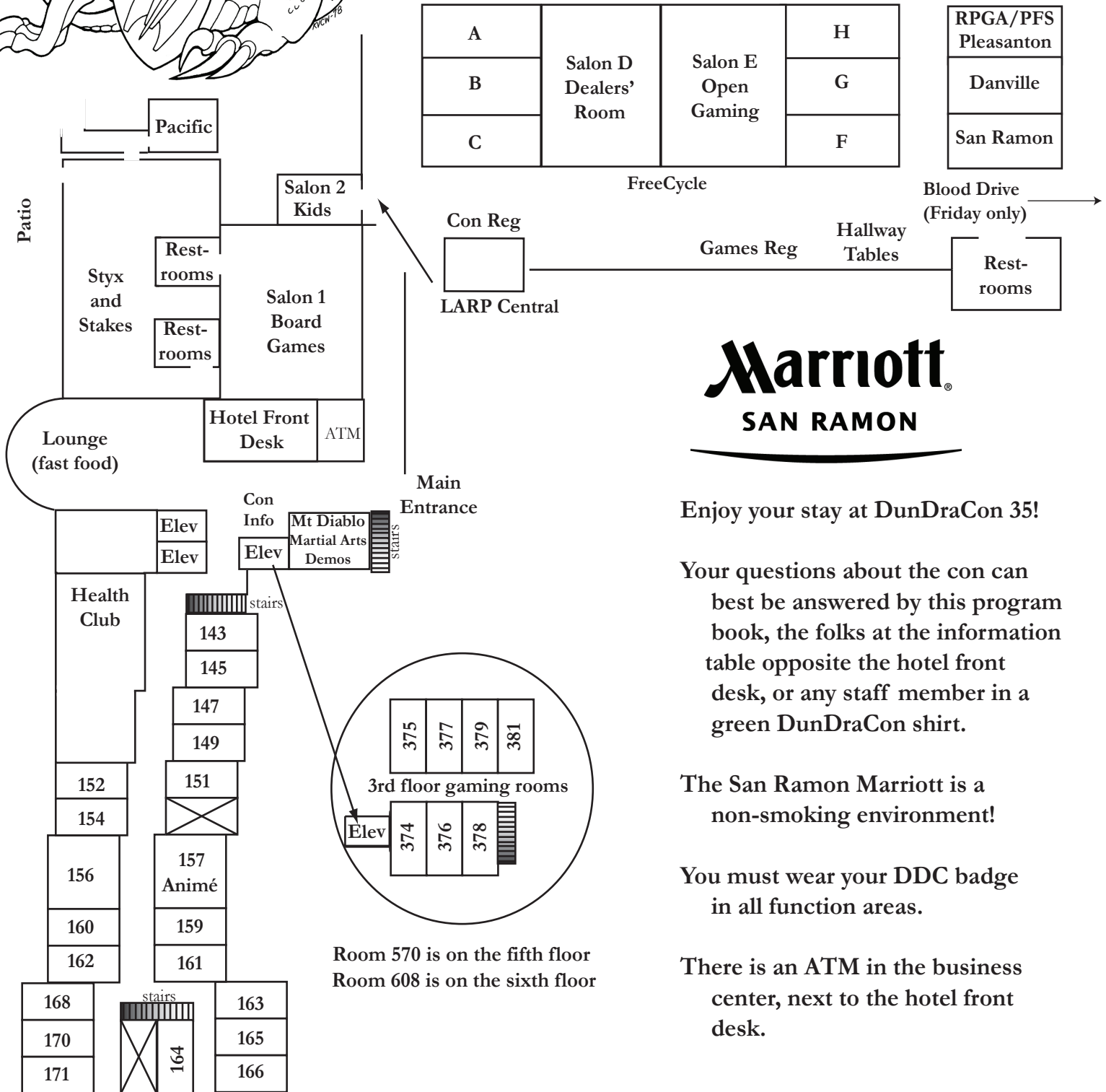




DunDraCon

35

February 18-21, 2011



Marriott
SAN RAMON

Enjoy your stay at DunDraCon 35!

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 in the morning.

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

Keep hydrated. Hotel air is very dry; try to avoid sugar drinks 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 message wall by the Info Table in the lobby a couple of times a day. It's a nightmare to find one person among the mob filling the hotel, so mostly we don't try.

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, including the dealers' room, open gaming, demonstrations, seminars, and scheduled games, require that you wear your badge.

If you move before the next DunDraCon (February 2012), 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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Red Cross Blood Drive

Outside the Hotel Main Entrance

Friday, 1:00 PM - 7:00 PM

DunDraCon is proud to host our second Blood Drive.

The Red Cross Bloodmobile will be parked at the side of the hotel on Friday from 1:00 PM -7:00 PM. Information is available at the American Red Cross website: www.redcrossblood.org, or check at the Info table for more details. Help us make this drive a huge success and give the gift of life!

Convention Registration

Convention Center Lobby

Convention Registration Hours

Friday	Noon — 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 18-48). All games with numbers are registered for through the Games Registration program (page 17). The RPGA and Pathfinder Society games (page 9) are registered through their Headquarters in the Pleasanton corridor. Demonstration and drop-in games (page 15) 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 (page 7) or combat demonstrations (page 9), 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 12.

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.

Open Gaming

Board and Card Games in Salon 1

All Games in Salon E

Salon FG will be available for Open Gaming from Saturday 7:00 PM until Sunday 6:00 AM

Open Gaming is non-stop through 5 PM Monday. By special arrangement, Salon 1 opened for general gaming at 5 pm Thursday and stayed open thereafter; don't you wish you were there?

Salon 1 is devoted to board games of all kinds, with Salon E available for *all* open games. Salon FG will be available for any games on Saturday night.

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. If the trash can is full, please inform hotel staff or a member of the Committee.

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

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

DunDraCon Does Not

Officially Present

On Sunday, February 20th,

The Secret Masters Of Gaming

12th Annual Hawaiian Shirt Day

At DunDraCon 35



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

Mike Nebeker Memorial FreeCycle Table

DunDraCon 35 will be introducing a new service this year, Game and Game Component Freecycling. This will take the form of a table across from Registration, between Salons D and E. Anyone may place unwanted but usable games and game components there, free for the taking by anyone else. Junk, antique, or collectible—it's all in the eye of the beholder, so this is your chance to dispose of an unloved or superseded gaming item that someone else might cherish, subject to the limitations listed below. By leaving any item on the table, you relinquish ownership of it, and may not dispute its appropriation by anyone else. DunDraCon's staff members will periodically police the table, and reserve the right to remove any item or items and dispose of them for any reason.

Please do not leave any of the following; DunDraCon will dispose of these items forthwith:

- Food or food-like substances.
- Liquids, powders or aerosols, including hobby paints, solvents, fillers, or glues.
- Other toxic or dangerous materials, such as moldy game components, anything that smells of second-hand smoke, broken items with sharp edges, or weapons.
- Books, magazines, comics, CDs, DVDs, tapes or other printed material not related directly to playing games.
- Pets, including dragons who have not been paper-trained.
- Power tools, explosives, carnivorous houseplants, fruitcakes, Yugo automobiles or vuvuzelas.

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.

Dealers' Room

Salon D

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

Dealers' Room Hours

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

Vendors

Black Diamond
CC Bridal
Chaosium
Chessex
Crafty Games
Dragon's Perch
End Game
Flying Buffalo Inc.
Gamers Unplugged
Games of Berkeley
Good Luck Games
Hero Games
Impression
Nerd KungFu
Pegasus Publishing
QR Zed Engineering
Rusty Sword
Stone Tablet
Wagoners Games

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 — 1:00 PM

10, 15, or 20 minute sets.



Games of Special Interest

There are roughly 270 official games scheduled for DunDraCon 35; here are a few that we think are off the beaten track

Jeff Hatch, author of *Pulp Adventure* and *Cthulhu Pulp*, is hosting three linked adventures:

110 Shadows of Yog-Sothoth Part One ‘Twilight of the Future’

220 Shadows of Yog-Sothoth Part Two ‘Of Witches and Devils Deep’

521 Shadows of Yog-Sothoth Part Two ‘Rise of the Ancient Island’

These three adventures embody all seven chapters of the Yog-Sothoth Campaign first published by Chaosium in 1982. Enroll in each game separately; it’s not necessary to have played in an earlier game to join a later one.

§

The LARP troupe **Terra Firma** is proud to offer three linked LARPs, all in Suite 570:

671 TERRA FIRMA Part 1: Terra Nova (‘New World’)

272 TERRA FIRMA Part 2: Terra Incognita (‘Parts Unknown’)

771 TERRA FIRMA Part 3: Terra Torrida (‘Scorched Earth’)

These games span fifteen generations, with players from the succeeding scenarios affected by what happened earlier in the saga. Enroll in each game separately; it’s not necessary to have played in an earlier game to join a later one.

§

Doc Cross has been running Toon games at DunDraCon for decades, and offers up his unique brand of adventure in **102 Good VS Evil + Love**. Check our web site for details; we can’t possibly summarize the wackiness adequately.

Samantha Johnson is hosting two different flights of super heroes against Ultimate Evil:

P12 Even Heroes Hear the Call of Cthulhu [Group 1]

315 Even Heroes Hear the Call of Cthulhu [Group 2]

The survivors of the two groups combine to fight the good fight in a culminating session Sunday at 8:00 PM in Room 149, for 4 hours. If you survive, you are automatically entered in the final session—no enrollment required.

§

James Fitch offers an opportunity for some pure role-playing with **481 Nighttime is for Werewolves**. Are you a werewolf, or just a poor townsman trying not to be hanged by the mob? Be convincing!

§

“**Alx**” **Alexander** offers the walk-up game **Star Trek Tactical Command** on Saturday at 7:00 PM in Salon C. Play in one or more of the 90-minute sessions, using the GM’s custom tactical displays to battle the Borg and rescue Picard.

§

And, once again, we are happy to have **MonsterSmash**, this time at 10:00 AM on Sunday in Salon C. 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**. You may think it’s just for kids, but grown-ups love this game! Just walk up and join in.



Seminars

Friday

Online Tools to Enhance Gaming

Friday 6:00 PM in Room 156 for 1 1/2 hours

Presenter: Katherine 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

How GMs Can Bring their 'A' Game to the Table

Saturday 9:00 AM in Room 156 for 1 hour

Presenters: Ryan Macklin, Jennifer Brozek

Having problems with your GMing? Or maybe it's perfect...except for that one kink? Ryan Macklin and Jennifer Brozek have the solution for you! They'll roll up their sleeves and show you how to use various techniques they've learned over the years to help you find your 'A' game. Get and keep your players hooked on your game while making your GMing easier.

Stealing from Indie Games: Borrowing systems, themes, and settings to enhance your RPG campaign

Saturday 10:00 AM in Room 156 for 1 hour

Presenters: Bruce Harlick, Ben Monroe, Ryan Macklin, David Ackerman-Gray

There's a lot of very interesting "gaming technology" out there for role-playing games. Systems such as FATE are really opening up story telling and leading to some very interesting gaming experiences. This seminar will talk about some of the cool stuff that's out there and how to use it in more traditional RPGs such as D&D or CHAMPIONS.

History of LARPing in America and where it is headed

Saturday 11:00 AM in Room 156 for 1 hour

Presenter: Mark Mensch

This seminar focused on the LARPs of America, where they started, where they are now and where they are going. Including comparisons to European LARP techniques and equipment as well as LARPing in the mainstream media and entertainment industry.

Fighting with the Brain for GMs

Saturday Noon in Room 156 for 1 hour

Presenters: Randy Angle, David Ackerman-Gray, Bruce Harlick, Kevin Andrew Murphy

Do your players want something more than hack-and-slash? Experienced GMs talk about creating challenging puzzles and roleplaying dilemmas in games.

Most role-playing games focus on combat, but many players like a little more mental challenge. We will talk about ways to add depth to your games by confronting the players with puzzles and mysteries they need to solve.

We'll also discuss puzzles that don't work, including "Guess the GM's mind," "Clues not available here," "Instant death, no saving throw," "I waste it with my crossbow!" and other examples of puzzles gone wrong.



Stump the Gamemaster

Saturday, 1:00 PM in Room 156 for 1 hour

Presenters: Doc Cross, Bruce Harlick, Mike Blum, Ken Hite, Steve Long, Ken St. Andre

The audience tosses out ideas and the panel has mere seconds to turn them into something gameable. Could be a name, a short phrase or anything else. No long rambling descriptions, but a short sentence will be OK. 2 or 3 words might be better. Feel free to get very creative, because the GMs on the panel sure will.

What's New with Hero

Saturday 2:00 PM 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 in the future.

City Building

Saturday 3:00 PM in Room 156 for 1 1/2 hours

Presenters: Anders Swenson, Mike Blum, Ken Hite

City Building celebrates the basis of FRPG, the cities which adventurers use for support, and which occasionally provide the venue for the adventures themselves. Each DunDraCon we present the information GMs need to design and detail their campaign cities, with formal presentations and extensive Q&A. This year's edition of DunDraCon's favorite city-building seminar steampunks the city of Rome. The seminar will focus on creating an alternate-history 19th Century steampunk version of Rome.

City Building is presented by veteran urbanophiles Ken Hite, Michael Blum and Anders Swenson

Ship to Ship Using Pirates and Hero System

Saturday 4:30 PM in Room 156 for 1 1/2 hours

Presenters: Jim Gettman, Aaron Gettman

We developed and play-tested this system for a pirate fantasy campaign. Ship and cannon design is scaled for miniatures from the Pirates card-based system, but all rules and skills are compatible with Fantasy Hero version 5. Ship stats, maneuvering rules, hits and targeting are all on sheets scaled for 1" hexes. Players work from role summary sheets. The main roles are: Captain, Sailor, and Gunner, with supplemental sheets for Helmsman, Carpenter, and Doctor. The seminar portion will be brief, perhaps 30 min., followed by playing out the start of a combat. There will be printed copies and instructions for downloading the source files. All original material is given to the public domain.

What's New in Indie RPGs

Saturday 6:00 PM in Room 156 for 1 hour

Presenters: Darren Watts, Ken Hite, others

The head honchos of Indie Press Revolution, representing 90 different small RPG Publishers answer your questions and spread the news.



Sunday

Gaming, Kids, and what you should know

Sunday, 10:00 AM in Room 156 for 1 hour

Presenters: Louis Contreras, Michelle Contreras, Katheryn Contreras, Margaret Creelman

Introduction to benefits and hazards of gaming with children. Resources, Educational Material, Web Tools, and Handouts. Kids like action but what do they get out of it, and is it good for them? From Xbox Gaming to Roleplaying to Board Games. We will be discussing the effect that gaming has on kids, the benefits and the dangers. When to start thinking about allowing your child to game and some guidelines to making it a success. Discussion points to talk about when your child asks you "Why can't I game?", and milestones that you can create to allow them to earn the right to play at the big kids' table.

What's Cool

Sunday 11:00 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.

Surviving the Zombie Apocalypse

Sunday, Noon in Room 156 for 1 hour

Presenters: Lois E Miller, John Livingston

Surviving the Zombie Apocalypse is a metaphor for disaster preparedness. Are you prepared? Do you have an escape plan? Do you have a "Go Bag"? Applications for realistic role playing & GMing of Zombie and other disaster scenarios will also be discussed.

Do It Yourself RPG: Game Design and Playtesting

Sunday 1:00 PM in Room 156 for 1 hour

Presenters: Randy Angle, Paul Gunn

Have you always wanted to make your own RPGs? With the skills passed on in this seminar, by a lifetime game designer, make your very own original RPGs.

Topics include (1) using the open license games, or your favorite out-of-print games as starters (2) how to create and playtest a unique game quickly that lives and breathes in your own campaign setting,, (3) Mechanics and systems used by game designers that encourage role-playing or simulate tactical combat.

Do It Yourself RPGs: Layout and Publishing

Sunday 2:00 PM in Room 156 for 1 hour

Presenters: Randy Angle, Paul Gunn

How to professionally lay out your book and publish it via PDF using various online services, or for free on your own website.

The War College, Coming to DunDraCon?

Sunday 3:00 Pm in Room 156 for 1 hour

Presenter: Dana Lombardy

What is a War College? No, it's not West Point or Annapolis; rather, it's a series of lectures on various aspects of warfare, be it weapons or tactics, policy or psychology, sometimes focused on a particular war or era (Ancient warfare, or the American Civil War), sometimes more generic (the effect of winter on warfare). And no, you don't have to pay tuition or take tests to attend the War College!

War Colleges have been popular features of conventions like Origins, GenCon, and Kublacon, and we're looking at the possibility of bringing one to DunDraCon in 2012. But we need your input. Is there is enough interest, and what are you interested in hearing?

What's New at the Chaosium

Sunday 4:00 PM in Room 156 for 1 hour

Presenter: Charlie Krank

Come and ask your questions of the demented minds behind the Call of Cthulhu and Basic Role Playing.

Learn From Our Mistakes

Sunday 5:00 PM in Room 156 for 1 hour

Presenters: Jennifer Brozek, Ryan Macklin

Jennifer Brozek and Ryan Macklin, award-winning veterans of the RPG industry, talk about what it's like to write RPGs for each other. Combined, these two Swiss Army Knives of publishing have authored, edited, and managed more than 30 RPG products. Learn from our mistakes. Reap the benefit of our experience and discover some of the secrets of what really goes on in the back halls of the RPG industry.

The State of the Industry

Sunday, 6:00 PM in Room 156 for 1 1/2 hours

Presenters: Aldo Ghiozzi, Darren Watts, Joseph Goodman

Veteran publishers Aldo Ghiozzi (Wingnut Games), Darren Watts (Hero Games), and Joseph Goodman (Goodman Games) get together to present and discuss the state of the game industry and what gamers can look forward to in the coming years.

Monday

A Funny Thing Happened On the Way to the Dungeon

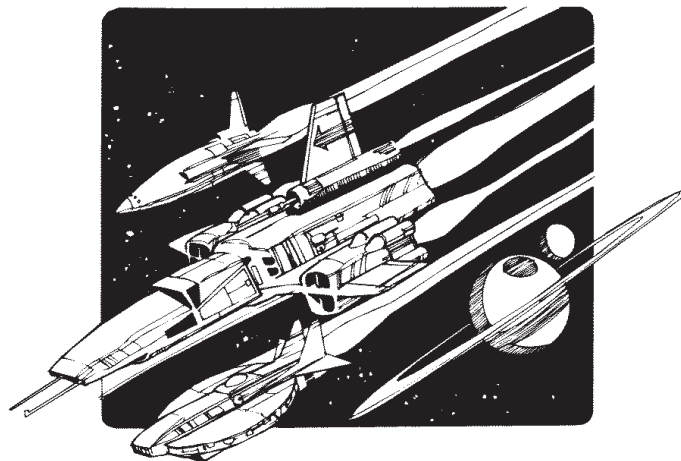
Monday 10:00 AM in Room 156 for 1 1/2 hours

Presenters: Randy Angle, Ken St. Andre

Have you ever had a game planned, but hijacked by players with too much sense of humor? Let's share our tales of games that went wildly off-track.

