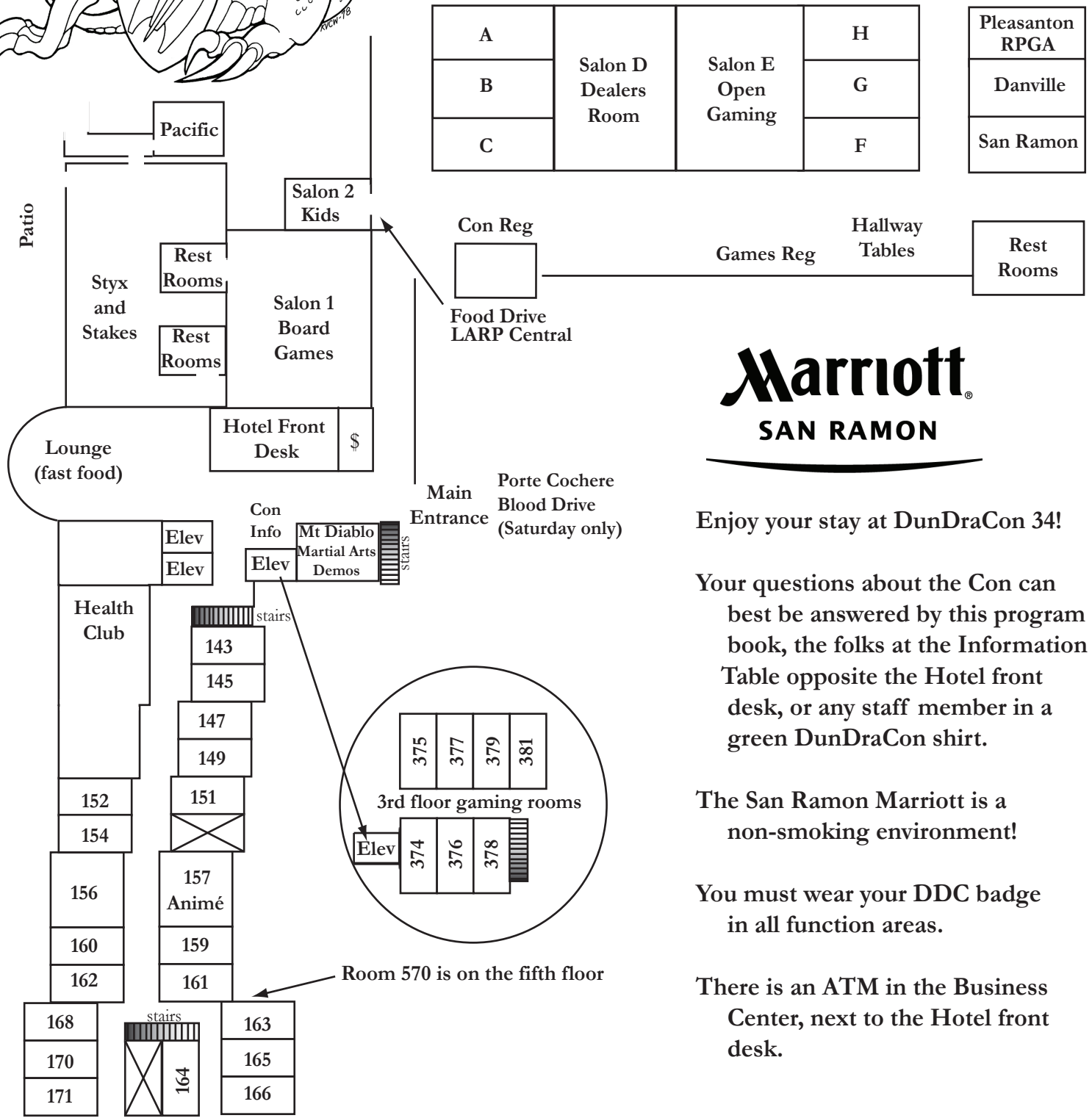




DunDraCon

34

February 12-15, 2010



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

Marriott
SAN RAMON

Enjoy your stay at DunDraCon 34!

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

The San Ramon Marriott is a non-smoking environment!

You must wear your DDC badge in all function areas.

There is an ATM in the Business Center, next to the Hotel front desk.

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 AM, you'll probably be too wasted to play in your official game at 8 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 room relatively neat. Especially, keep sleeping bags, ice chests, etc. safely stowed away in closets or drawers.

No gaming in the restaurant or lounge... and please leave tips!

Do not use the business center computers to play games.

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 2011), 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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Mike Nebeker

1967-2009

Mike Nebeker, our friend and colleague for many years, died suddenly on the afternoon of Tuesday, October 27, 2009. His brother tells us he mentioned feeling unwell, slipped off his computer chair, and was gone—apparently felled by a massive stroke. We will miss his merry company and his strong assistance in our games and in DunDraCon 34 and beyond.

DunDraCon invites those who knew Mike to join us in Suite 570 from Noon to 3 PM on Sunday, to share memories.

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—the usual 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.

Need Help with the Hotel?

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

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

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.

What to Do at the Convention

Entertainment at DunDraCon comes in many different forms. First of all are the Convention-Sponsored Games. These include LARPs, board games, card games, miniatures games, and RPGs (pages 15-45). All games with numbers are registered for through the Games Registration program (page 14). The RPGA games (page 8) are registered through their Headquarters in the Pleasanton Corridor. Demonstration and Drop-in games (page 12) 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 10.

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 the **Info Table** if you'd like to sign up to wear the Volunteer ribbon and help out.

Open Gaming

Board Games in Salon 1

All Games in Salon E

Open Gaming is non-stop: 4 PM Friday to 5 PM Monday.

Salon 1 is devoted to board games of all kinds, with Salon E available for *all* open games. Open Game Signup sheets are available 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.

Animé Room

Room 157

The Bay Area Animation Society will host a Convention-long festival of animation features in Room 157. Come enjoy the show whenever you have time.

Check the schedule posted outside 157 for final times and features.

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

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

DunDraCon Does Not

Officially Present

On Sunday, February 14th,

The Secret Masters Of Gaming

11th Annual Hawaiian Shirt Day

At DunDraCon 34



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

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

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

Red Cross Blood Drive

Outside the Hotel Main Entrance

Saturday, 11:00 AM - 5:00 PM

DunDraCon is proud to host our first-ever Blood Drive this year.

The Red Cross Bloodmobile will be parked in front of the hotel on Saturday from 11am-5pm. Information is available at the American Red Cross website: www.redcrossblood.org, or check the Info table for more details. Help us make this drive a huge success and give the gift of life!

Canned Food Drive

Salon 2 foyer

Noon - 8:00 PM Saturday and Sunday

DeathisCertain.net (www.deathiscertain.net) is sponsoring a food drive at DunDraCon 34, to benefit local relief agencies. They will be accepting non-perishable packaged food products from Noon to 8:00 PM both Saturday and Sunday of the convention, at a table near Salon 2.

Please, no glass containers, opened packages or out-of-date food.

DeathisCertain is also running the following games at Dundracon 34:

P32 Friday Night Magic: Booster Draft

P64 Forerunner Recon: Contagion

346 Power Grid

431 Magic: The Gathering - Booster Draft

DiC:E Kids Game Day Arcade

DiC:E Game Day Arcade

731 Sunday Night Magic: Constructed Type 2

831 Monday Morning Magic

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

Chaosium

Dragon's Perch

End Game of Oakland

Flying Buffalo

Gamer Eye Designs

Gamers Unplugged

Games of Berkeley/Chessex

Good Luck Games

Hero Games

Maria Berry Enterprises

Nerd Kung Fu

Pegasus Publishing

PsyX Games

QR Zed Engraving

Rusty Sword

Waggoner'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

Online Tools to Enhance Gaming

Friday 6:00 PM in Room 156 for 1 hour

Presenters: Kat Ogden

Online tools can supplement your RPG experience. I've compiled a list of online tools you can use to coordinate players, store or create characters, generate names and much more.

Saturday

Concepts of Magic and Good and Evil in Role Playing

Saturday 9:00 AM in Room 156 for 1½ hours

Presenters: Robert Silva

This seminar is about going over the different concepts of magic. Then exploring notions of good, evil, chaos, and lawfulness in application to alignments.

What's New with Hero

Saturday 10:30 AM in Room 156 for 1 hour

Presenters: Darren Watts, Steve Long, Jason Walters

The Defenders of Justice present what is going on in the Hero Games Universe, with some hints on what is coming up on the online game!

A Funny Thing Happened on the Way to the Dungeon

Saturday 11:30 AM in Room 156 for 1 hour

Presenters: Richard Aronson, Corey Cole, Lori Cole

Have you ever had a game planned, only to see it hijacked by players with too much sense of humor? Bring your stories of games that went off track, and why, and we'll share some of ours as well.

We Hates It / We Loves It

Saturday 12:30 PM in Room 156 for 1 hour

Presenters: Doc Cross

No, we're not talking about hobbits. Come let the world (or at least a room full of gamers) know what you love or hate about our hobby!

City Building

Saturday 1:30 PM in Room 156 for 1½ hours

Presenters: Anders Swenson, Ken Hite, Michael Blum

The seminar about the nuts and bolts of using cities in RPGs. This year we plan to illustrate how cities occur by building a city on the whiteboard during the seminar.

The History and Future of Tunnels and Trolls

Saturday 3:00 PM in Room 156 for 1 hour

Presenters: Ken St. Andre, Rick Loomis

Tunnels and Trolls was the second fantasy role-playing game published in this country, and the first to actually be copyrighted. How did it develop, survive, and grow over the years? Trollhalla.com, an online club for the best Tunnels and Trolls players in the world.

Alternate Histories For Gaming

Saturday 4:00 PM in Room 156 for 1 hour

Presenters: Ken Hite, Michael Blum, Bruce Harlick

Romans along the Mississippi? Nazis on Mars? Sioux sorcery vs. Custer-copters? What makes an Alternate History work for a game? How do you balance history and fun?

Assembling a Campaign

Saturday 5:00 PM in Room 156 for 1 hour

Presenters: Bruce Harlick, Randy Angle, Keith Nemitz

So you've picked your genre, build your world, gathered your players. Now what? This seminar discusses how to construct a fun shared game experience, the rights and responsibilities of a GM and of a player, and the implied social contract of an RPG group. Randy, Keith, and Bruce collectively have decades of experience in creating fun campaigns. Come and participate in the discussion on how to make your fun RPG campaigns even better.

In My Day, a D10 Had 20 Sides

Saturday 6:00 PM in Room 156 for 1 hour

Presenters: Ken St. Andre, Steve Perrin, Kenneth Hite

Join three veterans of the game and the gaming business and share stories, complaints, perspectives, and general appreciation of the hobby that has drawn us all together.

Sunday

Gypsies, Tramps & Thieves

Sunday 9:00 AM in Room 156 for 1 hour

Presenters: Randy Angle

Running roguish characters and game mastering adventures with fiendish plots, heists, and subterfuge. Covering the underworld, thieves cant, honor among thieves, tools of the trade and consequences of failure. Presented with multi-media support.



What's Cool

Sunday 10:00 AM in Room 156 for 1 hour

Presenters: Darren Watts, Ken Hite

Long Time Game Presences Darren Watts and Kenneth Hite check out what's new in games and provide commentary on what is cool and what is not.

Legend: The Making of Legendary PCs

Sunday 11:00 AM in Room 156 for 1 hour

Presenters: Cathy "Cat" Christian

Have you ever wanted a character that other players considered a Legend? This seminar provides tips and techniques for helping your character to become more than just numbers on paper.

Loose Canon

Sunday Noon in Room 156 for 1½ hours

Presenters: Brian Isikoff, Ben Monroe, Bruce Harlick, David Ackerman, Sean Schoonmaker

Interested in a licensed or strongly backgrounded RPG, but worried about dealing with "canon"? GMs and players are often quite interested in playing RPGs based on a licensed media properties (such as Middle-Earth, Star Wars, or Battlestar Galactica) or deeply developed original gaming settings (such as Glorantha, Tekumel, or Dark Heresy). Unfortunately, such well developed settings can cast a long shadow over a budding campaign. After all, how can your heroes possibly compete with the likes of Luke Skywalker, Frodo, Inquisitor Eisenhorn, or Kallyr Starbrow?

Gaming Fiction - Reading and Writing It

Sunday 1:30 PM in Room 156 for 1½ hours

Presenters: Ken St. Andre, Ken Hite

Are you wasting your best ideas on one-off games. Why not write a book, or at least a story based on your game? Ken St. Andre has published gaming fiction about Tunnels and Trolls, Shadowrun, and that FASA giant mecha game.

The Weird, the Wrong, and the Awry

Sunday 3:00 PM in Room 156 for 2 hours

Presenters: Jason S. Walters, Brian Gilmore

Ever noticed how many role-playing games rely on the players being members of a secret super-race? Have you ever worried that the premise behind your game might lead somewhere dark and wrong? Ever been in a game where some crazy GM used your desire for entertainment as an excuse to unleash the mutant demons of his subconscious? Ever wondered why, exactly, Piers Anthony wrote Bio of a Space Tyrant? Brian Gilmore (Cryptic Studios) and Jason Walters (Hero Games) take you on a journey through the politically incorrect works of authors who "went there"—so you don't have to. Not for the easily unamused.

Gender in Genre

Sunday 5:00 PM in Room 156 for 1 hour

Presenters: Frisbee, Lori Cole, Ben Monroe

Is it true a man cannot play a realistic female character? Do male characters played by women suddenly develop an interest in nesting and needlepoint? And is it really possible to play a character with an entirely different viewpoint toward the opposite sex from your own? DunDraCon's yearly examination of what just comprises the difference in *Vive le Différence!*

Where Is the Hobby Going?

Sunday 6:00 PM in Room 156 for 1 hour

Presenters: Aldo Ghiozzi, Darren Watts

Distributors, publishers, and maybe a writer or two join forces to let you know what is ahead for the RPG hobby in the near future.

Martial Arts Live-Action Demos

Mt. Diablo Room and 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 but rattan weapons. Please make note of the schedule below, but also check the schedule posted outside the Mt. Diablo Room.

Combat Demo Schedule

Saturday

10 AM - Noon: Knightly Combat - SCA

1 PM - 3 PM: Fantasy Combat - Amtgard

Sunday

10 AM - Noon: Fantasy Combat - Amtgard

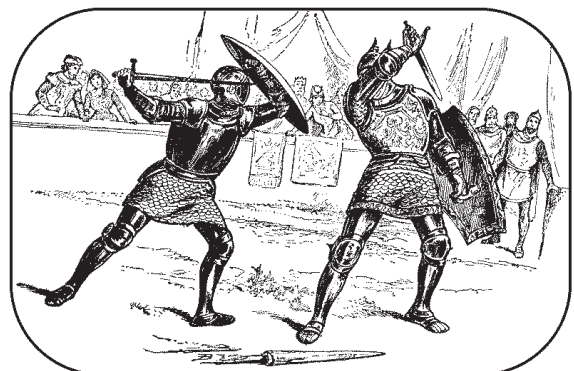
1 PM - 3 PM: Knightly Combat - SCA

Society for Creative Anachronism

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 re-creating 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

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.



RPGA

Hail hero and welcome to the RPGA. We're glad we've piqued your interest in our band of intrepid adventurers. Fight evil and foil the plots of dastardly villains, all the while enhancing your role-playing experience, so you can play more, with more people, and receive rewards for the games you already love. We're also expanding your opportunities to meet people and duke-it-out using D&D Miniatures.

The RPGA hosts many events for attendees who are interested in playing in the latest campaign worlds and all created by the RPGA and run exclusively by volunteers from around the world!. This year the RPGA @ DDC is offering from the New D&D 4th ed Living Forgotten Realms campaign either the "Troubles in the Realms" DDC story arc or the "Embers of Dawn" story arc in Returned Abeir. All for player character levels 1-4 (H-1).

Start your RPGA player character at level 1 and play him, her or it, anywhere in the world where RPGA events take place, until he, she or it retires from adventuring life at level 30. For each mission your PC goes on, they receive experience, gold and treasures (tracked via a log sheet you update after each mission)! They Live and Grow and go on to be HEROES!

Sign up for RPGA games at their headquarters in the Pleasanton corridor.

Schedule

Friday 2pm – 6pm

EAST1-1 These Hallowed Halls LFR-H1

The Crafty Kobold Salvage Company has fearlessly plumbed forgotten treasures from the depths of the earth for many years. Now the owner's son and his expedition have gone missing and he needs adventurers of uncommon mettle to brave the dangers of the Underdark, find the lost explorers, and perhaps even unlock the ancient secrets of Lodestone Deep. A Living Forgotten Realms adventure set in the East Rift for characters levels 1-4.

Mini 1-1 Stirring the Embers (Part 1 of 2) LFR-H1

All is not well in the Great Port of Tarmalune and no one speaks of it. People are disappearing toward some fell purpose and you are next. A double-length Living Forgotten Realms adventure set in Tarmalune for characters levels 1- 4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

Friday 7pm – 11pm

Mini 1-1 Stirring the Embers (Part 2 of 2) LFR-H1

All is not well in the Great Port of Tarmalune and no one speaks of it. People are disappearing toward some fell purpose and you are next. A double-length Living Forgotten Realms adventure set in Tarmalune for characters levels 1- 4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

TYMA1-1 Elder Wisdom LFR-H1

A frontier village on the outskirts of Tymnanther needs help with a reconnaissance mission. The dragonborn do not often look to outsiders, so this is a good chance to learn about the fate of Unther... and to meet the new neighbors. A Living Forgotten Realms adventure set in Tymnanther for characters levels 1-4.

