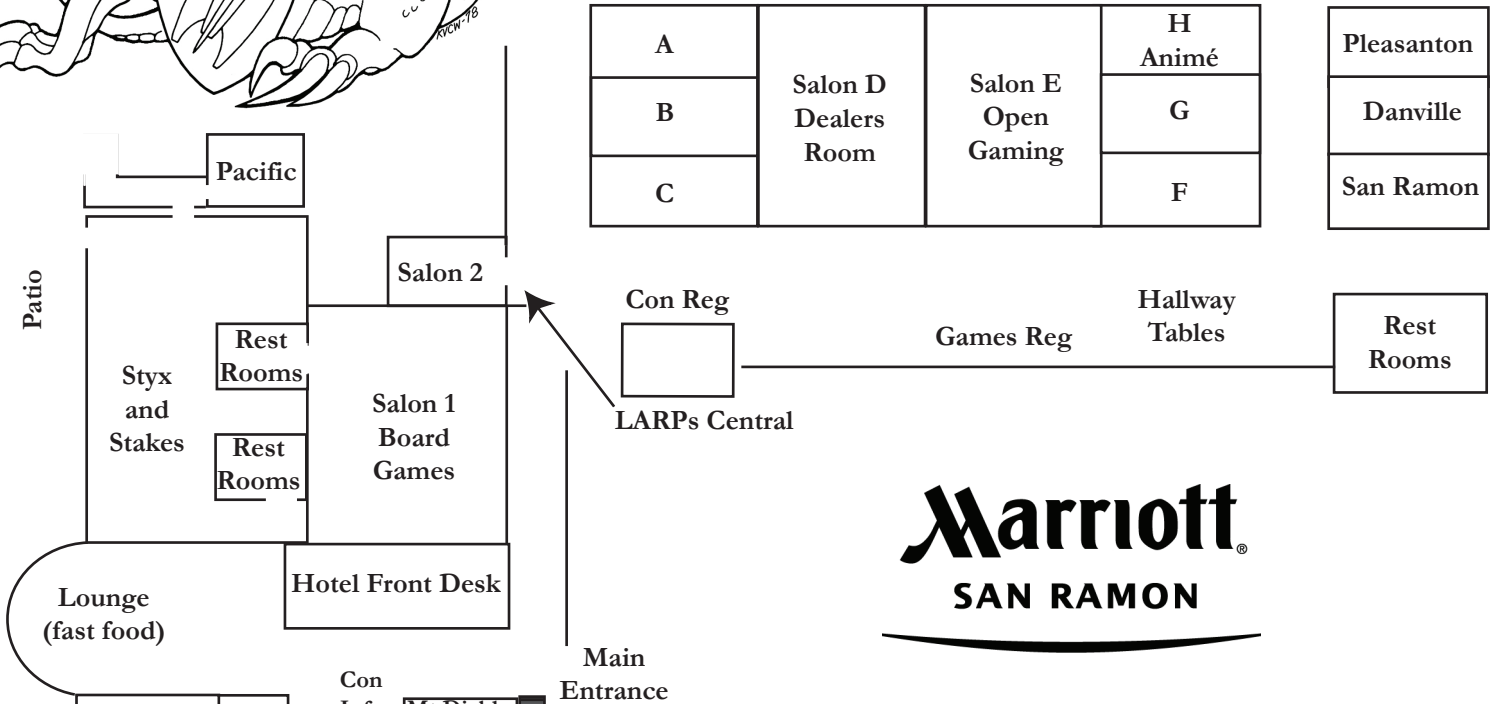




DunDraCon

33

February 13-16, 2009



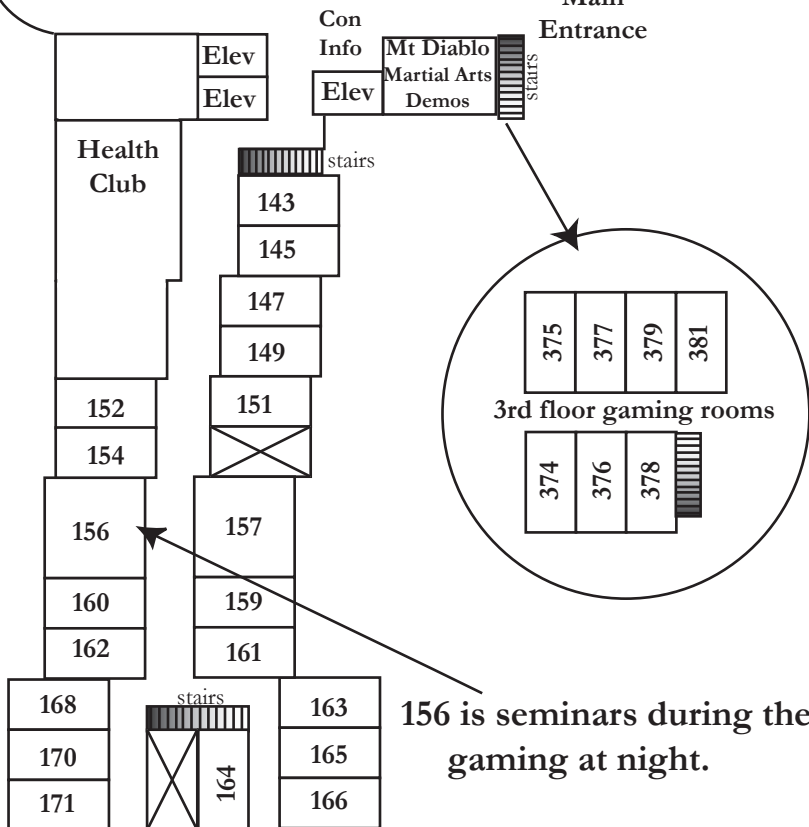
Marriott
SAN RAMON

Enjoy your stay at
DunDraCon 33!

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!

You must wear your DDC badge in all function areas



156 is seminars during the day, gaming at night.

Room 508 is on the fifth floor

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 later in the 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 knows you're at the Marriott, and what your room number is. Give Con Reg 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 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 Dealers room, Open Gaming, Seminars, Demonstrations and Scheduled games.

If you move before the next DunDraCon (February 2010), please take a moment to send us your new address for our mailing list. Email your change of address to: 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.

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Meet the Committee

Con Chair	Bill Keyes
Animé Room	George Green
Board Games	Hilary Powers
Buyers' Bazaar	Steve Perrin
Convention Registration	Hal Heydt
Pre-Convention Registration	Meg Creelman
Con. Reg. Deputy	Mike Nebeker
Dealers' Room	Gordon Monson
Games & Events Scheduler	Mark Schynert
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	Gigi Henderson
Seminar Scheduler	Steve Perrin
Signage	June Delane
"That"	Roderick Robertson
Volunteers Coordinator	Tony Hughes
Webmaster/Internet Liaison	Roderick Robertson

Convention Registration

Convention Center Lobby

Convention Registration Hours

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

FULL MEMBERSHIP IS \$50

ONE-DAY MEMBERSHIP IS \$30

Keep Your Badge! 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 (pages 14-41). All games with numbers are registered for through the Games Registration program (page 12). Demonstration and Drop-in games (page 9) do not use the Games Reg 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 8.

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.

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. 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 having 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.

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial -

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial -
DunDraCon Does Not
Officially Present:
On Sunday, February 15th
The Secret Masters Of Gaming
10th Annual Hawaiian Shirt Day
At DunDraCon 33



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 -

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

Flying Hands Massage

Near Convention Registration

Flying Hands Massage will be set up near Convention Registration for those with sore backs and feet.

Hours

Saturday	8:30 AM — 6:30 PM
Sunday	8:30 AM — 6:30 PM
Monday	8:30 AM — 1 PM

10, 15 or 20 minute sets.

Dealers' Room

Salon D

Salon D will have dealers for all of your gaming needs. You must have your own Con 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 in the morning.

Dealers' Room Hours

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

Vendors

Black Diamond Games
Candice's Custom Bridal & Embroidery
Chaosium
Chessex
David Wong - artwork
Diquekim Publishing - RPG aids
Dragon's Perch
EndGame
Flying Buffalo
Games of Berkeley
Good Luck Games
Goodman Games
Hero Games
Rusty Sword
Pegasus Publishing
PsyX Games
QR Zed Engraving
Wagoner's Miniatures
Wingnut Games

Buyers' Bazaar

Salon C

Saturday 9 AM — 5 PM

NOTE: Personal sales only—no retail sales
Fee per table per 1-hour session: \$10.00

You may rent a table for up to three 1-hour sessions 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. No advertising.

The Bazaar is the only location at DunDraCon where individual sales are allowed.

Seminars

Friday

Using Freeware Tools to Enhance your RP gaming

Friday 6 PM in Room 156 for 1.5 hour

Presenters: Katherine Ogden, Earl Ogden

Online tools and programs to help you coordinate and enhance your RPG games. Game system diagnostic. Tools to coordinate your players, share info, track docs, generate things, look up rules, etc. Everyone has heard of a few of these. We'll be sharing the list we've compiled, gladly listening to additional audience provided ideas and demonstrating how we've used some of these tools to enhance our personal gaming and the gaming of our groups.

Saturday

GM Tips

Saturday 10:30 AM in Room 156 for 1.5 hour

Presenters: Randy Angle, Bruce Harlick, Corey Cole

To grow the consumer base of our hobby, we need to have better game masters. Randy Angle, who has 30 years of experience in the position of GM, leads a discussion to discuss the idea of a short "GM School" at DunDraCon and other conventions that would issue a certificate of competence to attendees who demonstrate good GM technique. But what *is* good GM technique?

PDF Publishing

Saturday Noon in Room 156 for 1 hour

Presenters: Sean Patrick Fannon

An entire genre of games has sprung up in the last few years, complete game systems and supplements; all in PDF format for sale online through DriveThruRPG and RPGNow. This seminar provides a look at the pros (mostly) and a few cons of publishing your game genius in PDF format.

Using Props to Make the Game More Fun For All

Saturday 1 PM in Room 156 for 1.5 hour

Presenters: George Greene, Michael Blum

As a DM you need to keep the game player's mind in the game so sometimes props and maps help. Some DMs need help knowing how to make a prop or map. Over 34 years of gaming experience with maps and props for the game player and game master are provided for your interest.

City Building

Saturday 2:30 PM in Room 156 for 1.5 hour

Presenters: Anders Swenson, Ken Hite, Michael Blum

And another excursion into the intricacies of creating cities of wonder and adventure for adventuring heroes. This time, with an emphasis on what a really old city can be like, even in a modern-day scenario.

Making Computer RPGs: Sharing Favorites

Saturday 4 PM in Room 156 for 1 hour

Presenters: Keith Nemitz, Randy Angle, Bruce Harlick

Three industry pros will guide discussion about independent development and encourage attendees to discuss and dissect their favorite RPGs, in order to learn about the craft of making computer games. Tools have become so varied and useable, most gamers with a vision can realize their dreams; some can make a profit!

Fear

Saturday 5 PM in Room 156 for 1 hour

Presenters: Ken Moscardini

Creating an aura of fear for the players in the game, not just the tired trappings of horror but a real feeling of dread and fear. Come discuss your thoughts.

How's the Biz?

Saturday 6 PM in Room 156 for 1 hour

Presenters: Aldo Ghiozzi, Joseph Goodman, Steve Chenault

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

Sunday

Taking the Hit

Sunday 9 AM in Room 156 for 1 hour

Presenters: George Greene, Randy Greer

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

Ain't It Cool?

Sunday 10 AM in Room 156 for 1 hour

Presenters: Darren Watts, Ken Hite

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

Magic: A Historical Discussion of Magic

Sunday 11 AM in Room 156 for 1 hour

Presenters: Robert Silva, Corey Cole

This seminar is about concepts of Magic. We will discuss fictional sources of Magic and different types of Magic. The goal is to promote a better role-playing experience.

What's New with Chaosium?

Sunday Noon in Room 156 for 1 hour

Presenter: Charlie Krank

What is Cthulhu doing? What is his position in the Obama cabinet? What has the reaction to the new BRP been? The master of the Chaosium answers questions and gives previews.

What's New with Hero Games?

Sunday 1 PM in Room 156 for 1 hour

Presenters: Darren Watts, Steve Long

The linchpins of Hero Games present current projects, update the Champions Universe MMORPG, unveil future plans, and receive feedback on the last year. What do YOU want to see from Hero Games?

What's New with Goodman Games and Troll Lord Games?

Sunday 2 PM in Room 156 for 1 hour

Presenters: Joseph Goodman, Steve Chenault

Join Joseph Goodman and Steve Chenault to discuss what's new for 2009! Learn what's in store with D&D 4E from Goodman Games and Castles & Crusades from Troll Lord Games.

Humor in Role Playing

Sunday 3 PM in Room 156 for 1 hour

Presenter: Randy Angle, Richard Aronson

Randy Angle leads his ever-popular expedition into the depths of role playing humor. This year with slideshow presentation!

What Is Alignment and Why Is It Important?

Sunday 4 PM in Room 156 for 1 hour

Presenter: Robert Silva

This seminar is about alignment. What is it? Why is it important? The seminar will be studying concepts of Good and Evil; Order and Chaos as character motivations.

Gender and Genre in Gaming

Sunday 5 PM in Room 156 for 1 hour

Presenters: Frisbee, Sean Patrick Fannon, Ken Hite

DunDraCon's annual excursion into playing the opposite, or offset, sex from the player. Making stereotypes work without offending, or grossing out, the other players; and avoiding negative stereotypes.

The Future of LARPs

Sunday 6 PM in Room 156 for 1 hour

Presenters: Christopher Allen, LARP GMs

A round table with a number of Live Action Role Playing GMs to discuss the future of LARP gaming, to be moderated by DunDraCon LARP Coordinator Christopher Allen. If you are an experienced player or just learning how to create a LARP, bring your questions.

Monday

Becoming a Real Life Hero

Monday 10 AM in Room 156 for 1 hour

Presenters: Corey Cole, Lori Cole

Corey and Lori Cole, founders of the free www.theschoolforheroes.com web site, talk about applying fantasy game character concepts to real life. They will discuss what it means to be a Warrior, Wizard, Paladin, Rogue, or Bard in the modern world. That world needs heroes more than ever, and who is better prepared than a role-playing gamer to do what needs to be done? You can be a hero!



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); and the Society for Creative Anachronism, a medieval re-creational society which uses real armor with rattan weapons. Please make note of the schedule below, but also check 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 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 <http://www.sca.org> or 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 <http://caamtgard.com> on the Web.

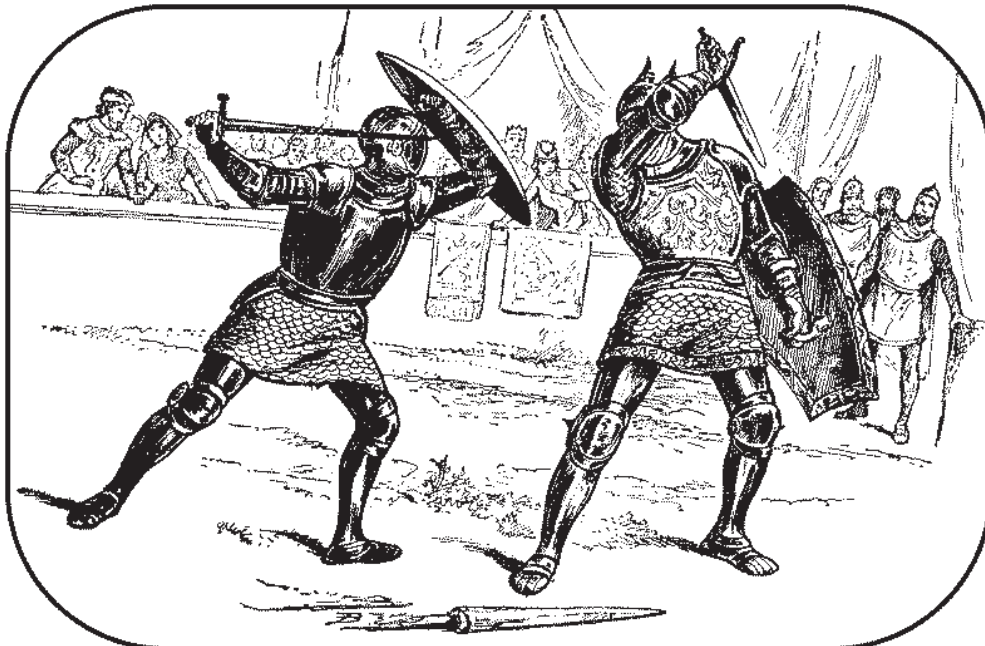
Combat Demo Schedule

Saturday

10 AM - Noon: Knightly Combat - SCA
1 PM - 3 PM: Fantasy Combat - Amtgard

Sunday

10 AM - Noon: Fantasy Combat - Amtgard
1 PM - 3 PM: Knightly Combat - SCA



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.