"No game plan survives first contact with the enemy." (apologies to Karl von Clausewitz). Sometimes the most memorable and exciting games are ones where the players take control and your carefully mapped plans go out the window. What happens next is a test of the gamemaster's character and ability to improvise.

We'll talk about how to survive player chaos while keeping the game balanced and fun. Bring your favorite anecdotes and we'll share a few of ours.



Martial Arts

Live-Action Demos

Mt. Diablo Room and Bishop Ranch Patio

DunDraCon is pleased to welcome back Amtgard to our demo track. They will have a display of arms and armor in the Mount Diablo room. They will present a combat demo outside on the patio by Games Registration at noon on both Saturday and Sunday.

Room Schedule

Friday 1:00 PM - 9:00 PM

Saturday 9:00 AM - 9:00 PM

Sunday 10:00 AM - 8:00 PM

Monday 10:00 AM - 2:00 PM Mon

Amtgard is a non-profit, non-sectarian organization that is dedicated to the recreation of the Sword and Sorcery genre as well as educational aspects of both Medieval and Ancient cultures. Amtgard focuses largely on a Medieval-based combat system but also encompasses the arts and sciences of the time, in a friendly, social atmosphere.

Amtgard uses safe, foam-padded replicas of Medieval weaponry. Anyone aged fourteen years or older may compete in the martial aspect of the game but we welcome members of all ages. There's a place for everyone. Participation is free.

You can find more information at <http://caamtgard.com>.

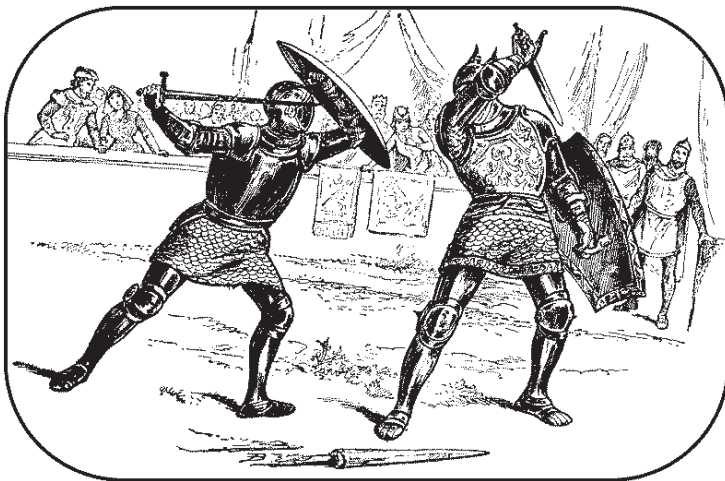
Combat Demo Schedule

Saturday

1 PM - 3 PM: Fantasy Combat - Amtgard

Sunday

1 PM - 3 PM: Fantasy Combat - Amtgard



RPGA/Pathfinder Society

Hail hero and welcome to the RPGA and the Pathfinder Society. 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 and the Pathfinder Society host many events for attendees who are interested in playing in the latest campaign worlds, all created and run exclusively by volunteers from around the world!. This year DunDraCon is offering RPGA's Living Forgotten Realms (using the current 4th edition D&D rules) and Pathfinder Society Organized Play (using Pazio's Pathfinder rules, affectionately known as "version 3.75").

Start your RPGA, or your Pathfinder Society, player character at level 1 and play him or her (or it!) anywhere in the world where RPGA or Pathfinder Society events take place, until he, she (or it!) retires from the adventuring life. 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!

DunDraCon would like to thank Endgame of Oakland for sponsoring this year's RPGA/Pathfinder room!



Friday

Slot 1: 7:00 PM - 11:00 PM

Core 1-1 Inheritance (level 1-4) (LFR)

When the Netherese conquered Sembia those who objected were either killed or forced to flee. Decades later, a young man inherits a key to the family vault abandoned seventy years earlier. Desperate for money, he hires you to retrieve its contents in a gamble that something worthwhile is still there. A Living Forgotten Realms adventure set in Sembia for characters levels 1-4.

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

PFS Intro Adventure to Pathfinder Society (level 1) (Pathfinder Society - Pathfinder RPG)

Placeholder for the Pathfinder Society intro adventure, “Fallen Tower.” For beginning characters of level 1. DM may wish to run an alternate low level adventure.

Saturday

Slot 2: 9:00 AM - 1:00 PM

Corm 1-7 Patronage and Pestilence (level 1-4) (Living Forgotten Realms - D&D 4e)

A disease has hit the outskirts of Suzail, and the captain of the guard has hired the PCs to provide safe transport for the arriving cure. Unfortunately, everyone else wants it just as badly. Can the heroes protect the medicine for the sick and dying, or will the temptation of wealth be too much to pass up? A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

PFS Intro: The Godsmouth Heresy Pt1 (level 1-2) (Pathfinder Society - Pathfinder RPG)

Deep under the city of Kaer Maga lies an unused cemetery of the Church of Pharmsis. You have been asked to clear it out. This is a 12 hour, three slot adventure for level 1 or 2 pcs. Players may decide to play one, two or all three slots of this adventure, but they will not be able to play the rest of this adventure if they do not complete it.

PFS Intro Adventure to Pathfinder Society (level 1) (Pathfinder Society - Pathfinder RPG)

Placeholder for the Pathfinder Society intro adventure, “Fallen Tower.” For beginning characters of level 1. DM may wish to run an alternate low level adventure.

Slot 3: 2:00 PM - 6:00 PM

Corm 1-1 The Black Knight of Arabel (level 1-4) (Living Forgotten Realms - D&D 4e)

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.

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

PFS #29: The Devil We Know—Part I: Shipyard Rats (levels 1-7) (Pathfinder Society - Pathfinder RPG)

When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's Imperial Naval Shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir? This product is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

PFS Intro: The Godsmouth Heresy Pt2 (level 1-2) (Pathfinder Society - Pathfinder RPG)

Deep under the city of Kaer Maga lies an unused cemetery of the Church of Pharmsis. You have been asked to clear it out. This is a 12 hour, three slot adventure for level 1 or 2 pcs. Players may decide to play one, two or all three slots of this adventure, but they will not be able to play the rest of this adventure if they do not complete it.



Slot 4: 7:00 PM - 11:00 PM

Dale 1-7 Arts (level 1-4) (Living Forgotten Realms - D&D 4e)

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 discreetly and in time? A Living Forgotten Realms adventure set in the Dalelands for characters levels 1-4. A part of the ‘Arts & Crafts’ major quest. The other part is DRAG1-7 Crafts.

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

PFS #30: The Devil We Know—Part II: Cassomir's Locker (levels 1-7) (Pathfinder Society - Pathfinder RPG)

The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After clearing Cassomir's dank sewers and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port? This product is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

PFS Intro: The Godsmouth Heresy Pt3 (level 1-2) (Pathfinder Society - Pathfinder RPG)

Deep under the city of Kaer Maga lies an unused cemetery of the Church of Pharmsis. You have been asked to clear it out. This is a 12 hour, three slot adventure for level 1 or 2 pcs. Players may decide to play one, two or all three slots of this adventure, but they will not be able to play the rest of this adventure if they do not complete it.

Sunday

Slot 5: 9:00 AM - 1:00 PM

Dale 1-1 The Prospect (level 1-4) (Living Forgotten Realms - D&D 4e)

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.

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

PFS Intro: The Godsmouth Heresy Pt1 (level 1-2) (Pathfinder Society - Pathfinder RPG)

Deep under the city of Kaer Maga lies an unused cemetery of the Church of Pharmsis. You have been asked to clear it out. This is a 12 hour, three slot adventure for level 1 or 2 pcs. Players may decide to play one, two or all three slots of this adventure, but they will not be able to play the rest of this adventure if they do not complete it.

PFS Intro Adventure to Pathfinder Society (level 1) (Pathfinder Society - Pathfinder RPG)

Placeholder for the Pathfinder Society intro adventure, "Fallen Tower." For beginning characters of level 1. DM may wish to run an alternate low level adventure.

Slot 6: 2:00 PM - 6:00 PM

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

Drag 1-1 Many Hands Make Light Work (level 1-4) (Living Forgotten Realms - D&D 4e)

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.

PFS #41: The Devil We Know—Part III: Crypt of Fools (levels 1-7) (Pathfinder Society - Pathfinder RPG)

Another kidnapping spree erupts in Cassomir and the Pathfinder Society sends you to the notorious Swift Prison to interrogate a captured cultist about the recent disappearances. With clues gathered there, you must explore Old Cassomir and find secret locations that lead you to the source of the spree: the long lost Crypt of Fools. This product is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

PFS Intro: The Godsmouth Heresy Pt2 (level 1-2) (Pathfinder Society - Pathfinder RPG)

Deep under the city of Kaer Maga lies an unused cemetery of the Church of Pharmsis. You have been asked to clear it out. This is a 12 hour, three slot adventure for level 1 or 2 pcs. Players may decide to play one, two or all three slots of this adventure, but they will not be able to play the rest of this adventure if they do not complete it.

Slot 7: 7:00 PM - 11:00 PM

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

Drag 1-7 Crafts (level 1-4) (Living Forgotten Realms - D&D 4e)

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.

PFS #48: The Devil We Know—Part IV: Rules of the Swift (levels 1-7) (Pathfinder Society - Pathfinder RPG)

In the conclusion of the Devil We Know campaign arc, you are called once more to Cassomir, where a mass abduction of the residents of Swift Prison has the entire town in a panic. Venture-Captain Hestia Themis once more partners you with an Aspis agent to see what link the Swift Prison event has to the earlier kidnapping of a Pathfinder agent. You will explore an empty prison, delve the tunnels below, and come face-to-face with the source of Cassomir's troubles in a vile grotto deep beneath the city. This product is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

PFS Intro: The Godsmouth Heresy Pt3 (level 1-2) (Pathfinder Society - Pathfinder RPG)

Deep under the city of Kaer Maga lies an unused cemetery of the Church of Pharmsis. You have been asked to clear it out. This is a 12 hour, three slot adventure for level 1 or 2 pcs. Players may decide to play one, two or all three slots of this adventure, but they will not be able to play the rest of this adventure if they do not complete it.

Monday

Slot 8: 9:00 AM - 1:00 PM

Corm 1-5 In the Bleak Midwinter (level 1-4) (Living Forgotten Realms - D&D 4e)

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.

RPGA/Pathfinder Society

Delve Encounters: Ruins of the Spectral Glade (fast play pc provided) (D&D 4e)

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in ONE hour. Characters are provided. Running every Two hours but contingent on DM availability.

PFS Intro Adventure to Pathfinder Society (level 1) (Pathfinder Society - Pathfinder RPG)

Placeholder for the Pathfinder Society intro adventure, "Fallen Tower." For beginning characters of level 1. DM may wish to run an alternate low level adventure.



Events for Kids

Salon 2

The Kids' Room at DunDraCon will be trying a new format for this year. Perhaps you have played in an all-day session to see who is the best at playing Reiner Knezia games or Rio Grande games? We are going to have Saturday and Sunday sessions from 10-6 each day to determine the best player of "Fun and Challenging Games" on Saturday, and "Competitive and Challenging Games" on Sunday. The winner will receive a certificate as the day's champion and a prize!

Tournament Games on Saturday will include Fruit Faire, Candamir, Sheer Panic, Basari, Penguins (Hey That's My Fish!), Beetlez, Mr. Bill, and many more. (See below for some description.) Each child will play a game and get a score based upon their position: a quick game for four players might garner 4,3,2,and 1 point for playing. A longer game might garner 12, 9, 6 and 4 points. There are no "must play" games, children can play whichever they would like, but they can usually gain more points by playing different games. All games will be taught, if need-be.

Children should be between 8 and 12. This is a loose age bracket, the main dividing line is that they should be able to read, as many games will require a bit of sophistication. If your child is a 6 year-old genius, he or she is welcome, older kids are welcome, also, if they would like to play. If we have great demand by the 13 and above, we might add a separate bracket for them.

For Sunday, the tournament games will be more challenging. We will have Risk 2210, Evo, Ascension, and other more challenging games. (Remember that this will go head-to-head with the Monster Smash at 10 or noon, so a choice will have to be made!—One might be able to do both, but would have to sweep the boards!)

Our other tournament will be a 2:00 tournament for Apples to Apples, for both Saturday and Sunday. This is one of the very best kids' games and has excellent wordplay and vocabulary usage while being amazingly fun!

And, if you are not interested in the tournaments, we are also happy to introduce you to any of our fine games. You won't be disappointed!

We again have Randy who will help you raise your crafting skill in leather to new heights! Come make a bag or full body armor! (Just kidding about the armor!)

P.S. Do look for a number of D&D and other adventures which will be run in the kids' room or elsewhere (check the schedule).

Saturday

10:00 AM - 6:00 PM "Fun and Challenging Games" Tournament

2:00 PM - Apples to Apples Tournament

Sunday

10:00 AM - 6:00 PM "Competitive and Challenging Games" Tournament

2:00 PM - Apples to Apples Tournament

Friday

P31 Carson City

Friday 5 PM in Salon 1 Table 1 for 4 hours; 5 players
System: Carson City 1st ed.
GM: Michael Basil
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Carson City is a game of cowboys 'n guns. So go round up your posse of gunslingers and get ready for some Wild West action in Carson City!

Saturday

201 SRP: So You Want To Be an Imperial?

Saturday 8 AM in 143 for 8 hours; 8 players
System: Battlestations 1.1
Power Level: Rank 1-5
GM: Jonah Johnson
All characters provided by GM
Variations: GCW, Pax, PoT & Bot Wars
Rules Knowledge: Beginners Welcome
Game Content: Family
Go for the ultimate adventure! Join the ranks of the Galactic Empire's fighting force. The Imperial Guard answers the call, at home or the farthest reaches of the galaxy. Rebels DIE!

202 SRP: So You Want To Be a Rebel?

Saturday 8 AM in 145 for 8 hours; 8 players
System: Battlestations 1.1
Power Level: Rank 1-5
GM: Jonah Johnson
All characters provided by GM
Variations: GCW, Pax, PoT & Bot Wars
Rules Knowledge: Beginners Welcome
Game Content: Family
Join the Alliance to Restore the Republic! The Empire discriminates and enslaves. It brutally attacks and wipes out races to near-extinction. Freedom must triumph over tyranny! Do your part!

223 The Dungeon of the Chaotic Muse

Saturday 10 AM in 378 for 8 hours; 8 players
System: Dungeons & Dragons (Original)
Power Level: 1st-3rd
GM: Thomas A. McCloud
All characters provided by GM
Variations: Thru Greyhawk; GM variations provided
Rules Knowledge: Beginners Welcome
Game Content: Family
Journey to the Dungeon of the Chaotic Muse, where magic runs wild, and nothing is quite what it seems. 1970's era D&D with variations.

(walk-up) The Jaded City of Oz

Saturday 10 AM in Salon 2 for 4 hours; 6 players
System: Adventures in Oz: FRP Beyond the Yellow Brick Road
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!

305 SRP: A Student's Burden

Saturday 4 PM in 143 for 8 hours; 6 players
System: Cinematic Action Studio
GM: Craig C. Randall
All characters provided by GM
Variations: Setting: Agone's Twilight Realms
Rules Knowledge: Beginners Welcome
Game Content: Family
Practice your martial arts. Study for exams. Learn new spells. Prevent disaster? A student's work is never done; welcome to Hai Shul.

461 Klix Are (Not Just) for Kids

Saturday 6 PM in Hall Table 1 for 4 hours; 6 players
System: Mage Knight Dungeons 1st ed.
GM: William Dash
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
All-Ages' MK Dungeons using straight first-edition rules.
3D Dungeon! Real treasure! Pick a hero and the fracas begins. Play 'lone wolves' or 'team effort'; it's up to you!

Sunday

502 SRP: Human, Human, Human...Cylon!

Sunday 8 AM in 145 for 8 hours; 8 players
System: Battlestations 1.1
Power Level: Ranks 1-6
GM: Jonah Johnson
All characters provided by GM
Variations: Pax, GCW, PoT, Bot Wars
Rules Knowledge: Beginners Welcome
Game Content: Family
Cylons are attacking, and everyone is running to their Battlestations on the big G. The cylons have new models that look like us. Is that your friend or a cylon?

(walk-up) Klix Are for Kids

Sunday 10 AM in Salon 2 for 2 hours; 4 players
System: Mage Knight Dungeons 1st ed.
GM: William Dash
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Last year's event returns! Kill monsters! Steal their stuff! Each player enters the Dungeon and the treasure hunt begins! We'll be playing for real treasure and using a 3D dungeon.

(walk-up) MonsterSmash

Sunday 10 AM 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.

(walk-up) Klix Are for Kids

Sunday Noon in Salon 2 for 2 hours; 4 players

System: Mage Knight Dungeons 1st ed.

GM: William Dash

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Last year's event returns! Kill monsters! Steal their stuff! Each player enters the Dungeon and the treasure hunt begins! We'll be playing for real treasure and using a 3D dungeon.

662 Star Trek: Federation vs. Klingons

Sunday 4 PM in Salon C for 6 hours; 22 players

System: Phaser Lock 1st ed.

GM: Dan Rygasewicz

All miniatures provided by GM

Variations: original TV show—straight combat

Rules Knowledge: Beginners Welcome

Game Content: Family

Welcome to Phaser Lock, based on the original TV series. Take the Enterprise and the Federation fleet against the invading Klingon Empire, bent on wiping out anything in their path.

731 Fireball Island

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

System: Fireball Island

GM: Douglas E. Weed

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

From the dark realm of Milton Bradley Games comes this old adventure. Treasure, Fireballs, and other players in this Indiana-Jones-like game. Fortune? Or Certain Death? Your choice.

751 Mad Zeppelin!

Sunday 7 PM in Salon 1 Table 3 for 3 hours; 6 players

System: Mad Zeppelin!

GM: Larry Langley

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Betrayal, treachery, and theft rule the day aboard the Emperor's flagship in this steam punk card game.

Monday

831 Talisman

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

System: Talisman 4th rev

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.



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

Demonstration and Drop-In Games

Demonstration and drop-in games do not use the games reg system - just drop by and see if there is room.

Friday

Carabande

Friday 1 PM on Salon FG Table 10 for 6 hours; 42 players
System: Carabande
GM: David Gabriel
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Ladies and Gentlemen, start your fingers! Time for a convention favorite of flick-car racing. Be the first to cross the finish line and win!
Easy to learn and easy to play! All ages welcome!

Axis & Allies Miniatures Intro

Friday 4 PM in Hall Tables 1-4 for 2 hours; 8 players
System: Axis and Allies
GM: Jay Shukert
All miniatures provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Test your tactical skills in an intro scenario designed to get you comfortable with A & A miniatures. Minis and maps provided.

Saturday

Mansions of Madness Demo

Saturday 10 AM in Salon 1 Table 16 for 3 hours; 4 players
System: Mansions of Madness
GM: Gordon Monson & Hilary Powers
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Horrific monsters and spectral presences lurk in Arkham. Some spin dark conspiracies while others wait for hapless victims to devour or drive insane. Explore these cursed places and uncover the truth about the living nightmares within.

The Jaded City of Oz

Saturday 10 AM in Salon 2 for 4 hours; 6 players
System: Adventures in Oz: FRP Beyond the Yellow Brick Road 1st ed.
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!

