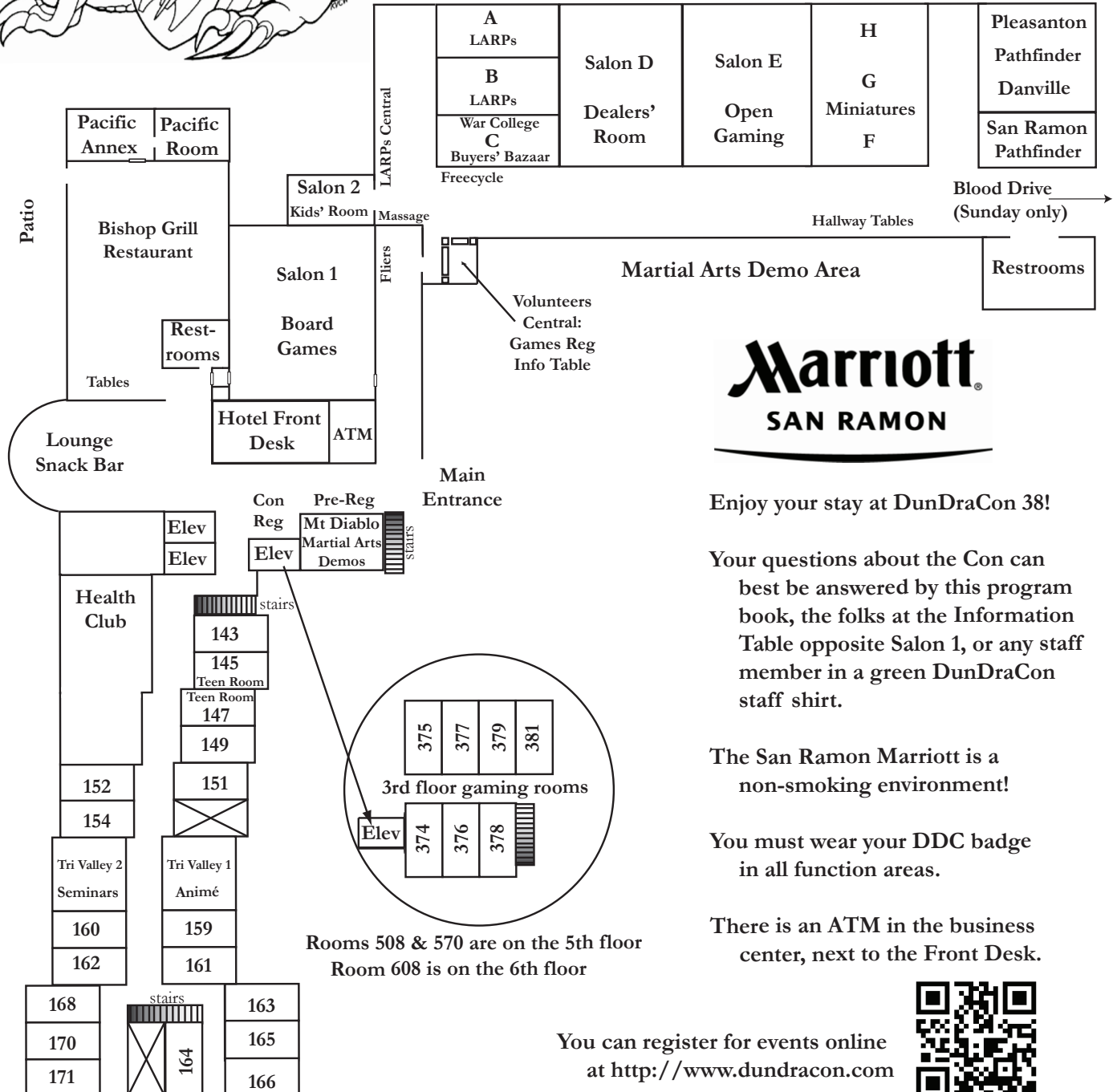




# DunDraCon

## 38

February 14-17, 2014



Enjoy your stay at DunDraCon 38!

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 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.
- **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 as well.
- **Health and Safety:** Anyone who endangers the health and safety of others, or causes others to feel unsafe, 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 or unwanted physical contact, 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 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.
- The hotel can allow you to keep up to 2 pets in your room (for a \$100 fee) but pets must be on leash outside your room and you may not bring a pet into any DDC event rooms, Pool, Fitness Center, Ice Machine Areas, Laundry Room, Business Center, or any area where food and beverages are served.
- 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 for any lost items.
- 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 a game at 2 AM, you'll probably be too wasted to play in your official game at 8 AM the 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; use the water stations. Try to avoid sugar & 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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## Stanford Blood Drive

Outside the Hotel Side Entrance

Sunday, Noon - 5:00 PM

DunDraCon is proud to host our fifth annual Blood Drive. The Stanford Bloodmobile will be parked at the side of the hotel on Saturday from Noon - 5:00 PM. Information is available at the Stanford Blood Center website: [bloodcenter.stanford.edu](http://bloodcenter.stanford.edu)

Before Saturday midnight, register online using this link: <https://www.sbcdonor.org/index.cfm?group=op&expand=12578&zc=94583>

Or drop in and sign up on Sunday at the Bloodmobile. Donors receive an AMC Movie pass, and are entered into a drawing for other prizes.

Help us make this drive a huge success and give the gift of life!

## Convention Registration

Hotel Lobby, by the 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

\*Open for refunds and DunDraCon 39 memberships only

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 new lobby lounge area again—the usual special menu, with low prices for good, quick meals and soft drinks. Please, NO GAMING in front of the bar; the space is just for eating and visiting. Between the bar block and the restaurant, gaming while eating may be OK, but be prepared to move cheerfully if the hotel staff need the space.

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 its extra stock for a flat price of \$75 for the weekend or any part of it. Just pick up a house phone and call Catherine Douglas Frank at extension 6130; if she'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 are 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. All games with numbers are registered for through the Games Registration program. The Pathfinder Society Organized Play games are registered at the San Ramon Room. See the DDC Games Standards for a description of DunDraCon game ratings.

Demonstration and Drop-in games 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 War College or the Martial Arts demos; 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) in the Kids' Room and the Teens' Rooms. If you have a question or need help, ask a member of the DunDraCon Committee (Green Shirts) or go to Volunteers Central.

## Animé Room

### Tri Valley 1

The Bay Area Animation Society, under Rob Miles, will host a Convention-long festival of animation features in Tri Valley 1. Come enjoy the show whenever you have time. Check the schedule posted outside the Animé Room for final times and features.

## Open Gaming

**Locations:** Board and Card Games in Salon 1, All Games in Salon E, Pacific Annex, A-C Hallway, and the Outdoor Patio Area (weather permitting). Salon FG will be available for Open Gaming from 7 PM Saturday until 6 AM Sunday.

Open Gaming is non-stop through 5:00 PM Monday. By special arrangement, Salon 1 or Salon E will open for general gaming by 6 PM Thursday. Salon 1 is focused on 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

DunDraCon again provides the Games Lending Library service. The games in the Kids' Room (Salon 2) can be checked out from Randy Kreidt for playing outside the room. See page 11 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 (and get a priority slip).

## Mike Nebeker Memorial Freecycle Table

DunDraCon is continuing the Mike Nebeker Memorial Game and Game Component Freecycling Table. This will be a table in the ballroom lobby next to Salon C and across from Games Reg. 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, etc.