Randy Kreidt,

Kid's Room Coordinator

Agricola: This game rocketed to the top of Game-Board-Geek with a bullet to #1! It is a game of developing a farm! One can plow fields, raise livestock, raise children, add rooms to your house! Sounds exciting, doesn't it? Up to 5 players.

Sheer Panic: A very fun game of herding sheep using the models from Wallace and Gromit! Play friend tag, get your ewes close to Roger Ram, play black sheep tag, but run from the shearer! Plays 4.

Wealth of Nations: This game is a fabulous study of economics. We can produce labor, ore, capital, food, energy, and cash. With those we can add more and trade with our neighbors. Space and materials are limited, so proper choices will win the game. This game was demoed at KublaCon last year for 8 and had 30 show to try it out! Very engaging! Plays 6.

Twilight Struggle: This is a card driven game of Cold War. Russia vs. USA. It has a wealth of possibilities for skulduggery. It is GMT's hottest game, they can't keep it in stock! 2-player, so bring a copy!

Cleopatra: The Architects (that's us) are trying to beautify the palace of Cleopatra, using wood, stone, marble and lapis lazuli! Unfortunately, some of the materials are corrupted! If you use them you are moving into the camp of the crocodile god, Sobek. The one who gives in to the pressures of production by using tainted materials will be thrown to the crocs! The other best builder will be crowned best Architect by Cleopatra! Plays 5.

Manifest Destiny: This is Age of Renaissance in America. We start with a city in the New World and expand to acquire states and resources. We have cards to aid us in our development and attacks on others' territories. Plays nicely for 5.

Seafarers of Catan: The Bermuda Triangle! This is a special scenario taken from Das Buch! We need to build to the central island for the rich resources, but the boat bridges tend to disappear into the Bermuda Triangle. Rebuild them or the permanent bridge! Plays well for 4.

Parthenon: Rise of the Aegean. We are all small islands of the Aegean wherein we look to develop a Parthenon of buildings and island improvements. We only produce three of the basic resources, so trade is a must, either with each other or the cities around the Aegean or further across the Mediterranean Sea. Beware: Hazards at sea! Plays excellently for 6.

Other Kid-Friendly Events

Friday

Magna Carta—Caylus the Board Game

Friday 2 PM in Danville Room for 2 hours; 4 players

System: Magna Carta—Caylus the Board Game

See description on page 9

Saturday

271 Chaotic

Saturday 8 AM in San Ramon Room: Tables 1 & 2 for 4 hours; 10 players

System: Chaotic

See description on page 20

Goblin Menace

Saturday 9 AM in Room 149 for 4 hours; 7 players

System: Dungeons and Dragons 4.0

See description on page 10



371 Apples to Apples

Saturday 1 PM in Salon 1: Table 4 for 4 hours; 6 players

System: Apples to Apples

See description on page 21

372 Uno

Saturday 1 PM in Salon 1: Table 5 for 4 hours; 6 players

System: Uno

See description on page 21

Sunday

Kids' Arcade

Sunday 8 AM in San Ramon Room for 4 hours; 32 players

System: Wii/Xbox360

See description on page 11

MonsterSmash

Sunday Noon in Salon C for 3 hours; 16 players

System: MonsterSmash

See description on page 11

607 Beneath the Wolf House

Sunday 4 PM in Room 157 for 8 hours; 8 players

System: Dungeons and Dragons 4.0

See description on page 37

The Magic Belt of Oz

Sunday 4 PM in Room 159 for 4 hours; 6 players

System: Adventures in Oz

See description on page 11

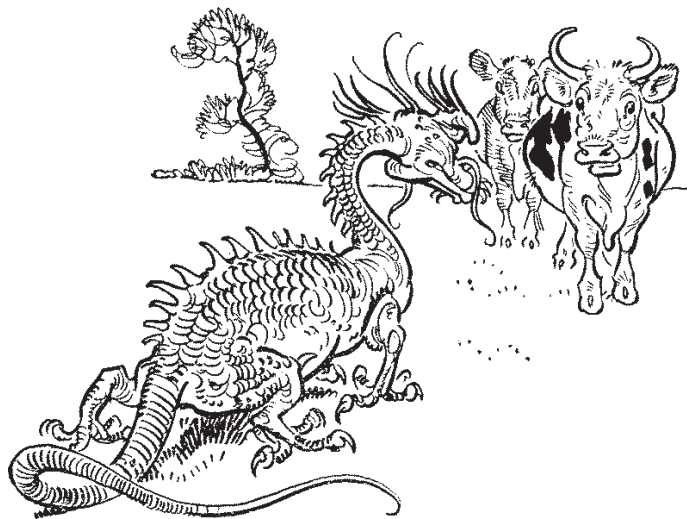
Monday

809 No Rest for the Weary

Monday 8 AM in Room 160 for 8 hours; 8 players

System: Hero 5th ed. (Champions)

See description on page 40



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

Magna Carta—Caylus the Board Game

Friday 2 PM in Danville Room for 2 hours; 4 players

System: Magna Carta—Caylus the Board Game

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

King Dretch

Friday 4 PM in Hall: Table 4 for 4 hours; 5 players

System: Dungeons and Dragons 4.0

Power Level: 1st

GM: Aeryn Rudel

All characters provided by GM

Variations: PHB only

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Strange disappearances on local trade routes spawn rumors of villainous deeds. Is the shattered tower of the wizard Numeshay Odeken the source of the evil?

Dungeon Crawl Classics #53: Sellswords of Punjar

Friday 4 PM in Hall: Table 3 for 6 hours; 5 players

System: Dungeons and Dragons 4.0

Power Level: 1st

GM: Don Eccles

All characters provided by GM

Variations: PHB only

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Deep within the heart of the slums, the Beggar-King weaves his plots. You and your fellow companions must bring his reign to an end, though all tremble before his fell secrets.

The Wrecking Crew

Friday 8 PM in Hall: Table 4 for 4 hours; 6 players

System: Twilight: 2013

GM: Max Messina

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Your unit is tasked with escorting a recovery project through enemy lines back to your operational base. Will you make it or will the partisans turn you into ground beef?

Saturday

Goblin Menace

Saturday 9 AM in Room 149 for 4 hours; 7 players

System: Dungeons and Dragons 4.0

Power Level: 1st

GM: Michael Jones

All characters provided by GM

Variations: Forgotten Realms

Rules Knowledge: Beginners Welcome

Game Content: Family

Your fledgling adventuring group has lucked into a goblin raid on a small port town. Can you put an end to these depredations once and for all? For ages 8-12.

King Dretch

Saturday 9 AM in Hall: Table 4 for 4 hours; 5 players

System: Dungeons and Dragons 4.0

Power Level: 1st

GM: Aeryn Rudel

All characters provided by GM

Variations: PHB only

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Strange disappearances on local trade routes spawn rumors of villainous deeds. Is the shattered tower of the wizard Numeshay Odeken the source of the evil?

Jurisdiction

Saturday 10 AM in Hall: Table 1 for 4 hours; 8 players

System: Dark Heresy

Power Level: low

GM: Sean Schoonmaker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

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



Tanglethorn Manor

Saturday 10 AM in Hall: Table 3 for 6 hours; 5 players

System: Dungeons and Dragons 4.0

Power Level: 1st

GM: Don Eccles

All characters provided by GM

Variations: PHB only

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Gold fever! And your party gets there first. If you're brave, smart, and lucky, you'll be rich. Or you'll find out what burned down Tanglethorn Manor...first-hand!

Executive Orders

Saturday 2 PM in Hall: Table 2 for 8 hours; 8 players

System: Star Wars

Power Level: 6th

GM: Damon A. Armstrong

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

As the Clone Wars rage, a select cadre of Clonetroopers & Jedi Padawans are sent on a dangerous mission, meant to break the Siege of Mygeeto in the Republic's favor...

Dungeon Crawl Classics: Tomb of the Blind God

Saturday 2 PM in Hall: Table 4 for 4 hours; 5 players

System: Dungeons and Dragons 4.0

Power Level: 8th

GM: Aeryn Rudel

All characters provided by GM

Variations: PHB only

Rules Knowledge: Useful

Game Content: Mainstream

Play the exclusive DunDraCon Dungeon Crawl Classics adventure, available for sale at the Goodman Games booth! The blind god stirs in the void; his spawn seek out places of power that contain his ancient artifacts.

Jurisdiction

Saturday 3 PM in Hall: Table 1 for 4 hours; 8 players

System: Dark Heresy

Power Level: low

GM: Sean Schoonmaker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

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

Hunt for Colonel Vladic

Saturday 5 PM in Hall: Table 3 for 8 hours; 6 players

System: Twilight: 2013

GM: Max Messina

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A local partisan leader, Colonel Vladic, is vacationing in his private villa somewhere in the area. Make contact with locals, find Vladic, assault the compound, and capture him.

Sunday

Kids' Arcade

Sunday 8 AM in San Ramon Room for 4 hours; 32 players
System: Wii/Xbox360
GM: Eddie Ewell
All materials provided by GM
Variations: Both free play and tournaments
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Join us for a fun session of video games geared toward the younger gamers. We will have games for Xbox 360 and Wii set up and a Tournament! PRIZES! GIVEAWAYS!

Dungeon Crawl Classics: Tomb of the Blind God

Sunday 9 AM in Hall: Table 1 for 4 hours; 5 players
System: Dungeons and Dragons 4.0
Power Level: 8th
GM: Aeryn Rudel
All characters provided by GM
Variations: PHB only
Rules Knowledge: Useful
Game Content: Mainstream
Play the exclusive DunDraCon Dungeon Crawl Classics adventure, available for sale at the Goodman Games booth! The blind god stirs in the void; his spawn seek out places of power that contain his ancient artifacts.

Liquid Gold

Sunday 10 AM in Hall: Table 2 for 4 hours; 6 players
System: Twilight: 2013
GM: Max Messina
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Local contacts have passed on intel about a village with 200L of aviation fuel. Your unit's C.O. wants it...BAD!! Get to the village and secure the fuel at all costs.

MonsterSmash

Sunday Noon in Salon C for 3 hours; 16 players
System: MonsterSmash
GM: Alicia Hansen
All materials provided by GM
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.

Xbox 360 Tournaments

Sunday Noon in San Ramon Room for 4 hours; 32 players
Register at the San Ramon room 8 AM - 9 AM; actual play starts at Noon
System: Xbox 360
GM: Eddie Ewell
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
This will be a 4 hour tournament style block featuring Halo 3 Rumble Pit and Team Slayer as well as Gears of War 2 Single and Team style. PRIZES! GIVEAWAYS!

Protectors of Paradigm!

Sunday 2 PM in Hall: Table 1 for 8 hours; 8 players
System: Heroes Unlimited
Power Level: 2nd
GM: Damon A. Armstrong
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The alarm's going off at the First National Bank! Time to be a superhero! (Demo game, meant to introduce players to the HU system.)

The Magic Belt of Oz

Sunday 4 PM in Room 159 for 4 hours; 6 players
System: Adventures in Oz
GM: F. Douglas Wall
All characters provided by GM
Variations: homebrew
Rules Knowledge: Beginners Welcome
Game Content: Family
The Magic Belt of Oz has been stolen! Take on the roles of Dorothy and her friends as they try to get it back.



Convention Sponsored 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 pp. 9-11.
- 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 in both 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.

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

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 yet been assigned to any game has a better chance of getting into a game than someone who has already been placed into a game at a previous session.

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, or no game at all!

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 game choice, just in case a lot of priority slips are turned in for that game.

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

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

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
P	P00-P99	Electronic Pre-reg. Only	None	Friday 4:00 PM
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 include 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

LARP Rules:

- LARP Central is the Salon 2 lobby, opposite the Convention Registration Desk. This board will contain the complete set of rules, the current schedule, LARP flyers, etc.
- No one will be turned away from any LARP based *solely* on age.
- AllLARPs are signed up at Games Registration.
- If you did not get into your LARP, an “overflow” list for each LARP will be posted, randomly ordering those who registered for it but did not get in. Walk-up players will be added to the end of the list in the order they appear. All overflow players from registration must be accommodated before walk-ups can be considered.
- You must show up on time at your LARP or your place will be given 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 P. P00 Series games
Sign up by Electronic Pre-Reg Only
Check at the game to see if seats are still available

P31 Rise of the Shogun

Friday 7 PM in Salon AB for 8 hours; 30 players

Troupe: TandemArts

System: L5R LARP

Game Content: Mature Themes

The Shogun has been in power for two years, but the Unicorn are rising as a power to check the armies of the Shogun. Which side will you choose?



Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

131 Pajama Promises

Friday 8 PM in Suite 508 for 8 hours; 21 players

Troupe: Dreams of Deirdre

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

Game Content: Mainstream

Someone disappeared at camp years ago. Tonight, alumni of that summer reunite for the purpose of their children’s futures, only to find their past intertwined with events of tonight.

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

231 A Montaigne, a Castillian, and an Avalonian walk into Freiburg...

Saturday 10 AM in Salon A for 8 hours; 20 players

Troupe: Tempest in a Teapot Productions

System: 7th Sea L.A.R.P.

Game Content: Mature Themes

Nicklaus Trägue never refuses a social experiment and diplomacy is no exception; mankind is doomed to fail, why should this be any different? Castille wants peace, the Montaigne expect surrender.

232 Night City Job Faire

Saturday 10 AM in Salon B for 6 hours; 30 players

Troupe: Gamer Geekus

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

Game Content: Mature Themes

Calling all Edgerunners! Seeking employment? Come to the Inaugural Night City Job Faire! We will have several corporations looking for talented individuals to help with various ‘work assignments.’

233 The Evil League of Evil Wants You!

Saturday 11 AM in Suite 508 for 6 hours; 15 players

Troupe: Unicity Games

System: Homebrew

Game Content: Family

Bad Horse has opened auditions for a space in the ELE. Can you impress him more than the other wannabe-Villains, or is it the Henchman’s Guild for you?

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

431 The Mutant Saga Volume II: Los Angeles

Saturday 6 PM in Salon B for 6 hours; 25 players

Troupe: Joe Parzanese & Dave Oberholzer

System: GM Fiat

Game Content: Mature Themes

Mutants clash again in the second part of the Mutant Saga as our heroes and villains find themselves getting down at the Club in downtown LA during the late ‘70s.

432 Battlestar Galactica: Aboard the Argus

Saturday 7 PM in Suite 508 for 6 hours; 16 players

Troupe: Gamer Geekus

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

Game Content: Mainstream

Welcome to the Argus. This combination of war and stealth capabilities has raised concerns. Is it a waste of spending or an innovative new defense? Come aboard the maiden voyage.

433 The Prince's Centennial Celebration

Saturday 7 PM in Salon A for 6 hours; 32 players

Troupe: The Sudden Stop

System: Laws of the Night

Game Content: Mainstream

Tobias Shaw, Exalted Prince of San Jose, cordially invites all Kindred in good standing with the Camarilla to attend the Centennial Anniversary of His reign. Festivities shall begin promptly at 8 o'clock.

Sunday

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

631 Shattered Empire: The Ostermark Accord

Sunday Noon in Salon AB for 6 hours; 30 players

Troupe: Team Volaré

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

Game Content: Mainstream

The Chaos Storm has past and the Elector Count of Ostermark is dead. Now a secret conclave to decide the fate of the province and her people is at hand.

632 Seven Brides for Seven Samurai

Sunday 3 PM in Pacific Room for 8 hours; 30 players

Troupe: The Rokugani Historical Society

System: L5R LARP

Game Content: Mature Themes

Will you find love, or ruin, within the halls of Masume Mura? Desire or Duty? Which will you choose? Get hitched or die trying in this Samurai Drama!

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

731 Between

Sunday 7 PM in Salon ABC for 8 hours; 30 players

Troupe: Groupmind Games

System: GM Fiat

Game Content: Mature Themes

In the Dark Between the Stars, two crews on a collision course untangle private intrigues before facing the horror that lies Between. Piracy and betrayal in deep space...and beyond.

732 A Lonesome October

Sunday 7 PM in Suite 508 for 8 hours; 30 players

Troupe: Perpetual Motion Squad

System: Homebrew

Game Content: Mature Themes

Once a year, on this night, the stars align, and a ritual with potential to change the world is performed. You will stand poised to affect the future.

Seminar of Interest

The Future of LARPs

Sunday 6 PM in Room 156 for 1 hour

Presenters: Christopher Allen, LARP GMs

A round table with a number of Live Action Role Playing GMs to discuss the future of LARP gaming, to be moderated by DunDraCon LARP Coordinator Christopher Allen. If you are an experienced player or just learning how to create a LARP, bring your questions.