Irish Lords

Saturday 10 AM in Hall Tables 2 & 3 for 8 hours; 16 players
System: Irish Lords 1st ed.
GM: Mac Senour
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
William Wallace requests the Irish Army to join him. The Irish lack leadership. Are you the next leader of the Irish? Play this simple, layered logic game to find out.

Monster Battlers

Saturday 10 AM in Salon 2 for 8 hours; 8 players
System: Dungeons & Dragons 4.0 Monster Slayers
GM: Harold Ogle
All characters provided by GM
Variations: simplified D&D4 rules
Rules Knowledge: Beginners Welcome
Game Content: Family
Kids 7 - 10 welcome in this introduction to RPGs. First scenario takes an hour, after which it will be repeated or, if interested, players can continue in further scenarios.

Spycraft Third Edition: Play with the Creators

Saturday 10 AM in Salon 1 Table 10 for 4 hours; 7 players
System: Spycraft (D20) 3rd
GM: Patrick Kapera
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Come play the latest version of the award-winning Spycraft RPG with the creators! Characters provided, but you should bring a sense of intrigue and a hunger for fun.

Mansions of Madness Demo

Saturday 2 PM in Salon 1 Table 16 for 3 hours; 4 players
System: Mansions of Madness
GM: Gordon Monson & Hilary Powers
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Horrific monsters and spectral presences lurk in Arkham. See the Saturday 10 AM game for description.

Star Trek Tactical Command: Borg Invasion

Saturday 7 PM in Salon C for 8 hours; 6 players
System: Star Trek Tactical Command: Borg Invasion
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 within a 90-minute time limit.



Sunday

Mansions of Madness Demo

Sunday 10 AM in Salon 1 Table 16 for 3 hours; 4 players
System: Mansions of Madness
GM: Gordon Monson & Hilary Powers
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Horror monsters and spectral presences lurk in Arkham. See the Saturday 10 AM game for description.

Klix are for Kids

Sunday 10 AM in Salon 2 for 2 hours; 4 players
System: Mage Knight Dungeons 1st ed.
GM: William Dash
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Last year's event returns! Kill monsters! Steal their stuff! Each player enters the Dungeon and the treasure hunt begins! We'll be playing for real treasure and using a 3D dungeon.

MonsterSmash

Sunday 10 AM 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.

Fantasy Craft: Play with the Creators

Sunday 10 AM in Hall Table 3 for 4 hours; 7 players
System: Fantasy Craft 1st ed.
GM: Patrick Kapera
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Come play the acclaimed Fantasy Craft RPG with the creators! Characters provided, but you should bring a sense of adventure and a hunger for fun.

People of the Pit—DCC RPG demo

Sunday 10 AM in Hall Table 4 for 4 hours; 6 players
System: Dungeon Crawl Classics RPG
GM: Joseph Goodman
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Playtest the upcoming Dungeon Crawl Classics RPG in this level 1 introductory game. Your characters descend into a deep canyon to end a great threat—will they succeed?

Klix Are for Kids

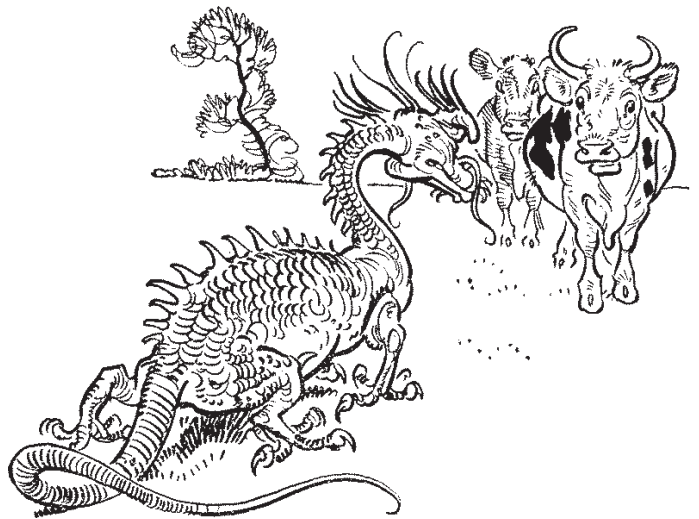
Sunday Noon in Salon 2 for 2 hours; 4 players
System: Mage Knight Dungeons 1st ed.
GM: William Dash
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
Last year's event returns! Kill monsters! Steal their stuff! Each player enters the Dungeon and the treasure hunt begins! We'll be playing for real treasure and using a 3D dungeon.

Mansions of Madness Demo

Sunday 2 PM in Salon 1 Table 16 for 3 hours; 4 players
System: Mansions of Madness
GM: Gordon Monson & Hilary Powers
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Horror monsters and spectral presences lurk in Arkham. See the Saturday 10 AM game for description.

After-School Special

Sunday 2 PM in Hall Table 2 for 8 hours; 6 players
System: GIGAX Beta
Power Level: 12 pts
GM: David Evans
All characters provided by GM
Variations: Zombies from Hell vs. Zombies from Space!
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
The apocalypse is upon us. A few survivors are caught in a war for the planet. Can you survive returning to high school, this time with zombies?



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 Drop-in Game listings on page 15.
- 3) **RPGA/Pathfinder Society games**, signed up through their headquarters in the Pleasanton corridor.
- 4) **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!)

Game Reg. Signup Times

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

LARP Rules:

LARPs, or Live Action Role-Playing Games, take your role-playing experience to the next level. Instead of sitting at tables and rolling dice, the game takes place all around you. LARPing combines traditional RPGs with elements of improv acting, where often you are given a character and told to "be them." How you do that is entirely up to you.

Because of the unique nature of LARPs, there are certain rules that must be followed for everyone to have a good time:

- No one will be turned away from any LARP based solely on age.
- All LARPs use the Games Registration system and may be signed up for at the Games Reg table.
- Each LARP that exceeds maximum capacity will be given an Official overflow list, which will randomly order people who registered but did not get in. Walk-up players may be added to the end of the list by the GM(s) on a first come, first served basis. All players from the printed overflow list must be accommodated before walk-ups can be considered.
- You must show up to your LARP on time or your spot will be given to someone on the overflow list.
- During the LARP, don't touch anyone you don't know or don't have permission to touch. Before initiating any sort of contact, ask permission and when in doubt, don't touch. This also means don't touch anyone with anything (baseball bat, feather, whatever).
- LARPs are just a game. Say "I pull the fire alarm." Do not actually pull the fire alarm. *Never* do anything illegal or immoral as part of the game.
- If you can, please resolve your own disputes. LARP rules are often very simple, so please try to handle in-game

disagreements between yourselves before getting a GM involved. This makes the whole experience better for players and easier for GMs.

- During the LARP, if you have to leave please tell a GM—don't just disappear.

LARP Central is located outside Salon 2, opposite the Convention Registration Desk. This area contains the complete set of rules mentioned above, as well as the current schedule, posted player lists, LARP flyers, and any other pertinent announcements.

Friday

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

P71 TERRA FIRMA Part 1: Terra Nova ('New World')

Friday 7 PM in 570 for 7 hours; 21 players

Troupe: Terra Firma

System: Homebrew

All characters provided by GM

Variations: Simple char stats, conflicts resolved by GM fiat

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Three groups of people from different eras begin an epic adventure of exploration and survival. The decisions they make will affect the world of Terra Firma Parts Two and Three. All players of any part of Terra Firma are invited to the last two hours for the finale and wrap-up.

Genre: Adventure

Costume: Simple prehistoric, Renaissance, or modern elements

P72 Prelude

Friday 7 PM in 608 for 6 hours; 20 players

Troupe: Dreams of Deirdre

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

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Egypt, 1937. Leading up to World War II, superheroes travel to a remote tomb. What happens there could decide the course of the war, or stop it before it begins.

Genre: 1937 Supers

Costume: 30s Superheroes appreciated

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

171 The Colors of Vengeance

Friday 8 PM in Salon AB for 6 hours; 30 players

Troupe: Blue Lotus Productions

System: L5R LARP

All characters provided by GM

Variations: Some

Rules Knowledge: Useful

Game Content: Mainstream

The Shogun was hated by some and obeyed by all. He's been forcibly removed from power; from this power vacuum the clans have reverted to rivalries both old and new.

Genre: Fantasy Asia

Costume: http://l5r.alderac.com/archive/rpg/larp_costumes.html



Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

271 Ten Fathoms Deep on the Road to Hell

Saturday 9 AM in Salon AB for 8 hours; 30 players

Troupe: Tempest in a Teapot Productions

System: 7th Sea

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Argh! Come on you filthy bilge rats, sharpen your cutlass and join our dastardly crew of n'er-do-wells as we search for weapons to rid us of the dreaded Black Freighter.

Genre: Swashbuckling Piracy

Costume: Pirates! Any garb from the 17th and 18th Century. Swash your buckle!

272 TERRA FIRMA Part 2: Terra Incognito ('Parts Unknown')

Saturday 10 AM in 570 for 7 hours; 21 players

Troupe: Terra Firma

System: Homebrew

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Three generations after Part One, the original travelers' successors bring secrets to light about the mysterious place they inherited—secrets that could dramatically alter their world for generations to come. All players of any part of Terra Firma are invited to the last two hours for the finale and wrap-up.

Genre: Fantasy

Costume: Medieval/Fantasy

273 A Night at the Science Fiction Museum

Saturday 10 AM in 608 for 6 hours; 24 players

Troupe: Unicity Games

System: GM Fiat

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

The statues at the Seattle Sci-Fi museum have come to life and find themselves in a race to secure their survival and the safety of the planet.

Genre: Fantasy/Comedy

Costume: Science fiction heroes and villains from the modern day (1970s forward)

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

371 Another Night in A Lonesome October

Saturday 5 PM in 608 for 8 hours; 20 players

Troupe: Perpetual Motion Squad

System: Homebrew

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.

Genre: Wild West Cthulhu Ritual Romp!

Costume: 1860s

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

471 Star Trek: The Draconis Triangle

Saturday 6 PM in 570 for 6 hours; 16 players

Troupe: Gamer Geekus

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

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A distress signal is emanating from Gamma Draconis, in the heart of dangerous space. 300 light years from Earth, USS Lemuria must solve a 50 year old mystery...or else.

Genre: Star Trek: The Original Series

472 Mutant Saga Volume IV: Europe

Saturday 7 PM in Salon AB for 6 hours; 35 players

Troupe: Joe Parzanese & Dave Oberholzer

System: GM Fiat

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

2011: with the World on the precipice of war, tension between mutants and non mutants escalates, as UN Representatives and mutants alike gather in Europe to prevent outright hostilities.

Genre: Mutant

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

571 In the Crystal Cavern

Sunday 10 AM in 570 for 8 hours; 16 players

GM: Art Pruyne

System: Mage Ascension Homebrew

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You laugh at death! 16 great mages have come back to the Crystal Cavern to challenge each other to ascend to the highest level mage.

You're called. Will you ascend?

Genre: Fantasy

Costume: Mage Style Robes; street dress/other accepted w/in limits

572 The Court of the Leaden Mirror

Sunday 10 AM in 608 for 8 hours; 12 players

GM: Samantha Ketcham

System: GM Fiat—Changeling, the Lost

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Welcome to the Equinox Court. Follow the rules, and you'll remain safe. But who is content in the season of Fear? And who is safe when the agents of the Gentry walk among you?

Genre: Urban Fantasy

Costume: Urban faery court, glitter & grit, fantastic twisted with mundane

573 Shattered Empire: Dark Storm Rising

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

Troupe: Team Volaré

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

All characters provided by GM

Variations: Some GM Fiat

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Darkness gathers in the hearts of the Old World. Who will seize the reins of power and decide the Fate of the Empire? A Team Volaré Production.

Genre: War Hammer Fantasy

Costume: Any Fantasy or medieval costuming

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

771 TERRA FIRMA Part 3: Terra Torrida ('Scorched Earth')

Sunday 7 PM in 570 for 8 hours; 21 players

Troupe: Terra Firma

System: Homebrew

All characters provided by GM

Variations: Simple char stats, conflicts resolved by GM fiat

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Seven generations have lived and died since the events of Part Two, and the characters who now inhabit Terra Firma must make difficult decisions based on their own exciting discoveries.

Genre: Science-Fantasy

Costume: Sci-fi/fantasy mashups like Babylon 5, Star Wars, or even steampunk

772 Ship of Fools

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

Troupe: Sinking Ship Productions

System: Homebrew

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Enter a world of spies, priests, swordsmen and shipwrecks most strange. An Elizabethan world with a steampunk twist, Ship of Fools is a game of Shakespearean characters and Machiavellian twists.

Genre: Elizabethan Steampunk

Costume: Shakespeare, Late Medieval, Ren Faire

773 To Be an Undead Prince

Sunday 8 PM in Salon A for 6 hours; 22 players

Troupe: Camarilla—Twilight Chronicles

System: Mind's Eye Theatre

All characters provided by GM

Variations: Camarilla Style Play

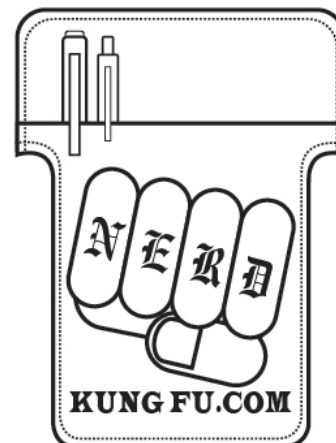
Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The political scene of Kindred society in the city has degraded through covenant mistrust. The Lord Prince has called a gathering; secrets will be revealed and qualms will be silenced.

Genre: Vampire The Requiem

Costume: Most Vampires like to look good no matter what era they are from.



Hybrid Games and Other Exotica

Friday

Session P. P00 Series games

Sign up by Electronic Pre-Reg Only

Check at the game to see if seats are still available

P12 Even Heroes Hear the Call of Cthulhu [Group 1]

Friday 6 PM in 378 for 8 hours; 8 players

System: Call of Cthulhu D20

Power Level: SuperHeroic

GM: Samantha Johnson

All characters provided by GM

Variations: Masks of Nyarlathotep & M&M DC Adventures

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Bored EG ponders metafiction and seeks the doomed entertainment provided by Literate SuperHeroes. Be part of Group 1 of DC/Marvel Comics heroes to (try to) save the world. The final session will be in Room 149, Sunday at 8:00 PM.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

315 Even Heroes Hear the Call of Cthulhu [Group 2]

Saturday 4 PM in 171 for 8 hours; 8 players

System: Call of Cthulhu D20

Power Level: SuperHeroic

GM: Samantha Johnson

All characters provided by GM

Variations: Masks of Nyarlathotep & M&M DC Adventures

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Bored EG ponders metafiction and seeks the doomed entertainment provided by Literate SuperHeroes. Be part of Group 1 of DC/Marvel Comics heroes to (try to) save the world. The final session will be in Room 149, Sunday at 8:00 PM.

(walk-up) Star Trek Tactical Command: Borg Invasion

Saturday 7 PM in Salon C for 8 hours; 6 players

System: Star Trek Tactical Command: Borg Invasion

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 within a 90-minute time limit.

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

481 Nighttime Is for Werewolves

Saturday 9 PM in 156 for 6 hours; 17 players

System: Werewolves of Miller's Hollow

GM: James Fitch

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Are you a Werewolf or just a Townsfolk trying not to be lynched by the mob? Rumors and Bloody Killings are happening around your Hamlet. Who's to blame? Mob Rule!

Sunday

(walk-up) MonsterSmash

Sunday 10 AM 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.



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 Catan Histories: The Struggle for Rome

Friday 1 PM in Salon 2 for 3 hours; 4 players
System: Catan Histories: The Struggle for Rome
GM: Randy Kreidt

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

The Struggle for Rome. Barbarians are at the gates, and we are the Barbarians! Rome will fall, in this aggressive twist on Catan.

P42 Phoenicia

Friday 3 PM in Salon 2 for 3 hours; 5 players
System: Phoenicia
GM: Randy Kreidt

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

This is the ancients game of Tom Lehman, best known for Race for the Galaxy and St. Petersburg, among others. Based on the Sci-Fi game, Outpost, for those in the know.

P31 Carson City

Friday 5 PM in Salon 1 Table 1 for 4 hours; 5 players
System: Carson City 1st ed.
GM: Michael Basil

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family

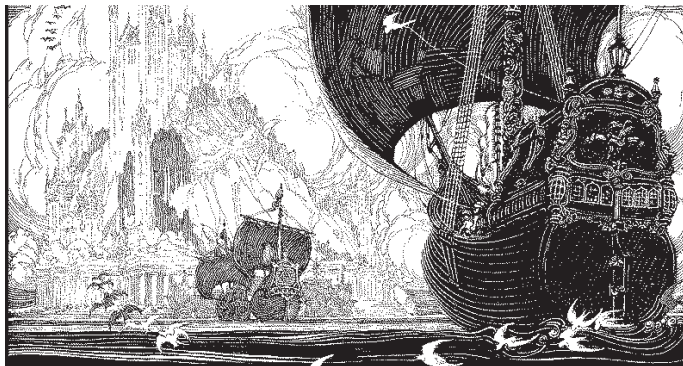
Carson City is a game of cowboys 'n guns. So go round up your posse of gunslingers and get ready for some Wild West action in Carson City!

P32 Game of Thrones

Friday 5 PM in Salon 1 Table 3 for 8 hours; 5 players
System: Game of Thrones Storm of Swords
GM: Kevin Yin

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

Westeros bleeds and the realm shudders under the ambitions of those who would be king. Lead one of six great houses in a bid for the Iron Throne!



P43 Cleopatra and the Society of Architects

Friday 5 PM in Salon 2 for 3 hours; 5 players
System: Cleopatra and the Society of Architects
GM: Randy Kreidt

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

We are building a temple for Cleopatra. The best builder is the winner; the shoddiest is fed to Sobek, the crocodile god!

P34 Through the Ages

Friday 6 PM in Salon 1 Table 12 for 8 hours; 4 players
System: Through the Ages
GM: Nathan Hirth

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

From ancient to modern times, build your civilization. Find a balance between developing your culture, science and military on your way to becoming the foremost civilization.

P35 Age of Renaissance

Friday 6 PM in Salon 1 Table 13 for 6 hours; 6 players
System: Age of Renaissance
GM: Misha Wilkinson

All materials provided by GM
Rules Knowledge: Useful
Game Content: Mainstream

A game which is often described as a semi-sequel to Civilization. Players attempt to build up their cultures during the Middle Ages and Renaissance period.

P36 Castle Ravenloft

Friday 6 PM in Salon 1 Table 20 for 6 hours; 5 players
System: Castle Ravenloft
GM: Craig Rose

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

The master of Ravenloft is having guests for dinner...and you are invited! Evil lurks in Castle Ravenloft, and only heroes of exceptional bravery can survive the horrors within.

P37 Titan

Friday 7 PM in Salon 1 Table 7 for 8 hours; 6 players
System: Titan! Valley Games
GM: Dan Cloutier

All materials provided by GM
Rules Knowledge: Expected
Game Content: Mainstream
Standard Titan!