## DunDraCon Staff

**Meg Creelman** - Martial Arts Liaison, Pre-Con Reg Deputy

**June Delane** - Secretary, Guest Relations, Games Registration, Blood Drive Liaison

**Gigi Henderson** - Signage

**Hal Heydt** - Chief of Con Reg

**Dorothy Heydt** - Pre-Reg & Con Reg

**Cynthia Hilton** - Proofreader, Copy Editor

**Tony Hughes** - Pathfinder Society Liaison

**Bill Keyes** - Committee Chairman, President, Program Book

**Randy Kreidt** - Kids' Room Coordinator

**Steve Kani** - Teens' Room Deputy

**Dana Lombardy** - War College Coordinator

**Chad Martens** - Dealers' Room Coordinator

**Rob Miles** - Animé Room, Audio-Visual Support

**Gordon Monson** - Buyers' Bazaar Coordinator

**Steve Perrin** - Seminars Coordinator

**Ariel Petersen** - LARPs Liaison, Special Events, Events Scheduling Deputy

**Hilary Powers** - Hotel Liaison, Treasurer, Board Games Coordinator

**Ellen Robertson** - Volunteers Wrangler

**Roderick Robertson** - Website, Net Rep, Board Chairman, In Charge of That

**Kendra Schynert** - Publicity, Games Reg Deputy

**Mark Schynert** - Events Scheduling, Vice President

**Becky Thomas** - Teens' Room Coordinator

## 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.

## Flying Hands Massage

Flying Hands Massage will be outside Salon 2 for those with sore backs and feet. Well worth the cost!

	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.



## 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, drink, or smoke inside. You must have your own Con badge to enter the Dealers' Room, not someone else's. Security will be firm on both points.

## Dealers' Room Hours

Friday	Closed (Dealer 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.)

**Black Diamond Games** – A wide selection of new & used role-playing games & board games.

**Calico Games** – Home of 'Short Order Heroes,' the deck-based role-playing game.

**Chaosium** – Lovecraft & Chaosium game products.

**Chessex** – All your Dice, figure cases & gaming matt needs.

**CCB&E Clothiers** - Custom clothing & embroidery for the stylish gamer.

**Dragon's Perch** – Dragon toys and accessories.

**EndGame** – Miniatures, RPGs, Board games & accessories.

**Flatcar 6 Studios** - eLearning web content, games, and eBooks. Makers of 'Oar Else!', a "cooperative" card game.

**Flotsam's and Jetsam's Emporium** – Purveyors of Mad Science Devices, Robabikia Robots & Re-fabricated Finery for the Fashionable Adventurer

**Flying Buffalo** – Makers of Box bands, Nuclear War, Tunnels & Trolls, Lost Worlds, Death Dice & ACE OF ACES!

**Games of Berkeley** – Games of Berkeley has served the Bay Area gaming community for over 30 years with games, activities, and toys from the ancient to the brand-new.

**Good Luck Games** – New & vintage Board Games of all kinds.

**Impressions** – A game distribution service that handles over 60 game publishers.

**KnitNut by JL** – Hand woven nerdcraftian items. From the very geek to the very chic.

**Mega Negi** – Tee Shirts, trinkets & Vinyl decals for cars, laptops, etc.

**Q. R. Zed Engraving** – Custom engraved items & specialty products.

**Pegasus Publishing** – Your source for the most unusual Tee Shirts available anywhere.

**Studio Denmark** - Card games, art books & RPGs.

**West Coast Chainmail** – All things chainmail: expertly crafted armor, dice bags, jewelry & accessories.

**Zombie Smith** – Makers of 'This Quar's War' & Zombie miniatures.

# Seminars

## Tri Valley 2

### FRIDAY

#### **GM 101: The Basics**

Friday, 1:00 PM for 1 hour

**Presenter:** Aaron Gettman

If you are new to being a Game Master, looking to reinforce your abilities, or simply wondering why people aren't interested in your games, it's time to get back to basics with GMing 101. Learn the most important things about being a GM.

#### **Chainmail Fabrication - Basic Techniques**

Friday, 2:00 PM for 1.5 hours

**Presenter:** Andre Miron

A 1.5 hour seminar on the basics of making chainmail. Topics will include historical construction and use of mail, modern uses of mail, tools, materials, winding, cutting, and assembly.

#### **What's new with Flying Buffalo?**

Friday 3:30 PM for 1 hour

**Presenter:** Rick Loomis

Rick Loomis gives the low down on Tunnels & Trolls, Ace of Aces, Lost Worlds and Nuclear War.

#### **Darn & Yarn**

Friday 4:30 PM for 2 hours

**Presenter:** Donnamarie Fuller

Enjoy a old-fashioned sewing circle. Bring a project to work on or stop by and learn to knit/crochet. All welcome. Yarn and needles provided, bring your best stories....

### SATURDAY

#### **Gaming - Logic, Critical Thinking and the Learning Process**

Saturday, 9:30 AM for 1.5 hours

**Presenters:** Louis Contreras and others

Research supports that gaming is good. That said, it needs to be tailored to the student/gamer. With some tools and resources we help parents, educators, and organizations maximize this.

#### **What's New at Chaosium?**

Saturday, 11:00 AM for 1 hour

**Presenters:** Meghan McLean, Nicholas Nacario

What is happening with Chaosium these days? Call of Cthulhu 7th edition, Magic World, fiction, and much much more!

#### **Chainmail Fabrication - Basic Techniques**

Saturday, Noon for 1.5 hours

**Presenter:** Andre Miron

A 1.5 hour seminar on the basics of making chainmail. Topics will include historical construction and use of mail, modern uses of mail, tools, materials, winding, cutting, and assembly.



#### **City Building - Partial and Ephemeral Communities**

Saturday, 1:30PM for 1.5 hours

**Presenters:** Michael Blum, Ken Hite, Anders Swenson

This year our topics are: ghettos and other internal divisions; aspects of temporary or suddenly-created communities; and rebuilding after disasters: how is the community changed?

#### **Creating a magic system**

Saturday, 3:00 PM for 1.5 hours

**Presenter:** Daniel Creelman

A discussion of magic from a story perspective and its effects on the world. Examinations of economics, politics, and social effects of a world with magic in it.

#### **The Future of Online Role-playing Games**

Saturday, 4:30 PM for 1.5 hours

**Presenter:** Andrew Sipotz

Game Designer, Producer, and rabid MMO fan Andrew Sipotz leads a discussion on the state of the MMO industry and what trends we can expect to see in the coming years.

#### **How to Publish Your Game**

Saturday, 6:00 PM for 1 hour

**Presenters:** Aldo Ghiozzi, Rick Loomis, Joe Goodman, Tom Rafalski

Four publishers and distributors impart their knowledge of how to get your magnum opus published.

### SUNDAY

#### **Gaming - Logic, Critical Thinking and the Learning Process**

Sunday, 9:30 AM for 1.5 hours

**Presenters:** Louis Contreras & Others

Research supports that gaming is good. That said, it needs to be tailored to the student/gamer. With some tools and resources we help parents, educators, and organizations maximize this.

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

Sunday, 11:00 AM for 1 hour

**Presenters:** Bruce Harlick, Ken Hite

Game Presences Bruce Harlick and Ken Hite describe what is worth looking at among the new games available.

#### **What's New with Blackwyrms and Hero Games**

Sunday, Noon for 1 hour

**Presenter:** Tom Rafalski

Get the buzz on new and upcoming products from BlackWyrms and Hero Games, including:  
New Hero System Products  
New Savage Worlds Products  
Maps!  
Novels!

#### **How To Get Started Writing**

Sunday, 1:00 PM for 1 hour

**Presenter:** Doc Cross

Once again, Doc Cross gives you ideas on how to get started

writing, but NOT on how to get published. That's another seminar.

### What's New at Pelgrane Press

Sunday, 2:00 PM for 1 hour

**Presenter:** Kenneth Hite

Kenneth Hite, designer of TRAIL OF CTHULHU and NIGHT'S BLACK AGENTS, gives you the skinny on all things Pelgrane, from projects firmly planted in the pipeline to blue-sky possibilities.

### So you want to run a LARP?

Sunday, 3:00 PM for 1 hour

**Presenter:** Mark Mensch

You've got the desire, but now what? The seminar will discuss the fine details that bring a game together - from finding/making rules to securing a location and more.

### Rogues: Swank (bluffing)

Sunday, 4:00 PM for 1 hour

**Presenters:** Randy Angle, Bruce Harlick

Learn the fine art of flim-flammy to role-playing rogue characters who are con-men, liars, cheats, snake-oil salesmen, and other rascally folk. 4th in a series.