Hybrid Games and other Exotica

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

281 DEEP SEKH Tournament: Everything Can Be Eaten

Saturday 10 AM in Salon 1: Tables 18 & 19 for 6 hours; 13 players

System: hybrid d20 RPG/Board Game

Power Level: 1st-3rd

GM: Nicholas Foster

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Players form teams of characters and vie for resources in a Bronze Age city in Mythical Greece. Fight, bluff, or negotiate to control the largest area before time ends.

282 Star Trek: Tactical Command - Borg Invasion

Saturday 11 AM in Salon 2 for 4 hours; 8 players

System: Personal

GM: E. Alexander

All characters provided by GM

Variations: point-based system

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Your Starbase Tactical Command team must defend the Federation against a Borg invasion, capture Locutus and restore Picard before any outpost's defenses are breached or the Borg cube reaches Earth.

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

481 One Way Out

Saturday 7 PM in Salon FG: Table 5 for 6 hours; 6 players

System: Dark Heresy

GM: Joel Clark

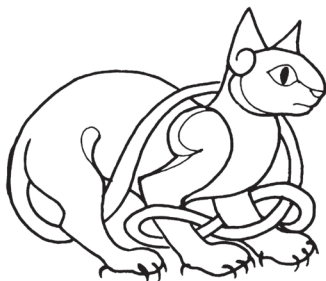
All miniatures provided by GM

Variations: miniatures/RPG hybrid

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Miniatures game with an RPG flare. The battle for an Imperial world is lost, and your only chance of survival is a rumored 'bulk matter transmitter' at a nearby installation.



Board Games Friday

Session P. P00 Series games

Sign up by Electronic Pre-Reg Only

Check at the game to see if seats are still available

P41 Cleopatra and the Society of Architects

Friday 4 PM in Danville Room for 3 hours; 5 players

System: Cleopatra and the Society of Architects

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Beautify the palace of Cleopatra. Unfortunately, some materials are corrupted! The one using the most tainted materials will be thrown to the crocs! The best builder will be crowned best architect by Cleopatra!

P42 Twilight Imperium: Shattered Empire

Friday 5 PM in Salon 1: Table 6 for 10 hours; 7 players

System: Twilight Imperium

GM: Christopher Larson

All materials provided by GM

Variations: Shattered Empire expansion

Rules Knowledge: Useful

Game Content: Mainstream

Join us for Twilight Imperium, an epic space battle game of diplomacy, fleet building, and conquest. Do you have what it takes to rule the universe?

P43 Speed Settlers

Friday 6 PM in Salon 1: Table 1 for 4 hours; 6 players

System: Settlers of Catan

GM: Mae Grein

All materials provided by GM

Variations: includes Settlers, Seafarers, Cities and Knights

Rules Knowledge: Expected

Game Content: Very Complex

The full expansion (6 players) of Settlers of Catan including Settlers-Seafarers-Cities & Knights WITH a two minute timer.

P44 Agricola

Friday 6 PM in Salon 1: Table 2 for 6 hours; 5 players

System: Agricola

GM: Simon Kiefer

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You're running an 18th century farm. All you need to do is last for 6 harvests without starving and do everything better than anyone else.

P45 Engine Damage

Friday 6 PM in Hall Table 2 for 6 hours; 6 players

System: Engine Damage

GM: Kellen Snook

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

1854: Gold is to the west, and the only way to get there alive is by armored train. Steam rockets, electric cannons, and more for steampunk train-on-train action!

Saturday

P46 Talisman

Friday 7 PM in Salon 1: Table 3 for 5 hours; 6 players
 System: Talisman: The Magical Quest Board Game
 GM: Ed Zeamba
 All materials provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Talisman takes you on a journey through magical lands, as you endeavor to reclaim the Crown of Command. Each turn will see your hero advancing, battling, gaining knowledge and power.

P47 Scenario: Conquest of Italy 386 - 272 BCE

Friday 7 PM in Salon 1: Table 8 for 4 hours; 4 players
 System: GMT Sword of Rome
 GM: Jesse Stanton
 All materials provided by GM
 Rules Knowledge: Useful
 Game Content: Mainstream
 Sword of Rome recreates the climactic struggles among the Roman, Gaul, Etruscan & Greek peoples of Italy and Sicily. Each faction has special powers that emphasize its historic strengths.

P48 Twilight Struggle

Friday 7 PM in Danville Room for 3 hours; 2 players
 System: Twilight Struggle
 GM: Randy Kreidt
 All materials provided by GM
 Rules Knowledge: Beginners Welcome
 This is a card driven game of Cold War. Russia v USA. It has a wealth of possibilities for skullduggery. 2-player, so bring a copy!

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

141 Scenario: Conquest of Italy 386 - 272 BCE

Friday 8 PM in Salon 1: Table 9 for 4 hours; 4 players
 System: GMT Sword of Rome
 GM: Theo Posselt
 All materials provided by GM
 Rules Knowledge: Useful
 Game Content: Mainstream
 Sword of Rome recreates the climactic struggles among the Roman, Gaul, Etruscan & Greek peoples of Italy and Sicily. Each faction has special powers that emphasize its historic strengths.

142 Talisman

Friday 11 PM in Salon 1: Table 3 for 4 hours; 6 players
 System: Talisman: The Magical Quest Board Game
 GM: Ed Zeamba
 All materials provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Talisman takes you on a journey through magical lands, as you endeavor to reclaim the Crown of Command. Each turn will see your hero advancing, battling, gaining knowledge and power



Session 2. 200 Series games Sign up by Friday 9:00 PM The registration forms for this session are Pink

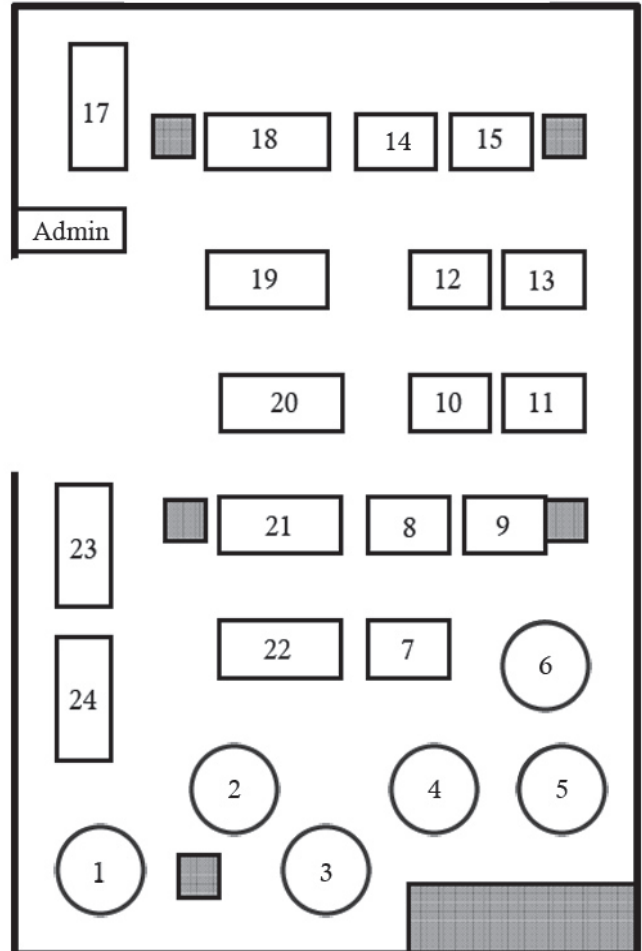
241 Realm of the Ice Queen

Saturday 10 AM in Salon 1: Table 1 for 4 hours; 6 players
 System: Dungeoneer
 GM: Andy Marshall
 All materials provided by GM
 Variations: Realm of the Ice Queen expansion
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Glory and peril await those who venture into the Ice Queen's realm. Battle the native beasts of this harsh landscape and rid the realm of its frozen matriarch.

242 Ticket to Ride

Saturday 10 AM in Salon 1: Table 17 for 2 hours; 10 players
 System: Ticket to Ride
 GM: Mae Grein
 All materials provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Family
 Ticket to Ride is a cross-country train adventure. Players compete to connect different cities by laying claim to routes on a map of North America. Easy to learn and fun to play.

Salon 1



243 Combat Commander

Saturday 10 AM in Salon 1: Table 23 for 6 hours; 3 players
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, starting new games frequently.

244 Arkham Horror

Saturday 10 AM in Salon 1: Table 24 for 6 hours; 6 players
System: Arkham Horror
GM: Craig Rose
All materials provided by GM
Variations: Dunwich Horror/Kingsport Horror/King in Yellow
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Horrific and bizarre events have begun to occur, all seeming to point toward some cataclysmic event that may spell disaster for everyone. Only you can save Arkham from destruction!

245 Fireball Island

Saturday 11 AM in Salon 1: Table 10 for 4 hours; 4 players
System: Fireball Island
GM: Douglas E. Weed
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
In the dark realm of Milton Bradley Games comes this old adventure. Treasure, Fireballs, and other players in this Indiana-Jones-like game. Fortune? Or Certain Death? Your choice.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

341 Munchkin Quest Tournament

Saturday Noon in Salon 1: Tables 11-13 for 4 hours; 12 players
System: Munchkin Quest
GM: Andrew Walters
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Try the new board game version of Munchkin! Kill more monsters! Steal more treasure! Stab more buddies! In 3D! Prizes from Steve Jackson Games.

342 Cosmic Encounter (Eon)

Saturday 1 PM in Salon 1: Table 3 for 8 hours; 6 players
System: Cosmic Encounter (Eon)
GM: Robert Martz
All materials provided by GM
Variations: w/all expansions
Rules Knowledge: Useful
Game Content: Mainstream
Cosmic Encounter (Eon) is a science fiction-themed strategy board game for 3 to 6 players. Over 80 unique alien powers, plus Flares & Moons. Beginners welcome.

343 Betrayal at the House on the Hill

Saturday 1 PM in Salon 1: Table 6 for 4 hours; 6 players
System: Betrayal at Hill House
GM: Elisabeth Brewer
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Adventure turns to terror as you and your fellow investigators reveal the haunting of...The House on the Hill!

344 8-player Settlers of Catan

Saturday 2 PM in Salon 1: Table 2 for 4 hours; 8 players
System: Settlers of Catan
GM: Simon Kiefer
All materials provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Everyone loves Catan, what could be more fun than 8-player Catan?

345 Arkham Horror

Saturday 2 PM in Salon 1: Table 7 for 6 hours; 6 players
System: Arkham Horror
GM: Jim Kiefer
All materials provided by GM
Variations: Dunwich Horror and the King in Yellow
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The year is 1926, and a dark shadow grows in the city of Arkham. Only a handful of investigators stands against the Arkham Horror. Will they prevail?

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

441 B-17: The Big Week

Saturday 5 PM in Pleasanton Room for 6 hours; 24 players
System: B-17: Queen of the Skies
GM: Ron Plunk
All materials 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 and U-boat pens. Rules taught.

442 Battlestar Galactica: The Board Game

Saturday 7 PM in Salon 1: Table 24 for 4 hours; 6 players
System: Battlestar Galactica: The Board Game
GM: Craig Rose
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
After the Cylon attack, the human race is searching for Earth. Humanity must work together for survival, but how can they, when any of them may be a Cylon agent?



443 Agricola

Saturday 7 PM in Danville Room for 2 hours; 5 players
System: Agricola
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Develop your farm! One can plow fields, raise livestock, raise children, add rooms to your house! Sounds exciting, doesn't it!

444 Sheer Panic

Saturday 7 PM in Danville Room for 2 hours; 4 players
System: Sheer Panic
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Herd sheep using the models from Wallace and Gromit! Play friend tag, get your ewes close to Roger Ram, play black sheep tag, but run from the shearer!

445 Killer House

Saturday 8 PM in Salon 1: Table 4 for 4 hours; 6 players
System: Betrayal at Hill House
GM: Michael Basil
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Ever wanted to search through a creepy old mansion? Well here is your chance! Come play this fantastic game from Avalon Hill.

446 Wealth of Nations

Saturday 9 PM in Danville Room for 3 hours; 6 players
System: Wealth of Nations
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Produce labor, ore, capital, food, energy, and cash. Trade with your neighbors. Space and materials are limited, so proper choices will win the game.

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

541 The World is At War (again!)

Sunday 9 AM in Salon 1: Table 21 for 6 hours; 6 players
System: Axis & Allies Anniversary Edition
GM: Dovi Anderson
All materials provided by GM
Variations: National Objectives, Research, 1942 setup
Rules Knowledge: Useful
Game Content: Mainstream
Come try the new Axis & Allies Anniversary Edition! It has the best ruleset yet, and has added Italy as a new power to make it 6 players!

542 Age of Empires III

Sunday 10 AM in Salon 1: Table 14 for 4 hours; 6 players
System: Age of Empires III
GM: Michael Jones
All materials provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Explore and exploit the new world in the name of your homeland. Relatively simple rules, but extremely complex strategy.

543 Battle for Japan

Sunday 10 AM in Salon 1: Table 18 for 8 hours; 6 players
System: Feudal Lord
GM: Thomas Granvold
All materials provided by GM
Variations: English rules/components
Rules Knowledge: Useful
Game Content: Mainstream
Join in the struggle for control of Japan through the use of diplomacy, bribes and powerful armies. This game has it all: peasant revolts, warrior monks...

544 Duel of Ages

Sunday 10 AM in Salon 1: Table 20 for 4 hours; 6 players
System: Duel of Ages
GM: Greg Wong
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Two teams of players control heroic characters from four eras. To win, your team must defeat the guardians of the labyrinths, take on challenges, and fight your opponents.

545 Combat Commander

Sunday 10 AM in Salon 1: Table 23 for 6 hours; 3 players
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, starting new games frequently.

546 Fireball Island

Sunday 11 AM in Salon 1: Table 10 for 4 hours; 4 players
System: Fireball Island
GM: Douglas E. Weed
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
In the dark realm of Milton Bradley Games comes this old adventure. Treasure, Fireballs, and other players in this Indiana-Jones-like game. Fortune? Or Certain Death? Your choice.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

641 Arkham Horror

Sunday 2 PM in Salon 1: Table 15 for 6 hours; 6 players
System: Arkham Horror
GM: Emily Kiefer
All materials provided by GM
Variations: Dunwich Horror and the King in Yellow
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The year is 1926, and a dark shadow grows in the city of Arkham. nly a handful of investigators stands against the Arkham Horror. Will they prevail?

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

741 Evil Lurks

Sunday 6 PM in Salon 1: Table 1 for 4 hours; 8 players
System: A Touch of Evil
GM: Michael Basil
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Come try this great new game from Flying Frog Productions by creator Jason Hill.

742 Parthenon: Rise of the Aegean

Sunday 7 PM in Danville Room for 3 hours; 6 players
System: Parthenon: Rise of the Aegean
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
We are all small islands of the Aegean; we look to develop a Parthenon of buildings and island improvements. We only produce three of the basic resources so trade is a must. Beware: Hazards at sea!

743 Seafarers of Catan

Sunday 7 PM in Danville Room for 4 hours; 4 players
System: Seafarers of Catan
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
The Bermuda Triangle! Build to the central island for the rich resources, but the boat bridges tend to disappear into the Bermuda Triangle. Rebuild them or the permanent bridge!

Session 8. 800 Series games
Sign up by Sunday 5:00 PM
The registration forms for this session are White

841 Manifest Destiny

Monday 10 AM in Danville Room for 6 hours; 5 players
System: Manifest Destiny
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
This is the Age of Renaissance in America. We start with a city in the New World and expand to acquire states and resources. We have cards with aid us in our development and attacks on others territories.

Card Games

(Collectible or not)

Friday

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

171 World Domination Made Easy

Friday 8 PM in San Ramon Room: Tables 3 & 4 for 4 hours; 10 players
System: Illuminati
GM: Larry Langley
All materials provided by GM
Variations: New World Order/Bavarian Fire Drill expansions
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Control a secret Illuminati organization such as the UFOs, Church of the SubGenius, or Followers of Cthulhu in a bid to take over the world. Two games of 5 players.

Session 2. 200 Series games
Sign up by Friday 9:00 PM
The registration forms for this session are Pink

271 Chaotic

Saturday 8 AM in San Ramon Room: Tables 1 & 2 for 4 hours; 10 players
System: Chaotic
GM: Javar Ragler
Materials may be provided by GM
Variations: variation of all sets
Rules Knowledge: Beginners Welcome
Game Content: Family
The overworld creators are at war with the overworlders. Who will survive? If you are the one, then let's get Chaotic!

272 Vampire CCG Draft

Saturday 8 AM in San Ramon Room: Tables 3 & 4 for 6 hours; 10 players
System: Vampire: The Eternal Struggle
GM: Ian Lee
Materials may be provided by GM
Variations: Booster Draft, 2+F
Rules Knowledge: Expected
Game Content: Mainstream
Vampire: The Eternal Struggle draft, 6 boosters, BYO Boosters or purchasable at the event. Players expected to play both prelim rounds. Promo cards for entry and as prizes.