P44 Twilight Struggle

Friday 7 PM in Salon 2 for 3 hours; 2 players
System: Twilight Struggle
GM: Randy Kreidt

All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

This is one of the best two-player games. One is the USA or the USSR in the Cold War. The one who gains the greatest influence in the world, wins.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

231 Duel of Ages

Saturday 8 AM in Salon 1 Table 2 for 4 hours; 6 players

System: Duel of Ages Masters Addendum

GM: Greg Wong

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Two teams of players control heroic characters from different eras.

Your team must defeat the guardians of the labyrinths, take on challenges, and fight your opponents. Beginners are welcome.

232 Out of the Sun

Saturday 8 AM in Salon 1 Table 7 for 4 hours; 8 players

System: Wings of War Watch Your Back

GM: Craig C Robertson

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

1917, somewhere over the trenches of Europe. You are flying a patrol when bullets stream past your fragile aircraft. Your only hope: outfly, outshoot, and bring your enemy down in flames...

233 Star Trek TNG: A Klingon Challenge

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

System: VCR board game

GM: Douglas E. Weed

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The U.S.S. Enterprise is hijacked while being repaired. As one of a few crewmembers left on the ship, you must stop the rogue Klingon and save the ship in 60 minutes.

234 Twilight Imperium Shattered Empires

Saturday 9 AM in Salon 1 Table 8 for 12 hours; 6 players

System: Twilight Imperium 3rd

GM: Clay Tevebaugh

All materials provided by GM

Variations: custom preset map

Rules Knowledge: Useful

Game Content: Very Complex

An epic empire-building game of interstellar conflict, trade and power.

Players take the roles of ancient galactic civilizations, seeking to seize the imperial throne via warfare, diplomacy, and technological progression.

235 Game of Thrones

Saturday 9 AM in Salon 1 Table 12 for 4 hours; 4 players

System: Game of Thrones

GM: Jason Murray

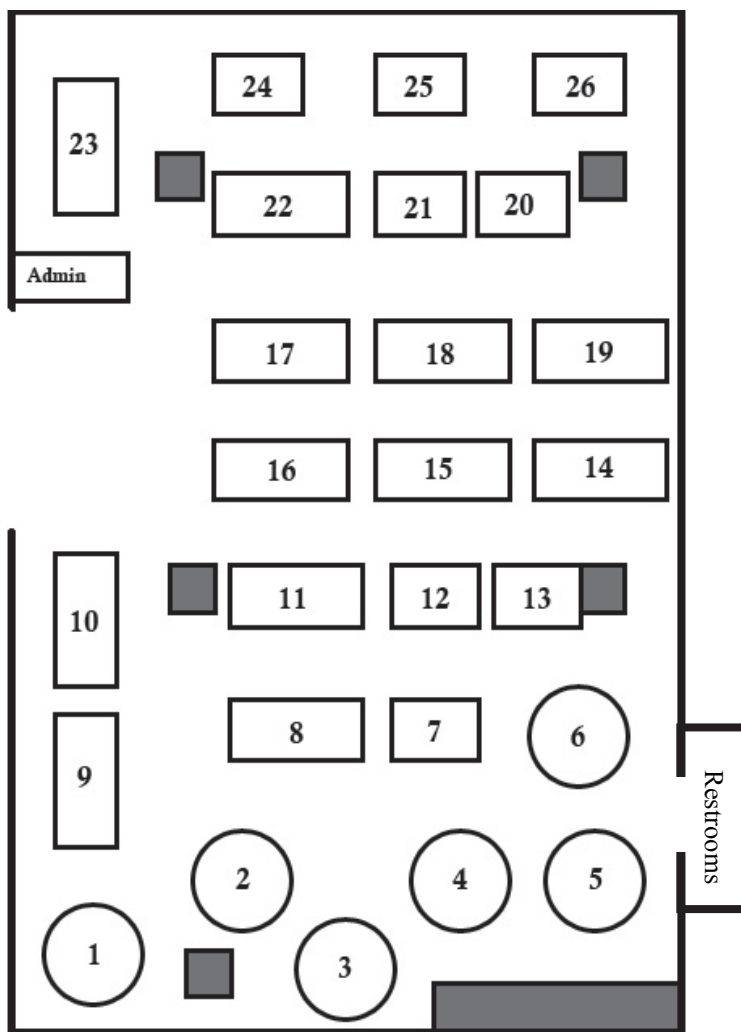
All materials provided by GM

Variations: Clash of Kings port rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come play the Game of Thrones board game! Terribly rich strategy/alliance game.



Salon 1 - Board Games

236 Scepter of Zavandor

Saturday 10 AM in Salon 1 Table 13 for 6 hours; 6 players

System: Scepter of Zavandor

GM: Nathan Hirth

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You are young magic students looking to increase your power through magical gemstones and artifacts with the ultimate goal of the Scepter of Zavandor itself!

237 BattleStar Galactica

Saturday 10 AM in Salon 1 Table 20 for 6 hours; 6 players

System: BattleStar Galactica

GM: Craig Rose

All materials provided by GM

Variations: Pegus and Exodus (if available) expansions

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Battlestar Galactica is a cooperative game, where one or more players are hidden Cylon traitors. You might not even be certain who is on your side until the game ends!

238 Arkham Horror

Saturday 10 AM in Salon 1 Tables 14 & 19 for 8 hours; 7 players

System: Arkham Horror Fantasy Flight

GM: Frank Vicari

All materials provided by GM

Variations: w/ expansions

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

An Ancient Evil stirs in the sleepy villages of Arkham, Dunwich, and Kingsport - join in a co-operative effort to defeat an evil god and save the world from destruction!

239 Extreme Axis and Allies

Saturday 10 AM in Salon H Table 2 for 8 hours; 10 players

System: Axis and Allies variant

GM: Lawrence Frazee

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Axis and Allies like it's never been played before! At a HUGE 8 foot by 4 foot size! No more fat fingers or errant dice destroying Europe!

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

331 Agricola - Collective Farming

Saturday 1 PM in Salon 1 Table 3 for 6 hours; 5 players

System: Agricola

GM: Charles Hrepschak

All materials provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

2008 Eurogame of the Year. Collective Farming, expand your farm, raise livestock, grain and veggie's - Build the best Farm on the Block.

332 Game of Thrones

Saturday 1 PM in Salon 1 Table 12 for 4 hours; 4 players

System: Game of Thrones

GM: Jason Murray

All materials provided by GM

Variations: Clash of Kings port rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Come play the Game of Thrones board game! Terribly rich strategy/alliance game.

333 Raft Trip!

Saturday 4 PM in Salon 1 Table 21 for 2 hours; 6 players

System: Raft Trip!

GM: Joel Clark

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

College State University's annual white water river raft regatta has begun! Do you have what it takes to raft your team to victory?



Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

431 Manifest Destiny

Saturday 6 PM in Salon 1 Table 13 for 6 hours; 5 players

System: Manifest Destiny

GM: Misha Wilkinson

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Manifest Destiny is a card-driven, multi-player strategy game for 3 to 5 players set in North America.

441 Pillars of the Earth

Saturday 7 PM in Salon 2 for 3 hours; 6 players

System: Pillars of the Earth

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Just as in the book: we build the castle!

442 Caylus

Saturday 9 PM in Salon 2 for 3 hours; 5 players

System: Caylus

GM: Randy Kreidt

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Again, we build the castle!

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

531 Unbalance of Power

Sunday 8 AM in Salon 1 Table 1 for 6 hours; 7 players

System: Babylon 5 CGS 2259, V 1.2

GM: Craig C Robertson

All materials provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

It's 2259, and the traditional balances of power in the galaxy have been upset. To some it is a catastrophe, but for the properly ambitious, it is a golden opportunity to grasp ultimate power.

532 Kings & Things

Sunday 9 AM in Salon 1 Table 3 for 4 hours; 4 players

System: Kings & Things

GM: Larry Langley

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Amass your army of elves and dwarves, goblins and bats, penguins and flying squirrels and make yourself KING!

533 Twilight Imperium

Sunday 9 AM in Salon 1 Table 8 for 12 hours; 6 players
System: Twilight Imperium 3rd
GM: Mike Wickham
All materials provided by GM
Variations: Shattered Empires
Rules Knowledge: Useful
Game Content: Very Complex
An epic empire-building game of interstellar conflict, trade, and power. Players take the roles of ancient galactic civilizations and guide them in their attempt to be victorious.

534 Battlestar Galactica

Sunday 9 AM in Salon 1 Table 10 for 6 hours; 6 players
System: Battlestar Galactica
GM: Dan Bodon
All materials provided by GM
Variations: Pegasus/Exodus expansion
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Battlestar Galactica is a cooperative game, but there is at least one secret Cylon traitor amongst you—and you might not know who until the game ends!

535 Munchkin Quest

Sunday 10 AM in Salon 1 Table 5 for 6 hours; 6 players
System: Munchkin Quest
GM: Andy Flores
All materials provided by GM
Rules Knowledge: Useful
Game Content: Very Complex
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!

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

631 Twilight Imperium: Shattered Empires

Sunday Noon in Salon 1 Tables 6 & 7 for 12 hours; 7 players
System: Twilight Imperium 3rd
GM: Sean C. Laney
All materials provided by GM
Variations: Shattered Empires
Rules Knowledge: Useful
Game Content: Very Complex
DunDraCon Twilight Imperium Marathon Madness! This is a long game, so be prepared to stay for the duration (or find a replacement - having a player leave early wrecks the game).

632 Betrayal at Hill House

Sunday 2 PM in Salon 1 Table 3 for 4 hours; 6 players
System: Betrayal at Hill House 1st & 2nd
GM: Michael Basil
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
As one of twelve characters, you'll explore a house filled with secrets. Beware! One of your fellow players will betray you. The traitor will test all your skills to survive.

633 Empire Builder: Australia

Sunday 2 PM in Salon 1 Table 20 for 4 hours; 6 players
System: Empire Builder
GM: Joel Clark
All materials provided by GM
Variations: Australia Rails
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
G'day! It's time to race across Australia on rails of steel. Be the first to connect all the major cities.

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

731 Fireball Island

Sunday 6 PM in Salon 1 Table 5 for 4 hours; 4 players
System: Fireball Island
GM: Douglas E. Weed
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family
From the dark realm of Milton Bradley Games comes this old adventure. Treasure, Fireballs, and other players in this Indiana-Jones-like game. Fortune? Or Certain Death? Your choice.

732 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 & Piccadilly Lilly as the 8th Air Force pummels Occupied Europe during 'The Big Week' (Operation Argument) targeting Luftwaffe production and U-boat pens. Rules taught.

733 The Ice Age Cometh

Sunday 7 PM in Salon 1 Table 12 for 5 hours; 6 players
System: Dominant Species
GM: Patrick Riley
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
As the Ice Age approaches, the insects, arachnids, amphibians, birds, reptiles, and mammals struggle for survival, adapt to an ever-changing environment, migrate to new territories, and complete for dominance.

741 Goa

Sunday 7 PM in Salon 2 for 3 hours; 4 players
System: Goa
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Spice trading in India—infinite variety.

742 Puerto Rico

Sunday 9 PM in Salon 2 for 3 hours; 5 players
System: Puerto Rico
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Please note! This will have the expansion buildings, so please be prepared for a different experience! (The buildings are like those in San Juan.)

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

831 Talisman

Monday 9 AM in Salon 1 Table 7 for 6 hours; 6 players
System: Talisman 4th rev
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.

832 Galaxy Trucker

Monday 9 AM in Salon 1 Table 8 for 3 hours; 4 players
System: Galaxy Trucker
GM: Greg Wong
All materials provided by GM
Variations: core game only
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Construct your spaceship, then carry as much valuable cargo in the least amount of time to your destination. The basic core game without expansions will be used. Beginners are welcome.

841 The Dutch Golden Age

Monday 9 AM 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
Recreate the Dutch Golden Age— Rembrandt included!

833 BattleStar Galactica: Pegasus, New Caprica and Exodus?

Monday 10 AM in Salon 1 Table 1 for 6 hours; 6 players
System: BattleStar Galactica 1st ed.
GM: Mike Hutchinson
All materials provided by GM
Variations: Pegasus & possibly Exodus expansions
Rules Knowledge: Useful
Game Content: Very Complex
While all the players are supposed to work together to save the human race, at least some of us will be playing as Cylons trying to doom humanity. Expansions included!

842 Endeavor

Monday 11 AM in Salon 2 for 3 hours; 5 players
System: Endeavor
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Colonize the world!

834 Wasabi

Monday 1 PM in Salon 1 Table 8 for 3 hours; 4 players
System: Wasabi
GM: Greg Wong
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
This is a tile laying game where players are sushi chefs competing to complete their quota of recipes in a limited space, preferably with style. Beginners are welcome.

843 In the Year of the Dragon

Monday 1 PM in Salon 2 for 3 hours; 5 players
System: In the Year of the Dragon
GM: Randy Kreidt
All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Stave off disaster in the Year of the Dragon!



Card Games

(Collectible or not)

Friday

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

151 Death Angel

Friday 9 PM in Salon 1 Table 21 for 4 hours; 6 players

System: Space Hulk—Death Angel 1st ed.ed.

GM: Colin Dowling

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Genestealers have infested a remote Space Hulk, and your squad of Space Marines has been sent to purge this alien threat. The odds are overwhelming, and survival is unlikely....

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

251 Illuminati

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

System: Illuminati

GM: Tony DeMaria

All materials provided by GM

Variations: optional options may be optional

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This classic card game has ominous secret societies competing with each other to control the world through sinister means, including legal, illegal, and even mystical.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

351 Illuminati

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

System: Illuminati

GM: Tony DeMaria

All materials provided by GM

Variations: optional options may be optional

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This classic card game has ominous secret societies competing with each other to control the world through sinister means, including legal, illegal, and even mystical.

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

451 Saint Petersburg

Saturday 8 PM in Salon 1 Table 24 for 4 hours; 4 players

System: Saint Petersburg

GM: Charles Hrepschak

All materials provided by GM

Variations: Banquet expansion

Rules Knowledge: Useful

Game Content: Mainstream

2005 Eurogame of the Year - Build your own Saint Petersburg.

Sunday

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

651 Mixed Munchkin Arts

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

System: Munchkin

GM: Kelly Youngblood

All materials provided by GM

Variations: Munchkin Classic/Bites/Blender

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Kill the monsters. Steal the treasure. Stab your buddy. Race to be the first to level ten in this all-comers Munchkin game.

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

751 Mad Zeppelin!

Sunday 7 PM in Salon 1 Table 3 for 3 hours; 6 players

System: Mad Zeppelin!

GM: Larry Langley

All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family

Betrayal, treachery, and theft rule the day aboard the Emperor's flagship in this steam punk card game.

752 Dominion Conquest

Sunday 7 PM in Salon 1 Tables 24 & 25 for 4 hours; 8 players

System: Dominion

GM: Joshua Fricke

All materials provided by GM

Variations: all sets will be used

Rules Knowledge: Useful

Game Content: Mainstream

8-Player Dominion tournament. All players play all four rounds, with tournament points awarded in each round. You can't be eliminated just because the cards turn sour! Prizes.



Miniatures

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 Friends, OGREs, Countrymen

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

System: OGRE errata

Power Level: Nuclear!

GM: James Kundert

All miniatures provided by GM

Variations: LAD

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.

P62 Small Combined Arms Skirmish Tournament

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

System: Axis & Allies Miniatures

GM: Rob Coulson

Players provide their own miniatures

Variations: all revised cards, enfilade, grazing & lethal d. fire

Rules Knowledge: Useful

Game Content: Mainstream

A&A tournament, one each Allied/Axis 100 point armies, 1939-1943.

Each army must include at least one armored vehicle (half-track doesn't count), max of two 5/5 infantry. No ammo dumps.

P63 The Harvest

Friday 6 PM in Salon FG Table 9 for 8 hours; 8 players

System: Warhammer 40K 5th

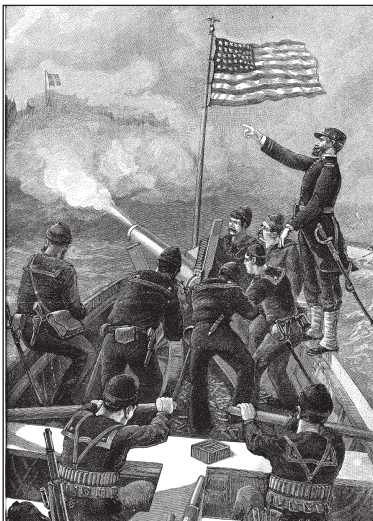
GM: Rueben Timineri

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A new strand of Necrons starts the Harvest of an Imperial city. Can the Forces of the Imperium drive the Necrons away before the city is Harvested?



Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

261 DunDraCon Warhammer 40,000 Tournament

Saturday 8 AM in Salon FG Tables 1-8 & Hall Table 1 for 10 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

Warhammer 40K, 5th edition 1850 point tournament. Current Codex armies only. All players must bring 3 objective markers and 3 copies of their army list.

262 Retake the Refinery

Saturday 8 AM in Salon FG Table 9 for 6 hours; 6 players

System: Starguard Version 5

Power Level: Moderate

GM: Bill Kurtz

All miniatures provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The time is during the Ralnai wars of expansion. The Ocnor refinery has been taken by forces unknown. You are the para-military police (Repcom). Recover & hold the refinery.

263 The Pirate's Bounty

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

System: Full Thrust

GM: Dennis Seiffert

All miniatures provided by GM

Variations: FT, MFT, Fleet bk 1 & 2; cinematic movement

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Pirates have discovered an ancient weapons research lab from the First Solar War. You are tasked to secure the complex and re-acquire all stolen technology from the pirates.

264 Geonosis Arena Battle

Saturday 9 AM in 171 for 6 hours; 6 players

System: Star Wars Miniatures

GM: Michael Price

All miniatures provided by GM

Variations: homemade rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Mace Windu and his Jedi group attempt to rescue Anakin, Padme and Obi Wan from being executed on the planet Geonosis. Can he do it?

265 House Kurita Strike

Saturday 10 AM in Hall Table 4 for 8 hours; 12 players

System: Battletech 4th

GM: Nathan Kajikuri

All miniatures provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

House Kurita force is doing a small raiding attack on an FRR plant, to capture data and/or equipment.

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

361 Songs of Our Ancestors! Quar!

Saturday 2 PM in Salon 1 Tables 6 & 7 for 4 hours; 8 players
 System: Songs of Our Ancestors
 Power Level: standard
 GM: Andrew Walters
 All miniatures provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Two Quar skirmishes to choose from - an ambush outside a picturesque farm and elite trench raiders making a night-time visit.

362 Cua Viet River Patrol

Saturday 2 PM in Salon H Table 1 for 6 hours; 8 players
 System: Force on Force 1st ed.
 GM: Alex Fabros
 All miniatures provided by GM
 Variations: Ambush Valley Module
 Rules Knowledge: Useful
 Game Content: Mainstream
 Command a U.S. Marine Corps unit in Vietnam as it conducts a Search and Destroy mission against the Viet Cong during the Viet Nam War in April 1968.

