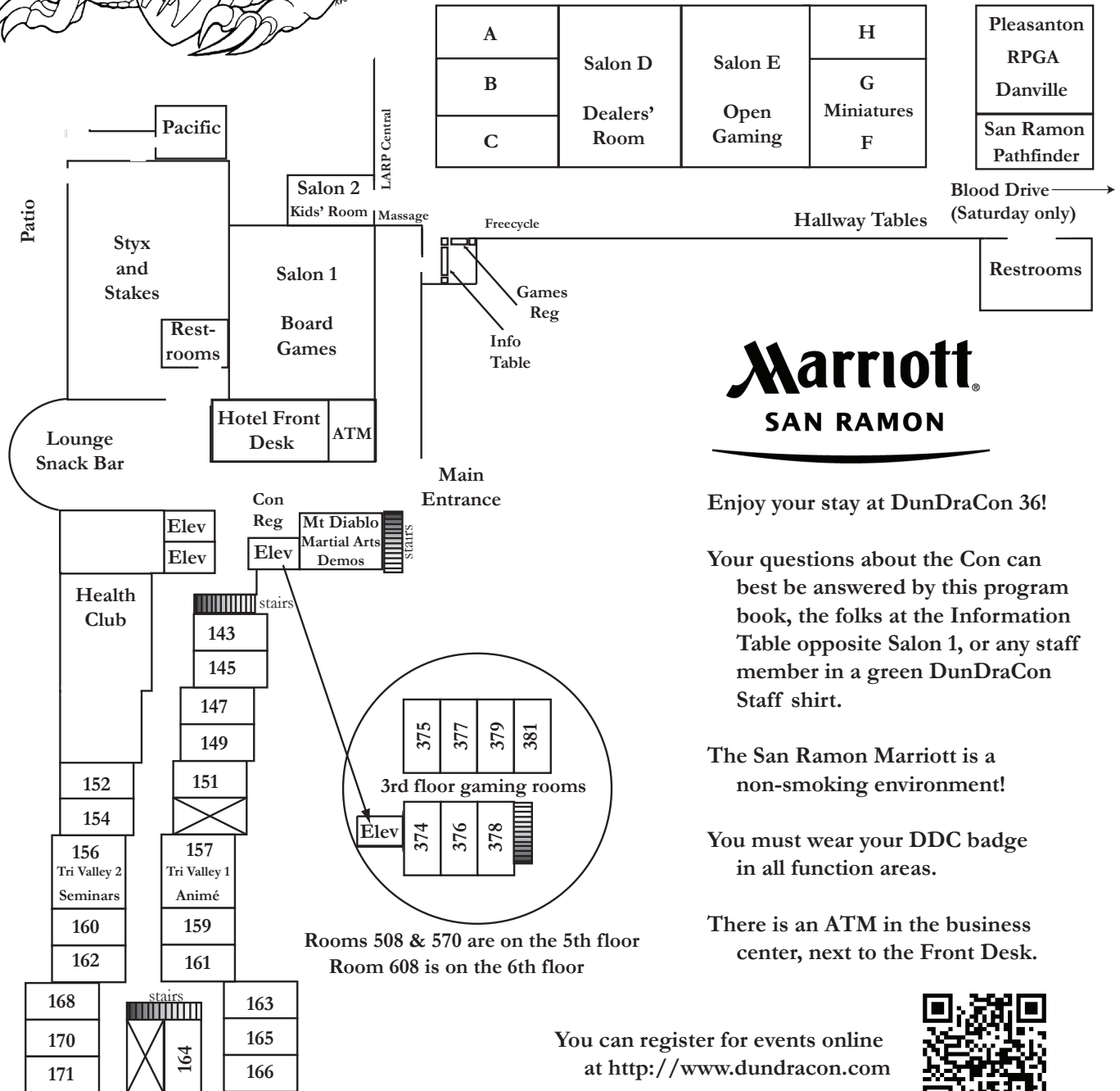




DunDraCon 36

February 17-20, 2012



Enjoy your stay at DunDraCon 36!

Your questions about the Con can best be answered by this program book, the folks at the Information Table opposite Salon 1, or any staff member in a green DunDraCon Staff 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 Front Desk.

You can register for events online at <http://www.dundracon.com>



DunDraCon Rules & Survival Tips

Convention Rules

- **Wear your Con badge.** Wear your Con badge where it can be seen. You cannot enter the Dealers' Room or a scheduled game without it, and we will be looking for badges in other spaces, including open gaming and the board games room. There is no "public" function space in the hotel; we've rented it all!
- **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 martial arts demo people keep everything in their room except en route to and from scheduled demos. And it is never appropriate to wield a weapon outside of a planned martial arts demo, even in jest. This in particular is so serious a safety violation that DunDraCon reserves the right to kick the violator out of the Con. Masks are a safety hazard too. We want to keep everyone recognizable and responsible for their own acts.
- **Smoke only where allowed—that is: in the smoking areas outside.** The Marriott is a 100% non-smoking hotel. Smoking anywhere in the hotel (including the room balconies, which are considered part of the interior) can get you kicked out of the Con, and the hotel may levy a hefty charge against your room bill as well.
- **Health and Safety:** Anyone who endangers the health and safety of others is subject to expulsion from the Con, though in minor cases, they might just get a stern talking-to. Most everyone behaves very well for such a large Con, but because it is large and sometimes crowded, we have to take potentially hazardous situations seriously. In particular, any threat of physical violence, use of controlled substances, use of fire in any way (even a candle), or any inappropriate use of alcohol in public are grounds for kicking the offending party out of the Con.
- **Individual selling in the Buyers' Bazaar only.**

Hotel Tips

- **Don't cook in your rooms!** It's a hazard that might set off extinguishers, cause fires, or just get you thrown out of the hotel...
- If you choose to go out and get food (or have it delivered) please don't leave the carcasses lying around—it annoys the hotel staff, which makes it harder for us to work with them next year.
- **Please keep your rooms relatively neat.** Especially keep sleeping bags, ice chests, etc. safely stowed away in closets or drawers.
- **No gaming in the restaurant... and tips are expected!**
- **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.
- The Health Club and Pool are for the use of **registered hotel guests only.**

General Good Sense

- **Sleep some of the time.** Your body needs rest, even with non-stop distractions. If you start another run at 2 in the morning, you'll probably be too wasted to play in your official game at 8 am next day.
- **Eat something besides potato chips and candy.** Your endurance and concentration will improve amazingly.
- **Drink a lot—of water.** Hotel air is very dry; try to avoid sugar and alcohol as much as you can.
- **Alcohol is allowed only for those of age.** Ignore this rule and you can be asked to leave the Con.
- **Tell people where you are.** Make sure your family and anyone else who might need to reach you know you're at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.
- **We cannot page people at the Con,** nor can we guarantee to reach or find anyone. (You can leave a note on the DunDraCon message board, and so can your friends, so check the board for messages a few times a day. Ask at the front desk, too; they may have something that hasn't been posted.)
- **Watch your step.** Don't run in the halls 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.
- **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.
- **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 children's safety lies with you;** DunDraCon and the San Ramon 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.
- **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.

Enjoy your stay at DunDraCon!



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Red Cross Blood Drive

Outside the Hotel Side Entrance

Saturday, Noon - 6:00 PM

DunDraCon is proud to host our third annual Blood Drive.

The Red Cross Bloodmobile will be parked at the side of the hotel on Saturday from Noon - 6:00 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

Hotel Lobby, next to Mt. Diablo Room

Convention Registration Hours

Friday	10:00 AM — 10:00 PM
Saturday	9:30 AM — 7:00 PM
Sunday	9:30 AM — 7:00 PM
Monday	9:30 AM — Noon

FULL MEMBERSHIP IS \$60

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.

The full-service restaurant plans to have some special items on the menu just for us, and there will be a breakfast buffet (but no dinner buffet) this year. No gaming there, either, and the restaurant 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 (p. 18-50). All games with numbers are registered for through the Games Registration program (p. 17). The RPGA and Pathfinder Society games (p. 10-11) are registered at the Pleasanton/Danville and San Ramon Rooms. See the DDC Games Standards on p. 10 for a description of DunDraCon game ratings. Demonstration and Drop-in games (p. 14-16) do not use the Games Reg system - just drop by and see if there is room. You also don't need to sign up for the Seminars or the new War College (p. 7-9) or the martial arts demonstrations (p. 6), 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 p. 12-14. If you have a question or need help ask a member of the DunDraCon Committee (Green Shirts).

Animé Room

Tri Valley 1 (Room 157)

The Bay Area Animation Society, under Rob Miles, 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 5:00 PM Monday. By special arrangement, Salon 1 will open for general gaming at 5:00 PM Thursday and stay open thereafter. 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.

Games Lending Library

This year DunDraCon introduces a new Games Lending Library service. The games in the Kids' Room can be checked out from Andy Kreidt for playing outside the room. See page 12 for details.

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.

DunDraCon's First Ever Dress-Up Day!

This year, on Saturday, February 18th, at DunDraCon, we encourage you to dress up as whatever strikes your fancy. Pirate? Ninja? Pirate-Ninja? Time Lord? Smaug? Skeksis? He-Who-Must-Not-Be-Named? We'd love to see all sorts wandering the halls.

But wait! There's incentive! (As if you needed a reason to dress up at DunDraCon...) If you come down to show your costume off to Ariel of the Committee at the Games Reg Table between 1:00 PM and 2:00 PM on Saturday, February 18th, you'll be entered into a drawing for FABULOUS PRIZES* including a refund of your registration fee. Start planning now!

As always, please keep in mind our masks restriction and NO WEAPONS policies when deciding on your costume. Wear any face-covering masks only while showing off your costume to Ariel.

*Prizes may not actually be fabulous.

Flying Hands Massage

Flying Hands Massage will be outside Salon 2 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.



DunDraCon Staff

Convention Chairman
Blood Drive, Publicity
Board Games Coordinator
Buyers' Bazaar Coordinator
Convention Registration

Pre-Convention Registration
Dealers' Room Coordinator
–Dealers' Room Deputy
Games & Events Scheduler
–Games & Events Deputy
Games Registration
–Games Registration Deputy
Hotel Liaison
Internet Liaison/Webmaster
Kids' Events
LARPs Coordinator
Martial Arts Coordinator
–Amtgard Liaison
–SCA Liaison
Miniatures Coordinator
Organized Play Coordinator
–Pathfinder Liaison
–RPGA Liaison
Program Book
Seminars Scheduler
–Bay Area Animation Society
–War College Seminars
Signage
Social Media
Special Events Coordinator
Volunteers Wrangler
In Charge of "That"

Bill Keyes
June Delane
Hilary Powers
Gordon Monson
Hal Heydt
Dorothy Heydt
Meg Creelman
Steve Perrin
Chad Martens
Mark Schynert
Ariel Petersen
June Delane
Kendra Schynert
Hilary Powers
Roderick Robertson
Randy Kreidt
Ariel Petersen
Meg Creelman
Robert Mott
Chad Lynch
Chad Martens
Tony Hughes
Michael Azzolino
Stephan Kendall
Bill Keyes
Steve Perrin
Rob Miles
Dana Lombardy
Gigi Henderson
Kendra Schynert
Ariel Petersen
Ellen Robertson
Roderick Robertson

Dealers' Room

Salon D

Salon D will have dealers for all of your gaming needs. Note that the room closes early on Monday, so get your last-minute buying done in the morning.

You MAY NOT eat or drink inside. You must have your own Con badge to enter the Dealers' Room. Security will be firm on both points.

Dealers' Room Hours

Friday	Dealers set up only
Saturday	9:30 AM — 5:30 PM
Sunday	9:30 AM — 5:30 PM
Monday	9:30 AM — Noon

Vendors

(You can find their logos throughout the program book.)

- B Coole Designs** – Embroidered patches
- Black Diamond Game** – General game products
- CCB&E** – Costuming and materials
- Chaosium** – Chaosium game products
- Chessex** – Dice and other gaming accessories
- Crafty Games** – Crafty Games
- Dragon Perch** – Toys and other accessories
- End Game** – General game products
- Flotsam and Jetsam** – Everything for the steampunk connoisseur
- Flying Buffalo** – Flying Buffalo and other game products
- Games of Berkeley** – General game products
- Good Luck Games** – Board Games of all kinds
- Impressions** – Independent Game products
- Knitnut by Jill** – Knitted stuff from dice bags to Cthulhu Ski Masks
- Pegasus Publishing** – T-shirts for all occasions
- QR Zed Eng** – Engraved name badges and specialty products
- Stone Tablet** – Stone Tablet Games
- West Coast Chainmail** – Armor, dice bags & everything in between

Buyers' Bazaar

Salon C

Friday Noon — 5:00 PM

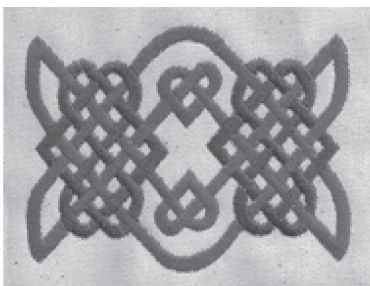
Saturday 9:00 AM — 2:00 PM

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 Gordon Monson 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. See posted Bazaar Rules.



B Coole Designs

Acknowledgements

DunDraCon wishes to thank and acknowledge the following dealers for contributing prizes to our Dress-Up Day costume contest and our Social Media Contest:

- B Coole Designs**
- End Game**
- Flotsam & Jetsam**
- Flying Buffalo**
- Stone Tablet Games**
- West Coast Chain Mail**

Games of Special Interest

There are roughly 300 official games scheduled for DunDraCon 36; 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:

112 Big Trouble in Bigger China Part One: ‘Hell of the Shriveled Scholar’

401 Big Trouble in Bigger China Part Two: ‘Hell of the Crawling Terror’

611 Big Trouble in Bigger China Part Three: ‘Hell of the Melting Monsters’

These three chapters form a mini-campaign, which brings characters from the classic John Carpenter movie together with the Cthulhu Mythos. Enroll in each game separately; it's not necessary to have played in an earlier game to join a later game.

§

Want to play Axis vs. Allies on a really big board? Check out Lawrence Frazee's **545 Extreme Axis vs. Allies**, on Hallway Table 3 at 9:00 AM Sunday.

§

Game Masters Lisa Gordon, Tim Cook, Adam Bredt, Eric Kupferer and Mark Reinhert are offering another big RPG, **409 Star Wars Mega Game: The Battle for Gailea**, 6:00 PM Saturday in the Pacific Room.

§

We have more LARPs than ever, and many are returning troupes who do a great job every year. One troupe new to this year's line-up, Chuckling Cthulhu and Stickfigure Press, is offering a campy Sci Fi production, **771 Flash Gordon and the Council of Doom!!!** Check it out in Suite 570, Sunday at 6:00 PM. As with all LARPs, signing up through Game Registration is essential.

§

Our Kids' Room coordinator, Randy Kreidt, is proud to offer a couple of board game tournaments this time around. Both are drop-in events. **Tournament For Kids 8-12** features games like "Fruit Fair," "Nobody but Us Chickens," "Ghost Chase," "Incan Gold," "Cloud 9," and many more! It's in Salon 2 Saturday from 10:00 AM. We will help you learn the games, and everyone gets credit for how they play, just as in a Reiner-a-thon, or a Rio-a-thon.

On Sunday, starting at 10:00 AM, it's the **Mayfair-a-thon**, for both kids and adults, with all those great Mayfair Games, like "Catan," "Iron Dragon," "Beetlez," "Anno 1503," "Shear Panic," and many more. Play as many as you can for points. Games scores will be weighted for length. Though everyone can be/will be playing together, we will have separate scoring for kids and adults.

Martial Arts Demos

Mt. Diablo Room and Bishop Ranch Patio

Mt. Diablo Room Schedule:

Friday 4:00 PM — 9:00 PM

Saturday 9:00 AM — 9:00 PM

Sunday 9:00 AM — 8:00 PM

Monday 9:00 AM — 2:00 PM

Bishop Ranch Patio Demonstrations:

Saturday 11:00 AM - SCA

2:00 PM - Amtgard

Sunday 11:00 AM - Amtgard

2:00 PM - SCA

DunDraCon is pleased to announce the returning groups Amtgard and the Society for Creative Anachronism. Seminars and exhibits will be in the Mt. Diablo Room and martial arts demos will be outside in the Bishop Ranch Patio. See the schedule posted outside the Mt. Diablo Room. The Martial Arts Coordinator is Meg Creelman.

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.

Amtgard is represented by the Kingdom of Crimson Wood, with Robert Mott as Liaison.

<http://www.amtgardinc.com>

The Society for Creative Anachronism (SCA) is an international organization dedicated to researching and re-creating the arts and skills of pre-17th-century Europe. Our "Knowne Worlde" consists of 19 kingdoms, with over 30,000 members residing in countries around the world. Members, dressed in clothing of the Middle Ages and Renaissance, attend events which feature tournaments, royal courts, feasts, dancing, various classes & workshops, and more. The SCA is represented by the Kingdom of the West, with Chad Lynch as Liaison.

<http://sca.org/> <http://www.westkingdom.org/>

Seminars

Tri Valley 2 (Room 156)

Friday

Online Tools to Enhance Gaming

Friday, 2:00 PM in Room 156 for 1.5 hours

Presenter: Kat Ogden

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

Surviving the Zombie Apocalypse

Friday, 3:30 PM in Room 156 for 1.5 hours

Presenters: John Livingston, Aaron Blomenkamp, Karl Reichhold

Do you want to survive the upcoming zombie apocalypse? We'll be discussing how to survive and thrive in a zombie apocalypse with special emphasis on hunkering down or "budgeting in." We will be covering other disaster possibilities. Plus how the zombie apocalypse can be added to any setting.

Kids and Gaming

Friday, 5:00 PM in Room 156 for 1.5 hours

Presenters: Louis Contreras, Michelle Contreras, Katheryn Contreras

Discover the mysteries of gaming, why your kids love it and why you should too. The social and educational interactions make for great opportunities to get them to learn without pressure and explore their intuitive side. Play On!

Saturday

27 Years of Dungeon Master Secrets

Saturday, 9:00 AM in Room 156 for 1 hour

Presenter: Robert Anderson

-Endless Living Universe

-Flow Chart & Quick Files

-Power Gamers & Role Players

-Don't cap your imagination or your players

-"Epic" is not a vile four-letter word.

What's New with Hero

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

Presenter: Jason Walters

Jason Walters, General Manager of Hero Games, discusses the future of the Hero System, upcoming projects, and the new Hero System license.

Alternate Histories for Gaming

Saturday, 11:00 AM in Room 156 for 1 hour

Presenters: Kenneth Hite, Michael Blum, Bruce Harlick

We'll suggest and submit especially gameable alternate histories; bring your own "what ifs" for free-wheeling Q&A!

Chainmail Fabrication - Basic Techniques

Saturday, 12:00 PM in Room 156 for 1.5 hours

Presenter: Andre Miron

Learn the basics of making chainmail! Andre Miron, owner of West Coast Chainmail, will guide you through the steps of winding, cutting, and weaving your own piece of maille.

City Building

Saturday, 1:30 PM in Room 156 for 1.5 hours

Presenters: Anders Swenson, Kenneth Hite, Michael Blum

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

What's New at the Chaosium

Saturday, 3:00 PM in Room 156 for 1 hour

Presenter: Charlie Krank

The Chaosium Crew presents what is coming up from Chaosium and answers questions about the past year.

Rogues in the House

Saturday, 4:00 PM in Room 156 for 1 hour

Presenters: Randy Angle, Bruce Harlick

This seminar is about Heists and other Roguish Adventures for both players and game masters. For running and playing in campaigns similar to TV shows like Leverage and White Collar.

What's New in Indie RPGs

Saturday, 5:00 PM in Room 156 for 1 hour

Presenters: Jason Walters, Ken Hite, Chris Hanrahan

Author and pundit Ken Hite, Endgame's Chris Hanrahan, and IPR's Jason Walters discuss what's new in the world of self-published and micropublished games in 2012.

Getting Your Game Published

Saturday, 6:00 PM in Room 156 for 1 hour

Presenters: Aldo Ghiozzi, Tom Jolly

Veteran publishers discuss the pitfalls and joys of getting your original game published.

Sunday

Magic and the Role-Playing Experience

Sunday, 10:00 AM in Room 156 for 1.5 hours

Presenter: Dr. Robert L Silva II CBST APD

This seminar is to teach about world views of magical systems.

I delve into mechanics and methods and different realms of magic.

Good and Evil Role Playing and Understanding Alignments

Sunday, 11:30 AM in Room 156 for 1.5 hours

Presenter: Dr. Robert L Silva II CBST APD

This is a philosophical study of good and evil and how to create and play distinct personalities in role playing. This seminar is an interactive seminar with audience participation.

What's Cool

Sunday 1:00 PM in Room 156 for 1 hour

Presenters: Bruce Harlick, Ken Hite

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

Kickstarter – How to Successfully Launch Your Kickstarter Game

Sunday, 2:00 PM in Room 156 for 1 hour

Presenter: Richard Bliss

Richard Bliss, host of Funding the Dream, the Kickstarter podcast for board gamers, will present on the key issues necessary for you to be successful with your Kickstarter game project. More than \$2,000,000 of game projects were successfully funded through Kickstarter in 2011. 54% of all Kickstarter projects succeed. Learn how to have your next game project be part of the success. Attend this seminar to make sure you are prepared to fund your dream.