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

371 Apples to Apples

Saturday 1 PM in Salon 1 Table 4 for 4 hours; 6 players

System: Apples to Apples

GM: Elaina Allis

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Apples to Apples is a game where you learn about each other in odd and unique ways. By pairing red cards to the green cards. It's fun for the whole family!

372 Uno

Saturday 1 PM in Salon 1 Table 5 for 4 hours; 6 players

System: Uno

GM: Lara Nickle

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Pick and choose colors used when you get a wild card and you don't have the proper colors and have a number that matches on top, you can same number down that's a different color. Until, you draw same color or number. It's Uno! There can be only one! Come and play!

373 Dust In The Wind

Saturday 1 PM in Salon 1 Table 22 for 6 hours; 8 players

System: Nuclear War

GM: Gabriel Ray Santo Ganz Sr.

All materials provided by GM

Variations: expansion hybrid

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come one and all who have the hunger to get your nuke on! Push the big red button to disintegrate your enemy's country!

374 Goth for Beginners

Saturday 2 PM in Salon 1 Table 21 for 4 hours; 8 players

System: Gloom

GM: Amy Crook

All materials provided by GM

Variations: Base game only

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The sky is grey, the tea is cold, and a new tragedy lies around every corner. Heap misery and, eventually, death upon your family with nifty transparent plastic cards.

Miniatures Games

Friday

Session P. P00 Series games

Sign up by Electronic Pre-Reg Only

Check at the game to see if seats are still available

P61 Wings of War - WW1

Friday 4 PM in Salon FG: Table 10 for 8 hours; 8 players

System: Wings of War

GM: Scott Sylvester

All miniatures provided by GM

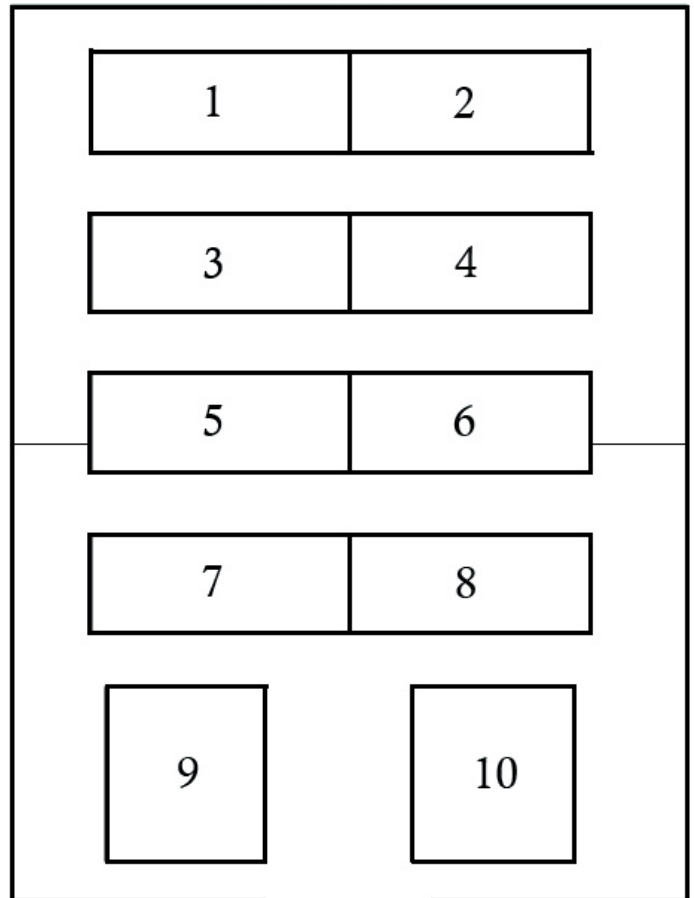
Variations: Famous Aces & Watch Your Back

Rules Knowledge: Beginners Welcome

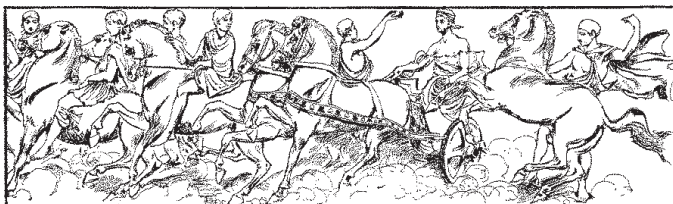
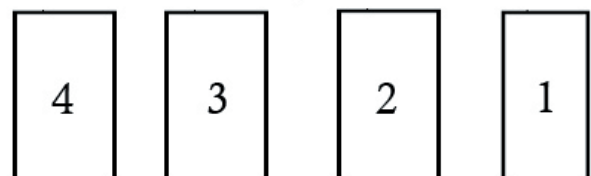
Game Content: Family

Face off in WW1 air combat flying the Sopwith Camel, the Fokker Dr.I, Spad XIII & more, flown by famous aces like Snoopy, Rickenbacker, Von Richtofen, Udet & more.

Salon FG



Hallway Tables



P62 Feeding Frenzy

Friday 5 PM in Salon FG: Table 9 for 8 hours; 8 players

System: Battle Fleet Gothic

GM: Reuben Timineri

Miniatures may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Fleets clash amidst the warp storms. Complete your objective under constantly changing conditions, before the warp storms strand you in this nightmarish section of space for an indefinite time.

P63 Friends, OGREs, Countrymen

Friday 6 PM in Salon FG: Tables 1 & 2 for 6 hours; 9 players

System: OGRE Miniatures 1st

Power Level: Nuclear!

GM: Jim Kundert

All miniatures provided by GM

Variations: LAD & experimental Vulcan rules

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.

P64 Fleet Action Duels

Friday 6 PM in Salon FG: Tables 3 & 4 for 6 hours; 8 players

System: Battlestations Fleet Action

Power Level: 250 pts

GM: Edward Boning

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Try your hand at fleet-on-fleet starship duels with the upcoming Battlestations Fleet Action from Gorilla Games. Gameplay is fast and easy to pick up, so beginners are welcome.

P65 Forerunner: Recon

Friday 6 PM in Hall: Table 1 for 4 hours; 8 players

System: Wizkids Clix System Halo Action Clix

GM: Eddie Ewell

Miniatures may be provided by GM

Variations: some house rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Bringing the action of the Halo franchise back to the table top! Finish the fight on 2 custom 3D replica maps of 'Narrows' and 'Guardian.' Fun for all ages. PRIZES!

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

161 Orders Exterminatus!

Friday 8 PM in Salon FG: Tables 7 & 8 for 6 hours; 8 players

System: Warhammer 40K 2nd

GM: Heath Hamm

All miniatures provided by GM

Variations: NetEpic 5.0

Rules Knowledge: Useful

Game Content: Mainstream

On an alien-infested world, an Imperial armada has arrived with orders of exterminatus. Here thousands will die in order to live!

162 Plethora of Opponents

Friday 8 PM in San Ramon Room: Table 1 for 4 hours; 8 players

System: Heroscape

GM: Kyle Kiefer

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The grand convergence is about to occur in the land of Hexagonattachium and the new ruler of the land will soon be decided. Gather your forces and join the battle.

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

261 DunDraCon 40k Rogue Trader Tournament

Saturday 8 AM in Salon FG: Tables 1-8 for 10 hours; 32 players

System: Warhammer 40K 5th

Power Level: 1850 pts

GM: Chad Martens

Players provide their own miniatures

Rules Knowledge: Useful

Game Content: Mainstream

Battle it out in a 3-round, 1850 point, GT style tournament to see who's the top player. Check DunDraCon's web site for details.

262 Tanks vs Bugs

Saturday 8 AM in Salon FG: Table 10 for 6 hours; 6 players

System: Starguard V5

Power Level: any

GM: Bill Kurtz

All miniatures provided by GM

Variations: A bit of Warbots & Death Machines supplement

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Tired of seeing infantry swarmed by bugs? Take a tank or APC, and a few grunts, and see if you can stem the tide of the Dreenoi (bugs).

263 WW1 Aces

Saturday 8 AM in Hall: Table 2 for 4 hours; 10 players

System: Wings of War

GM: Thomas Granvold

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Be a WWI ace and take part in dogfights. This is an easy to learn game that plays quickly. There are a large number of plane miniatures to choose from.

264 Battle for the Dwarrowdelf

Saturday 8 AM in Pleasanton Room: Tables 1 & 2 for 8 hours; 8 players

System: Lord of the Rings

Power Level: 850+ pts

GM: Wyn Robertson

All miniatures provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Balin is back! The DunDraCon return of 'Battle for the Dwarrowdelf' is bigger and better than ever. Durburz, cave trolls, bats, prowlers, and goblin hordes versus the ever-stalwart Dwarves.

265 EDF Outpost

Saturday 9 AM in Salon FG: Table 9 for 8 hours; 6 players
System: Star Blazers 2nd
GM: Nathan Kajikuri
All miniatures provided by GM
Variations: homebrew
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Can EDF protect their main naval supply base from the white comet empire?

266 The Battle of Grassy Plains

Saturday 9 AM in Pleasanton Room: Tables 3 & 4 for 6 hours; 12 players
System: Star Wars Homebrew
GM: Michael Price & Jay Leone
All miniatures provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
This is the BIG one: the Battle between the Gungan Grand Army and the Droid Army of the Trade Federation, on the planet of Naboo. Co-GM Jay L. Leone

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

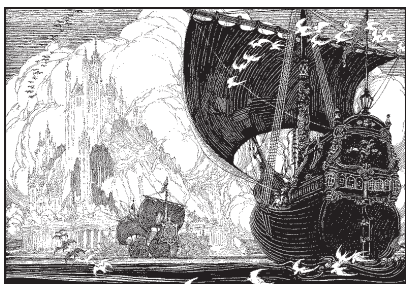
The registration forms for this session are Blue

361 Rorke's Drift

Saturday 3 PM in San Ramon Room for 4 hours; 10 players
System: The Sword and the Flame 20th anniversary
GM: Alex Fabros
All miniatures provided by GM
Variations: Zulu War
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
At Rorke's Drift, one hundred and thirty-nine British soldiers successfully defended their garrison against five thousand Zulu warriors. This is your chance to change history.

362 Montmirail 1814

Saturday 4 PM in Salon FG: Table 10 for 8 hours; 6 players
System: Napoleon's Battles 1st
GM: David R. Moody
All miniatures provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
February 11, 1814: Napoleon, having caught Blücher strung out along the Paris Road, now turns west to destroy Sacken's Russians before Yorck's Prussians can come to their aid!



Session 4. 400 Series games

Sign up by Saturday 5:00 PM
The registration forms for this session are Gold

461 Axis & Allies 300 pt Campaign Tournament

Saturday 6 PM in Salon FG: Tables 1 & 2 for 6 hours; 8 players
System: Axis & Allies Miniatures Revised
GM: Jay Shukert
Players provide their own miniatures
Variations: All released units OK; updated card values/abilities
Rules Knowledge: Expected
Game Content: Mainstream
Construct Axis or Allies, Swiss style, 4 rounds, 60 minute rounds, 100 pts each round. Points for the objective and enemy destroyed. A destroyed unit cannot be played again.

462 Fleet Action Duels

Saturday 6 PM in Salon FG: Tables 3 & 4 for 6 hours; 8 players
System: Battlestations Fleet Action
Power Level: 250 pts
GM: Edward Boning
All miniatures provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Try your hand at fleet-on-fleet starship duels with the upcoming Battlestations Fleet Action from Gorilla Games. Gameplay is fast, and easy to pick up, so beginners are welcome.

Session 5. 500 Series games

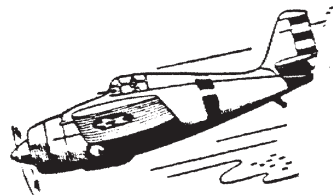
Sign up by Saturday 9:00 PM
The registration forms for this session are Green

561 Warhammer Fantasy Battle Rogue Trader Tournament

Sunday 8 AM in Salon FG: Tables 1-8 for 10 hours; 32 players
System: Warhammer Fantasy Battle 7th
Power Level: 2250 pts
GM: Chad Martens
Players provide their own miniatures
Rules Knowledge: Useful
Game Content: Mainstream
Prove your mettle in this 3 round, 2250 point, GT style tournament. Check DunDraCon's website for details.

562 Battle for Earth

Sunday 9 AM in Salon FG: Table 9 for 8 hours; 12 players
System: Star Blazers
GM: Keith Holmes
All miniatures provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The Dark Nebula Empire has taken Earth. The Star Force has gone to the invader's galaxy. However, the EDF now must deal with the local invaders while Yamato is away.



563 DunDraCon Lord of the Rings Rogue Trader Tournament

Sunday 9 AM in Pleasanton Room for 8 hours; 12 players

System: Lord of the Rings 4th

Power Level: 500 pts

GM: Chris Langland-Shula

Miniatures may be provided by GM

Variations: Legions

Rules Knowledge: Expected

Game Content: Mainstream

500 Point LOTR Tournament using Legions rules with modified scenarios. Some armies will be available if you do not have your army with you, so come and play!

564 Assault on Station Zeta 144 Epsilon

Sunday 10 AM in Salon FG: Table 10 for 8 hours; 8 players

System: Full Thrust 2nd

GM: Dennis Seiffert

All miniatures provided by GM

Variations: Fleet Books 1 & 2, & More Full Thrust

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In a remote outpost, the ESU have developed a way to increase shield strength. The station's location has been compromised. Can you rescue the team before the strike force arrives?

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

661 Defense of Base Gamma

Sunday Noon in Hall: Table 4 for 10 hours; 8 players

System: Battletech 3030-3050

GM: Samuel Horton

All miniatures provided by GM

Variations: some home rules

Rules Knowledge: Useful

Game Content: Mainstream

A company of mechs is attacking your supply base and your 2 lances must stop as many of them before they reach it.

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

761 Pulp Space Dogfight!

Sunday 6 PM in Salon FG: Tables 1 & 2 for 6 hours; 8 players

System: War Rocket pre-release

GM: Victor Walters

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Coming Summer 2009... War Rocket - the game of pulp sci-fi space combat! Preview the game and miniatures at DunDraCon as the heroic Galacteers take on the menacing Zenethian saucer-men.



Role Playing Games

Friday

Session P. P00 Series games

Sign up by Electronic Pre-Reg Only

Check at the game to see if seats are still available

P01 Will You Allow Them to Become Our New Gods!

Friday 4 PM in Room 375 for 6 hours; 6 players

System: Stargate D20

Power Level: 5th

GM: Tim Martin

All characters provided by GM

Variations: Free Jaffa characters, special Jaffa feats

Rules Knowledge: Useful

Game Content: Mainstream

The arrogance of the Tau'ri. Millions of our brave warriors and families lost throwing off the yoke of slavery by false gods. They will not become our new masters!



P02 The Gift (A Good Omens Production)

Friday 4 PM in Room 377 for 4 hours; 8 players

System: Burning Wheel

Power Level: Dwarven & Elven Nobles!

GM: Sean Nittner

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Elven nobility have come to congratulate the recently crowned dwarven prince and to reopen long dormant relations. Can peace prevail, or will old prejudices stain these dwarven halls with blood?

P03 Star Wars, Empire of the Damned

Friday 6 PM in Room 374 for 8 hours; 8 players

System: Star Wars

Power Level: 8th; 32-pt buy

GM: Steffen Guy

Characters may be provided by GM

Variations: Some home rules, won't change char. creation

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A simple salvage, an Imperial Star Destroyer floating through the void. With this, you could all retire early. What harm could a little look do? Character death very possible.

P04 Freighter Grab

Friday 6 PM in Room 376 for 8 hours; 8 players

System: Battlestations

Power Level: 0 - 2, maybe 3

GM: Aaron Johnson

Characters may be provided by GM

Variations: Dr. Moreau

Rules Knowledge: Useful

Game Content: Family

Attack the intruders, my.. uhhh furry,.... scaly,.. feathery friends!!

P05 The King is Dead

Friday 6 PM in Room 379 for 8 hours; 6 players

System: Call of Cthulhu

GM: Jack Young

All characters provided by GM

Variations: Minor house rules

Rules Knowledge: Useful

Game Content: Mature Themes

Five serial predators are currently operating in the Pacific Northwest. We just caught a break on one of them. Tonight your FBI team is flying to remote Montana to investigate.

P06 Fluffy Bunnies in a Field of Flowers

Friday 6 PM in Room 381 for 6 hours; 6 players

System: Call of Cthulhu

Power Level: Bunnies

GM: Will Wright

All characters provided by GM

Variations: Fast & loose w/house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Isn't it a wonderful day? Isn't it a lovely field we live in? Hey, wait, where's Twitchy? Where's Fluffers? Has anyone seen Pinknose? Oh god, where am I? What's happening?