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

461 Klix Are (Not Just) for Kids

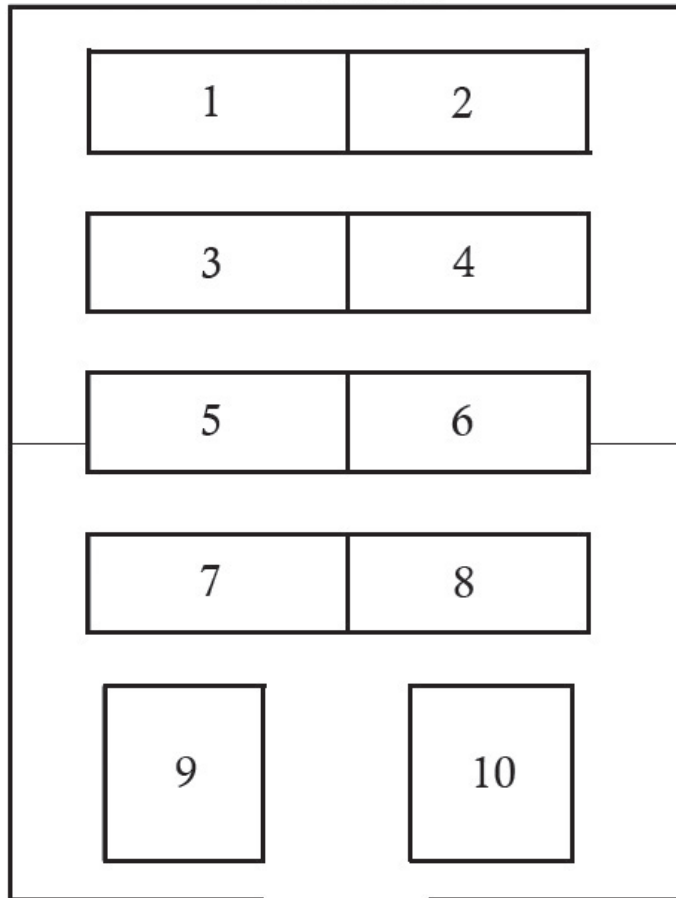
Saturday 6 PM in Hall Table 1 for 4 hours; 6 players
 System: Mage Knight Dungeons 1st ed.
 GM: William Dash
 All materials provided by GM
 Rules Knowledge: Beginners Welcome
 Game Content: Family
 All-Ages' MK Dungeons using straight first-edition rules. 3D Dungeon! Real treasure! Pick a hero and the fracas begins. Play 'lone wolves' or 'team effort'; it's up to you!

462 War at Sea

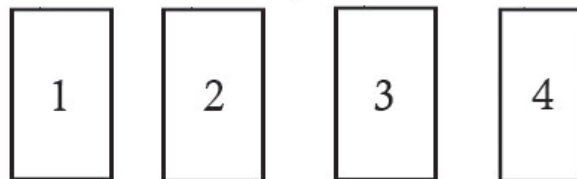
Saturday 6 PM in Hall Tables 2 & 3 for 5 hours; 8 players
 System: Axis and Allies current
 GM: Jay Shukert
 All miniatures provided by GM
 Variations: includes 5th release
 Rules Knowledge: Useful
 Game Content: Mainstream
 Fight a series of fleet engagements based on actual WWII encounters in a relaxed tournament setting. All you need to bring is your tactical knowledge!



Salon FG



Hallway Tables



Sunday

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

561 DunDraCon Warhammer Fantasy Tournament

Sunday 8 AM in Salon FG Tables 1-8 for 10 hours; 24 players
 System: Warhammer Fantasy Battle 8th
 Power Level: 2500 pts
 GM: Chad Martens
 Players provide their own miniatures
 Rules Knowledge: Expected
 Game Content: Mainstream
 Warhammer Fantasy, 8th edition, 2500 point tournament. Only current army books allowed. All players must bring 3 copies of their army list.

562 Running to Catch Your Ancestor

Sunday 10 AM in Pacific for 6 hours; 6 players

System: Katana 1st ed.

GM: Alex Fabros

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Todatsu and Hidatsu Samurai overlords are once again fighting for territory and glory. Fight your way to fame and glory, and win your own katana blade.

563 Never Wake a Sleeping Dragon (Part 1)

Sunday 10 AM in Hall Table 2 for 4 hours; 12 players

System: Battletech Total Warfare

Power Level: average

GM: Robert Owens

All miniatures provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Word of Blake has attacked the Draconis Combine. Not only have they angered the Dragon, but they have also reaped the wrath of the Ronin, sworn to protect the Combine.

564 Pearls of the Ostsee

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

System: Dystopian Wars 1st ed.

Power Level: negative

GM: Jochen Kehoe

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Fleets converge on a misty sea to resolve part of a long and growing conflict. Come and discover Dystopian Wars by Spartan Games....

565 Wartenburg 1813

Sunday 11 AM in Salon FG Table 9 for 6 hours; 6 players

System: Napoleon's Battles 1st ed.

GM: David R. Moody

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

October 1813: Elements of the Army of Silesia attempt to force a crossing of the Elbe prior to Leipzig. Each player takes a Prussian brigade against the GM's French forces.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

661 Battle for the Dwarrowdelf

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

System: Lord of the Rings

GM: Wyn Robertson

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Balin leads his dwarven army down to the mines of Moria, where Durburz the Goblin king awaits, as the drums echo in the deep....

662 Star Trek: Federation vs. Klingons

Sunday 4 PM in Salon C for 6 hours; 22 players

System: Phaser Lock 1st ed.

GM: Dan Rygasewicz

All miniatures provided by GM

Variations: original TV show—straight combat

Rules Knowledge: Beginners Welcome

Game Content: Family

Welcome to Phaser Lock, based on the original TV series. Take the Enterprise and the Federation fleet against the invading Klingon Empire, bent on wiping out anything in their path.

663 War Rocket! Galacteers, Valkeeri, Zenithians!

Sunday 4 PM in Hall Table 4 for 4 hours; 8 players

System: War Rocket

Power Level: standard

GM: Andrew Walters

All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Two tables of pulp space ship combat: asteroid dodging, saucer smashing, radiation blasting, planetoid impacting, engine flaming, high speed turning, victory claiming fun!

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

761 Never Wake a Sleeping Dragon (Part 2)

Sunday 6 PM in Salon FG Table 10 for 4 hours; 12 players

System: Battletech Total Warfare

Power Level: average

GM: Robert Owens

All miniatures provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Word of Blake has stirred up rebellion and unrest within the Draconis Combine. They dispatch an expeditionary force to liberate the citizens of the Dieron District from Combine rule.

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

861 Artic Convoy Run 1943

Monday 9 AM in Salon C for 6 hours; 12 players

System: Fletcher Pratt (Modified)

Power Level: 1

GM: Dan Rygasewicz

All miniatures provided by GM

Variations: 3 pages of rules

Rules Knowledge: Beginners Welcome

Game Content: Family

1943 Russian Convoy run. Miniatures used Axis & Allies Naval



**PO Box 577
Trenton, TX 75490**

RPGs

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 SRP: 8-Bit Monks

Friday 4 PM in 143 for 8 hours; 6 players

System: Cinematic Action Studio

GM: Craig C. Randall

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Studio Radd Presents: In a pixelated world of limited sub-routines, six programs rise from the unscanned masses to initiate a system restore.

P02 SRP: Lunatic

Friday 4 PM in 145 for 8 hours; 8 players

System: World of Darkness/Werewolf: the Apocalypse Old WoD 2&3

GM: Megan Ahrends

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Studio Radd Presents: Lunatic. The players are young werewolves charged with discovering the fate of a missing kinfolk. Has he gone rogue? Has he been taken? Or has something far stranger happened?



P03 The Tomb of Horrors

Friday 4 PM in 147 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 9th

GM: Tim Cook

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

Every gamer worth their salt knows of the Tomb of Horrors. Will you stand upon the ashes of all those who have come before you, or simply become a statistic?

P04 Black Hats in the Day After Ragnarok

Friday 4 PM in 149 for 8 hours; 6 players

System: Hero 6th ed. [Other]

Power Level: Pre-gen, heroic level 250 pts

GM: Walter Manbeck

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Travel across the Blasted Lands of the former United States after the Serpentfall. The mayor has asked for volunteers to rescue his daughter from New Konfederacy raiders.

P05 The Wolves of Saint Croix

Friday 4 PM in 151 for 6 hours; 6 players

System: Godlike

Power Level: 25 pt talents

GM: Jack Young

All characters provided by GM

Variations: minor house rules

Rules Knowledge: Useful

Game Content: Mature Themes

Winter, 1944. While war-torn Europe slows to an uneasy stalemate, something stirs within the forests of the Ardennes. You're average soldiers with superpowers, but the war is larger than you.

P06 At the Kids' Table

Friday 4 PM in 152 for 6 hours; 6 players

System: Little Fears 1st ed.

GM: Tracy Pinkelton

All characters provided by GM

Variations: L5R-flavored

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Your families have packed up and headed to the coastal town of Ishikawa Mura to enjoy the ocean breezes. Why don't they seem to notice the strange things happening?

P07 Swamp Treasure

Friday 4 PM in Pacific for 8 hours; 6 players

System: Pathfinder

Power Level: 12th; std XP/wealth/25 pt. buy

GM: Jason Carpenter

Characters may be provided by GM

Variations: Core, Advanced, official Paizo products

Rules Knowledge: Expected

Game Content: Mature Themes

Battle guardians and terrain to reclaim lost treasure beneath the swamp. Classic find-and-tackle dungeon crawl, battle-mats and minis provided, players set level of RP and humor.

P08 America's Super Squadron!

Friday 6 PM in 374 for 6 hours; 8 players

System: Icons 1st ed.

Power Level: Supers

GM: Michael Siverling

All characters provided by GM

Variations: slight

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Amazing Man! The Fantom! Super Ann Star! and many others join America's Super Squadron to save the world in 1940!

P09 Scepter of the Serpent Queen

Friday 6 PM in 375 for 6 hours; 6 players

System: BASH! Fantasy: Legends of Steel

GM: Chris Rutkowsky

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A tale of Sword & Sorcery. Heroes are hired to find a missing noble last seen seeking an ancient pyramid, where he went seeking an artifact of immense power.

P10 Maiden World

Friday 6 PM in 376 for 6 hours; 8 players

System: Rogue Trader 40K 1st ed.

Power Level: 3rd

GM: Matthew Byrtus

All characters provided by GM

Variations: some house rules

Rules Knowledge: Useful

Game Content: Mainstream

Inquisitor on board, Xenos on board, a world to find. Enemies to dodge, puzzles to solve, and an ever-increasing realization that it could all go horribly wrong.

P11 To Err is Human... (A Good Omens Production)

Friday 6 PM in 377 for 6 hours; 6 players

System: Agon

Power Level: Heroes!

GM: Travis Lindquist

All characters provided by GM

Variations: Eyes of the Gods

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Agon is an action-packed roleplaying game about ancient Greek heroes who face brutal tests from the gods. With bravery, cunning, honor, and strength, one hero will prove to be the greatest!

P12 Even Heroes Hear the Call of Cthulhu [Group 1]

Friday 6 PM in 378 for 8 hours; 8 players

System: Call of Cthulhu D20

Power Level: SuperHeroic

GM: Samantha Johnson

All characters provided by GM

Variations: Masks of Nyarlathotep & M&M DC Adventures

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Bored EG ponders metafiction and seeks the doomed entertainment provided by Literate SuperHeroes. Be part of Group 1 of DC/Marvel Comics heroes to (try to) save the world. The final session will be in Room 149, Sunday at 8:00 PM.

P13 Breakfast on Pluto

Friday 6 PM in 379 for 6 hours; 6 players

System: Eclipse Phase

GM: Gil Trevizo

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Yesterday you were a college student, trying to score beer money for the three-day weekend. Now it's ten years after the Fall, and you're having breakfast on Pluto.

P14 To Forgive is Divine (A Good Omens Production)

Friday 6 PM in 381 for 6 hours; 6 players

System: In a Wicked Age/Primetime Adventures

Power Level: Olympian Gods

GM: Sean Nittner

All characters provided by GM

Variations: Gods!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Welcome, Lords of Olympus. The fate of the world's greatest heroes is in your hands. I mean they REALLY lie in your hands.

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

101 Good Company Man

Friday 8 PM in 154 for 8 hours; 6 players

System: ShadowRun 4th

Power Level: 400 pt buy

GM: Brian Sullivan

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Life as a wage slave is beautiful. Families are encouraged; education, medical, dental, all provided at corporate expense. However, a Matrix feed can bring the house of cards tumbling down.

102 Good VS Evil + Love

Friday 8 PM in 156 for 4 hours; 10 players

System: TOON Deluxe

Power Level: varied & wacky

GM: Doc Cross

All characters provided by GM

Variations: Why, yes, there are

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Some of you are Evil and some of you are Good. But wait, each of you is also in love with one of the others! Hilarity ensues.

103 In the Shadow of Olompali

Friday 8 PM in 159 for 6 hours; 6 players

System: Supernatural RPG 1st ed.

GM: Kevin Glazner

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Investigative horror set in the Supernatural TV show universe.

104 The Convoy Part 1

Friday 8 PM in 160 for 6 hours; 8 players

System: Dungeons & Dragons 4.0

Power Level: 8th

GM: Adam Diran

All characters provided by GM

Variations: Skill Challenges house rules

Rules Knowledge: Useful

Game Content: Mature Themes

The Capital is falling, a massacre soon to follow. Chaos rules the streets. As you spirit the infant prince to safety, who else do you save? Can you even save yourselves?

105 The Perils of Time Off

Friday 8 PM in 161 for 8 hours; 6 players

System: Paranoia 1st ed.

Power Level: Does it really matter?

GM: Ezra Denney

All characters provided by GM

Variations: Trust the Computer!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You face the most dangerous thing in Paranoia - free time! Come see what happens when we adapt classic WFRP module "Rough Night at the Three Feathers" for Paranoia. Expect mayhem!

106 Miracle Max's Mansion

Friday 8 PM in 162 for 8 hours; 8 players

System: Original mix: 7th Sea/Risus/In Nomine beta

GM: Kaaren Bock

All characters provided by GM

Variations: RP & problem solving focus; ltd die rolling

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Princess Penelope is missing, likely held at the mysterious home of the now-widower Miracle Max. The magicians failed. Special Ops couldn't retrieve the Princess. Can you save her?

107 Seek and Destroy

Friday 8 PM in 163 for 8 hours; 8 players

System: Dungeons & Dragons 3.0/3.5

Power Level: 18th

GM: Chris Bruno

Characters may be provided by GM

Variations: Any even nine swords

Rules Knowledge: Useful

Game Content: Mainstream

Find the evil overlord Uriel Draconis and obliterate her.

108 A Night of Despair - a SAGE Production

Friday 8 PM in 164 for 8 hours; 6 players

System: Dungeons & Dragons 3.5

Power Level: 8th

GM: Katheryn Contreras

All characters provided by GM

Variations: Homebrew Triumphant System

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A city of light now turned dark with despair has only you as its hope. Will you run or stand as your friends fall victim to the terror of the night?

109 The Dead Man's Present

Friday 8 PM in 165 for 6 hours; 6 players

System: Chronica Feudalis

GM: Ken Rinehart

All characters provided by GM

Variations: Modified; world similar to Warhammer RPG

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Your band of gypsies has just come into town to make some money and find some marks when a dying man hands one of your party some sort of document.

110 Shadows of Yog-Sothoth Part One 'Twilight of the Future'

Friday 8 PM in 166 for 6 hours; 6 players

System: Pulp Adventure 2nd

Power Level: medium high

GM: Jeff A. Hatch

All characters provided by GM

Variations: Cthulhu Pulp

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A missing persons case and the concerns of a business associate place six extraordinary Investigators on the trail of a global conspiracy which threatens all of mankind!

111 Hero All Stars 2011: The Rogue Planet Crisis

Friday 8 PM in 168 for 8 hours; 6 players

System: Hero 6th ed. [Champions]

GM: Darren Watts

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All-Stars returns to DunDraCon! In 1935 the world panicked when another planet seemed to be destined to collide with Earth, but that was a mirage or hoax. Or was it?

112 Vanished

Friday 8 PM in 170 for 6 hours; 7 players

System: Stargate D20 1.0

Power Level: 4th-5th

GM: Robert Johnston

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Search & rescue on a planet with a hostile environment for an overdue exploration team. Clues: their incomplete Mission Report & raw data they collected. You have to find them!

113 Untamed

Friday 8 PM in 171 for 8 hours; 8 players

System: Star Wars Saga

Power Level: 15th

GM: Henry Hill

All characters provided by GM

Variations: a few home-brew races

Rules Knowledge: Useful

Game Content: Mainstream

In chains on a imperial shuttle. You are being transported to some unknown world. Then while in hyperspace something happens. The next thing you know, you are stranded.

114 Prankfest

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

System: Dungeons & Dragons 3.0/3.5

Power Level: 5th

GM: Cyrus Makalinaw

Players provide their own characters

Rules Knowledge: Useful

Game Content: Mainstream

Adventurers are too serious these days. Loki has invited the great heroes and villains to participate in the first ever prank wars! Good sense of humor a must!

115 Slaughter House

Friday 8 PM in Salon H for 8 hours; 8 players

System: D20 Modern

GM: Jerry Lewis

All characters provided by GM

Variations: grim/gritty combat, level-less, & others

Rules Knowledge: Useful

Game Content: Mature Themes

Cyberpunk style-genre and characters have just rescued another mercenary/black op team and completed their mission. Rioting all over the city; the team has to make it to safety.

116 Time for a Change

Friday 10 PM in 151 for 8 hours; 6 players
System: Call of Cthulhu 5.5
Power Level: moderate
GM: Michael Blum
All characters provided by GM
Variations: Ordinary CofC; don't expect Mythos to appear!
Rules Knowledge: Useful
Game Content: Mainstream
Summer 1900: the Legation Quarter of Peking is besieged by the Boxers and the Imperial Army. Death and danger for Our Heroes — but merely an amusing game for The Others?

117 Dead & Loving it (A Good Omens Production)

Friday 10 PM in 152 for 8 hours; 6 players
System: Dungeons & Dragons 4.0
Power Level: 10th
GM: Josiah Knight
All characters provided by GM
Variations: Vampire: The Masquerade themes.
Rules Knowledge: Useful
Game Content: Mainstream
Your vampire coven has been called to gather. An ancient book revealing the secrets of the kindred must be captured before the Society of Leopold hunters get to it.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

201 SRP: So you want to be an imperial?

Saturday 8 AM in 143 for 8 hours; 8 players
System: Battlestations 1.1
Power Level: Rank 1-5
GM: Jonah Johnson
All characters provided by GM
Variations: GCW, Pax, PoT, & Bot Wars
Rules Knowledge: Beginners Welcome
Game Content: Family
Go for the ultimate adventure! Join the ranks of the Galactic Empires fighting force. The Imperial Guard answers the call, at home or the farthest reaches of the galaxy. Rebels DIE!