Saturday 9am – 1pm

DRAG1-1 Many Hands Make Light Work LFR-H1

Westgate is a dangerous city at any time, but today it's about to live up to its name. Today, a band of pious Sisters have arrived in your precinct and they need a little help with renovations and ... removals. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 1-4.

MINI1-2 The Burning Scent of Perfumed Swords LFR-H1

Investigations bring you to the perfumed back alleys of Sambral where it becomes clear that you are not the first to look into the activities of the fire cult. All those who have come before you have disappeared or been left a ruin of their former selves; leaving you to wonder, "Will you share their fate?" A Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Sambral for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

Saturday 2pm – 6pm

CORM1-1 The Black Knight of Arabel LFR-H1

Your party is sent to investigate allegations of Netherese activity near the city of Arabel: A dark rider commanding legions of shadow. Can you turn back the tide before it's too late? A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.

MINI1-3 Building the Pyre LFR-H1

Adventurers have gained a clue that the cult activities in Sambral are directed by superiors in Ramekho. The best chance of defeating the cultists is to find them before they notice anyone looking for them. A Living Forgotten Realms adventure set in Ramekho for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the minicampaign, but it is not required.

Saturday 7pm – 11pm

DALE1-1 The Prospect LFR-H1

The Fall of Stars is the most famous adventurers' club in Faerûn. Who can say no when offered membership in the Stellar Fellowship, for a mere errand? But of course, things are never that simple. A Living Forgotten Realms adventure set in the Dalelands for characters levels 1-4.

MINI1-4 Coaxing the Flame LFR-H1

Your discoveries regarding a fire cult operating in the Windrise Ports brings you to the city of Harglast. You believe the leader of the cult is in town. Now begins the frenzied race to find him. A Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Harglast for characters level 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

Sunday 9am – 1pm

DALE1-7 Arts LFR-H1

Isolation can be a boon—but when strange events leave the members of an airborne boarding school for young nobles in High Dale ill, only aid from outside can offer a solution. Can the PCs solve this discretely and in time? A Living Forgotten Realms adventure set in the Dalelands for characters levels 1-4. A part of the ‘Arts & Crafts’ mayor quest. The other part is DRAG1-7 Crafts. Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level ‘Pain and Suffering’ arc, which starts in DRAG2-1 Discomfort.

Sunday 2pm – 6pm

CORM1-5 In the Bleak Midwinter LFR-H1

There is something rotten in the city of Suzail. While a midwinter festival brings throngs of competitors, merchants, and spectators, it also brings an element of danger. When the host turns to heroes for help, they must uncover what lurks under the city’s snow and ice. A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.

MINI1-5 Pyrophobia (Part 1 of 2) LFR-H1

Lone survivors. Run. Flames. Madness. Run. Trails of Smoke. Watching eyes. RUN! You have thwarted the fire cult’s summoning, but at what price? Can you escape the fire cult’s advances and reveal their true leader? A double-length Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Tarmalune for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

Sunday 7pm – 11pm

DRAG1-7 Crafts LFR-H1

Westgate, the City of Coin is a haven for all races and creeds. But now the Docks and Moonside districts hide something more sinister, an affliction that threatens to spread to all corners of the city if it is not dealt with in its infancy. With madness and agony the result, it is up to the PCs to discover and eradicate the cause. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 1-4. A part of the ‘Arts & Crafts’ major quest. The other part is DALE1-7 Arts. Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level ‘Pain and Suffering’ arc, which starts in DRAG2-1 Discomfort.

MINI1-5 Pyrophobia (Part 2 of 2) LFR-H1

Lone survivors. Run. Flames. Madness. Run. Trails of Smoke. Watching eyes. RUN! You have thwarted the fire cult’s summoning, but at what price? Can you escape the fire cult’s advances and reveal their true leader? A double-length Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Tarmalune for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

Monday 9am – 1pm

MINI1-6 TBA (Part 1 of 2) LFR-H1

This is a placeholder for a double-length Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Tarmalune for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

TYMA1-5 From One Dwarf to Another LFR-H1

When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A Living Forgotten Realms adventure set in Tymnother for characters levels 1-4.

Monday 2pm – 6pm

EAST1-4 Darkness in Delzimmer LFR-H1

A simple caravan run to the free city of Delzimmer takes an unexpected turn. It’s said that there is no honor among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance. A Living Forgotten Realms adventure set in the East Rift for characters levels 1-4.

MINI1-6 TBA (Part 2 of 2) LFR-H1

This is a placeholder for a double-length Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Tarmalune for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.



Events for Kids

Salon 2

We have many excellent board games for your children or your children *and you* to try and to enjoy. I have a large number for the younger set, and I trust you know if your child needs you to maintain composure and a proper game face.

I especially call to your attention to several new and older games:

My new favorite from GenCon is the “Fruit Fair”. We collect fruit from the four fruit trees, and sow more fruit for next turn. Thereafter, we can use the fruit to bid for advantages or buy medals at the Faire. This does take some careful planning, so it’s quite challenging! (Meaning the kids usually beat me!)

“Candamir: The First Settlers” is an amazing fantasy adventure. Quite appropriate for the DunDraCon setting. This has a nice game mechanic of exploring for resources and herbs and building items for the Village of Catan. Parents and children will like this.

One more favorite is the new “Sheer Panic”, also by Mayfair. It features the sheep from Wallace and Gromit, is amazingly cute, and has intensive interaction.

Another great interactive game is “Basari”, from the makers of “Apples to Apples”. It is a great game of collecting gems and barter. A great favorite.

For the very youngest, we have “Kids Catan” with lovely wooden pieces and a circular cart path. Very cute and fun.

We will have 20 to 30 games to play. All are on a request basis. Come and find some new favorites for you and your children.

We have games for older kids too (that can mean you, Mom and Dad!). As part of our “Mayfair Day and Night” program, I will have games of “Beetlez”, “Hey, That’s My Fish” (Penguins), “Anno 1503”, “King Me”, “Sheer Panic”, “Starfarers of Catan”, “Starship Catan” (two player), “Iron Dragon”, and “Silverton”.

Finally, check out the listed games especially for kids, below. Some are schedule into the Kids’ Room, and others are placed elsewhere, but we’ll have signs to direct you to those. They are all action-packed and worth a try. So come check it out.

--Randy Kreidt

Friday

P61 Wings of War: WW II Fire in the Sky!

Friday 5 PM in Hall Table 1 for 6 hours; 6 players
System: Wings of War WWII WWII- Dawn of War & Fire in the Sky
See description on page 25

P31 Multi-Munchkin-Massacre

Friday 6 PM in Salon 1 Table 8 for 4 hours; 10 players
System: Munchkin multiple
See description on page 23

Saturday

216 Scooby-Doo and the Abominable Snow Monster!

Saturday 8 AM in Room 168 for 6 hours; 6 players
System: Hero 6th Ed (Other)
See description on page 32

Midville in 3D

Saturday 10 AM in Salon 2 for 8 hours; 6 players
System: Car Wars
GM: Mike Guttierrez
All miniatures provided by GM
Variations: Matchbox Hotwheels used
Rules Knowledge: Beginners Welcome
Game Content: Family
Car Wars in 3D. A romp through Midville without the paper cut-outs.
Family friendly, no extensive rules knowledge necessary. Winner keeps his car.

The Jaded City of Oz

Saturday 11 AM in Salon 2 for 6 hours; 6 players
System: Adventures in Oz 1st
Power Level: Starting
GM: F. Douglas Wall
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Ding Dong! The Witch is dead! Join the Melting Day parade as it tours the land of Oz. Meet wonders new and old, including the marvelous Jaded City of Oz!

Space Hulk Live Action Boardgame (SHLAB)

Saturday 7 PM in Salon C for 4 hours; 30 players
System: Space Hulk board game 1st & 2nd
See description on page 17

Sunday

DiC:E Kids Game Day Arcade

Sunday 8 AM in Salon H for 4 hours; 32 players
System: XBOX 360/Other

561 Midville in 3D

Sunday 8 AM in Salon FG Table 10 for 8 hours; 6 players
System: Car Wars
See description on page 27

Monday

Klix Are For Kids

Sunday 10 AM in Salon 2 for 6 hours; 4 players

System: Mage Knight Dungeons original

GM: William Dash

All miniatures provided by GM

Variations: simplified rules

Rules Knowledge: Beginners Welcome

Game Content: Family

Simplified Mage Knight Dungeon for kids. Players receive a free starter set. Play for real treasure (woo hoo!). Multiple rounds as long as enough kids to play. Come on by!

Elf and Gnome Games

Sunday 10 AM in Salon 1 Table 10 for 4 hours; 9 players

System: Elvish Checkers and Gnome Crystals 1st

See description on page 13

MonsterSmash

Sunday Noon in Salon C for 3 hours; 16 players

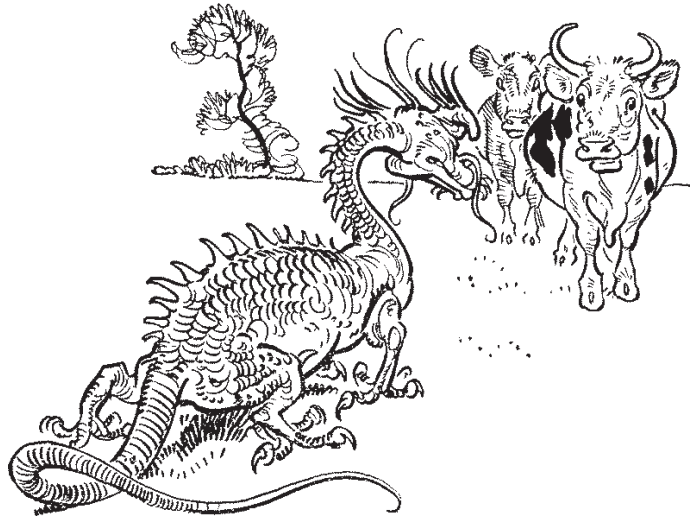
See description on page 13

641 Ticket to Ride

Sunday 2 PM in Salon 1 Table 7 for 4 hours; 5 players

System: Ticket to Ride

See description on page 21



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

Very Complex: This category applies 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.

Demonstration and Drop-In Games

Saturday

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

Radio Control Tank Battles

Friday 4 PM in Salon C for 8 hours; 18 players

System: VS Tanks

GM: Dan Rygasewicz

All materials provided by GM

Variations: 1/24th scale or 1/48th scale

Rules Knowledge: Beginners Welcome

Game Content: Family

Infra-red radio control tank combat

Terranore

Friday 5 PM in Salon H Table 3 for 6 hours; 6 players

System: Dungeons & Dragons 3.5

Power Level: 1st-20th

GM: Jason Hoover

All characters provided by GM

Variations: Complete homebrew rules addendum

Rules Knowledge: Useful

Game Content: Mainstream

All new campaign setting & rules set, compatible with D&D 3.5, with alternative rules set for advanced gaming available. Features multitude of plots and balanced, pre-made characters of all classes.

Spirit of Industry

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

System: Call of Cthulhu 5.5

GM: Dave Sokolowski

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Investigators travel to far off Dunwich in the depths of winter to help a reporter research a story about an abandoned haunted saw mill for his newspaper.

By the Pale Moon's Light

Friday 8 PM in Hall Table 3 for 4 hours; 4 players

System: Warhammer Fantasy Roleplay 3rd

Power Level: Rank 1 heroes

GM: John Lewis

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This is a custom demo scenario for the all new 3rd Edition of Warhammer Fantasy RPG. Come experience Grim & Perilous Adventure in the Old World!

Take the Money and Run

Saturday 9 AM in Room 171 for 4 hours; 8 players

System: Tunnels & Trolls

GM: Ken St. Andre

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Join Ken St. Andre, author of the classic Tunnels & Trolls, for this demo game. Bring the rules and some dice—he's got the rest covered.

Midville in 3D

Saturday 10 AM in Salon 2 for 8 hours; 6 players

System: Car Wars

GM: Mike Guttierrez

All miniatures provided by GM

Variations: Matchbox Hotwheels used

Rules Knowledge: Beginners Welcome

Game Content: Family

Car Wars in 3D. A romp through Midville without the paper cut-outs.

Family friendly, no extensive rules knowledge necessary. Winner keeps his car.

Shades of Tomorrow Lost

Saturday 10 AM in Hall Table 3 for 8 hours; 6 players

System: Call of Cthulhu 5.5

GM: Dave Sokolowski

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Investigators struggle to help cure a mysterious sleeping illness putting the port city of Kingsport, and possibly the Earth, at grave risk. Why do the afflicted share the same dreams?

The Pit of Landonese – Pt. 1

Saturday Noon in Hall Table 4 for 3 hours; 6 players

System: Dungeons & Dragons 4.0

GM: Ken Moscardini

All characters provided by GM

Variations: dungeon crawl with sequential sessions; in-game resurrections & quests

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Conrad Vic, Wizard of the Court of Madrigolds, has sent a grand summons throughout the kingdom. Something evil stirs in the Pit, and a new warding must be raised.

This game will involve the same six characters throughout 24 hours of gaming over two days, but new players will take over every three hours, so there will be eight separate game sessions in total.

The Pit of Landonese – Pt. 2

Saturday 3 PM in Hall Table 4 for 3 hours; 6 players

The Pit of Landonese – Pt. 3

Saturday 6 PM in Hall Table 4 for 3 hours; 6 players

By the Pale Moon's Light

Saturday 7 PM in Hall Table 2 for 4 hours; 4 players

See description in previous column

Space Hulk Live Action Boardgame (SHLAB)

Saturday 7 PM in Salon C for 4 hours; 30 players

System: Space Hulk board game 1st & 2nd

GM: Felipe Morales

All materials provided by GM

Variations: 1st and 2nd Edition mix

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Space Marines Terminators go into large disabled space ships loaded with powerful built-in weaponry. The seemingly endless numbers of Genestealers inhabiting the ships are armed only with four clawed arms able to rip through armor.

The Pit of Landonese – Pt. 4

Saturday 9 PM in Hall Table 4 for 3 hours; 6 players

See description on page 12

Sunday

DiC:E Kids Game Day Arcade

Sunday 8 AM in Salon H for 4 hours; 32 players

System: XBOX 360/Other

GM: Eddie Ewell

All materials provided by GM

Variations: free & organized play

Rules Knowledge: Beginners Welcome

Game Content: Family

DeathisCertain.Net presents a session of video game fun for younger gamers. Both free and organized play on XBOX 360 and Retro Consoles. PRIZES! GIVEAWAYS!

Wizard's Duel

Sunday 9 AM in Room 165 for 4 hours; 8 players

See description on page 12

By the Pale Moon's Light

Sunday 10 AM in Hall Table 2 for 4 hours; 4 players

See description on page 12

Elf and Gnome Games

Sunday 10 AM in Salon 1 Table 10 for 4 hours; 9 players

System: Elvish Checkers and Gnome Crystals 1st

Power Level:

GM: David Wainio

All materials provided by GM

Variations:

Rules Knowledge: Beginners Welcome

Game Content: Family

Try your hand at the pastime of elves and gnomes. Elvish Checkers will test your thinking power while Gnome Crystals will test your squabble levels!

Klix Are For Kids

Sunday 10 AM in Salon 2 for 6 hours; 4 players

System: Mage Knight Dungeons original

GM: William Dash

All miniatures provided by GM

Variations: simplified rules

Rules Knowledge: Beginners Welcome

Game Content: Family

Simplified Mage Knight Dungeon for kids. Players receive a free starter set. Play for real treasure (woo hoo!). Multiple rounds as long as enough kids to play. Come on by!

DiC:E Game Day Arcade

Sunday Noon in Salon H for 4 hours; 32 players

System: XBOX 360/Other

GM: Eddie Ewell

All materials provided by GM

Variations: free & organized play

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

DeathisCertain.Net is back for another year of great XBOX 360 tournament play. This block will consist of several tournaments including Halo and Left 4 Dead. PRIZES! GIVEAWAYS! Sign up from 8am - 12pm Sunday.

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.

The Pit of Landonese – Pt. 5

Sunday Noon in Hall Table 4 for 3 hours; 6 players

See description on page 12

The Pit of Landonese – Pt. 6

Sunday 3 PM in Hall Table 4 for 3 hours; 6 players

See description on page 12

Terranore

Sunday 6 PM in Hall Table 3 for 6 hours; 6 players

See description on page 12

The Pit of Landonese – Pt. 7

Sunday 6 PM in Hall Table 4 for 3 hours; 6 players

See description on page 12

The Pit of Landonese – Pt. 8

Sunday 9 PM in Hall Table 4 for 3 hours; 6 players

See description on page 12

Monday

Terranore

Monday 8 AM in Hall Table 1 for 6 hours; 6 players

See description on page 12



Convention Sponsored Games

How to Join a Game

There are four 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 page 12.
- 3) **RPGA games**, signed up through their headquarters in the Pleasanton corridor.
- 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 wish to *change* your original game choices, made either electronically during the pre-reg period, or on a regular or all-session-inclusive reg slip, please use the bright red "Override" slip and fill out completely, indicating whether you wish to *change* or *cancel* your prior choices.