Hold On... What Was That?

Sunday, 3:00 PM in Room 156 for 1 hour

Presenters: Jason S. Walters, Dave Weinstein, Brian Gilmore

We take you on a journey into the subtext of what popular science fiction, fantasy, and game authors are really trying to say in their work... whether they know it or not!

Keeping Cthulhu Scary

Sunday, 4:00 PM in Room 156 for 1 hour

Presenters: Kenneth Hite, Ben Monroe, Ted McGavin

Tips for keeping Cthulhu central to horror, and vice versa.

Surviving a Call of Cthulhu Campaign

Sunday, 5:00 PM in Room 156 for 1 hour

Presenters: Ted McGavin, Ben Monroe, Ken Hite

So, how do you survive a Call of Cthulhu campaign?

It's easier than you might think, if you are properly prepared.

Surviving while remaining sane is harder...

The State of the Industry

Sunday, 6:00 PM in Room 156 for 1.5 hours

Presenters: Aldo Ghiozzi, Tom Jolly

Veteran publishers present and discusses the state of the game industry and what gamers can look forward to in the coming years.

Mike Nebeker Memorial Freecycle Table

DunDraCon 36 is continuing the Mike Nebeker Memorial Game and Game Component Freecycling Table. This will take the form of a table in the ballroom lobby near Games Reg and across from Salon C. 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 material not related directly to playing games.
- Pets, including dragons who have not been paper-trained.
- Power tools, explosives, carnivorous houseplants, broken bits, Yugo automobiles or vuvuzelas.

War College Seminars Salon C

Dana Lombardy – historian, author, editor, game designer – brings his War College of fascinating seminars and presentations to DunDraCon! Here is the schedule of speakers and topics:

SATURDAY, February 18

3:00 PM - 4:30 PM The Battle of Kursk: The Real Story

4:30 PM - 6:00 PM Wargame Design as a Tool for Historical Writing

6:00 PM - 7:30 PM Seven Secret Turning Points That Led to the Napoleonic Wars

7:30 PM - 9:00 PM Secret Turning Points of the American Civil War

SUNDAY, February 19

10:00 AM - 11:30 AM Shooting the Front

11:30 AM - 1:00 PM How America Learned to Fight a Modern War

1:00 PM - 2:30 PM LUNCH BREAK

2:30 PM - 4:00 PM World War I, the Versailles Treaty and Why Germany Lost World War II

4:00 PM - 5:30 PM The Devil's in the Details: North Africa 1941

5:30 PM - 7:00 PM Alternate Histories

MONDAY, February 20

10:00 AM - 11:30 AM Civil War What Ifs

11:30 AM - 1:00 PM Hitler's Lost Opportunity 1942

Saturday

The Battle of Kursk: The Real Story

SAT 3:00 PM

Dana Lombardy

In July 1943, both the Germans and Soviets believed that the Panzers would always break through. The Battle of Kursk proved this to be both right and wrong. Little-known pieces of the background story and battle are revealed that help explain why this was the last German *blitzkrieg* of World War II. New and much more accurate figures on tank strengths and casualties at Kursk provide surprising data to be considered.

Wargame Design as a Tool for Historical Writing

SAT 4:30 PM

Christopher Perello

Like historians, wargame designers do research to learn details of events. Unlike historians, designers also need to know the mechanics of how those events took place. This talk will focus on how elements of wargame design lead to a different way of writing history based on the presenter's book *The Quest for Annihilation*.

Seven Secret Turning Points That Led to the Napoleonic Wars

SAT 6:00 PM

Dana Lombardy

Famous battles from 1805-1815 such as Austerlitz, Borodino, Waterloo, etc., have been the subject of numerous books and even movies. Seven little-known turning points in the life of Napoleon Bonaparte were critical to his career, without which there might have never been an Age of Napoleon. Dana Lombardy, former publisher of the *Napoleon Journal*, presents these seven secret turning points, and also why Waterloo was such a close-run thing despite the Prussian-Allied manpower advantage of nearly two-to-one at the battle.

Secret Turning Points of the American Civil War

SAT 7:30 PM

Dana Lombardy

Dana Lombardy, the designer and editor of the battlefield guidebook *The First Battle of Bull Run: Campaign of First Manassas*, presents one of his popular series of “secret” turning points lectures with a look at the decisions (and non-decisions) that have been overlooked or downplayed in most books written about America’s Civil War. What nearly happened in 1862 that could have crippled or stopped President Lincoln’s war plans? What act of disobedience enabled the Union Army to stay and fight at Gettysburg after its initial defeat on July 1? These topics and more will be explored.

Sunday

Shooting the Front: The Influence of Air Reconnaissance in WW I

SUN 10:00 AM

Terrence J. Finnegan

World War I aviation achieved prominence largely due to the role played by aerial reconnaissance. Key to understanding how battles were shaped was the information acquired through aeroplanes and observation balloons. This World War I Influence is reflected today in the impressive legacy that exists through aerial photography, analyzing the intelligence, and disseminating it to battlefield commanders in a very short time span. In addition to a brief overview of the art of aerial reconnaissance, the presentation will provide an explanation of the process, taking the audience through a collection of missions accomplished by the French during the Meuse-Argonne offensive.

How America Learned to Fight a Modern War: The Story of the Meuse-Argonne Offensive, 1918

SUN 11:30 AM

Michael Hanlon

The Meuse-Argonne was the largest battle ever fought by the United States in terms of ground troops committed and their casualties. History books usually present it as a “comedy of errors” fought by inexperienced soldiers and inept generals, and focus on its sputtering opening and apparently pointless attack on the final night of the war. Yet it was a strategic victory, won in six weeks over highly defensible ground that had been fortified for four years. In the final breakthrough, launched on 1 November 1918, four future U.S. Army Chiefs of Staff and two Marine Corps Commandants played key roles in the operation that defined the American way of war for the 20th Century.

WW I, the Versailles Treaty, and Why Germany Lost WW II

SUN 2:30 PM

Dana Lombardy

The “sudden” cease-fire in November 1918 was later used by Nazi propagandists as proof that Germany’s “unbeaten” armies were “stabbed in the back” by their political leaders. In addition, the 1919 Treaty of Versailles worried many important people at the time that the treaty’s harsh terms would only lead to another war. But what was the treaty’s real impact on World War II? Did it fatally cripple Nazi Germany’s war effort? The answers may surprise you.

The Devil’s in the Details: North Africa 1941

SUN 4:00 PM

Christopher Perello

The hard part of historical writing is not determining what to include, but deciding what to leave out. Almost every sentence will include a summation of many extant facts; almost every sentence could be contradicted by a single detail. This talk will study events during the successful relief of the Siege of Tobruk by Operation Crusader in November of 1941 to examine the story behind the perceived history of the battle.

Alternate Histories

SUN 5:30 PM

A panel discussion with authors and game designers Dana Lombardy, Christopher Perello, and Ken Hite, who look at possible alternate histories and what their impact might have been. Audience participation is encouraged.

Civil War What Ifs

MON 10:00 AM

Christopher Perello

History tells us the story that was; equally interesting are the stories that might have been. This discussion will examine the procedures and pitfalls of examining variable outcomes of historical events focusing on alternate starting dates for the U.S. Civil War.

Monday

Hitler’s Lost Opportunity 1942

MON 11:30 AM

Dana Lombardy

The Battle of Stalingrad was one of the greatest turning points of World War II. This seminar offers insights into the strategic options, operational flaws, and tactical developments using translated war diaries, photos, and maps to help explain how the city combat evolved over two months (September to November 1942). Was German defeat inevitable, or could operational brilliance have overcome strategic blunders?

Speakers:

Terrence J. Finnegan is a veteran with 40 years of military and government service. His career primarily covered military intelligence in a number of theaters, including NATO, Pacific Command, and Central Command during Desert Storm. In the past seven years, Colonel Finnegan has served as a senior advisor to National Guard Headquarters, supporting states in the western United States. The second, expanded edition of his latest book, *Shooting the Front - Allied Aerial Reconnaissance in the First World War*, was published by The History Press in the United Kingdom.

Michael Hanlon is a former U.S. Air Force Weather and Operations Officer who spent much of his working career managing large projects for corporations and federal, state, and local government. Today, he publishes and edits a series of World War I-oriented online and print periodicals. He is also the creator of the award-winning Doughboy Center website, the largest Internet site dedicated to the American experience in the Great War.

Dana Lombardy was an Associate Online Editor for *Armchair General* and now does research, writing, and design through Lombardy Studios. Dana is best known for his multiple award-winning *Streets of Stalingrad* board wargame (three separate editions since first release in 1979), and for his nearly twenty television appearances, including multiple episodes of The History Channel’s “Tales of the Gun” series. He has contributed as an editor, cartographer, graphic artist and designer on many books, games, and magazines, and was Publisher of the *Napoleon Journal* from 1996-2000.

Christopher Perello served for 12 years on the editorial board of *Command Magazine*, one of the most successful military history publications of the 1990s, and is a current contributor at Decision Games. His numerous articles and wargames, plus the 2009 book *The Quest for Annihilation*, focus on his primary interests: battlefield mechanics and the inner workings of organizations. His past experience includes U.S. Army/National Guard service as an Armor officer, the practice of law, and practicing attorney, and teaching business law at the college level.



Pathfinder Society Organized Play San Ramon Room

On Golarion, the world of the Pathfinder Roleplaying Game, the Pathfinder Society is an organization of explorers, vagabonds, sages, and treasure hunters determined to plumb the depths of the darkest tombs, and collect relics and lore from bygone ages. Every member shares one common dream: to contribute to the Pathfinder Chronicles, printed editions of secret lore coveted by the Society, wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized.

Pathfinders are a diverse bunch of scoundrels and wanderers. Their loyalties lie on all shores of the Inner Sea, and beyond their adventures as Pathfinders, they often find themselves mixed up in the murky politics of Absalom and the five nations who seek to control the City at the Center of the World from behind the scenes. The campaign centers on the sprawling city of Absalom, where five factions engage in a shadow war for control of the city's politics and economy.

In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the five competing nation-based factions, all with their own motivations and secret agendas.

Pathfinder Society Organized Play is a constantly evolving mega-campaign played by thousands of players, and the adventures you experience are shared by players around the world. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline. Each season consists of at least 28 Pathfinder Society scenarios (short, 4-hour adventures) set in a variety of exotic locations across Golarion.

Scenario List:

Introductory:

Intro 1: First Steps—Part I: In Service to Lore (New 1st Level Characters)

Intro 2: First Steps—Part II: To Delve the Dungeon Deep (New 1st Level Characters)

Intro 3: First Steps—Part III: A Vision of Betrayal (New 1st Level Characters)

Low Tier:

#0-01: Silent Tide (Tiers 1-5)

#0-03: Murder on the Silken Caravan (Tiers 1-5)

#0-06: Black Waters (Tiers 1-5)

#0-05: Mists of Mwangi (Tiers 1-5)

#0-07: Among the Living (Tiers 1-5)

#0-23: Tide of Morning (Tiers 1-5)

#0-24: Decline of Glory (Tiers 1-5)

#2-11: The Penumbral Accords (Tiers 1-5)

#1-35: Voice in the Void (Tiers 1-7)

#3-01: The Frostfur Captives (Tiers 1-5)

#3-05: Tide of Twilight (Tiers 1-5)

#3-07: Echoes of the Overwatched (Tiers 1-5)

#3-09: The Quest for Perfection—Part I: The Edge of Heaven (Tiers 1-5)

#3-11: The Quest for Perfection—Part II: On Hostile Waters (Tiers 1-5)

#3-13: The Quest for Perfection—Part III: Defenders of Nesting Swallow (Tiers 1-5)

Mid Tier:

#2-25: You Only Die Twice (Tiers 5-9)

#3-02: Sewer Dragons of Absalom (Tiers 3-7)

#3-03: The Ghenett Manor Gauntlet (Tiers 5-9)

#3-06: Song of the Sea Witch (Tiers 3-7)

#3-08: Among the Gods (Tiers 3-7)

#3-10: The Immortal Conundrum (Tiers 5-9)

#3-12: Wonders in the Weave—Part I: The Dog Pharaoh's Tomb (Tiers 5-9)

#3-14: Wonders in the Weave—Part II: Snakes in the Fold (Tiers 5-9)

High Tier:

#0-20: King Xeros of Old Azlant (Tiers 7-11)

#0-26: Lost at Bitter End (Tiers 7-11)

#0-28: Lyrics of Extinction (Tiers 7-11)

#1-34: Encounter at the Drowning Stones (Tiers 7-11)

#2-26: The Mantis's Prey (Tiers 7-11)



Living Forgotten Realms RPGA Organized Play Pleasanton/Danville Rooms

Come one, come all! Join the 4th Edition Dungeons and Dragons experience that is Living Forgotten Realms. Join in adventures to the far off parts of Faerûn. The format is similar to a short pick-up game. Adventures usually run four hours per slot, with some running up to eight or twelve hours. Characters will be created and provided for you if you do not have them.

The following RPGA adventures are available this year at the convention:

ADAP3-1 The Gauntlgrym Gambit (AL 4 Levels 1-7)

ADAP3-2 Shards of Selûne (AL 4 Levels 1-7)

ADAP3-4 The Five Deadly Shadows (AL 8 Levels 5-10)

ADCP3-2 From Dawn Till Dusk (Levels 1-20)

CAL13-1 Malice of Mintar (Levels 1-10)

CAL13-2 Menace of Memnon (Levels 1-10)

CAL13-3 Agony of Almraiven (Levels 1-10)

CORE2-11 The Sign of Four (Levels 17-20)

CORE2-12 The Sschindylryn Heresy (Levels 17-20)

CORE3-1 A Vengeful Dream (Levels 1-10)

ELTU3-5 It's in the Blood (Levels 1-10)

ELTU3-6 True Blue (Levels 1-10)

IMPI2-4 Goblins Strike Back (Levels 17-20)

NETH3-1 Secrets and Shadows (Levels 11-20)

NETH3-2 Flirting with Disaster (Levels 11-20)

NETH3-3 Seek and Destroy (Levels 11-20)

SPEC3-2 Roots of Corruption: Dark Seeds (Levels 11-20)

SPEC3-3 Dance of the Sun and Moon (Levels 1-10)

TYMA2-3 Tying Up Loose Ends (Levels 14-17)

Check the schedule at the RPGA Headquarters in the Pleasanton/Danville Rooms for times and signups.

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.

Events for Kids

Salon 2

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

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

We will have 20-30 games to play. All are on a “by-request” basis. Come and find some new favorites for you and your children. We have games for older kids, too (and that can mean you, Mom and Dad).

Finally, check out the listed games and events “especially for kids” and “Family Friendly” that are listed in the Kids’ Games Program. Some are scheduled into the Kids’ Room, and others are placed elsewhere, but we’ll have signs to direct you to those.

We have three of “Randy’s tournaments” this year:

Saturday 10:00 AM - 5:00 PM: **Drop-in Tournament for kids 8-12** Play as much or as little as you want, with lots of great games, like “Fruit Fair,” “Nobody but Us Chickens,” “Ghost Chase,” “Incan Gold,” “Cloud 9,” and many more! We will help you learn the games, and everyone gets credit for how they play, just as in a Reiner-a-thon, or a Rio-a-thon.

Saturday 2:00 PM: **Apples to Apples Kids Tournament** (we will hold an adult version at the same time).

Sunday 2:00 PM: **Apples to Apples Kids Tournament** (we will hold an adult version at the same time).

Sunday 10:00 AM - 5:00 PM: **Mayfair-a-thon** Ages 7-12 and a teen/adult bracket. This is a tournament of all-Mayfair games. Play as many as you can for points. Game scores will be weighted for length. We will be playing all Catan and Rail games as well as their other Euro-games. These include games of “Beetlez,” “Hey, That’s My Fish” (Penguins), “Anno 1503,” “King Me,” “Shear Panic,” “Mr. Bill,” “Settlers of the Stone Age,” “Starship Catan” (two player), “Iron Dragon,” and “Silverton.” If you have favorite Mayfair games, bring them and we will play them. Though everyone can be/will be playing together, we will have separate scoring for kids and adults.

Games Lending Library

This year DunDraCon will have a Games Lending Library service. The games in the Kids’ Room can be checked out for play elsewhere by leaving a driver’s license or other ID as security. See Randy Kreidt, Kids Events Coordinator, in Salon 2 to check out a game from the Games Lending Library. (A game may not be checked out if it is scheduled for use that day.)

Kids’ Games Program

Friday

P13 X-File High: Night of the Living Dread

Friday Noon in 164 for 6 hours; 6 players

System: Hero 5th Ed. (Other)

Variations: Loose use of rules. Focus on Roleplay, not ruleplay

Power Level: High school kids w/quirks

GM: Greg Haslam (Greg)

Rules Knowledge: Beginners Welcome

All characters provided by GM

The High School O.N.I. (Occult Netherworld Investigations) Club gang must juggle their social lives with mystery, monsters and mayhem as the School Winter Formal dance (doom?) approaches.

P43 GIANT Awful Green Things from Outer Space

Friday 2 PM in Salon 1 Tables 5, 6 for 3 hours; 6 players

System: Awful Green Things from Outer Space, 7th edition

Variations: with the Obnoxious Orange Things!

GM: Andrew Walters

Rules Knowledge: Beginners Welcome

All materials provided by GM

The Awful Green Things have been joined by the Obnoxious Orange Things from Another Place on giant versions of the Znutar! Prizes from Steve Jackson Games!

Drop-in: Playtesting Porthmeus Games

Friday 6 PM in Hallway Table 1 for 3 hours; 6 players

(similar games repeat on Saturday at 1 PM and 6 PM and on Sunday at 1 PM and 6 PM, same location)

System: Pirate Hunter, 1st edition and/or Death Row, 1st edition

Variations: Playtesting games in final development stages

GM: Scott Boor (Scott Boor - Porthmeus Games)

Rules Knowledge: Beginners Welcome

All materials provided by GM

Players Battle Pirates to collect the most plunder. Push your luck card and dice game with special rolls and strategic opportunities. Or, use strategy and luck to see your opponents executed before they get you. Dark humor and very fun.

161 War at Sea–Sea Trials

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

System: War at Sea

GM: Scott Sylvester (Snippersly)

Rules Knowledge: Beginners Welcome

All miniatures provided by GM

Play three scenarios and learn to play “War at Sea”. Artic Convoys, The sweltering South Pacific, The Fjords of Norway. Detailed minis, 3D islands and custom maps, fun for everyone!

162 Friends, OGREs, Countrymen!

Friday 6 PM in Salon FG Table 7 for 6 hours; 8 players

System: OGRE miniatures

Variations: LADs

Power Level: Nuclear!

GM: James Kundert

Rules Knowledge: Beginners Welcome

All miniatures provided by GM

Trade tactical nukes on the battlefield of the future with Heavy Tanks, GEVs, and massive psychotic cybertanks called OGREs. All miniatures supplied. Beginners welcome!

101 Crash and Burn...Then a Human Hunt (Studio Radd Presents)

Friday 6 PM in 143 for 6 hours; 8 players

System: Battlestations, Edition 1.1

Variations: GSW, Pax, Bot Wars & PoT, both board and role-paly elements

Power Level: Ranks 1-7

GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

All characters provided by GM

Your ship has been badly damaged by Bug AA fire, you need to repair and get out of this Bug-infested system. That planet looks like a good place to land.

147 Wrath of Ashardalon

Friday 8 PM in Salon 1 Table 2 for 4 hours; 5 players

System: Dungeons & Dragons Board Game, current edition

GM: Andy Flores (Mr. Many Minis)

Rules Knowledge: Beginners Welcome

All materials provided by GM

In the lands around Firestorm Peak, the Heroes fight despite incurring the wrath of the red dragon Ashardalon. Designed features are multiple scenarios, challenging quests, and cooperative game play.

Saturday

Drop-in: Frag! for Young Players

Saturday 9 AM in Salon 2 for 3 hours; 6 players

System: Frag!, Gold edition

Variations: with the expansion

GM: Victor Walters

Rules Knowledge: Beginners Welcome

All materials provided by GM

Video game becomes boardgame, grab weapons and start shooting!

Prizes from Steve Jackson Games

247 Empire Builder Potluck

Saturday 10 AM in Salon 1 Table 7 for 4 hours; 4 players

System: Empire Builder

GM: Kevin Ellingson

Rules Knowledge: Useful

All materials provided by GM

Build your rail lines and operate your train, make deliveries of goods to earn money. Several different versions of this game will be available to choose.

249 Monopoly

Saturday 10 AM in Salon 1 Table 14 for 8 hours; 6 players

System: Monopoly, Vintage edition

GM: Javan Raglar (Zecs)

Rules Knowledge: Useful

All materials provided by GM

Take a trip through time with MR. MONOPOLY as your guide, and experience what life was like when the game was born. Just don't go to jail.

250 Wrath of Ashardalon

Saturday 8 AM in Salon 1 Table 16 for 4 hours; 5 players

System: Dungeons & Dragons Board Game, current edition

GM: Andy Flores (Mr. Many Minis)

Rules Knowledge: Beginners Welcome

All materials provided by GM

In the lands around Firestorm Peak, the Heroes fight despite incurring the wrath of the red dragon Ashardalon. Designed features are multiple scenarios, challenging quests, and cooperative game play.