P07 The Sacking of One Horse Town

Friday 6 PM in Salon 2 for 6 hours; 8 players

System: Kobolds Ate My Baby!

Power Level: Ask Vor, the Big Red God

GM: Jude Rowe

Characters may be provided by GM

Variations: 'Kobold Soliloquy' & others. House Rules too

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

King Torg (ALL HAIL KING TORG!!), has decided to have a party. That means we need food! And we all know theres only one thing that tastes better than Kobold...

P08 Elven Trail

Friday 6 PM in Salon C for 8 hours; 8 players

System: Osiris

Power Level: starting

GM: Andrew Heilborn

All characters provided by GM

Variations: based on D&D & other sources

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

(Traveler enters tavern) 'I just got back from the city of Elves! They have magic that grows on trees and Lore from the Heavens!' And the party takes a trip.



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

101 Oops! The Final Chapter

Friday 8 PM in Room 143 for 8 hours; 8 players

System: Star Wars

Power Level: 10th

GM: Henry Hill

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

So here you are farming for moisture on Tatooine. A slight rumbling starts. Sand worms!!!!

102 Last Flight of the Cathay Clipper

Friday 8 PM in Room 145 for 8 hours; 6 players

System: Call of Cthulhu

Power Level: 90% highest skill

GM: Gil Trevizo

All characters provided by GM

Variations: Delta Green

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

December 1941. As Hong Kong falls to the Japanese, a lucky few escape on a plane leaving for San Francisco. Danger lurks aboard the last flight of the Cathay Clipper.

103 'You're On the Global Frequency'

Friday 8 PM in Room 147 for 6 hours; 8 players

System: Dare

GM: Michael Siverling

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Global Frequency is a renegade worldwide rescue organization, saving the people and planet when all other options have failed. Based on the Warren Ellis graphic novel.

104 Hero All-Stars 2009 (Golden Age)

Friday 8 PM in Room 149 for 6 hours; 6 players

System: Hero 5th ed. (Champions)

GM: Darren Watts

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Hero Games Prez Darren Watts returns with an all-new All-Star game starring the Defenders of Justice, the featured heroes from the forthcoming Golden Age Champions!

105 Curse of the Golden Pharaoh

Friday 8 PM in Room 151 for 6 hours; 6 players

System: Pulp Adventure

Power Level: medium

GM: Jeff A. Hatch

All characters provided by GM

Variations: Homebrew system, play with the author

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Team Baron is asked to help a famous Archeologist locate a lost tomb. Our heroes face traps, mummies and an ancient curse, what horrors await them beneath the Sands?

106 Jailbreak 2 - Electric Boogaloo

Friday 8 PM in Room 152 for 8 hours; 8 players

System: Mutants & Masterminds

Power Level: 10th

GM: Kieran Cage

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Can you prevent the escape of history's most dangerous super villain? Yes? How about a year after the fact? Remember, awful things happen to super heroes who meddle with time.

107 Saga of the Smiling Fox

Friday 8 PM in Room 154 for 6 hours; 6 players

System: Hero 5th ed. (Fantasy)

GM: Rod Currie

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Fifteen years ago, Duke Duvel usurped the throne of Eyratha. The people's only hope may be the swashbuckling Smiling Fox and his band of rebels. Role-playing emphasized.

108 Jailbreak!

Friday 8 PM in Room 157 for 6 hours; 9 players

System: Unknown Armies

GM: Josh Clark

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Four Convicts. Five Hostages. One Gun. A stormy night, a remote farmhouse, and some unexpected visitors. This is the classic 'Jail-break' scenario, perfect for newcomers and experienced players alike.

109 A Fool and His Gold

Friday 8 PM in Room 159 for 10 hours; 8 players

System: Dungeons and Dragons 4.0

Power Level: 7th-9th

GM: Dan Bodon

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

A trio of merchants requires your assistance in re-opening an abandoned gold mine. A few restless spirits should be no problem, right? Never mind the dragon...

110 Gem of Dumathoin

Friday 8 PM in Room 160 for 8 hours; 6 players

System: Dungeons and Dragons 3.0/3.5

Power Level: 10.5K XP, 9K GP, 32 pt buy

GM: Bob Weidman

Players provide their own characters

Variations: Core Only (DMG, PHB, MM)

Rules Knowledge: Expected

Game Content: Mature Themes

A group of Dwarves is seeking experienced archaeologists (i.e., treasure seekers) to search for an artifact in an abandoned mine.

111 Tanar'ri at the Gates

Friday 8 PM in Room 161 for 8 hours; 8 players

System: Dungeons and Dragons 3.0/3.5

Power Level: 10th-15th; < 75K in magic items

GM: Robert Anderson

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

The Bronze Citadel needs to be defended to the last devil, man or beast. Negotiate or fight your way to gain glory and fame in HELL.

112 Time to Play a Game

Friday 8 PM in Room 162 for 8 hours; 6 players

System: Call of Cthulhu

Power Level: middle to high

GM: David Mitchell

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

The newest wave of MMORPGS has arrived and you will soon be immersed in the most intense virtual world ever created. Can you win? Can you survive?

113 Deed of Mareth

Friday 8 PM in Room 163 for 8 hours; 6 players

System: Dungeons and Dragons 4.0

Power Level: 9th

GM: Adam Johnson

All characters provided by GM

Variations: Core Rules

Rules Knowledge: Useful

Game Content: Mainstream

King Gerrick seeks adventurers to help him reclaim the ruined city of Kara'Dun. Find the deed and the King's favor will truly be yours.

114 The Starfish Are...What?

Friday 8 PM in Room 164 for 6 hours; 6 players

System: Creeks and Crawdads

Power Level: mind-boggling

GM: Jefferson Krogh

All characters provided by GM

Variations: only when I forget the actual rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The most merciful thing in the world, I think, is the inability of the crawdad mind to correlate...well, anything. Are you food? — H.P. Crawdad

115 City in the Skull

Friday 8 PM in Room 165 for 4 hours; 6 players

System: Spirit of the Century

Power Level: Knowledgeable Investigators

GM: Brian Isikoff

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A good friend has disappeared into thin air, leaving behind a strange clue: an unnamed, curiously scripted human skull. Can you solve the mystery before it's too late?



116 Knights Vengeance

Friday 8 PM in Room 166 for 6 hours; 8 players

System: Dungeons and Dragons 3.0/3.5

Power Level: 18th Pre-epic

GM: Louis Contreras

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mature Themes

Knights on the run for years now have found their true enemy, and they're going to take the fight to them once and for all. Fighters Challenge.

117 The Awakening

Friday 8 PM in Room 168 for 6 hours; 6 players

System: Metamorphosis Alpha

GM: Kevin Glazner

All characters provided by GM

Variations: Slightly modified setting

Rules Knowledge: Useful

Game Content: Mainstream

Colonists of the starship Warden wake from cryo-slumber due to a malfunction in the ship's controls. What they find is a nightmare world of radiation and mutated life.

118 Welcome to Progress

Friday 8 PM in Room 170 for 8 hours; 6 players

System: Dungeons and Dragons 4.0

Power Level: 3rd

GM: Zack Phillips

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Wherever you were before right now is gone. You'll have to stay in Progress, a place that periodically brings travelers to its ramshackle environs. Come explore the town and beyond.

119 Welcome to Goldenwood (part 1)

Friday 8 PM in Room 171 for 8 hours; 8 players

System: Dungeons and Dragons 4.0

Power Level: 4th; 1250 GP max

GM: Joe O'Neil

Characters may be provided by GM

Variations: any core WOTC

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

On the lawless border between two rival city-states is an inhospitable jungle, but until the recent discovery of gold, neither side considered the area cause for conflict...

120 Betrayal in the House of the Nine Moons

Friday 8 PM in Pleasanton Room for 6 hours; 6 players

System: Qin: Warring States

GM: Jarys Maragopoulos

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When woman break convention and rule through martial prowess and beauty, rumors of betrayal abound. Who will settle the fears of a family with no confidence in their matron?



Session 2. 200 Series games

Sign up by Friday 9:00 PM
The registration forms for this session are Pink

201 For A Stronger, Loving World

Saturday 8 AM in Room 143 for 8 hours; 10 players

System: Mutants & Masterminds

Power Level: 10th

GM: Norm Albert

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

In 1985 as the world spirals towards nuclear doomsday, two west coast super-teams must search for a group of children who have mysteriously vanished without a trace.

202 There You Were, Just Minding Your Own Business, When the Roof Fell in...

Saturday 8 AM in Room 145 for 8 hours; 8 players

System: Hero 5th ed. (Fantasy)

Power Level: 140-150 pts

GM: Matthew Buynoski

Characters may be provided by GM

Variations: No martial arts, low magic, restricted haymakers

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

War breaks out; but you escape that. Instead, you're Caught Up In Events Beyond Your Control. Just because you went to that inn to avoid the local curfew.

203 ETERNITY!

Saturday 8 AM in Room 147 for 4 hours; 8 players

System: Risus

Power Level: novice

GM: Ken MacLennan

Characters may be provided by GM

Variations: ETERNITY! (see Risiverse wiki)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Join History's famous and infamous in policing the time-space continuum as members of the elite Eternity Corps!

204 Nocturnum

Saturday 8 AM in Room 151 for 6 hours; 6 players

System: Call of Cthulhu D20

GM: Gerald Betti

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

En route to mysterious Mount Makalu in the Himalayas, the investigators must first pass through Moscow, reunite with an old acquaintance, and pay a visit to the Moscow Tire Works.

205 Dan the Fisherman

Saturday 8 AM in Room 152 for 6 hours; 6 players

System: Absolute 0

Power Level: 50 pts

GM: Lazlo Steele

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

An introduction to Absolute 0 game mechanics

206 Asgard II - The Foothold

Saturday 8 AM in Room 154 for 6 hours; 8 players

System: GURPS

Power Level: ~175 pts w/~ -75 in disads

GM: Thomas Vallejos

All characters provided by GM

Variations: GURPS High Tech 4e et al

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Captain Jack Church and his team left something behind in France.

Something malevolent. WE have enough problems with the AXIS!

Can you stop IT? Prizes from Steve Jackson Games!

207 Midnight Train to Georgia

Saturday 8 AM in Room 157 for 6 hours; 6 players

System: All Flesh Must Be Eaten

Power Level: normal

GM: Jeff Yin

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

With their supplies dwindling, a small group of survivors pin their hopes on a faint radio message offering one last chance to escape the dead city.

208 Cricket: An Episode in the ‘Verse

Saturday 8 AM in Room 159 for 4 hours; 8 players

System: Serenity

GM: Samantha Lane

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It’s tough getting by in this ‘verse, but ‘Freedom’ is within reach. Join the crew of ‘Freedom’ Cricket-class as they avoid the law and try to keep their ship airborne.

209 TransFormers: Attack of the Retcons!

Saturday 8 AM in Room 160 for 4 hours; 8 players

System: Cartoon Action Hour

Power Level: variable

GM: F. Douglas Wall

All characters provided by GM

Variations: GTR rules

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?

210 Reavers!

Saturday 8 AM in Room 161 for 4 hours; 8 players

System: Battlestations

Power Level: Rank 1-5

GM: Jonah Johnson

All characters provided by GM

Variations: GCW, Pax, & PoT

Rules Knowledge: Beginners Welcome

Game Content: Family

The proximity alarm wakes you up. As you stumble around your room looking for your gear, someone yells down the hall. ‘It’s a ship...it’s REAVERS!’

211 Midnight Serenade

Saturday 8 AM in Room 162 for 8 hours; 8 players

System: Call of Cthulhu D100

GM: Donna Bashaw

All characters provided by GM

Variations: some

Rules Knowledge: Useful

Game Content: Mainstream

Hard day at work, come home to an empty house, eat a TV dinner, watch ‘Island of the Living Dead’ and fall asleep to strange music.

Wake up somewhere else.

212 Keep Your Friends Close, and Best Friends Closer

Saturday 8 AM in Room 163 for 8 hours; 6 players

System: Star Wars

Power Level: 5th

GM: Tim Cook

Characters may be provided by GM

Variations: 6K starting credits + standard

Rules Knowledge: Useful

Game Content: Mainstream

With the Mandalorians having been routed by the Republic Military, a few splinter groups still need to be eliminated. But the Sith are returning, so be careful!

213 The Rescue

Saturday 8 AM in Room 164 for 8 hours; 6 players

System: Traveller

GM: Brian E Williams

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Space is almost uniformly hostile to human life. Though we layer ourselves in redundant systems, very little keeps out the cold vacuum. When things go wrong, the unlikeliest become heroes.

214 The Last Stand (Hold That Bridge)

Saturday 8 AM in Room 165 for 8 hours; 7 players

System: Dungeons and Dragons 3.5

Power Level: 20th; no evil; 760K equip/magic

GM: Duane Frederick

Players provide their own characters

Variations: Core books, Expanded Psi., Eberron, F. Realms

Rules Knowledge: Expected

Game Content: Mature Themes

The war is lost. A 1000 foot tsunami of demons rolls towards Sirius, the last city. The wizards need time to translocate Sirius. Hold the demons at all costs.

215 Night of the Severed Head

Saturday 8 AM in Room 166 for 8 hours; 6 players

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

Power Level: 60 pt attacks; max 33 PD/ED ea

GM: David Rakonitz

Characters may be provided by GM

Variations: minor

Rules Knowledge: Useful

Game Content: Mainstream

The authorities won’t listen, but you know the truth. An evil artifact will soon be sold to the highest bidder. Time is short, and there are other interested parties.

216 Bonelands and Beyond

Saturday 8 AM in Room 168 for 8 hours; 6 players

System: Dungeons and Dragons 3.5

Power Level: 9th-13th

GM: Jeff Brain

Characters may be provided by GM

Variations: Gringold Campaign Variants

Rules Knowledge: Expected

Game Content: Mainstream

Scent-mage threat flourishes with ever increasing momentum. Your party is an expeditionary force exploring ways to combat the Sarzian efforts. Begin by traveling to the Damping, where magic works sporadically.

217 Mythos World War Two

Saturday 8 AM in Room 170 for 10 hours; 8 players

System: Call of Cthulhu

GM: Whitney Preston

All characters provided by GM

Variations: slight for player enjoyment

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

WWII Poland. Nazi Cultists. SS scum. German Paratroopers. British Commandos. AND MYTHOS ACTIVITY THAT COULD RULE THE WORLD.

218 In the Hall of the Mountain King

Saturday 8 AM in Room 171 for 10 hours; 6 players

System: Dungeons and Dragons 3.5

Power Level: 18th, wealth as per DMG

GM: Jason Carpenter

Characters may be provided by GM

Variations: NO MAGIC; no Nine Swords/Unclear Arcana

Rules Knowledge: Expected

Game Content: Mature Themes

Mountain King hides in magic-free zone full of trolls; enter the specialists! You've spent all wealth on tomes and wishes. No magic use—only Extraordinary abilities. Any race or alignment.

219 BC05 'A Party to Die for'

Saturday 10 AM in Room 374 for 10 hours; 8 players

System: Cthulhu Now

Power Level: Beginning-intermediate

GM: Dwayne P. Fox

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Congratulations, you've just won an all expense paid 6 day/7 night trip to VH1's Caribbean Getaway '09, during spring break. Will this be your 15 minutes of fame?

220 Agents War

Saturday 10 AM in Room 375 for 8 hours; 6 players

System: Hero 5th ed. (Other)

Power Level: depends on character

GM: Kelly Simon

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You'll be playing agents of different varieties (Genocide, Until, or Viper) and your mission, though it's classified, must be completed, because it will shape the world.

221 The Chattering Tree

Saturday 10 AM in Room 376 for 8 hours; 10 players

System: World of Darkness/Hunter: the Vigil

Power Level: 0-35

GM: Ian Grey

Characters may be provided by GM

Variations: Book of Spirits, 2nd Sight, Innocents, others

Rules Knowledge: Useful

Game Content: Mature Themes

How'd they know about you? Is there a leak in your Cell? A friend or relative betray you? Somehow the Monsters know! They're coming, and you're just not ready...

222 Firefly: Lap of Luxury (A Good Omens Production)

Saturday 10 AM in Room 377 for 6 hours; 6 players

System: FATE

GM: Justin Evans

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Pride of Sihnon, the luxury liner where the rich wear their shiny hats. Come join the crew of the Caprice as they aim to misbehave. A Good Omens Production.

223 The Hand You're Dealt (A Good Omens Production)

Saturday 10 AM in Room 378 for 8 hours; 6 players

System: Werewolf: The Forsaken

Power Level: slightly experienced

GM: Richard Taylor

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Patrolling your territory is always both simple and difficult. When something is making the spirits angry, you just go and deal with it, right?