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 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 an additional player into a game, or an assigned player might not show up. It is up to the GM and other players to allow an extra player into a game. Please be patient, be polite, be flexible if necessary.

If you really, *really* want to get into a particular game, volunteer at the Con! Volunteers who work four hours receive a Priority Slip, which is a near guarantee of getting into your first-choice game. (Volunteers who work eight hours 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 particular (or any) game.



Live Action Role-Playing Games

Friday

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.

Session P. P00 Series games
Sign up by Electronic Pre-Reg Only
Check at the game to see if seats are still available

P71 Fortune’s Favor
 Friday 7 PM in Salon AB for 6 hours; 30 players
 System: L5R LARP
 GM: Max Iloff
 All characters provided by GM
 Variations: w/home system adjustments
 Rules Knowledge: Useful
 Game Content: Mature Themes
 Winter Court is in Dragon lands this year. Sentiments are high, as is the intrigue and politics. Perhaps, if it is interesting enough, those long lost may appear...

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

171 20 Million Leagues to Mars
 Friday 8 PM in Room 570 for 6 hours; 25 players
 System: L.A.R.P.S. System
 GM: David Priebe
 All characters provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 The HRMS Elysium travels the star-lanes between the Earth and the Empire’s outposts. This time it’s a simple supply run to the deserts of Mars. What could possibly go wrong?

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

271 An Offer You Can't Refuse

Saturday 9 AM in Salon B for 6 hours; 30 players

System: 7th Sea

GM: Joel Moore

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Prince Bernoulli's celebration assembles the most sinister, ambitious, and underhanded of Vodacce. Expect Murder, Lies, Revenge. This IS the Great Game, the darker side of 7th Sea. Here there be villains!

272 Draconis et Carcares ('The Dungeons and the Dragon')

Saturday 10 AM in Salon A for 6 hours; 16 players

System: Ars Magica Fifth Edition (GM Fiat)

GM: Erik Dahl

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

In 1260 AD, powerful magi of the Order of Hermes gather by invitation at a hidden covenant in the Alps for an Apocalypse-themed tournament known as 'The Great Game.'

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

471 Another Night in a Lonesome October

Saturday 6 PM in Salon A for 8 hours; 20 players

System: Home Brew

GM: David Walsh

All characters provided by GM

Variations: No time bubbles, easy to learn - easy to master

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Once a year, the stars align; a ritual with the potential to change the world is performed. You will stand on the precipice of definition, poised to affect the future.

472 Mutant Saga Volume III: Egypt

Saturday 6 PM in Salon B for 6 hours; 30 players

System: GM Fiat

GM: Joe Parzanese

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Mysterious alien artifacts were unearthed in Egypt. Scholars, scientists, and mutants have gathered to make light of the bizarre discoveries. But, tensions are high as a result of mutant/anti-mutant strife.

473 The Time is Right

Saturday 7 PM in Room 570 for 6 hours; 20 players

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

GM: Aaron Lopez

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Arkham Philanthropic Society is hosting a charity event at the home of millionaire inventor Terrence Winningham. Proceeds benefit orphanages and soup kitchens in the Arkham, Mystic, and Innsmouth areas.

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

571 Shattered Empire: The Reckoning

Sunday 11 AM in Salon AB for 6 hours; 35 players

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

GM: Rob Allard

All characters provided by GM

Variations: Some GM Fiat

Rules Knowledge: Useful

Game Content: Mature Themes

The sting of the Ostermark Accord burns in the hearts of the Kislevites, even now - three years later. A conclave is set to repair relations. A Reckoning is at hand.

Sunday

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

671 Tragic Kingdom

Sunday 4 PM in Room 570 for 6 hours; 15 players

System: GM Fiat

GM: Ryan Walton

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Taken ages ago by the mysterious Fae and eventually escaping, the Earth is now alien to you. Shall you return to the devil you know? Or deal with the one you don't?

672 Murder on the Metropolis Aetheric/Electrik Rail

Sunday 5 PM in Salon A for 8 hours; 20 players

System: Unhallowed Metropolis

GM: Samantha Ketcham-Smith

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Why take a Zeppelin? Move with the latest Tesla-powered technology! See the wastelands in style—our cars are fully armored. Safety guaranteed (guarantee voided by zombies, hijacking, or mechanical failure.)

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

771 In the Barrel of the Storm

Sunday 7 PM in Salon B for 6 hours; 25 players

System: Homebrew

GM: Jackson Hamner

All characters provided by GM

Variations: Time Bubbles, Conflict worked out though 'Bang'

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

There's a storm brewing, and not just the thunder and lightning kind. While the denizens of the west wait it out, tensions mount as new storms brew within Mason's saloon.



Hybrid Games and other Exotica

Radio Control Tank Battles

Friday 4 PM in Salon C for 8 hours; 18 players

System: VS Tanks

GM: Dan Rygasewicz

All materials provided by GM

Variations: 1/24th scale or 1/48th scale

Rules Knowledge: Beginners Welcome

Game Content: Family

Infra-red radio control tank combat

Space Hulk Live Action Boardgame (SHLAB)

Saturday 7 PM in Salon C for 4 hours; 30 players

System: Space Hulk board game 1st & 2nd

GM: Felipe Morales

All materials provided by GM

Variations: 1st and 2nd Edition mix

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Space Marines Terminators go into large disabled space ships loaded with powerful built-in weaponry. The seemingly endless numbers of Genestealers inhabiting the ships are armed only with four clawed arms able to rip through armor.

481 Battlefield by Gas Giant

Saturday 7 PM in Salon FG Tables 1-4 for 8 hours; 8 players

System: Hero 6th Ed

Power Level: Mecha Warfare Heroic

GM: Peter C. Shafer

All materials provided by GM

Variations: Ultimate Vehicle/Star Hero/Robot Warriors

Rules Knowledge: Expected

Game Content: Mainstream

System Tau Agate has been entered by both the Tellus Construct and factions loyal to the Instrumentality. Secure the Orbit Seven satellite, achieve Objectives, destroy the enemy. NOTE: THIS IS A HYBRID RPG/MINIATURES GAME WITH TWO TEAMS OF 4.

681 Star Trek Tactical Command: Borg Invasion

Sunday 4 PM in Salon C for 4 hours; 8 players

System: Personal

GM: E. Alexander

All materials provided by GM

Variations: point-based system

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Your Starbase Tactical Command team defends against a Borg invasion by capturing Locutus and restoring Picard before any Borg ship reaches an outpost/planet or Drones assimilate an outpost.

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 The Dutch Golden Age

Friday 4 PM in Salon 2 for 3 hours; 4 players

System: The Dutch Golden Age

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

P42 Twilight Imperium

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

System: Twilight Imperium 3rd

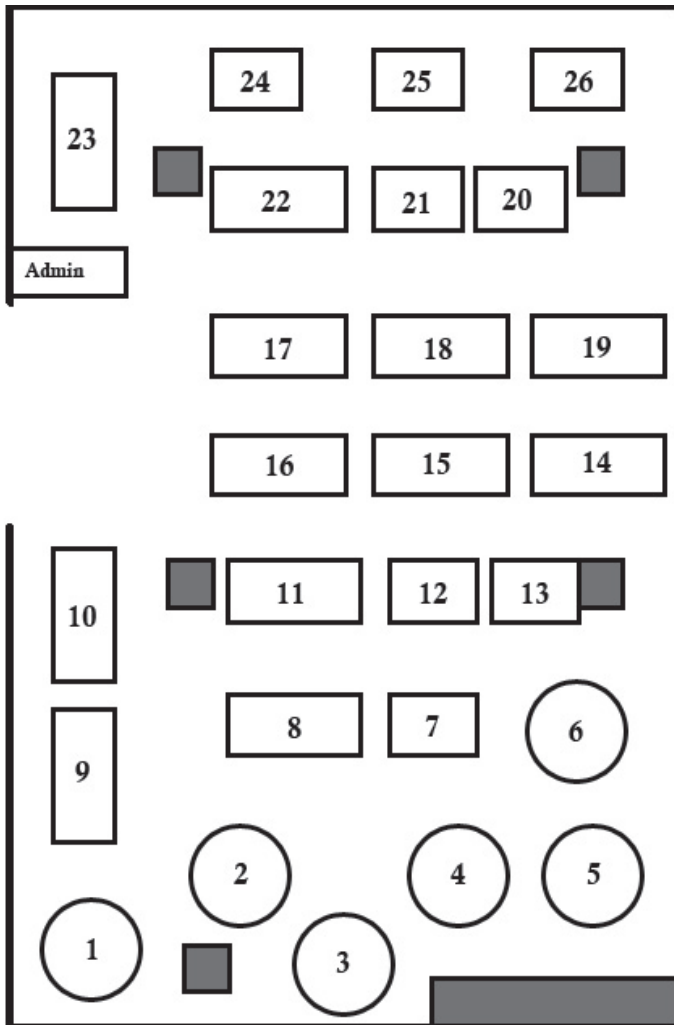
GM: Colin Dowling

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Want to conquer the universe? Twilight Imperium combines galactic politics, trade, and warfare in one epic board game. Rules available for PDF download at Fantasy Flight Games' Website.



Salon 1 - Board Games

P43 Railroad Tycoon

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

System: Railroad Tycoon current

GM: Jay Shukert

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Revisit the early days of railroading; be an entrepreneur as you begin with a locomotive and a vision. Try to build the most profitable railroad network east of the Mississippi.

P44 Axis and Allies Variant

Friday 5 PM in Salon 1 Table 12 for 6 hours; 6 players

System: Axis and Allies

GM: Lawrence Frazee

All materials provided by GM

Variations: 6-player Chinese scenario

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Milton Bradley A&A like it was intended to be played! A self-authored, six-player Chinese variant with traditional and house rules. Beginners welcome! So, on to dice battle!

P45 Dungeon Crawlin'

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

System: Dungeoneer Basic

GM: Andy Marshall

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Dungeoneer is a board game that pits players against monsters controlled by other players. Be the first to complete all your quests and get out of the dungeon alive.

P46 Sword of Rome Tournament

Friday 6 PM in Salon 1 Tables 4 & 5 for 8 hours; 10 players

System: Sword of Rome Carthage expansion

GM: Theo Posselt and Jesse Stanton

All materials provided by GM

Variations: 5-player version

Rules Knowledge: Useful

Game Content: Mainstream

Contest for control as one of five powers in ancient Italy! GMT's game is card-driven but unit-based, for tactical fun with great flexibility. Top four players go to second round.

P47 No Fighting in Here: This Is the War Room

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

System: Diplomacy 50th anniversary

GM: Robert Glenn

All materials provided by GM

Variations: 10 min orders, ends @ 6 hours, largest army wins

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come and prove that diplomacy is the only way to win a war! Make and break friendships by back-stabbing and smooth talking. Do you have enough moxie to conquer?

P48 Pillars of the Earth

Friday 6 PM in Salon 2 for 3 hours; 4 players

System: Pillars of the Earth

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

P49 A Game of Thrones

Friday 7 PM in Salon 1 Table 3 for 8 hours; 5 players
System: A Game of Thrones
GM: Kevin Yin
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Come play Fantasy Flight's fast-paced adaptation of George Martin's epic novels. Determine the fate of Westeros!

P50 Age of Renaissance

Friday 7 PM in Salon 1 Tables 15 & 16 for 6 hours; 12 players
System: Age of Renaissance
GM: Misha Wilkinson
All materials provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Players build their cultures during the Middle Ages and Renaissance. A deck with events, payouts, and famous leaders determines action; timing of card play ensures a different game every time.

P51 Russian Rails

Friday 7 PM in Salon 2 for 4 hours; 6 players
System: Russian Rails
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

P52 Thunderin' Guns

Friday 7 PM in Salon FG Table 10 for 3 hours; 6 players
System: Thunderin' Guns 1st
GM: Felipe Morales
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Be the Sheriff, a gunslinger, or the outlaw of the town of Dry Gulch. Shoot out against the gangs or posses of others to gain gold or fame or the town's peace.

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

141 Madness in Kingsport, Death in Arkham

Friday 8 PM in Salon 1 Table 9 for 6 hours; 6 players
System: Arkham Horror
GM: Badger McInnes
All materials provided by GM
Variations: Kingsport/Dark Pharaoh/King in Yellow exp.
Rules Knowledge: Useful
Game Content: Mainstream
An Egyptian exhibit comes to Arkham, stirring long-forgotten secrets...meanwhile, a new play called The King In Yellow opens in Kingsport, bringing madness to the sleepy, seaside town.

142 Munchkin Quest

Friday 9 PM in Salon 1 Table 6 for 4 hours; 6 players
System: Munchkin Quest
GM: Andy Flores
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
This mutation of the highly popular Steven Jackson card game brings it into the board game arena. It's you against the rest—claim victory over this dynamic dungeon crawl!

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

241 Settlers-Seafarers-Cities & Knights

Saturday 8 AM in Salon 1 Table 20 for 4 hours; 6 players
System: Settlers of Catan
GM: Mable Grein
All materials provided by GM
Variations: 2 minute timer
Rules Knowledge: Expected
Game Content: Mainstream
This is the 2-minute speed rule version of the fully expanded (6-player) version of Settlers-Cities & Knights with Seafarers. Previous Cities & Knights experience preferred.

242 Starcraft: The Board Game

Saturday 9 AM in Salon 1 Table 3 for 6 hours; 6 players
System: Starcraft: The Board Game
GM: Dan Bodon
All materials provided by GM
Variations: Brood War Expansion
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
Players control Terrans, Protoss or Zerg, battling across multiple worlds while forging alliances, collecting resources, and building military forces in an attempt to conquer the known galaxy.

243 Duel of Ages

Saturday 9 AM in Salon 1 Table 4 for 4 hours; 6 players
System: Duel of Ages Masters Addendum
GM: Greg Wong
All materials provided by GM
Variations: All expansions
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Two teams of players control heroic characters from four eras: ancient, colonial, modern, and future. Your team must take on challenges and fight your opponents.

244 Elves, Gnomes and Space Dice

Saturday 9 AM in Salon 1 Table 10 for 4 hours; 9 players
System: Elvish Checkers, Gnome Crystals & Halley's Hold'um 1st
GM: David Wainio
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Drop in for some fun with the creator of a trio of games from 3SG. Elvish Checkers, Gnome Crystals and Halley's Hold'um. Try all three, or stick with a favorite.



245 Battlestar Galactica

Saturday 10 AM in Salon 1 Table 21 for 6 hours; 6 players

System: Battlestar Galactica

GM: Craig Rose

All materials provided by GM

Variations: Pegasus Expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Mistrust, intrigue, and the struggle for survival. Characters must work together for any hope of survival. However, some players are secretly Cylons and want the humans to perish.

246 Minnie Super Battles!

Saturday 10 AM in Salon 1 Table 23 for 4 hours; 8 players

System: Home Brew beta

GM: Stephen Russell

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's Time to Battle! Gladiators from across space and time have gathered to pit their strength against each other. Who will be the champion?

247 Bump In the Night Demo

Saturday 10 AM in Salon 1 Tables 24 & 25 for 2 hours; 12 players

System: Bump In the Night

GM: Colin Dimock

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come learn "Bump in the Night" from the designer. "Bump" is a new, strategic game from Twilight Creations. Players use monsters to scare children who've wandered into their haunted house.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

341 Battle for Japan

Saturday Noon in Salon 1 Table 5 for 6 hours; 5 players

System: Feudal Lord

GM: Thomas Granvold

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Feudal Lord is a game to see who can become the most powerful lord, Daimyo, in feudal Japan. Do you have what it takes to come out on top?

342 Classic Games of Go

Saturday Noon in Salon 1 Tables 7 & 8 for 4 hours; 12 players

System: Go

GM: Robert Silva

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

This board game event is to introduce the game of Go to beginners. I will explain basic rules, then get into strategies.

343 Empower

Saturday Noon in Salon 1 Tables 12 & 13 for 6 hours; 8 players

System: Empower Prototype

GM: Greg Powers

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Empower: The escalating battle to collect magical energy. Come Play Test this new hex-based strategy game. Clash with opponents using a unique diceless combat system to become Master-Summoner.

344 Cosmic Encounter

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

System: Cosmic Encounter Mayfair

GM: Robert Martz

All materials provided by GM

Variations: C. E. & More C. E.; multiple games in the session

Rules Knowledge: Useful

Game Content: Mainstream

Cosmic Encounter is a science fiction-themed strategy board game for up to 6 players. Over 102 unique alien powers, plus Flares & Moons. Mayfair version with the More Cosmic Encounter expansion.

345 Agricola Tournament

Saturday 1 PM in Salon 1 Tables 17-19 for 6 hours; 25 players

System: Agricola Z-Man Games

GM: Charles Hrepcshak

Players provide their own materials

Variations: E Deck Occupations; minor improvements

Rules Knowledge: Expected

Game Content: Mainstream

Collective Farming Eurogame. Expand your house, family, livestock, fields. 5 games with 5 players, but only if enough bring copies of the game. Winners go to 2nd round!

346 Power Grid

Saturday 5 PM in Salon 1 Tables 2-4 for 6 hours; 18 players

System: Power Grid standard

GM: Chad Michelstetter

All materials provided by GM

Variations: South Korea/China may be added

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Join the Power Grid Championship Challenge! This unique board game pits players in auctions, resource bidding, and competition for electrical networks.