### Shaintar, Legends Unleashed

Sunday, 5:00 PM for 1 hour

**Presenter:** Steve Perrin

An introduction to Sean Fannon's recently released magnum opus fantasy world for Savage Worlds, including a primer on the Massively Multiplayer Table Top environment he has created where any player character can change Shaintar history.

### State of the Game Industry

Sunday, 6:00 PM for 1 hour

**Presenters:** Aldo Ghiozzi, Tom Rafalski, Scott Boor, Rick Loomis, Joseph Goodman

Publishers, distributors, and contributors gather to let everyone else in on the dark secrets of the current gaming industry.

## MONDAY

### Gaming - Logic, Critical Thinking and the Learning Process

Monday, 10:00 AM for 1.5 hours

**Presenters:** Louis Contreras and others



**BlackDiamondGames**

## 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 manyLARPs 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.

# 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

### 200 Years of Waterloo

Saturday 3:00 PM in Salon C for 1 ½ hours

**Presenter:** Dana Lombardy

After hundreds of books and magazine articles, plus numerous games and movies, what information could really be new about the 1815 campaign and battle of Waterloo? Some of these exciting facts and data will be shared publicly for the first time – be prepared for myths to be shattered and other surprises.

**BONUS:** A sneak peek at the re-launch of *Napoleon Journal*.

### The Politics of the Russian Civil War

Saturday 4:30 PM in Salon C for 1 ½ hours

**Presenter:** Darin Leviloff

The Russian Civil War (1917-1923) was the epic struggle to establish, or undermine, a new nation in Eastern Europe, against the backdrop of the First World War and its aftermath. It is common to think of the struggle in military terms, but the struggle was decided through the calculated maneuvers of Lenin and his Bolshevik comrades and the political missteps of the White leaders, Allied interventionists, and anti-Communist nationalists. Find out how politics decided the outcome of the contest and led to the establishment of the Soviet Union.

### Alternate Histories

Saturday 6:00 PM in Salon C for 1 ½ hours

**Presenters:** Ken Hite and Dana Lombardy

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

## SUNDAY

### The Duel of the Dual Monarchy

Sunday 10:00 AM in Salon C for 1 ½ hours

**Presenter:** Darin Leviloff

It was the assassination of an Austro-Hungarian Duke that set off the First World War. Backed by the “blank check” of Germany, the Hapsburg Empire of Austria-Hungary sought to subdue Serbia while fending off Serbia’s protector Imperial Russia when it declared war in the summer of 1914. After four years of struggle and setbacks, the Hapsburg Empire collapsed, “Balkanized” into a motley collection of ethnic nation-states. The role of Austria-Hungary in World War One will be examined, showing how it withstood tremendous defeats, only to first lose its sovereignty and ultimately to lose its territorial integrity.

### 100 Years of World War One

Sunday 11:30 AM in Salon C for 1 ½ hours

**Presenter:** Dana Lombardy

2014 will see the centennial of the start of the Great War. A survey of some of the best books, games, and events will be presented. **BONUS:** Attendees will receive a free copy of the new *World War One Illustrated* magazine.

### The Evolution of Japanese Arms, Armor, and Warfare

Sunday 2:30 PM in Salon C for 1 ½ hours

**Presenter:** Leland Erickson

The Samurai have embedded themselves in the popular imagination through feature films, television, and other media. However, the iconic look of the samurai frequently seen today is the result of centuries of battlefield evolution. The distinctive weapons, armor, and fighting styles of these aristocratic warriors of feudal Japan transitioned through a series of styles and designs as new technologies and new enemies forced or inspired innovative tactical solutions to waging war in feudal Japan. This lecture presents a history of Japan’s military development.

### War of the Dragons

Sunday 4:00 PM in Salon C for 1 ½ hours

**Presenter:** Leland Erickson

When Americans hear the words “Korean War” the conflict in the aftermath of the Second World War automatically comes to mind. In fact, long before General Douglas MacArthur pondered landing at Inchon, the Japanese warlord Toyotomi Hideyoshi attempted to act out his grandiose imperial ambitions by sending tens of thousands of veteran samurai and ashigaru footsoldiers to the Korean Peninsula in a vainglorious attempt to become the new emperor of all of Asia. Taken off-guard by the ferocity of the Japanese invasion, the Korean kingdom nearly fell to Hideyoshi’s brutal forces. Yet just as the Korean cause looked all but lost, the balance of power was shifted decisively by the timely intervention of two very different forces that came to Korea’s rescue. Find out how Korea prevailed in one of history’s lesser-known but ferociously contested conflicts.

### A World of Tanks

Sunday 5:30 PM in Salon C for 1 ½ hours

**Presenter:** Dana Lombardy

Nearly 70 million people around the world play *World of Tanks*, the massive multi-player combat game that pits teams of historical tanks against each other in non-historical battles. This addictive team- and clan-based first-person shooter (FPS) will become available in 2014 in several new non-digital formats. This seminar will offer a sneak peek into the newest genre of the *World of Tanks*. **BONUS:** Attendees will receive special promotional items that can be used in the *WoT* online game and the upcoming tabletop games.



# Martial Arts Demos

## Mt. Diablo Room and Bishop Ranch Patio

**DunDraCon** is once again pleased to present three demo groups, hosted in the Mount Diablo Room next to Convention Registration. All combat demos will be held outside in the courtyard, weather permitting.

Please note: during the demos, please do NOT enter the courtyard by any doors except those marked as 'safe' entrances. Just because you can see them, does not mean they can see you.

### Saturday

Bartitsu (1 hr) 10:00 AM to 11:00 AM  
Amtgard (1.5 hr) 11:30 AM to 1:00 PM  
Bartitsu (1 hr) 1:30 PM to 2:30 PM  
SCA (1.5 hr) 3:00 PM to 4:30 PM

### Sunday

SCA (1.5 hr) 12:00 PM to 1:30 PM  
Amtgard (1.5 hr) 2:00 PM to 3:30 PM

### Descriptions:

(Neo) Bartitsu is now a mixed martial art that combines Vigny Cane - Savate - Boxing - Wrestling - JiuJitsu that is practiced in the 21st century. Bartitsu started as a short-lived experiment in creating a mixed martial art system, notable because it was the first recorded MMA system to incorporate elements of Asian and European fighting styles. The art was founded in London, England in the year 1899. Guro Badillo, martial arts instructor from the San Francisco Bay Area, brings us his popular Bartitsu demonstration. He has a 3rd degree black belt and has taught singlestick and Victorian cane defense techniques at various events, including Clockwork Alchemy, Gaslight Gathering, SteamCon, CombatCon, and Nova Albion Steampunk Expo.

Amtgard is a not-for-profit, free, non-sectarian group dedicated to the re-creation of medieval and fantasy genres. Amtgard has a vast array of new experiences to offer the interested adventurer, from making clothing appropriate to a certain time period, to wielding a foam padded replica of an ancient weapon on the field of battle. The recreation of medieval and fantasy combat is the core of Amtgard. Amtgard is represented at DunDraCon by the Kingdom of the WestMarch.

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. The SCA "Known World" consists of 19 kingdoms, with over 30,000 members in countries around the world. Members, dressed in clothing of the Middle Ages and Renaissance, attend events which feature tournaments, royal courts, feasts, dancing, educational classes and workshops, and much more. The SCA is represented at DunDraCon by the Kingdom of the West, the founding Kingdom of the SCA, established in 1966.

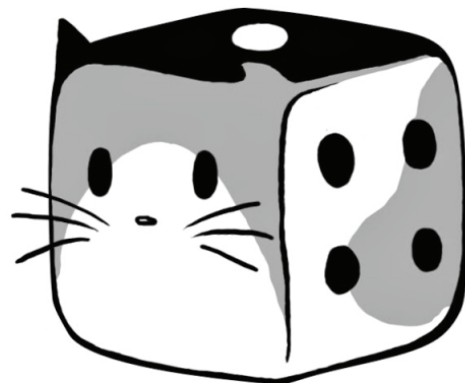
## Special Events

### Photo Booth!

Since everyone enjoyed the Dress-Up Day we did at DunDraCon 36, we thought we'd bring something similar back for this year. On Saturday, from Noon to 2:00 PM, we'll have a "photo booth" set up at Hall Table 9. Stop by in costume or in your gaming clothes and get your picture taken to commemorate your DDC experience. Props are highly encouraged! Some will be available, but feel free to bring your own. Remember, usual rules about weapons and appropriate Con attire apply. Photos will be made available on Facebook to tag or download. See you there!