341 Bootleggers

Saturday Noon in Salon 1 Table 11 for 3 hours; 5 players

System: Bootleggers, Eagle Games edition

GM: James Fitch (Jay Fitch)

Rules Knowledge: Beginners Welcome

All materials provided by GM

Hey Player! So you think you're a Gangster. Make deals and backstab your competition to produce and deliver your Hootch to your favorite speakeasys. Take control and make more profit!

Drop-in: The Jaded City of Oz

Saturday Noon in Salon 2 for 4 hours; 6 players

System: Adventures in Oz, 1st edition

Power Level: starting

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

All characters provided by GM

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!

Drop-in: Super Zero, Basic Game

Saturday 1 PM in Hallway Table 2 for 3 hours; 4 players

(similar games repeat on Saturday at 5 PM, and on Sunday at 1 PM and 5 PM, same location)

System: Super Zero, 1st edition

GM: Marc Distefano

Rules Knowledge: Beginners Welcome

All materials provided by GM

Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains, and reverse-engineering villain technology. 30-minute games.

Drop-in: Klix Are For Kids

Saturday 1 PM in Salon 1 Table 20 for 4 hours; 6 players

(the same game repeats Sunday at 1 PM, Salon 1 Table 13)

System: Mage Knight Dungeons, 1st edition

Variations: Simplified rules for kids

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

All miniatures provided by GM

Last year's event is back. Play heroes OR monsters! Receive a free MK Dungeons Starter Set. Play for real treasure in a 3D dungeon.

Simplified rules. Join the fracas!

381 Eat Poop, You Cat!

Saturday 2 PM in Salon 1 Table 10 for 3 hours; 12 players

System: Telephone Pictionary, Classic edition

GM: Michael Basil (Basil)

Rules Knowledge: Beginners Welcome

All materials provided by GM

Players start with pen and paper, then write a sentence, and pass their paper. The next player 'draws' the sentence, at the end, all players unfold their paper, hilarity ensues.

Drop-in: Fantasy Craft: Play with the Creators

Saturday 2 PM in Hallway Table 3 for 4 hours; 7 players

System: Fantasy Craft, 1st edition

Power Level: 3rd

GM: Patrick Kapera

Rules Knowledge: Beginners Welcome

All characters provided by GM

Come play the acclaimed Fantasy Craft RPG with the creators! You should bring a sense of adventure and a hunger for fun. Rules will be taught and characters provided.

Sunday

549 Monsterpocalypse

Sunday 10 AM in Salon 1 Table 12 for 4 hours; 6 players

System: Monsterpocalypse

GM: Kyle Eckert

Rules Knowledge: Beginners Welcome

All materials provided by GM

Have monsters will destroy!! Come learn how to play this fun and exciting game of monsters versus cities and each other.

641 Monopoly?!?!

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

System: Monopoly variant, Hasbro edition

Variations: variant rules

GM: Dan Cloutier

Rules Knowledge: Useful

All materials provided by GM

Hate Monopoly? Me too until I tried this variant. Changes a couple of rules to make it a MUCH better and faster game, while keeping the 'flavor' of Monopoly.

645 GIANT Bitin' Off Hedz

Sunday 3 PM in Salon 1 Table 9 for 4 hours; 10 players

System: Bitin' Off Hedz, GIANT edition

GM: Kyle Eckert

Rules Knowledge: Beginners Welcome

All materials provided by GM

Roll Dice. Bite off Hedz. Jump in the Volcano. Simple. Right?

Monday

801 Space Titanic (Studio Radd Presents)

Monday 8 AM in 143 for 8 hours; 8 players

System: Battlestations, Edition 1.1

Variations: GSW, Pax, Bot Wars & PoT, both board and role-paly elements

Power Level: Ranks 1-7

GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

All characters provided by GM

This is a state-of-the-art space cruise liner with all the bells and whistles! What do you mean we hit an ice comet? There are not enough lifeboats!



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. There will be six Hall Tables in the Ballroom Lobby, numbered 1 to 6.

Friday

Catan Histories: Struggle for Rome

Friday 10 AM in Salon 2 for 3 hours; 4 players

System: Catan Histories: Struggle for Rome

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You are Inquisitorial agents tasked with reestablishing contact with a world burdened by a millennium-old taint. In the dark far future, will you discover success to be as deadly as failure?

Playtesting Porthmeus Games

Friday 6 PM in Hallway Table 1 for 3 hours; 6 players

System: Pirate Hunter, 1st edition

Variations: Playtesting games in final development stages

GM: Scott Boor (Scott Boor - Porthmeus Games)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Players Battle Pirates to collect the most plunder. Push your luck card and dice game with special rolls and strategic opportunities.

Teach You Tichu and Play!

Friday 6 PM in Salon FG Table 1,2,3,4 for 4 hours; 16 players

System: Tichu

GM: Kerin Schiesser (Kerinbot)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Learn to play this fast-paced partnership game. There will be a tournament later in the convention.

Zombie Dice Tournament

Friday 11 PM in Salon 1 Table 24, 25, 26 for 2 hours; 24 players

System: Zombie Dice, 1st edition

Variations: tournament

GM: Tom Vallejos (Don't Blink)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Become the Zombie Master in this NO-BRAINS-BARRED Event. Battle other zombies in this life and undead struggle for BRRRAAIIINNS. Prizes from Steve Jackson Games!



**PO Box 577
Trenton, TX 75490**

Saturday

Frag! for Young Players

Saturday 9 AM in Salon 2 for 3 hours; 6 players
System: Frag!, Gold edition
Variations: with the expansion
GM: Victor Walters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Video game becomes boardgame, grab weapons and start shooting!
Prizes from Steve Jackson Games

Tournament for Kids 8-12

Saturday 10 AM in Salon 2 for 7 hours; 24 players
System: various board games
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM

The Jaded City of Oz

Saturday Noon in Salon 2 for 4 hours; 6 players
System: Adventures in Oz, 1st edition
Power Level: starting
GM: F. Douglas Wall
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
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!

Shadow Hunters

Saturday 1 PM in Salon 1 Table 2 for 6 hours; 7 players
System: Shadow Hunters, Original edition
Variations: Original and Expansion
GM: James Travis Murphy (Travis)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
You are a Shadow, a creature of the night, or a Hunter, a human who destroys supernatural creatures, or a civilian, caught in the middle of this ancient battle.

Super Zero, Basic Game

Saturday 1 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains and reverse-engineering villain technology. 30 minute games.

Magic the Gathering Beginners Classic

Saturday 1 PM in Salon 1 Table 5 for 4 hours; 5 players
System: Magic the Gathering, current edition
Variations: allies and enemies
GM: Michael Smith
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Learn to play Magic the Gathering. Choose your color, keep watch over your allies and enemies, and determine your strategy for victory.

Playtesting Porthmeus Games

Saturday 1 PM in Hallway Table 1 for 3 hours; 6 players
System: Pirate Hunter, 1st edition
Variations: Playtesting games in final development stages
GM: Scott Boor (Scott Boor - Porthmeus Games)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Players Battle Pirates to collect the most plunder. Push your luck card and dice game with special rolls and strategic opportunities.

Klix Are For Kids

Saturday 1 PM in Salon 1 Table 20 for 4 hours; 6 players
System: Mage Knight Dungeons, 1st edition
Variations: Simplified rules for kids
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
Last year's event is back. Play heroes OR monsters! Receive a free MK Dungeons Starter Set. Play for real treasure in a 3D dungeon. Simplified rules. Join the fracas!

Fantasy Craft: Play with the Creators

Saturday 2 PM in Hallway Table 3 for 4 hours; 7 players
System: Fantasy Craft, 1st edition
Power Level: 3rd
GM: Patrick Kapera
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Come play the acclaimed Fantasy Craft RPG with the creators! You should bring a sense of adventure and a hunger for fun. Rules will be taught and characters provided.

Apples to Apples Tournament

Saturday 2 PM in Salon 2 for 3 hours; 24 players
System: Apples to Apples
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM

Super Zero, Basic Game

Saturday 5 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains and reverse-engineering villain technology. 30 minute games.

Playtesting Porthmeus Games

Saturday 6 PM in Hallway Table 1 for 3 hours; 6 players
System: Death Row, 1st edition
Variations: Playtesting games in final development stages
GM: Scott Boor (Scott Boor - Porthmeus Games)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Use strategy and luck to see your opponents executed before they get you. Dark humor and very fun. Other games as well.

Sunday

Mayfair-a-thon

Sunday 10 AM in Salon 2 for 7 hours; 24 players
System: Mayfair board games
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM

Inn Fighting

Sunday 11 AM in Salon 1 Table 15 for 6 hours; 6 players
System: Inn Fighting
GM: Gabriel Laney (King Mob)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
From the creators of Three-Dragon Ante, the Dungeons & Dragons in-world card game, comes the perfect dice game for D&D players and characters alike.

Super Zero, Basic Game

Sunday 1 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains and reverse-engineering villain technology. 30 minute games.

Playtesting Porthmeus Games

Sunday 1 PM in Hallway Table 1 for 3 hours; 6 players
System: Death Row, 1st edition
Variations: Playtesting games in final development stages
GM: Scott Boor (Scott Boor - Porthmeus Games)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Use strategy and luck to see your opponents executed before they get you. Dark humor and very fun. Other games as well.

Klix Are For Kids

Sunday 1 PM in Salon 1 Table 13 for 4 hours; 6 players
System: Mage Knight Dungeons, 1st edition
Variations: Simplified rules for kids
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
Last year's event is back. Play heroes OR monsters! Receive a free MK Dungeons Starter Set. Play for real treasure in a 3D dungeon. Simplified rules. Join the fracas!

Apples to Apples Tournament

Sunday 2 PM in Salon 2 for 3 hours; 24 players
System: Apples to Apples
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM

Magic the Gathering Beginners Classic

Sunday 3 PM in Salon 1 Table 6 for 4 hours; 5 players
System: Magic the Gathering, current edition
Variations: allies and enemies
GM: Michael Smith
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Learn to play Magic the Gathering. Choose your color, keep watch over your allies and enemies, and determine your strategy for victory.

Super Zero, Basic Game

Sunday 5 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains and reverse-engineering villain technology. 30 minute games.

Playtesting Porthmeus Games

Sunday 6 PM in Hallway Table 1 for 3 hours; 6 players
System: Death Row, 1st edition
Variations: Playtesting games in final development stages
GM: Scott Boor (Scott Boor - Porthmeus Games)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Use strategy and luck to see your opponents executed before they get you. Dark humor and very fun. Other games as well.

Tichu Tournament

Sunday 7 PM in Salon FG Table 5, 6, 7, 8 for 4 hours; 16 players
System: Tichu
GM: Kerin Schiesser (Kerinbot)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Materials may be provided by GM
There will be two-player teams for the duration of the tournament. Teams with like or close-to-like scores that have not played each other before will be paired in the next round.

DunDraCon Website Online Events Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website at <http://www.dundracon.com>
The Pre-Reg P Series events must be signed up this way in advance of the convention. Scan the items below with a smartphone to connect to the Events Page, Games Registration and Game Results pages on the DunDraCon website.

Events
Page



Games
Registration



Games
Results



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 14.
- 3) **RPGA and Pathfinder Society games**, signed up through their headquarters in the Pleasanton and San Ramon Rooms.
- 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 nine 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. Session P was pre-registered online before the convention, but you can check to see if there is still room in the game.

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 also sign up on our website at <http://www.dundracon.com/Events.php>

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 (which is good for entry into ONE game) 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, 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	POSTING TIMES
P	P00-P99	Electronic Pre-reg. only	None	Friday Noon	Friday 11:30 AM
1	101-199	FRI 2:00 – 5:00 PM	Gray	Friday 6:00 PM	Friday 5:45 PM
2	201-299	FRI 6:00 – 8:00 PM	Pink	Saturday 8:00 AM	Friday 8:45 PM
3	301-399	SAT 9:00 – 11:00 AM	Blue	Saturday Noon	Saturday 11:45 AM
4	401-499	SAT 3:00 – 5:00 PM	Gold	Saturday 6:00 PM	Saturday 5:45 PM
5	501-599	SAT 6:00 – 8:00 PM	Green	Sunday 8:00 AM	Saturday 8:45 PM
6	601-699	SUN 9:00 – 11:00 AM	Lilac	Sunday Noon	Sunday 11:45 AM
7	701-799	SUN 3:00 – 5:00 PM	Yellow	Sunday 6:00 PM	Sunday 5:45 PM
8	801-899	SUN 3:00 – 5:00 PM	White	Monday 8:00 AM	Sunday 7:45 PM

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 improvising, 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 Flying Hands Massage area and across from Salon C. 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.

LARPs Schedule

Friday

171 The Museum Job

Friday 7 PM in 508 for 6 hours; 25 players

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

Troupe: Dreams of Deirdre

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A gala exhibition of priceless art opening at the Portland Metropolitan Museum. Nothing nefarious could possibly be planned...

172 A Minor Inconvenience

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

System: L5R LARP

Variations: based a little more off the tabletop rules

Troupe: Blue Lotus Productions

Rules Knowledge: Useful

Game Content: Mainstream

The new Shogun has decided that the Minor Clans should serve the needs of the Greater Clans, and be absorbed. Who will oppose him and who will support him?



Saturday

272 ParaNet's Guide to the Supernatural

Saturday 10 AM in Salon B for 6 hours; 25 players

System: GM Fiat

Troupe: Evil Twins

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

ParaNet hosts a seminar about the supernatural at a gaming convention in an effort to raise awareness about the real horrors that go bump in the night.

371 Summit Arcane

Saturday Noon in 570 for 6 hours; 20 players

System: Homebrew

GM: David Coronado

Rules Knowledge: Useful

Game Content: Mature Themes

The supernatural's most trusted (read: expendable) diplomats are signing a treaty. Can you bring peace to New Orleans? Or will the blood turn the Gulf waters red?

372 Harry Potter and the Miskatonic University

Saturday 5 PM in 508 for 8 hours; 18 players

System: Homebrew

Troupe: Perpetual Motion Squad

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Hogwarts welcomes the Miskatonic University to the Dueling Tournament of the Century. Come One, Come All, to a Night of Magic, Mischief, and Fun. Eternal Glory awaits the Champion.

373 A Finely Crafted Work

Saturday 5 PM in Salon B for 8 hours; 25 players

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

Troupe: Gamer Geekus

Rules Knowledge: Useful

Game Content: Mature Themes

One year ago the life of one of the world's great artists ended. Those close to her wish to share a few of her final works. Special opening Saturday evening.

471 Mutant Saga Vignette

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

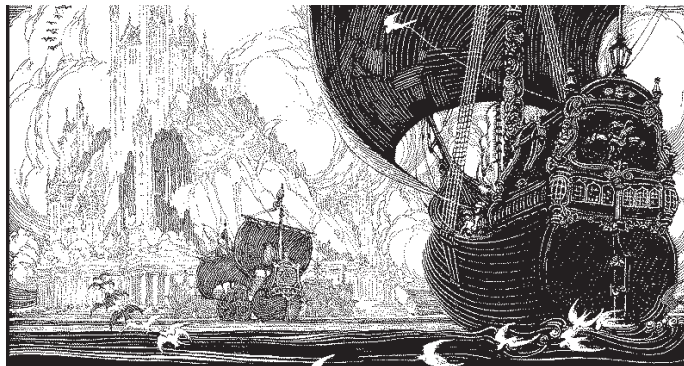
System: GM Fiat

GMs: Joe Parzanese & Dave Oberholzer

Rules Knowledge: Useful

Game Content: Mainstream

In 2012, with hostilities close to breaking out, the mutant, Freeze, traveled into the past to find help. Emissaries from both sides await her return and the hope that she brings.



Sunday

571 Excalibur Returns

Sunday 10 AM in 508 for 8 hours; 18 players

System: GM Fiat/Duel of the Fates

Troupe: The Ace of Geeks

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Lighthearted, swashbuckling adventure abounds as the greatest fighters from across the multiverse are drawn to the Airship Avalon to determine who is worthy of wielding the legendary Excalibur!

572 Escape from X

Sunday 10 AM in 570 for 7 hours; 24 players

System: GM Fiat

GM: Eric Rall

Rules Knowledge: Useful

Game Content: Mature Themes

You don't know who brought you here or why, but the first duty of any prisoner is to escape. The Wardens will make a mistake, and you'll be ready.

573 Signal's Last Stop

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

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

Variations: some GM Fiat

Troupe: Team Volaré

Rules Knowledge: Useful

Game Content: Mature Themes

The Last Stop space station, orbiting a mining colony, a hive of villainy and scum. Come prepared to deal and try to live where the big nothing waits for everyone.

771 Flash Gordon and the Council of Doom!!!

Sunday 6 PM in 570 for 6 hours; 22 players

System: Homebrew

Troupe: Chuckling Cthulhu and Stickfigure Press

Rules Knowledge: Useful

Game Content: Mainstream

Ming the Merciless is dead. Again! Now the most powerful Princes of Mongo must decide the fate of their world. 30s pulp meets 80s camp!

772 The 75th Annual Convention of the Anglian College for the Improvement of Man and His Rational Capacities

Sunday 6 PM in Salon A for 7 hours; 21 players

System: Homebrew

GM: Samantha Smith

Rules Knowledge: Useful

Game Content: Mainstream

A gathering of Scientists, patrons, and hopefuls, meeting to present their masterworks for recognition, to vie for admission, and to admire. Brilliant minds at cross purposes, in a Neo-Victorian world.

773 A Bloody Symposium

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

System: Vampire the Requiem + Mage the Awakening

Variations: World of Darkness: Slashers allowed

Troupe: Black Dice Bag Krewe

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The War of Bloody Waves is ended at last, can the newly minted Prince of The East and the Heirarch of Berkeley sue for peace?

Hybrid Games & Other Exotica

Sunday

Friday

101 Crash and Burn...Then a Human Hunt (Studio Radd Presents)

Friday 6 PM in 143 for 6 hours; 8 players

System: Battlestations, 1.1 edition

Variations: GSW, Pax, Bot Wars & PoT

Power Level: Ranks 1-7

GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Your ship has been badly damaged by Bug AA fire. You need to repair and get out of this Bug-infested system. That planet looks like a good place to land.

Drop-in: Zombie Dice Tournament

Friday 11 PM in Salon 1 Tables 24, 25, 26 for 2 hours; 24 players

System: Zombie Dice, 1st edition

Variations: tournament

GM: Tom Vallejos (Don't Blink)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Become the Zombie Master in this NO-BRAINS-BARRED

Event. Battle other zombies in this life and undead struggle for

BRRRRAAIIINNNS. Prizes from Steve Jackson Games!

Saturday

381 Eat Poop, You Cat!

Saturday 2 PM in Salon 1 Table 10 for 3 hours; 12 players

System: Telephone Pictionary

Classic edition

GM: Michael Basil (Basil)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Players start with pen and paper, then write a sentence, and pass their paper. The next player 'draws' the sentence, at the end, all players unfold their paper, hilarity ensues.

481 Nighttime Is for Werewolves

Saturday 9 PM in 156 for 6 hours; 17 players

System: Werewolves of Millers Hollow

GM: James Fitch (Jay Fitch)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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!



552 Star Trek TNG: A Klingon Challenge

Sunday 11 AM in Salon 1 Table 4 for 4 hours; 6 players

System: VCR Board Game

GM: Douglas E. Weed (Doug)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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

Drop-in: Inn Fighting

Sunday 11 AM in Salon 1 Table 15 for 6 hours; 6 players

System: Inn Fighting

GM: Gabriel Laney (King Mob)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

From the creators of Three-Dragon Ante, the Dungeons & Dragons in-world card game, comes the perfect dice game for D&D players and characters alike.

781 Nighttime Is for Werewolves

Sunday 9 PM in 156 for 6 hours; 17 players

System: Werewolves of Millers Hollow

GM: James Fitch (Jay Fitch)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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!

801 Space Titantic (Studio Radd Presents)

Monday 8 AM in 143 for 8 hours; 8 players

System: Battlestations, 1.1 edition

Variations: GSW, Pax, Bot Wars & PoT

Power Level: Ranks 1-7

GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

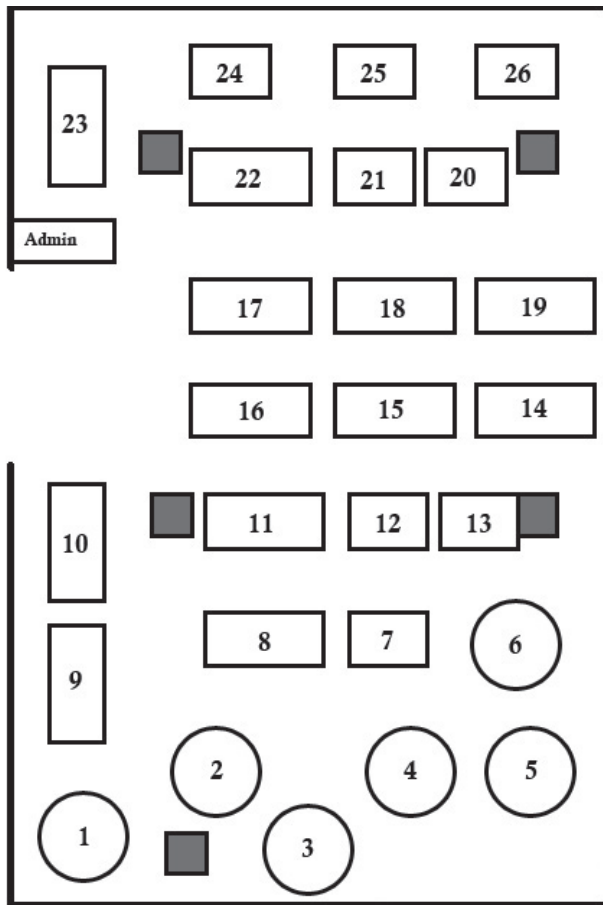
Game Content: Family

All characters provided by GM

This is a state-of-the-art space cruise liner with all the bells and whistles! What do you mean, we hit an ice comet? There are not enough lifeboats!