347 Citadels

Saturday 5 PM in Salon 1 Table 7 for 4 hours; 6 players

System: Citadels

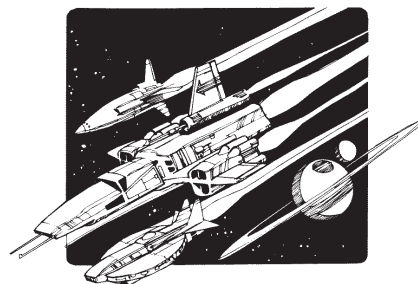
GM: Kyle Kiefer

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In Citadels, you are a medieval ruler trying to complete your city before your opponents can build theirs. Expand your city by adding new districts, but be sure to invest wisely.



Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

441 New Caprica or Bust!!!

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

System: Battlestar Galactica

GM: Mike Hutchinson

All materials provided by GM

Variations: BSG: Pegasus expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come and join the fight to save or annihilate the Human race. Based on the popular Sci-Fi channel show, the Battlestar Galactica board game lets you be Human or Cylon.

442 Titan

Saturday 7 PM in Salon 1 Tables 24-26 for 6 hours; 18 players

System: Titan!

GM: Dan Cloutier

All materials provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

Considered by many to be one of the best board games ever created. Experienced players preferred. 2nd round TBD if needed.

443 Manifest Destiny

Saturday 7 PM in Salon 2 for 4 hours; 6 players

System: Manifest Destiny

GM: Randy Kreidt

Materials may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

444 Rise of the Parthenon

Saturday 7 PM in Salon 2 for 4 hours; 6 players

System: Rise of the Parthenon

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

541 Twilight Imperium: Shattered Empire

Sunday 9 AM in Salon 1 Table 1 for 10 hours; 7 players

System: Twilight Imperium 3rd

GM: Christopher Larson

All materials provided by GM

Variations: Shattered Empire expansion

Rules Knowledge: Useful

Game Content: Very Complex

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

542 Super Settlers of Catan!!!

Sunday 9 AM in Salon 1 Table 7 for 4 hours; 6 players

System: Settlers of Catan

GM: Dov Anderson

All materials provided by GM

Variations: Huge board (2 boards combined, extra players)

Rules Knowledge: Useful

Game Content: Mainstream

Very fun play-tested version of Settlers, combines 2 boards into one mega-donut-shaped island with a lake in the center. Similar to 5- player expansion, but all the more fun!

543 Iron Dragon Tournament

Sunday 10 AM in Salon 1 Tables 20 & 21 for 8 hours; 12 players

System: Iron Dragon (Empire Builder)

GM: Frank A. Fioni

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Win the title of Iron Dragon Master, DunDraCon 2010! Two boards and two rounds of play, with the top four (4) of Round One moving on to the championship round!

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

641 Ticket to Ride

Sunday 2 PM in Salon 1 Table 7 for 4 hours; 5 players

System: Ticket to Ride

GM: Mable Grein

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

A railroad building game. Collect destinations and railroad cars to build train lines from here to there. Easy to learn and fun to play.

642 Agricola

Sunday 2 PM in Salon 1 Tables 12 & 13 for 4 hours; 10 players

System: Agricola

GM: Amy Crook

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Agricola: the game about farming that everyone loves anyway. Come join in the game rated #1 on BoardGameGeek.com.

643 Bump In the Night Demo

Sunday 2 PM in Salon 1 Tables 15 & 16 for 2 hours; 12 players

System: Bump In the Night

GM: Colin Dimock

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come learn "Bump in the Night" from the designer. "Bump" is a new, strategic game from Twilight Creations. Players use monsters to scare children who've wandered into their haunted house.

Monday

644 Betrayal at the House on the Hill

Sunday 4 PM in Salon 1 Table 3 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

It's never the same game twice. As one of twelve mysterious characters, you'll explore a house filled with deadly secrets. But beware! One of your fellow players will betray you.

645 Titan

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

System: Titan! Valley Games

GM: Katie Knight

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

"A fantasy monster slug-a-thon!" If Risk and Dungeon had a significantly superior child, this game would be the result.

646 Frag Gold Edition and Frag in 3D!

Sunday 4 PM in Salon 1 Tables 17 & 18 for 6 hours; 12 players

System: Frag! Gold

GM: Victor Walters

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Frag Gold Edition on one table, 3d terrain on the other. Get fragged on one, respawn on the other! Prizes from Steve Jackson Games!

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

741 Something Fishy in Innsmouth

Sunday 6 PM in Salon 1 Table 2 for 6 hours; 6 players

System: Arkham Horror

GM: Jim Kiefer

All materials provided by GM

Variations: Innsmouth Horror Expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's beginning to look a lot like Fishmen. Brave and reckless investigators needed to save the world from an Ancient Horror. No experience necessary.

742 B-17: The Big Week

Sunday 6 PM in Salon H for 6 hours; 24 players

System: B-17: Queen of the Skies

GM: Ron Plunk

Materials may be provided by GM

Variations: Multi-player Squadron "team" rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Join Memphis Belle, Thunderbird & Picadilly Lilly as the 8th Air Force pummels Occupied Europe during "The Big Week" (Operation Argument) targeting Luftwaffe production and U-boat pens. Rules taught.

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

841 Agricola

Monday 9 AM in Salon 2 for 5 hours; 5 players

System: Agricola

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

842 Talisman Magical Quest

Monday 10 AM in Salon 1 Table 16 for 6 hours; 8 players

System: Talisman 2nd & 4th revised

GM: Ed Zeamba

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

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.

843 Caylus

Monday Noon in Salon 2 for 4 hours; 5 players

System: Caylus

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream



Card Games

(Collectible or not)

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 Multi-Munchkin-Massacre

Friday 6 PM in Salon 1 Table 8 for 4 hours; 10 players

System: Munchkin multiple

GM: Jeff O. Rogers

All materials provided by GM

Variations: All sets combined, going to 20

Rules Knowledge: Beginners Welcome

Game Content: Family

Multi-Munchkin-Massacre is all my Munchkins shuffled together. I have a card shuffler, and 2 deck shoes. I currently own Munchkin 1-3, Super, Bites, Blender, Star 1-2, Fu 1-2.

P32 Friday Night Magic: Booster Draft

Friday 6 PM in Salon FG Tables 1-4 for 6 hours; 32 players

System: Magic: The Gathering current block

GM: Vince Charan

Players provide their own materials

Variations: Most current block

Rules Knowledge: Useful

Game Content: Mainstream

DCI sanctioned. Not a DCI member? Sign up on site for FREE! Land can be provided. Get your boosters at the event or bring your own unopened packs! Prizes!

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

131 Settlers of Catan: The Card Game

Friday 8 PM in Salon 2 for 3 hours; 8 players

System: Settlers of Catan: The Card Game

GM: Randy Kreidt

Materials may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

231 Dominion

Saturday 9 AM in Salon 1 Table 17 for 4 hours; 8 players

System: Dominion

GM: Simon Kiefer

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

You are a monarch, like your parents before you. You want a bigger kingdom, with more rivers and a wider variety of trees. You want a Dominion!

232 Warlord CCG DundraCon Throwdown

Saturday 10 AM in Salon 1 Tables 14 & 15 for 6 hours; 16 players

System: Warlord CCG 4th

GM: Richard Carter

Players provide their own materials

Rules Knowledge: Useful

Game Content: Mainstream

4th Edition Tournament - Swiss Format Rounds. Promos for all.

Hopefully we will have Sands of Oblivion in time. Event followed by Overlord, Dragonlord, and Medusan Lord Challenges.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

331 San Juan

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

System: San Juan

GM: Lorraine Edel

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The card game version of Puerto Rico. Easy to learn. If time allows, we'll run 2-3 games.

332 Nanuk!

Saturday 2 PM in Salon 1 Tables 24 & 25 for 4 hours; 16 players

System: Nanuk! 1st

GM: Andrew Walters

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

A social bidding game of boasting and risk taking. Boast of your hunting prowess and predict the DOOM of others! Prizes from Steve Jackson Games!



333 Dominion

Saturday 4 PM in Salon 1 Table 6 for 4 hours; 6 players
System: Dominion
GM: Lorraine Edel
All materials provided by GM
Variations: With expansions
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Dominion is a great game! Easy to learn and near limitless variety.
We'll play 2-3 games if time allows.

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

431 Magic: The Gathering - Booster Draft

Saturday 7 PM in Salon FG Tables 5-8 for 6 hours; 32 players
System: Magic: The Gathering current block
GM: Vince Charan
Players provide their own materials
Rules Knowledge: Useful
Game Content: Mainstream
DCI sanctioned. Not a DCI member? Sign up on site for FREE! Land can be provided. Get your boosters at the event or bring your own unopened packs! Prizes!

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

531 Lunch Money

Sunday 8 AM in Salon 1 Table 5 for 4 hours; 8 players
System: Lunch Money
GM: Kyle Kiefer
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
It is time to partake of the time-honored tradition of bully and victim. Which will you be? Can you end up with everyone else's lunch money or will you be one of many victims.

532 May the Best War Monger Win!

Sunday 10 AM in Salon 1 Table 4 for 4 hours; 6 players
System: Nuclear War all
GM: Gabriel Ganz
All materials provided by GM
Variations: all expansions
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
This is the Nuclear War system with all expansions. A fast-paced card game in which you strive to nuke out your opponents' population or use propaganda to win!!

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

631 Poo

Sunday 1 PM in Salon 1 Table 5 for 4 hours; 7 players
System: Poo: The Card Game
GM: Mary Kelley
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
A tough day at the monkey cage and something in the food tonight was not quite right. There's only one thing that can be done about it—fling poo!

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

731 Sunday Night Magic: Constructed Type 2

Sunday 7 PM in Salon FG Tables 5-8 for 6 hours; 32 players
System: Magic: The Gathering Type 2
GM: Vince Charan
Players provide their own materials
Variations: Type 2 Constructed
Rules Knowledge: Useful
Game Content: Mainstream
DCI sanctioned. Not a DCI member? Sign up on site for FREE! Land can be provided. Get your boosters at the event or bring your own unopened packs! Prizes!

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

831 Monday Morning Magic

Monday 10 AM in Salon FG Tables 5-8 for 6 hours; 32 players
System: Magic: The Gathering Type 2
GM: Vince Charan
Players provide their own materials
Variations: Type 2 Constructed
Rules Knowledge: Useful
Game Content: Mainstream
DCI sanctioned. Not a DCI member? Sign up on site for FREE! Land can be provided. Get your boosters at the event or bring your own unopened packs! Prizes!

832 Three-Dragon Ante

Monday 3 PM in Salon 2 for 2 hours; 6 players
System: Three-Dragon Ante
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

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: WW II Fire in the Sky!

Friday 5 PM in Hall Table 1 for 6 hours; 6 players

System: Wings of War WWII WWII- Dawn of War & Fire in the Sky

GM: Scott Sylvester

All miniatures provided by GM

Variations: Simplified altitude rules / Fun special abilities

Rules Knowledge: Beginners Welcome

Game Content: Family

Take to the skies over Europe & the South Pacific in a fast, fun game. Fly a Spitfire, Focke-Wulf, Wildcat, or Zero as you battle your friends with awesome minis!

P62 A&A Miniatures Combat Sampler

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

System: Axis & Allies Miniatures

GM: Rob Coulson

All miniatures provided by GM

Variations: 1 each desert, jungle and city battle

Rules Knowledge: Useful

Game Content: Family

Try a North Africa, South Pacific, and Fall of Berlin scenario. Maps and minis provided, prior knowledge of the rules helpful to be able to finish all scenarios.

P63 Friends, OGREs, Countrymen

Friday 6 PM in Salon FG Tables 7 & 8 for 6 hours; 9 players

System: OGRE Miniatures Revised

Power Level: Nuclear!

GM: Jim Kundert

All miniatures provided by GM

Variations: LAD & experimental Vulcan rules

Rules Knowledge: Beginners Welcome

Game Content: Family

Slug it out in classic nuclear style with Heavy Tanks, GEVs, and massive psychotic cybertanks. Prizes supplied by Steve Jackson Games.

P64 Forerunner Recon: Contagion

Friday 6 PM in Salon FG Table 9 for 4 hours; 10 players

System: Halo Action Clix

Power Level: 500 pt army

GM: Alex Langrog

Miniatures may be provided by GM

Variations: Some house rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

DeathisCertain.Net is back for the 3rd installment of the 'Forerunner'

Series. Played on a 3D replica map of 'The Pit' from Halo 3. Be

Master Chief—save Earth! PRIZES! GIVEAWAYS!

P65 Destroy the Warp Gate

Friday 6 PM in Salon H Tables 1 & 2 for 6 hours; 6 players

System: Dark Heresy w/ Miniatures 1

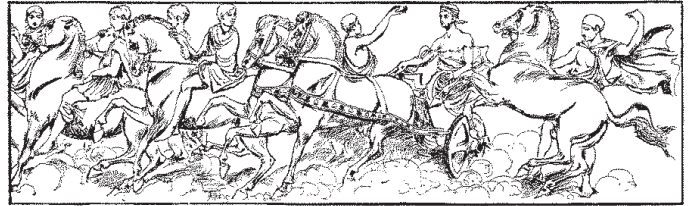
GM: Joel Clark

All miniatures provided by GM

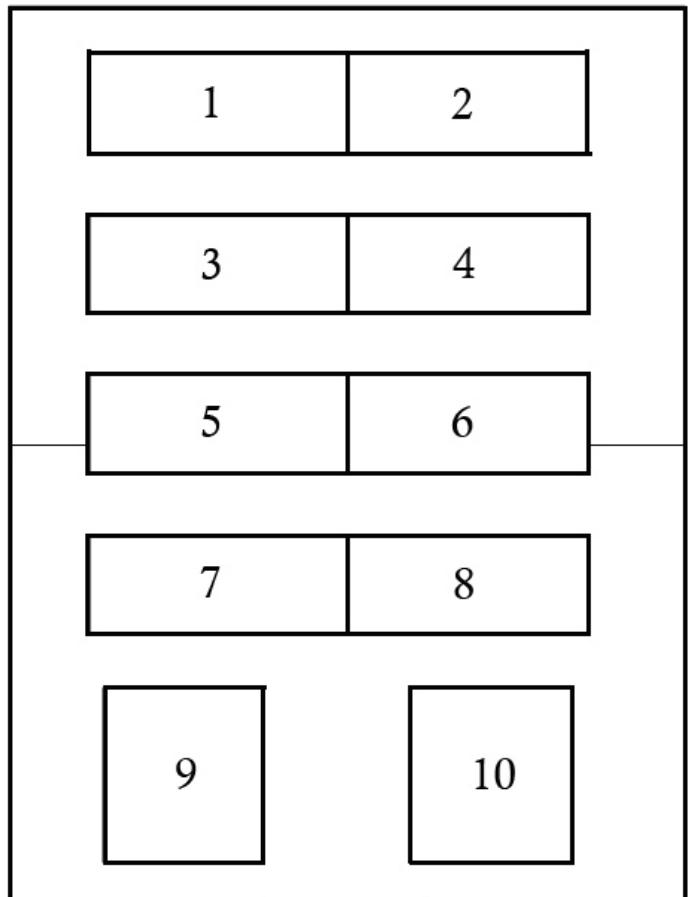
Rules Knowledge: Beginners Welcome

Game Content: Mainstream

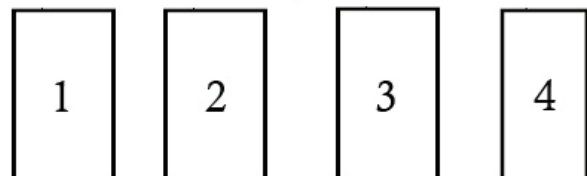
Enemies of the Imperium have captured the warp gate and are using it against us! Can you figure out how to stop them?



Salon FG



Hallway Tables



Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

161 Orders Exterminatus! (Turn 2)

Friday 8 PM in Salon FG Tables 5 & 6 for 6 hours; 8 players

System: Warhammer 40K 2nd

GM: Heath Hamm

All miniatures provided by GM

Variations: NetEpic edition

Rules Knowledge: Beginners Welcome

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!

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

261 Warhammer 40k Rogue Trader Tournament

Saturday 9 AM in Salon FG Tables 1-8 & Hall Table 1 for 8 hours; 32 players

System: Warhammer 40K 5th

Power Level: 1850 pts

GM: Chad Martens

Players provide their own miniatures

Rules Knowledge: Expected

Game Content: Mainstream

This is a 3-round, 1850 point tournament. All players must bring 2 copies of their army list and 3 objective markers no greater than a 40mm round base.

262 Taking Out the Trash

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

System: Battletech 4th

GM: Nathan Kajikuri

All miniatures provided by GM

Variations: Advanced

Rules Knowledge: Useful

Game Content: Very Complex

Pirates known as Davy Jones' Locker attack Word of Blake's Tenth Division—The Iron Fist. Hit and Run is the order of the day.

