for 10 hours  
System: Millenniums End  
Power Level: Moderate  
GM: Benjamin "Thumper" Lott  
All characters provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Senator's daughter lost in the jungle? Sounds like an easy mission.....  
oh, did I forget to mention, she's in the Congo Jungle.....and it's a warzone.

### **127 The Road to Tarmon Gai'don**

Friday 8 PM in room 381 for 10 hours  
System: Wheel of Time D20  
Power Level: 7th-10th  
GM: David Lish  
All characters provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Join a small band of adventurers to find the 5 keys to finally finishing the Dark One in the last battle. It will be a bloody road, will any survive?

### **128 Zeta Gundam: Final Wars**

Friday 8 PM in Salon 2 for 6 hours  
System: Gundam Senki (based on Mekton)  
GM: Norm Albert  
All characters provided by GM  
Variations: additional mecha from Zeta Gundam  
Rules Knowledge: Useful  
Game Content: Mainstream  
Climb into the linear cockpit seat of a 60 ton Mobile Suit and defend the space colony of Gadsheim from the cruel oppression of the Titans.

### **129 Mecha vs Kaiju: Strike Force Ichi Ban**

Friday 8 PM in Salon C for 8 hours  
System: True20  
Power Level: 6th  
GM: Johnathan Wright  
All characters provided by GM  
Variations: Mecha vs. Kaiju Setting  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Gargantuan kaiju attack Japan. The only defense: Mecha Assault Strike Force Ichi Ban! Pilot a giant robot and defend Japan against the secret masters of the kaiju

### 130 Witchcraft in Covenant!

Friday 8 PM in San Ramon for 8 hours

System: Dogs in the Vineyard

Power Level: starting

GM: Wilson Zorn

Players provide their own characters

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A dark sorcery has beset the Rocky Shores town of Covenant, You are the peoples' judge, jury, and executioner. They're in your hands.

### 131 Ruins of Greyhawk

Friday 8 PM in Pleasanton room for 6 hours

System: Dungeons and Dragons 3.0/3.5

Power Level: 9th-12th; 28-32 pt; 100K magic item wealth

GM: Ed Zeamba

Characters may be provided by GM

Variations: WoTC only. No Psis, Zerkers, Warlocks

Rules Knowledge: Useful

Game Content: Mainstream

Prepare to follow clues of important World of Greyhawk persons. Visit lore-classic locations. Try not to become a permanent resident! Bring your A-game!

## Saturday

### Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

### 201 The Marriage of Foxbat

Saturday 8 AM in room 143 for 8 hours

System: Hero pre-5th. ed. (Champions)

Power Level: 10d6-12d6 attacks, max 30 PD/30 ED

GM: David Rakonitz

Characters may be provided by GM

Variations: minor

Rules Knowledge: Useful

Game Content: Mainstream

Foxbat seeks a lost princess. To win her heart, he will give her the world, but will he give up crime for a crown? Does he have a final crime in mind? Could be.

### 202 Beyond Your Wildest Dreams

Saturday 8 AM in room 145 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 14th-16th; GM will scan items for balance

GM: Jeff Brain

Characters may be provided by GM

Variations: Gringold Campaign, ongoing world started 1980

Rules Knowledge: Useful

Game Content: Mainstream

The voice that woke you lingers, ?my most precious gem is gone.? As a wicked line of snowy peaks loom, you suddenly plummet, diving through clouds.



### 203 Escape from Mora Pt. I

Saturday 8 AM in room 147 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 4th; 32 pt buy; p.169 DMG; 5400gp equip

GM: Joe O'Neil

Characters may be provided by GM

Variations: All 3.5 WOC Supplements

Rules Knowledge: Useful

Game Content: Mainstream

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

### 204 Studio Radd Presents: Gears of Peace: Episode 002

Saturday 8 AM in room 149 for 8 hours

System: Heavy Gear

Power Level: Adventurous

GM: Craig C Randall

All characters provided by GM

Variations: Cinematic Action Studio

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Colonel Lenaris suspects that a Northern Mole may have infiltrated Paxton Arms. Your team must investigate the matter quietly.

### 205 Into the Night

Saturday 8 AM in room 151 for 8 hours

System: Brutal

Power Level: doesn't matter--we all die in the end

GM: Todd Goss

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You receive a letter: Please join me at the warehouse on crucible road # 6 pier # 6 at 6 pm. Signed The Night watch

### 206 The Artifact of the Scarab

Saturday 8 AM in room 152 for 8 hours

System: Hero 5th. ed. (Heroes)

Power Level: 350: 200 base 100disad 50ex (will explain later)

GM: Kelly Simon

Characters may be provided by GM

Variations: sensible

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

I could give you a description of the adventure, but that will be telling; just come and have fun.

### 207 In Thy Orisons, be All My Sins Remember'd

Saturday 8 AM in room 159 for 8 hours

System: Hero 5th. ed. (Fantasy)

Power Level: ~350 pts.

GM: Peter C. Shafer

All characters provided by GM

Variations: Selected Optional rules

Rules Knowledge: Expected

Game Content: Mainstream

A trail of seemingly unconnected acts, whether by lethargy or vice, has led to you. Each of you has a part in correcting these acts or your kingdoms are forfeit

**208 Burried Under**

Saturday 8 AM in room 160 for 4 hours  
 System: Deadlands D20  
 Power Level: 1st  
 GM: Anne Elliott  
 All characters provided by GM  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mature Themes  
 Round up them varmints and see how the REAL west was won!

**209 Nocturnum pt 12: The Copenhagen Connection**

Saturday 8 AM in room 161 for 8 hours  
 System: Call of Cthulhu d20  
 Power Level: 8th  
 GM: Jerry Betti  
 All characters provided by GM  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 The investigators awake in a Copenhagen hospital to a world in chaos. A stranger warns them they are in danger, and provides a local contact and some clues.

**210 Friends of Justice 2008**

Saturday 8 AM in room 163 for 6 hours  
 System: Hero 5th. ed. (Pulp)  
 GM: Rod Currie  
 All characters provided by GM  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 In a 1935 full of Nazis, gangsters, & weird artifacts, who knows what's next for Doc Justice & friends? The mysterious Mr. Fog knows. Roleplaying stressed.

**211 Eight Skulls of Chaos**

Saturday 8 AM in room 163 for 4 hours  
 System: Call of Cthulhu--Dreamlands  
 GM: Mac McMahan  
 All characters provided by GM  
 Variations: Keeper-modified  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 The Skulls have been stolen from the museum in Serranian. They must be returned!

**212 The Defense of the Realm**

Saturday 8 AM in room 164 for 6 hours  
 System: Exalted  
 Power Level: intermediate  
 GM: Lawrence Thrall  
 All characters provided by GM  
 Variations: The Dragon Blooded  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 The realm is on the brink of civil war. Pressed on all sides by enemies within and without, can you win the day and protect what's yours?

**213 The City of Dreadful Joy**

Saturday 8 AM in room 165 for 6 hours  
 System: Call of Cthulhu  
 GM: Steven Kaye  
 All characters provided by GM  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 You've been hired to obtain an item for a wealthy oilman in 1890s Los Angeles, at a very special auction. What could possibly go wrong?

**214 Have Dimension-Hopping Airship Will Travel**

Saturday 8 AM in room 166 for 8 hours  
 System: GURPS  
 Power Level: 150-175 points w/at least -50 points disads  
 GM: Thomas Vallejos  
 All characters provided by GM  
 Variations: Infinite Worlds  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 Join the crew of the 'world-hopping' airship, 'QoTS' seeking fun & profit. Your job is on a world where magic is real. Prizes provided by Steve Jackson Games!

**215 Heaven has no Rage like Love to Hatred Turned**

Saturday 8 AM in room 168 for 6 hours  
 System: 7th Sea  
 GM: Erik Woodbury  
 All characters provided by GM  
 Variations: Roll and Keep  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 Scandal, intrigue and death stalk the shadows of Porta Serafina. Can you discover the truth in time, or will your noble employer be the next to die?