### Scavenger Hunt!

This year at DunDraCon, get ready to put your powers of perception to use! On Sunday, we'll be running a photo scavenger hunt from 1:00 PM to 3:00 PM. Sign up between 1:00 and 1:15 at table AC1 (in the Salon A-C corridor). You can work solo or in teams (max. of 4 people); just make sure to bring a smartphone with photo capability or a digital camera. Teams will each be given a list of items to find and photograph around the Con. Maybe you'll be asked to snap a picture of Sparky, or pose with a blue D20. The first team to arrive back with all their items completed, or the team with the most complete list at 3:00 PM, will win fame, glory, and fabulous prizes!





## Pathfinder Society Organized Play

### Pleasanton, Danville & San Ramon

At-Con signups are in the San Ramon Room.

### Welcome to

## Pathfinder Society Organized Play!

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.

## Pathfinder Society Scenarios

### Introductory Scenarios

- #0-01: The Silent Tide (T1-2)
- #0-04: The Frozen Fingers of Midnight (T1-2)
- #0-05: Mists of Mwangi (T1-2)
- #0-06: Black Waters (T1-2)
- #0-07: Among the Living (T1-2)
- #0-08: Slave Pits of Absalom (T1-2)
- #0-14: The Many Fortunes of Grand Master Torch (T1-2)
- #0-23: Tide of Morning (T1-2)
- #1-35: Voice in the Void (T1-2)
- #2-11: The Penumbral Accords (T1-2)
- #3-05: Tide of Twilight (T1-2)
- #3-07: Echoes of the Overwatched (T1-2)
- #5-08: The Confirmation (T1-2)

### Low Tier Scenarios

- #3-01: The Frostfur Captives (T1-5)
- #4-01: Rise of the Goblin Guild (T1-5)
- #4-18: The Veteran's Vault (T1-5)
- #4-19: The Night March of Kalkamedes (T1-5)
- #5-01: The Glass River Rescue (T1-5)
- #5-04: The Stolen Heir (T1-5)
- #5-11: Library of the Lion (T1-5)

### Mid Tier Scenarios

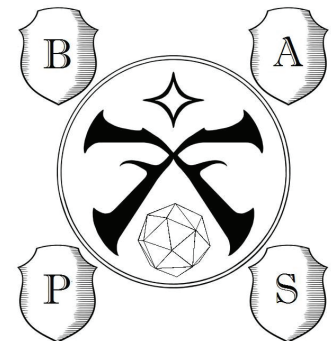
- #4-02: In Wrath's Shadow (T3-7)
- #4-05: The Sanos Abduction (T3-7)
- #4-09: The Blakros Matrimony (T3-7)
- #4-EX: Day of the Demon (T3-7)
- #5-02: The Wardstone Patrol (T3-7)
- #5-06: You Have What You Hold (T3-7)
- #5-09: The Traitor's Lodge (T3-7)
- #4-22: Glories of the Past-Part I: Halls of Dwarven Lore (T5-9)
- #4-24: Glories of the Past-Part II: The Price of Friendship (T5-9)
- #4-25: Glories of the Past-Part III: The Secrets Stones Keep (T5-9)
- #5-03: The Hell Knight's Feast (T5-9)
- #5-07: Port Godless (T5-9)

### High Tier Scenarios

- #4-20: Words of the Ancients (T7-11)
- #4-26: The Waking Rune (T7-11)
- #5-05: The Elven Entanglement (T7-11)
- #5-10: Where Mammoths Dare Not Tread (T7-11)

### Modules

- From Shore to Sea (T5-7)
- No Response from Deepmar (T7-9)
- To be announced
- To be announced



# Kids' Room

## Salon 2

We have many excellent board games for your children or you and your children to enjoy. We have a large number for the younger set, and we 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 here and elsewhere. Some are scheduled into the Kids' Room, and others are placed elsewhere, but we'll have signs to direct you to those.

## Games Lending Library

DunDraCon will again 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 Library. (A game may not be checked out if it is scheduled for use that day.)

## Games in the Kids' Room

### Tokaido

Type of game: Board  
Saturday 10 AM in Salon 2 (Kids' Room) for 2 hours; ends in Session 2  
System: Tokaido; 5 players  
GM: Kristin Vogel  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Tokaido is a family friendly, peaceful zen-like game where players travel to Tokyo along the 'East sea road,' one of the most magnificent roads of Japan.

### King of Tokyo and other board games

Type of game: Board  
Saturday 10 AM in Salon 2 (Kids' Room) for 3 hours; ends in Session 3  
System: King of Tokyo; 6 players  
GM: Darcy Ogle  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Play mutant monsters, gigantic robots, and strange aliens in King of Tokyo! Other games we might play include Castle Panic, Tsuru of the Seas and Diamant.

### Flight to Barksburg

Type of game: Board  
Saturday 11 AM in Salon 2 (Kids' Room) for 2 hours; ends in Session 3  
System: Mice & Mystics (1st); 4 players  
GM: Thomas McVey  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Flee the prison that the Evil Vanestra has imprisoned you in. But your magician has transformed you to mice! What to do? If you like Redwall, you'll love Mice and Mystics.

### Long Shot: Off to the Races!

Type of game: Board  
Saturday Noon in Salon 2 (Kids' Room) for 2 hours; ends in Session 3  
System: Long Shot; 8 players  
GM: Kristin Vogel  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Long Shot is YOUR ticket to the track. In this exciting family-friendly horse racing board game, up to 8 players bet, buy horses, and strategize as the race unfolds.

### Klix: Adventure Town!

Type of game: Miniatures Fantasy  
Saturday 1 PM in Salon 2 (Kids' Room) for 4 hours; ends in Session 3  
System: Clix: Mage Knight Dungeon (1st); 6 players  
Variations: simplified rules  
GM: William Dash  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures provided by GM  
Your quest is over. You're in town 'celebrating' when the Goblins arrive. They want their gold back (and you dead!) Play heroes or goblins. Real treasure. 3D town. Simplified rules.

### Lily's Tail

Type of game: Board  
Saturday 2 PM in Salon 2 (Kids' Room) for 2 hours; ends in Session 3  
System: Mice & Mystics (1st); 4 players  
GM: Thomas McVey  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
After Escaping to Barksburg, the heroes (in mouse form) must rescue the Mayor's daughter, Lily, who has gone missing while on a foraging mission.



### **The Grapes of Rats**

Type of game: Board  
Saturday 4 PM in Salon 2 (Kids' Room) for 2 hours; ends in Session 3  
System: Mice & Mystics (1st); 4 players  
GM: Thomas McVey  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
After the rescue, the mouse heroes must brave the castle and its rat guards to find out the sorceress Vanestra's plans.

### **Defenders of the Realm**

Type of game: Board  
Saturday 6 PM in Salon 2 (Kids' Room) for 2 hours; ends in Session 4  
System: Defenders of the Realm (1st); 4 players  
GM: Thomas McVey  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Defend the capital city from the waves of invading undead, orcs, dragonkin, and demons. A co-op game, like Pandemic, with an epic fantasy twist.

### **The Hobbit: The Defeat of Smaug**

Type of game: Board  
Sunday 10 AM in Salon 2 (Kids' Room) for 2 hours; ends in Session 5  
System: The Hobbit: The Defeat of Smaug; 6 players  
GM: Kristin Vogel  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Get to the Lonely Mountain and reclaim all the treasure that the evil dragon Smaug is hiding—but the treasure is fiercely guarded & must be won in battle!