263 300 pt Heroes vs. Villains Tournament

Saturday 10 AM in Salon FG Table 9 for 6 hours; 16 players

System: HeroClix any

GM: Cyrus Makalinaw

Players provide their own miniatures

Rules Knowledge: Beginners Welcome

Game Content: Family

Think your favorite superhero team can beat all? Come prove it in this 300 point Heroes vs. Villains Tournament. Please bring 300 points each of Heroes and Villains. Prizes.

264 The Battle of Grassy Plains

Saturday 10 AM in Salon FG Table 10 for 6 hours; 12 players

System: Star Wars Homebrew

GM: Michael Price

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.

265 Fuentes de Onoro 1811

Saturday 10 AM in Salon H Table 1 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

Massena vs. Wellington as the French attempt to outflank the British and their allies and relieve the siege of Almeida. Brigade level 15mm Napoleonic, provided by GM.

266 The Ultimate Confrontation

Saturday 10 AM in Pacific Room for 4 hours; 12 players

System: Arcane Legions 25mm Miniatures current

GM: Jay Shukert

All miniatures provided by GM

Variations: Multi-opponent rules w/reinforcements

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

42 BC: Three nations, Rome, China and Egypt, determine humanity's fate. Forces of magic and chaos assist as three armies meet on three separate battlefields to settle the outcome!

267 The Sack of Santa Maria

Saturday 11 AM in Salon 1 Table 2 for 4 hours; 8 players

System: Pirates of the Spanish Main CMG all

GM: Craig C Robertson

Materials may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

The Spanish treasure fleet will arrive in Santa Maria in two days. Can your pirates and privateers seize the King's gold before they arrive?

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 Noon in Salon H Table 2 for 6 hours; 8 players

System: The Sword and the Flame

GM: Alex Fabros

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Trapped like rats and nowhere to go. 139 British soldiers defend Rorke's Drift against 5,000 Zulu warriors. If you've seen "Zulu" now's your chance to experience the excitement.



Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

461 Axis & Allies Minis: The Early War

Saturday 5 PM in Salon FG Tables 9 & 10 for 6 hours; 8 players
System: Axis & Allies Miniatures Early War 1939-1941, plus others
Power Level: 4 100 pt armies/person
GM: Kurt Gish
Miniatures may be provided by GM
Variations: Expanded & updated rules, revised cards
Rules Knowledge: Expected
Game Content: Very Complex
In this 4-round tournament, each general will bring four 100-point armies, two Axis and two Allies, focusing on the year 1939. Read the DDC website description for complete rules and restrictions.

481 Battlefield by Gas Giant

Saturday 7 PM in Salon FG Tables 1-4 for 8 hours; 8 players
System: Hero 6th Ed
Power Level: Mecha Warfare Heroic
GM: Peter C. Shafer
All materials provided by GM
Variations: Ultimate Vehicle/Star Hero/Robot Warriors
Rules Knowledge: Expected
Game Content: Mainstream
System Tau Agate has been entered by both the Tellus Construct and factions loyal to the Instrumentality. Secure the Orbit seven satellite, achieve Objectives, destroy the enemy. NOTE: THIS IS A HYBRID RPG/MINIATURES GAME WITH TWO TEAMS OF 4.

462 Heroscape

Saturday 7 PM in Hall Table 1 for 4 hours; 6 players
System: Heroscape newest
GM: Michael Basil
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Can't paint a miniature but always wanted to play a miniatures game? Come check out one of the best miniatures games to date, Heroscape.

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

561 Midville in 3D

Sunday 8 AM in Salon FG Table 10 for 8 hours; 6 players
System: Car Wars
GM: Mike Guttierrez
All miniatures provided by GM
Variations: Matchbox Hotwheels used
Rules Knowledge: Beginners Welcome
Game Content: Family
Car Wars in 3D. A romp through Midville without the paper cut-outs. Family friendly, no extensive rules knowledge necessary. Winner keeps his car.

562 Warhammer Fantasy Battle Rogue Trader Tournament

Sunday 9 AM in Salon FG Tables 1-8 & Hall Table 1 for 8 hours; 32 players
System: Warhammer Fantasy Battles 7th
Power Level: 2250 pts
GM: Chad Martens
Players provide their own miniatures
Rules Knowledge: Expected
Game Content: Mainstream
This is a 3-round, 2250 point tournament. Each player must bring 3 objective markers no larger than a 40mm square base and a Special Feature, found on page 100 of the rulebook.

563 Rescue Op 1

Sunday 10 AM in Salon FG Table 9 for 6 hours; 6 players
System: Starguard 5th
Power Level: Standard
GM: William J. Kurtz
Miniatures may be provided by GM
Variations: Warbots & Death Machines
Rules Knowledge: Useful
Game Content: Mainstream
Warbot transport Astral Star sent following..."Raiders inbound, jettisoning cargo pods, evasive maneuvers. VIP Dr. Brown, noted psychotronic engineer aboard. Raiders! El..." Transmission ceased. Starguard, mission: recover doctor & staff.

564 The Magma Lake of Maelstrom, 3025

Sunday 10 AM in Salon 1 Tables 24 & 25 for 10 hours; 8 players
System: Battletech
GM: Aaron M. Malek
All miniatures provided by GM
Variations: lvl 1 tech; some lvl 2 & 3 rules; house rules
Rules Knowledge: Useful
Game Content: Mainstream
Battle for the strategic Magma Lake of the planet Maelstrom. A maze of bridge-connected islands, beset by geysers of lava and spires of smoke. Pilots advised against ejecting.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

661 Dogfight

Sunday Noon in Hall Table 3 for 6 hours; 8 players
System: Wings of War Miniatures Edition
GM: Thomas Granvold
All miniatures provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Wings of War miniatures recreate WWI dogfights. Easy to learn and play. Beginners and drop in players welcome.

662 Fate of the Battleship Trinity

Sunday 3 PM in Hall Table 2 for 8 hours; 8 players
System: Full Thrust All books
GM: Dennis Seiffert
All miniatures provided by GM
Variations: Cinematic Movement
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Disabled by an asteroid, the Battleship Trinity sends out an unsecured distress signal before drifting into a dense asteroid belt. Two navies have responded. What secrets will they discover?

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 Crimson Idol

Friday 4 PM in Room 147 for 10 hours; 8 players

System: Dungeons & Dragons 3.5

Power Level: 7th

GM: Dob Scott

Players provide their own characters

Variations: Evil only!!!

Rules Knowledge: Expected

Game Content: Mature Themes

Blood of a Hundred, rushing past thee, Crimson River set me free. I grant wishes and treasure to those that succeed.

P02 Seeds of Chaos and Decay

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

System: Dungeons & Dragons 3.5

Power Level: 12th: 68k XP (2k extra); 90k wealth (2k extra)

GM: Jason Carpenter

Characters may be provided by GM

Variations: WOTC only; no psionics or nine swords

Rules Knowledge: Expected

Game Content: Mature Themes

When an extra-planar bubble swallows local troops and causes chaos, the bravest and most able are pointed at the problem. Combat + dungeon, role-playing determined by players.

P03 Star Wars: Bloody Knightmares (SRP)

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

System: Cinematic Action Studio The Reboot

GM: Craig C Randall

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A disturbance in the Force prompts the Jedi Council to send a team to investigate the gruesome slaying of a Master Jedi Healer and to locate his missing Padawan.

P04 It's Too Quiet (SRP)

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

System: Battlestations 1.1

Power Level: 1st-6th

GM: Aaron Johnson

Characters may be provided by GM

Variations: (DOIDS) (Pax) (Battlestations)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

We have lost contact with a science space station that has been testing this experimental medicine. This is where you come in: to see what the problem is and fix it.

P05 The Baron's Caravan

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

System: Chronica Feudalis

Power Level: default

GM: Brian Isikoff

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

1139 AD: Desperate times with England in anarchy. As winter approaches, dare you seize the Baron's ill-gotten taxes? His tax caravan passes near in a fortnight.

P06 "All this and World War too!"

Friday 6 PM in Room 375 for 6 hours; 8 players

System: D-6

GM: Michael Siverling

All characters provided by GM

Variations: Some

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The time-traveling, trouble-shooting Beta Team drew the easy task of completely changing the outcome of the Second World War. Again.

P07 Go, All New Team Venture!!

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

System: BASH! Basic Action Super Heroes

Power Level: Mystery Men—30 pts

GM: F. Scott Wilson

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Brock Samson is gone, and Team Venture has multiple openings for bodyguard trainees. Includes room, board, and opportunities to meet and crush interesting villains. Inquire at the Venture Compound.

P08 Sapphire Magistrates (A Good Omens Production)

Friday 6 PM in Room 377 for 8 hours; 6 players

System: Legend of the Five Rings

Power Level: 2nd rank Samurai

GM: Travis Lindquist

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Empire has experienced 5 years of relative peace. Now, however, the seas boil with piracy and dire portents. The newly formed Sapphire Magistrates are charged to protect the seas!

P09 Aspera

Friday 6 PM in Room 378 for 8 hours; 6 players

System: Diaspora 1st

GM: Brian Williams

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Join a crack SNN reporter for a SolarNewsNet Special Report: Slipping Between the Stars. An international crew seeks to discover the truth behind the theory of interstellar flight.

P10 Wanted - Dr Horrible

Friday 6 PM in 379 for 6 hours; 6 players
System: Hero 6th Ed
Power Level: Low Power Super-heroic - See 6E1 pg 35
GM: Jason A Krestoff
Characters may be provided by GM
Variations: Set in the Dr Horrible's Sing Along Blog universe
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
With the defeat of Captain Hammer, the Evil League of Evil is terrorizing the city. The Heroic Squad of Heroes has decided to strike back and get Dr Horrible.

P11 The Eldritch Dozen

Friday 6 PM in Room 381 for 8 hours; 12 players
System: Call of Cthulhu 5th
Power Level: relatively high
GM: Dorian Ford
All characters provided by GM
Variations: Some house rules
Rules Knowledge: Useful
Game Content: Mature Themes
During WW.II, a group of commandos find that the Nazis are the least of their problems.

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

101 A Pilgrimage For Nightmares

Friday 8 PM in Room 149 for 8 hours; 8 players
System: Hero 6th Ed
Power Level: Various
GM: Jason Walters
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Beelzebub has gone rogue, forcing Lucifer to dispatch a crack team of damned souls up the river Styx to the mortal world. Knowledge of Slasher films is required to play.

102 Fall of the Underdark

Friday 8 PM in Room 151 for 8 hours; 8 players
System: Dungeons & Dragons 3.0/3.5
Power Level: 15th; 50k in items
GM: Robert Anderson
Characters may be provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
It is up to a group of Dark Elven adventurers to keep the last few sacred Dark Elven cities from falling.

103 All This and World War II

Friday 8 PM in Room 152 for 6 hours; 6 players
System: Marvel Superhero
GM: Gerald Betti
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Characters testing a secret super-weapon encounter time-traveling thieves. The heroes must discover who these men are, go to WWII, and stop them from using other futuristic weapons and changing history!

104 Chasm of Chaos

Friday 8 PM in Room 154 for 6 hours; 6 players
System: Heroic Adventures playtest
GM: Richard Pocklington
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Brave the depths of the most dangerous Chasm known across the lands. Cunning, cooperation, and strategic play required. A structured system with tangible rewards for success rewards effective roleplaying.

105 Kill The Wabbit!

Friday 8 PM in Room 156 for 4 hours; 10 players
System: TOON Deluxe TOON & supplements
Power Level: Varied
GM: Doc Cross
All characters provided by GM
Variations: Oh, yes, indeed
Rules Knowledge: Useful
Game Content: Mainstream
Willy Wabbit is a beloved cartoon star. He's also a miserable backstabbing little punk, which is why you want to kill him. Which of you will succeed?

106 "We Got Trouble Chief!" (A Fallout Tale)

Friday 8 PM in Room 159 for 8 hours; 6 players
System: Home Brew
GM: Adrian Anderson
Characters may be provided by GM
Variations: Brotherhood of Steel and the like
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Just when the Wasteland™ thought it could catch its breath and take a drink of water, trouble shows up guns, a-blazing. Can you help the Brotherhood stop it?

107 Hero All-Stars 2010

Friday 8 PM in Room 160 for 6 hours; 6 players
System: Hero 6th Ed
GM: Darren Watts
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Join Hero President Darren Watts for yet another installment of the Hero All-Stars! This time around, it's heavy metal mayhem as the assembled members of KISS team up with Alice Cooper and Wendy O. Williams to save the immortal soul of a fan from Rock'n'Roll Damnation!

108 Darkness Rising

Friday 8 PM in Room 161 for 7 hours; 8 players
System: Dungeons & Dragons 4.0
Power Level: 10th
GM: Adam Diran
All characters provided by GM
Variations: Minor house variations
Rules Knowledge: Useful
Game Content: Mature Themes
Your city is beset by an all-consuming evil. You cannot defeat this horror now, but if you are very, very lucky, you just might escape to fight another day.

109 Jailbreak 3 - Return of the Heroes

Friday 8 PM in Room 162 for 8 hours; 8 players
System: Mutants & Masterminds 1st
Power Level: 10th
GM: Kieran Cage
All characters provided by GM
Variations: A few minor house rules
Rules Knowledge: Useful
Game Content: Mature Themes
The spine-shattering conclusion to the Jailbreak trilogy from the past two years. Previous participation is helpful, but not necessary.

110 War Is Hell

Friday 8 PM in Room 163 for 8 hours; 8 players
System: GURPS 4th
Power Level: ~130 pts
GM: Mark Vennemeyer
All characters provided by GM
Variations: Minor
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Semi-historical re-enactment of WWII scenario. All I will say (to prevent anyone researching ahead) is: you are American Military.

111 Spooks on Long Vacation, Ltd.

Friday 8 PM in Room 164 for 6 hours; 6 players
System: D20 Modern
Power Level: 6th; ECL of 6
GM: Louis Contreras
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mature Themes
SOLV has you on another assignment while you are away from your normal gig. Let's get paid and have some fun. Hopefully they don't drop us in the Congo, again!

112 The Haunting

Friday 8 PM in Room 165 for 6 hours; 6 players
System: Pulp Adventure 2nd
Power Level: Cliffhanger
GM: Jeff A. Hatch
All characters provided by GM
Variations: Cthulhu Pulp
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The Classic Call of Cthulhu Adventure takes a comic turn as Dr. Lyle Hanley and his group of Misfits attempt to solve the mystery of the Corbitt House.

113 Life on the Outside

Friday 8 PM in Room 166 for 6 hours; 6 players
System: Ars Magica 5th
Power Level: Hedge Wizards
GM: John Post
All characters provided by GM
Variations: Hedge Magic, RE
Rules Knowledge: Useful
Game Content: Mainstream
Take on the role of a group of hedge wizards who must avenge the murder of those close to them by a member of the Order of Hermes.

114 Angelus Ostrus: Peace in Our Time

Friday 8 PM in Room 168 for 8 hours; 8 players
System: Home Brew d100
Power Level: High
GM: Adam Bredt
Characters created for game
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
A generation after defeating Dys' attempt to overthrow Tyrel, the Holy City is on the verge of unification with their former rival. You must ensure that this peace occurs.

115 All That Glitters...

Friday 8 PM in Room 170 for 8 hours; 8 players
System: Dungeons & Dragons 4.0
Power Level: 8th (heroic)
GM: Derek Cochran
All characters provided by GM
Rules Knowledge: Expected
Game Content: Mainstream
Riches. Gold. Wealth beyond your wildest dreams. What more could you ask for? Besides the way out. How much silver for a mouthful of air?

116 Live to Fight Another Day

Friday 8 PM in Room 171 for 8 hours; 6 players
System: Deadlands Classic
GM: Peter DiPiazza
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
You're a Union soldier in a Kansas town overrun by Quantrill's Raiders. You're doing everything you can to save townspeople, but you're losing the battle. Live to fight another day.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

201 There's No Road Past Toon Town (SRP)

Saturday 8 AM in Room 143 for 8 hours; 8 players
System: Cinematic Action Studio
GM: Amber Kuipers
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The road past Toon Town finally became a reality. Created by RJR Inc., explore the road that was supposed to remain a myth (and probably should have remained one).

202 Love in the Time of Compression Coils

Saturday 8 AM in Room 145 for 6 hours; 6 players
System: Serenity
Power Level: Standard
GM: Jeff Yin
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Life can be hard out in the Black, but every so often fortune stops kicking you long enough to offer a hand up.

203 SHAKE, RATTLE AND ROLL

Saturday 8 AM in Room 147 for 10 hours; 8 players
System: GURPS 3
Power Level: 150 pts
GM: Donna Bashaw
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Duck, cover, and hold on. The ground is moving and there is an electrical feeling in the air. This could be the Big One.

204 1942 Horrors in Poland

Saturday 8 AM in Room 149 for 10 hours; 7 players
System: Call of Cthulhu
GM: Whitney Lee Preston
All characters provided by GM
Variations: Slight for player enjoyment
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
1942 Occupied Poland. The things that go bump in the night have been disturbed by the Nazi Metaphysics Division. Oooops !!

205 Three Days of the Foxbat

Saturday 8 AM in Room 151 for 8 hours; 6 players
System: Hero pre-5th Ed (Champions) 4th w/some 5th
Power Level: Max: 60 pt Attacks, 33 PD/33 ED
GM: David Rakonitz
Characters may be provided by GM
Variations: Minor
Rules Knowledge: Expected
Game Content: Mainstream
What do five missing academics, mysterious thefts, and a box of cereal have in common? Foxbat. Stop Foxbat's latest and, thus, most brilliant criminal plan from coming to fruition.