**216 They're Baaaaaaaack!!!! Alien III**

Saturday 8 AM in room 170 for 6 hours  
 System: Battlestations  
 Power Level: Ranks 1-6  
 GM: Jonah Johnson  
 All characters provided by GM  
 Variations: GCW, PAX, & PoT  
 Rules Knowledge: Beginners Welcome  
 Game Content: Family  
 Colonial Marines are sent to check on a research ship that stopped sending reports. I bet the ship is in a storm or the radio is on the fritz; dumb scientists.

**217 The X Club**

Saturday 8 AM in room 171 for 6 hours  
 System: Castle Falkenstein  
 Power Level: Exceptional  
 GM: Alan Hodges  
 All characters provided by GM  
 Variations: trivial  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 Colleagues, we must prevent Mr. Charles Darwin from Denouncing the Theory of Natural Selection at the next meeting of the Royal Society in London!

**218 Hackmaster regional tournament**

Saturday 8 AM in Pleasanton, Tables 3 - 4, for 5 hours  
 System: Hackmaster  
 Power Level: 1st-3rd  
 GM: Joe Costa  
 All characters provided by GM  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 Welcome to the Hackmaster Regional Tournament! Win fame, swag, and bragging rights! 1st round, 1st heat, w/final round Sunday, Hallway tables, 4 PM.

**219 DEEP SEKH: The Brave Do Not Fear The Grave**

Saturday 10 AM in Salon 2 for 12 hours

System: HD20

Power Level: 2-player teams control 4 2nd-level characters

GM: Nick Foster

All characters provided by GM

Variations: Hybrid D &amp; D 3.5, D&amp;D Minis &amp; Saga Ed.

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Bring a friend! Pick from over 64 pre-generated characters to form the ultimate team to take on others in this fast-paced, tournament-style roleplaying game!

**220 COC American Revolution**

Saturday 10 AM in room 374 for 10 hours

System: Call of Cthulhu

GM: Whitney Preston

All characters provided by GM

Variations: Slight for game balance and player enjoyment

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Brits have more than rebels to deal with. Players fight to be free, and see Nightmares walk! Roleplay! Female gamers WILL help here!

**221 The Agony of Kessel**

Saturday 10 AM in room 375 for 10 hours

System: Dungeons and Dragons 3.5

Power Level: 3rd; 4500 gp max equip/magic items

GM: Richard Ostorero

Characters may be provided by GM

Variations: Book 1: char. gen. Books 1 &amp; 2: equip. WotC only

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The mercenaries hired to keep order in Kessel have instead turned the village into a hellish pit of slave labor and abuse. Send the evil mercs packing.

**222 Leave Us Kids Alone (A Good Omens Production)**

Saturday 10 AM in room 376 for 6 hours

System: Shadowrun

Power Level: Beginning

GM: Greg Eichner

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You've been kidnapped by The Shop. Can you escape with your friends and get home? This game is for ages 10+. Adults welcome too, especially with kid in tow.

**223 Heroes Ascending (A Good Omens Production)**

Saturday 10 AM in room 377 for 8 hours

System: Scion Hero

Power Level: Legend 4+

GM: Mike Bogan

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You stopped the murderous machinations of an Oni in San Francisco.

You've been to Niflheim and back. What's next? An adventure of Legendary proportions.

**224 What Was That Sound?**

Saturday 10 AM in room 378 for 8 hours

System: D20 Modern

Power Level: 5th

GM: Tim Cook

Characters may be provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

You are in Department 7, a paranormal investigative agency. Your IN box will be full of new case files. And your request for promotion has been denied.

**225 Race against Time: Adventures in Albion**

Saturday 10 AM in room 379 for 8 hours

System: Dungeons and Dragons 3.0/3.5

Power Level: 8th

GM: Aaron Wolz-Romberger

Characters may be provided by GM

Variations: Homemade world, with some variant rules

Rules Knowledge: Useful

Game Content: Mainstream

Shaeral Windborne, merchant & noble, hires you to find the pieces of a destroyed artifact, & make sure that a group known as the Correlions do not.

**226 Firefly: Stolen Goods**

Saturday 10 AM in room 381 for 6 hours

System: Spirit of the Century

GM: Justin Evans

All characters provided by GM

Variations: Firefly/Serenity universe

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Even the Alliance can use a hand at times...you might even offer one if the platinum shines just right. Come join the crew of the Caprice out on the raggedy edge.

**Session 3. 300 Series games****Sign up by Saturday 11:00 AM****The registration forms for this session are Blue****301 Living La Vida Locathah!**

Saturday Noon in room 160 for 8 hours

System: Dungeons and Dragons 3.0/3.5

GM: F. Scott Wilson

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

Venture into the depths of the ocean, against sharks, enemy sahuagin, evil itxixtachtli, racing against time to find a mysterious object to save your tribe!

**302 The Innocent Must Suffer**

Saturday Noon in room 157 for 6 hours

System: In Nomine

Power Level: Standard

GM: Jeff Yin

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

God is dead, but the war continues. With the tide turning against the heavenly hosts, new orders have come down in a final effort to stabilize the situation.

### 303 Dead Lake

Saturday Noon in room 163 for 8 hours  
System: Mage the Awakening  
Power Level: starting  
GM: Matthew Iskra  
All characters provided by GM  
Rules Knowledge: Useful  
Game Content: Mature Themes  
It's April 14th, 1884--The Old American West. Cowboys, Conmen, Scouts, Savages, Ladies and Lawmen ally to stop an ancient evil in the weird west.

### 304 Hackmaster regional tournament

Saturday 1 PM in Pleasanton, Tables 3 - 4, for 5 hours  
System: Hackmaster  
Power Level: 1st-3rd  
GM: Joe Costa  
All characters provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
Welcome to the Hackmaster Regional Tournament! Win fame, swag, and bragging rights! 1st round, 2nd heat, w/final round Sunday, Hallway tables, 4 PM.

### 305 For a Few Nuggets More

Saturday 2 PM in room 162 for 6 hours  
System: Aces and Eights  
Power Level: Low  
GM: Rian McMurtry  
All characters provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Time to drive the cattle to the Sacramento railhead. But why'd Dead-Eye Pete vanish? And what's Crazy Mattie talkin' bout when she says there's gold & rustlers?

### 306 Teen Titans: Full Circle

Saturday 2 PM in room 164 for 6 hours  
System: BASH! Basic Action Super Heroes  
GM: Chris Rutkowski  
All characters provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Titans: Trouble! In the 3rd & final chapter Terra rejoins the team, and Robin must reckon with his own demons, while leading the Titans vs. a great new evil.

### 307 A Nest of Vipers

Saturday 2 PM in room 165 for 6 hours  
System: Ars Magica  
GM: Erik Dahl  
All characters provided by GM  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
The magi & their companions must secure rights to a magic fountain & escort a promising apprentice home from a medieval nobleman's intrigue-filled manor.

### 308 Don't Do A Donner

Saturday 2 PM in room 168 for 8 hours  
System: D20  
Power Level: 2nd  
GM: Kat Ogden  
All characters provided by GM  
Variations: WOTC only  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Tried to cross the mountain pass. Stranded in an abandoned Abbey. Who knows what haunts it's frozen halls? Game intended for 10-16 year olds.

### 309 Return to Klauthan Vale

Saturday 2 PM in room 170 for 10 hours  
System: Dungeons and Dragons 3.5  
Power Level: 22nd; 500K GP equip/mgc; Heroic Neutral or Good only; no monsters  
GM: Duane Frederick  
Players provide their own characters  
Variations: Use only PHB, DMG, Expanded & Complete Psionic, F.R.C.  
Rules Knowledge: Expected  
Game Content: Mainstream  
4 yrs ago a Great Red Wyrn was slain, now the Cult of the Dragon has resurrected Klauth. Soon he will be an unstoppable Draco Lich. His hoard was never found...