### **Sentinels of the Multiverse and other board games**

Type of game: Board  
Sunday 10 AM in Salon 2 (Kids' Room) for 3 hours; ends in Session 6  
System: Sentinels of the Multiverse (standard); 6 players  
GM: Darcy Ogle  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Heroes with impressive powers and abilities stand between the world and the forces of evil. Will you help them? This is a cooperative, fixed-deck card game with a comic book flavor. Other games: King of Toyko, Tsuru of



the Seas, Diamant, and Castle Panic.

### **Tales of the Second Emerald Hand**

Type of game: RPG  
Sunday 10 AM in Salon 2 (Kids' Room) for 6 hours; ends in Session 6  
System: Monster Battlers; 8 players  
Variations: modified Monster Slayers; simplified D&D 4.0  
GM: Harold Ogle  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
Kids 7+ welcome in this introduction to heroic RPGs. First scenario takes 90 minutes, after which it will be repeated or, if interested, players can continue in further scenarios.

### **Klix: Adventure Town!**

Type of game: Miniatures Fantasy  
Sunday 1 PM in Salon 2 (Kids' Room) for 4 hours; ends in Session 6  
System: Clix: Mage Knight Dungeon (1st); 6 players  
Variations: simplified rules  
GM: William Dash  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures provided by GM  
Your quest is over. You're in town 'celebrating' when the Goblins arrive. They want their gold back (and you dead!) Play heroes or goblins. Real treasure. 3D town. Simplified rules.

## **Other Kid-Friendly Games:**

### **Drop-in Carabande**

Friday Noon in Salon 1 Table 14,15 for 8 hours; ends in Session 1  
System: Carabande; 99 players  
GM: David Gabriel  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Ladies and Gentlemen! Start your fingers! It's time for the quick and easy to learn game of Carabande! Up to 8 players at one time and games play fast so many people can come and enjoy. Be the first to 'flick' your car around the race track to win!

### **Pog Raven's Grip: Disturbance in the Force**

Friday Noon in 162 for 6 hours; ends in Session P  
System: Star Wars (Saga); 8 players  
Variations: 125+ yrs after RotJ  
Power Level: 5th  
GM: Jon Wilson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
It is a time of great despair in the Galaxy... Under the Sith Empire, worlds are subjugated and weakened. But a group of rogue resisters cracks the bulwark of

oppression...

### **P11 My Little Pony: Friendship is Magic**

Friday Noon in 164 for 6 hours; ends in Session P

System: Homebrew (Toon-like); 6 players

GM: Vylar Kaftan

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Princess Celestia needs your help. The fate of Equestria depends on you and your pony friends! Knowledge of the MLP:FIM show strongly recommended but not required.

### **P42 Touched by the Gods**

Friday 2 PM in Salon 1 Table 2 for 3 hours; ends in Session P

System: Touched by the Gods (1st); 6 players

GM: Magda Heilborn

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

You are a Greek God, and have made a bet with the other gods. The goal: bend one poor hapless soul to your will before the others do!

### **P59 7 Wonders**

Friday 4 PM in Salon 1 Table 18 for 3 hours; ends in Session 1

System: 7 Wonders; 7 players

Variations: Leaders, Cities

GM: James 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.

### **P44 Pokemon Card Dueling**

Friday 5 PM in Salon 1 Table 11 for 4 hours; ends in Session 1

System: Pokemon (Open); 10 players

Variations: casual play

GM: Pat Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

If you're new, or a seasoned Pokemon player looking for competition, come and join my table for the competition you want.

### **106 Yub Yub, Commander**

Friday 6 PM in 160 for 6 hours; ends in Session 1

System: Star Wars (D6 version); 8 players

Power Level: all

GM: Karen Dombek

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Lt. Kettish has been captured! Your help is urgently requested to rescue him. This will be a fun, NON-serious game. Expect jokes, bad puns, and comedy.

### **213 Our Mob: Revenge is best served with ice cream**

Saturday 8 AM in 166 for 8 hours; ends in Session 3

System: Feng Shui; 8 players

Variations: All Scrappy Kid variants

GM: Marc Willner

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Oh, the humiliation. Your arch nemesiseseses have gotten you bad. There is nothing left to do but...REVENGE!!!!

### **Drop-in Demo- Ogre-mania**

Saturday 9 AM in Hall Table 6 for 8 hours; ends in Session 3

System: Ogre (Designer's); 12 players

GM: Men in Black

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Ogre, the classic game of 21st century armored warfare is back. Bigger, better and with constructible Ogres! Join the MIBs for this drop-in event. Newcomers and old hands welcome.

### **Drop-in Demo: Ogre-mania**

Saturday 9 AM in Hall Table 8 for 8 hours; ends in Session 3

System: Ogre (Designer's); 12 players

GM: Men in Black

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Ogre, the classic game of 21st century armored warfare, is back. Bigger, better, and with constructible Ogres!

Join the MIBs for this drop-in event. Newcomers and old hands welcome.

### **259 Caravans of Asia**

Saturday 10 AM in Salon 1 Table 24 for 3 hours; ends in Session 3

System: Caravans of Asia; 6 players

GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Trade and travel in the age of Marco Polo. Players buy



and sell trade goods across Asia, responding to changing market conditions.

### **243 Actionworks**

Saturday 11 AM in Salon 1 Table 14 for 2 hours; ends in Session 3

System: Actionworks; 6 players

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A fast-paced Industrial-Revolution-themed card game. Cards represent different kinds of actions in a factory. Players try to collect cards of their type while changing the available pool.

### **342 Hungry Hungry Hipsters**

Saturday 2 PM in Salon 1 Table 11 for 3 hours; ends in Session 3

System: Hungry Hungry Hipsters (1st); 8 players

GM: Magda Heilborn

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Eat pretentious food! Careful, other hipsters will accuse you of eating food that is...mainstream. Show them up by eating that mainstream food ironically, that'll put a fedora in their yapper!

### **355 Castellan**

Saturday 2 PM in Salon 1 Table 7 for 4 hours; ends in Session 3

System: Castellan; 10 players

GM: Victor Walters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

Work together to build the castle, but be sure to surround the largest courtyards to score more points. With multiple sets we can play two player or multiplayer.

### **391 Chupacabra! Survive the Night!**

Saturday 2 PM in 153 for 4 hours; ends in Session 3

System: Dice Games from SJ Games; 8 players

GM: Andrew Walters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Chupacabra is the new glow-in-the-dark dice game from SJ Games - give it a try, or enter the tournament including Zombie Dice, Dino Hunt Dice, and Cthulhu Dice.

### **454 Space Cadets: Dice Duel**

Saturday 7 PM in Salon 1 Table 17 for 3 hours; ends in Session 4

System: Space Cadets: Dice Duel; 8 players

GM: David Laufle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Team vs. Team, Real-time, Dice-Rolling Game of Starship Combat!—pits two spaceships against one another in quick-paced combat. Man the weapons, raise shields, run down the enemy!

### **541 Nuts!**

Sunday 9 AM in Salon 1 Table 8 for 2 hours; ends in Session 5

System: Nuts!; 6 players

GM: Blaine Story

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Squirrels. They love their nuts. They'd do anything to get their paws on nuts. Get ready to protect your nuts in this fast and furious card game!

### **553 Castle Panic!**

Sunday 9 AM in Salon 1 Table 3 for 3 hours; ends in Session 5

System: Castle Panic (1st); 6 players

GM: Larry Langley

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Can you and your allies keep the horde of monsters at bay? Defend the walls and watch out for giant boulders! A mostly cooperative fast paced game of survival.

### **Drop-in Demo: Ogre-mania**

Sunday 9 AM in Hall Table 6 for 8 hours; ends in Session 6

System: Ogre (Designer's); 12 players

GM: Men in Black

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Ogre, the classic game of 21st-century armored warfare is back. Bigger, better, and with constructible Ogres!

Join the MIBs for this drop-in event. Newcomers and old hands welcome.

### **Drop-in Demo: Ogre-mania**

Sunday 9 AM in Hall Table 8 for 8 hours; ends in Session 6

System: Ogre (Designer's); 12 players

GM: Men in Black

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Ogre, the classic game of 21st-century armored warfare is back. Bigger, better, and with constructible Ogres!