202 SRP: So you want to be a rebel?

Saturday 8 AM in 145 for 8 hours; 8 players
System: Battlestations 1.1
Power Level: Rank 1-5
GM: Jonah Johnson
All characters provided by GM
Variations: GCW, Pax, PoT, & Bot Wars
Rules Knowledge: Beginners Welcome
Game Content: Family
Join the Alliance to Restore the Republic! The Empire discriminates and enslaves. It brutally attacks and wipes out races to near-extinction. Freedom must triumph over tyranny! Do your part!

203 The Grand Eleusinian Mysteries

Saturday 8 AM in 147 for 10 hours; 8 players
System: Dungeons & Dragons 3.0/3.5
Power Level: 12th-14th
GM: Brandon Smart
Characters may be provided by GM
Variations: any d20 genre chars sans ultra modern
Rules Knowledge: Useful
Game Content: Mainstream
It's a huge party that happens every 152 years but you've been sent to the Madhouse to find out why ALL the nutters are rattling on about someone named Simon...

204 Worst Case Scenario

Saturday 8 AM in 149 for 10 hours; 8 players
System: Last Great Empire Ghost Empire
Power Level: all
GM: Les Child
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Your Ghost Ops team has been activated and will deploy within the hour. There is a terrorist cell in Idaho, possessing a low-yield nuke. You'll be briefed en route.

205 Mythos Trek

Saturday 8 AM in 151 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
The Crew of the U.S.S. Constitution are tasked with a rescue mission...into THE BIG EMPTY...?

206 On Francisco Station

Saturday 8 AM in 152 for 6 hours; 6 players
System: 7th Sea
Power Level: experienced
GM: Jay Loucks
All characters provided by GM
Variations: science fiction setting
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Francisco Station is a quiet mining platform. So what is that clatter of boots in the corridor? And who is the stranger asking you to report to the stationmaster's office?

207 TOG302 - The Flying Misfits

Saturday 8 AM in 154 for 6 hours; 6 players
System: Godlike 1st ed.
Power Level: Talent powers created up to 50 pts
GM: Mike Montesa
All characters provided by GM
Variations: some house rules
Rules Knowledge: Useful
Game Content: Mature Themes
Flying Misfits, check your six! The Talents of TOG302 take part in a full-throttle, guns blazing raid on the heavily defended Japanese airbase at Rabaul in late 1943.

208 Adoration of the Magi

Saturday 8 AM in 159 for 6 hours; 6 players

System: Dark Heresy

Power Level: Rank 4

GM: Jeffrey Yin

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

An Inquisitorial team is dispatched to the critical forge world Desis IV following a cryptic series of astropathic transmissions.

209 Friends of Justice

Saturday 8 AM in 160 for 6 hours; 8 players

System: Hero 6th ed. [Pulp]

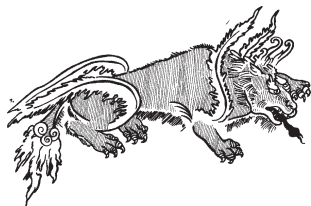
GM: Rod Currie

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

A mysterious message brings Doc Justice and his associates face to face with a bizarre cult intent on bringing about the end of the world in this 1930s adventure.



210 Where the Ghost Cheetahs Dance

Saturday 8 AM in 161 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Power Level: 5th

GM: Michael Cole

Characters may be provided by GM

Variations: Core bks preferred; homebrew setting & some rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Raids by demonically possessed baboons with savage hyena cohorts plague the beleaguered frontier town of Kanamwei. The terrified townsfolk request your party's help in this African-themed Adventure.

211 Dwarves to the Rescue!

Saturday 8 AM in 162 for 8 hours; 7 players

System: Dungeons & Dragons 4.0

Power Level: 5th

GM: Melissa Stevens

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Be part of an ALL DWARF group of heroes! Rescue the stolen artifact, defeat evil, and save your world. This game is CAMPY, so be prepared for the ridiculous.

212 The Revenge of Kang

Saturday 8 AM in 163 for 8 hours; 6 players

System: Marvel Superhero

Power Level: amazing to monstrous

GM: Jerry Betti

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Spiderman, Thing, Wasp, Wolverine, Colossus & Black Panther discover that 'Kang duplicates' are trying to destroy superheroes in their origins. They must stop them - with help from the 1963 X-men!

213 15 Archangels And Farther Out

Saturday 8 AM in 164 for 8 hours; 8 players

System: GURPS 4th

Power Level: 150-220 pts ±

GM: Tom Vallejos

All characters provided by GM

Variations: Prime Directive

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Set in the Star Fleet Universe. An unexpected event has the flung the USS MCCLUSKY headlong into a new adventure. Phasers and Photon Torpedoes....Tallyho! Prizes by Steve Jackson Games!

214 Our Mob: Road Trip

Saturday 8 AM in 165 for 8 hours; 8 players

System: Feng Shui Atlas Games

GM: Marc Willner

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Off on the annual Road trip. Going to Wacky World, a baseball game, and a rock concert. 'A Hundred bottles of Beer...' Why is a motorcycle gang following the bus?

215 Keroro Platoon: Assault on Jaburo!

Saturday 8 AM in 166 for 8 hours; 6 players

System: Gundam Seki Japanese

Power Level: medium

GM: Rachel Albert

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Battle chronicle of Zeon's eccentric amphibious MS unit The Keroro Platoon; and its contribution to the attack on the Federation's Jaburo Base on November 29, UC0079. Blow stuff up!!

216 Bruce by Any Other Name...

Saturday 8 AM in 168 for 8 hours; 6 players

System: Scion Hero

Power Level: Beginning Level Hero

GM: Ryan Walton

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The multi-verse is collapsing! Bruce Campbell, actor and universal linchpin, has vanished. Can the characters he's portrayed save the day (and hopefully him)?

217 Foxbat and the Secret Empire

Saturday 8 AM in 170 for 8 hours; 6 players

System: Hero 4th ed. [Champions]

Power Level: Max 60 pt attacks, max 33 PD/ED

GM: David Rakonitz

Characters may be provided by GM

Variations: some 5th ed.

Rules Knowledge: Useful

Game Content: Mainstream

The Secret Empire is gone, but its technology remains. Foxbat and his crafty crew hunt the Empire's secrets. Some secrets should not be disturbed. Stop him, and save us all!

218 NAIMINA 74, 14, 35

Saturday 8 AM in Pacific for 8 hours; 12 players

System: Dresden Files

Power Level: Toes in the Water

GM: Paul Banda

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Panic is natural when a hurricane is on the way, but something eerie is cooking. A small group of researchers disappears trying to find out what's really out there.

219 The Recalcitrant Little Flapper Girl

Saturday 10 AM in 374 for 6 hours; 6 players

System: Call of Cthulhu

Power Level: mid-level

GM: Ami M. Echeverri

All characters provided by GM

Variations: 1920s

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Merle cleaned the bar for this visitor. Not her usual wipe it down with a rag that she changes every Saturday whether it needs it or not. Merle used soap.

220 Shadows of Yog-Sothoth Part Two 'Of Witches and Devils Deep'

Saturday 10 AM in 375 for 10 hours; 6 players

System: Pulp Adventure 2nd

Power Level: medium high

GM: Jeff A. Hatch

All characters provided by GM

Variations: Cthulhu Pulp

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

From ancient ruins in Scotland to the flashing lights of Hollywood, evil knows no bounds. The schemes of the Silver Twilight continue in this second chapter of the Classic 'Shadows of Yog-Sothoth.'

221 Hard Vacuum

Saturday 10 AM in 376 for 10 hours; 6 players

System: Diaspora (FATE)

Power Level: mid-range 150 pts

GM: Ken Moscardini

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Peace has its price in blood, we are the Space Marines. We go where no one else can and do what must be done. Where the Politicians fail, we don't.

222 One Flash of Light (A Good Omens Production)

Saturday 10 AM in 377 for 8 hours; 6 players

System: Mage the Awakening

GM: Richard Taylor

All characters provided by GM

Variations: WoD: Book of Mirrors variants & house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Mr. Song, a powerful member of the local consilium, is facing the strictest punishment for serious crimes. And he's offering compensation to your Cabal if you can find him innocent.

223 The Dungeon of the Chaotic Muse

Saturday 10 AM in 378 for 8 hours; 8 players

System: Dungeons & Dragons (Original)

Power Level: 1st-3rd

GM: Thomas A. McCloud

All characters provided by GM

Variations: Thru Greyhawk; GM variations provided

Rules Knowledge: Beginners Welcome

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.

224 Quest for the Ivory Order. A Miriglyn adventure

Saturday 10 AM in 379 for 8 hours; 6 players

System: Dungeons & Dragons 3.5

Power Level: 3rd

GM: David Formoso

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

You seek those who would make your dead their undying slaves. Will you find the clues to unveil the shadowy masters who pull the strings behind this baleful plot?

225 Fireflies Over Mustang Ranch

Saturday 10 AM in 381 for 8 hours; 8 players

System: Omni-Gamer 1st ed.

GM: William T. Pace

All characters provided by GM

Variations: By Tower Ravens; Master Rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You thrashed Reavers two weeks back, but free drinks and baked goods don't put fuel in the tank or money in the bank. Time to move some mustangs!

<p align="center">Session 3. 300 Series games</p>
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<p align="center">Sign up by Saturday 11:00 AM</p>

<p align="center">The registration forms for this session are Blue</p>

301 Cricket: An Episode in the 'Verse

Saturday 2 PM in 152 for 6 hours; 8 players

System: Serenity

Power Level: Greenhorn-Veteran

GM: Samantha Lane

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The crew of Freedom returns for the third episode in the series! It's payday for Mariana Eres and her crew...but they aren't the only ones looking to get paid.

302 Dead by Dawn!

Saturday 2 PM in 154 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: Paragon: 16th

GM: Michelle Vargas

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mature Themes

Message for you, sir: 'QRR STOP Dawn Express THITTO STOP Sunflower Mtn N 37 W -114 STOP under attack zombies ghouls STOP send help STOP.' Sequel to last year's 'There Be Zombies.'

303 Johnny's Quest

Saturday 2 PM in 159 for 8 hours; 6 players

System: Realms of Wor original

Power Level: 7th-9th equiv

GM: Jeffrey Walker

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You spend the night next to kids camping out, telling ghost stories, scaring each other. 12-year olds can't get into too much trouble—right? role-play, combat, magic.

304 Curse of the Demon

Saturday 2 PM in 160 for 6 hours; 8 players

System: D20 Modern

GM: Richard Westberry

All characters provided by GM

Variations: minor: extra feats/skills

Rules Knowledge: Useful

Game Content: Mainstream

Welcome to the Children of Solomon, and your job is to contain, destroy, or recruit the forces of the supernatural. Murders and curses of the McEwen house.

305 SRP: A Student's Burden

Saturday 4 PM in 143 for 8 hours; 6 players

System: Cinematic Action Studio

GM: Craig C. Randall

All characters provided by GM

Variations: Setting: Agone's Twilight Realms

Rules Knowledge: Beginners Welcome

Game Content: Family

Practice your martial arts. Study for exams. Learn new spells. Prevent disaster? A student's work is never done; welcome to Hai Shul.

306 SRP: History of the World Part 42: The Answer to Everything

Saturday 4 PM in 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

Studio Radd Presents: Fight time, pirates, many others through the race. First prize means you get to go home. And remember... nobody expects the Spanish Inquisition!

307 We're in up to Our Heads Now

Saturday 4 PM in 153 for 6 hours; 6 players

System: Savage Worlds Modified

GM: Ken Rinehart

All characters provided by GM

Variations: Old West

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You're on your way to Abeline. A desperado is in custody of the sheriff on this trip, and trouble looms...



308 Mystery of the Missing Merchant

Saturday 4 PM in 161 for 8 hours; 8 players

System: Advanced Dungeons & Dragons 2nd Ed.

Power Level: 3rd-5th

GM: Samuel Horton

All characters provided by GM

Variations: house rules, segmented combat

Rules Knowledge: Useful

Game Content: Mainstream

A member of the Merchants Guild has not paid for his last shipment and he refuses to answer at his home. Need a group of adventurers to investigate at once.

309 Concert in Central Park

Saturday 4 PM in 162 for 8 hours; 8 players

System: Cyberpunk 2020 1st ed.

Power Level: 70 pts

GM: Tony Barajas

Characters may be provided by GM

Variations: some house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A Yakuza promoter has hired you to be the bodyguard for an up and coming Rockerboy. Three concerts in three nights in Night City. Easy Euros, right?

310 Battle Across the Planes

Saturday 4 PM in 163 for 8 hours; 8 players

System: Legends of Anglerre (FATE)

Power Level: Superb

GM: Kris Miller

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

From across the many planes of the Internection the greatest heroes, wizards, and demigods are called to battle a growing evil...



311 A Blake Brothers Production

Saturday 4 PM in 165 for 8 hours; 8 players

System: Call of Cthulhu 5.6.1

Power Level: normal people

GM: Matt Steele

All characters provided by GM

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.

312 Shadowmount - The Lost Hall of the Netherese

Saturday 4 PM in 166 for 8 hours; 6 players

System: Pathfinder

Power Level: 13th

GM: Duane Frederick

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Desperate times, desperate measures. The eclipse of the blue moon occurs tomorrow. Shadowmount will return. Enter, gather items of power and timetravel back before the gates of Hell open.



313 Marvel: Ultimate Alliance—World in the Balance

Saturday 4 PM in 168 for 8 hours; 6 players

System: BASH! Basic Action Super Heroes Ultimate

Power Level: between Daredevil and the mighty Thor

GM: Chris Rutkowski

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Nick Fury has once again called on Earth's superheroes to save the world. No hero is too great or small; for Earth to survive, we shall need them all.

314 Dreams of the Sleeping Man

Saturday 4 PM in 170 for 8 hours; 6 players

System: Hero 5th ed. [Champions]

Power Level: 9-13 DC (no hard limit)

GM: Joe Di Lellio

Players provide their own characters

Variations: some 4th ed (data sheet provided)

Rules Knowledge: Expected

Game Content: Mainstream

In your bones you feel something is off. The air feels heavy & still, like before a summer storm. And then you feel - not hear - the scream....

315 Even Heroes Hear the Call of Cthulhu [Group 2]

Saturday 4 PM in 171 for 8 hours; 8 players

System: Call of Cthulhu D20

Power Level: SuperHeroic

GM: Samantha Johnson

All characters provided by GM

Variations: Masks of Nyarlathotep & M&M DC Adventures

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Bored EG ponders metafiction and seeks the doomed entertainment provided by Literate SuperHeroes. Be part of Group 2 of DC/Marvel Comics heroes to (try to) save the world. The final session will be in Room 149, Sunday at 8:00 PM.

316 (Altered) Resonance

Saturday 4 PM in 374 for 6 hours; 6 players

System: Call of Cthulhu

GM: Badger McInnes

All characters provided by GM

Variations: Delta Green/WW II

Rules Knowledge: Useful

Game Content: Mature Themes

A cabin in a desolate forest. Snow encrusts your boots. Someone screaming in German. You can't remember what your mission is, but something's gone terribly wrong....

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Gold

401 The Blackest Night - Animated Special

Saturday 6 PM in 147 for 6 hours; 7 players

System: Hero 6th ed. [Champions]

Power Level: 450 to 500 pts

GM: Jason A Krestoff

All characters provided by GM

Variations: Set in the DC Animated Universe

Rules Knowledge: Useful

Game Content: Mainstream

The Blackest Night has come. Become a member of the Emotional Spectrum Lantern Corp as you defend Earth from the Black Lantern Corp. Characters and Power Rings are provided.

402 War of the Worlds: Doomsday in Jersey

Saturday 6 PM in 149 for 8 hours; 6 players

System: Mutants & Masterminds 2nd

Power Level: PL 8

GM: Norm Albert

All characters provided by GM

Variations: Golden Age

Rules Knowledge: Useful

Game Content: Mainstream

October 30th, 1938: A meteor crashes in Grover's Mill, New Jersey.

The Martians are invading, and it's up to our Golden Age Superheroes to stop them....

403 The Putrescent Seven

Saturday 6 PM in 151 for 6 hours; 7 players

System: Shambles

Power Level: Walking Beef Jerky

GM: Duane O'Brien

All characters provided by GM

Variations: I Want My Life Back (Old West)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

What do you do if you're a poor farm village being harassed by heartless bandits? Obviously, you hire the toughest, hungriest zombie gunman you can find and have a showdown.

404 Throne War

Saturday 6 PM in 164 for 10 hours; 12 players

System: Amber Diceless Roleplaying Basic

Power Level: 300 pts

GM: Rob Paul

Characters created for game

Variations: some shadow Knight

Rules Knowledge: Useful

Game Content: Mainstream

Taking over for Sean this year only, this will be a Basic Throne War.



405 Return to Gailea

Saturday 6 PM in Pacific for 8 hours; 16 players

System: Star Wars Saga

Power Level: 10th-12th

GM: Lisa Gordon

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Star Wars Mega Game is back for another round of combat! Last time it was the Rebel's turn. This time, the Empire strikes back!

406 Hack the Casbah!

Saturday 6 PM in 378 for 6 hours; 8 players

System: Hackmaster 4th

Power Level: 10th-12th

GM: Rian McMurtry

All characters provided by GM

Variations: homebrew transports from AD&D 2nd ed

Rules Knowledge: Useful

Game Content: Mainstream

PCs return to their oasis stronghold to find it occupied and looted.

407 Hello Darkness, My Old Friend

Saturday 6 PM in 379 for 6 hours; 6 players

System: Call of Cthulhu 6th

Power Level: beginning char

GM: Ben Monroe

All characters provided by GM

Variations: modern

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

There are dark places in the world. Places of pain, madness, and suffering. And some of them are in your own backyard. When reality crumbles, you will find them.

408 R&R on Alien Shores

Saturday 6 PM in 381 for 6 hours; 8 players

System: Omni-Gamer 1st ed.

GM: William T. Pace

All characters provided by GM

Variations: By Tower Ravens; Master Rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You took a lickin', left half your marines for dead, but you saved the civilians at LV-2011. Good thing your tour of duty is over and you're headed home.

409 A Question of Morels

Saturday 8 PM in 152 for 6 hours; 6 players

System: Dungeons & Dragons 3.5

Power Level: 2nd

GM: Anthony Boyd

Characters may be provided by GM

Variations: SRD

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The town herbalist offers a reward for rare mushrooms. The problem? The hollowed tree where the mushrooms grow is haunted!



410 Gentlemen's Guild of Amateur Criminologists vs. the Tome of Doom

Saturday 8 PM in 160 for 6 hours; 6 players

System: Spirit of the Century

Power Level: Britain's Stalwart Defenders

GM: F Bogart Wolf

All characters provided by GM

Variations: Steampunk Victorian Heroes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The GGOAC's astounding array of superlative science and mysterious magics is called upon to combat the Tome of Doom! Steampunk and Victorian magic with high adventure and Lovecraftian themes.

411 Dungeon Crawl Classics #14

Saturday 8 PM in 375 for 8 hours; 8 players

System: Advanced Dungeons & Dragons 1st Ed.

Power Level: 1st-13th

GM: Joe Caulboy

Characters created for game

Rules Knowledge: Useful

Game Content: Mainstream

The good old days when adventures were underground. NPC's were there to be killed and the finale of every dungeon was the dragon on the 20th level.