### 310 Kill Good Dragons

Saturday 2 PM in room 171 for 10 hours  
System: Dungeons and Dragons 3.5  
Power Level: 14th, wealth/XP as per DMG, +3K XP, 32-point buy  
GM: Jason Carpenter  
Characters may be provided by GM  
Variations: WOTC only  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Kill a big, good dragon on limited knowledge, then share treasure fairly over tea. Evil PCs only, must work together, but gloves may come off later. Much combat

### 311 Into The Sea of Dust

Saturday 4 PM in room 145 for 8 hours  
System: Dungeons and Dragons 3.5  
Power Level: 8th (28K exp)  
GM: Bruce Mattos  
Characters may be provided by GM  
Variations: PHB, PHB II, DMG Classes & Races only  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Running from many enemies Azerath fled into the Sea of Dust. They say he built a tower from ancient ruins left after the 1000 Mage war. Now you must find him.



### 312 Abandoned Toys

Saturday 4 PM in room 147 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 3rd; 85 pt chars.; no races w/ECL over 1

GM: Michael Cole

Characters may be provided by GM

Variations: Story driven role-playing

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A little troll like creature has been plaguing farmers for months stealing and killing livestock, but things more serious when a little girl comes up missing...

### 313 The Innocent are the First to Fall

Saturday 4 PM in room 149 for 12 hours

System: Dungeons and Dragons (Original)

Power Level: 6th-8th

GM: Samuel Horton

All characters provided by GM

Variations: some house rules

Rules Knowledge: Useful

Game Content: Mainstream

The towns north of Greyhawk have been hit by an unknown enemy. A group of heroes must hurry to save the next town before it's destroyed too.

### 314 Out Of Joint

Saturday 4 PM in room 151 for 8 hours

System: Hero 5th. ed. (Champions)

Power Level: in flux

GM: James Jandebeur

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Temporal League has fallen, and it is up to the Champions to set the time line to rights. But which Champions, and which time line?

### 315 Escape to Mora: The Konus Quest

Saturday 4 PM in room 152 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 6th; 32 pt buy; 8K GP starting cash

GM: Adam Diran

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Slip the siege. Find the general. Guide his troops home. Suicide mission? Absolutely. But hope dies unless the Lentrite Legion can escape to Mora.

### 316 10,000 Heroes of Manco Capac

Saturday 4 PM in room 154 for 6 hours

System: Rifts

Power Level: 1st

GM: Anthony O'con

All characters provided by GM

Variations: South America 2

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Incan Heroes and Demigods confront the Time of the Rifts.

### 317 BC04: Coming to a Theater near You

Saturday 4 PM in room 159 for 8 hours

System: Call of Cthulhu

Power Level: Beginning--Intermediate

GM: Dwayne Fox

All characters provided by GM

Variations: limited

Rules Knowledge: Useful

Game Content: Mature Themes

Republic Films to release "Death at 10,000 feet," early 1955, but delays & death threaten to derail project. Can the cast members save film and live to tell?

### 318 The Master of the Electro-Men!

Saturday 4 PM in room 161 for 6 hours

System: Spirit of the Century

Power Level: Centurion

GM: J. Johnson

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

In the spring of 1933, a devastating new weapon is being developed by the German Wehrmacht! But will the elite of the Century Club stop it in time!?!

### 319 The Buffy Zone - A Buffy 'Pilot' Episode

Saturday 4 PM in room 166 for 8 hours

System: Buffy the Vampire Slayer

Power Level: Somewhat experienced--think Buffy 2nd Season

GM: Ron Correll

All characters provided by GM

Variations: Buffy or the Scoobies are available roles

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Xander: 'I'm sorry, calm may work for Locutus of Borg, but I'm freaked out, and I intend to stay that way.' Want to enter the world of Sunnydale? Here's your chance!

## Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

### 401 Let the Dead Bury the Dead

Saturday 6 PM in room 143 for 6 hours

System: Dungeons and Dragons 3.5

Power Level: 2nd

GM: Will Shattuc

Characters may be provided by GM

Variations: no psionics

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This winter, in the village of Ristus, hatred is in the air as two men's greed threatens to destroy the town. Will the PCs help, or will Ristus become a frozen wasteland?



#### **402 Ripped Upon the Thorns (A Good Omens Production)**

Saturday 6 PM in room 376 for 8 hours

System: Changeling: The Lost

GM: Richard Taylor

All characters provided by GM

Variations: Some easy-to-explain house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A missing child. An impossible animal attack. All this spells trouble for your motley and your freehold. Solve it or risk recapture.

#### **403 A Cold Day in... (A Good Omens Production)**

Saturday 6 PM in room 377 for 6 hours

System: Deadlands Reloaded

Power Level: novice

GM: Chad Lynch

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

California-bound settlers are trapped in a blizzard somewhere in the Sierra Nevadas. Your posse is sent to rescue those unfortunate souls before it's too late.

#### **404 Regarding Hank**

Saturday 6 PM in room 378 for 6 hours

System: Castles & Crusades

Power Level: 1st-4th

GM: Steve "bloodymage" Willett

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Hank loves animals. Hank has several 'pets.' Hank is rumored to care for a retarded, reclusive brother. Hank is a Giant! The Gelderland residents have retained you.

#### **405 Year of the Dragon**

Saturday 6 PM in room 379 for 6 hours

System: D-6

GM: Michael Siverling

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

There's a little trouble in 1900 China, so the Time Patrol sends in the expendable, er, ah, I mean extra-dependable Beta Team!

#### **406 Cauldron of Shadows**

Saturday 6 PM in room 381 for 10 hours

System: Dungeons and Dragons 3.5

Power Level: 5th

GM: Bryan Hitchcock

All characters provided by GM

Variations: minor house rules, witches, VP!

Rules Knowledge: Expected

Game Content: Mature Themes

Soldiers and witches come home from war to find their homeland swamped and infested with bogbarts and vengeful shadows. Battle the darkness. Save the Unicorn!



#### **407 What the Hell is That?!**

Saturday 8 PM in room 156 for 8 hours

System: Spycraft

Power Level: 6th

GM: Bill Whitmore

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Roswell & UFOs were only the beginning. With the U.S. & U.S.S.R. intelligence agencies in flux, who can move fast enough to gain the upper hand.

#### **408 What are YOU doing here???**

Saturday 8 PM in room 157 for 8 hours

System: Star Wars D20

Power Level: 12th; no Jedi/psychics

GM: Karen "Astrid Erickson" Dombek

Characters may be provided by GM

Variations: will convert earlier eds. & place in preferred factions

Rules Knowledge: Useful

Game Content: Mature Themes

Imperial, Rebel, Hutt, Independent - Factions, searching for a treasure. Nobody knows what the treasure is or who knows about it, so it's a race against time.

#### **409 What Rots from Within?**

Saturday 8 PM in room 160 for 6 hours

System: Dark Heresy (Warhammer 40k roleplay)

Power Level: Beginning Acolytes

GM: Brian Isikoff

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

An Acolyte in the service of the Inquisition, your duty is to root out the foul stench of heresy, hunt the vile alien, and purge the twisted influence of Chaos.

#### **410 The Kobolds' Guide to Empire Building!**

Saturday 8 PM in room 162 for 6 hours

System: Dungeons and Dragons 3.5

Power Level: 1st

GM: Jude Rowe

All characters provided by GM

Variations: Races of the Dragon & Draconomicon...& Kobolds ate my baby!?

Rules Knowledge: Useful

Game Content: Mature Themes

Want to spread the world of kobolds throughout the world? TOO BAD! You're a Kobold in a new place, raised where every moment could be your last, so have fun.

#### **411 Tibet is Lovely in the Fall**

Saturday 8 PM in room 163 for 8 hours

System: Call of Cthulhu d20

Power Level: 12th (moderate)

GM: Ed Joesting

All materials provided by GM

Variations: Characters from Modern d20

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Miskatonic sponsored expedition to study the spread of language along the Silk Route. Three years ago a similiar expedition vanished without a trace, why?

#### 412 Studio Radd Presents: The 7 Monkey Temple of Wulin

Saturday 8 PM in room 164 for 8 hours

System: SilCORE

GM: Craig C Randall

All characters provided by GM

Variations: Cinematic Action Studio

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Wong Gai journeys with his friends to discover the fabled temple and learn the secret Kung Fu style it holds so that he can impress his Kung Fu Master/Mom.

#### 413 Tekashi's Island

Saturday 8 PM in room 374 for 8 hours

System: Singularity

Power Level: tier 3 jobs

GM: Eric Marriott

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Explore a new world where Magic and Technology collide. All your dreams are made real, and reality is only as real as you make it.