Join the MIBs for this drop-in event. Newcomers and old hands welcome.

### **517 Procession**

Sunday 10 AM in 374 for 8 hours; ends in Session 6  
System: Original Dungeons & Dragons; 8 players  
Variations: 3 vol set & Greyhawk  
Power Level: 4th-8th  
GM: Thomas A. McCloud  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Characters may be provided by GM  
The Christian monks of St. Matthew are holding their procession of holy relics through Meng. Guards wanted. Ambush almost guaranteed. Bring D&D characters if you can, original D&D preferred.

### **560 Clue**

Sunday 10 AM in Salon 1 Table 18 for 4 hours; ends in Session 6  
System: Clue (Vintage); 6 players  
GM: Douglas E. Weed  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Mr. Boddy - apparently the victim of foul play - has been found at his mansion, and every person in his house has motive. Can you identify his killer?

### **542 Actionworks**

Sunday 11 AM in Salon 1 Table 24 for 2 hours; ends in Session 6  
System: Actionworks; 6 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
A fast-paced Industrial-Revolution-themed card game. Cards represent different kinds of actions in a factory. Players try to collect cards of their type while changing the available pool.

### **653 Carson City Strikes GOLD!**

Sunday Noon in Hall Table 1, 3 hours; ends in Session 6  
System: Carson City (2nd); 5 players  
Variations: Guns and Gold  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Carson City is a rootin' tootin' game of cowboys 'n guns - lots o' guns. Help build the town, become an Outlaw, or both. Most Victory Points wins! Wild, Wild, West FUN!

### **657 Caravans of Asia**

Sunday 1 PM in Salon 1 Table 14 for 3 hours; ends in Session 6  
System: Caravans of Asia; 6 players  
GM: Kate Fatula

Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Trade and travel in the age of Marco Polo. Players buy and sell trade goods across Asia, responding to changing market conditions.

### **Teen Sign-up: Monster Island: The Petrified Forest**

Sign up in the teen room anytime before the game  
Sunday 4 PM in 145 (Teen Room) for 6 hours; ends in Session 7  
System: Rune Quest (6th); 6 players  
GM: Nathan Daniel Stout  
Rules Knowledge: Useful  
Game Content: Family  
All characters provided by GM  
Rumours abound of a type of rock which burns hotter than charcoal and enchants the metal forged in it, prompting the smith to offer a reward of 500 silver pieces per sack of stone.

### **Drop-in: The Temple Chase, or How I Learned to Stop Running and Win**

Monday 9 AM in Courtyard for 7 hours; ends in Session 8  
System: MonsterSmash (2013 Claymageddon); 12 players  
Variations: candyland/warhammer/twilight 2000/monstersmash  
GM: Richard Carson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Claymageddon presents: The Temple Chase. Awakened, you find your body is different. The cheering mob adores you. Hey that ziggurat! Capture the highest opening—now charge and win.

### **854 7 Wonders**

Monday Noon in Salon 1 Table 10 for 3 hours; ends in Session 8  
System: 7 Wonders; 7 players  
Variations: Leaders, Cities  
GM: James 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.



# Spotlight Games

Once again, we are happy to highlight some of the unusual offerings amongst our nearly 350 scheduled events.

Have you ever wanted a do-over in D&D? Tony Vargas takes this at least one step beyond with “Lord of the Editions”—play the same scenario three times, over 12 hours, first using First Edition AD&D rules, then D&D 3.5, and finally with D&D 4.0! This is game 217, Saturday 9 AM in Suite 570.

If one GM doing something three times isn’t what you’re looking for, how about three GMs doing something similar in the same room simultaneously? Adam Diran, Joshua Wright and Joe O’Neil present “Mecha vs Kaiju: Fate of the World” in Salon C Monday at 9 AM (Game 816). The fates of Tokyo, Sydney and San Francisco will be decided in this Fate Core game, at three different tables, and there will be interaction between the tables as well.

Another Monday slaughterfest takes place on the Courtyard behind the hotel but this time it’s Ricahrd Carson’s Claymageddon aka “The Temple Chase, or How I Learned to Stop Running and Win” with everything from goblins to giants to My Little Ponies fighting each other and scads of other strange adversaries (watch out for the free-ranging bunnies!) to get to the treasure. This is MonsterSmash writ large, so think oodles of goo, and great for kids of all ages. Just drop in, Monday at 9 AM.

Not at all for kids is “Hell’s Karaoke,” a LARP-like creation that takes place in Lucifer’s Lounge (Salon FG, starting at 11 PM on Friday, or perhaps a bit earlier). Part game, part songfest and all party, this production of the ‘Spontaneous Combustion’ troupe can be expected to go into the wee hours of Saturday. Drop in whenever you can—no need to be there at the start.

Samantha Smith offers a more traditional format for her LARP, “The Reign of Saturn.” Set for Salon A Saturday at 6 PM (Game 433), it is set in post-apocalyptic Las Vegas, which might suddenly have come into possession of the last nuclear bomb anywhere.

Moving from the speculative to the historical, consider Peter Michels’ historical miniatures game “Battle of Ocampo Farm, April, 1863” Sunday in Salon FG at Table 1 at 10 AM (Game 575). This game commemorates the 150<sup>th</sup> anniversary of the Battle of Chancellorsville during the American Civil War, and replicates an early engagement before the main battle.

For card players, Badger McInnes is offering a couple of demonstrations of his soon-to-be Kickstarted “Feed the Shoggoth!” Drop in at Hall Table 1 anytime between 6 PM and 10 PM both Saturday and Sunday evenings.

Finally, where does the 25-pound board game box sit? Well, in this case, it will be on Hall Tables 6 **and** 8 at the same time both Saturday and Sunday from 9 AM to 5 PM, as Steve Jackson’s ‘Men in Black’ demonstrate the newest incarnation of Ogre, “Ogre, Designer’s Edition.” It’s big, it’s mean, and it wants to play. These are drop-in events.

## Mayfair at Night

Randy Kreidt is hosting Mayfair at Night each evening in Salon 2 from 6 PM to midnight as drop-in events. Games include all the popular Catan variants, and other Mayfair games as well:

Catan Histories: The Struggle for Rome  
Starfarers  
Stonefarers  
Cheops  
Alexander the Great  
Two-player Settlers  
Two-player Star-farers  
Anno 1503  
Candamir: The First Settlers  
Settlers of Caanan  
Settlers USA: Rails Over America  
Seafarers  
“Vanilla” Settlers of Catan (Bring your own copy!)  
Plus:  
The Golden Age of the Dutch  
Bacchus Banquet  
Family Business  
Pack and Stack  
Pillars of the Earth

Play any number of variants or Mayfair games for ribbons!

# Teens' Rooms

## Rooms 145 and 147

**Sign up for all teen games in the Teens' Rooms anytime before the game starts. Adults are welcome but teens have priority!**

The Teens' Rooms are a new home base for Teen-related (ages 13-19) gaming fun! The Teens' Rooms are a place to play more advanced games than younger youth, without having to play with adults who might not appreciate teen spirit. The Teens' Rooms are two adjacent RPG rooms, 145 and 147.

We have one scheduled game in each room at all times that we're open, with an extra table for pick up games; AND!! We have some comfy chairs for just hanging out! We also have boxes full of board games and card games available for pick-up play. You are welcome to bring your own game(s) to the room. Play or teach games with like minded and like-aged gamers!

### **Million Qubit Bounty: Crisis on Marathon Free Station**

Type of game: RPG

Saturday 10 AM in 145 for 4 hours; ends in Session 3

System: Savage Worlds (Terracide); 6 players

Power Level: Seasoned

GM: Tom Rafalski

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Who destroyed Earth? The Sons of Earth think the Keepers know; they kidnapped one of their Associates.

The Keepers immediately offered a Million Qubits for the kidnappers, dead or alive...