224 Alas, My Master Awakens

Saturday 10 AM in Room 379 for 8 hours; 7 players

System: Advanced Dungeons and Dragons

Power Level: 8th-10th

GM: Lance deCesare

Characters may be provided by GM

Variations: No psionics/evils/Godlings. Roleplaying!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

For 200 years Faeryland was peaceful. Through the mists and darkness of night comes death. Again the Master of Valkoss Manor roams the bluffs in search of sustenance. Save u...

225 The Giant's Skull

Saturday 10 AM in Room 381 for 6 hours; 6 players

System: Savage Worlds

Power Level: seasoned

GM: Charles Gomez

All characters provided by GM

Variations: Fantasy

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The players play a group of Ogre heroes who must find a way to appease the hill giants who demand tribute and the humans who are constantly invading their territory.

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

301 What's the Matter

Saturday Noon in Room 147 for 6 hours; 6 players

System: Shadowrun

Power Level: 450 pt build

GM: Paul Babby

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The run is a simple extraction, when is anything simple? When the fate of Seattle hangs in the balance, do you turn and run or define who you really are?

302 Thick as Thieves

Saturday Noon in Room 159 for 8 hours; 8 players

System: Dungeons and Dragons 3.5

Power Level: 7th-8th

GM: Rich Valentine

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

You're thieves performing a heist from an old cathedral. Stealth and creativity are critical. If you're caught, you'll lose your hands, your life - or become the new altar boy.

303 Welcome to Goldenwood (part 2)

Saturday Noon in Room 160 for 8 hours; 6 players

System: Dungeons and Dragons 4.0

Power Level: 5th

GM: Adam Diran

Characters may be provided by GM

Variations: PHB only

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A gold rush town on a contested border, a powderkeg of conflicting interests and undreamt of wealth. Can you uncover the town's buried past before the town's past buries you?

304 Deep Ones in Deep Space

Saturday Noon in Room 161 for 8 hours; 8 players

System: Battlestations

Power Level: new characters

GM: Jason Siadek

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Battlestations universe expands again, this time with Lovecraftian horror. Due to debut in the summer, this sneak peek at the unknown will leave you mercilessly insane! Starship adventure.

305 Friends of Justice

Saturday Noon in Pacific Room for 6 hours; 8 players

System: Hero 5th ed. (Pulp)

GM: Rod Currie

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

1930s mystery and adventure go hand in hand as Dr. Abraham 'Doc' Justice and his intrepid band of associates unravel the secrets of a Scottish castle. Role-playing emphasized.

306 Monsters in the Huddle!

Saturday 2 PM in Room 149 for 6 hours; 6 players

System: Savage Worlds

Power Level: novice

GM: Ken MacLennan

All characters provided by GM

Variations: 'Radio City' (homebrew)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In which twisted science turns proud athletes into havoc-wreaking ogres! Pulp/superhero action in the golden age of radio!

307 Blood in the Alley

Saturday 2 PM in Room 151 for 6 hours; 6 players

System: Serenity

Power Level: moderate

GM: Robert William Owens

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Meet the crew of the Dark Intrepid and travel with them as they attempt to travel the Corsair Nebula and deliver goods to the Garibaldi Cartel.

308 Reavers!

Saturday 2 PM in Room 152 for 4 hours; 8 players

System: Battlestations

Power Level: Rank 1-5

GM: Jonah Johnson

All characters provided by GM

Variations: GCW, Pax, & PoT

Rules Knowledge: Beginners Welcome

Game Content: Family

The proximity alarm wakes you up. As you stumble around your room looking for your gear, someone yells down the hall. 'It's a ship...it's REAVERS!'

309 Legion of Superheroes meet the Teen Titans!

Saturday 2 PM in Room 154 for 8 hours; 8 players

System: BASH! Basic Action Super Heroes

GM: Chris Rutkowski

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Teen Titans have chased Slade and Ravager into the 31st Century, where they team up with a young Superman and the Legion of Superheroes!

310 BaMF

Saturday 2 PM in Room 157 for 10 hours; 8 players

System: Dungeons and Dragons 3.5

Power Level: 7th

GM: Andy Flores

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

King Dillentionio of Mirrors Forge has hired a group of famous adventurers for two simultaneous tactical missions, a secret package delivery and the major confrontation against his mirrored castle walls!



311 Eight Skulls of Chaos

Saturday 4 PM in Room 143 for 6 hours; 6 players

System: Call of Cthulhu

GM: Maurice R. McMahon

All characters provided by GM

Variations: GM variant

Rules Knowledge: Useful

Game Content: Mainstream

The eight skulls of chaos have been stolen from the museum of Seranian. King Kuranek asks adventurers to find and return them. Are you willing?

312 Running Scared

Saturday 4 PM in Room 145 for 10 hours; 10 players

System: Rifts—Madhaven

Power Level: Mid-High

GM: Ted Rich

Characters may be provided by GM

Variations: Martial Arts/ High Powered

Rules Knowledge: Useful

Game Content: Mature Themes

You're caught in Madhaven, & somehow you're going to have to survive The Undead, Palladium style. You think you're going Crrraaaaazzzyyyy! Madhaven is New York 500 years in the future.

313 Vengeance of Nemesis

Saturday 4 PM in Room 162 for 8 hours; 6 players

System: Hero 5th ed. (Champions)

Power Level: 300 pts (100 Disads)

GM: Adam Johnson

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Our intrepid heroes have just defeated the arch villain Nemesis. But now they can't shake the feeling that he had one final trap for them. A race against time ensues!

314 Dark Skies

Saturday 4 PM in Room 163 for 8 hours; 8 players

System: Dungeons and Dragons 3.5

Power Level: 18th; 150K gp in gear

GM: Stephen Russell

Characters may be provided by GM

Variations: standard

Rules Knowledge: Expected

Game Content: Mainstream

Take to the skies in your trusty air ship and lay siege to a hostile fortress in a world of Islands that float through an endless sky.

315 Antiquities Are Cool?

Saturday 4 PM in Room 164 for 8 hours; 6 players

System: Millennium's End

Power Level: moderate

GM: Benjamin Lott

All characters provided by GM

Variations: 1930s

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A philanthropist with more money than sense, a strange cult of snake worshipers, and an opened crate marked DO NOT OPEN. Looks like your life insurance premium just went up.

316 Freiburg: The Kingless Kingdom Pt. I

Saturday 4 PM in Room 165 for 8 hours; 6 players

System: 7th Sea

Power Level: beginning (100HP)

GM: Anthony O'con

Characters may be provided by GM

Rules Knowledge: Expected

Game Content: Mature Themes

Freiburg. No Rules. No Questions. No Mercy...

317 Terror at 6666 Feet

Saturday 4 PM in Room 166 for 8 hours; 7 players

System: Basic Roleplaying

Power Level: normals

GM: Matt Steele

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Grindhouse/B-Movie modern-day horror. You've won a weekend at the remodeled Jasper Grand Hotel, nestled above Lake Tahoe. Good thing - you really need to get away for a while.

318 Expedition to the Barrier Peaks

Saturday 4 PM in Room 168 for 8 hours; 8 players

System: Dungeons and Dragons 4.0

Power Level: 8th-12th

GM: John Livingston

All characters provided by GM

Variations: converted to 4.0

Rules Knowledge: Useful

Game Content: Mainstream

The Grand Duchy of Geoff is plagued by weird and terrible monsters. The area, renowned for fearsome beasts, is shunned—save by a handful of hardy souls with exceptional abilities.

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

401 Race To Hawksbay

Saturday 6 PM in Room 147 for 8 hours; 8 players

System: Hero 5th ed. (Fantasy)

Power Level: 125-150 pts

GM: Ken Davis

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Naag, the ever-living king of Sha'Larg, is on the march; can our small band of free-scouts race to Hawksbay to sound the warning in time?

402 RIP: Reaver Incursion Professionals (A Firefly Bedtime Story)

Saturday 6 PM in Room 152 for 8 hours; 8 players

System: Universe, The Sci-Fi RPG

GM: William Pace

All characters provided by GM

Variations: Master Rulebook

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Reavers. Stuff of nightmares and addle-headed sod-prospectors of the Rim. Most of the 'Verse don't believe in 'em, or don't wanna. We kill 'em for cashy money.

403 The Full Wadi

Saturday 6 PM in Room 170 for 6 hours; 8 players
System: Advanced Dungeons and Dragons
Power Level: 1st-3rd
GM: Rian McMurtry
All characters provided by GM
Variations: Al-Qadim
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The drying of the village wadi will soon lead to the village's death. The PCs must get aid from the sha'ir Khaizuran, or their home will die!

404 Reunion of Old Friends

Saturday 6 PM in Room 171 for 8 hours; 12 players
System: Star Wars
Power Level: 5th
GM: Karen Dombek
Characters may be provided by GM
Variations: 'Scum and Villany' & Kotor Era references used
Rules Knowledge: Useful
Game Content: Mature Themes
Five years ago, you and a bunch of others threw the Mandalorians off the planet. You've been invited back to celebrate that victory. You aren't the only ones having a reunion...

405 The Hunt of the Fellowship against the Cupidity Snarltooth, King of the Orcs

Saturday 6 PM in Room 375 for 8 hours; 8 players
System: Dungeons and Dragons (Original)
Power Level: 1st-3rd
GM: Robert Silva
All characters provided by GM
Variations: Blue copy with the Dragon on the cover
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The fellowship must save the village of Moon's Brook from the Snarltooth's Orc Horde. The fellowship must gather neighboring tribes and seek the lair of Snarl-tooth.

406 Battle of the Bands

Saturday 6 PM in Room 376 for 6 hours; 6 players
System: Realms of Wor
Power Level: 6th-8th
GM: Jeffrey Walker
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Music, Monsters and Mayhem! Help the Bard Robiel Dylilian stop Foul Play at the annual Battle of the Bands. Skills, Wits, Magic, Combat and old-school roleplay.

407 Bite The Hand That Feeds (A Good Omens Production)

Saturday 6 PM in Room 377 for 6 hours; 6 players
System: Hunter: The Vigil
Power Level: medium
GM: Mike Bogan
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
This is your city. It is your job to protect the blissfully ignorant masses. The police have blamed a recent rash of killings on gang violence, but you know better.

408 The Day This Island Earth Stood Still

Saturday 6 PM in Room 378 for 8 hours; 8 players
System: Impossible Missions
GM: Michael Siverling
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Floods! Fires! Earthquakes! It's 1938 and the world is under attack. It's all up to the men and women of America's Secret Squadron to save the Earth!

409 The Fearsome Five (Plus 2)

Saturday 6 PM in Room 379 for 8 hours; 8 players
System: Dungeons and Dragons 3.0/3.5
Power Level: 10th
GM: Daniel Alves
Characters may be provided by GM
Variations: Frostburn setting
Rules Knowledge: Expected
Game Content: Mainstream
Count Caligari's children have been kidnapped by the Infamous Fearsome Five (Plus Two)! You must cross the tundra to rescue them.

410 Left 4 Dead: Genesis

Saturday 6 PM in Room 381 for 8 hours; 7 players
System: All Flesh Must Be Eaten
Power Level: from Book of Archetypes
GM: Adrian Anderson
Characters may be provided by GM
Variations: Playing Fast and loose with the Rules
Rules Knowledge: Useful
Game Content: Mature Themes
Every good story has a beginning. This is how the (Infected) of Left 4 Dead came to be...sort of. We find our survivors just after All Hell Breaks Loose! Good Luck.

411 None Stand Alone

Saturday 6 PM in Salon 2 for 8 hours; 24 players
System: Legend of the Five Rings RPG
Power Level: mid-level
GM: Wayne Ogle & Brian Isikoff, Master of the Jade Lantern
All characters provided by GM
Variations: Samurai Tales, Fate system, but Rokugan setting
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Winds of change blow. Shelter must be found. The great clans grow stronger, lesser clans wane. What can you do - what will you do - to save your clan?

412 The Only Man for the Job

Saturday 8 PM in Room 149 for 6 hours; 6 players
System: Tri-Stat DX
Power Level: ~150 pts
GM: Travis Smalley
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
A novice elemental, on his way to become a full-fledged wizard, becomes an unlikely nominee to save a princess, a kingdom, and even perhaps Elementalism itself.

413 Blue Velvet, If You Please

Saturday 8 PM in Room 151 for 8 hours; 6 players

System: Starchildren: Velvet Generation

GM: Paul Schneider

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Sex, Drugs, Rock & Roll and...Aliens? The Earth of 2073 is run by The Man, but the alien Rockers of the Velvet Generation are turning society upside down!

414 20th Anniversary TOON Bash

Saturday 8 PM in Room 156 for 4 hours; 10 players

System: TOON

Power Level: varied

GM: Doc Cross

All characters provided by GM

Variations: Oh, yeah, you betcha

Rules Knowledge: Useful

Game Content: Mainstream

It's Doc's 20th annual TOON game! This year, he's pulling out all the stops, so get ready for fun and mayhem, kids! Snacks will be provided. Interested observers welcome. Fnord.

415 Invasion of Carceri

Saturday 8 PM in Room 159 for 8 hours; 8 players

System: Dungeons and Dragons 3.0/3.5

Power Level: 10th-15th; < 75K in magic items

GM: Robert Anderson

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

An Evil like no other was sentenced to Carceri, the plane of imprisonment. Good and Evil organizations have banded together to make sure it never comes back.

416 In the Navy!

Saturday 8 PM in Room 160 for 4 hours; 8 players

System: Traveller

GM: Peter Bauer

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The most straightforward method for a crimp to shanghai a sailor was to render him unconscious, forge his signature on the ship's articles, and pick up his 'blood money.'

417 The Underground

Saturday 8 PM in Room 161 for 8 hours; 8 players

System: Dungeons and Dragons 3.5

Power Level: 3rd

GM: Gary Fleming

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You are dragged out into the night, separated from your friends and family and shackled to near complete strangers. You feel your back pressed against a granite wall. What next?



418 A Party On (Under?) the Rocks

Saturday 10 PM in Room 143 for 8 hours; 8 players

System: Advanced Dungeons and Dragons

Power Level: 6th-8th

GM: Garrett McGurty

All characters provided by GM

Variations: some house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The LightHawks have fallen on hard times. Can they keep it together, or will a simple rescue mission be too much to handle? Spice up this dungeoncrawl with offbeat roleplaying!

419 Survivor: The River Styx

Saturday 10 PM in Room 154 for 4 hours; 8 players

System: Dread

GM: Jackson Hamner

All characters provided by GM

Variations: Non-stat

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Welcome, contestants, to another round of...SURVIVOR!! Survivor: River Styx is a loose adaptation of the Survivor TV show, featuring horrible, horrible things. Prepare for the worst...

420 Late Night Paranoia

Saturday 10 PM in Room 374 for 8 hours; 6 players

System: Paranoia

Power Level: Classic

GM: Alexander Treadwell

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Greetings, citizen! Friend computer requests you repair old computer banks in infamous underplex! Problem is that location of computer bank is lost on said computer bank. Good Luck, Citizen!

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

501 Mythos Trek TOS

Sunday 8 AM in Room 143 for 10 hours; 8 players

System: Call of Cthulhu

GM: Whitney Preston

All characters provided by GM

Variations: slight for player enjoyment

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

These are the further adventures of the Starship Constitution. Boldly going where Jim Kirk didn't.

502 Adventures in Planet Sitting

Sunday 8 AM in Room 145 for 4 hours; 8 players

System: Teenagers from Outer Space

Power Level: novice

GM: Ken MacLennan

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A freak accident leaves the Teens in charge of an entire planet! Is six weeks of Civics enough to prepare them for the yoke of ministerial responsibility?

503 The Curse of Appleton

Sunday 8 AM in Room 147 for 6 hours; 6 players

System: The Burning Wheel

Power Level: 4 lifepath, Exponent cap 6

GM: Max Gordon

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The poor village of Appleton, built out of the bones of a dead-tree monster, is having lots of problems. Bring your complaints to the complaint box, if you can fit it in there.

504 Any Port in a Storm

Sunday 8 AM in Room 149 for 6 hours; 6 players

System: 7th Sea

Power Level: beginning

GM: Erik Woodbury

All characters provided by GM

Variations: roll trait+knack, keep trait

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It was supposed to be an easy trip down the coast. That's what the Captain said. Now the Montaigne Navy is breathing down your neck, and it looks like rain.

505 Hidden Apotheosis

Sunday 8 AM in Room 151 for 8 hours; 6 players

System: Dark Heresy

Power Level: 3rd

GM: Julius Talyansky

All characters provided by GM

Variations: minor house-rule tweaks

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

In the grim, far future of Warhammer 40k, the Acolytes of the Holy Inquisition strive to uncover the mysteries of blasphemous Chaos cults and save humanity from oblivion!