#### 414 Just Taking a Few Samples

Saturday 8 PM in room 375 for 6 hours

System: Dungeons and Dragons 3.5

Power Level: 9th

GM: Chris Vincenti

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Your party is hired to destroy an undead menace. Then it's off to discuss matters with a knowledgeable wizard...if you can find her!

#### 415 CRAWZILLA!!!

Saturday 10 PM in room 154 for 8 hours

System: Creeks and Crawdads

Power Level: new characters rolled up at start

GM: Jefferson Krogh

Characters created for game

Variations: variations? for Creeks and Crawdads? mooo

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You live in Crawdad Paradise, but the radioactive real world is about to come crashing in on you in the form of...CRAWZILLA!

#### 416 Monsters of Megalos

Saturday 10 PM in room 161 for 8 hours

System: GURPS

Power Level: 200+ pts

GM: Nathan Hanner

All characters provided by GM

Variations: GURPS Martial Arts

Rules Knowledge: Expected

Game Content: Mainstream

Help Wanted: Dragon Slayer needed. Must have 5+ years of experience in monster slaying. Good pay, including vision and dental.

Halfings need not apply.

#### 417 Forgotten Suns

Saturday 10 PM in room 165 for 8 hours

System: GURPS Space TL 12

Power Level: 500 pts

GM: Robert E. Johnson

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Beyond the boundaries of imperial space is the frontier and within it mystery. Join a freelance team of explorers as they find more than they were looking for.

#### 418 Malcontents

Saturday 10 PM in room 168 for 6 hours

System: Serenity

Power Level: Standard

GM: Jeff Yin

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

With everyone's tempers frayed, a sudden detour is unlikely to help. But when Mal receives a plea from an old friend on Shadow, there's nothing to do but go.

#### 419 The Fate of Dragons

Saturday Midnight in room 378 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 10th, with 50k equipment

GM: Robert Anderson

Characters may be provided by GM

Variations: Some 4th and personal rules may apply

Rules Knowledge: Useful

Game Content: Mature Themes

The fate of dragon kind will be fought on a field of brimstone. Its an odd day when Bahamut roots for Tiamat.

#### 420 Bug Hunt

Saturday Midnight in room 379 for 8 hours

System: Dawning Star

Power Level: 10th

GM: Cassandra "CJ" Lowe

Characters may be provided by GM

Variations: races from Dragonstar are allowed

Rules Knowledge: Useful

Game Content: Mature Themes

SO you wake up on a shuttle. A booming voice wakes you with 'We have been drafted.'

## Sunday

### Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

#### 501 Cthulhu Trek TOS-U.S.S. Constitution

Sunday 8 AM in room 143 for 10 hours

System: Call of Cthulhu

GM: Whitney Preston

All characters provided by GM

Variations: Slight for game balance and player enjoyment

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

These are the voyages where JIM KIRK HAS NEVER BEEN BEFORE! Players are the crew dealing with things Roddenberry never dreamed of! Roleplay!



### **502 Salvation**

Sunday 8 AM in room 145 for 10 hours

System: Advanced Dungeons and Dragons

Power Level: 10th +

GM: Mark Dailey

All characters provided by GM

Variations: All elven characters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A group of surface elves was slain protecting an elven artifact. The elven church suspects drow. The PC's are asked to stop them.

### **503 A Jarl of Fun!**

Sunday 8 AM in room 147 for 10 hours

System: Dungeons and Dragons 3.0/3.5

Power Level: 13th--barbarians, shamans and frosty ones welcome

GM: Todd Westerlund

Players provide their own characters

Variations: Frostfell is approved

Rules Knowledge: Useful

Game Content: Mature Themes

The crunch of snow under your boot, seeing your breath before you, and the feeling of cold steel...it's a good day to kill some frost giants. Make Odin proud.

### **504 Liquefied Earth Adventure**

Sunday 8 AM in room 149 for 4 hours

System: Call of Cthulhu

Power Level: Beginning (100% sanity... for now!)

GM: Anne Elliott

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

When you cross the threshold of the San Francisco Adventurers Club, your lives will never be the same!

### **505 Pixieland**

Sunday 8 AM in room 151 for 6 hours

System: D20

Power Level: 5th

GM: Heather Bolton

All characters provided by GM

Variations: d20 system guide to faires, complete fey

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Welcome to fairyland. You the smallest of the fey have a task given to you by the king and queen of fairyland.

### **506 The Czechoslovakian Solution**

Sunday 8 AM in room 152 for 6 hours

System: Spycraft (d20)

Power Level: 3rd-5th

GM: Chris Sparks

All characters provided by GM

Variations: minor, 1980s gear

Rules Knowledge: Useful

Game Content: Mainstream

In the midst of the Cold War, unexpected events threaten to shift the balance of power. Control has sent your team to deal with The Czechoslovakian Solution.

### **507 Please Fasten Your Seatbelts**

Sunday 8 AM in room 154 for 8 hours

System: Cyberpunk 2020

Power Level: 75 pts max (will review chars)

GM: Becky Thomas

Characters may be provided by GM

Variations: some house rules

Rules Knowledge: Useful

Game Content: Mature Themes

Wanted: Security team. Re: Criminal Transport. It will be simple. No? You, your team, the corp, the criminal, the transport, a short flight, snack peanuts...

### **508 Sky Pirates**

Sunday 8 AM in room 159 for 8 hours

System: FATE

Power Level: Beginning

GM: Wayne Ogle

All characters provided by GM

Variations: adjusted to setting

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Sky Pirates is a fantasy setting combining 16th century European culture and technology with magic and high adventure. Prepare to repel boarders!

### **509 The Planet of Dr. Moreau**

Sunday 8 AM in room 160 for 8 hours

System: Battlestations

Power Level: 1st-4th

GM: Edward Boning

All characters provided by GM

Variations: GCW, PAX, Pirates, and Moreau

Rules Knowledge: Beginners Welcome

Game Content: Family

As an anthropomorph in service of Dr. Moreau, you must defend your idyllic homeworld. But things are not what they seem when in the employ of a mad scientist.

### **510 Titan, The Cold Grave of Saturn**

Sunday 8 AM in room 161 for 8 hours

System: Call of Cthulhu d20

GM: Patrick Hamilton

All characters provided by GM

Variations: Alternative future (near term post modern)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Amplitude modulated signals were picked up during the fly by on October 26, 2004. These signals were determined to explain certain non-terrestrial technologies.

### **511 A Hitch in Time**

Sunday 8 AM in room 162 for 8 hours

System: Advanced Dungeons and Dragons

Power Level: 7th-10th

GM: Gregory Landon

All characters provided by GM

Variations: house rules

Rules Knowledge: Useful

Game Content: Mature Themes

A Hitch in Time, a trap that perhaps works too well. No matter how much loot you take, you never took anything at all. Confused? Wait till you try this dungeon!

**512 Super Heroes Union Local 1337**

Sunday 8 AM in room 163 for 8 hours

System: GURPS

Power Level: 1000 pt. characters

GM: Neil Taylor

All characters provided by GM

Variations: Super powers with special disadvantages

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Heavy role-playing game featuring a group of Golden Age Heroes with major and comical dysfunctions taking on the Villainous Villains of Gothopolis.

**513 Heros Inc.**

Sunday 8 AM in room 164 for 8 hours

System: Mutants & Masterminds

Power Level: 10th (150 power pts)

GM: Ryan Walton

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

No job is too minor, no task too minuscule. Heroes Incorporated: Saving the Day at Reasonable Prices!

**514 When you look into the Black...**

Sunday 8 AM in room 165 for 8 hours

System: Serenity

Power Level: Veteran

GM: Atrus McTaggart

Characters may be provided by GM

Variations: Cortex System

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A distress wave comes in from the black; innocent folk're trapped & dyin'. It's time to pull together and be Big Damn Heroes, and maybe earn a little coin too.

**515 Rays of the Sun: Adventures in Azrak**

Sunday 8 AM in room 166 for 8 hours

System: Dungeons and Dragons 3.0/3.5

Power Level: 8th

GM: Aaron Wolz-Romberger

Characters may be provided by GM

Variations: Homemade world, with some variant rules

Rules Knowledge: Useful

Game Content: Mainstream

Aetheriana, priestess of the Outlands, has called for would-be heroes to search for the Rays of the Sun, a set of magic items that have, lost for a millennium.