### **Monster Island: Heads of Anak Krakatau**

Type of game: RPG

Saturday 10 AM in 145 for 8 hours; ends in Session 3

System: Rune Quest (6th); 6 players

GM: Nathan Daniel Stout

Rules Knowledge: Useful

Game Content: Family

All characters provided by GM

The grandson of Olav Jonson approaches the characters seeking their help to discover the mighty stone head of Krakatau.

### **Miracle Max's Mansion**

Type of game: RPG

Saturday 2 PM in 145 for 8 hours; ends in Session 4

System: K.I.S. (1.2); 8 players

Variations: Role playing & puzzle solving (minimal dice rolling)

GM: Kaaren Bock

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.

### **First Pokemon D&D Campaign**

Type of game: RPG

Saturday 4 PM in 145 for 6 hours; ends in Session 4

System: Dungeons & Dragons 3.5; 10 players

Variations: incorporates Pokemon

GM: Pat Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Come and try out the first ever D&D Pokemon Campaign.

If you played either Pokemon or D&D then you might be surprised by this, the blend of both worlds.

### **Oar Else!**

Type of game: Card Demo

Sunday 10 AM in 145 for 3 hours; ends in Session 6

System: Oar Else! (1st); 5 players

GM: Julia Huff

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Stranded in shark-infested waters, race to shore or find the items necessary for an immediate rescue. Oar Else! is a 'cooperative' card game for 3-5 players.

### **Slayer in the Snow**

Type of game: RPG

Sunday 10 AM in 145 for 6 hours; ends in Session 6

System: Buffy the Vampire Slayer; 8 players

Power Level: middling

GM: Rian McMurtry

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Ah, February in the northern Rockies. A school skiing trip. Naturally, now you're snowed in and there's some monster out there. Time to get a work out in the snow...

### **The Castle of the Mad Archmage**

Type of game: RPG

Sunday 10 AM in 145 for 8 hours; ends in Session 6

System: Original Dungeons & Dragons; 8 players

Variations: Adventures Dark & Deep rules

Power Level: 1st

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Get started with old school gaming by exploring the mega-dungeon beneath the Mad Archmage's Castle!

### **Monster Island: The Petrified Forest**

Type of game: RPG  
Sunday 4 PM in 145 for 6 hours; ends in Session 7  
System: Rune Quest (6th); 6 players  
GM: Nathan Daniel Stout  
Rules Knowledge: Useful  
Game Content: Family  
All characters provided by GM  
Rumours abound of a type of rock which burns hotter than charcoal and enchants the metal forged in it, prompting the smith to offer a reward of 500 silver pieces per sack of stone.

### **Mecha vs. Kaiju: Super Sentai Squad GO!!!**

Type of game: RPG  
Sunday 6 PM in 145 for 4 hours; ends in Session 7  
System: Fate Core; 6 players  
Variations: Mecha vs. Kaiju World Book  
GM: Johnathan Wright  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Sentai—super-powered martial-arts teens, defending Japan from the O.G.R.E. ninja clan! But when the evil ninja summon a gargantuan kaiju, they must unite to pilot the mighty Kagutsuchi mecha!!!

## **Other Teen-Friendly Games:**

You can find more detailed descriptions of these games in the sections of this program for each type of game.

### **Drop-in Carabande**

Type: Board  
Friday Noon in Salon 1 Table 14 & 15 for 8 hours; ends in Session 1

### **P09 Raven's Grip: Disturbance in the Force**

Type: RPG  
Friday Noon in 162 for 6 hours; ends in Session P

### **P11 My Little Pony: Friendship is Magic**

Type: RPG  
Friday Noon in 164 for 6 hours; ends in Session P

### **P03 Day of the Runt**

Type: RPG  
Friday Noon in 149 for 6 hours; ends in Session P

### **P07 This is Awesome - A SEAKOG Production**

Type: RPG  
Friday Noon in 160 for 6 hours; ends in Session P

### **P52 Pandemic!**

Type: Board  
Friday 1 PM in Salon 1 Table 24 for 4 hours; ends in Session P

### **P91 Thunderin' Guns**

Type: Other  
Friday 1 PM in Salon FG Table 2 for 4 hours; ends in Session P

### **P42 Touched by the Gods**

Type: Card  
Friday 2 PM in Salon 1 Table 2 for 3 hours; ends in Session P

### **Drop-in Demo Oar Else!**

Type: Card  
Friday 2 PM in Hall Table 1 for 3 hours; ends in Session P

### **P43 The Resistance**

Type: Card  
Friday 5 PM in Salon 1 Table 2 for 3 hours; ends in Session 1

### **106 Yub Yub, Commander**

Type: RPG  
Friday 6 PM in 160 for 6 hours; ends in Session 1

### **155 Diplomacy**

Type: Board  
Friday 6 PM in Salon 1 Table 17 for 6 hours; ends in Session 1

### **Drop-in: Werewolves of Millers Hollow**

Type: Other  
Friday 9 PM in Salon C for 8 hours; ends in Session 1

### **213 Our Mob: Revenge is best served with ice cream**

Type: RPG  
Saturday 8 AM in 166 for 8 hours; ends in Session 3

### **203 There's Only Stuffing Left in My Head**

Type: RPG  
Saturday 8 AM in 151 for 6 hours; ends in Session 3

### **Drop-in Demo: Ogre-mania**

Type: Board  
Saturday 9 AM in Hall Table 6 & Table 8 for 8 hours; ends in Session 3