206 Grab for Hire

Saturday 8 AM in Room 152 for 8 hours; 6 players
System: Hero 5th Edition (Champions)
GM: Horace Kelly Simon Jr
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
You are Villains, in a group called "Grab", and you've been hired by a rich man, but is it a dream come true or a nightmare?

207 What Once Was Lost, is Found Again

Saturday 8 AM in Room 154 for 8 hours; 7 players
System: Call of Cthulhu BPM
Power Level: Mid-level, low mythos exposure
GM: Leon C. Glover III
All characters provided by GM
Variations: 1930s
Rules Knowledge: Useful
Game Content: Mature Themes
Lost Roman city claimed discovered in Italy near Venice. Your team will verify the find and return all relics to the British Museum. Be careful—competing teams are en route!

208 Dark Clouds in the London Sky

Saturday 8 AM in Room 159 for 8 hours; 6 players
System: Hero 5th. ed. (Other)
Power Level: 275 pts
GM: Jim Puder
All characters provided by GM
Variations: Modern-Pulp crossover
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
February 13th, 1991. 100 years since the last of the Whitechapel Murders. And now, the killing has begun again...

209 That's What Expendable Means

Saturday 8 AM in Room 160 for 8 hours; 6 players
System: Rogue Trader 1st
Power Level: 5th rank
GM: Samuel Flory Silbory
All characters provided by GM
Variations: some house rules
Rules Knowledge: Useful
Game Content: Mainstream
The Disciples of Thule Explorator Fleet has determined that the cost of replacing lost tech-priests and servitors is unacceptably high. The logical solution is to use expendable assets. You.

210 Cricket: An Episode in the 'Verse

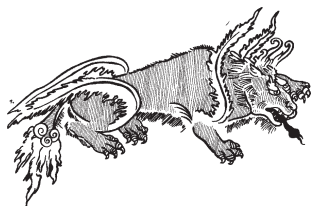
Saturday 8 AM in Room 161 for 4 hours; 8 players
System: Serenity
GM: Samantha Lane
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
We continue to follow the adventure of Captain Mariana Eres and the crew of Freedom, as they have taken on a new passenger and new dangers await in the Black.

211 Straight Ahead and Strive for Tone: Music of the Fears

Saturday 8 AM in Room 162 for 6 hours; 8 players
System: Dungeons & Dragons 3.5
Power Level: 9th-12th
GM: Jeff Brain
Characters may be provided by GM
Variations: Heavy on role-playing, world played continuously since 1980
Rules Knowledge: Expected
Game Content: Mainstream
Sarzian elite squadrons reported far south, hundred of miles from previous incursions while Azungi harry settlements nearby. Meanwhile, false druids wreak havoc with the land. Another day dawns in Gringold.

212 Friends of Justice

Saturday 8 AM in Room 163 for 6 hours; 8 players
System: Hero 6th Ed (Pulp Hero)
Power Level: ~200 pts
GM: Rod Currie
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
A mysterious artifact! A hidden city! A beautiful jungle girl! It all adds up to more 1930s excitement and adventure for Doc Justice and his associates. Role-playing emphasized.



213 The Doom of Siegsburg

Saturday 8 AM in Room 164 for 6 hours; 7 players

System: 7th Sea

GM: Tracy Pinkelton

All characters provided by GM

Variations: Altered skills/knacks; semi-random 'location deck'

Rules Knowledge: Useful

Game Content: Mainstream

Meet new friends—and Old Enemies—in this home-brewed variant combining swashbuckling and Mythos. A dash of horror, a bit of mystery, and a share of violent confrontation.

214 Shrubs and Sinkholes

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

System: Dungeons & Dragons 3.5

Power Level: 5th-7th

GM: Zack Phillips

All characters provided by GM

Variations: very slight

Rules Knowledge: Useful

Game Content: Mainstream

The druid's map to a rare shrub did not include the sinkhole you are standing in front of. Adventure happens where maps fail.

215 Saga of the Stone Lake Pack

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

System: Werewolf the Apocalypse 2nd

Power Level: 50-100 Exp, Rank 2 or 3

GM: Michael Smith

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Your caern is Stone Lakes wildlife bird refuge, located South of Sacramento. The elders want your pack to investigate reports of Banes from a nearby town and put them down.

216 Scooby-Doo and the Abominable Snow Monster!

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

System: Hero 6th Ed (Other)

GM: Derek Hiemforth

All characters provided by GM

Variations: Basic Rule Book

Rules Knowledge: Beginners Welcome

Game Content: Family

When a spooky snow monster threatens to close a Christmas-themed amusement park, can Scooby and the gang solve the mystery and save the day?!?

217 Foreign Shores

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

System: 7th Sea

Power Level: starting chars + a handful of XP

GM: Erik Woodbury

Characters created for game

Variations: Roll & Keep

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Work's hard to find in Castille because of the blockade, but you've found a job transporting goods. Getting past the Montaigne will be challenging though, and a storm is brewing.

218 Dead in the Vineyard

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

System: Pathfinder RPG

Power Level: 1st-3rd

GM: Ian Grey

Characters may be provided by GM

Variations: APG Beta Classes, "Book of Secrets", Crit/Fum cards

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A Vineyard on the edge of the Kingdom of Geb is menaced! Guileless Ghouls! A Ruthless Ranger! Zombies, Zombies, Zombies! "Won't you save us?" a pale, half-starved boy begs.

219 Mischief in Miriglyn

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

System: Dungeons & Dragons 3.5

Power Level: 1st

GM: David Formoso

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

That crabby Wemton is after us to do chores again! This time there might be some excitement, though; it looks like those pesky goblins have gotten into the hen coop.

220 Double Planet: Handle With Care

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

System: GURPS 4th

Power Level: 250 pts, maybe higher

GM: Tom Vallejos

All characters provided by GM

Variations: Prime Directive

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Roleplay in the Star Fleet Universe! Based upon Classic Trek. Two pre-Contact civilized planets orbiting each other. Local covert observation team needs help. Roleplay! Prizes by Steve Jackson Games!

221 Gilded Fruit, Rotten Core (A Good Omens Production)

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

System: Castle Falkenstein

GM: Justin Evans

All characters provided by GM

Variations: Some system mods

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You sip champagne and watch the explosions below from the HMS Bellerophon. Paris will fall. Hopefully the monastery holds what your expedition seeks to prevent this from happening to London.

222 Justice for the SIN-less (A Good Omens Production)

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

System: Shadowrun 4th

GM: Kevan Forbes

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When local Native American women start showing up dead, the hunt for justice leads you straight into the maw of the Corp beast. Sometimes a 'run isn't about money.

223 Dungeon of the Chaotic Muse

Saturday 10 AM in 379 for 8 hours; 8 players
System: Dungeons & Dragons (original) 3-volume set
Power Level: 1st-9th
GM: Thomas A. McCloud
Characters may be provided by GM
Variations: Mostly minor except for clerics who can pray
Rules Knowledge: Useful
Game Content: Family
Journey to the Dungeon of the Chaotic Muse, where magic runs wild, and nothing is quite what it seems. 1970s era D&D with variations, but AD&D (any edition) characters welcome.

224 Book of Law: Emperor's Heart Part 3

Saturday 10 AM in Room 381 for 8 hours; 6 players
System: Dark Heresy 1st
Power Level: Rank 4
GM: Sean Schoonmaker
All characters provided by GM
Rules Knowledge: Expected
Game Content: Mainstream
An Ordo Xenos Inquisitor has perished in a horrific murder on the forge world of Cyclopea. The malefactor hides amongst countless millions, but the Inquisition demands justice.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

301 Zeta Gundam: Elbo's Ambition

Saturday Noon in Room 161 for 8 hours; 6 players
System: Gundam Senki Japanese
GM: Rachel Albert
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
The One Year War's most dangerous war criminal has stolen the new Gundam Prototypes. Get into your Mobile Suit and bring him to justice, or blow up in the process!

302 The Beaumonde Yakuza Blues

Saturday 2 PM in Room 162 for 6 hours; 8 players
System: Universe The Sci-Fi RPG Master Rules
GM: William Pace
All characters provided by GM
Variations: Firefly Verse
Rules Knowledge: Useful
Game Content: Mainstream
It was a gorram, rainy day on Beaumonde, so you popped into the local tea house and shared some sake...with...the Yakuza. Oops. Welcome to the family.

303 The Wild Jungle Hunt

Saturday 2 PM in Room 163 for 6 hours; 6 players
System: Absolute Zero 2nd
Power Level: Medium
GM: Brian Harris
All characters provided by GM
Variations: World of Darkness/Changeling: The Lost setting
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
'Nam is brutal, and there seems to be no end to the killing, but soon, you'll find that napalm ain't the only thing to be afraid of...

304 Lang's Premier Security Team Investigates a Lost Freighter!

Saturday 2 PM in Room 164 for 6 hours; 9 players
System: Traveller
GM: Peter Bauer
Characters may be provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
You work for Lang Co. & your team defends the outer reaches of the this solar system on long patrols. You are called to investigate a lost freighter!

305 The Stolen Idol

Saturday 2 PM in Room 165 for 6 hours; 8 players
System: Hackmaster 4th
Power Level: 1st
GM: Rian McMurtry
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Treasure-hunting tomb raiders stole the most sacred idol (and the children) from your barbaric tribe! You must retrieve it or forfeit all honor! The Grel shall avenge themselves!

306 Eight Skulls of Chaos

Saturday 2 PM in Room 166 for 6 hours; 6 players
System: Call of Cthulhu current
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 Serranian. King Kuranos asks adventurers to find and return them. Are you willing?

307 Called to Serve & Protect

Saturday 2 PM in Room 168 for 10 hours; 8 players
System: Dungeons & Dragons 3.0/3.5
Power Level: 25th-35th EPIC
GM: Carl Earl Ogden
All characters provided by GM
Variations: Minor
Rules Knowledge: Expected
Game Content: Mainstream
An old companion has need of you to protect his young wife and children. Assassins are hunting them. An unknown power seeks their death and sacrifice. Can you save them?

308 Blood in the Water

Saturday 2 PM in Room 170 for 8 hours; 8 players
System: Mage the Awakening current
Power Level: 0-50 XP, Gnosis \leq 4
GM: Matthew Iskra
All characters provided by GM
Variations: Few
Rules Knowledge: Useful
Game Content: Mainstream
Investigate the small desert town of Medicine Wells, find out who is messing with the water supply, and kick their butts.

309 d'Arts Discovery

Saturday 2 PM in Room 171 for 8 hours; 10 players

System: FUDGE 1995

GM: Ken Rinehart

All characters provided by GM

Variations: Celtic warriors from Pendragon

Rules Knowledge: Useful

Game Content: Mainstream

D'Arts friends are told about the perfect score. They are all going to be rich from D'Arts latest discovery. Game combines elements of high adventure and horror.

310 Ghostbusters 3 (SRP)

Saturday 4 PM in Room 143 for 8 hours; 8 players

System: Cinematic Action Studio The Reboot

GM: Craig C Randall

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The West Coast Ghostbusters Franchise is called in to investigate paranormal activities at an unusual secluded mansion.

311 Training Voyage (SRP)

Saturday 4 PM in Room 145 for 6 hours; 8 players

System: Battlestations 1.1

GM: Rory Toma

All characters provided by GM

Variations: Spelljammer rules!

Rules Knowledge: Useful

Game Content: Mainstream

Battlestations meets 2nd edition D&D! You and your group of warriors, rogues, clerics, and mages have decided to board your Spelljammer ship and take to the heavens.

312 The Storm Season

Saturday 4 PM in Room 151 for 8 hours; 6 players

System: Call of Cthulhu 5th

Power Level: Experienced Crew

GM: Jack Young

All characters provided by GM

Variations: minor house rules

Rules Knowledge: Useful

Game Content: Mature Themes

Spring, 1721. While on patrol through the treacherous heart of the Kingbreaker Islands, the privateer frigate Revenant finds what she always finds: trouble and the unexpected.

313 Safehouse

Saturday 4 PM in Room 152 for 8 hours; 6 players

System: Call of Cthulhu 5th

Power Level: Experienced

GM: Matt Steele

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

May 1, 1925. An Alienist leads Mounties and FBI Agents into the Canadian Rockies to bring in American mass-murderer Silas Corbin. Thankfully, a local guide knows the way.



314 Orcs—Awakening

Saturday 4 PM in Room 154 for 8 hours; 6 players

System: Hero pre-5th Ed (Fantasy Hero) 3rd modified

Power Level: Medium

GM: Garry Cohen

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The beating of the Drums of Mannock can be heard throughout the UnderEarth, awakening your tribe. You must investigate the Lands of Man.

315 Justice League: The New Frontier Continues

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

System: BASH! Basic Action Super Heroes Ultimate

GM: Chris Rutkowski

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's 1962. After defeating "the Center" the JLA must stop a new threat to the world... the Legion of Doom. Based on DC's Justice League: The New Frontier.

316 The Lizard Men Alliance

Saturday 4 PM in Room 160 for 10 hours; 8 players

System: Dungeons & Dragons (original) 2nd

Power Level: 6th-7th

GM: Samuel Horton

All characters provided by GM

Variations: Segmented combat

Rules Knowledge: Useful

Game Content: Mainstream

The peace between the town of Vorrakka and the Lizard men is falling apart. If the reason is not found out soon, war will break out.

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

401 The Cabin in the Woods

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

System: LAFFS

Power Level: Freshly Deceased

GM: Duane O'Brien

All characters provided by GM

Variations: Custom system

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Living as a Zombie is hard. Now it's raining and you're lost in the woods. LOOK! It's a cabin in the woods filled with teenagers from the local high school.

402 Morts de l'Hiver

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

System: Call of Cthulhu 5th

GM: Sam Mikesell

All characters provided by GM

Variations: Dark Ages

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

It's a hard life being a peasant. Things are about to get a lot harder, though.

403 Renegade

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

System: D20

Power Level: 6th

GM: Ed Joesting

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The players are a cross-dimensional team of mercs who are hired to run down and bring a renegade Jedi to justice.

404 Tales of the Singing Skull: The Clipper

Saturday 6 PM in Room 375 for 8 hours; 7 players

System: Call of Cthulhu 5.5

Power Level: Basic

GM: Michael Blum

All characters provided by GM

Variations: Minor combat variations

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

July 1938: as the mighty Hawaii Clipper wings its way across the Pacific, little do the passengers and crew know of the terrible fate in store for them!

405 The Outcropping

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

System: Advanced Dungeons & Dragons 2nd

Power Level: 4th & 5th

GM: Dwayne Fox

Characters may be provided by GM

Variations: minor rule variants; World of Greyhawk

Rules Knowledge: Useful

Game Content: Mainstream

Castaways on a overloaded life raft, food and water running low, but what's that in the distance? Is it land? Has your luck changed or just run out?

406 It Gazes Back at You (A Good Omens Production)

Saturday 6 PM in Room 377 for 8 hours; 6 players

System: Mage the Awakening

GM: Richard Taylor

All characters provided by GM

Variations: Minor variants for character creation

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Rumors of an Abyssal Manifestation in San Francisco need investigation. Save the day, and maybe save the world.

407 Flagship Atlantis (A Good Omens Production)

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

System: Swashbucklers of the 7 Skies 1st

Power Level: Wicked Awesome

GM: Sean Nittner

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Skyships. Pirates. Musketeers. Fencing. Intrigue. Mysticism.

Adventure! Brave, insane, or desperate, your mismatched crew *will* find the lost flagship Atlantis.

408 INVASION!!

Saturday 6 PM in 379 for 8 hours; 8 players

System: Mutants & Masterminds 2nd

Power Level: PL 15

GM: James Robertson

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The dreaded Aldari Empire has invaded Earth's dimension. The call has gone out for the Earth's mightiest heroes to protect our planet. Do you have what it takes?

409 There Be Zombies!!

Saturday 6 PM in Room 381 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 10th

GM: Michelle Vargas

Characters may be provided by GM

Variations: WotC hardcover books only

Rules Knowledge: Useful

Game Content: Mainstream

A bloodied man with a big hat and a pentacle talisman on his vest staggers in. "You have to help me save the future!" he gasps as he collapses.

410 Ruins of the Dammed

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

System: Dungeons & Dragons 4.0

Power Level: 6th-9th

GM: David Wainio

Characters may be provided by GM

Variations: Allowing all official books

Rules Knowledge: Useful

Game Content: Mainstream

Module pre-pub playtest. Two factions vie over water rights of an ancient dam that was recently sabotaged. Can you secure the dam without starting a civil war?

411 Rise from the Ashes

Saturday 6 PM in Pacific Room for 8 hours; 14 players

System: Samurai Tales (Fate)

Power Level: Experienced samurai

GM: Wayne Ogle & Brian Isikoff

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Crops spoil and animals are stillborn. Screams and battle sounds echo from the woods. The land must be cleansed by the Phoenix, claimed by your family. The little girl watches.