**516 Brigands of the Ebon Tide**

Sunday 8 AM in room 168 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 5th; no evil characters

GM: K. A. "Qit el-Remel" Green

All characters provided by GM

Variations: Homebrew setting

Rules Knowledge: Useful

Game Content: Mainstream

The Astrolabe of the Ebon Tide has been stolen by pirates, and Kalretia's fleet is being devastated by storms. Your job is to get the artifact back!

**517 An Equal and Positive Reaction...**

Sunday 8 AM in room 170 for 8 hours

System: GURPS/Cyberpunk/Shadowrun

GM: Cassandra L. Kyle

All characters provided by GM

Variations: movement, reaction, combat, magic

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

On the streets of a cyber city one needs to watch out who you push 'cuz some of them push back...hard!

**518 Into the Belly of the Beast**

Sunday 8 AM in room 171 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 3rd

GM: Charles Gomez

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Trust is the Last Resort of the Desperate. Players are of different factions that must cooperate to survive. Roleplaying intensive game.

**519 aRHOD II**

Sunday 8 AM in Salon 2 for 10 hours

System: Dungeons and Dragons 3.5

Power Level: 7th (have sheets ready for 8th and 9th, as well)

GM: Andy Flores

Characters may be provided by GM

Variations: Core rules only, or player provides supplements

Rules Knowledge: Expected

Game Content: Mainstream

Test your dice & wits! Join us in a campaign against incredible odds to save a kingdom from a hoard in the tens of thousands. Mass-battle rules implemented.

**520 Marginally Powered Sit-Com Heroes in Land of the Lost**

Sunday 8 AM in San Ramon for 4 hours

System: Hero 5th. ed. (Other)

Power Level: Low-level heroes (50 base + 50 disads)

GM: Wilson Zorn

All characters provided by GM

Variations: You get Plot Points!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Become one of the Sit-Com Heroes - Max Smart, Prof. of Gilligan's Isle, Fonz, the Flying Nun, Elly May Clampett, and more - cast into the Land of the Lost!

**521 Recovering the Steel Regent**

Sunday 10 AM in room 374 for 10 hours

System: Dungeons and Dragons 3.5

Power Level: EPIC, 50th to 60th level

GM: Carl Earl Ogden

Characters may be provided by GM

Variations: minor house rules

Rules Knowledge: Expected

Game Content: Mainstream

The Steel Regent was kidnapped; all of Cormyr stands in the Balance. She was taken by Drow and then lost. Now she needs to be found and rescued.

### 522 Just Hold the Bridge!

Sunday 10 AM in room 375 for 12 hours  
System: Dungeons and Dragons 3.5  
Power Level: 240K exp (22nd); 32 pt buy (DMG 169); other restrictions  
GM: Henry Perkins  
Players provide their own characters  
Variations: PH and DMG only, or prior email approval  
Rules Knowledge: Expected  
Game Content: Mainstream  
An Epic-level D&D v.3.5 game for DunDraCon 32. No followers/cohorts; max 1 mount/familiar/animal companion. See web site.

### 523 Visionaries vs. The Terra Cotta Army (A Good Omens Production)

Sunday 10 AM in room 376 for 8 hours  
System: Storyboard  
Power Level: 50 traits  
GM: Matthew Gaston  
All characters provided by GM  
Variations: Super-Heroes  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
When an army of clay soldiers starts to take over the city, the Visionaries must find a way to thwart the takeover without jeopardizing a city full of hostages.

### 524 In Brightest Day, In Blackest Night: (A Good Omens Production)

Sunday 10 AM in room 377 for 8 hours  
System: Mutants & Masterminds  
Power Level: 11th  
GM: Gregory A Mathieson  
All characters provided by GM  
Variations: 2d10 & Extra Power Points  
Rules Knowledge: Useful  
Game Content: Mainstream  
A week before your graduation, one last test. Its time to find out what's under that ring? Do you have what it takes make it in the Corps? Or are you yellow?

### 525 Boots for Puppies!

Sunday 10 AM in room 378 for 8 hours  
System: Hero 5th. ed. (Champions)  
Power Level: 125-150 pt. characters  
GM: Mark Schynert  
All characters provided by GM  
Rules Knowledge: Useful  
Game Content: Mainstream  
Corrupt campus cultists, harmless nebbishes, or really weird Bodhisattvas? Ditzzy alien Lis knows her pendenz of college underclassmen wants to find out.

### 526 Ahuitzotl's Heir

Sunday 10 AM in room 379 for 8 hours  
System: Spirit of the Century  
GM: Zack Phillips  
Characters created for game  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
An experiment with time travel results in the heroes in the heart of Pre-Columbian Mexico. Pulp-style exploration and politics.

### 527 It's All Done With Mirrors

Sunday 10 AM in room 381 for 8 hours  
System: Call of Cthulhu  
Power Level: Medium to High  
GM: Dorian Ford  
All characters provided by GM  
Variations: some house rules  
Rules Knowledge: Useful  
Game Content: Mature Themes  
A World War II, Call of Cthulhu game set in North Africa.

**Session 6. 600 Series games**  
**Sign up by Sunday 11:00 AM**  
**The registration forms for this session are Lilac**

### 601 Ghost Recon: Operation Quiet Lightning

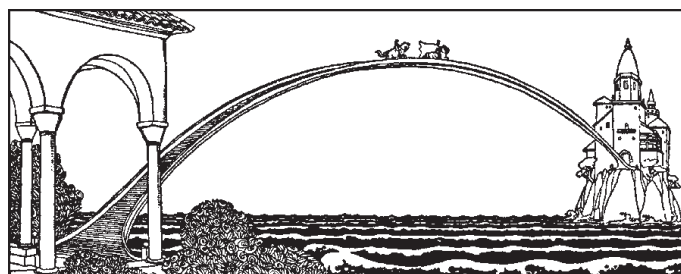
Sunday Noon in room 149 for 12 hours  
System: Last Great Empire  
Power Level: All  
GM: Les Child  
All characters provided by GM  
Variations: Squad based  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
The situation at Li Xin is critical. A nerve agent was dropped at Colonel Min's island base at 2100 hours. No backup this run, you go in fast and silent.

### 602 Why Don't You Go Frak Yourself!

Sunday 2 PM in room 151 for 6 hours  
System: Battlestar Galactica  
Power Level: knowledge of reimagined series a must  
GM: Mike Eckert  
All characters provided by GM  
Variations: On Battlestar Pegasus after Cylon attack  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Cylons. Machines with no conscience; instruments of war. That is what we thought. Now they look like us. Are you prepared to make the ultimate sacrifice?

### 603 Sylvan Slayers

Sunday 2 PM in room 152 for 8 hours  
System: Amber Diceless Roleplaying  
Power Level: 400 pts for the group, player contributions welcome  
GM: Sean Maletsky  
All characters provided by GM  
Variations: many home rules; co-operative game  
Rules Knowledge: Useful  
Game Content: Mainstream  
You are the Sylvan Slayers, an elite group of Rangers charged with the preservation of the Forest Arden.



**604 What's the Story with That Naked Guy?**

Sunday 4 PM in room 154 for 8 hours  
 System: Cyberpunk 2020  
 Power Level: 75 pt characters (will be reviewed)  
 GM: Benjamin Recktenwald  
 Characters may be provided by GM  
 Variations: No Full 'borgs, netridders or over-the-top PCs  
 Rules Knowledge: Useful  
 Game Content: Mature Themes  
 Some tattooed guy is rummaging through garbage in local alleys. No big deal. Except...he was naked. Huh? Now every fixer you know wants him. What's the deal?

**605 Beast of Black Diamond**

Sunday 4 PM in room 157 for 8 hours  
 System: Dungeons and Dragons 3.5  
 Power Level: 6th  
 GM: Peter Christian  
 All characters provided by GM  
 Variations: minor  
 Rules Knowledge: Beginners Welcome  
 Game Content: Family  
 An introduction to D&D for ages 10-16. Face the beast of Black Diamond Mine. Parents are welcome to sit in and participate with their children.