Board Games



Salon 1 - Boardgames Friday

Drop-in: Catan Histories: Struggle for Rome

Friday 10 AM in Salon 2 for 3 hours; 4 players

System: Catan Histories: Struggle for Rome

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You are Inquisitorial agents tasked with re-establishing contact with a world burdened by a millennium-old taint. In the dark far future, will you discover success to be as deadly as failure?

Session P. P00 Series games

Sign up by Online Pre-Reg Only

Posting ETA Friday 11:30 AM

Check at the game to see if seats are still available

P41 Wage War in the Dungeons and Dragons World

Friday Noon in Salon 1 Table 7 for 4 hours; 3 players

System: Conquest of Nerath

GM: Dan Bodon (Dan)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

A D&D strategy war game. 4 factions that can be played Free For All or 2v2 Teams. Plays like a streamlined Axis and Allies, with dragons and magic.

P42 Phoenicia

Friday Noon in Salon 2 for 3 hours; 5 players

System: Phoenicia

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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.

P43 GIANT Awful Green Things from Outer Space

Friday 2 PM in Salon 1 Tables 5 & 6 for 3 hours; 6 players

System: Awful Green Things from Outer Space, 7th edition

Variations: with the Obnoxious Orange Things!

GM: Andrew Walters

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

The Awful Green Things have been joined by the Obnoxious Orange Things from Another Place on giant versions of the Znutar! Prizes from Steve Jackson Games!

P44 Endeavor

Friday 2 PM in Salon 2 for 3 hours; 5 players

System: Endeavor

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Colonize the world!

P45 The Dutch Golden Age

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

System: The Dutch Golden Age

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Re-create the Dutch Golden Age – Rembrandt included!

P46 Battlestar Galactica

Friday 5 PM in Salon 1 Table 9 for 6 hours; 6 players

System: Battlestar Galactica

Variations: Pegasus and Exodus expansions incl.

GM: Craig Rose

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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!

P47 7 Wonders

Friday 5 PM in Salon 1 Table 11 for 3 hours; 6 players

System: 7 Wonders

Variations: Leaders expansion

GM: James Fitch (Jay Fitch)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Make your mark in history by building an architectural marvel while leading one of the seven great ancient cities! Recruit leaders, exploit resources, assert military might, and develop commercial relationships.

Session 1. 100 Series games

Sign up by Friday 5:00 PM

Posting ETA Friday 5:45 PM

The registration forms for this session are Gray

141 Arkham Horror

Friday 6 PM in Salon 1 Table 3 for 4 hours; 6 players

System: Arkham Horror

Variations: home brew rules

GM: Jim Kiefer (Jim)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Arkham, 1926: Something indescribable walks out of an interdimensional gate. This is not entirely unexpected. Several locals have been having dreams, that is, nightmares about this very thing.

142 A Game of Thrones

Friday 6 PM in Salon 1 Table 4 for 8 hours; 5 players

System: A Game of Thrones, 2nd edition

GM: Kevin Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come join the fierce struggle for control of the Iron Throne. Play as one of five houses in a bid for domination. Beginners welcome. Game will be taught!

143 Titan!

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

System: Titan!, Valley Games edition

GM: Dan Cloutier

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

The classic board game. Standard rules.

144 Twilight Imperium: Shards of the Throne

Friday 6 PM in Salon 1 Table 8 for 8 hours; 7 players

System: Twilight Imperium: Shards of the Throne

Variations: both expansions

GM: Christopher Larson (Chris)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Twilight Imperium, a game of interstellar conflict, trade, and struggle for power. Play the new expansion, Shards of the Throne, as well as Shattered Empires along with a special spiral galaxy map.

146 Twilight Struggle

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

System: Twilight Struggle

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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

145 Betrayal at the House on the Hill

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

System: Betrayal at Hill House, 2010 edition

GM: Michael Basil (Basil)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Players explore a mansion, encountering spirits, omens and possibly monsters. One of the characters betrays the rest, and the heroes must defeat the traitor before it's too late!

147 Wrath of Ashardalon

Friday 8 PM in Salon 1 Table 2 for 4 hours; 5 players

System: Dungeons & Dragons Board Game

current edition

GM: Andy Flores (Mr. Many Minis)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

In the lands around Firestorm Peak, the Heroes fight despite incurring the wrath of the red dragon Ashardalon. Designed features are multiple scenarios, challenging quests, and cooperative game play.

148 Settlers of America (Catan)

Friday 8 PM in Salon 2 for 3 hours; 4 players

System: Settlers of America (Catan)

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

This latest version of Catan could be one of the best! Very innovative with excellent twists on old Catan themes!

Saturday

Session 2. 200 Series games

Sign up by Friday 8:00 PM

Posting ETA Friday 8:45 PM

The registration forms for this session are Pink

241 RoboRally

Saturday 8 AM in Salon 1 Table 15 for 4 hours; 8 players

System: RoboRally, standard edition

GM: Jason Murray

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Program a robot to run from flag to flag on the factory floor. Sound simple? The factory floor is full of hazards, and other robots can also interfere... fatally.

242 Agricola

Saturday 9 AM in Salon 1 Table 2 for 3 hours; 5 players

System: Agricola, U.S. edition

GM: Ken Balderrama

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

In Agricola (Latin for 'farmer'), you're a farmer in a wooden shack with your spouse and little else. A game of endless strategies. 2008 Game of the Year!

243 Runewars with Banners of War Expansion

Saturday 9 AM in Salon 1 Table 3 for 6 hours; 4 players
System: Runewars
Variations: Banners of War
GM: David Feng
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
4 players wage war on each other in this Terrinoth epic from Fantasy Flight.

244 Nation State

Saturday 9 AM in Salon 1 Table 10 for 4 hours; 5 players
System: Nation State, Alpha Test edition
GM: Mark Schynert
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Advance to a global nation state by traditional means: imperialism, corruption, unfettered capitalism, and self-serving political correctness. Remember, if your nation state is successful, you don't have to apologize to anyone.

245 Wage War in the Dungeons and Dragons World

Saturday 9 AM in Salon 1 Table 13 for 4 hours; 3 players
System: Conquest of Nerath
GM: Dan Bodon (Dan)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
A D&D strategy war game. 4 factions that can be played Free For All or 2v2 Teams. Plays like a streamlined Axis and Allies, with dragons and magic.

Drop-in: Frag! for Young Players

Saturday 9 AM in Salon 2 for 3 hours; 6 players
System: Frag!, Gold edition
Variations: with the expansion
GM: Victor Walters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Video game becomes boardgame, grab weapons and start shooting!
Prizes from Steve Jackson Games

246 Duel of Ages

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

247 Empire Builder Potluck

Saturday 10 AM in Salon 1 Table 7 for 4 hours; 4 players
System: Empire Builder
GM: Kevin Ellingson
Rules Knowledge: Useful
Game Content: Family
All materials provided by GM
Build your rail lines and operate your train, make deliveries of goods to earn money. Several different versions of this game will be available to choose.

248 The Reactor Core

Saturday 10 AM in Salon 1 Table 8 for 4 hours; 9 players
System: Aliens, 1st edition
GM: John Costa
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The board game based on the hit movie Aliens. Can the Space Marines make it out alive?

249 Monopoly

Saturday 10 AM in Salon 1 Table 14 for 8 hours; 6 players
System: Monopoly
GM: Javan Raglar (Zecs)
Rules Knowledge: Useful
Game Content: Family
All materials provided by GM
Take a trip through time with MR. MONOPOLY as your guide and experience what life was like when the game was born. Just don't go to jail.

250 Wrath of Ashardalon

Saturday 11 AM in Salon 1 Table 16 for 4 hours; 5 players
System: Dungeons & Dragons Board Game, current edition
GM: Andy Flores (Mr. Many Minis)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
In the lands around Firestorm Peak, the Heroes fight despite incurring the wrath of the red dragon Ashardalon. Designed features are multiple scenarios, challenging quests, and cooperative game play.

Drop-in: Tournament for Kids 8-12

Saturday 10 AM in Salon 2 for 7 hours; 24 players
System: various board games
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

Posting ETA Saturday 11:45 AM

The registration forms for this session are Blue

341 Bootleggers

Saturday Noon in Salon 1 Table 11 for 3 hours; 5 players
System: Bootleggers, Eagle Games edition
GM: James Fitch (Jay Fitch)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Hey, Player! So you think you're a Gangster. Make deals and backstab your competition to produce and deliver your Hootch to your favorite speakeasys. Take control and make more profit!



342 Arkham Horror

Saturday 1 PM in Salon 1 Table 4 for 4 hours; 6 players
System: Arkham Horror
Variations: home brew rules
GM: Jim Kiefer (Jim)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Arkham, 1926: Something indescribable walks out of an interdimensional gate. This is not entirely unexpected. Several locals have been having dreams, that is, nightmares about this very thing.

Drop-in: Shadow Hunters

Saturday 1 PM in Salon 1 Table 2 for 6 hours; 7 players
System: Shadow Hunters, Original edition
Variations: Original and Expansion
GM: James Travis Murphy (Travis)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
You are a Shadow, a creature of the night; or a Hunter, a human who destroys supernatural creatures; or a civilian, caught in the middle of this ancient battle.

Drop-in: Super Zero, Basic Game

Saturday 1 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains, and reverse-engineering villain technology. 30-minute games.

343 Acquire

Saturday 2 PM in Salon 1 Table 9 for 5 hours; 5 players
System: Acquire, Hasbro-AH edition
Variations: alternative rules from 1995
GM: Charles Hrepchak
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Hotel Building Empire. Game will consist of two combined versions from 1990s. Alternative Rules for enhanced gameplay.

344 RoboRally

Saturday 3 PM in Salon 1 Table 6 for 4 hours; 7 players
System: RoboRally, WotC edition
GM: Greg Wong
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Program a robot to run from flag to flag on the factory floor. Sound simple? The factory floor is full of hazards, and other robots can also interfere...fatally.

345 Humans!

Saturday 3 PM in Salon 1 Table 7 for 4 hours; 5 players
System: Zombies!!!
GM: Brian Langley
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The tables are turned. This time play the zombies searching for humans. Try to turn as many as you can.

346 SCAM, the Game of International Dope Dealing

Saturday 4 PM in Salon 1 Table 13 for 6 hours; 4 players
System: SCAM, the Game of International Dope Dealing
The one & only edition
Variations: house rules
GM: Scott Albrecht (Zulbat)
Rules Knowledge: Useful
Game Content: Mature Themes
All materials provided by GM
SCAM, The game of international dope dealing. This adult-themed underground board game was raised from the ashes by re-creating game pieces and finding rules and board on-line. Nostalgic 1971-era game.

Drop-in: Super Zero, Basic Game

Saturday 5 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains, and reverse-engineering villain technology. 30-minute games.

Session 4. 400 Series games
Sign up by Saturday 5:00 PM
Posting ETA Saturday 5:45 PM
The registration forms for this session are Gold

441 Red November

Saturday 6 PM in Salon 1 Table 1 for 3 hours; 8 players
System: Red November
GM: Larry Langley
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Oxygen is running out...Pressure Increasing...Engines overheating...
Grog supply low...Is that a Kraken?!? Can you survive this (mostly) cooperative game?

442 Parthenon: Rise of the Aegean

Saturday 6 PM in Salon 2 for 3 hours; 6 players
System: Parthenon: Rise of the Aegean
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Construct your Acropolis through production and trade with immediate neighbors or the more far flung Mediterranean kingdoms. Beware: disasters might await, but so might advantage! A game with beautiful components.

443 Puerto Rico

Saturday 6 PM in Salon 2 for 3 hours; 5 players
System: Puerto Rico
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Please note! This will have the expansion buildings, so please be prepared for a different experience! (The buildings are like those in San Juan.)

444 B-17: The Big Week

Saturday 6 PM in Salon H for 6 hours; 36 players
System: B-17: Queen of the Skies
Variations: Multi-player Squadron 'team' rules
GM: Ron Plunk (Col. Plunk)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Join Memphis Belle, Thunderbird & Picadilly Lilly as the 8th Air Force pummels Occupied Europe during 'The Big Week' (Operation Argument) targeting Luftwaffe production and U-boat pens. Rules taught.

445 Saint Petersburg

Saturday 8 PM in Salon 1 Table 9 for 4 hours; 4 players
System: Saint Petersburg, Eurogame edition
Variations: Banquet Expansion
GM: Charles Hrepchak
Rules Knowledge: Useful
Game Content: Mainstream
Materials may be provided by GM
A game of expansion in Imperial Russia. Beat out the other nobles for glory and prestige!

446 Settlers of America (Catan)

Saturday 8 PM in Salon 2 for 3 hours; 4 players
System: Settlers of America (Catan)
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
See the description for the Friday 8 PM game.

447 Fleet Battle

Saturday 10 PM in Salon 1 Table 14 for 6 hours; 8 players
System: Star Fleet Battles, Captain's Rules edition
Variations: races from the General War
GM: Ken Balderrama
Rules Knowledge: Expected
Game Content: Very Complex
Materials may be provided by GM
A classic fleet battle with set BVP and two teams facing off using the General War alliances.

Sunday

Session 5. 500 Series games

Sign up by Saturday 8:00 PM

Posting ETA Saturday 8:45 PM

The registration forms for this session are Green

541 Twilight Imperium

Sunday 9 AM in Salon 1 Table 2 for 8 hours; 7 players
System: Twilight Imperium, 3rd edition
Variations: both expansions
GM: Clay Tevebaugh (Clay)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Twilight Imperium with both expansions. Also a choice of standard game or a special tournament map.

542 Axis & Allies

Sunday 9 AM in Salon 1 Table 17 for 8 hours; 4 players
System: Axis & Allies
GM: Brian Langley
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Basic game of Axis & Allies.

543 Middle-Earth Quest

Sunday 9 AM in Salon 1 Table 18 for 4 hours; 3 players
System: Middle-Earth Quest
GM: David Feng
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
2v1 in a pre-War of the Ring setting, where you choose to be either a questing hero or Sauron himself in this fresh take on the adventure game genre.

544 Settlers of Catan

Sunday 9 AM in Salon 1 Table 19 for 3 hours; 8 players
System: Settlers of Catan
Variations: 8-player home brew
GM: Simon Kiefer
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Settlers of Catan – 'The Greatest Game ever Created.' Some have played 5-6 player, but you haven't truly played until you have competed on a giant island with 8 opponents.

545 Extreme Axis & Allies

Sunday 9 AM in Hallway Table 3 for 8 hours; 8 players
System: Axis & Allies, variant edition
GM: Lawrence Frazee
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Axis and Allies on a HUGE 8 foot by 4 foot size! New units, variant rules for added realism, and gigantic playing pieces. Can you save the world?

546 Fury of Dracula: Catch Him if You Dare!

Sunday 10 AM in Salon 1 Table 3 for 4 hours; 4 players
System: Fury of Dracula, 2006 edition
GM: Elaina Allis
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Three vampire hunters work against time to track Dracula across all of Europe. Will the vampire succeed in his foul plan? Stand in his way--if you dare!

547 Battlestar Galactica

Sunday 10 AM in Salon 1 Table 5 for 6 hours; 6 players
System: Battlestar Galactica, current edition
GM: Paula Ruiz
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threaten to tear the fleet apart.

548 Munchkin Quest

Sunday 10 AM in Salon 1 Table 6 for 4 hours; 6 players
System: Munchkin Quest
Variations: Expansion, Portals & Big Dice!
GM: Andy Flores (Mr. Many Minis)
Rules Knowledge: Expected
Game Content: Very Complex
All materials provided by GM
Outwit your foes...I mean “fellow munchkins” to be the quickest to LVL 10 to fight the boss monster and make the LVL dial go to 11!

549 Monsterpocalypse

Sunday 10 AM in Salon 1 Table 12 for 4 hours; 6 players
System: Monsterpocalypse
GM: Kyle Eckert
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Have monsters, will destroy!! Come learn how to play this fun and exciting game of monsters versus cities and each other.

550 Death is Final Unless You Spend a Fate Token!

Sunday 10 AM in Salon 1 Table 14 for 8 hours; 6 players
System: Talisman, 4th edition
Variations: All expansions, some house tweaks
GM: Derek Cochran (Doc)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Come ye Heroes and Villains. The Dragon Kings have risen and the land erupts in chaos. Save the realm, be it for glory or for greed.

551 Here I Stand for Beginners

Sunday 10 AM in Salon 1 Table 16 for 10 hours; 6 players
System: Here I Stand: Wars of the Reformation 1517-1555, 1st edition
GM: Luis Martinez (Lu)
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
GMT's game of political and religious conflicts of early 16th-century Europe using a unique card-driven game system that models the period.

552 Star Trek TNG: A Klingon Challenge

Sunday 11 AM in Salon 1 Table 4 for 4 hours; 6 players
System: VCR Board Game
GM: Douglas E. Weed (Doug)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The U.S.S. Enterprise is hijacked while being repaired. As one of a few crew members left on the ship, you must stop a rogue Klingon and save the ship – in 60 minutes.

Drop-in: Mayfair-a-thon

Sunday 10 AM in Salon 2 for 7 hours; 24 players
System: Mayfair board games
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
It's the **Mayfair-a-thon**, for both kids and adults, with all those great Mayfair Games, like Catan, Iron Dragon, Beetlez, Anno 1503, Shear Panic, and many more. Play as many as you can for points. Games scores will be weighted for length. Though everyone can be/will be playing together, we will have separate scoring for kids and adults.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

Posting ETA Sunday 11:45 AM

The registration forms for this session are Lilac

641 Monopoly?!?!

Sunday 1 PM in Salon 1 Table 7 for 4 hours; 6 players
System: Monopoly variant, Hasbro edition
Variations: variant rules
GM: Dan Cloutier
Rules Knowledge: Useful
Game Content: Family
All materials provided by GM
Hate Monopoly? Me, too, until I tried this variant. Changes a couple of rules to make it a MUCH better and faster game, while keeping the ‘flavor’ of Monopoly.

Drop-in: Super Zero, Basic Game

Sunday 1 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st Edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains, and reverse-engineering villain technology. 30-minute games.

642 Railways of the World

Sunday 2 PM in Salon 1 Table 1 for 4 hours; 6 players
System: Railways of the World
GM: Kevin Ellingson
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
In this railroad building game, you lay track and deliver goods to increase your income and earn victory points. Several different boards will be available to play.

643 Fury of Dracula: Catch Him if You Dare!

Sunday 2 PM in Salon 1 Table 3 for 4 hours; 4 players
System: Fury of Dracula
2006 edition
GM: Elaina Allis
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Three vampire hunters work against time to track Dracula across all of Europe. Will the vampire succeed in his foul plan? Stand in his way--if you dare!

644 Agricola: Farmers of the Moor

Sunday 2 PM in Salon 1 Table 10 for 4 hours; 5 players
System: Agricola
Variations: Farmers of the Moor
GM: Simon Kiefer
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Players start with Moor and Forest tiles that need to be dealt with and, oh yeah, ‘Winter is Coming’; not only must you eat, but heat your home, too.

645 GIANT Bitin' Off Hedz

Sunday 3 PM in Salon 1 Table 9 for 4 hours; 10 players
System: Bitin' Off Hedz, GIANT edition
GM: Kyle Eckert
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Roll Dice. Bite off Hedz. Jump in the Volcano. Simple. Right?

646 Braaaaaiinnsssss!!!

Sunday 3 PM in Salon 1 Table 11 for 3 hours; 6 players
System: Zombies!!!
GM: Gabriel Ganz (Deathdealer)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
You're trapped in a town with lots of zombies. Get to the heliport first, or kill lots and lots of zombies to win.

647 Titan! - powers variant

Sunday 5 PM in Salon 1 Table 7 for 6 hours; 6 players
System: Titan!, Valley Games edition
GM: Dan Cloutier
Rules Knowledge: Expected
Game Content: Mainstream
All materials provided by GM
The classic 'Monster Slug-a-thon' with a twist. Each player will have a power (similar to Cosmic Encounters).

Drop-in: Super Zero, Basic Game

Sunday 5 PM in Hallway Table 2 for 3 hours; 4 players
System: Super Zero, 1st edition
GM: Marc Distefano
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take on the role of an amateur costumed vigilante who must divide his time wisely between training, fighting villains, and reverse-engineering villain technology. 30-minute games.



Session 7. 700 Series games

Sign up by Sunday 5:00 PM

Posting ETA Sunday 5:45 PM

The registration forms for this session are Yellow

741 Shadows Over Camelot

Sunday 6 PM in Salon 1 Table 2 for 6 hours; 7 players
System: Shadows Over Camelot
GM: Melissa Hicks (Lady Lissa)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
King Arthur needs his noble knights to heed the call to adventure!
Are you one of the brave who will join him, or are you a traitorous coward???