481 Battlefield by Gas Giant

Saturday 7 PM in Salon FG Tables 1-4 for 8 hours; 8 players

System: Hero 6th Ed

Power Level: Mecha Warfare Heroic

GM: Peter C. Shafer

All materials provided by GM

Variations: Ultimate Vehicle/Star Hero/Robot Warriors

Rules Knowledge: Expected

Game Content: Mainstream

System Tau Agate has been entered by both the Tellus Construct and factions loyal to the Instrumentality. Secure the Orbit Seven satellite, achieve Objectives, destroy the enemy. NOTE: THIS IS A HYBRID RPG/MINIATURES GAME WITH TWO TEAMS OF 4.

412 The 8th Dwarf

Saturday 8 PM in Room 156 for 8 hours; 8 players
 System: Dungeons & Dragons 4.0
 Power Level: 7th-8th
 GM: Bryan Hitchcock
 All characters provided by GM
 Variations: Individual role-playing quests!
 Rules Knowledge: Useful
 Game Content: Mainstream
 What happens when you mix the 13th Warrior, a fairy tale, and The Hobbit? An epic tale of friendship, war, and revenge for seven dwarves and a lady!

413 Darkness Falls (Sequel to Darkness Rising)

Saturday 8 PM in Room 161 for 8 hours; 8 players
 System: Dungeons & Dragons 4.0
 Power Level: 10th
 GM: Joe O'Neil
 All characters provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mature Themes
 The last vestiges of a dark empire are ripe for the plucking, but which "ally" will reap the lion's share?

414 Liberty Port: Revonis

Saturday 8 PM in Room 162 for 8 hours; 6 players
 System: MegaTraveller
 GM: David Guon
 All characters provided by GM
 Rules Knowledge: Useful
 Game Content: Mature Themes
 The crew of the Phoenix Hawk is taking some well-deserved R&R. Where better than a high-port with a reputation for hedonism? After all, what could go wrong?

415 Eccentric Castle (Big Ol' Dungeon Crawl)

Saturday 8 PM in Room 163 for 8 hours; 8 players
 System: Dungeons & Dragons 3.0/3.5
 Power Level: 10th; 32 pt buy (high power)
 GM: Chris Bruno
 Characters may be provided by GM
 Variations: Any 3.0/3.5 expansions
 Rules Knowledge: Useful
 Game Content: Mainstream
 An eccentric inventor has become trapped in his own castle and has sent out for help to rescue him. 32-point buy characters, and great fun for all!

416 Journey to the Center of Cthulhu

Saturday 8 PM in Room 164 for 8 hours; 6 players
 System: Pulp Adventure 2nd
 Power Level: Ciffhanger
 GM: Jeff A. Hatch
 All characters provided by GM
 Variations: Cthulhu Pulp
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 A mysterious artifact found on a previous adventure leads The newly-reformed Theron Marks Society to a lost world of Cavemen, Dinosaurs, and strange Alien creatures.

417 Return to the Twisted Woods

Saturday 8 PM in Room 165 for 8 hours; 7 players
 System: Advanced Dungeons & Dragons 2nd
 Power Level: 900K EXP, appropriate magic, nothing too unique
 GM: Scott Barlow
 Characters may be provided by GM
 Variations: Most handbooks (bring it in case I don't have it)
 Rules Knowledge: Useful
 Game Content: Mainstream
 One year ago a group of powerful adventurers discovered a hidden city of undead. Now the nobles near it want the city dealt with. Of course, there's always a catch.

418 Mercy and Vengeance

Saturday 8 PM in Room 166 for 8 hours; 6 players
 System: Star Wars Saga
 Power Level: 7th
 GM: Karen Dombek
 Characters may be provided by GM
 Variations: some house rules
 Rules Knowledge: Useful
 Game Content: Mature Themes
 For money or for honor, help rescue the sole survivor of a genocidal battle. Pre-Clone Wars Era.

419 Either Mi-Go or I Go

Saturday 10 PM in Room 170 for 6 hours; 8 players
 System: Teenagers From Outer Space 3rd
 GM: Ken MacLennan
 All characters provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 The Whisperers in Darkness are offering "special tutoring" to selected students at Retief High! For free! Isn't that nice of them?

420 One Small Favor

Saturday 10 PM in Room 171 for 6 hours; 6 players
 System: Dungeons & Dragons 3.5
 Power Level: 5th
 GM: Eric Gerhardt
 All characters provided by GM
 Rules Knowledge: Useful
 Game Content: Mainstream
 The letter sits opened on your table. The wizard Bjorn is asking once again for your specialized skills: Journey to the lair of the Basilisk and bring it back alive.

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

501 How Is Your Diplomacy? (SRP)

Sunday 8 AM in Room 143 for 8 hours; 18 players
 System: Battlestations Revised v1.1
 GM: Edward Boning
 All characters provided by GM
 Variations: GCW, Pax, PoT, Homebrew rules
 Rules Knowledge: Beginners Welcome
 Game Content: Family
 It was a boring day at the peace talks in the council chamber until the Whistler senator had an unfortunate accident. Now the treaty is not signed and some senators and admirals still have war on the brain. Hopefully they can solve their problems peacefully.

502 Battle on the High Seas

Sunday 8 AM in Room 147 for 8 hours; 6 players
System: Dungeons & Dragons 3.5
Power Level: 10th; 90 stat pts (min 12 before racial). 45K-49K GP
GM: Geoffrey Nicholls
Characters may be provided by GM
Rules Knowledge: Expected
Game Content: Mainstream
The underwater city of Seaton prepares to battle evil Enthor. They need weapons. You've been asked to guard the shipment. Privateers prowl the waters.

503 Paradise in Peril

Sunday 8 AM in Room 149 for 8 hours; 6 players
System: Savage Worlds Explorer's
Power Level: Seasoned
GM: Eric Ullman
All characters provided by GM
Variations: Savage Gamma World by Kenneth MacArthur
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The Purists' forces are only a week from your village. Can you make the dangerous trek over the mountains to retrieve ancient weaponry before it's too late?

504 Tales from the Future that Never Was: Return of the The Eye Creatures

Sunday 8 AM in Room 151 for 8 hours; 6 players
System: Hero pre-5th Ed (Champions)
Power Level: 8-13 DC
GM: Joe Di Lellio
Players provide their own characters
Variations: minor; mostly 4th ed rules
Rules Knowledge: Expected
Game Content: Mainstream
An enemy from the past has returned...again! Their odd powers... very strange! Their name...purposefully redundant, or redundantly purposeful? More importantly, of what import is their return?

505 Check Out Any Time You Like...

Sunday 8 AM in Room 152 for 8 hours; 8 players
System: Dungeons & Dragons 3.5
Power Level: 8th
GM: Joe Gannon
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
After successful adventuring and a long day of travel back to town, our heroes stop at an inn to rest and relax. Sadly, resting doesn't seem to be an option.

506 Dirty Half-Dozen

Sunday 8 AM in Room 154 for 8 hours; 6 players
System: Millennium's End
Power Level: Moderate
GM: Benjamin Lott
All characters provided by GM
Variations: Pulp themes/WW2
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
You thought nothing could be worse than Leavenworth. The Nazis plan to show you how wrong you were when you search for the secret V3 factory...

507 Once More Through the Gate...

Sunday 8 AM in Room 159 for 8 hours; 6 players
System: D20 Modern
Power Level: 7th
GM: Tim Cook
All characters provided by GM
Variations: Stargate theme
Rules Knowledge: Expected
Game Content: Mainstream
As a member of SG-23, you and your team are known as problem solvers, being able to deal with almost anything that comes up, next to SG-1. However, most of your operations are... behind the scenes, in the shadows. You are the best of the best of the best. Here's hoping you survive.

508 Contest Winners

Sunday 8 AM in Room 160 for 8 hours; 8 players
System: Shadowrun 4th
Power Level: 450 build pts
GM: Scott Anderson
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mature Themes
You wake up, having recently been drugged, and your body still feels slow and unresponsive. You see others like you picking themselves up off the metallic floor. Is that your chummer?

509 Explore Castle Zagyg

Sunday 8 AM in Room 161 for 10 hours; 6 players
System: Castles & Crusades
Power Level: 1st
GM: Ryan Kent
Characters created for game
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
After an obligatory meeting in the tavern, the group will decide what adventure they wish to undertake in the environs of the ruined castle of the insane archmage Zagyg.

510 Mythos Trek TOS

Sunday 8 AM in Room 162 for 10 hours; 7 players
System: Call of Cthulhu
GM: Whitney Lee Preston
All characters provided by GM
Variations: Slight for player enjoyment
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Another episode of the U.S.S. Constitution in deep space. And the final frontier has tentacles...?

511 Underground

Sunday 8 AM in Room 163 for 10 hours; 10 players
System: Dungeons & Dragons 3.5
Power Level: low
GM: Gary Fleming
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
In the dead of night, you and your fellow villagers are forced out of your homes and into the cold night. Can you survive the night?

512 What? The Princess Is Here?

Sunday 8 AM in Room 164 for 6 hours; 6 players
 System: 7th Sea Roll & Keep
 Power Level: Experienced
 GM: Larry Lynch-Freshner
 All characters provided by GM
 Variations: Basic: Skills, Knacks modified for SF setting
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Join the crew of the Aquila, inter-planetary traders & sometimes smugglers, as they become entangled in their most dangerous endeavor ever—politics.

513 The Hidden History of the Hindenburg!

Sunday 8 AM in Room 166 for 6 hours; 6 players
 System: Spirit of the Century 1st
 GM: J. Johnson
 Characters may be provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 History tells us the terrible fate of LZ-129 Hindenburg, but few know what terrible secret burned to the ground on that New Jersey landing field...

514 The World's Finest: MISSING!!

Sunday 8 AM in Room 168 for 8 hours; 6 players
 System: Hero 6th Ed (Champions)
 GM: Derek Hiemforth
 All characters provided by GM
 Rules Knowledge: Expected
 Game Content: Mainstream
 With Superman and Batman missing, the remaining Justice Leaguers must save the day! Play Wonder Woman, Green Lantern, Flash, Martian Manhunter, Aquaman, and Green Arrow in Silver Age action fun!

515 Eyes Gleam in the Darkness

Sunday 8 AM in Room 170 for 6 hours; 8 players
 System: Dungeons & Dragons 3.5
 Power Level: 5th
 GM: Michael Cole
 Characters may be provided by GM
 Variations: Role playing, house rules, homebrew setting
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 A sinister power is turning Sarranberg's citizens into grotesque, deformed husks. Blame rests on an angry ogre dwelling near ancient temple ruins. Can you defeat him and find the cure?

516 Betrayal: 40KRP Rogue Trader Intro

Sunday 8 AM in Room 171 for 4 hours; 8 players
 System: Rogue Trader 1st
 Power Level: Rank 1
 GM: Sean Schoonmaker
 All characters provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Your vessel approaches Port Wander, gateway to the untold treasures of the Koronus Expanse. A shuttle arrives with both a scion of your noble dynasty and betrayal & mutiny!

517 BaMF II

Sunday 8 AM in Pacific Room for 10 hours; 8 players
 System: Dungeons & Dragons 3.5
 Power Level: 13th
 GM: Andy Flores
 All characters provided by GM
 Rules Knowledge: Useful
 Game Content: Mainstream
 The King's private caller has contacted you about a secret military mission: save Mirror's Forge from an ancient red dragon's massive army. Do you rise to the call?

518 Tournament of Heroes

Sunday 10 AM in Room 374 for 6 hours; 8 players
 System: Hero 5th Edition (Champions)
 Power Level: 350-450 pts; 12-14d6
 GM: Don Satow
 Characters may be provided by GM
 Variations: x3 stun mod for all killing attacks
 Rules Knowledge: Useful
 Game Content: Mainstream
 The Foundation for Law and Government is holding the Tournament of Heroes. Measure your strength against the World's Greatest.

519 Paradise: Shadow of Progress

Sunday 10 AM in Room 375 for 6 hours; 6 players
 System: Absolute Zero
 Power Level: 50 pts
 GM: Julian Vercoutere
 Characters may be provided by GM
 Variations: Limited endowments
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 There is no magic in paradise. But when a man dies from the unexplainable, a select few must journey outside the walls of Paradise to seek the truth.

520 A Warlord's Deal

Sunday 10 AM in Room 376 for 8 hours; 8 players
 System: GURPS 4th
 Power Level: 250 pts, maybe higher
 GM: Tom Vallejos
 All characters provided by GM
 Variations: Prime Directive
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Roleplay in the Star Fleet Universe! Based upon the Classic Trek. Klingons without bumps. Star Fleet PCs vs Orion-human warlord. Prizes by Steve Jackson Games!

521 Brilliant But Cancelled (A Good Omens Production)

Sunday 10 AM in Room 377 for 6 hours; 6 players
 System: Prime Time Adventures
 GM: Paul Strack
 All characters provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Collaborate with your fellow players to recreate a beloved but cancelled television show, as it *should* have been made.

522 I Could Have Sworn There Was an Island There Yesterday...

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

System: Last Great Empire

Power Level: All

GM: Les Child

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Mutated lab chimps have taken over a military weapons development facility and they've learned to push buttons. Your team has the delightful task of making them extinct before humanity is.

523 Vampires' Revenge

Sunday 10 AM in 379 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 21st (Epic)

GM: Steve Svedi

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

You have been cursed by the Vampire Lord Verkolak. Other victims of Verkolak have joined you in your quest for revenge. After many years, you are close to your quarry.

524 Krispy Krime: A Hole in Time

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

System: Dungeons & Dragons 3.0

Power Level: 5th-18th

GM: Mark Schynert

All characters provided by GM

Variations: DMG/PHB only + Arduin elements (CF, HP, MRS)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The multiverse blends as x-over heroes and adventurers are thrust into the middle of a crime scene. Orcs? Weevils? YoSafBridge? Moriarty? Or maybe just garden-variety tomb-robbing storm troopers?

Sunday

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

601 I Have Seen the Future and It Will Be

Sunday Noon in Room 171 for 8 hours; 8 players

System: Hero 6th Ed

Power Level: Heroic

GM: Keith Phemister

All characters provided by GM

Variations: Alien Wars setting

Rules Knowledge: Useful

Game Content: Mainstream

A squad of criminals are given an impossible mission. Find the shadowy leader of the native resistance group from deep in Xenovore-held territory.



602 Rise Out of Shadow

Sunday 2 PM in Room 164 for 10 hours; 12 players

System: Amber Diceless Roleplaying 1st

Power Level: 175 pts

GM: Sean Maletsky

Characters may be provided by GM

Variations: Some ShadowKnight, some house rules

Rules Knowledge: Useful

Game Content: Mainstream

Amber has dominated the seas around her for centuries. Quietly, over the last decade, a new power out of Shadow has challenged Amber's domination. Old enemies rear their heads as the balance of power shifts.

603 The Meme Defenders

Sunday 2 PM in Room 165 for 6 hours; 6 players

System: Feng Shui 2nd

Power Level: Over 9000. Kidding--mid-level

GM: Mike Fatum

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Internet is a treacherous place, made of nightmares and lurking on the edge of madness. One group keeps the madness from spilling over into our reality: The Meme Defenders.

604 The Last Hope of the Fedyra

Sunday 2 PM in Room 166 for 8 hours; 6 players

System: D20 3.5 w/Eclipse

Power Level: 5th

GM: Andrew Maitland

All characters provided by GM

Variations: Eclipse: Spell Compendium; PHB I & II; Spell Pts

Rules Knowledge: Useful

Game Content: Mainstream

You are the last hope for your dying race. Defeat the evil that has claimed your ancestral home before time runs out and your people perish. Join us for the adventure.

605 Whispering Woods

Sunday 2 PM in Room 168 for 6 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 3rd

GM: Cyrus Makalinaw

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The woods are Haunted! That's what they say. No one wants to take the merchant caravan across the woods, except you. Are you up for it?

606 Hunters of the Blood

Sunday 2 PM in Room 170 for 6 hours; 8 players

System: Scion Hero 1

Power Level: entry-level

GM: Peter Christian

All characters provided by GM

Variations: minor background variations

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A meeting of pantheons in San Francisco turns deadly when agents of the gods start vanishing. Stop the gods from going to war by finding their missing children.

607 The Hitchhikers Guide to the Galaxy: Fitted Nasally (SRP)

Sunday 4 PM in Room 143 for 8 hours; 8 players

System: Cinematic Action Studio The Reboot

GM: Craig C Randall

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

An unlikely group of hitchhikers set out to have the new Genuine People Personality robot properly serviced when their plastic pal suffers a major personality overflow error.

608 Blazing Saddles II: Drunk & Shiny (SRP)

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

System: Cinematic Action Studio

GM: Amber Kuipers

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The gang's all back at Rock Ridge and discovers strange happenings involving whiskey. Can our illustrious group find the problem or will they too end up drunk and shiny?

609 Musketeers & Buccaneers

Sunday 4 PM in Room 147 for 8 hours; 8 players

System: Honor + Intrigue

GM: Chris Rutkowski

All characters provided by GM

Variations: Swashbuckling variant of Barbarians of Lemuria

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Can the heroes stop a pirate's plot against the King? Affix your rapier, buckle your swashes, and above all, have fun storming the castle!

610 Princess Cut Death

Sunday 4 PM in Room 149 for 8 hours; 6 players

System: Spycraft d20 2nd

Power Level: 1st-3rd

GM: Chris Sparks

All characters provided by GM

Variations: minor

Rules Knowledge: Useful

Game Content: Mainstream

The team is tracking a diamond broker funneling money and information for the enemy. The mission goes horribly wrong. Can you survive facing Princess Cut Death?