**606 Transformers: Attack of the Retcons!**

Sunday 4 PM in room 159 for 6 hours  
 System: Cartoon Action Hour  
 Power Level: ~100  
 GM: F. Douglas Wall  
 All characters provided by GM  
 Rules Knowledge: Beginners Welcome  
 Game Content: Family  
 The heroic Autobots must embark on a galaxy-spanning quest to stop a plot to edit them out of history. Can our favorite '80s retrotoon action heroes prevail?

**607 Save Princess Lea.....or Not!**

Sunday 4 PM in room 160 for 6 hours  
 System: Battlestations  
 Power Level: Ranks 1-6  
 GM: Jonah Johnson  
 All characters provided by GM  
 Variations: GCW, PAX, & PoT  
 Rules Knowledge: Beginners Welcome  
 Game Content: Family  
 Are you going to hold the storm troopers off long enough so Lea can send her message or kill all the rebel scum and capture her, making a new Star Wars history.

**608 Salvation Run - The Animated Event (A SEAKOG Production)**

Sunday 4 PM in room 161 for 8 hours  
 System: Hero 5th. ed. (Champions)  
 Power Level: Very-High Powered Superheroic  
 GM: Jason A. Krestoff  
 All characters provided by GM  
 Variations: Justice League Unlimited Universe  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 The world has finally had enough of the villains so they're exiling the evildoers to another planet. Who will thrive and who will survive?

**609 Assault on the Ogre's Fort**

Sunday 4 PM in room 162 for 8 hours  
 System: Dungeons and Dragons 3.5  
 Power Level: 3rd  
 GM: Kenny Tracy  
 All characters provided by GM  
 Variations: less-experienced players preferred  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 Adventurers must stop an evil ogre before he musters an army capable of destroying civilization. A game for beginners; emphasis on combat & learning the game.

**610 Shards of Shadow**

Sunday 4 PM in room 163 for 8 hours  
 System: Dungeons and Dragons  
 Power Level: 5th-6th  
 GM: David Guon  
 Characters may be provided by GM  
 Variations: Standard 2.5 with a few house rules  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mature Themes  
 In an abandoned city are three enchanted decanters. Your job is to find them and return. You even have an idea where in the city to look. Simple, right?

**611 COPS in Ashabenford**

Sunday 4 PM in room 164 for 8 hours  
 System: Dungeons and Dragons 3.5  
 Power Level: 3rd-5th  
 GM: Frank Vicari  
 Characters may be provided by GM  
 Rules Knowledge: Useful  
 Game Content: Mature Themes  
 'Bad Boys, Bad Boys...what cha gonna do...' You've left your village to become one of the Riders of Ashabenford. Do you have what it takes to be one of the Riders?

**612 Atrocities Must be Avenged**

Sunday 4 PM in room 165 for 8 hours  
 System: Dungeons and Dragons 3.5  
 Power Level: 7th  
 GM: David Springer  
 Characters may be provided by GM  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 You are champions tasked with investigating a massacre of peaceful druids by gnomes. Find out who is responsible, and kill them if you can. Heavy on Action

**613 Can OAD&D Hack It?**

Sunday 4 PM in room 166 for 8 hours  
 System: Advanced Dungeons and Dragons  
 Power Level: 1st-3rd; 20 hp kicker  
 GM: Steve "bloodymage" Willett  
 Players provide their own characters  
 Variations: HackMaster world; characters from 1st ed. ONLY  
 Rules Knowledge: Useful  
 Game Content: Mainstream  
 Your flexible OAD&D Character (how creative is your DM?) ends up on the HackMaster continent of Aldrazzar facing the 'set in stone' rules of 'AD&D on steroids.'

### 614 What Evils Lurk in Songs Soft Sung

Sunday 4 PM in room 168 for 8 hours

System: Hero 5th. ed. (Pulp)

GM: Chris Muoio

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The stone's safe but the girl is missing. Now comes a mad dash across Asia & beyond to rescue her and keep an ancient evil far worse than the Nazis from waking.

### 615 A Night to Remember

Sunday 4 PM in room 170 for 8 hours

System: Call of Cthulhu

Power Level: GM provided

GM: Donna Bashaw

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

A party in the mountains on Halloween starts out as just another party, then a stranger shows up and all hell breaks loose.

### 616 Epiconomics

Sunday 4 PM in room 171 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 107K XP, 200K GP

GM: Daniel Alves

Characters may be provided by GM

Variations: 3.0 power attack; berserk/rages ltd.; no templates

Rules Knowledge: Expected

Game Content: Mainstream

Having saved the Kingdom from an army of vampire goats you have presented yourselves at the Cathedral of Pelor to receive your well deserved reward.

## Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

### 701 Challenge of the Super-Friends!

Sunday 6 PM in Salon 2 for 8 hours

System: Hero 5th. ed. (Champions)

Power Level: varied

GM: Derek Hiemforth

All characters provided by GM

Variations: Minor, to enhance cartoon feel

Rules Knowledge: Useful

Game Content: Mainstream

The JLA and Legion of Doom join forces to save the Earth! Can this alliance possibly last?! It's 1970s Saturday AM cartoon action fun in a 24-player megagame!



### 702 Tales from the Future that Never Was: Destroy All Monsters 2

Sunday 6 PM in room 143 for 8 hours

System: Hero 5th. ed. (Champions)

Power Level: 10-15 DC

GM: Joe Di Lellio

Players provide their own characters

Variations: minor from 4th ed

Rules Knowledge: Expected

Game Content: Mainstream

It's 2001. Godzilla, Rodan and the others have escaped from Monster Island, wreaking great havoc! Even your great powers are no match! Or...are they?

### 703 Studio Radd Presents: Nano Virus, Chrome Hackers

Sunday 6 PM in room 145 for 8 hours

System: SilCORE Cyberpunk

GM: Craig C Randall

All characters provided by GM

Variations: Cinematic Action Studio

Rules Knowledge: Beginners Welcome

Game Content: Family

Star as independent security programs who aggressively hack the oppressive new operating system to prevent it from overwriting or reprogramming everything.

### 704 Migration!!

Sunday 6 PM in room 147 for 6 hours

System: Gamma World

Power Level: 1st

GM: Ronald Jones

All characters provided by GM

Variations: a few 2nd edition rules

Rules Knowledge: Useful

Game Content: Mainstream

Migration time! It is no longer safe to live here and The Elders have declared it is time to move the Village so get going!

### 705 Stalking Superman (A Good Omens Production)

Sunday 6 PM in room 376 for 6 hours

System: Mutants and Masterminds (Paragons)

Power Level: 6th

GM: Paul Strack

All characters provided by GM

Variations: Cards instead of dice for resolving checks

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Someone is after the 'Justice League,' a group of heroes with names licensed from DC comics. Can you as PRA agents save America's favorite superheroes?

### 706 Tarot Made Flesh (A Good Omens Production)

Sunday 6 PM in room 377 for 6 hours

System: World of Darkness

Power Level: Mortal

GM: Bob Kuzmeski

All characters provided by GM

Variations: Second Sight

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

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 is really just beginning.

### **707 I Love it When a Plan Comes Together**

Sunday 6 PM in room 378 for 8 hours

System: Over The Edge

Power Level: 4-6 dice in primary descriptor

GM: Sean Pagliarulo

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The A-Team meets Buffy the Vampire Slayer. Buffy and crew are tossed into 1975. Can they save DISCO, or will all of mankind suffer because of their selfishness.

### **708 The Orcish Brigade IV: The Dirty Half-Dozen**

Sunday 6 PM in room 379 for 8 hours

System: Advanced Dungeons and Dragons

Power Level: 5th-7th

GM: Arthur Wallis

All characters provided by GM

Variations: Spell Points, Crits & Fumbles (Arduin Style)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Six Orcish prisoners, an impossible mission to earn their freedom.

Ahead the Dark Veil where Cthulhu's minions lurk. Suicide or Execution? Take yer pick, Grunt!