742 Cleopatra and the Society of Architects

Sunday 6 PM in Salon 2 for 3 hours; 5 players
System: Cleopatra and the Society of Architects
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
We are building a temple for Cleopatra. The best builder is the winner; the shoddiest is fed to Sobek, the crocodile god!

744 Pillars of the Earth

Sunday 8 PM in Salon 2 for 3 hours; 6 players
System: Pillars of the Earth
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Just as in the book: we build the cathedral!

745 Settlers of America (Catan)

Sunday 8 PM in Salon 2 for 3 hours; 4 players
System: Settlers of America (Catan)
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
See the description for the Friday 8 PM game.

743 Fireball Island

Sunday 9 PM in Salon 1 Table 1 for 4 hours; 4 players
System: Fireball Island
GM: Douglas E. Weed (Doug)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
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.



Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

Posting ETA Sunday 8:45 PM

The registration forms for this session are White

841 Talisman, the Magical Quest Game

Monday 9 AM in Salon 1 Table 10 for 6 hours; 6 players

System: Talisman, 4th revised edition

GM: Ed Zeamba

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Talisman takes you on a journey through magical lands, as you endeavour to reclaim the Crown of Command. Each turn will see your hero advancing, battling, gaining knowledge and power.

842 Battlestar Galactica: Exodus and Beyond

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

System: Battlestar Galactica, 1st edition

Variations: Pegasus and Exodus expansions

GM: Mike Hutchinson

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

While 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!

843 In the Year of the Dragon

Monday 10 AM in Salon 2 for 3 hours; 5 players

System: In the Year of the Dragon

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Stave off disaster in the Year of the Dragon!

844 7 Wonders

Monday Noon in Salon 1 Table 11 for 3 hours; 6 players

System: 7 Wonders

Variations: Leaders expansion

GM: James Fitch (Jay Fitch)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Make your mark in history by building an architectural marvel while leading one of the seven great ancient cities! Recruit leaders, exploit resources, assert military might, and develop commercial relationships.

845 Caylus: Magna Carta

Monday Noon in Salon 2 for 3 hours; 5 players

System: Caylus: Magna Carta

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

This is the card game version of Caylus--simpler and just as fun! Build the castle with resources and construct adjoining buildings!



Card Games

(Collectible or not)

Salon 1

Friday

131 Purge the Xenos!!

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

System: Death Angel

GM: Colin Dowling (Brother Colinius)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

A Space Hulk has just drifted into Imperial space. The Blood Angels Space Marines chapter has sent a small squad to cleanse the massive ship and purge any infestation...

Drop-in: Teach You Tichu & Play!

Friday 6 PM in Salon FG Tables 1, 2, 3, 4 for 4 hours; 16 players

System: Tichu

GM: Kerin Schiesser (Kerinbot)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

Learn to play this fast-paced partnership game. There will be a tournament later in the convention.

Drop-in: Playtesting Porthmeus Games

Friday 6 PM in Hallway Table 1 for 3 hours; 6 players

System: Pirate Hunter, 1st edition

Variations: Playtesting games in final development stages

GM: Scott Boor (Scott Boor - Porthmeus Games)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Players Battle Pirates to collect the most plunder. Push your luck card and dice game with special rolls and strategic opportunities.

132 Wiz-War

Friday 11 PM in Salon 1 Table 1 for 3 hours; 6 players

System: Wiz-War, 5th edition

Variations: 6-player expansion

GM: Larry Langley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Wizards challenge each other to rule planes of power! Nonsense-- it is all about the boxes of gold. Wiz-War is a classic 80s casual game of dueling wizards.

Saturday

231 Nuke 'em if You Got 'em!!!!!!

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

System: Nuclear War

Variations: all expansions

GM: Gabriel Ganz (Deathdealer)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Come and play a great card game and nuke the other players' countries out of existence! Or use propaganda to get the upper edge before the nukes start flying!!!

232 Illuminati

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

System: Illuminati

Deluxe edition

GM: Tony DeMaria

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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

233 Elder Dragon Highlander Tourney

Saturday 10 AM in Salon 1 Table 23 for 6 hours; 6 players

System: Magic the Gathering

Variations: EDH

GM: Jordan Abronson

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own materials

Bring your best 99-Card+General EDH decks and compete in 3 rounds of fun with the standings to be determined by total opponents killed at the end of the 3 rounds.

331 Illuminati

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

System: Illuminati, Deluxe edition

GM: Tony DeMaria

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

See description in 232 above.

Drop-in: Playtesting Porthmeus Games

Saturday 1 PM in Hallway Table 1 for 3 hours; 6 players

System: Pirate Hunter, 1st edition

Variations: Playtesting games in final development stages

GM: Scott Boor (Scott Boor - Porthmeus Games)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Players Battle Pirates to collect the most plunder. Push your luck card and dice game with special rolls and strategic opportunities.

Drop-in: Magic the Gathering Beginners Classic

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

System: Magic the Gathering

Variations: allies and enemies

GM: Michael Smith

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Learn to play Magic the Gathering. Choose your color, keep watch over your allies and enemies, and determine your strategy for victory.

332 Race For the Galaxy

Saturday 2 PM in Salon 1 Table 8 for 3 hours; 6 players

System: Race for the Galaxy, current edition

Variations: Brink of War/Rebel vs. Imperium/Gathering Storm

GM: Jason Walters (Beefcake!)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Bring your warm bodies to the table and attempt to rule the galaxy! Even though it is easy to learn, Race for the Galaxy will stump even the most seasoned players.

Drop-in: Apples to Apples Tournament

Saturday 2 PM in Salon 2 for 3 hours; 24 players

System: Apples to Apples

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

431 Dominion

Saturday 6 PM in Salon 1 Table 10 for 3 hours; 6 players

System: Dominion

Variations: Includes all expansions

GM: Kyle Kiefer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You are a monarch, like your parents before you. Unlike your parents, however, you have hopes and dreams! You want a bigger and better kingdom. You want a Dominion!

Drop-in: Playtesting Porthmeus Games

Saturday 6 PM in Hallway Table 1 for 3 hours; 6 players

System: Death Row, 1st edition

Variations: Playtesting games in final development stages

GM: Scott Boor (Scott Boor - Porthmeus Games)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Use strategy and luck to see your opponents executed before they get you. Dark humor and very fun. Other games as well.

432 Race For the Galaxy

Saturday 7 PM in Salon 1 Table 8 for 3 hours; 6 players

System: Race for the Galaxy, current edition

Variations: Brink of War/Rebel vs. Imperium/Gathering Storm

GM: Jason Walters (Beefcake!)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Bring your warm bodies to the table and attempt to rule the galaxy! Even though it is easy to learn, Race for the Galaxy will stump even the most seasoned players.

531 Lunch Money/Pit

Sunday 10 AM in Salon 1 Table 1 for 3 hours; 6 players

System: Lunch Money/Pit

GM: Kyle Kiefer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Lunch Money - Who is the biggest bully on the playground? It could be you.

Pit - Negotiate the turbulent grain market of the 1920s in this fast-paced trading game.

Sunday

Drop-in: Playtesting Porthmeus Games

Sunday 1 PM in Hallway Table 1 for 3 hours; 6 players

System: Death Row, 1st edition

Variations: Playtesting games in final development stages

GM: Scott Boor (Scott Boor - Porthmeus Games)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Use strategy and luck to see your opponents executed before they get you. Dark humor and very fun. Other games as well.

Drop-in: Apples to Apples Tournament

Sunday 2 PM in Salon 2 for 3 hours; 24 players

System: Apples to Apples

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Drop-in: Tichu Tournament

Sunday 7 PM in Salon FG Tables 5, 6, 7, 8 for 4 hours; 16 players

System: Tichu

GM: Kerin Schiesser (Kerinbot)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

There will be two-player teams for the duration of the tournament.

Teams with like or close-to-like scores that have not played each other before will be paired in the next round.

Drop-in: Magic the Gathering Beginners Classic

Sunday 3 PM in Salon 1 Table 6 for 4 hours; 5 players

System: Magic the Gathering, current edition

Variations: allies and enemies

GM: Michael Smith

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Learn to play Magic the Gathering. Choose your color, keep watch over your allies and enemies, and determine your strategy for victory.

Drop-in: Playtesting Porthmeus Games

Sunday 6 PM in Hallway Table 1 for 3 hours; 6 players

System: Death Row, 1st edition

Variations: Playtesting games in final development stages

GM: Scott Boor (Scott Boor - Porthmeus Games)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Use strategy and luck to see your opponents executed before they get you. Dark humor and very fun. Other games as well.

Monday

831 Stone Age

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

System: Stone Age

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

In Stone Age, use hunters, collectors, farmers, and tool makers to gather resources and raise animals, and work to build your civilization.

832 Three Dragon Ante

Monday 3 PM in Salon 2 for 3 hours; 2 players

System: Three Dragon Ante

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

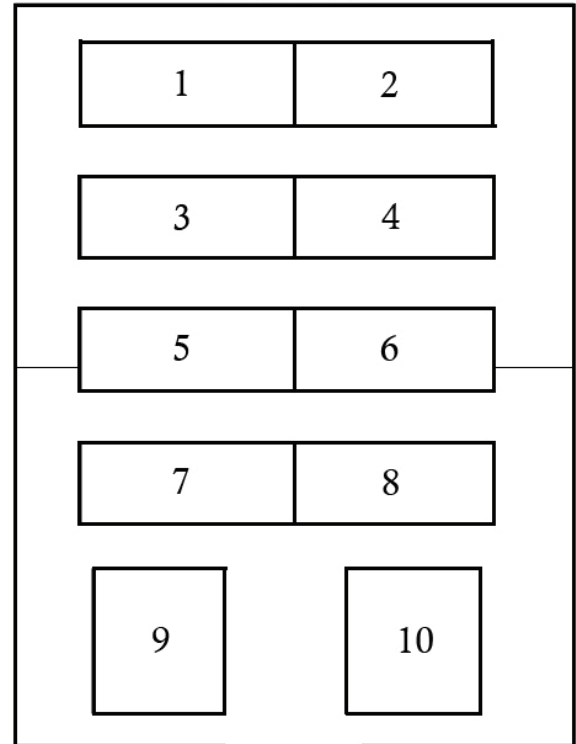
All materials provided by GM

Played by robbers, cut-throats, and various other vermin. Play before setting forth on an adventure, or relaxing coming back from one!

Dragons of many varied colors and powers and gold!

Miniatures

Salon FG



Friday

Session P. P00 Series games

Sign up by Online Pre-Reg Only

Posting ETA Friday 11:30 AM

Check at the game to see if seats are still available

P61 Academy of DOOM!!!

Friday 5 PM in Salon FG Table 5, 6 for 6 hours; 6 players

System: Space Hulk, 1st edition

GM: Jon Welch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Direct squads of 'penitence duty' marines in live-fire drills vs. 'killed virus' Genestealers. Score leadership points by completing mission objectives and opposing other squads with zombie stealers...

Session 1. 100 Series games

Sign up by Friday 5:00 PM

Posting ETA Friday 5:45 PM

The registration forms for this session are Gray

161 War at Sea--Sea Trials

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

System: War at Sea

GM: Scott Sylvester (Snippersly)

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Play three scenarios and learn to play War at Sea. Artic Convoys, The sweltering South Pacific, The Fjords of Norway. Detailed minis, 3D islands and custom maps, fun for everyone!

162 Friends, OGRES, Countrymen!

Friday 6 PM in Salon FG Table 7 for 6 hours; 8 players
System: OGRE miniatures
Variations: LADs
Power Level: Nuclear!
GM: James Kundert
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
Trade tactical nukes on the battlefield of the future with Heavy Tanks, GEVs, and massive psychotic cybertanks called OGRES. All miniatures supplied. Beginners welcome!

163 Orders Exterminatus!

Friday 6 PM in Salon FG Table 8 for 6 hours; 6 players
System: Epic, 2nd edition
Variations: NetEpic
Power Level: The Power of the Emperor!
GM: Heath Hamm (Muadeeb)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
On an alien infested world, an Imperial armada has arrived with orders of exterminatus. Here thousands will die in order to live!

164 Destroy the Death Star

Friday 6 PM in Salon FG Table 9, 10 for 6 hours; 8 players
System: Destroy the Death Star
Variations: Star Wars Homebrew
GM: David Garton
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
You and your team must enter the deathstar and blow up the planet destroying laser, but don't forget to turn off the tractor beam or you won't escape.

165 Battle of Ap Bac 1/2/63

Friday 6 PM in Salon H for 6 hours; 6 players
System: Ambush Alley: Force on Force
GM: Charles Gomez (Charlie)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Your platoon from the 7th Infantry Division has been tasked with making a final charge at the VC lines in your M113 APCs.

Saturday

Session 2. 200 Series games

Sign up by Friday 8:00 PM

Posting ETA Friday 8:45 PM

The registration forms for this session are Pink

261 Dundracon 40k Tournament

Saturday 8 AM in Salon FG Tables 1 - 8 for 10 hours; 24 players
System: Warhammer 40K, 5th edition
Power Level: 1850 pts
GM: Geoff Hummel
Rules Knowledge: Expected
Game Content: Very Complex
Players provide their own materials
Warhammer 40k, 5th ed tournament. 3 rounds, 1850 points. Bring copies of army lists & 3 objective markers. Sign up starts at 8 AM. 24 player slots.

262 Kicking the Hornet's Nest

Saturday 8 AM in Salon FG Table 9 for 8 hours; 8 players
System: Full Thrust
Variations: Fleet Book 1 & 2; cinematic action
GM: Dennis Seiffert (Dennis S.)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Deep in space, a lone asteroid mining facility sits. Rich in ore and other treasure, the base appears unprotected, but is it?

263 SOS from Ianora

Saturday 10 AM in 171 for 6 hours; 4 players
System: AT-43
GM: Dave Reed (Col. Chuikov)
Rules Knowledge: Useful
Game Content: Family
All miniatures provided by GM
Reports of discoveries of ancient technology on planet Ianora have been intercepted by other galactic peoples. Contact with Ianora has been lost, prompting the dispatch of military 'rescue' forces.

264 Waterloo without the Prussians

Saturday 10 AM in Pacific for 6 hours; 6 players
System: Napoleon's Battles, 1st/2nd edition
GM: David R. Moody
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
They're there...they're just off table. Can Napoleon break Wellington's army before Blucher and the Prussians arrive? Hundreds of hand-painted miniatures recreate one of the greatest battles of history.

265 Sacking of the Pleiades

Saturday 10 AM in Salon FG Table 10 for 8 hours; 6 players
System: Star Blazers
GM: Nathan Kajikuri
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Dark Nebulan Battleship on the run, Earthforce trying to stop it. Can they? Will they? Take part and find out.

266 Lasers at Close Range

Saturday 10 AM in Salon H for 6 hours; 6 players
System: Starguard, V5 edition
Variations: Hostile Contact
Power Level: Moderate
GM: Bill Kurtz
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Building-to-building. Short range & hand-to-hand are the order of the day. Retrieve the Slaver artifact and exit the gaming table if you can.

Drop-in: Klix Are For Kids

Saturday 1 PM in Salon 1 Table 20 for 4 hours; 6 players
System: Mage Knight Dungeons, 1st edition
Variations: Simplified rules for kids
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
Last year's event is back. Play heroes OR monsters! Receive a free MK Dungeons Starter Set. Play for real treasure in a 3D dungeon. Simplified rules. Join the fracas!

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

Posting ETA Saturday 5:45 PM

The registration forms for this session are Gold

461 Close Air Support - Thunderbolt Apache Leader Squadron

Saturday 7 PM in Hallway Table 3 for 4 hours; 8 players

System: Thunderbolt Apache Leader, 1st edition

Variations: multiplayer; miniatures

Power Level: 1 A-10 or 2 AH-64 per player

GM: Andrew Walters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

A US ally will be overrun if your close air support missions don't come through. Players will choose targets and munitions, and play out their missions with miniatures. Join up!

Sunday

Session 5. 500 Series games

Sign up by Saturday 8:00 PM

Posting ETA Saturday 8:45 PM

The registration forms for this session are Green

561 Warhammer Fantasy Battle Tournament

Sunday 8 AM in Salon FG Table 1 - 8 for 10 hours; 24 players

System: Warhammer Fantasy Battle, 8th edition

Power Level: 2500 pts

GM: Josh Fricke

Rules Knowledge: Expected

Game Content: Very Complex

Players provide their own miniatures

Warhammer Fantasy Battle, 8th ed tournament. 3 rounds, 2500 points.

Bring copies of army lists. Sign up starts at 8 AM. 24 player slots.

562 Treasure Hunt!

Sunday 9 AM in Salon H for 6 hours; 4 players

System: AT-43

GM: Dave Reed (Col. Chuikov)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

You are raiding an enemy's major supply dump. It seems your opponents have the same idea. Now you must fight for the much needed supplies!

563 Destroy the Death Star

Sunday 10 AM in Pacific for 6 hours; 8 players

System: Destroy the Death Star

Variations: Star Wars Homebrew

GM: Keith Garton

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

You and your team must enter the deathstar and blow up the planet-destroying laser, but don't forget to turn off the tractor beam or you won't escape.

564 Raid on the Spacedock

Sunday 10 AM in Salon FG Table 9 for 8 hours; 6 players

System: Star Blazers

GM: Nathan Kajikuri

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The Dark Nebulan Battleship has made the spacedock, but Earthforce hasn't given up. They have one last chance. Take part and find out whether they succeed...or fail.

565 Genosis Arena Battle

Sunday 10 AM in Salon FG Table 10 for 8 hours; 9 players

System: Star Wars

Variations: homebrew system

GM: Michael Price

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Padme, Anakin, and Obi-wan are prisoners on Geonosis and are to be executed. Will the Jedi be able to save the day? Take part in this exciting scenario.

Drop-in: Klix Are For Kids

Sunday 1 PM in Salon 1 Table 13 for 4 hours; 6 players

System: Mage Knight Dungeons, 1st edition

Variations: Simplified rules for kids

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Last year's event is back. Play heroes OR monsters! Receive a free MK Dungeons Starter Set. Play for real treasure in a 3D dungeon. Simplified rules. Join the fracas!

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

Posting ETA Sunday 11:45 AM

The registration forms for this session are Lilac

661 Showdown at Big Basin

Sunday 4 PM in Salon H for 6 hours; 12 players

System: Battletech

Total Warfare edition

Power Level: average

GM: Robert Owens (NovaCatRistar)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Inner Sphere task force raids Big Basin to wipe out the Word of Blake scourge on the planet. Furious mech vs. mech battle in a 3d msp environment.

663 Operation Stark

Sunday 5 PM in 171 for 6 hours; 6 players

System: Star Wars Miniatures Battles WEG

Variations: some

GM: George Gardea

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Agents and Allies of the Rebellion against the Empire have gathered and plan to attack an Imperial Garrison. Unknown to them, Imperial command has contingency plans for such an event.

662 Quar Combat - A Bridge Too Near

Sunday 6 PM in Hallway Table 3 for 4 hours; 8 players
System: Songs of Our Ancestors, 1st edition
Variations: with Spats & Pedrails vehicles 15mm minis
GM: Victor Walters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
The best way to take a bridge is both ends at once! Trench raids are fun! Quar! Armored tractors! Trenches! Action!

Role-Playing Games

Friday

Session P. P00 Series games

Sign up by Online Pre-Reg Only

Posting ETA Friday 11:30 AM

Check at the game to see if seats are still available

P01 A Thief's Burden (Studio Radd Presents)

Friday Noon in 143 for 6 hours; 6 players
System: Cinematic Action Studio, 2011 edition
Power Level: Cinematic
GM: Craig C Randall (The Director)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Studio Radd Presents: Mr. Sekh has hired you to steal magical pigments from a picture world. It's the heist of a lifetime!

P02 The Fiery Heart of the Mountain

Friday Noon in 145 for 6 hours; 6 players
System: Warrior, Rogue, and Mage, 1st edition
Power Level: beginner
GM: J. Johnson (Beerslayer)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The survivors of a shipwreck find themselves on a beach; jungle drums play in the distance. What perils and treasures can be found on this exotic island?

P03 The Tale of the Daring Thief

Friday Noon in 147 for 8 hours; 8 players
System: Ironclaw, 2nd edition
Variations: Jadeclaw rules & setting
Power Level: Heroic
GM: Paul Schneider
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An advisor to the Emperor of all Zhongguo sends you on a quest for a mysterious artifact. Will you risk your tail to find it?

P04 The Moon of Golarion

Friday Noon in 149 for 6 hours; 7 players
System: Pathfinder
Variations: Spelljammer variant
Power Level: 20th/Heroic
GM: Robert Anderson (Kaster)
Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

One of the first spell-jamming ships, and the first place they wanted to go was 'The Moon?'

P05 A Small Matter of NO MAGIC

Friday Noon in 151 for 8 hours; 7 players
System: Dungeons & Dragons 3.5
Variations: NO MAGIC; pre-approved characters only
Power Level: 22nd
GM: Henry Perkins (Henry)
Rules Knowledge: Expected
Game Content: Family
Characters may be provided by GM
Join an Epic-level adventure in a setting WITHOUT MAGIC.
Only pre-approved characters (yours approved after advance Email submission, or mine) allowed. Emphasis on combat and questing; little roleplay.