611 Into The Calixis Sector

Sunday 4 PM in Room 151 for 10 hours; 6 players

System: Dark Heresy

Power Level: Starting

GM: Corwin Parker

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

With the Governor-Militant dead, can this group of independent individuals band together and survive and escape an imperial world collapsing on itself without their own missions consuming them?

612 Chapter 4: Trail of the Green Dragon

Sunday 4 PM in Room 152 for 8 hours; 8 players

System: Pulp Hero

Power Level: 175 pts

GM: Chris Muoio

All characters provided by GM

Variations: Horror hero stress rules

Rules Knowledge: Useful

Game Content: Mature Themes

Once more the Freedom Brigade saves the day in the fourth installment where the girl is gone, the Nazis are one step behind, and the elusive ninja one step ahead.

613 The Hidden Shrine

Sunday 4 PM in Room 154 for 8 hours; 6 players

System: Advanced Dungeons & Dragons 1st

Power Level: 5th-7th

GM: Gregory Landon

All characters provided by GM

Variations: house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You're lost in a dark jungle, fleeing bounty hunters. The ground shakes and you've dropped into a stone passage too far to climb out. Onward into the darkness!

614 The Cradle of Madness

Sunday 4 PM in Room 159 for 8 hours; 8 players

System: Dungeons & Dragons 3.0/3.5

Power Level: 4th

GM: K. A. Green

All characters provided by GM

Variations: Homebrew setting. No evil characters.

Rules Knowledge: Useful

Game Content: Mainstream

An Araenkeep merchant's daughter has been abducted under suspicious circumstances. Is this a simple ransom plot, or something more sinister?

615 Red Skies Over Ransom

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

System: Universe The Sci-Fi RPG Master Rules

GM: William Pace

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Ransom may be located in the backwaters of the Verse, but it hosts the best gorrain diner around. Too bad the Reavers think so too. Lock and Load.

616 The Cryptid Invasion

Sunday 4 PM in Room 374 for 8 hours; 8 players

System: Mutants & Masterminds 2nd

Power Level: 8th-10th

GM: Norm Albert

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

What is behind the sudden appearance of bizarre new animal species in Northern California? Could this spell the end for the human race?

617 A Blake Brothers Production

Sunday 4 PM in Room 375 for 8 hours; 8 players
System: Call of Cthulhu 5th
Power Level: Normal
GM: Matt Steele
All characters provided by GM
Variations: B-Movie
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Modern-Day B-movie Cthulhu! Filmmakers Wally and George Blake make low-budget movies to break into legit film. Their latest production's shooting in an ancient unrestored castle in Estonia.



Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

701 Just in the Nick-O-Time

Sunday 6 PM in Room 161 for 8 hours; 8 players
System: Gamma World 1st
Power Level: starting
GM: Ronald Jones
All characters provided by GM
Variations: minor
Rules Knowledge: Useful
Game Content: Mainstream
The elders have detected a distress signal coming from the nearby ruins of the ancients. The area was thought safe, be careful while investigating this new danger.

702 FATE in Space!

Sunday 6 PM in Room 162 for 6 hours; 6 players
System: Starblazers Adventure Game
GM: Anton Dovydiatis
Characters created for game
Rules Knowledge: Useful
Game Content: Mainstream
A fast ship, a hot blaster, and a keen wit are all that stand against the Long Night. A *Starblazer Legend* in your own time—but is that enough?

703 Tomb of the Kobold

Sunday 6 PM in Room 163 for 6 hours; 6 players
System: Advanced Dungeons & Dragons 2nd
Power Level: 1st, but higher powered
GM: Steve Marsh
Characters created for game
Variations: No psionics, we'll start w/making chars
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Uniting the kobold tribes to save your homeland has more danger than foreseen. The starving and disease-ridden want your land. Diplomatic solutions have failed. Make allies; defend what's yours.

704 Welcome to Lyric 3

Sunday 6 PM in Room 376 for 6 hours; 6 players
System: High Colonies Horror/Sci-Fi
Power Level: Beginners
GM: Jason Gibbs
All characters provided by GM
Variations: Home rules
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Being a rescue Technician is what you wanted all your life, to make the Solar System a better place. But Space has many dangers that don't share your view.

705 Spell Blazers (A Good Omens Production)

Sunday 6 PM in Room 377 for 6 hours; 6 players
System: Dungeons & Dragons 4.0
Power Level: 8th
GM: Mike Bogan
All characters provided by GM
Variations: Spelljammer
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
The mysterious Captain Harlock of the ship Yamato is enlisting a crew to boldly go where no adventurer has gone before. Are you up for the challenge?

706 Deadlock

Sunday 6 PM in Room 378 for 6 hours; 6 players
System: Geist: The Sin-Eaters (A Good Omens Production)
Power Level: Experienced Crew
GM: Michael Parker
All characters provided by GM
Variations: minor house rules
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Life is over, you're dead. You struck a bargain, now you're back, alive and well; but something's wrong, the deal's not done. Clearly you've reached a Deadlock.

707 The Will of the Dead

Sunday 6 PM in 379 for 6 hours; 6 players
System: Realms of Wor original
Power Level: 7th-9th
GM: Jeffrey Walker
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Find a lost will to save a Lady's inheritance. Catacombs filled with traps, assassins, undead won't stop you--will they? Any D&D player can easily play this game.

708 The Orcish Brigade VI: A Bridge Too Far Fetched

Sunday 6 PM in Room 381 for 8 hours; 7 players
System: Advanced Dungeons & Dragons X
Power Level: FAR too low!
GM: Arthur Wallis
All characters provided by GM
Variations: A smattering of Arduin
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
The Dwarves dug too deep into the mountains, and they have awakened something...Dark. *That's* good! You bloody Orcs must make damn sure that the Dwarven halls get...much much Darker.

709 The Fight for Gailea

Sunday 6 PM in Pacific Room for 8 hours; 16 players

System: Star Wars RPG Saga

Power Level: 12th

GM: Lisa Gordon

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

The Star Wars mega-game returns! The Rebellion has a rare chance to free a world. As rebels it's up to you to make this mission happen... at all costs.

710 A Proposition of Inestimable Barratry

Sunday 8 PM in Room 156 for 8 hours; 6 players

System: The Dying Earth

Power Level: Cugel

GM: Kris Miller

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

"Why make plans? The sun might well go out tomorrow." In Jack Vance's Dying Earth, the sun is feeble and red; evil, distilled by the aeons...Earth is dying. In this game we'll explore Jack Vance's "Dying Earth" as Cugel-level characters (who live by their wits, with little concern for others).

711 Burning For Your Beliefs

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

System: Montsegur 1244

GM: Shannon J.E. McNamara

All characters provided by GM

Variations: diceless Danish RPG; 1 main char + 1 other

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You play historical Cathars, who suffered under a hopeless siege led by the Inquisition. Decide whether you escape, convert, or burn for your beliefs. Cooperative & intensive role-playing required.

712 Some Things Are Better Left Undead

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

System: Traveller D20 Future

Power Level: 6th-8th

GM: James Majors

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

You awake early from hypersleep to report to the Captain. When you arrive, you are shown the largest ship you have ever seen, old and lost in the Blackness.

713 Return of The Star Guard

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

System: Hero 6th Ed

GM: Darren Watts

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Join Hero President Darren Watts for an evening of pulpy, star-spanning adventure! The players are all members of the fabled Star Guard, protectors of the galaxy against cosmic evil. Tonight, however, every member of your august organization has received an emergency call from Star Guard's homeworld! What could possibly be wrong?

714 Oroboros Must Die!

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

System: Dungeons & Dragons 3.5

Power Level: 158k xp; 440k gp

GM: Daniel Alves

Characters may be provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

The Arch-Villain Oroboros is about to complete his Amulet of World Domination. To do so he must leave his impregnable fortress, this is your opportunity to stop him once and for all.

715 Room 201

Sunday 10 PM in Room 166 for 6 hours; 6 players

System: Custom System

Power Level: Normal Humans

GM: Duane O'Brien

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Something terrible happened to your unit. Nobody can remember what it was. You've clearly recently seen heavy action. This mature themes game will focus on adult subject matter and role-play.

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

801 Project Acorn (SRP)

Monday 8 AM in Room 143 for 8 hours; 6 players

System: All Flesh Must Be Eaten 4th

Power Level: Heroic

GM: John Cariola

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

One of the main scientists of Project Acorn has been compromised.

You have been given orders to discreetly collect him during his vacation. Bring your flowered shirt and sunscreen, and MOMBO!

802 Galaxy Quest the Return (SRP)

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

System: Batttlestations 1.1

Power Level: Rank 1-6

GM: Jonah Johnson

All characters provided by GM

Variations: GCW, PAX, & PoT

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

One minute you were on the set, shooting, the next you find yourself on a familiar ship. The crew has been called on again to help out their alien friends.

803 One Small Step For Man...

Monday 8 AM in Room 151 for 8 hours; 10 players

System: Changeling: The Dreaming

GM: Alisha Walton

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Rumors of strange fae appearing and trods opening after the moon landing swirl around. Banality is thinning like a fog finally receding. Could the rumors be true?

804 Minotaur Civil War

Monday 8 AM in Room 152 for 8 hours; 8 players

System: Dungeons & Dragons 3.0/3.5

Power Level: 15th; 50k in items

GM: Robert Anderson

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Long ago two nations of Minotaurs argued over working with Goblin Kind or with the other civilized races.

805 Politics? Naw

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

System: Dungeons & Dragons 4.0

Power Level: 12th

GM: Robert Paul

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

The King is hosting a ball, but why bring adventurers? The Duke expects the best, just like everyone else does. Politics and intrigue mesh with some stabby stabby pew pew.

806 Sanctum of the Stone Giant Lord

Monday 8 AM in Room 156 for 8 hours; 8 players

System: Advanced Dungeons & Dragons 1st

GM: Steve Willett

Characters may be provided by GM

Variations: Mana, crits & fumbles, Con/death

Rules Knowledge: Useful

Game Content: Mainstream

Stone giant clans have raided against local lands where peace was the norm. The unrest stems from missing clergy w/in the clans. The temple of Traal-dir holds the solution.

807 Our Mob: Double Dog Dare

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

System: Feng Shui

GM: Mark Willner

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You are at the gate of the Old Salmon place, the neighborhood Haunted House. You have to go in. Everyone saw the Double Dog Dare and no kid can refuse that.

808 Good and Evil

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

System: Dungeons & Dragons 3.0/3.5

Power Level: 15th

GM: Chris Bruno

Characters may be provided by GM

Variations: 32 pt buy

Rules Knowledge: Useful

Game Content: Mainstream

4 good characters, 4 evil characters, separate quests for the same thing, meet in the middle for the ultimate battle.

809 Eclipsed

Monday 8 AM in Room 161 for 8 hours; 8 players

System: Vampire: The Requiem

GM: Cory Sober

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Something bad just happened but why can't you remember.

810 Zombies Ate My Con

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

System: D20 Modern

Power Level: Low

GM: Kenny Tracy

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A group of gamers minding their own business at a con, when suddenly it's the zombie apocalypse... can they get to safety before it's too late?

811 Welcome to Tropico

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

System: Call of Cthulhu 5th

Power Level: Normal humans, subject to approval

GM: Patrick Arakel

Players provide their own characters

Variations: Bring your own character

Rules Knowledge: Expected

Game Content: Mainstream

You have won an all-expense paid vacation to sunny Tropico. Find out out what secrets El Presidente is hiding!

812 The Amazing Adventures of Dick Dynamo™ in: Return to the Planet of the Grapes

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

System: Hero 5th Ed (Champions)

Power Level: 350+ pts

GM: B J Goukler

Characters may be provided by GM

Variations: No VPPs, 90act. standard, Mobius rating 26

Rules Knowledge: Expected

Game Content: Mainstream

SALAD has risen again to threaten the Galaxy, leaving devastation in their wake. The Rangers have again called the heroes of Earth for hope, salvation, and holding the narrator's attention.



813 This Time at Meltdown High

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

System: Teenage Mutant Ninja Turtles all

Power Level: Mid

GM: Clifton Allen

All characters provided by GM

Variations: Home brew world

Rules Knowledge: Useful

Game Content: Mature Themes

The 3rd episode in the ongoing saga of Meltdown High—will the team be able to stop the bad guy, find the school mascot, and get back in time for the big game?

814 Bone Temples and Unfulfilled Wishes

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

System: World of Darkness KoE

Power Level: Jina

GM: Paul Banda

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mature Themes

The sixth age has arrived, and the siren wails from the clifftop temple. It's time to fulfill your duties to the Flame Court—find the bearer and bring her.

815 Ground Zero

Monday 8 AM in Room 168 for 8 hours; 12 players

System: Gigax: Zombies from Space vs. Zombies from Hell Maniac's

Power Level: Survivor

GM: Eric Marriott

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The world has gone dark. The city in ruin. Invaders descend from above, Hell has burst forth from below. Caught in the middle, do you have the will to survive?

816 Hao's Moving Castle in the Sky

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

System: Hero 5th. ed. (Pulp)

Power Level: 50 + 50 normals, diamonds in the rough

GM: Jim Gettman

Characters may be provided by GM

Variations: As loose as needed

Rules Knowledge: Beginners Welcome

Game Content: Family

A romantic world of airships, pirates, royalty and magic needs adventurous pilots and crew, young and old, for a daring adventure. Only Miyazaki type characters will be approved or available.

817 SuperSquad America

Monday 8 AM in Room 374 for 6 hours; 8 players

System: Hero 6th Ed (Champions)

Power Level: ~550 pts

GM: Rod Currie

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

When SuperSquad America answers a child's letter asking for help, it leads to tough choices and unintended consequences for America's premier superhero team. Role-playing emphasized.

818 Deadmoon

Monday 8 AM in Room 375 for 8 hours; 9 players

System: Pathfinder

Power Level: 5th

GM: Roy Bridges

Characters may be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A scenario with all of the classic touches from undead to ambushing goblins, and a few mind-bending puzzles and traps. Several options, few plot trains.

819 Saint Society: Missing Teammate

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

System: Mutants & Masterminds 2.0

Power Level: PL8

GM: Brian Sullivan

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The newest member of the team has gone missing. Although she is something of a flake, is it just another teen runaway or is something far more sinister at work?

820 Race to Hawksbay

Monday 8 AM in Room 377 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

The Sha'larg god king is on the march. Warn the navy at Hawksbay of the danger. A fast-paced adventure that rewards thinking outside the box.

821 Defeat the Reeds of Zeemous (A Good Omens Production)

Monday 8 AM in Room 378 for 8 hours; 8 players

System: Gamma World 1st

GM: Tony Vargas

Characters created for game

Variations: Characters created at the game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You joined the Brotherhood of Thought to bring humans, mutants, and mutated animals together. Now, an Ancient prophecy promises a new age of peace, if its quest is completed.

822 There Are No Werewolves

Monday 8 AM in 379 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 4th

GM: Nick Matyas

Players provide their own characters

Variations: Any published, or Char Builder

Rules Knowledge: Useful

Game Content: Mainstream

Same title, different adventure every year. The players must puzzle over what role – if any – werewolves play in this adventure that mixes combat, mystery and a bit of role-playing.

823 The Fall of Kelvan's Crest

Monday 8 AM in Room 381 for 8 hours; 8 players

System: Dungeons & Dragons 3.0/3.5

Power Level: 6th

GM: Paul Schneider

All characters provided by GM

Variations: Low Magic, 3.5 with 3.0 rules to fix it

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The people of Kelvan's Crest are turning into ZOMBIES! Play heroes and help the King by escaping the zombie-filled city and bringing help from the Church.

824 Snatching of the Directors of Chaos

Monday 8 AM in Salon H for 8 hours; 8 players

System: Home Brew d100 Beta

GM: Robert Silva

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You are a part of a crack commando team, "The Phoenix Eye", that uses psychic powers. You must rescue VIPs from an evil, radical extremist group.

825 Eight Flew Over The Cuckoo's Nest

Monday 8 AM in Salon C for 8 hours; 8 players

System: Alpha-Omega 1st

Power Level: 2x starting pts

GM: Brett Lawson

Characters may be provided by GM

Variations: Chars able to 'pass' for human

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Welcome to the San Nita Re-integration Institute. Our warm family atmosphere provides maximum security and cutting-edge pharmaceuticals for troubled patients. Visiting hours have been indefinitely postponed.

826 Operation Roll Overwatch (Half Life 2)

Monday 10 AM in Room 147 for 6 hours; 6 players

System: FATE

GM: Jarys Maragopoulos

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Coordinate an attack on the vulnerable installations supporting Combine Citadel. Fight well - fight smart - for humanity and all freedom-seeking allies.

827 Justice Squad: Class Reunion

Monday 10 AM in Room 149 for 6 hours; 6 players

System: Mutants & Masterminds 2nd

Power Level: PL 12

GM: Patrick Riley

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Ten years after graduating from Excelsior Academy and parting ways, our heroes return to rekindle old friendships, quell (or incite) old rivalries, and save the day just, like old times.

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	Tony Hughes
Webmaster/Internet Liaison	Roderick Robertson
"This"	Ellen Robertson
"That"	Roderick Robertson

DunDraCon Game Planner

Name: _____

Badge Number: _____

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

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

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

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

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

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

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

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