### **709 To Return Them Home, Behind Enemy Lines**

Sunday 6 PM in room 381 for 8 hours

System: Space Opera (FGU)

GM: Saul Morales

All characters provided by GM

Variations: Changes to make game quicker & easier

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Your squad brought them out. Now the Federation says return them & get info from each team sent in. Place: Behind Enemy Lines.

### **710 Z plus 66**

Sunday 8 PM in room 151 for 8 hours

System: All Flesh Must Be Eaten

GM: David Weinstein

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The dead have been feasting for months now, and rescue has not come. Supplies are running low, and options grow slim. Can you make it just a few more weeks?

### **711 Neo-Wulf vs. The Robo Hobos**

Sunday 8 PM in room 156 for 8 hours

System: Bare Bones (Homebrew System)

GM: Ted Gehrig

All characters provided by GM

Variations: Heavy on role play, light on rolls

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Vagrant robots have invaded the subways of Servo-Motor City.

They're scaring the tourists and business has plummeted! Are you up to the challenge?

### **712 The House That Jaeger Built**

Sunday 8 PM in room 374 for 6 hours

System: Call of Cthulhu

Power Level: Highest skill 80%

GM: Jack Young

All characters provided by GM

Variations: minor house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Occult author Lucy Kane is missing and the FBI's Psychological Crimes Division investigates. Will a decrepit Bronx hotel give up its secrets...or its dead?

### **713 A Bullet For Siren**

Sunday 10 PM in room 152 for 8 hours

System: Mage the Ascension (Technocracy Campaign)

Power Level: Standard, w/+11 freebie (max arete 4) Flaw lim 5pts

GM: Michael Garcia

Characters may be provided by GM

Variations: Guide to The Technocracy

Rules Knowledge: Useful

Game Content: Mature Themes

Your characters form a special task-force charged to neutralize Siren, an intrusion clone and assassin. If she were to fall into the wrong hands...

### **714 X-File High: Lights! Cameras! Action!**

Sunday 10 PM in room 159 for 6 hours

System: Hero 5th. ed. (Other)

Power Level: High School Kids with powers

GM: Greg Haslam

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The whole gang returns for more mirth, mystery and mayhem as the ONI clubbers must investigate...a horror film that is being shot at Springdale High.

### **715 The Tolkeen Movement (DBee minor)**

Sunday 10 PM in room 160 for 6 hours

System: Rifts

Power Level: 1st

GM: Anthony O'con

All characters provided by GM

Variations: Tolkeen Siege

Rules Knowledge: Beginners Welcome

Game Content: Family

Defend Hoggsville II in the first battle of the Siege of Tolkeen.

### **716 The Island of Fear**

Sunday 10 PM in room 375 for 6 hours

System: Deadlands

Power Level: Beginning, w/a few 'bounty pts.'

GM: Peter DiPiazza

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A stranger tells your posse about his terrifying escape from Agri-Township. Is it the ravings of an insane man? Maybe. He asks you to help his family & friends.

### 717 The RPG of.....DOOOOOOM

Sunday Midnight in room 149 for 6 hours

System: BRAINS, BRAINS, BRAINS

GM: Debra Bechthold

All characters provided by GM

Variations: homemade game system

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You are already soul-less, brainless & lifeless(you ARE a Gamer) with nothing to do on a Sunday night at the Con. Now you have a hankering for BRAAIINNNSSSS!

### 718 Secret Society of the Dragon

Sunday Midnight in room 166 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 1st-7th

GM: Andrew A. Maitland

All characters provided by GM

Variations: Good Only; Spell Pts; Psychics; Gestalt; Fast Growth

Rules Knowledge: Useful

Game Content: Mainstream

Investigate the strange events in your village and become the true heroes you are destined to be. Become part of the Secret Society of the Dragon.

## Monday

### Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

### 801 After the Boys of Summer Have Gone

Monday 8 AM in room 143 for 8 hours

System: Changeling: The Dreaming

GM: Alisha Walton

All characters provided by GM

Variations: childlings

Rules Knowledge: Useful

Game Content: Mature Themes

Summer is gone. Past events have left the Ocean Hearts with heavy hearts. It's time to pull together and focus on your oath!

### 802 Snow Cone of Cold

Monday 8 AM in room 145 for 6 hours

System: Dungeons and Dragons 3.0/3.5

Power Level: 1st-3rd

GM: Todd Westerlund

Players provide their own characters

Variations: Frosty Adventure for ages 6-12

Rules Knowledge: Beginners Welcome

Game Content: Family

The Clan has sent their best up against the Frost Giants. After they leave...frosty weird magical things happen. The young barbarians must save the village.

### 803 You're Gonna Die

Monday 8 AM in room 147 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 67K xp 88K gp

GM: Robert Paul

Players provide their own characters

Variations: core rules & complete series only

Rules Knowledge: Expected

Game Content: Mainstream

Think that the games you play at con are too easy? This game has the toughest stuff available. Add-on's or 2nd PC's can wait for a death to play. No whining.

### 804 Fall's Glory Awaits

Monday 8 AM in room 149 for 8 hours

System: Call of Cthulhu

Power Level: Max skill 90%

GM: Leon C. Glover III

All characters provided by GM

Variations: modern

Rules Knowledge: Useful

Game Content: Mature Themes

You are on vacation to enjoy the best fall New England colors in years. You stop at a local B&B for directions. A local asks why you are late for the festival.

### 805 The Cure

Monday 8 AM in room 151 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 10th, with 50k equipment

GM: Robert Anderson

Characters may be provided by GM

Variations: Some 4th and personal rules may apply

Rules Knowledge: Useful

Game Content: Mainstream

The High Elves of Natesh, have discovered a plague in which, the only cure known can be found on a distant planet: Siakiassen.

### 806 A Midsummernight's Nightmare

Monday 8 AM in room 152 for 4 hours

System: Dungeons and Dragons 3.0/3.5

Power Level: 1st

GM: Anne Elliott

All characters provided by GM

Variations: Expanded Psionics / Complete Psionic

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Mind's Eye Psionics Academy's graduation party was supposed to be drunken fun in the woods, but the woods have other ideas!

### 807 The Lost Samurai

Monday 8 AM in room 154 for 8 hours

System: Call of Cthulhu

GM: Patrick Arakel

All characters provided by GM

Variations: Rules light

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In 1877, Saigo Takimori lead a rebellion against the Meiji Government. Play a team of investigators sent to find out what's really going on.



### 808 Las Dimas Empowered

Monday 8 AM in room 159 for 8 hours

System: Mutants and Masterminds

Power Level: 6th (90 pt heroes)

GM: Brian Sullivan

All characters provided by GM

Variations: Main book & elements of Hero High

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Gang activity is up, a firebug is on the loose, and with all that, who has time to study for 5th period Geometry? It's sure to be a memorable week.

### 809 Never Try to Teach a P.I.G. to S.I.N.G.: a MOBIUS Adventure in Time

Monday 8 AM in room 160 for 8 hours

System: Hero 5th. ed. (Champions)

Power Level: 350pts+, 90act. att., SPD/def ratio. MOBIUS X=26

GM: B J Goukler

Characters may be provided by GM

Variations: Minor variations (combat), VPP shot on sight

Rules Knowledge: Useful

Game Content: Mainstream

You've been here before, the villains exposed, battle ensues, and then the choice. Is it right, or is something telling you otherwise? Can you live with it?

### 810 Supply Despot (A Good Omens Production)

Monday 8 AM in room 161 for 8 hours

System: Gamma World

Power Level: 1

GM: Tony Vargas

All characters provided by GM

Variations: Mutated Animal PCs randomly generated

Rules Knowledge: Beginners Welcome

Game Content: Family

The Ranks of the Fit have more recruits than weapons. The Supply Despot has weapons of the Ancients. Retrieve one and join the Ranks. The Fit will survive.

### 811 Cherry Blossom Tempest

Monday 8 AM in room 162 for 6 hours

System: Legend of the Five Rings

Power Level: Rank 2

GM: Tracy Pinkelton

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's spring and the trees are in full bloom, as are the political plans of Rokugan's clans. Tragic disruption of spring events requires a response.