P06 Evasion and Survival in the Old Republic

Friday Noon in 152 for 8 hours; 6 players
System: Space Hero, 5th edition
Variations: Star Wars: The Old Republic setting
GM: Jim Puder
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your group of Jedi and support troops crash land on a mysterious jungle planet. You must avoid the Sith pursuit and find transport off the planet. Can you do it?

P07 The Triumph of Death

Friday Noon in 154 for 8 hours; 6 players
System: Pathfinder
Power Level: 9th
GM: Paul Banda (Pandakun)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A cataclysmic event has torn the living world asunder, and the survivors struggle through the end times. Hope lives in the pilgrims who strive to contact the gods.

P08 Star Wars—Outwitting the Empire

Friday Noon in 159 for 6 hours; 10 players
System: Basic Roleplaying/Star Wars
GM: Mary Sorensen (Jedi Lessa)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A missing inventor and his prototype are sought by Empire and bounty hunters as well as our group of Rebels.

P09 Theatre of Darkness

Friday Noon in 160 for 6 hours; 6 players
System: Legend of the Five Rings, 4th edition
Power Level: mid-rank
GM: Ian Lee
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Provincial daimyo, Shiba Gidayu, calls in favors to assist his less reputable cousins. What assistance could be necessary at a theatrical demonstration by the Sparrow Clan?

P10 A Play's the Thing

Friday Noon in 161 for 6 hours; 6 players

System: 7th Sea

GM: Diane DeGeorge

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Bard's new play must open at the Globe on time. But strange incidents haunt the players: everything from twisted ankles to floating, singing pottery. Find out why...before Friday.

P11 The Return of Daffy Duck - the Wizard - A Seakog Production

Friday Noon in 162 for 6 hours; 6 players

System: Dungeons & Dragons 4.0

Variations: House Rules - Set in the Looney Tune Universe

Power Level: Epic

GM: Jason A and Jim Krestoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An ancient evil has returned. King Fudd must call upon the Land of Nod's greatest hero - Daffy Duck - the Wizard. Along with his courageous cohorts, they must save the world.

P12 Hunter's Moon

Friday Noon in 163 for 6 hours; 6 players

System: OpenQuest, current edition

Power Level: Experienced adventurers

GM: Ben Monroe

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Dreadwood, a place of legend and superstition. When your adventurers take a job within the dark boughs of the wood, will they emerge on the other side unscathed?

P13 X-File High: Night of the Living Dread

Friday Noon in 164 for 6 hours; 6 players

System: Hero 5th Ed. (Other)

Variations: Loose use of rules. Focus on Roleplay, not ruleplay

Power Level: High school kids w/quirks

GM: Greg Haslam (Greg)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

The High School O.N.I. (Occult Netherworld Investigations) Club gang must juggle their social lives with mystery, monsters and mayhem as the School Winter Formal dance (doom?) approaches.

P14 Grad Night

Friday Noon in 165 for 6 hours; 6 players

System: In Dark Alleys, 1st edition

Variations: A Dark Ride expansion

Power Level: 1st or less

GM: Kate Hanley

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You only graduate once, so why not celebrate with Grad Night at the World's Most Famous Theme Park! Where nightmares come true! High school horror, graphic themes.



P15 Blessed is He Whose Transgression is Forgiven

Friday Noon in 166 for 6 hours; 6 players

System: Dark Heresy

GM: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

When war engulfs the peaceful world of Aistan's Fall, the Inquisition dispatches a team to find and recover one of its own.

P16 Two Virgins for the Skylord

Friday Noon in Pacific for 10 hours; 6 players

System: Pathfinder

Variations: 25 pt buy, 315K wealth, standard wealth/races, no evil

Power Level: 16th

GM: Jason Carpenter

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

Champions go into darkness against giants, dragons, more. Save the royal virgins, or at least compete for the most glorious death among you. Combat/dungeon, players set level of RP.

P17 Fight! Fight for the Collector's Pleasure!

Friday 4 PM in 374 for 6 hours; 6 players

System: Marvel Superhero, Advanced edition

Variations: Legal: Apprentice Sorcerors & Ultimate Powers

Power Level: No FASERIP/Powers > Monstrous; see web for more

GM: Anthony O'con (Antdevamp)

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

1974: Marvel's Silver Age. During the Kree-Skrull War, the Collector has captured a number of heroes to fight in his mad arena. Now slay, slaves, slay!!! Muhahaha!!!

P18 Ashes of Innocence

Friday 4 PM in 375 for 4 hours; 7 players

System: Unknown Armies, 2.0 edition

Power Level: normal folks

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Despite the usual pressures on a young family (demanding job, bills, sick kids), the Dewalts were getting by. And then the nightmares started.

P19 A Tale of Salt and Snow: The Tides of Iron

Friday 4 PM in 376 for 6 hours; 7 players

System: Custom D10

Power Level: heroic fantasy

GM: Ian Gervase Maurer

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

The bannermen of House Mallister have responded to attacks against their lord's holdings. You must drive off these raiders and protect the people of the Riverlands. (Part 1 of two, see 221 for Part 2.)



P20 Maiden Voyage

Friday 4 PM in 377 for 6 hours; 6 players

System: Rogue Trader, 1st edition

Variations: some house rules

Power Level: Low-Med

GM: Matthew Byrtus (Smaggs)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Leave behind the gold coins, sword, and small party. Fight for control of planets, negotiate for a dynasty, and command legions! Experience Rogue Trader in Warhammer 40K!

Session 1. 100 Series games

Sign up by Friday 5:00 PM

Posting ETA Friday 5:45 PM

The registration forms for this session are Gray

101 Crash and Burn...Then a Human Hunt (Studio Radd Presents)

Friday 6 PM in 143 for 6 hours; 8 players

System: Battlegrounds, 1.1 edition

Variations: GSW, Pax, Bot Wars & PoT, some board game and some RPG elements

Power Level: Ranks 1-7

GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Your ship has been badly damaged by Bug AA fire. You need to repair and get out of this Bug-infested system. That planet looks like a good place to land.

102 Jailbreak!

Friday 6 PM in 145 for 8 hours; 9 players

System: Unknown Armies

GM: Joshua Clark (Myca)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Four Convicts. Five Hostages. One Gun. A stormy night, a remote farmhouse, and some unexpected visitors. The classic 'Jailbreak' scenario, perfect for newcomers and experienced players alike.

103 Congo Run

Friday 6 PM in 149 for 8 hours; 6 players

System: D20 Modern

Power Level: 8th w/bonus ECL

GM: Louis Contreras (Baron Greysadow)

Rules Knowledge: Expected

Game Content: Mature Themes

All characters provided by GM

Mission after mission you are thwarted by your nemesis Arch Angel. Not this time! You have the edge!

104 Great Plains Avengers Enrollment

Friday 6 PM in 159 for 8 hours; 8 players

System: Mutants & Masterminds, 2nd edition

Variations: What I say goes, I play by ear.

Power Level: 10th

GM: Michael Oliver

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Avengers are planning to branch out and cover the Midwest. As you wait for enrollment and tryouts, you think to yourself...sure are a lot of women...and an old lady?!

105 Verge of Nowhere

Friday 6 PM in 160 for 8 hours; 6 players

System: Hero 6th Ed. (Other)

Variations: Star Trek Universe

Power Level: Heroic

GM: Keith Phemister

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

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

106 Die-mensional

Friday 6 PM in 161 for 8 hours; 6 players

System: Advanced Dungeons & Dragons, 1st edition

Variations: house rules

Power Level: 2nd

GM: Gregory Landon (Grikk)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

You've agreed to participate in a sorcerer's experiment. Survive, and you'll never have to work again. A thinking role-playing game. Best role player gets prize and moves to part 2.

107 Against the Giants!

Friday 6 PM in 162 for 10 hours; 8 players

System: Advanced Dungeons & Dragons, 1st edition

Variations: OSRIC compatible; Arduin critical hits

Power Level: 8th-10th; no Monty Haul

GM: Matt Morrison (Matrox Lusch)

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Dust off yer old 1st edition PHBs for Gygaxian old-school crawl! Start at steading, hit up jarl, and see if you can make it through the hall...

Bree-yark!

108 Swords and Stones: Avalon Rising

Friday 6 PM in 163 for 6 hours; 8 players

System: Buffy the Vampire Slayer

Power Level: middling

GM: Rian McMurtry

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Master vampire Lyahdan O'Shae is trying to make King Arthur her vampire slave. Sister vampire slayers Grace and Emily Rose are given the mission of finding Avalon and saving Arthur.

109 Star Trek T.O.G.

Friday 6 PM in 164 for 6 hours; 8 players

System: D6

GM: Michael Siverling

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Everyone knows the story of the Starship Enterprise, but what about 'The Other Guys'? These are the voyages of the Tug/Transport Ibn Daud.

110 H.P. Potter & The Talisman of Yuggoth (A Good Omens Production)

Friday 6 PM in 165 for 8 hours; 6 players
System: Mage the Awakening, most recent edition
Variations: WoD: Innocents, WoD: Mirrors, & lots of Lovecraft
Power Level: impressive children
GM: Richard Taylor (UnkyRich)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Be part of a group of young wizards in training as you confront the plots of inhuman, intergalactic horror while trying to rescue your erstwhile leader.

111 All New Team Venture Meets S.C.H.L.O.M.O.!!

Friday 6 PM in 166 for 6 hours; 6 players
System: BASH! Basic Action Super Heroes
Variations: some minor rule tweaks
Power Level: Street
GM: F. Scott Wilson (Scott)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
More maniacally mirthful mayhem with the henchm...team of bodyguards for Dr. Venture! More villains!! A malevolent mechanical man!!! More clumsy heroes!!!! More sophomoric humor!!!!!! More exclamation points!!!!!! Call now!

112 Big Trouble in Bigger China Part 1: ‘The Hell of the Shriveled Scholar’

Friday 6 PM in 168 for 6 hours; 6 players
System: Pulp Adventure (Cthulhu Pulp)
Variations: Cthulhu Mythos
Power Level: Pulp Hero
GM: Jeff A. Hatch
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
1928--The reading of an old friend's will puts Jack Burton and his new allies on the trail of a previously unknown Chinese translation of the *Necronomicon*. See 401 for Part 2. See 611 for Part 3.

113 The Lydian Oracle

Friday 6 PM in 170 for 6 hours; 6 players
System: Tunnels & Trolls
Edition 7.5
GM: Ken Rinehart
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It's year two of the Trojan War. Agamemnon asks the characters to go to the Isle of Traos and recover the Hair of the Hydra--whatever that may be.

114 Detritus Affected

Friday 6 PM in 570 for 6 hours; 6 players
System: Doctor Who: Adventures in Time and Space, Cubicle 7 edition
GM: Michael Garcia (The (Game) Master)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Doctor and his companions travel to 31st century L.A. to face one of his scariest villains. Come to be a little scared and share the Whovian love. Geronimo!

115 Götterdämmerung

Friday 6 PM in 608 for 8 hours; 6 players
System: Call of Cthulhu--Delta Green, Edition 6.0
Variations: WWII
Power Level: normal
GM: Gil Trevizo
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Berlin 1945: As the city falls, Allied agents infiltrate an SS headquarters to stop Project HODDMIMIR, their enemies' last gambit to escape their final reckoning. Adult complexity, mature themes.

116 Ya Busted

Friday 8 PM in 147 for 6 hours; 6 players
System: Homebrew
GM: Ben Wolf
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters can be provided by GM
1946 Los Angeles: drugs, violence, treachery. You've traded your battle rifle for a badge. When you can't even trust your own partner, how will you hold crime down?

117 Rest Assured

Friday 8 PM in 151 for 6 hours; 8 players
System: Dungeons & Dragons 3.5
Variations: Gringold Campaign Variants
Power Level: 7th-11th; checked by GM
GM: Jeff Brain
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Sure-fire guarantees that assets will be protected into the next millennium, and you will be there to collect is the promise. It all seems too good to be true.

118 Snakes in Space

Friday 8 PM in 152 for 8 hours; 6 players
System: Hero 6th Ed. (Champions)
Power Level: 500-600 pts, 60-80 atk, 30-50 def, 4-8 SPD, no vehicles
GM: Walter Manbeck
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
The year is 2031. Danger can strike from above, now that the solar system is being colonized. Stop VIPER from using outer space as its next weapon of terror.

119 Thundera's Eye

Friday 8 PM in 154 for 8 hours; 8 players
System: Star Wars, Saga edition
Variations: homebrew
GM: Henry Hill (Numair)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
There is a powerful Sith artifact in the unknown regions. A lone Jedi who escaped Order 66 will have to find it in order to learn from it.



Saturday

120 The Perilous Predicament of Petey Penguin

Friday 8 PM in 156 for 4 hours; 10 players

System: Toon, Deluxe edition

Variations: Oh yeah, you betcha

Power Level: varied

GM: Doc Cros

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Oh noes! Having finally been driven insane by their archenemy, Peter Penguin, the Walrus Brothers have killed him! Oh, wait, no they didn't: they CLONED him! NINE times! Hilarity ensues.

121 All the Complex is a Stage

Friday 8 PM in 375 for 8 hours; 6 players

System: Paranoia, 1st edition

Power Level: Red

GM: Ezra Denney

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Actors on Alpha Complex's most popular show are dying, you have been tasked with finding out why. Oh, and the Herzogbot 3000 hopes you won't forget your lines.

122 Homecoming

Friday 8 PM in 378 for 8 hours; 8 players

System: Dungeons & Dragons 3.0/3.5

Power Level: 159K XP, 420K gp

GM: Cyrus Makalinaw (Cyrus)

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

After years of adventuring, all of you come back to your hometown only to find that nothing has changed. Everyone is exactly like you remember them--what is going on?

123 (Altered) Resonance

Friday 8 PM in 379 for 6 hours; 6 players

System: Call of Cthulhu

Variations: Delta Green/World War II

GM: Badger McInnes

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

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...

124 Unsafe House

Friday 8 PM in 381 for 8 hours; 6 players

System: Shadow Run, Edition 4a

Power Level: 400 BP

GM: Brian Sullivan

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Extraction went off like clockwork, the mark is trussed up, mage mask on. Just need to sit back, let the heat die down and make the hand-off in the morning.



Session 2. 200 Series games

Sign up by Friday 8:00 PM

Posting ETA Friday 8:45 PM

The registration forms for this session are Pink

201 Rain (Studio Radd Presents)

Saturday 8 AM in 143 for 8 hours; 6 players

System: Cinematic Action Studio, 2011 edition

Power Level: Cinematic

GM: Craig C Randall (The Director)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Studio Radd Presents: Weather Channel voting system forecast is sunshine but that hasn't worked in over a month. They want control back, and they're paying your team big money for it.

202 Operation Dark Ice

Saturday 8 AM in 145 for 10 hours; 6 players

System: Millenium's End

Variations: Cthulhu themes

Power Level: moderate

GM: Benjamin Lott (Thumper)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Operation Dark Ice, a secret government lab from the '60s, unearthed by Congress and under investigation. Just a simple investigation, baby sit a Congressperson on a tropical island. Easy, right?

203 Mythos Trek

Saturday 8 AM in 147 for 10 hours; 7 players

System: Call of Cthulhu

Variations: slight for player enjoyment

GM: Whitney Lee Preston

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

The U.S.S. Constitution gets 'milk run' duty. The 'milk' becomes protoplasmic goo all of a sudden...

204 The Portal

Saturday 8 AM in 149 for 10 hours; 8 players

System: Advanced Dungeons & Dragons, 2nd edition

Variations: no evil characters

Power Level: 10th-12th

GM: Mark Dailey

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A dying young wizard begs your help in closing a portal to the abyss; his adventuring company are all dead. Now it falls to you finish what he started.



205 Scent of a Woman (A Good Omens Production)

Saturday 8 AM in 151 for 6 hours; 6 players

System: Agents of S.W.I.N.G.

GM: Kevan Forbes (Kevan)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Agents must investigate a series of high-profile deaths caused by seemingly random bystanders with no history of violence or crime.

Discover the shadow-organization behind the plot.

206 The Jaded City of Oz

Saturday 8 AM in 152 for 4 hours; 8 players

System: Adventures in Oz, 1st edition

Power Level: starting

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

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!

207 Francisco Station--Arming the Bear

Saturday 8 AM in 154 for 6 hours; 6 players

System: 7th Sea

Variations: modified space opera

GM: Jay Loucks

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Nova Francisco station upgraded its Defense Force with a spiffy new ship, and your crew is taking it to a recommended supplier for improved armaments. What could possibly go wrong?

209 Science (Ain't) Fair

Saturday 8 AM in 160 for 6 hours; 8 players

System: Teenagers from Outer Space

GM: Kenneth MacLennan (Ken MacLennan)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The stakes are high; the science is Mad. Rise to the top of the heap at Jame Retief High School Science Fair and win the trip of your dreams.

210 Tale of the Subtle Spy

Saturday 8 AM in 161 for 8 hours; 8 players

System: Ironclaw

Power Level: Heroic

GM: Maynard Fairchild (Fox)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream, All characters provided by GM

Find the secret behind a mysterious attack on a caravan outside the city of Harrowgate, if you can survive knowing... An adventure of spies and mercenaries in the lands of Calabria!

211 Operation Palantir

Saturday 8 AM in 162 for 8 hours; 6 players

System: Hero 5th Ed. (Other)

Variations: Agent

GM: Kelly Simon (Dr. Simon)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Until Agents from various sections complete the ultimate mission, can you survive?

212 The Best of Both Worlds

Saturday 8 AM in 163 for 8 hours; 6 players

System: Hero pre-5th Ed. (Champions), 4th edition

Variations: Some 5th ed. as well

Power Level: Max 60 pts attacks; max 33 PD/33 ED

GM: David Rakonitz

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Welcome to the first annual Advanced Ideas Marketplace, a forum for brilliant scientists to meet venture capitalists. They called you mad, let us call you rich! Superhero protection requested.

213 Tournament of the Jewel

Saturday 8 AM in 164 for 8 hours; 8 players

System: Amber Diceless Roleplaying

Variations: some Shadowknight

Power Level: 200 pts

GM: Sean Maletsky

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Jewel of Judgement has been stolen and appears as the prize of a tournament out in shadow. Retrieve the Jewel!

214 Fragment of a Daughter

Saturday 8 AM in 165 for 8 hours; 8 players

System: D20 Homebrew

Variations: Diff character creation; some rules simplified

Power Level: 1st

GM: Joseph Silveira

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

This is a fantasy game with heavy role play where players play fine-sized homunculi trying to find out how to escape a wizard's tower and why they were made.

215 Good Deeds Undone

Saturday 8 AM in 166 for 8 hours; 6 players

System: Savage Worlds

Variations: Fantasy World of Archaeus

GM: John Lewis

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Twenty years ago you saved the valley, but evil has begun to stir in the ruins of Mistwatch and you are needed to finish what began so long ago.

216 Princess Mononoke is Spirited Away

Saturday 8 AM in 168 for 8 hours; 8 players

System: Hero 5th Ed. (Fantasy)

Variations: Any Hero System

Power Level: 2xSPD+CV+DC<30

GM: Jim Gettman (mouse)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Fantastic Japan: peasants, ronin, spirits, potions, magic beasts, crude firearms and fireworks, but no techno, steam punk or gaijin mythology. This honors Hao Miyazaki, not Masamune Shirow.

217 The Penarum Part 1

Saturday 8 AM in 170 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 4th

GM: Joe O'Neil

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Penarum is a clockwork god built by the Old Empire. Over the last hundreds of years it has become increasingly erratic. Your task is to fix it. Part 1 of two. See 606 for Part 2.

218 Handle with Care

Saturday 8 AM in 508 for 8 hours; 6 players

System: Twilight Imperium: The Role-Playing Game

GM: Kris Miller (CelestiCon)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A famed Xxcha ambassador suspects that she has enemies. A bomb was planted in her skycar; an assassin tried to gun her down. This is where the characters come in.

219 Knottys Party

Saturday 10 AM in 374 for 6 hours; 6 players

System: Tricks of Fate

GM: Ken Rinehart

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Knotty is having a Party. He is a puppet who, in three days, will become real. However, he is missing. The characters need to find him before it's too late.

220 That Ol' Light Cruiser

Saturday 10 AM in 375 for 6 hours; 6 players

System: GURPS

4th edition

Variations: GURPS Prime Directive

Power Level: 230-270 pts

GM: Tom Vallejos (Don't Blink)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Commander Brickley and company are tasked with taking an old light cruiser out of mothballs for a shakedown cruise. What can go wrong? Plenty! Roleplay! Prizes from Steve Jackson Games!

221 A Tale of Salt and Snow: Striking the Iron

Saturday 10 AM in 376 for 6 hours; 7 players

System: Custom D10

Power Level: heroic fantasy

GM: Andrew Bullene

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

The Iron Islands under Balin Greyjoy have risen against King Robert and the peace of the Seven Kingdoms. You set sail to strike against the Ironborn. Part 2 of two. See P19 for Part 1.



222 Federal Response Extracapable Advanced Knowledge Squad: Mission One

Saturday 10 AM in 377 for 6 hours; 6 players

System: Action!, Edition 1.01

Variations: Some prototype 2.0 material

Power Level: Cinematic

GM: Thomas Rafalski (Carnivorous Tofu)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A Bizarre Heist, An Impossible Kidnapping, A Dead Man Murdered. Now oddballs with Fed Badges (i.e. You)? Urban Fantasy.