412 DragonBorn and Kobold

Saturday 8 PM in 376 for 8 hours; 10 players

System: Advanced Dungeons & Dragons 2nd Ed. Homebrew

Power Level: average

GM: Steve Marsh

All characters provided by GM

Variations: rules from mixed versions

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Fast paced dungeon crawling; role-playing awarded, D&D. Grab yer dice, initiative!

413 Under the Dark Sun (A Good Omens Production)

Saturday 8 PM in 377 for 6 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: Heroic

GM: Chad Lynch

All characters provided by GM

Variations: Dark Sun Campaign Setting

Rules Knowledge: Useful

Game Content: Mature Themes

A Good Omens Production! Caught out in the desert unprepared, your small band must endure and survive the horrors of the desert. Can you make it back in one piece?

414 TMNT Meets Solid Snake (Chapter 2/Conclusion)

Saturday 10 PM in 154 for 8 hours; 6 players

System: BASH! Basic Action Super Heroes

GM: Rachel Nuckols

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Who's pulling the strings, with his eyes on Kari and the Foot Clan. And who's the assassin? It's up to Snake, Otacon, and the Ninja Turtles to find out.

415 Ozymandias Project

Saturday 10 PM in 159 for 4 hours; 6 players

System: All Flesh Must Be Eaten

Power Level: standard

GM: Jeffrey Yin

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

My name is Ozymandias, King of Kings. Look on my works, ye mighty, and despair. Nothing beside remains.

416 The Raven Trap (Operation MAD Salvation Part 1)

Saturday 10 PM in 374 for 10 hours; 6 players

System: Top Secret SI (Modified)

Power Level: medium

GM: Frank A. Figoni

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In the dangerous game known as the Cold War, where pawns are moved and sacrificed for the good of the state, one has disappeared off the playing field.

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

501 SRP: Barn Steeple Cache

Sunday 8 AM in 143 for 8 hours; 8 players

System: World of Darkness New WoD

GM: Megan Ahrends

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Studio Radd Presents: Barn Steeple Cache. Assume the role of a TV production crew, on location. The area is dangerous, and it seems like the producers might be...out to get you.

502 SRP: Human, Human, Human...Cylon!

Sunday 8 AM in 145 for 8 hours; 8 players

System: Battlestations 1.1

Power Level: Ranks 1-6

GM: Jonah Johnson

All characters provided by GM

Variations: Pax, GCW, PoT, Bot Wars

Rules Knowledge: Beginners Welcome

Game Content: Family

Cylons are attacking and everyone is running to their Battlestations on the big G. The cylons have new models that look like us. Is that your friend or a cylon?

503 The Jaded City of Oz

Sunday 8 AM in 147 for 4 hours; 6 players

System: Adventures in Oz: FRP Beyond the Yellow Brick Road 1st ed.

GM: F. Douglas Wall

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

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!

504 Time & Tide (A Good Omens Production)

Sunday 8 AM in 149 for 6 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 16th

GM: Tony Vargas

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Temple of Melora at Melorca has risen from the waves, you have until the tide turns to retrieve the artifacts within and save the city.

505 All Those We Left Behind

Sunday 8 AM in 151 for 6 hours; 6 players

System: All Flesh Must Be Eaten 1st ed.

GM: David Weinstein

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

When the apocalypse came, we knew that many of us had to be left behind. It was a necessary sacrifice. What we didn't know is that we were the sacrifice...

506 The Razor Sharp Edge of Noise

Sunday 8 AM in 152 for 6 hours; 6 players

System: Dungeons & Dragons 3.5

Power Level: 5th-9th

GM: Jeff Brain

Characters may be provided by GM

Variations: w/a taste of homegrown Gringold Campaign

Rules Knowledge: Expected

Game Content: Mainstream

Your ship lands on a black sand beach, and you immediately hear, and in the pit of your stomach feel, incessant, plangent rhythms, confounding your magical senses to their core.

507 Escape!

Sunday 8 AM in 154 for 6 hours; 6 players

System: 7th Sea

Power Level: experienced

GM: Larry Lynch-Freshner

All characters provided by GM

Variations: science fiction setting

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Aquila has crash-landed, and Princess Persephone and the crew are being hunted. If they fail to escape, the Grand Duke's coup will succeed!

508 A Dark Winter in Leningrad

Sunday 8 AM in 159 for 8 hours; 6 players

System: Millenniums End

Power Level: moderate

GM: Benjamin Lott

All characters provided by GM

Variations: 1940s (Pulp) & Cthulhu themes

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

An artist suicides, her paintings cause insanity, and it's snowing... welcome to the Soviet Union. Hitler wants the paintings, Stalin offers them to an American buyer. Guess what your job is?

509 Tales of the Gold Monkey: Episode 1

Sunday 8 AM in 160 for 8 hours; 6 players

System: Strands of Fate

Power Level: Heroes

GM: John Lewis

All characters provided by GM

Variations: Pulp Action!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

1938, the Marivellas Islands in the South Pacific. Our heroes race against time to search for a missing Cambridge professor and his deadly secret. Two-fisted Pulp adventure!

510 Tsunami

Sunday 8 AM in 161 for 8 hours; 6 players

System: Dungeons & Dragons 3.5

Power Level: 9th

GM: Geoffrey Nicholls

Characters may be provided by GM

Variations: 36K XP/GP. 32pt Buy. Primary & Complete Books only

Rules Knowledge: Expected

Game Content: Mainstream

The beautiful city of Alexandria has been crippled by a massive tidal surge, wiping out docks and destroying houses. Then dolphins began beaching themselves. Something has gone terribly wrong.

511 Rise of the KRAKEN

Sunday 8 AM in 162 for 8 hours; 6 players

System: FATE 3.0

GM: Dovi Anderson

All characters provided by GM

Variations: Star Wars!!!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The mission: Contact an Imperial Admiral to discuss terms of his defection. The Hitch: The meet's aboard Imperial Star Destroyer Kraken. The team: Great roleplayers with flair for cinematic storytelling!

512 On the Eve of the Election

Sunday 8 AM in 163 for 8 hours; 8 players

System: Call of Cthulhu 5th

GM: Dwayne Fox

All characters provided by GM

Variations: set in Centennial City Chronicles, circa 1934

Rules Knowledge: Useful

Game Content: Mature Themes

Candidate Eve McClusky has disappeared prior to city elections, police baffled & press smelling a cover-up; is it murder? Or something else? Discover the truth before time runs out.

513 Sons of Prometheus

Sunday 8 AM in 164 for 8 hours; 6 players

System: Vampire the Requiem Current

Power Level: neonate 0-50XP

GM: Matthew Iskra

Characters may be provided by GM

Variations: minor

Rules Knowledge: Useful

Game Content: Mainstream

A new motorcycle gang, the Sons of Prometheus, has begun to destroy Havens and their occupants. Stop them and find out which faction is behind them.

514 Chaos on Crete

Sunday 8 AM in 165 for 8 hours; 6 players

System: Daring Tales of Adventure (Pulp)

Power Level: 25 XP

GM: Charles Gomez

All characters provided by GM

Variations: Da

Rules Knowledge: Useful

Game Content: Mainstream

1936 The Isle of Crete. Search for the legendary Labyrinth and uncover its treasures. Characters provided

515 Simple Murder

Sunday 8 AM in 166 for 8 hours; 8 players

System: Dresden Files 1st ed.

Power Level: Human to minor talents

GM: Terra Caldwell

All characters provided by GM

Variations: Wet Feet

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This is a murder mystery game designed to teach new players how to play DF and have fun! Characters will be fine-tuned by players.

516 A 'White' Christmas

Sunday 8 AM in 168 for 8 hours; 6 players

System: Spycraft (D20) 2.0

Power Level: 3rd-4th

GM: Chris Sparks

All characters provided by GM

Variations: minor house rules

Rules Knowledge: Useful

Game Content: Mainstream

The assassin White has been killing allies of your agency one by one during the holidays. Can he be stopped and his motives for killing be discovered before you're next?

517 Das Gespenst Bräutigam

Sunday 8 AM in 170 for 8 hours; 6 players

System: Supernatural RPG Cortex System

Power Level: Rookie (42 Att Pts, 62 Skill Pts, & 0 Trait Pts.)

GM: Mike Eckert

All characters provided by GM

Variations: Odenwald Adventures (Hunters based in Germany)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A 250-year-old castle once stood in ruin, its secrets locked away in antiquity. Now, restored to splendor, just in time for spring nuptials, Castle Von Landshort stirs from beyond the grave.

518 White Knights Black Hearts

Sunday 8 AM in 171 for 8 hours; 6 players

System: Wild Talents 2nd

Power Level: 250 pts

GM: Ryan Kent

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The sweaty summer of 1975: Your team of Talents is suspected in the death of a little girl, in one of the troubled neighborhoods over which you watch.

519 Prophets of Doom, and Gloom

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

System: Call of Cthulhu

GM: Robert Silva

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The ancients ones need to save the race from the spawns of the children of Cthulhu. Certain destruction awaits.

520 A Cog in the Machine

Sunday 10 AM in 374 for 6 hours; 6 players

System: Hero 6th ed. [Champions]

Power Level: 400-450 pts 75 disads & see variations

GM: Don Satow

Characters may be provided by GM

Variations: char lins: 12d6 attacks, 27 def(13r), 8 CVs, 5 Spd

Rules Knowledge: Useful

Game Content: Mainstream

Local authorities are asking for help when suspected organized crime supervillains show up in town.

521 Shadows of Yog-Sothoth Part Three ‘Rise of the Ancient Island’

Sunday 10 AM in 375 for 10 hours; 6 players

System: Pulp Adventure 2nd

Power Level: medium high

GM: Jeff A. Hatch

All characters provided by GM

Variations: Cthulhu Pulp

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The plans of the Silver Twilight come to a sinister conclusion. The Investigators follow the evil cult to a ghastly place where even the shadows can kill.

522 The Howard Project

Sunday 10 AM in 376 for 6 hours; 6 players

System: Call of Cthulhu 6th

Power Level: low-mid

GM: Jill Stapleton

All characters provided by GM

Variations: homebrew elements

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

1852, San Francisco: The Sheriff is overwhelmed; vigilantes take justice into their own hands. Fire is a constant danger. And some of the fires result from...spontaneous human combustion? Or worse?

523 Peter Pan Advice (A Good Omens Production)

Sunday 10 AM in 377 for 6 hours; 6 players

System: FATE 3rd

Power Level: seasoned tourists

GM: Michael Bogan

All characters provided by GM

Variations: Fables (house rules)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The Adversary has been defeated, but there is still territory to reclaim. Once more into the breach toward the second star to the right and straight on ‘til morning.

524 Tiptoeing Through The Neutral Zone

Sunday 10 AM in 378 for 8 hours; 8 players

System: GURPS 4th

Power Level: 150-220 pts ±

GM: Tom Vallejos

All characters provided by GM

Variations: Prime Directive

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Set in the Star Fleet Universe. Orion Pirates! Romulans! Prizes from Steve Jackson Games!

525 Matrix, Inc. Special Operations

Sunday 10 AM in 379 for 8 hours; 6 players

System: Hero 5th ed. [other]

Power Level: 175-200 pts

GM: Jim Puder

All characters provided by GM

Variations: house variants

Rules Knowledge: Useful

Game Content: Mature Themes

Can you find, capture, and return the man known only as Judas before he completes the sale of 100 Million in blood diamonds and disappears?

526 The Druid Abides

Sunday 10 AM in 381 for 8 hours; 7 players

System: Dungeons & Dragons 3.0

Power Level: 4th-6th

GM: Mark Schynert

All characters provided by GM

Variations: Arduin elements (HP, CF, damage, diff saves)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Leboughski has to go where eagles fly—and we all know he hates the Eagles.

527 The Kessel Run

Sunday 10 AM in Hall Table 1 for 6 hours; 10 players

System: Star Wars Saga

Power Level: 6th

GM: Damon Armstrong

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

Order 66 has descended upon the galaxy-at-large, and now the Jedi must evade the Clone Forces they once commanded!

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

601 Expedition to Armageddon

Sunday Noon in 147 for 8 hours; 9 players

System: Dungeons & Dragons 3.5

Power Level: ECL 11.5 chars; hi-powered game

GM: David Tuttle

All characters provided by GM

Rules Knowledge: Expected

Game Content: Mainstream

59 times, great heroes of your people have tried to move from the exile of the Underdark to your ancient homes. 59 times they have failed. Can you succeed on the 60th try?

602 Walking Dead: Waking-Up - a SAGE Production

Sunday 2 PM in 149 for 6 hours; 8 players

System: D20 Modern

Power Level: 4th

GM: Eon Contreras

All characters provided by GM

Variations: Homebrew Triumphant System

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You recall the ambulance ride but little else. Now there is an alarm going off and a voice telling you to get up and get out before the facility is destroyed. Ready, Set, Go!

603 By the Gods! Hold the Line!

Sunday 2 PM in 151 for 10 hours; 8 players

System: Pathfinder 3.75

Power Level: 9th, good to neutral align.

GM: Derek Cochran

Players provide their own characters

Variations: Sourcebooks only; equipment provided

Rules Knowledge: Expected

Game Content: Mature Themes

One Keep, one night, and one last chance to survive. The last remnants gather their strength. Live till morning or die with as many at your feet.

604 Black Snow - A Deep Space Cthulhu Adventure

Sunday 2 PM in 152 for 6 hours; 6 players

System: Call of Cthulhu any

GM: Dave Sokolowski

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mature Themes

Your research ship, the ECSS Pandora, has come out of light-speed orbiting a distant mining colony that sends out a distress call, has no signs of life, and is covered entirely in black snow...

605 Dale of the Dead

Sunday 2 PM in 154 for 6 hours; 6 players

System: Dungeons & Dragons 3.5

Power Level: 6th

GM: Anthony Boyd

Characters may be provided by GM

Variations: SRD

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Fendale is a small village that boasts one good inn, but as the adventurers draw near, it becomes clear that something in town is terribly wrong.

606 SRP: Spaceballs Back in Action

Sunday 4 PM in 143 for 8 hours; 8 players

System: Studio Radd Productions

GM: Amber Kuipers

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Help the heroes save the day (and their ass)! This Mel Brooks sequel is bound for greatness (and strippers. Theft. The mob. What have you)! Can you handle it?

607 SRP: It's Too Quiet...

Sunday 4 PM in 145 for 8 hours; 8 players

System: Battlestations 1.1

Power Level: Ranks 1-3

GM: Aaron Johnson

All characters provided by GM

Variations: Pax, GCW, PoT

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

We have lost contact with our top secret space station, which works on new biological weapons. You need to investigate what went wrong, gain intel, and rescue survivors. Good luck!

608 Go, All New Team Venture (Version 2.0)

Sunday 4 PM in 159 for 6 hours; 6 players

System: BASH! Basic Action Super Heroes Ultimate

Power Level: Street

GM: F. Scott Wilson

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Brock Samson is gone! New family bodyguards needed for world-spanning adventure, occasional manual labor. Full medical, entry-level pay, no experience needed! Inquire at the Venture Compound.

609 Operation Albion

Sunday 4 PM in 160 for 6 hours; 6 players

System: Call of Cthulhu 5th

GM: Kevin Glazner

All characters provided by GM

Variations: DELTA GREEN

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Delta Green operatives are activated to investigate unusual occurrences.

610 Do-gooders

Sunday 4 PM in 161 for 8 hours; 6 players

System: D20

Power Level: 6th

GM: Ed Joesting

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

d20 characters from across the multi-verse are hired to rescue a princess from the nefarious clutches of her abductor(s)

611 All Gone

Sunday 4 PM in 162 for 8 hours; 7 players

System: Dungeons & Dragons 4.0

Power Level: low

GM: Ted Gehrig

All characters provided by GM

Variations: Dark Sun

Rules Knowledge: Useful

Game Content: Mainstream

Life in the silt wastes was never easy. But now you've lost everything, and a storm is coming. Creativity and role-playing encouraged.



612 The Greater Good

Sunday 4 PM in 163 for 8 hours; 6 players

System: Diaspora (FATE) 1st ed.

Power Level: Standard Diaspora Starting

GM: Dennis Jordan

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

For the crew of the Wild Rover it seemed a job like any other but for their two newest passengers it was a desperate journey in search of the truth.

613 Don't Push that Button!

Sunday 4 PM in 164 for 8 hours; 8 players

System: Gamma World 1st ed.

Power Level: 1st

GM: Ronald Jones

All characters provided by GM

Variations: minor

Rules Knowledge: Useful

Game Content: Mainstream

You survived a trip through time and now everything is great. Village life has been perfectly safe. Caches of ancient tech are easy to find. Is that a Warbot?!?

614 The Keep on the Borderland/The Isle of Dread

Sunday 4 PM in 165 for 8 hours; 8 players

System: Advanced Dungeons & Dragons 1st Ed.

Power Level: 1st-7th

GM: Joe Caulboy

Characters created for game

Rules Knowledge: Useful

Game Content: Mainstream

Great for beginner players with experience to have fun in old school AD&D. Kill monsters, work as a team, and move up levels. Win magical weapons too.

615 Here Be Dragons (Part 1 of the Searcher Series)

Sunday 4 PM in 166 for 10 hours; 6 players

System: Call of Cthulhu Dark Ages

Power Level: very low

GM: Shannon J.E. McNamara

All characters provided by GM

Variations: England 9th Century

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Intensive roleplaying and intensive investigation required in this Anglo-Saxon village setting. Each player receives a hefty character folder filled with your background, stats, and secrets.

616 VRIX MIX IN THE STICKS!

Sunday 4 PM in 168 for 8 hours; 8 players

System: Omni-Gamer 1st ed.

GM: William T. Pace

All characters provided by GM

Variations: By Tower Ravens; Master Rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Planet Alder is teeming with life in many forms. Probably too many forms. Remember, if it walks like a duck and talks like a duck...it's a VRIX.

617 Where Angels Fear to Tread

Sunday 4 PM in 170 for 8 hours; 6 players

System: DC adventures

Power Level: PL 8-10

GM: Keith Phemister

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Take on the roles of Nightwing, Robin, Catwoman, Batgirl, Huntress, and the Creeper to rescue the Batman and save Gotham from being washed into the sea.

618 The Convoy Part 2

Sunday 4 PM in 171 for 8 hours; 8 players

System: Dungeons & Dragons 4.0

Power Level: 8th

GM: Joe O'Neil

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Empire has fallen, barbarians sack and pillage the few surviving outposts of civilization. How far civilization falls will depend on you.

619 We Are the Nails

Sunday 4 PM in 374 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Power Level: 84K XP; 120K GP

GM: Daniel Alves

Characters may be provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

The Church of Eternal Truth is planning to sacrifice the people of its home nation in a great ritual. The people can't believe it, so it's up to you to help.

620 Divided We Fall (A Good Omens Production)

Sunday 4 PM in 377 for 6 hours; 8 players

System: Dread

Power Level: Soldiers

GM: Travis Lindquist

All characters provided by GM

Variations: some mythos

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Beneath Gettysburg, something stirs. You and your remaining men, and *those People* from the other side of the Mason-Dixon must contain it because divided, you'll surely fall.



Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

701 The Orcish Brigade VII: The Longest Day Off

Sunday 6 PM in 378 for 8 hours; 6 players

System: Advanced Dungeons & Dragons Ed. X

Power Level: Level Power

GM: Arthur Wallis

All characters provided by GM

Variations: The Arduin Grimore might rear its ugly head...

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The Orcish warriors of the dreaded Sixth Legion are granted a much needed day of paid leave...as long as they agree to spend it behind enemy lines.

702 How Hard Is It To Be An Orc?

Sunday 6 PM in 379 for 8 hours; 6 players

System: Hero 5th ed. [Fantasy]

Power Level: 50 + 75

GM: Aaron Clements Gettman

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Elves have encroached onto the tribe lands of the Flatnose Clan. As the best Orc and Goblin warriors in the clan it is your job to hunt them down. GWAAR!

703 'You didn't TELL me she was a.....' (Wraith Squadron)

Sunday 6 PM in 381 for 8 hours; 6 players

System: Star Wars Saga

Power Level: 7th-10th

GM: Karen Dombek

Characters may be provided by GM

Variations: No Force Unleashed

Rules Knowledge: Useful

Game Content: Mature Themes

Somehow, you got on someone's 'bad boy' list. That's the only reason you can think of that you ended up on dull diplomatic escort duty. Or so you thought...

704 New Beginnings

Sunday 6 PM in Pacific for 8 hours; 7 players

System: Legend of the Five Rings 4th ed.

Power Level: Rank 1

GM: Ian Lee

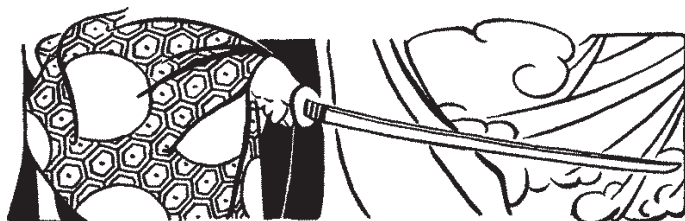
Characters created for game

Variations: Heroes of Rokugan Campaign

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Samurai adventure for the best known Asian fantasy RPG.



705 Fallout: Road Warriors of the Waste

Sunday 8 PM in 147 for 6 hours; 6 players

System: Savage Worlds Explorer's Edition

Power Level: Veteran

GM: Bryan Hitchcock

All characters provided by GM

Variations: set in the world of Fallout

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

As NCR troopers, it's your duty to protect a settlement with a powerful secret from the wasteland warlord Humongous. Fallout, with a dash of v8 Interceptor and an armored bus.

706 Remarkable Wrong-Righters

Sunday 8 PM in 152 for 6 hours; 8 players

System: Hero 6th ed. [Champions]

GM: Rod Currie

All characters provided by GM

Rules Knowledge: Useful

Game Content: Mainstream

While the Remarkable Wrong-Righters want to make superheroing fun again, life may become just a little too much fun when a strange visitor appears in their Malibu beach house headquarters.

707 Vampires Till the End

Sunday 8 PM in 154 for 6 hours; 6 players

System: World of Darkness old

Power Level: 8th-13th gen, standard start char

GM: Jesse Burnette

Characters may be provided by GM

Variations: Group must agree on 1 or 2 clans

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When blood runs cold and the sun goes out, what will you do?

Armageddon is 21 days away or so the notes in your sire's book says. December 12th 2010.

708 Guild of Irascible Scoundrels

Sunday 8 PM in 156 for 6 hours; 8 players

System: Microlite 20 Dragoons 20

Power Level: low

GM: Randy Angle

Characters may be provided by GM

Variations: Steampunk & comedy w/fantasy chars

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

What could go wrong when nefarious nogoodniks form a group to pull off an incredible heist in this comedy fantasy steampunk setting?

709 Unexpected Help

Sunday 8 PM in 375 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Power Level: 10th

GM: Mark Dailey

All characters provided by GM

Variations: Forgotten Realms—dungeon crawl w/RP

Rules Knowledge: Useful

Game Content: Mainstream

A group of hobgoblins contacts your group wishing to hire you. Their friends have been taken captive and now need rescuing. Great riches and magic are offered as reward.

710 Jailbreak

Sunday 10 PM in 159 for 8 hours; 9 players
System: Unknown Armies 2nd
GM: Joshua Clark
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Four Convicts. Five Hostages. One Gun. A stormy night, a remote farmhouse, and some unexpected visitors. This is the classic 'Jailbreak' scenario, perfect for newcomers and experienced players alike.

711 Wish Fulfillment

Sunday 10 PM in 160 for 4 hours; 6 players
System: Dungeons & Dragons 3.0/3.5
Power Level: low
GM: Jeffrey Yin
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
With his hamlet in desperate straits, the mayor tosses a penny into the well and makes a wish. You get what you pay for.

712 What's a Little Change? (A Good Omens Production)

Sunday 10 PM in 377 for 8 hours; 6 players
System: Dungeons & Dragons 4.0
Power Level: 10th
GM: Michael Smith
All characters provided by GM
Variations: Werewolf: the Forsaken themes
Rules Knowledge: Useful
Game Content: Mainstream
The Uktena need help to find the source of a deadly disease and destroy it. They have granted you the power to change into animal form. Will it be enough?



Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

801 SRP: Aliens

Monday 8 AM in 143 for 8 hours; 8 players
System: Battlegrounds 1.1
Power Level: Ranks 1-6
GM: Jonah Johnson
All characters provided by GM
Variations: Pax, GCW, PoT, Bot Wars
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
This mission is going to be a cake walk, just need to check on a research ship. You are a battle-hardened colonial marine, nothing scares you. Scientists...pff, morons! Right?

802 SRP: Star Wars Ep. I - The Cloan Wars

Monday 8 AM in 145 for 8 hours; 6 players
System: Cinematic Action Studio
GM: Craig C. Randall
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Studio Radd Presents: Help remake the Star Wars prequels. Rumors abound that the Cloan Empire will invade the Republic. A diplomatic mission is sent to confront them.

803 Come Hell or Hightower

Monday 8 AM in 147 for 8 hours; 8 players
System: ShadowRun 4th
Power Level: Seasoned Runners
GM: Adrian Anderson
All characters provided by GM
Variations: GM Fiat; streamlined combat
Rules Knowledge: Useful
Game Content: Mature Themes
You've all worked with this Johnson before, and with a couple of the others. The pay is good for a seemingly standard run. But all gigs start out easy, right?

804 The Trouble with Claim Jumpers

Monday 8 AM in 149 for 6 hours; 8 players
System: Alternity
Power Level: 5th-7th
GM: Rian McMurtry
All characters provided by GM
Variations: races from David Brin's Uplift universe
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
In David Brin's Uplift universe, the Terran exploration ship Laika has arrived at the Quallithon system. The PCs are detached, surveying the planet Ithaca; Laika is elsewhere in system.

805 Seven Thrones of Blood

Monday 8 AM in 151 for 8 hours; 7 players
System: Rifts
Power Level: medium
GM: Damon Armstrong
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Along the Northern Border, a foul wind blows, carrying death, destruction, and murder. Who shall arise victorious, and who shall feed the crows?

806 Temple of the Broken Sword

Monday 8 AM in 152 for 8 hours; 8 players
System: Dungeons & Dragons 3.5
Power Level: 4th, or level + ECL = 4
GM: Robert McAnulty
Characters may be provided by GM
Variations: Most rules expansions, NO PSIONICS!
Rules Knowledge: Expected
Game Content: Mainstream
Playtested, home-built adventure originally for 4 fourth level characters for 4 hours of game play. I increased it to 8 players for 8 hours. Pray your character can survive!



807 Corporate Shuffle

Monday 8 AM in 154 for 6 hours; 8 players

System: GIGAX 1st ed.

GM: Eric Marriott

All characters provided by GM

Variations: Zombies from Hell vs. Zombies from Space!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The world has gone to hell. The living dead walk the earth. And still Corporate America is hard at work making your lives a living hell.

808 Angelus Ostrus: An Empire Ascendant

Monday 8 AM in 159 for 8 hours; 8 players

System: Homebrew D100

Power Level: High

GM: Adam Bredt

Characters created for game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A group of Angels, cast out of Heaven, your fates lie in the service of a reformed holy empire. Will you finally find redemption in the eyes of the Gods?

809 Weird Weather to the West

Monday 8 AM in 160 for 8 hours; 6 players

System: GURPS: Wild Weird West 4th

GM: Nathan Hanner

All characters provided by GM

Variations: magic, martial arts

Rules Knowledge: Useful

Game Content: Mainstream

You're a group of spellslingers, gunman, and monsters, hired by JP Morgan to get a mad scientist and his weather control device from Fort 51 to the patent office.

810 Mordenkainen's Fantastic Adventure 4.0

Monday 8 AM in 161 for 8 hours; 8 players

System: Dungeons & Dragons 4.0

Power Level: 14th

GM: David Etheridge

All characters provided by GM

Variations: Core Rule Books

Rules Knowledge: Useful

Game Content: Mainstream

Journey back to Maure castle and face its traps, fight its monsters, and grab its booty in this great adventure, modified and updated to run on 4th edition rules.

811 When Water Falls

Monday 8 AM in 162 for 8 hours; 6 players

System: Apocalypse World

Power Level: starting

GM: Eric Ullman

All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The rains have returned for the first time in a decade, and the township of Broken Hill need no longer be a prison. Yep. Rain. Water from the \$@#! sky.

812 The Caves of Chaos

Monday 8 AM in 163 for 8 hours; 6 players

System: Dungeons & Dragons (Original) 1st

Power Level: 2nd

GM: Gregory Landon

All characters provided by GM

Variations: house rules, no psionics

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You have heard rumors of a den of evil, a place where you could find fame and fortune or certain death (cue evil laugh: bwa ha ha!).

813 The Spelljammer Night

Monday 8 AM in 164 for 8 hours; 8 players

System: Pathfinder

Power Level: 20th (Epic)

GM: Robert Anderson

Characters may be provided by GM

Variations: D&D 3.0/3.5 options

Rules Knowledge: Useful

Game Content: Mainstream

When you lose your world, just build a ship and leave.

814 One Giant Leap For Mankind

Monday 8 AM in 165 for 8 hours; 10 players

System: Changeling: The Dreaming 2nd

GM: Alisha Walton

All characters provided by GM

Variations: some home rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The moon landing has brought strange sidhe to the Haight. Two have taken up residence in your freehold. Are they friend or foe?

815 Trouble in Freesboro

Monday 8 AM in 166 for 6 hours; 6 players

System: Gamma World 7th

Power Level: 1st

GM: Tony Vargas

Characters created for game

Variations: You MAY bring 2 sealed boosters (OPTIONAL Player Deck)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Didn't get to play Gamma World on World Wide Game Day? Here's your chance to try the official Game Day adventure!

816 A Necessary Evil

Monday 8 AM in 168 for 8 hours; 6 players

System: Hero 5th ed. [Champions]

Power Level: Superheroic

GM: B. J. Goukler

Characters may be provided by GM

Variations: 6th ed. Compatible; no variable power pools

Rules Knowledge: Useful

Game Content: Mainstream

There comes a day in everyone's life where they've had to make a choice. You've made yours. Where do we turn when our greatest defenders become our most heinous villains?

818 Nightfall in Coranan

Monday 8 AM in 170 for 6 hours; 8 players
System: Dungeons & Dragons 3.5
Power Level: 45K XP; 32 pt. bld; 49K GP, max 50% in 1 item
GM: David Guon
Characters may be provided by GM
Variations: restricted source bks—see web desc. for details
Rules Knowledge: Useful
Game Content: Mature Themes
An ambitious, powerful, and hated Senator is targeted for assassination. His House seeks adventurers to protect him and find the assassin. Can you find the assassin before he strikes?

819 Digging a Badger Out

Monday 10 AM in 375 for 6 hours; 8 players
System: Serenity
Power Level: Veterans to Heroes
GM: Robert Johnston
All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Explain again why we're a doin' this Captain?' the second asks.
'We're being paid,' Captain replies. Serenity, a gritty Sci-Fi Western where East & West have terraformed star systems.

820 Luck o' the Eire

Monday 10 AM in 376 for 4 hours; 8 players
System: Pendragon Green Knight
Power Level: low
GM: Dru Johanson
All characters provided by GM
Variations: Pagan Shores supp.; RP/negotiation encouraged
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Arthur's Round Table Knights and Ladies are Questing on The Emerald Isle and its mysterious (frequently fey) inhabitants. Win them over by diplomacy and virtuous, chivalrous, noble conduct, and lots o' luck.

821 The Festival

Monday 10 AM in 377 for 6 hours; 6 players
System: Legend of the Five Rings 4th
Power Level: Insight rank 2-3
GM: Chris Vincenti
All characters provided by GM
Variations: A touch of Arkham Horror
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
A journey to a matchmaking festival amid the cool, coastal breezes seems a great way to escape summer's heat. As a good Rokugani, rumors you hear are, of course, ignored.

822 Villanova's Birthday

Monday 10 AM in 378 for 6 hours; 6 players
System: 7th Sea
Power Level: 50 XP
GM: Diane DeGeorge
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mainstream
Prince Villanova of Vodacce's birthday is an occasion to celebrate: with a masked ball, rich gifts, backstabbing, poison, and revenge — and, just maybe, a chance to save the world.

823 Super Basterds

Monday 10 AM in 379 for 6 hours; 6 players
System: Savage Worlds Explorer's ed.
Power Level: Veteran
GM: Patrick Riley
All characters provided by GM
Variations: Super Powers Companion
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
When threats are too dire to worry about collateral damage, due process, and the moral high ground or when superheroes fail or go bad, the Basterds get the call.

824 Demon Dimension

Monday 10 AM in 381 for 6 hours; 8 players
System: Starblazer Adventures (FATE)
Power Level: Heroic
GM: Kris Miller
Characters created for game
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
It was a normal space patrol, like any other, until the tear in the spacetime continuum opened...

825 Promethean: Inhumanity

Monday 11 AM in 374 for 4 hours; 8 players
System: World of Darkness New
GM: Jarys Maragopoulos
All characters provided by GM
Rules Knowledge: Useful
Game Content: Mature Themes
While warming themselves around a campfire outside of town, a group of Prometheans is approached by a human who needs their help. Why does she know so much about them?



A Brief History of DunDraCon

Steve Perrin

It was summer of 1975, or thereabouts, when Clint Bigglestone told me that he and Adrienne Martine were going to put on a convention at the Claremont Hotel for D&D players. What's more, Adrienne said that SF writer Fritz Leiber was a D&D player and had a dungeon he would run at the convention.

There was no Internet, but there was *Alarums and Excursions*—the role-playing APA compiled by Lee Gold which was exclusively D&D at the time and is still going strong, with an expanded interest agenda, to this day. Some of us contributed to *A&E* (which also came before the Cable TV channel) and spread the word. We also sent announcements to the new magazine from TSR, the *Dragon* – or perhaps its predecessor newsletter, *The Strategic Review*.

It turned out that Adrienne had misinterpreted Fritz's interest. There was no dungeon; he had not played the game, though he did like the idea of it. TSR learned of this and caused a small uproar – taking the worst possible slant on the story. There was a lot of youthful folly all around. The *Dragon* finally stated, truthfully, that Fritz Leiber would be present at the convention and we would be running a sponsored dungeon based on his stories.

To create the dungeon, an above-ground maze-like mansion called the Ophidian Palace, Clint recruited Jerry Jacks and me to help him create a Lankhmar dungeon, full of Grey Mouser and Fafhrd references, Lankhmar-themed magical items, and Lankhmarian monsters. Jerry did the surrounding town, Clint and I did encounters and set piece rooms in Ophidian. It came out pretty good. I still use the maps and encounters occasionally for one-off games.

At the convention, we took over two of the Claremont's meeting rooms and hosted about 150 players from the Bay Area and Southern California. Not too strangely, most were *A&E* contributors and readers and their friends. We held several panels with such local notables as Dave Hargrave (creator of *Arduin*), and the redoubtable Lee Gold herself. There were many runs through the Ophidian Palace DMed by Clint, Jerry, and myself, and other games were played on other tables set aside for the use. We met a lot of people who are still friends to this day.

It was fun, it was successful, and we didn't go broke. We decided to do it again. We decided that guests and non-gaming emphasis just distracted from the central purpose, so we have avoided such things ever since. We added a dealers' area at DunDraCon 2 and individual rooms for games at DunDraCon 3. Presidents's Day weekend seemed to work fine, so we settled into it and haven't left. Except once. The mathematicians in the group may have realized that if we started in 1976, our 35th anniversary should have been in 2010.

In 1980 we had assembled a good team, many of whom are still on the convention committee to this day, and incorporated. Unfortunately, the hotel we had set up for DunDraCon in

February of 1981 suddenly changed ownership and policy three months before and informed us that they were not hosting conventions any more. There was no way we could find a venue on our date in the time available. We had to cancel DunDraCon. On the scheduled first day of the convention the committee met outside the front doors of the hotel to catch anyone who hadn't gotten the word and tell them the convention was cancelled. It was pouring rain, but fortunately there was a long covered promenade to the front door. Equally fortunately, the word had apparently gotten out. The only people who showed up were the committee. We played a lot of Ace of Aces...

We did have a convention in 1981, however. We had already tried a one day mini-convention called DunDraDay that more or less worked. And Pacificon, the perennial Labor Day convention, was not going to have a convention in '81 because they were hosting the national Origins convention over Fourth of July. Foolhardy folk that we were, we decided to host a convention we called DunDraClone on the Labor Day weekend.

DunDraClone worked, but after putting on DunDraCon 6 in the following February, we decided putting on a convention in 6 months was too much of a challenge. We were not going to do two conventions in a year again. Since DunDraClone was not on President's Day, we don't count it towards our anniversary.

Since then, DunDraCon has thrived. Our crowds got bigger, rain or sun, and for the 20 years (more than half the life of the con) we have found a venue in the San Ramon Marriott that seems to please both committee and attendee. Our only sorrow has been the inevitable loss of some of our committee stalwarts over the years.

In Memoriam: Clint Bigglestone, Jerry Jacks, Terry Jackson, Steve Henderson, Mike Nebeker

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Meet the Committee

Con Chair	Bill Keyes
Animé Room Liaison	George Greene
Board Games	Hilary Powers
Buyers' Bazaar	Steve Perrin
Convention Registration	Hal Heydt
Pre-Convention Registration	Meg Creelman
	Dorothy Heydt
Dealers' Room	Gordon Monson
Fighting Demo. Liaison	Meg Creelman
Games & Events Scheduler	Mark Schynert
Games Registration	June Delane,
	Ariel Petersen
Hotel Liaison	Hilary Powers
Internet Liaison/Webmaster	Roderick Robertson
Kids' Events	Randy Kreidt
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Miniatures Coordinator	Chad Martens
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Pathfinder Coordinator	Michael Azzolino
RPGA Coordinator	Stephan Kendall
Secretary	Gigi Henderson
Seminar Scheduler	Steve Perrin
Signage	Gigi Henderson
Volunteers Wrangler	Ellen Robertson
Lord High Everything Else	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
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	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
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	Game 2	_____	_____
	Game 3	_____	_____