### 812 There're No Werewolves

Monday 8 AM in room 164 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 4th

GM: Nick Matyas

All characters provided by GM

Variations: core books only

Rules Knowledge: Useful

Game Content: Mainstream

A random group must work together to overcome obstacles, confront foes, solve a mystery, and save innocents, all the while trying to scrape through alive.

### 813 Attack of the Gophermen

Monday 8 AM in room 165 for 8 hours

System: Hero 5th. ed. (Champions)

Power Level: AVG: 12=DC, 8=OCV, 8=DCV, 5=Spd, 50=Pd+Ed

GM: Don Satow

Characters may be provided by GM

Variations: No mega scale; characters must be approved

Rules Knowledge: Useful

Game Content: Mainstream

The Gophermen attack the surface world! Note: No char sheets longer than 2 pages

### 814 Rogue Demons

Monday 10 AM in room 166 for 6 hours

System: Buffy the Vampire Slayer

Power Level: Veteran

GM: Patrick Riley

All characters provided by GM

Variations: playing the bad guys

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

There's a rogue demon hunter in town. Maybe she's one of those newbie slayers that keep popping up. You must find and kill her before she finds and stakes you.

### 815 Diplomatic Impugnities

Monday 10 AM in room 168 for 6 hours

System: Paranoia

Power Level: Not Available at Your Security Clearance

GM: Brian E Williams

All characters provided by GM

Variations: Not Available at Your Security Clearance

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Congratulations! You are offered the privilege of protecting a foreign ambassador. Wait, does that imply places outside of Alpha Complex? Of Course Not Citizen!

### 816 What Happens After the Gates of Heaven and Hell Close?

Monday 10 AM in room 170 for 6 hours

System: The End: Lost Souls Edition (d20)

Power Level: 1st-4th

GM: Steve "bloodmage" Willett

All characters provided by GM

Variations: variant from Tyranny Games, now defunct

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Sacto Colony has intel that a certain cult, known as 'The Doomsday Group,' has control of the nuclear silos near the Mile High Colony. Your team must stop them.



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*Unofficial - Unofficial - Unofficial - Unofficial - Unofficial*

## DunDraCon Does Not Officially Present:

On Sunday, February 17<sup>th</sup>

The Secret Masters Of Gaming  
9<sup>th</sup> Annual Hawaiian Shirt Day

At DunDraCon 32

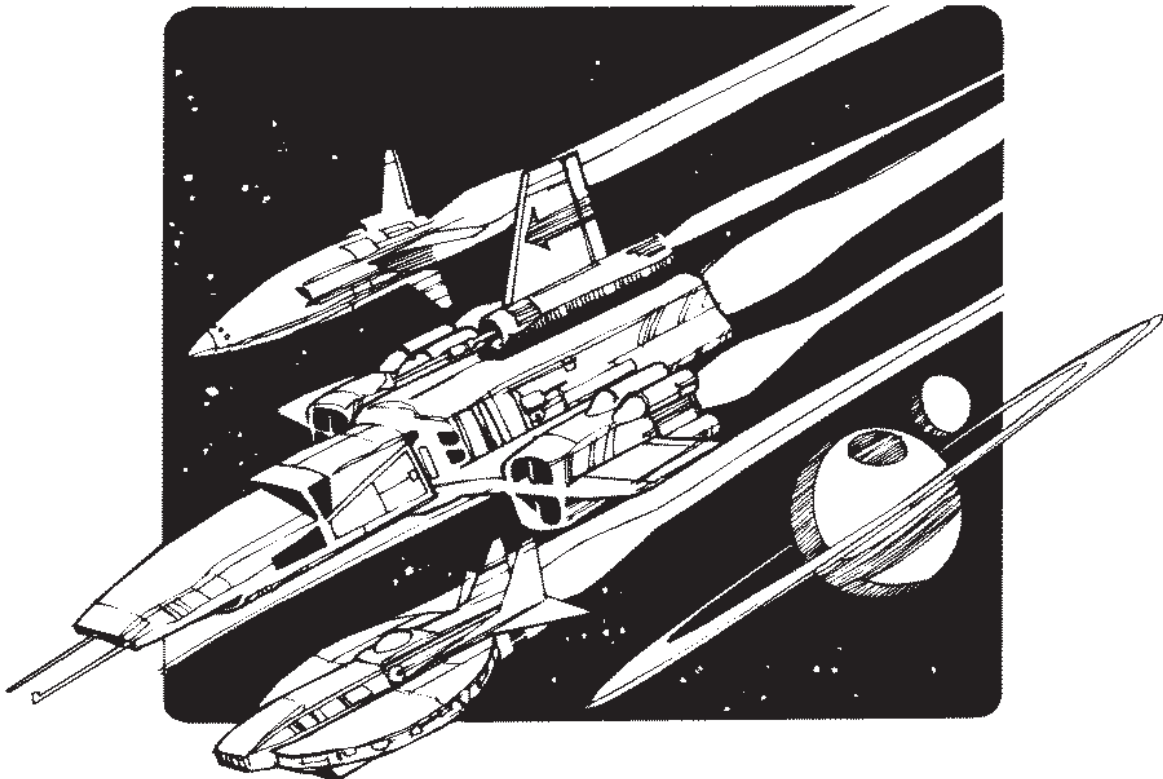


Wear your brightest, wildest, craziest Hawaiian Shirt and let everyone in the know know that you are to be considered a S.M.O.G. (Hey, we can all dream, can't we?).

*Unofficial - Unofficial - Unofficial - Unofficial - Unofficial*

*Unofficial - Unofficial - Unofficial - Unofficial - Unofficial*

*Unofficial - Unofficial - Unofficial - Unofficial - Unofficial*



# Dundracon Rules & Survival Tips

**No Smoking.** The San Ramon Marriott does not allow smoking anywhere inside the hotel, even your sleeping room. You may smoke only in the designated areas outside.

**Sleep some of the time.** Your body needs rest, even with non-stop distractions. If you start a game 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 sleeping 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.

**Know where your children are,** and make sure they know where you are. Set a specific time and place to meet whenever you and your children are going to be in different places for even a few minutes. Ultimate responsibility for your child's safety lies with you; Dundracon and the Marriott will do the best we can to support you in that goal. Should any crisis arise, children or adults should contact our staff or the hotel at once.

**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.

**Do not play in the stairwells or elevators.** This is both a courtesy and a safety issue. During peak times the elevators are full to capacity and the stairwells are often busy with folks carrying large amounts of stuff to and from game rooms. It is also essential that hotel and convention staff be able to move between floors in order to run the convention smoothly. Unfortunately, teleporting is not yet an option.

**Leave weapons and masks in your room.** (A weapon is, by definition, anything the Committee thinks is a weapon—please don't argue.) This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the fighting demo 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 LARP's rooms only.

**Individual selling in the Buyers' Bazaar only.**

**Don't cook in your rooms.** It's a hazard that might set off sprinklers, 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 behind the Information Table.

**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.

**Wear your Convention Badge!**

All functions of the convention require that you wear your badge, including the Dealer's room, Open Gaming, Seminars, Demonstrations and Scheduled games. .

**If you move before the next DunDraCon** (February 2009), please take a moment to send us your new address for our mailing list. E-Mail your change of address to: [registration@dundracon.com](mailto:registration@dundracon.com).

**Rules for posting flyers:**

Use blue "painter's tape", 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.

# DunDraCon Game Planner

Name: \_\_\_\_\_

Badge Number: \_\_\_\_\_

<b>Session 1. 100 Series games</b> Sign up by Friday 7:00 PM The registration forms for this session are Gray	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 2. 200 Series games</b> Sign up by Friday 9:00 PM The registration forms for this session are Pink	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 3. 300 Series games</b> Sign up by Saturday 11:00 AM The registration forms for this session are Blue	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 4. 400 Series games</b> Sign up by Saturday 5:00 PM The registration forms for this session are Gold	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 5. 500 Series games</b> Sign up by Saturday 9:00 PM The registration forms for this session are Green	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 6. 600 Series games</b> Sign up by Sunday 11:00 AM The registration forms for this session are Lilac	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 7. 700 Series games</b> Sign up by Sunday 5:00 PM The registration forms for this session are Yellow	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 8. 800 Series games</b> Sign up by Sunday 5:00 PM The registration forms for this session are White	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____