506 A Dry Spell

Sunday 8 AM in Room 152 for 8 hours; 6 players

System: Dungeons and Dragons 3.5

Power Level: 9th (38k XP, 36k GP)

GM: Geoffrey Nicholls

Characters may be provided by GM

Variations: Primary/Complete Books only

Rules Knowledge: Useful

Game Content: Mainstream

Our kingdom is under duress. The river that supplies us with water and trade is dry and the gods aren't helping. Discover the source of the problem and restore our kingdom.

507 X-File High: Enter the Conman

Sunday 8 AM in Room 153 for 6 hours; 6 players

System: Hero 5th ed. (Other)

Power Level: 150pts

GM: Greg Haslam

All characters provided by GM

Variations: high schoolers with abilities

Rules Knowledge: Beginners Welcome

Game Content: Family

X-File High plays Host to a Gaming Convention. What Could possibly go wrong with That? But things do. Join us for Mirth, Mystery, and Mayhem.

508 Prestige

Sunday 8 AM in Room 154 for 10 hours; 8 players

System: GURPS/Shadowrun

GM: Cassandra L. Kyle

All characters provided by GM

Variations: initiative, movement

Rules Knowledge: Useful

Game Content: Mainstream

If at first you don't succeed...use a bigger hammer.

509 The Blessed Hunt

Sunday 8 AM in Room 157 for 8 hours; 6 players

System: Dungeons and Dragons 4.0

Power Level: 4th

GM: Nickolas Krestoff

All characters provided by GM

Variations: All PCs classes are previews from PHB2

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The town of Outcast is full of those that roam just outside of normal society. They wish to be left alone. Unfortunately one gnoll prophet has other plans.

510 Ms. Nanny's Neighborhood

Sunday 8 AM in Room 159 for 8 hours; 6 players

System: Mutants & Masterminds

Power Level: 7th

GM: Brian Sullivan

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Midterms were brutal! They'll be nothing compared to your Powers exam once they find out you're failing Chemistry. But if they want to see brutal, wait until you catch Orphanmaker.

511 Thoth's Dagger

Sunday 8 AM in Room 160 for 8 hours; 6 players

System: Cthulhu Pulp

Power Level: medium

GM: Jeff A. Hatch

All characters provided by GM

Variations: 2nd Edition Pulp Adventure with Cthulhu Mythos

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The theft of an Egyptian ceremonial dagger takes the Investigators to Egypt itself, where they may witness arcane rites older than humanity and hint at the true face of Nyarlathotep.

512 Avalon7, The Amassing

Sunday 8 AM in Room 161 for 8 hours; 7 players

System: Advanced Dungeons and Dragons

Power Level: 6th-9th

GM: Kymron deCesare

Characters may be provided by GM

Variations: No Psionics, Evil or Godlings. RP & Combat++

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Fey Wars looming, it's a place where Seelie & Unseelie resolve differences peacefully; a port for diplomats, hustlers & wanderers. Faerie races aboard a gigantic tree, a place called Avalon7.



513 There's A Bug In My Soup

Sunday 8 AM in Room 162 for 8 hours; 6 players

System: Spycraft (d20)

Power Level: 1st-3rd

GM: Chris Sparks

All characters provided by GM

Variations: Minor variations to improve playability

Rules Knowledge: Useful

Game Content: Mainstream

The dinner you are having with your new Controller is interrupted, and a hunt for a deadly mole ensues. Can the mole be found before he blows your cover?

514 Old Wounds

Sunday 8 AM in Room 163 for 8 hours; 6 players

System: World of Darkness

Power Level: experienced

GM: Alan Hodges

All characters provided by GM

Variations: Minor mods to supernatural powers

Rules Knowledge: Useful

Game Content: Mainstream

How can you work with that thing you should have killed long ago? Old wounds never healed, but now you need money. Always forgive your enemies; nothing annoys them more.

515 The Twisted Woods

Sunday 8 AM in Room 164 for 8 hours; 7 players

System: Advanced Dungeons and Dragons

Power Level: 350K XP, keep the magic reasonable

GM: Scott Barlow

Characters may be provided by GM

Variations: No Psionics. Unusual only by GM approval

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

North of the town of Margrin lies a large section of twisted wood. Legend says there was an ancient temple, a prosperous town. You were going that way anyway.

516 Astro City's First Family's Cosmic Road Trip

Sunday 8 AM in Room 165 for 8 hours; 6 players

System: Hero 5th ed. (Champions)

Power Level: 12-15d6 attack, 400-600 pts

GM: Walter Manbeck

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

Travel dimensions to escape their headquarters after sealing it against attack from misguided government troops. The dangers are great, the need is greater if they hope to save the world.

517 Errand for the Storm King

Sunday 8 AM in Room 166 for 8 hours; 6 players

System: Hero 5th ed. (Fantasy)

Power Level: 200 pts

GM: Jim Puder

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Can you complete an errand for the newly crowned Storm King before the time runs out? If not, there may be sad times ahead for the Kingdom of Seronia.

518 The Verge of Nowhere

Sunday 8 AM in Room 168 for 8 hours; 6 players

System: Hero 5th ed. (Star Hero)

Power Level: Heroic (75 + 75)

GM: Keith Phemister

All characters provided by GM

Variations: Star Trek Universe post-Nemesis

Rules Knowledge: Useful

Game Content: Mainstream

Your ship, the USS Callisto, has discovered an ancient vessel falling into the Tartarus Vortex. Your away team has been ordered to investigate before it vanishes forever.

519 Digging Your Way Out

Sunday 8 AM in Room 170 for 8 hours; 6 players

System: Thousand Suns

Power Level: Veteran

GM: Larry Lynch-Freshner

All characters provided by GM

Variations: Different Background, Races

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You are a crew member of the 'Aquila,' an inter-planetary trader; sometime smuggler. Politics is the last thing you want to be involved in. The Politicians have other ideas.

520 Holy Well, Sacred Flame

Sunday 8 AM in Room 171 for 12 hours; 12 players

System: Dungeons and Dragons 3.0/3.5

Power Level: 5th level, 9K GP in gold/gear

GM: Richard Ostorero

Characters may be provided by GM

Variations: WotC Core and splatbooks ONLY; no evil align

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Rescue a sacred banner lost in a smashed and conquered Kingdom. Can its power rally a broken and dispirited nation?

521 Heavy Water

Sunday 10 AM in Room 374 for 8 hours; 8 players

System: Call of Cthulhu

Power Level: moderately high

GM: Dorian Ford

All characters provided by GM

Variations: WWII period; minor house rules & Delta Green

Rules Knowledge: Useful

Game Content: Mature Themes

In 1943 a group of Commandos and Norwegian Resistance attempt to destroy a secret Nazi installation and find more than they expected.

522 Quest for the Girdle of Gems

Sunday 10 AM in Room 375 for 8 hours; 8 players

System: Pendragon

Power Level: Up to 6k Glory, but mages wanted!

GM: Thomas A. McCloud

Characters may be provided by GM

Variations: very minor change to magic

Rules Knowledge: Beginners Welcome

Game Content: Family

Guenever asks YOU to find mystic gems! Dare Broceliande for blood-stones? Riddle for Ruby? Or the impossible: defeat Lancelot in the Yuletide Tourney for a diamond?

523 Cleanup on Isle 9

Sunday 10 AM in Room 376 for 8 hours; 8 players

System: Last Great Empire

Power Level: any

GM: Les Child

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

There has been a containment breach on Island 9 of the Hawaiian Islands Penal Colony. The Bio-research team there reported numerous escapes. No, take the bigger box of bullets...

524 Totem Quest (A Good Omens Production)

Sunday 10 AM in Room 377 for 8 hours; 6 players

System: Storyboard

Power Level: beginning

GM: Matthew Gaston

All characters provided by GM

Variations: Dragon Shards

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Each year youths leave their tribes to make vision quests, find their totems, and become adults. No one warned you that it would be like this.

525 Knight Life (A Good Omens Production)

Sunday 10 AM in Room 378 for 8 hours; 8 players

System: Gamma World

Power Level: 1st, with some artifacts

GM: Tony Vargas

Characters may be provided by GM

Variations: PSH Characters rolled up at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Iron Society wants to kill you for being human. The Knights of Genetic Purity offer you weapons to kill them first. What choice do you have?

526 Champions Online

Sunday 10 AM in Room 379 for 8 hours; 6 players

System: Hero 5th ed. (Champions)

Power Level: 350 pts; 40-60 active in attacks; SPD > 1; Def > 30

GM: Jason A Krestoff

Characters may be provided by GM

Variations: minor

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Millennium City is to host the release of 'CHAMPIONS ONLINE,' a new superhero MMORPG with a revolutionary new interface. Numerous heroes will be in attendance; come join the celebration.

527 Blade of Steel: Emperor's Heart Part 2

Sunday 10 AM in Room 381 for 12 hours; 8 players

System: Dark Heresy

Power Level: medium

GM: Sean Schoonmaker

Characters may be provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

On the war-torn world of Kulth, an Imperial Guard Trooper shows signs that could be wondrous or horrendous. Mighty titans stride over fractured battlefields, and simple survival may prove challenging.

528 Snipe Hunt

Sunday 10 AM in Suite 508 for 8 hours; 9 players

System: Dungeons and Dragons 3.0

Power Level: 1st-3rd

GM: Mark Schynert

All characters provided by GM

Variations: 3.0 PHB & DMG only, + Arduin-based combat

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

See, the snipe is a wily prey—most folk who go ahunting never see it, even as it's drawing a bead on them... Emphasis on role-play.

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

601 The M-Clones

Sunday Noon in Room 145 for 6 hours; 6 players

System: Paranoia

GM: Matt Steele

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Your loyal service to The Computer as a Registered Mutant is being rewarded. You've been re-assigned to the M-Force, a special group of Troubleshooters consisting entirely of Registered Mutants.

602 Assault on Myth Drannor

Sunday Noon in Salon 2 for 8 hours; 10 players

System: Dungeons and Dragons 3.0/3.5

Power Level: 50th-80th, demigods

GM: Carl Earl Ogden

Characters may be provided by GM

Variations: EPIC rules

Rules Knowledge: Expected

Game Content: Mainstream

The Party has rescued the Steel Regent. Now for your hardest Mission; Reclaim Myth Drannor!! Demons and Devils stand between you and the Fabled Elven City. Wealth beyond Dreams Awaits!

603 Dogs in the Vineyard: Weird Winters

Sunday 2 PM in Room 147 for 8 hours; 8 players

System: Dogs in the Vineyard

GM: Alex Vercoutere

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A high role-playing game that focuses on deep story and characters in a western/fantasy setting. Not for the weak of heart or weak of role-playing.

604 The Glitterhame

Sunday 2 PM in Room 149 for 8 hours; 8 players

System: Advanced Dungeons and Dragons

Power Level: 7th-10th

GM: Gregory Landon

All characters provided by GM

Variations: house rules; no psionics

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

What awaits in the ruined dwarf Stronghold? Rumor has it that many magic dwarven weapons and glittering treasure remain there. But what else lurks in these ruined halls?

605 Eight Skulls of Chaos

Sunday 4 PM in Room 151 for 6 hours; 6 players

System: Call of Cthulhu

GM: Mac McMahon

All characters provided by GM

Variations: GM variant

Rules Knowledge: Useful

Game Content: Mainstream

The eight skulls of chaos have been stolen from the museum of Seranian. King Kuranek asks adventurers to find and return them. Are you willing?

606 Watchmen: 5 Minutes to Midnight

Sunday 4 PM in Room 152 for 6 hours; 6 players

System: BASH! Basic Action Super Heroes

GM: Chris Rutkowski

Characters may be provided by GM

Variations: 1975, 10 Years before Watchmen graphic novel

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The government has called in the Crimebusters to save America from disaster! The Doomsday Clock is ticking...can the Heroes set the snooze button in time?

607 Beneath the Wolf House

Sunday 4 PM in Room 157 for 8 hours; 8 players

System: Dungeons and Dragons 4.0

Power Level: 8th

GM: Peter Christian

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Introduction to D&D (4th Ed) for ages 10-16. There's a plague in the Valley of the Moon: Wolf House Dungeon may hold the cure. Parents welcome to participate.

608 Ringside Seats

Sunday 4 PM in Room 160 for 4 hours; 6 players

System: Realms of Wor

Power Level: 7th-8th

GM: Jeffrey Walker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Join with a powerful Gladiator for ringside seats on an adventure that risks life and limb! Hacking, slashing, and bashing—Mages need not apply.

609 Ater Atra Atrum

Sunday 4 PM in Room 161 for 10 hours; 6 players

System: GURPS

Power Level: 50 pts

GM: Ken Moscardini

All characters provided by GM

Variations: Horror

Rules Knowledge: Useful

Game Content: Mature Themes

A serial killer, one who can burn the victim without damaging furniture, then remove the heart. Special Unit must put an end to this terror while protecting their sanity.

610 TIC-TOC

Sunday 4 PM in Room 162 for 6 hours; 6 players

System: Hero 5th ed. (Champions)

Power Level: AVG: 12d6, 5 Spd, 8 CVs, 25 Pd/Ed

GM: Don Satow

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Temporal Investigations Corps requests your help. Massive temporal incursions occurring in Earth's time line, creating paradox ripples. No precog/time traveling characters. No desol.

611 Hit and Run

Sunday 4 PM in Room 163 for 8 hours; 8 players

System: D20 Modern

Power Level: medium

GM: Ed Joesting

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The team will be raiding a suspected nerve agent site in the Ukraine. The government of the Ukraine doesn't know about or condone the raid, so stealth is needed.

612 Curse of the Amber Jaguar

Sunday 4 PM in Room 164 for 8 hours; 6 players

System: Millennium's End

Power Level: moderate

GM: Benjamin Lott

All characters provided by GM

Variations: 1890s

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Someone has stolen a Mayan artifact legend says is cursed, an archaeologist/collector is missing, and three Pinkertons were found gruesomely killed. Can you find them? Can you stay alive??

613 Movie, Magi, and Mayhem

Sunday 4 PM in Room 165 for 8 hours; 8 players

System: Mage the Awakening

Power Level: moderate (<50 XP)

GM: Matthew Iskra

Characters may be provided by GM

Variations: minor

Rules Knowledge: Useful

Game Content: Mainstream

The Hollywood Consilium has always been different. No matter how heated the rivalries, the customs were followed. Only now, a Cabal recklessly tries to finish a daring, or disastrous, project.

614 Vengeance of the Jungle Queen

Sunday 4 PM in Room 166 for 8 hours; 8 players

System: Hero 5th ed. (Pulp)

Power Level: Standard pulp

GM: Chris Muoio

All characters provided by GM

Variations: Horror Hero psych effects rules

Rules Knowledge: Useful

Game Content: Mainstream

Herr Vilnich, Freedom Brigade rescued Meadowden STOP Singer under surveillance STOP Lemurian Queen has relic you seek STOP Third gemstone located STOP Awaiting your arrival STOP



615 The Six Cities Challenge!

Sunday 4 PM in Room 168 for 8 hours; 6 players

System: Gamma World

Power Level: 1st

GM: Ronald Jones

All characters provided by GM

Variations: minor

Rules Knowledge: Useful

Game Content: Mainstream

The remaining Six Cities must compete for clean food & water in the shadow of the fallen dome. With your friends, will you win the 'tests' for your City?

616 Ghastly Murders in the East End

Sunday 4 PM in Room 170 for 8 hours; 8 players

System: Cinematic Action Studio

GM: Craig C Randall

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The Whitechapel Vigilance Committee are asked to investigate a suspicious flat. What they find inside reveals a truth so ghastly that it will change the way they view reality itself.

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

701 Freiburg: The Kingless Kingdom Pt. II

Sunday 6 PM in Room 143 for 8 hours; 6 players

System: 7th Sea

Power Level: beginning (100HP)

GM: Anthony O'con

Characters may be provided by GM

Rules Knowledge: Expected

Game Content: Mature Themes

Freiburg. No Rules. No Questions. No Mercy...

702 A Fistfull Of Plasticreds

Sunday 6 PM in Room 145 for 8 hours; 6 players

System: Paranoia

Power Level: Red

GM: Duane O'Brien

All characters provided by GM

Variations: Zap to Zap/Classic

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

IntSec on one side of the Sector, R&D on the other, and you right in the middle. There's Plasticreds to be made in a Sector like this.

703 Hero All-Stars 2009 (Golden Age)

Sunday 6 PM in Room 154 for 6 hours; 6 players

System: Hero 5th ed. (Champions)

GM: Darren Watts

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Hero Games Prez Darren Watts returns with an all-new All-Star game starring the Defenders of Justice, the featured heroes from the forthcoming Golden Age Champions!