223 Rage Across Time

Saturday 10 AM in 378 for 6 hours; 6 players

System: Werewolf: The Apocalypse, Revised edition

Power Level: Adren/3rd Rank

GM: Aaron Winklebleck (Atrus)

Rules Knowledge: Useful

Game Content: Mature Themes

Players provide their own characters

Gaia's cries echo through the ages, drawing Her defenders from across the sea of time. Prophecy speaks of warriors not yet born who will save Gaia in her darkest days.

224 Epic of Olympus

Saturday 10 AM in 379 for 8 hours; 6 players

System: BASH! Basic Action Super Heroes, Ultimate edition

Variations: Age of Olympus setting

GM: Chris Rutkowski (BASH MAN)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Take your favorite superheroes, and give them an epic-fantasy spin to rescue the world and the very gods themselves from destruction.

225 In Search of the War-Wizard's Hoard

Saturday 10 AM in 381 for 8 hours; 8 players

System: Dungeons & Dragons, Original edition

Variations: some house rules

Power Level: 7th-8th

GM: Garrett McGurty (GM)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Witch King returns, and his armies spread terror across the land! Heroes must undertake a dangerous task! Will the Witch King's doom be found in an ancient wizard's fortress?

226 Night of Despair--A SAGE Production

Saturday 10 AM in 608 for 8 hours; 6 players

System: Dungeons & Dragons 3.5

Variations: Homebrew Triumphant System

Power Level: 8th

GM: Katheryn Contreras (Lady Aqua)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Fallen friends, ruined lives, and the darkness approaches still. Will you run or stand as your friends fall victim to the terror of the night?



Session 3. 300 Series games

Sign up by Saturday 11:00 AM

Posting ETA Saturday 11:45 AM

The registration forms for this session are [Blue](#)

301 The Land Beyond the Smoking Mirror

Saturday Noon in 152 for 10 hours; 7 players

System: Dungeons & Dragons 3.5

Variations: emphasis on core rulebooks

Power Level: 5th

GM: Aaron Groves

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

An ancient pyramid in trackless jungle. A desperate hunt for a young girl. The fabled Smoking Mirror, portal to a realm of Meso-American nightmare. Deep story, old school feel, high adventure.

Drop-in: The Jaded City of Oz

Saturday Noon in Salon 2 for 4 hours; 6 players

System: Adventures in Oz, 1st edition

Power Level: starting

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

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!

302 Miracle Max's Mansion

Saturday 2 PM in 154 for 10 hours; 10 players

System: K.I.S (homebrew), 1.2 edition

Variations: RP & puzzle-solving emphasized; some In Nomine

GM: Kaaren Bock (Katarina)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Princess Penelope is missing, likely held by the senile Miracle Max. Magicians failed. Special Ops failed. But you care about Penelope; might that help? Remember: Max loves puns.

303 The Giggler Strikes Again

Saturday 2 PM in 160 for 6 hours; 6 players

System: Savage Worlds, Deluxe edition

Power Level: Novice-Seasoned

GM: Craig F. Dixon

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

High-pitched tittering echoes in the darkened streets, heralding shrieks of death. You have been summoned to investigate and stop this outrage. The fun begins in the Golden Gryphon Inn.

Drop-in: Fantasy Craft: Play with the Creators

Saturday 2 PM in Hallway Table 3 for 4 hours; 7 players

System: Fantasy Craft

Power Level: 3rd

GM: Patrick Kapera

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Come play the acclaimed Fantasy Craft RPG with the creators! You should bring a sense of adventure and a hunger for fun. Rules will be taught and characters provided.

304 Mountain Mother (Studio Radd Presents)

Saturday 4 PM in 143 for 8 hours; 8 players

System: World of Darkness, new WoD edition

Variations: Innocents ed., touch of home brew

Power Level: Low. You're a kid, after all

GM: Megan Ann Ahrends (Megan)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Summer vacation is supposed to be about lazy days and night games, not kids getting snatched and clueless adults thinking it was some freak doing it.

305 Everyone Loves a Ball (A Good Omens Production)

Saturday 4 PM in 151 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Variations: Eberron

Power Level: 5th

GM: Josiah Knight (Knight)

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

You acquired an invitation and infiltrated the vault...all without alerting guards. Unfortunately, someone already stole the statue. Find out who before the ball ends. Characters conflict possible.

306 Live in 5

Saturday 4 PM in 161 for 8 hours; 8 players

System: Call of Cthulhu, 5th edition

Variations: Cthulhu Now

Power Level: moderate

GM: Dwayne Fox

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

UPN's reality show 'Nocturnal Investigations' is on site at Infamous Beckwith Sanitarium in Modesto, Ca. Can you dig up the hospital's dark past or will you become another of its unknown victims?

307 Commedia del Morte

Saturday 4 PM in 162 for 8 hours; 6 players

System: Dungeons & Dragons 4.0

Power Level: 5th

GM: Michelle Vargas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Strange happenings at the MacGregor Estate have Anmityville talking. Old man MacGregor is rich; is he a necromancer? is he alive? His (hopeful) heirs want you to find out.

308 GANTZ: Alien Targets

Saturday 4 PM in 163 for 8 hours; 6 players

System: Basic Action Super Heroes

Power Level: 15-20 pts

GM: Melody Wilson (Melody)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You died, then were alive. The Black Sphere orders you to kill the invaders, using incredible weapons and equipment, but not everyone survives. Based on the 'Gantz' anime.

309 Young Justice - The Queens of Fate - A SEAKOG Production

Saturday 4 PM in 164 for 6 hours; 7 players

System: Hero 6th Ed. (Champions)

Variations: Set in the YJL Animated Series universe

GM: Jason A & Beth Krestoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

As the Justice League defends the world from impending doom, the members of Young Justice must seek out the only hero that can save humanity – Dr. Fate.

310 A Blake Brothers Production

Saturday 4 PM in 165 for 8 hours; 8 players

System: Call of Cthulhu

Power Level: normal people

GM: Matt Steele (Matthulhu)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

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.

311 Macross: Return of the Intergalactic Touring Band!

Saturday 4 PM in 166 for 8 hours; 6 players

System: Mekton Zeta

Power Level: veteran VF Pilots

GM: Rachel Albert (Agent Shadow Chicken)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Variable Fighters! Giant Starships! Human galactic colonization! Zentradi! Reaction Missiles! Music by Meat Loaf! Ben E. King! Larry Fast! Percy Jones! Many others! Ladies & Gentlemen.... The Intergalactic Touring Band!

312 Curse of the Silver Skull

Saturday 4 PM in 168 for 8 hours; 8 players

System: Advanced Dungeons & Dragons, 1st/2nd edition

Variations: Hackmaster

Power Level: 4th-7th

GM: Jamie Grimes (Game Operations Director)

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

Yo Ho Ho! The crew of the Sea Lion have set sail to find the cove of the notorious pirates known as the Silver Skull and their legendary treasure.

313 Weapons of Faith

Saturday 4 PM in 170 for 8 hours; 8 players

System: Dark Heresy, current edition

GM: Cody E. Hudson (Cody)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Ships carrying pilgrims on voyages to shine worlds have disappeared. The imperial military, church, and inquisition combine to investigate the losses and combat humanity’s foes.

314 Love in the Time of Compression Coils

Saturday 4 PM in 171 for 6 hours; 6 players

System: Serenity

Power Level: starting

GM: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Life in the black can be hard. So, while a milk-run transporting passengers and cargo to a central planet may be dull, at least it’s safe.

315 The Search for the Soul of the Earth

Saturday 4 PM in 374 for 4 hours; 7 players

System: Hollow Earth Expedition, 1.0 edition

Power Level: Low

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Millionaire Edgar Richmond’s prize possession was lost during an earthquake. He’s looking for hardy men and women to recover it. Spelunking equipment will be provided.

316 Return to The Tomb of Horrors!!!

Saturday 4 PM in 375 for 12 hours; 8 players

System: Pathfinder

Power Level: 16th

GM: David Etheridge (Oracle)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Just when you thought it was safe to close the book on the fabled Tomb of Horrors, the characters find themselves thrown right back into the frying pan!

317 Necromancers Rising

Saturday 4 PM in 376 for 6 hours; 8 players

System: Advanced Dungeons & Dragons, 1st/2nd edition

Variations: w/homebrew elements

Power Level: 3rd to 5th

GM: Ted Walker

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

On a simple quest to clear out the ghouls from a local graveyard, you hear the rumors: A necromancer cult is out recruiting... Will you join?



Session 4. 400 Series games

Sign up by Saturday 5:00 PM

Posting ETA Saturday 5:45 PM

The registration forms for this session are Gold

401 Big Trouble in Bigger China Part 2: 'The Hell of the Crawling Terrors'

Saturday 6 PM in 145 for 8 hours; 6 players

System: Pulp Adventure (Cthulhu Pulp)

Variations: Cthulhu Mythos

Power Level: Pulp Hero

GM: Jeff A. Hatch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An earthquake in the mountains of China unearths a deadly and ancient secret. A reporter and her allies seek an exclusive story but unfortunately, the story also seeks them! Part 2 of three. See 112 for Part 1. See 611 for Part 3.

402 NorCal SNAFU

Saturday 6 PM in 147 for 8 hours; 8 players

System: Twilight: 2013

Variations: d6+5 to stats, Phase 3 adv. & dis., Mainly phase 2

Power Level: medium

GM: Robert McAnulty

Rules Knowledge: Expected

Game Content: Mature Themes

All characters provided by GM

If you think you can handle the post-apocalyptic nastiness of Twilight: 2013, then please apply! My second GM-ing experience at DDC and my 1st T2k13!

403 Machinations of Doom

Saturday 6 PM in 149 for 8 hours; 8 players

System: Palladium RIFTS, UE edition

Variations: Min/Max/Homebrew

Power Level: 5th-7th

GM: Ted Rich (Grandil Halbat)

Rules Knowledge: Beginners Welcome

Game Content: Family

Characters may be provided by GM

Low-level game of fun through the Lonestar Complex: read the Graphic Novel!

404 Tomb of Terror

Saturday 6 PM in 159 for 8 hours; 6 players

System: Homebrew

Variations: Star Wars setting; sys like 'Don't Rest Your Head'

Power Level: moderate

GM: Mateo Chamberlain (Mateo)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

This is a Star Wars adventure in a horror setting. Think Star Wars meets Call of Cthulhu. You are padawan learners being sent on your Jedi Trials for knighthood.

405 Peril at King's Landing

Saturday 6 PM in 377 for 8 hours; 6 players

System: A Song of Ice and Fire, Green Ronin edition

Variations: D6

Power Level: Beginner-Intermediate

GM: Mike Eckert (Kingslayer)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Swift upon the raven's wing!! House Wendwater receives an invitation to a Grand Tournament hosted by King Robert. What adventure and glory awaits Lord Rhys and his compatriots...find out!

406 Before the Dawn

Saturday 6 PM in 378 for 8 hours; 6 players

System: Torg, Edition 1.0

Variations: Charts programmed into Excel Spreadsheet

Power Level: beginning

GM: Gerald Betti (Jerry Betti)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

After being invaded by five (known) alternate dimensions, the Earth has stopped rotating. The PC's luck across a Weird Scientist who may have the secret to restarting its rotation.

407 When Darkness Falls

Saturday 6 PM in 379 for 8 hours; 8 players

System: Cyberpunk 2020, 1st edition

Variations: some

Power Level: 70 pts.

GM: Tony Barajas (Daremo)

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

You are part of the Special Accounting Department for Eton Scientific.

Your mission: infiltrate Lotus Chemical. Procure a 3rd-generation Nerve Agent, destroy all files in the data system.

408 Spirit of Metal

Saturday 6 PM in 381 for 8 hours; 6 players

System: FATE

Metal edition

Variations: Fan Mail powered Stunts

Power Level: Epic

GM: Bryan Hitchcock

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Mortal losers, summoned to the Metal Realms, must defend all reality from the vile machinations of the Loc-Nar. Bring your lyrics, axe, or battle drum. It's time to rock!

409 Star Wars Mega Game: The Battle for Gailea

Saturday 6 PM in Pacific for 8 hours; 16 players

System: Star Wars, Saga edition

Variations: minor house rules

Power Level: 12th

GM: Lisa Gordon (Mara Jade)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

We return with the exciting conclusion! The Rebels and Imperials both had their chances, but now it's a race against time to save the world once and for all.



410 The Long and the Short of It

Saturday 6 PM in 608 for 8 hours; 6 players

System: Dungeons & Dragons 3.0

Variations: with Arduin elements; see web description

Power Level: 3rd-5th

GM: Mark Schynert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Are you a big tall hulking brute? Sorry, can't use you. This one is for those a little on the short side. Why? Now, that's a long story...

411 Yo Gabba Gabba!

Saturday 8 PM in 160 for 8 hours; 6 players

System: Hero 6th Ed. (Champions)

Power Level: 300 pt low-powered superheroic

GM: Jason S Walters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The DJ has vanished. Now it's up to his friends to find him. A working knowledge of current children's television is useful for this game.

412 Going Down

Saturday 8 PM in 374 for 6 hours; 8 players

System: Unknown Armies, 2nd edition

Variations: Premade Characters

Power Level: Street

GM: Cassady Toles (Cassady)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

What have you done to deserve this. Oh, wait, you know exactly what you've done to deserve this...

413 Anywhere But Here (a Teen Age Horror/Slasher "B" movie)

Saturday 8 PM in 570 for 8 hours; 6 players

System: Dread RPG, 1st edition

Variations: Jenga Tower mechanic (no dice)

Power Level: High School Seniors

GM: Shannon Mac

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A teen age horror/slasher story with comical traces. Expect to play multiple characters and live or die by the whims of the audience in this "B" movie. Adult themes; children will likely not enjoy this game.

Sunday

Session 5. 500 Series games

Sign up by Saturday 8:00 PM

Posting ETA Saturday 8:45 PM

The registration forms for this session are Green

501 Ersatz 6 in King Righteous Fist (Studio Radd Presents)

Sunday 8 AM in 143 for 8 hours; 6 players

System: Cinematic Action Studio, 2011 edition

Power Level: Cinematic

GM: Craig C Randall (The Director)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Studio Radd Presents: The Ersatz 6 seek redemption for their past confidence tricks by learning how to fight and defending Hoitung from the Manchu invasion.

502 Oath of Fealty

Sunday 8 AM in 145 for 6 hours; 6 players

System: 7th Sea, 2nd edition

Variations: Modified for SF/Space Opera

Power Level: experienced

GM: Larry Lynch-Freshner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Princess Persephone and the crew of the Raptor II are back, and must rescue the Princess's classmates - the first to swear fealty to her after the Grand Duke's betrayal.

503 The Neutronium Fleet

Sunday 8 AM in 147 for 12 hours; 6 players

System: Traveller, Mongoose edition

Variations: streamlined character generation rules

Power Level: 4 terms

GM: William Ahman (Bill)

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

The characters endeavor to salvage a lost fleet. What they find may shake their grasp on reality and uncover a secret that could topple the Imperium.

504 Zombies...in...Spaaaaace!

Sunday 8 AM in 149 for 6 hours; 6 players

System: All Flesh Must be Eaten, 1st edition

Variations: Spaaaaace!

GM: David Weinstein (Zombie Wrangler)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Science mission 1 is underway! Can our heroic captain, stalwart crew, brilliant scientist, and his lovely daughter survive the terrible dangers that await? Real 1950s space action! In color!

505 Calling All Stations, This Is Attu

Sunday 8 AM in 151 for 6 hours; 6 players

System: Dread!

Variations: modified--uses Jenga Tower

GM: Frank A. Fioni

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Attu, not a great place to be stationed in the Coast Guard, but even less in the winter when darkness and snow cover the landscape. And, when something goes horribly wrong.

506 Ashes of Innocence

Sunday 8 AM in 152 for 4 hours; 7 players

System: Unknown Armies, Edition 2.0

Power Level: normal folks

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Despite the usual pressures on a young family (demanding job, bills, sick kids), the Dewalts were getting by. And then the nightmares started.

507 Operation Quecksilbradler

Sunday 8 AM in 154 for 10 hours; 6 players

System: FATE, 3.0 edition

Variations: Cinematic WWII

GM: Dovi Anderson

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

May 1944. The last few B-17 missions over Germany have all been milk runs, but for one US crew, tomorrow's operation will be the most dangerous one yet.

508 Demons of the Obsidian Tower

Sunday 8 AM in 159 for 8 hours; 6 players

System: Jaws of the Six Serpents (PDQ)

Power Level: basic

GM: Eric Tolle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The River Kingdoms hear inhuman cries in the night. The full moon shines on a tower of obsidian and souls. By sorcery and obsession an ancient darkness will be reborn.

509 Shadows of Krypton

Sunday 8 AM in 160 for 8 hours; 6 players

System: DC Adventures

Mutants/Masterminds 3rd edition

Power Level: PL 10-13

GM: Keith Phemister

Rules Knowledge: Useful

Game Content: Family

All characters provided by GM

When one of Superman's oldest foes is caught in a desperate act of survival, his closest allies must unravel a mystery that holds Earth's fate in the balance!

510 A Strange & Terrible Lost World

Sunday 8 AM in 161 for 8 hours; 6 players

System: Hero 5th Ed. (Champions)

Variations: Some 4th ed. pieces & other minor

Power Level: 10 - 14 DC

GM: Joe Di Lellio (not) Adam Savage)

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

Menkel paused, irritated, glancing at the lamplit street 850 feet below. 'Why can't this ever happen down there?' she pined, red lightning illuminating the Top of the Rock.

511 Powers that Be

Sunday 8 AM in 162 for 8 hours; 6 players

System: Hero 6th Ed. (Other)

Variations: All char must be approved by GM & all players

Power Level: about 14d6, 10 CVs, 6 Spds

GM: Don Satow (First Cat Couch)

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Suddenly everyone is getting superpowers, both good and bad, great and small. Help rein in the chaos.

512 I can't fill out Form 10356 while being eaten!!!

Sunday 8 AM in 163 for 8 hours; 6 players

System: The Laundry (Basic Role Playing), 1st edition

GM: Sam Silbory

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

There is something afoot in Gillette, Wyoming. The Bureau's data miners have identified strange deaths and odd behavior of children. This is obviously a case for the B team.

513 That Guy, with the Thing, in that Place

Sunday 8 AM in 164 for 8 hours; 6 players

System: Spycraft, 2.0 edition

Variations: minor house rules

Power Level: 3rd-5th

GM: Chris Sparks (Sparky)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The details are a little vague. Get this thing, from a guy, in a certain place. What could go wrong? Based on your experience, just about everything will.

514 War is Hell

Sunday 8 AM in 165 for 8 hours; 8 players

System: Pathfinder

Variations: homebrew

Power Level: 10th

GM: Madia Hill (DiaKitty)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The strain on the borders of the elf lands has turned them against the nomads. The Catfolk are at odds with the elves. War is upon us; time to find out what's going on.

515 Deezil's Dungeon of Chaos

Sunday 8 AM in 166 for 8 hours; 6 players

System: Dungeons & Dragons 3.5

Variations: Core only, Houseruled for random gen chars

GM: Andy Marshall (Gnomeo)

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

Deezil's Dungeon of Chaos is an exercise in complete randomness.

Characters, monsters, and treasure are all randomly rolled on the spot.

516 Our Mob: Quo the Heck are We

Sunday 8 AM in 168 for 8 hours; 8 players

System: Feng Shui

GM: Marc Willner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Lost in the spooky tunnels behind the garden shed. Trying to avoid capture by the Evil Monkeys or the Wizards. Trying to get home in time for Rocket Rabbit.

517 Fairest of Them All

Sunday 8 AM in 170 for 8 hours; 6 players

System: Legend of the Five Rings, 4th edition

Power Level: 3rd Rank

GM: Greg Brown

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

On a tempest-battered isle, a contest is being held. Whichever clan can prove the purity of its maidens will gain untold riches. Beware: beautiful faces often hide deadly secrets.

518 Buried Past

Sunday 8 AM in 171 for 8 hours; 6 players
 System: Pathfinder
 Variations: D&D 3.5 chars ok; Core/Advanced/Ultimate bks only
 Power Level: 8th
 GM: Geoffrey Nicholls
 Rules Knowledge: Expected
 Game Content: Mainstream
 Characters may be provided by GM
 A popular baron's son is interested in recovering an item and needs an adventuring team to retrieve it. It's a great chance to get in good with the ruling elite.

519 El Vago's Rescue

Sunday 10 AM in 374 for 8 hours; 6 players
 System: Honor + Intrigue
 Variations: set in 7th Sea's World of Theah
 GM: Chris Rutkowski (BASH MAN)
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Characters may be provided by GM
 El Vago, the masked hero of Castille, needs YOUR help! But the Inquisition and Montaigne Lightning Guard have other ideas!
 Newcomers welcome!

520 Dragon and Dragon Riders of the Empire

Sunday 10 AM in 375 for 8 hours; 8 players
 System: Uses Eclipse: The Codex Persona Classless Creation Edition 3.75
 Variations: House Rules, Spell Points
 Power Level: 8th -11th
 GM: Andrew Maitland
 Rules Knowledge: Useful
 Game Content: Mainstream
 Characters may be provided by GM
 Your patrol is called upon to investigate a disturbance when things go amiss for a border town. Teamwork, roleplaying and puzzle solving will be emphasized! Be a Dragon or Rider.

521 Escape from the Mausoleum

Sunday 10 AM in 376 for 8 hours; 6 players
 System: Deadlands Classic, Original edition
 Variations: all books & official addenda
 GM: Peter DiPiazza (Marshal Pete)
 Rules Knowledge: Beginners Welcome
 Game Content: Mature Themes
 All characters provided by GM
 Your posse has agreed to break a (mostly innocent) man out of prison. Working against you are the law, judge, jury, and somebody else. Choose your fate (chips) wisely.

522 A Fire at the Office

Sunday 10 AM in 377 for 10 hours; 8 players
 System: Last Great Empire, Ghost Empire edition
 Variations: Elite Fireteam
 Power Level: all
 GM: Les Child
 Rules Knowledge: Beginners Welcome
 Game Content: Mature Themes
 All characters provided by GM
 Your elite teams are called up to go into a top-secret bio-weapons laboratory. The facility is on lockdown, situation unknown. A liaison will accompany you inside. Luck and Godspeed.

523 Temple of the Frog (A Good Omens Production)

Sunday 10 AM in 378 for 12 hours; 6 players
 System: Dungeons & Dragons Essentials
 Power Level: 9th
 GM: Tony Vargas
 Rules Knowledge: Useful
 Game Content: Mainstream
 All characters provided by GM
 The evil Temple must be destroyed (and looted). Brave Sir Robin is unavailable, so it's up to you. Play the earliest published D&D adventure, using the latest edition, 'D&D Essentials.'

524 Hang-Up of Cthulhu

Sunday 10 AM in 379 for 8 hours; 8 players
 System: Call of Cthulhu, 6th edition
 GM: Peter Christian
 Rules Knowledge: Useful
 Game Content: Mainstream
 All characters provided by GM
 Very normal game: Professors from Miskatonic University must investigate horrors from beyond space and time. Or are they?

525 Sun Spots

Sunday 10 AM in 381 for 12 hours; 6 players
 System: Cthulhu Dark
 GM: Dave Sokolowski
 Rules Knowledge: Beginners Welcome
 Game Content: Mature Themes
 All characters provided by GM
 1925 - As winter freezes Boston, a banker needs help rescuing his daughter from a new-age church high in the mountains - but his sunburn and ravings indicate a deeper mystery...

526 Bacta Run

Sunday 10 AM in 608 for 8 hours; 8 players
 System: Star Wars, Saga edition
 Variations: no force unleashed
 Power Level: 10th
 GM: Karen Dombek (Astrid Erickson)
 Rules Knowledge: Expected
 Game Content: Mature Themes
 Characters may be provided by GM
 The Captain had a contract for a Bacta run. It wasn't illegal - yet - merely expensive. Then he died....Where is your paid-for cargo and who's the buyer?

Session 6. 600 Series games**Sign up by Sunday 11:00 AM****Posting ETA Sunday 11:45 AM****The registration forms for this session are Lilac****601 Monsters in Montana**

Sunday Noon in 152 for 6 hours; 6 players
 System: GURPS, 4th edition
 Variations: Horror
 Power Level: 175-200 pts
 GM: Tom Vallejos (Don't Blink)
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All characters provided by GM
 1918. World War I. At Camp Grimes, Montana soldiers are missing! Body parts! A telegram arrives at a certain Private Investigation firm. They spring into action! Roleplay! Prizes by Steve Jackson Games!

602 The Fury of the Faeries

Sunday 2 PM in 145 for 6 hours; 8 players

System: Hackmaster, 4th edition

Variations: Mages and Muskets, unusual equipment

Power Level: 5th-8th

GM: Rian McMurtry

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Fairies are attacking! Why are the fairies plundering villages and hamlets around the Faewood? Can you find out and stop them?

603 Tabula Rasa: The Escape

Sunday 2 PM in 149 for 6 hours; 8 players

System: Simple Homebrew System

GM: Doc Cross

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

You awaken in a cell in a prison in a forest. You have no memories of who you are or why you are here, you just know you must escape.

604 Torchwood America: Be Ready

Sunday 2 PM in 151 for 8 hours; 6 players

System: Dr. Who RPG

Variations: Torchwood

Power Level: regular, competent people

GM: Matt Steele (Matthulhu)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The American branch of Torchwood reopens in Los Angeles and they are far from ready. Loosely based on the BBC series. Gritty, fast-paced, investigative, potentially horrific.

605 Song in My Heart (Studio Radd Presents)

Sunday 4 PM in 143 for 8 hours; 8 players

System: World of Darkness, new WoD edition

Variations: Innocents ed., touch of home brew

Power Level: Low. You're a kid, after all

GM: Megan Ann Ahrends (Megan)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You and your school friends are stranded in the woods after your van crashes coming home from a field trip. You'll be okay if you can just get to town.

606 The Penarum Part 2

Sunday 4 PM in 159 for 8 hours; 8 players

System: Dungeons & Dragons 4.0

Power Level: 4th

GM: Adam Diran

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

For centuries the Penarum has brought the empire abundance and prosperity beyond belief. But something has gone horribly wrong. Can you save the Penarum? Should you? Part 2 of two. See 217 for Part 1.

607 War of The Worlds : Doomsday in Jersey Part 2

Sunday 4 PM in 160 for 8 hours; 8 players

System: Mutants & Masterminds, 2nd edition

Variations: Golden Age (1930s)

Power Level: PL6

GM: Norm Albert

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

1938: Martians have established a beach head in the Jersey pine barrens. It's up to the Knights of New York to stop the Martian Advance before New York is annihilated!

608 The Pyramid of Light

Sunday 4 PM in 161 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Power Level: 200K XP; 770K GP

GM: Daniel Alves (D-Master)

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Malakrantz is constructing a god-killing weapon! Heros must invade the necromancer's palace, and stop the construction before his hubris brings the wrath of the gods down upon the world.

609 The Lizard Men Alliance

Sunday 4 PM in 162 for 10 hours; 8 players

System: Advanced Dungeons & Dragons, 2nd edition

Variations: segmented combat

Power Level: 6th-7th

GM: Samuel Horton (Rushman)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

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

610 Conquer Lonestar

Sunday 4 PM in 163 for 8 hours; 8 players

System: Palladium RIFTS, UE edition

Variations: Min/Max/Homebrew

Power Level: 61st

GM: Ted Rich (Grandil Halbat)

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

Get past the gate with the help of our first heroes. Capture Dr. Desmond Bradford. Do Not kill. Sneak past Dog-Boys, Psi-Stalkers, and other mutants for the prize.

611 Big Trouble in Bigger China Part 3: 'The Hell of the Melting Monsters'

Sunday 4 PM in 164 for 8 hours; 6 players

System: Pulp Adventure (Cthulhu Pulp)

Variations: Cthulhu Mythos

Power Level: Pulp Hero

GM: Jeff A. Hatch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The trail of the Chinese *Necronomicon* leads to a final confrontation with a cult of fiendish monks, a sorcerer, and some rather gruesome golems. Part 3 of three. See 112 for Part 1. See 401 for Part 2.

612 Star Patrol: FREEDOM IN THE GALAXY

Sunday 4 PM in 165 for 8 hours; 6 players

System: Starblazer Adventures (FATE Action Sci Fi), Edition 3.0

Variations: 4DF, Aspects emphasized, group FATE pool

Power Level: Superb

GM: Anton Dovydiatis (Smeelbo)

Rules Knowledge: Useful
Game Content: Mainstream
Characters created for game
AtomiTech lifts America into Space! Worlds Chained in Servitude to Queen Tyrannia! Our Historical Documents Ignite the Torch of Liberty, whose Light brings FREEDOM TO THE GALAXY!

613 The Putrescent Seven (a Terrible Golem game)

Sunday 4 PM in 166 for 8 hours; 8 players
System: Shambles
Variations: a couple of house rules
Power Level: walking beef jerky
GM: Duane O'Brien (A Terrible Idea)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
What do you do if you are a poor farm village being harassed by heartless bandits? You hire the toughest, hungriest zombie gunmen you can find.

614 Nicht so Schnell, Herr Leutnant!

Sunday 4 PM in 168 for 8 hours; 6 players
System: FATE, Edition 3
Variations: + some Dresden & house rules
Power Level: standard
GM: Paul Meyer (weregamer)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
World War II behind-the-lines action and intrigue. Allied commandos and French Resistance members against the Nazi occupation.

615 The Mail Must Get Through!!

Sunday 4 PM in 170 for 8 hours; 8 players
System: Gamma World, 1st edition
Variations: minor
Power Level: 1st
GM: Ronald Jones (Greymoon)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The Caravan Master needs your services for a special package delivery. You will travel ahead of the caravan to Mik's Town. Then wait for the caravan. What could go wrong???

Session 7. 700 Series games

Sign up by Sunday 5:00 AM

Posting ETA Sunday 5:45 AM

The registration forms for this session are Yellow

701 The Gentlemen's Guild of Amateur Criminologists against the End of Time

Sunday 6 PM in 152 for 6 hours; 6 players
System: FATE, Spirit of the Empire edition
Variations: Steampunk Technology and Faerie Magics
Power Level: Her Majesty's Finest (Superb)
GM: F Bogart Wolf
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Can the Gentlemen (and Ladies) of the GGOAC defend the realm when time itself is literally running out? Superlative science and mysterious magics with high adventure and eclectic enemies.

702 ...and then things went terribly, terribly awry...

Sunday 6 PM in 154 for 8 hours; 6 players
System: Deadlands Classic
Variations: No: shamans, scientists, harrowed, 'blessed' PCs
Power Level: Sturdy
GM: Adrian Anderson (2 Shotgun Kid)
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
Welcome, ladies and gents, to our Sixth Annual Shootist Contest! Interesting field the \$10K prize has drawn -- and happy to see press and the law here. Expect entertainment -- and surprises...

703 The Orcish Brigade VIII: Black Roc Down

Sunday 6 PM in 374 for 8 hours; 7 players
System: Dungeons & Dragons, X.17 edition
Variations: Mana, Critical Hits, Fumbles, Gripping Action
Power Level: Private to Captain
GM: Arthur Stone Wallis (Beyond)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Can a group of Orcs correct a military blunder? And survive a monster with a roar like thunder? The longer you play, the more you'll wonder!

704 Opium Dens of San Francisco and Djinni Servants, the Turk had Moxie

Sunday 6 PM in 375 for 8 hours; 8 players
System: Call of Cthulhu d20
Variations: cinematic outcomes
Power Level: Created download on ebook on Smashwords
GM: Robert Silva (Fizzlestick)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters may be provided by GM
The gasses are creeping through San Francisco, you are hip Gurdjieffians, as the demons rise, why do people sleep through life? Break the spell to save the populace.

705 The Spring Offensive

Sunday 6 PM in 376 for 6 hours; 6 players
System: Call of Cthulhu
GM: John Castillo (Amaranth)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Operation Michael was hard and bloody, but at least it's over. Now you're in for some well-deserved rest and relaxation far from the front. Hey ... what's that noise?

706 What's Run Afoul of My Dinner?

Sunday 6 PM in 379 for 8 hours; 8 players
System: Gamma World, 7th edition
Variations: some home rules about cards
Power Level: 6th
GM: Michael Oliver
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
For over a decade, the village has been gifted with the bi-seasonal chicken run. It became the primary source of food for the village. You need to find out what's happened.

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

Posting ETA Sunday 8:45 PM

The registration forms for this session are White

707 Tournament of Champions

Sunday 6 PM in Pacific for 10 hours; 16 players

System: Dungeons & Dragons 4.0

Power Level: Paragon (12th)

GM: Sean C. Laney & Ted Gehrig

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

The Arch-Fey have designed a tournament for their own amusement, and every kingdom will send champions. Only one can receive the fabled Elven Boon. Player vs. player conflict encouraged.

708 White Raven

Sunday 8 PM in 145 for 6 hours; 6 players

System: D20 Modern—Triumphant, Edition 3.5

Power Level: 1st

GM: Eon Contreras (Lord Elvion)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You are in a zombie world. You survived so far, now you go to Sac to save whom you choose.

709 Who Cries for Forgotten Gods?

Sunday 8 PM in 147 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Variations: Story driven roleplay, homebrew setting

Power Level: 5th

GM: Michael Cole

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

A cursed village's seer tasks the party for help: 'Free the children who speak in song and dance where the sky falls for their fallen god. Their tears are salvation.'

710 Unknown Showdown

Sunday 8 PM in 149 for 8 hours; 8 players

System: Dungeons & Dragons 3.0/3.5

Variations: base 3.5; 3.0 can be used

Power Level: 15th; 300K for items

GM: Chris Bruno

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Ultimate showdown between good and evil; players will be split into 2 teams and in the end fight it out. Bringing a good and an evil character is helpful.

711 Ashes of the Academy

Sunday 8 PM in 377 for 8 hours; 6 players

System: Mage: the Awakening, current edition

Variations: See Website Description

Power Level: Starting + 50 XP

GM: Matthew Iskra (ZilWerks)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Your old life is in ashes; you burnt the files yourself. Awakened and trained, you return in a young body not your own, but an old enemy followed you.



801 Space Titanic (Studio Radd Presents)

Monday 8 AM in 143 for 8 hours; 8 players

System: Battlegrounds, 1.1 edition

Variations: GSW, Pax, Bot Wars & PoT, some board game and some RPG elements

Power Level: Ranks 1-7

GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

This is a state-of-the-art space cruise liner with all the bells and whistles! What do you mean, we hit an ice comet? There are not enough lifeboats!

802 Something Is Rotten in Areanport

Monday 8 AM in 149 for 8 hours; 6 players

System: Pathfinder

Variations: Homebrew settings/races

Power Level: 3rd

GM: K.A. Green-Wall (Arevashti)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Merchant's Guild and the Church of Surya are both at a loss. It's up to you to find the missing children of Areanport!

803 The Blue, the Gray and the Fog Lamps

Monday 8 AM in 151 for 6 hours; 8 players

System: Aces and Eights

Variations: Historical; England

Power Level: middling

GM: Rian McMurtry

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

1862, London, England. Your band of Union agents is trying to stop your Confederate opposite numbers from shipping war supplies to the South. Spy vs. Spy, Wild West style

804 Prelude to a Disaster, in F minor

Monday 8 AM in 152 for 8 hours; 6 players

System: Hero 6th Ed. (Champions)

Variations: 5th & 6th ed; VPPs shot on sight

Power Level: 90act., 12-14dc, 20-30 def, 7-11 CV, don't max 'em all, Sparky...

GM: B J Goukler

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

Strange messages on the radio lead to a trail of worldwide musical conspiracy. When Seconds Count, can you Survive, or will you be Wanted: Dead or Alive?

805 Planescape

Monday 8 AM in 154 for 8 hours; 8 players

System: Pathfinder

Variations: Planescape Pathfinder variant

Power Level: 20th Heroic/Epic

GM: Robert Anderson (Kaster)
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
Moloch's forces have breached Heavens Gates, will you defend?

806 Rivals at the Rift

Monday 8 AM in 159 for 8 hours; 6 players
System: Dark Continent
GM: Brad Nozik
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Follow in the footsteps of such legendary Victorian explorers as Livingstone and Stanley. A famous explorer is lost in Maasailand. Can you survive the natural and supernatural dangers to find him?

807 The Contagion Within

Monday 8 AM in 160 for 8 hours; 6 players
System: FATE
Variations: Warhammer 40k Universe, Dresden Files rules
GM: Brett J. Schofield
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Re-establish contact with a world burdened by a millennium-old taint, and uncover the fate of a vanished Black Ship. In the dark future, will success be as deadly as failure?

808 The Monks of the Balanced Self

Monday 8 AM in 161 for 8 hours; 6 players
System: Pathfinder
Variations: Pathfinder books only (Ult. Magic, Ult. Combat, etc)
Power Level: 11th (25 pt buy, monks only)
GM: Nick Matyas (Six Monk)
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
Be one of the 6 honored Monks who will retrace their master's journey to perfection in this all-Monk Pathfinder game. (No Flying/Levitation)

809 The Lost Tower

Monday 8 AM in 162 for 8 hours; 6 players
System: Dungeons & Dragons 4.0
Variations: elements of Dragonlance
Power Level: Epic
GM: Nicholas Owczarek
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Something has appeared outside the City of Brass. While it doesn't appear threatening, your lord, Bashumgarda, wants you to investigate it. Oaken forests in the Sea of Fire unsettle him.

810 Angelus Ostrus: The New World

Monday 8 AM in 163 for 8 hours; 8 players
System: Homebrew D100, Edition 2.5
Power Level: D&D Epic equivalent
GM: Adam Bredt (The Illustrious and Powerful Norga the Hutt)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
A group of Angels, cast out of Heaven, your fates lie in the service of an expanding holy empire. Will you finally find redemption in the eyes of the Gods?

811 Raging Chicken Killer Bull

Monday 8 AM in 164 for 6 hours; 8 players
System: Dungeons & Dragons 3.5
Variations: Core only--PHB, Monster manual
Power Level: 1st
GM: Ronnie Bolser (caboose)
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
I am a beginning game master; thus this game's characters will only be from the 3.5 Player's Handbook and monsters from the Monster Manual.

812 Hey You Kids...Get OFF My Planet!

Monday 8 AM in 165 for 8 hours; 6 players
System: Hero 6th Ed. (Champions)
Variations: house variants
Power Level: 10-12d6
GM: Eric Burnham
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The super-hero kids of the Arcadian Academy and the (mostly) super-villain kids of the Scions of Caine really don't get along all that well. But they'll have to work together to win an Interstellar Contest-of-Champions, since 1st Prize is Planet Earth!

813 Wild Weird West: Something Weird this Way Comes...

Monday 8 AM in 166 for 8 hours; 7 players
System: GURPS, 4th edition
Power Level: 240 pts
GM: Nathan Hanner
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The Pinkerton Detective Agency needs help settling a town dispute to keep the town from burning down again. Plus, J.P. Morgan has a shipment of lightning rods to deliver.

814 Mystery at 3M

Monday 8 AM in 168 for 8 hours; 6 players
System: Mega Traveller
Power Level: standard
GM: David Guon
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
On a remote world, a mining settlement has gone off the air. The freight line is blocked. Mine executives and starport authorities want to know what is happening. Can you find out?

815 Reuniting the Band

Monday 8 AM in 170 for 8 hours; 6 players
System: Cyberpunk 2020
Variations: Simplified c-tech, house rules--ø special abilities.
Power Level: mid-level punks
GM: Brett Lawson
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Back by popular demand! New band. New story. The hottest phenom from 2012 has been brought back together by Spinning Stone for a retrospective.

816 Bikers v. Zombies!

Monday 8 AM in 171 for 8 hours; 6 players

System: Hero 6th Ed. (Other)

Variations: Wounding/Bleeding/Hit Locations/Impairing/Disabling

Power Level: Heroic

GM: Enedino Fernandez

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Play members of two outlaw motorcycle clubs who must team up to survive a detour from hell! Did we mention the goths and the serial killer?

817 Summer Camp at Yasgur's Farm

Monday 8 AM in 508 for 8 hours; 10 players

System: Changeling: The Dreaming, 2nd edition

Variations: some house rules

GM: Ryan Walton

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You've successfully convinced your parents that you're attending a youth camp. Really, you're heading to Woodstock! There are messages to be delivered on the way. Hope the VW doesn't die.

818 Ya Busted

Monday 8 AM in Salon H for 6 hours; 6 players

System: Homebrew

GM: Curtis Plunk

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters can be provided by GM

1946 Los Angeles: drugs, violence, treachery. You've traded your battle rifle for a badge. When you can't even trust your own partner, how will you hold crime down?

819 The Search for the Soul of the Earth

Monday 10 AM in 145 for 4 hours; 7 players

System: Hollow Earth Expedition, Edition 1.0

Power Level: Low

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Millionaire Edgar Richmond's prize possession was lost during an earthquake. He's looking for hardy men and women to recover it. Spelunking equipment will be provided.

820 Cog Sci 271

Monday 10 AM in 147 for 6 hours; 6 players

System: Fudge

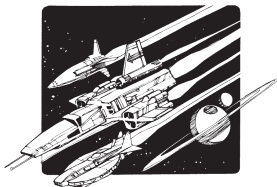
GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

An experiment in virtual reality forces ordinary college students to confront what it means to be human in a strange, new world--their own. Existential horror; mature themes.



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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 Dungeons & Dragons 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 game rooms at DunDraCon 3. Presidents' 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 36th convention should have been in 2011.

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 the convention and abruptly informed us that they were not hosting conventions any more. (They went out of business soon afterwards.)



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 only 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 Presidents' Day, we don't count it towards our anniversary.

Since then, DunDraCon has thrived. Our crowds got bigger, rain or sun, and for over 20 years (more than half the life of the con) we have found an effective venue in the San Ramon Marriott that seems to please both Committee and attendees. 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**

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

DunDraCon Does Not
Officially Present
On Sunday, February 19th,
The Secret Masters Of Gaming
13th Annual Hawaiian Shirt Day
At DunDraCon 36



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

DunDraCon Game Planner

Name: _____

Badge Number: _____

Session 1. 100 Series games Sign up by Friday 5:00 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 8:00 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 8:00 PM The registration forms for this session are Green	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

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

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

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