704 Kobold Kaos

Sunday 6 PM in Room 374 for 8 hours; 6 players

System: Dungeons and Dragons 4.0

Power Level: 3rd

GM: Adam Johnson

All characters provided by GM

Variations: Core Rules

Rules Knowledge: Useful

Game Content: Mainstream

As newcomers to the city you have hired on with an experienced group to explore Kara'Dun. What could go wrong?

705 The Curse of the Enemy

Sunday 6 PM in Room 375 for 6 hours; 6 players

System: Witch Hunter: The Invisible World

GM: Kevin Glazner

All characters provided by GM

Variations: modified setting

Rules Knowledge: Useful

Game Content: Mainstream

Satan's minions have cursed the bucolic settlement of Fort Ross.

Colonists are dying of starvation and blame the Miwok Indians. Witch Hunters bring God's wrath upon the heretic.

706 Blast Beats to the Past

Sunday 6 PM in Room 376 for 6 hours; 6 players

System: D20 Modern

Power Level: modern joes

GM: Brian Harris

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You are the wildly popular power metal band DragonFighter, which has just made your worst album ever! But wait! Old Man Ritcher is a fan? And he's made a time machine?

707 3:10 to Yomi

Sunday 6 PM in Room 377 for 6 hours; 6 players

System: Scion Hero

Power Level: Legend 4

GM: Mike Bogan

All characters provided by GM

Variations: Old West setting

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Titanspawn, Ben Wade, must be delivered to a train that embarks from our world to the next. Deliver him there on time, that he may return to his eternal prison.

708 Ribbons (A Good Omens Production)

Sunday 6 PM in Room 378 for 6 hours; 6 players

System: FATE

GM: Justin Evans

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You can tell there are patterns to the blood spray. You've seen the victim. You're not sure you want to know what these patterns mean.



709 Reflections

Sunday 6 PM in Room 379 for 8 hours; 8 players
System: Dungeons and Dragons 3.5
Power Level: 5th-7th
GM: Michael Cole
Characters may be provided by GM
Variations: Homebrew setting, WotC books/races preferred
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
As Saeracia celebrates victory over its longtime rival, undead, spirits and strange happenings begin to plague it. Is it a dying curse from the vanquished, or is it something else?

710 WKRIP in The Middle of Nowhere

Sunday 8 PM in Room 156 for 8 hours; 8 players
System: Universe, The Sci-Fi RPG
GM: William Pace
All characters provided by GM
Variations: Master Rulebook
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
We're the Radio City Music Haul. We supply remote broadcast outposts of the Deep Desert. It's boring, a long way from nowhere, but perfectly safe. Until now.

711 The Orcish Brigade V: Saving Private Boobah

Sunday 8 PM in Room 159 for 6 hours; 6 players
System: Advanced Dungeons and Dragons
Power Level: 6th-7th
GM: Arthur Wallis
All characters provided by GM
Variations: Really deadly critical hits!
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Congratulations, Orcs! Your last mission went well—consider yourselves officially pardoned! Wait, you left Boobah behind?! You mendicants get back into that jungle, and bring Boobah back!

712 The Return of Sin City

Sunday 8 PM in Room 160 for 8 hours; 8 players
System: Cthulhu Tech
Power Level: beginning
GM: Patrick Arakel
Characters may be provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The City of Las Vegas has returned as abruptly as it vanished into a black hole. Your team is one of several racing to find out what secrets it holds.

713 Mecha vs. Kaiju Fantasy Playtest

Sunday 8 PM in Room 171 for 8 hours; 8 players
System: True20
Power Level: 3rd
GM: Johnathan Wright
Characters may be provided by GM
Variations: Mecha vs. Kaiju Setting
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Be one of the first to experience the 'Mecha vs. Kaiju' fantasy setting! The dragons of Silvarim have gone mad, and only the magical Shen Battler armor can protect your village.

714 Dark Heresy: Another Twist of the Sacrificial Knife

Sunday 8 PM in Salon 2 for 6 hours; 7 players
System: Dark Heresy
GM: Kris Miller
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Betrayal, treachery and, well, that's what you'd expect from a bunch of Chaos cultists anyway.

715 Dive into the Heart

Sunday 10 PM in Room 147 for 8 hours; 6 players
System: Absolute 0
GM: Julian Vercoutere
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
A rift has been made, a bridge has been formed, and the strands that hold reality together are quickly dissolving into darkness. This is Kingdom Hearts, Iron Agedatized...

716 Shadow Ops - Time to Get the Goods

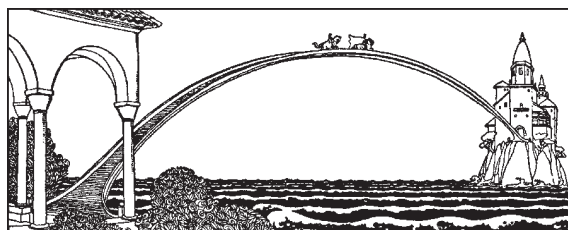
Sunday 10 PM in Room 149 for 8 hours; 6 players
System: Shadowrun
Power Level: moderate
GM: David Springer
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Your team has done its groundwork and ready to rock. Time to get to the goods. The run begins tonight. Mix role playing and combat.

717 Everything is Fine Here

Sunday 10 PM in Room 151 for 8 hours; 6 players
System: All Flesh Must Be Eaten
GM: David Weinstein
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Day 100 has come and gone, and the dead still feast upon the living. There seems to be no hope on the horizon, until a radio signal is heard.

718 The Summer of Our Discontent!

Sunday 10 PM in Room 152 for 8 hours; 6 players
System: Buffy the Vampire Slayer
Power Level: experienced (4th/5th season)
GM: Ron Correll
All characters provided by GM
Variations: Buffy/select Scoobies available
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Summer in Sunnydale! Time for friends, lazy days and sunshine. Unless, you are the Slayer or a loyal Scooby and live on a Hellmouth, which often has plans of its own!



Session 8. 800 Series games
Sign up by Sunday 5:00 PM
The registration forms for this session are White

801 The Summer of Love

Monday 8 AM in Room 143 for 8 hours; 8 players
System: Changeling: The Dreaming
GM: Alisha Walton
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
School's out and love is in. Something is happening on the Haight and being a jr high student isn't going to stop you from finding out what it is.

802 You'll Never Want to Leave Yesterday

Monday 8 AM in Room 145 for 8 hours; 6 players
System: Hero 5th ed. (Champions)
Power Level: 10-14 DC
GM: Joe Di Lellio
Players provide their own characters
Variations: some 4th ed carryovers
Rules Knowledge: Expected
Game Content: Mainstream
That's how the MiddleAgesFest is billed. Weeks after it should have closed down it's still running, and the husher-uppers are running out of ideas.

803 The Amazing Adventurer Dick Dynamo™ vs. the Critters From the Black Legume

Monday 8 AM in Room 147 for 8 hours; 6 players
System: Hero 5th ed. (Champions)
Power Level: 350+ pts (90 active, 10-12d avg, no VPP)
GM: B J Goukler
Characters may be provided by GM
Variations: minor
Rules Knowledge: Useful
Game Content: Mainstream
Dare you dive dauntlessly into the dimensional divide to defend Dick Dynamo™ from the dastardly devices of the decidedly diabolical deciduous danger? Doughty do-gooders, your duty is distinct!

804 Star Wars: Battle of Garqi

Monday 8 AM in Room 149 for 8 hours; 8 players
System: Cinematic Action Studio
GM: Craig C Randall
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Jedi General Traavis is sent to defend Garqi from a Separatist invasion force. Aiwha Squad assists him as they battle the droid army from farm to farm.

805 Mobile Suit Gundam: UC 0079 The Fall of Zeon America

Monday 8 AM in Room 151 for 8 hours; 8 players
System: Gundam Senki
GM: Rachel Albert
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Set in the original Gundam universe, return to the final days of the One Year War. Become a Mobile Suit pilot—help free America from Zeon occupation. Who will survive?

806 Burn The City of the Dead

Monday 8 AM in Room 152 for 8 hours; 8 players
System: Dungeons and Dragons 3.0/3.5
Power Level: 10th-15th; < 75K in magic items
GM: Robert Anderson
Players provide their own characters
Rules Knowledge: Useful
Game Content: Mainstream
The City of the Dead has been a blight upon the land. Now the time has come to dust the undead within its walls.

807 One Last Run

Monday 8 AM in Room 154 for 8 hours; 8 players
System: Shadowrun
Power Level: very high, long-time runners
GM: Cory Sober
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mature Themes
Who would have though you'd have enough Nuyen to retire? So as you're relaxing at your AAA estate, your butler brings you a phone and says, 'It's important.'

808 Throne War

Monday 8 AM in Room 159 for 8 hours; 6 players
System: Dungeons and Dragons 4.0
Power Level: 18th
GM: Robert Paul
All characters provided by GM
Rules Knowledge: Expected
Game Content: Mainstream
Intrigue. Betrayal. Not your usual dungeon crawl, come prepared to roleplay your way to victory. If you don't get in, stop by to see if extras are available.

809 No Rest for the Weary

Monday 8 AM in Room 160 for 8 hours; 8 players
System: Hero 5th ed. (Champions)
Power Level: 250 pts
GM: Keith Phemister
All characters provided by GM
Variations: PS 238
Rules Knowledge: Beginners Welcome
Game Content: Family
A sudden panic has ruined the Best Field Trip of the Year! Whoever or Whatever is responsible for shutting down Fantastic-Land will answer to the students of PS 238!

810 Angelicus Ostrus

Monday 8 AM in Room 161 for 8 hours; 8 players
System: Angelicus Ostrus
Power Level: high
GM: Adam Bredt
Characters may be provided by GM
Variations: home-grown D10/D100 base
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
You are angels serving the Four Gods but have sinned. A new Contract is formed and you have been cast from Heaven to redeem yourselves in the war against Dys.

811 Zombies In Space!!!

Monday 8 AM in Room 162 for 8 hours; 10 players

System: All Flesh Must Be Eaten

Power Level: survivor

GM: Chris Hann

All characters provided by GM

Variations: near-future SF

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

May 28, 2083/Mission: Terraform Mars/Lunar Base to USP Opportunity - We have lost contact with Mars Crew I. Your new mission: search and rescue.

812 Fate of the Ad-Astra

Monday 8 AM in Room 163 for 6 hours; 8 players

System: Mega-Traveller

Power Level: standard

GM: David Guon

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

You've booked passage from Gateway Prime to Cresta on Salurian Lines starship Ad-Astra. It should be a short and easy trip. The reality will be something quite different.

813 ABC

Monday 8 AM in Room 164 for 8 hours; 6 players

System: Dungeons and Dragons 4.0

Power Level: 4th

GM: Andy Flores

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Join me in my Adventurer Building Campaign. We will create characters from scratch and then test them in a last minute dungeon crawl to fight a dragon for its hoard.

814 Return to the Darwin Station

Monday 8 AM in Room 165 for 6 hours; 7 players

System: Call of Cthulhu

Power Level: max skill 90%, some mythos experience

GM: Leon C. Glover III

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

New evolution theories are taking the academic world by storm. The Darwin Foundation is sending your expedition to the Galapagos Archipelago to disprove them. Science meets the mythos!

815 Last Stop on the Central Pacific RR

Monday 8 AM in Room 166 for 8 hours; 8 players

System: Deadlands Classic

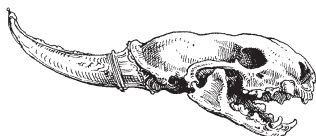
GM: Peter DiPiazza

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Heroes are the ones left after everybody else has died. And if you're a commoner and do the unbelievable, then you must be a hero. Who's to say you aren't?



816 There're no Werewolves

Monday 8 AM in Room 168 for 8 hours; 6 players

System: Dungeons and Dragons 4.0

Power Level: 12th

GM: Nick Matyas

Characters may be provided by GM

Variations: any published

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Disturbances have been plaguing the city of Watermead. Rumors of werewolves are running rampant among the locals, but are they right?

817 Re-uniting the Band

Monday 8 AM in Room 170 for 8 hours; 6 players

System: Cyberpunk 2020

Power Level: mid-range runners, subtle enhancements

GM: Brett Lawson

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The hottest band of 2014 is the best story of 2020 as we answer the age old question, 'Where are they now?' Open-ended and open-minded style game.

818 Search for the Magic Bird

Monday 8 AM in Room 171 for 6 hours; 8 players

System: Advanced Dungeons and Dragons

Power Level: 4th-6th

GM: Steve Willett

Players provide their own characters

Variations: mana system, no psionics

Rules Knowledge: Useful

Game Content: Mainstream

Enter the Bangwan Jungle to search for the mystical and purportedly magical 'turquoise and golden macaw.' Coming from afar odd sights and experiences guaranteed. Bounty and benefit conditional.

819 The Demon Run

Monday 10 AM in Room 374 for 4 hours; 6 players

System: Spirit of the Century

Power Level: Experienced Starship Crews

GM: Brian Isikoff

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The most dangerous, famous and watched space race in the Quadrant, the Demon Run offers the winning crew fame and wealth. Second place and lower are lucky to just survive.

820 Always Faithful

Monday 10 AM in Room 376 for 6 hours; 8 players

System: Savage Worlds

Power Level: Veteran

GM: Patrick Riley

All characters provided by GM

Variations: Space Marines

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Explore new planets, neutralize Godless Aliens, and secure the galaxy for the good of humanity. Join the Planetary Corp today for a better tomorrow.

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Our Dragon Has A Name!

For 30 years, our dragon has languished with no more name than “the dragon.” This year we ran a contest on our website to name the dragon. Almost 100 entries were submitted. A shadowy cabal of secret masters deliberated and chose a name from among all the names entered.



HAIL SPARKITHRAX DUNDRACONUS

(aka Ol' Sparky).

“Sparkithrax” was submitted by Simon Keifer, who won a free entry to the convention for his entry.

Thanks to all those who entered. A full list of the name suggestions can be found on the DunDraCon website.

The Creation of an Icon

Katherine Wadey designed Ol' Sparky in 1978. We asked her to share her memories of how that came about:

“I first met Clint and Janet Bigglestone, in the mid 1960s, shortly after they were married, as we were participants in the masquerade at the, I think, 1965 Westercon. The friendship grew, and after my husband and I got back from his military tour of duty, we started attending SF conventions again and re-connected with a lot of our LASFS and Renaissance Pleasure Faire friends. Janet was playing Lettice Knowles, the queen's cousin, at both California Renaissance Pleasure Faires, and Clint would often have to come down to the LA area on business, during which times we would host them at our place.

“Early in 1978, Clint flew down on business, and after getting back to the house from LAX, we were standing around in the kitchen talking and drinking sodas, and generally recovering from the flight and the traffic. As I recall, Clint said that he and a few friends, Steve Perrin, Jerry Jacks, and Adrienne Martine, were going to start a convention up in the Bay Area that would be geared toward Dungeons & Dragons, other games, SF, a bit of costuming, and a lot of fun. From there on the conversation went something like this:

“**Clint:** We want/need a logo. Would you be interested in designing one for us, and what would it cost?”

“**Me:** Yes, and I dunno. What do you want, how do you want to use it, and how many colors?”

“**Clint:** Well, a dragon because it's Dungeons & Dragons; a spaceship of some kind, for the SF; a shield for the SCA and costuming; and whatever else works, stars or planets, maybe. Black and white. It will go on letterheads, envelopes and publications.

“**Me:** Ok-a-a-y. How soon do you need it?”

“I do not recall what Clint said about time constraints, or what we decided about the final design fee. I do know that the second design I sent up to him in 1978 was approved, and the one in use today, soon to become better known as ‘Ol' Sparky.’”

DunDraCon Game Planner

Name: _____

Badge Number: _____

<p style="text-align: center;">Session 1. 100 Series games Sign up by Friday 7:00 PM The registration forms for this session are Gray</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____

<p style="text-align: center;">Session 2. 200 Series games Sign up by Friday 9:00 PM The registration forms for this session are Pink</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____

<p style="text-align: center;">Session 3. 300 Series games Sign up by Saturday 11:00 AM The registration forms for this session are Blue</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____

<p style="text-align: center;">Session 4. 400 Series games Sign up by Saturday 5:00 PM The registration forms for this session are Gold</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____

<p style="text-align: center;">Session 5. 500 Series games Sign up by Saturday 9:00 PM The registration forms for this session are Green</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____

<p style="text-align: center;">Session 6. 600 Series games Sign up by Sunday 11:00 AM The registration forms for this session are Lilac</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____

<p style="text-align: center;">Session 7. 700 Series games Sign up by Sunday 5:00 PM The registration forms for this session are Yellow</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____

<p style="text-align: center;">Session 8. 800 Series games Sign up by Sunday 5:00 PM The registration forms for this session are White</p>	Number	Time	Room
Game 1	_____	_____	_____
Game 2	_____	_____	_____
Game 3	_____	_____	_____