### **216 Cool Hound Lucifer Or: Familiars Breed Contretemps**

Type: RPG  
Saturday 9 AM in 608 for 8 hours; ends in Session 3

### **241 Dubious Alliance featuring A Band of Orcs**

Type: Card  
Saturday 9 AM in Salon 1 Table 7 for 4 hours; ends in Session 3

**259 Caravans of Asia**

Type: Board

Saturday 10 AM in Salon 1 Table 24 for 3 hours; ends in Session 3

**224 Fallen Out: The Brobot Apocalypse**

Type: RPG

Saturday 10 AM in 381 for 6 hours; ends in Session 3

**232 Kobolds Ate My Baby! the LARP!**

Type: LARP

Saturday 10 AM in Salon A for 6 hours; ends in Session 3

**Drop-in Demo: Oar Else!**

Type: Card

Saturday 10 AM in Hall Table 1 for 3 hours; ends in Session 3

**243 Actionworks**

Type: Card

Saturday 11 AM in Salon 1 Table 14 for 2 hours; ends in Session 3

**242 Dominion**

Type: Card

Saturday 11 AM in Salon 1 Table 4 for 6 hours; ends in Session 3

**342 Hungry Hungry Hipsters**

Type: Card

Saturday 2 PM in Salon 1 Table 11 for 3 hours; ends in Session 3

**355 Castellan**

Type: Board

Saturday 2 PM in Salon 1 Table 7 for 4 hours; ends in Session 3

**391 Chupacabra! Survive the Night!**

Type: Other

Saturday 2 PM in 153 for 4 hours; ends in Session 3

**341 Lunch Money/Pit**

Type: Card

Saturday 2 PM in Salon 1 Table 2 for 3 hours; ends in Session 3

**356 The Golden Wilderness**

Type: Board

Saturday 2 PM in Salon 1 Table 14 for 4 hours; ends in Session 3

**Drop-in Demo: Oar Else!**

Type: Card

Saturday 3 PM in Hall Table 1, 3 hours; ends in Session 3

**314 Star Wars Mega Game VI: Power through the Force**

Type: RPG

Saturday 5 PM in Pacific for 8 hours; ends in Session 4

**Drop-in Demo: Feed the Shoggoth!**

Type: Card

Saturday 6 PM in Hall Table 1 for 4 hours; ends in Session 4

**401 Tales of the Singing Skull: Below Shambala**

Type: RPG

Saturday 6 PM in 143 for 8 hours; ends in Session 4

**410 The Talon of UMBERLEE**

Type: RPG

Saturday 6 PM in 170 for 6 hours; ends in Session 4

**454 Space Cadets: Dice Duel**

Type: Board

Saturday 7 PM in Salon 1 Table 17 for 3 hours; ends in Session 4

**441 Dubious Alliance featuring A Band of Orcs**

Type: Card

Saturday 7 PM in Salon 1 Table 6 for 4 hours; ends in Session 4

**456 ArnoCorps: This Time It's War!**

Type: Board

Saturday 7 PM in Hall Table 6 for 3 hours; ends in Session 4

**510 A Dark and Stormy Night**

Type: RPG

Sunday 8 AM in 163 for 8 hours; ends in Session 6

**541 Nuts!**

Type: Card

Sunday 9 AM in Salon 1 Table 8 for 2 hours; ends in Session 5

**553 Castle Panic!**

Type: Board

Sunday 9 AM in Salon 1 Table 3 for 3 hours; ends in Session 5

**Drop-in Demo: Ogre-mania**

Type: Board

Sunday 9 AM in Hall Table 6 &amp; Table 8 for 8 hours; ends in Session 6

**580 Dragon Quest**

Type: Miniatures Fantasy

Sunday 9 AM in Salon FG Table 5 for 4 hours; ends in Session 6

**517 Procession**

Type: RPG  
Sunday 10 AM in 374 for 8 hours; ends in Session 6

**560 Clue**

Type: Board  
Sunday 10 AM in Salon 1 Table 18 for 4 hours; ends in Session 6

**574 Destroy the Death Star**

Type: Miniatures SciFi  
Sunday 10 AM in Pacific for 6 hours; ends in Session 6

**576 Clash of Spears**

Type: Miniatures SciFi  
Sunday 10 AM in Salon FG Table 2 for 8 hours; ends in Session 6

**542 Actionworks**

Type: Card  
Sunday 11 AM in Salon 1 Table 24 for 2 hours; ends in Session 6

**653 Carson City Strikes GOLD!**

Type: Board  
Sunday Noon in Hall Table 1, 3 hours; ends in Session 6

**657 Caravans of Asia**

Type: Board  
Sunday 1 PM in Salon 1 Table 14 for 3 hours; ends in Session 6

**655 Kings & Things**

Type: Board  
Sunday 1 PM in Salon 1 Table 3 for 4 hours; ends in Session 6

**659 Seafarers of Catan 5-6 Player**

Type: Board  
Sunday 3 PM in Salon 1 Table 9 for 4 hours; ends in Session 7

**661 The Golden Wilderness**

Type: Board  
Sunday 4 PM in Salon 1 Table 24 for 4 hours; ends in Session 7

**Drop-in Demo: Feed the Shoggoth!**

Type: Demo  
Sunday 6 PM in Hall Table 1 for 4 hours; ends in Session 7

**751 Friendly Scrabble Tournament**

Type: Board  
Sunday 6 PM in Pacific for 3 hours; ends in Session 7

**755 ArnoCorps: This Time It's War!**

Type: Board  
Sunday 7 PM in Hall Table 6, 3 hours; ends in Session 7

**809 Where Angels Fear to Tread**

Type: RPG  
Monday 8 AM in 163 for 8 hours; ends in Session 8

**Drop-in: The Temple Chase, or How I Learned to Stop Running and Win**

Type: Other  
Monday 9 AM in Courtyard for 7 hours; ends in Session 8

**817 X-File High: Prom Night of the Living Dread**

Type: RPG  
Monday 10 AM in 374 for 6 hours; ends in Session 8

**822 Valley of the Snails**

Type: RPG  
Monday 10 AM in 379 for 6 hours; ends in Session 8

**842 Hungry Hungry Hipsters**

Type: Card  
Monday 10 AM in Salon 1 Table 2 for 4 hours; ends in Session 8



## Hybrid Games & Other Exotica

### **P91 Thunderin' Guns**

Friday 1 PM in Salon FG Table 2 for 4 hours; ends in Session P  
System: Thunderin' Guns (Supersized); 6 players  
Variations: larger map with minis/minor rules additions  
GM: Felipe Morales  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Take the roles of outlaws, lawmen, or gunfighters; round up a gang or posse and then either rob, apprehend outlaws, or challenge each other to gunfights, based on your profession.

### **Drop-in Werewolves of Millers Hollow**

Friday 9 PM in Salon C for 8 hours; ends in Session 1  
System: Werewolves of Millers Hollow; 22 players  
GM: Steven Gallagher  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All materials provided by GM  
The small town of Miller's Hollow has become infested with werewolves. The townsfolk must take immediate action and eradicate this menace before they are all devoured...

### **391 Chupacabra! Survive the Night!**

Saturday 2 PM in 153 for 4 hours; ends in Session 3  
System: Dice Games from SJ Games; 8 players  
GM: Andrew Walters  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Chupacabra is the new glow-in-the-dark dice game from SJ Games - give it a try, or enter the tournament including Zombie Dice, Dino Hunt Dice, and Cthulhu Dice.

### **491 Quarriors!**

Saturday 6 PM in Salon 1 Table 8 for 3 hours; ends in Session 4  
System: Quarriors! (2nd); 4 players  
Variations: Advanced Capture, Totally Expert Culling  
GM: Frank Madrid  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Players take on the roles of Quarriors - mighty mystical warriors who have the power to capture dangerous quarry from the untamed Wilds!

### **Drop-in: Nighttime is for Werewolves**

Saturday 9 PM in Salon C for 6 hours; ends in Session 4  
System: Werewolves of Millers Hollow; 17 players  
Variations: various scenarios and characters  
GM: James 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!

### **Drop-in: Werewolves of Millers Hollow**

Sunday 9 PM in Salon C for 8 hours; ends in Session 7  
System: Werewolves of Millers Hollow; 22 players  
GM: Steven Gallagher  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All materials provided by GM  
The small town of Millers Hollow has become infested with werewolves. The townsfolk must take immediate action and eradicate this menace before they are all devoured...

### **891 Welcome to the Navy...the Spaaaaace Navy!!!**

Monday 8 AM in 161 for 8 hours; ends in Session 8  
System: Battlestations (1.1); 8 players  
Variations: All currently printed expansions + 1 or 2 homerules. A combination of board game and RP elements.  
Power Level: Level 1-8  
GM: Jonah Johnson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Characters may be provided by GM  
Usually you have to get through 4 years of cadet school before you step foot on the deck of a spaceship. Don't worry these things can fly themselves...

### **Drop-in: The Temple Chase, or How I Learned to Stop Running and Win**

(Note: weather-dependent; may be cancelled if conditions warrant)  
Monday 9 AM in Courtyard, 7 hours; ends in Session 8  
System: MonsterSmash (2013 Claymageddon); 12 players  
Variations: candyland/warhammer/twilight 2000/monstersmash  
GM: Richard Carson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Claymageddon presents: The Temple Chase. Awakened you find your body is different. The cheering mob adores you. Hey that ziggurat! Capture the highest opening--now charge and win.

# Convention-Sponsored Games

## 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 Deadlines 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.

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.

Signing up multiple times for the same game is pointless – if you don't get into it on the first pass, there is no way you can get into it on the third.

You can record which games you submitted for and were accepted into with the DunDraCon Game Planner on the back cover of this book.

## Online Game 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> - use the QR Codes below to go directly to the correct spot!

<insert the three QR codes>

Online games Registration is available for the length of the convention, 24 hours a day - you don't have to leave your game to sign up for another session! Online Games Registration for each session, however, closes at the times listed below. The time you submit your choices does not affect your chances of getting into a game – those attendees that register for a game at the last minute have the same chance as someone who pre-registered on Feb. 1.

## Paper Game Registration

For your convenience, you may submit a paper slip for any session up until the sign-up deadline 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, and the Information Table/Games Reg. area.

The Info Table will accept slips as long as it is open: 8 AM to 10 PM on Friday, Saturday, and Sunday. As such, you may pick up or drop off Game Reg slips and ask any questions you might have during that time. However, each Game Reg session has a closing time, which means any slips for that session dropped off after the closing time will not be entered for that Session. Closing times are posted below and at the Info table.

**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, no game at all, or put someone else into a game they didn't sign up for. !

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 it 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/GamesReg\\_Results.php](http://www.dundracon.com/GamesReg_Results.php) 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, plan ahead and 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 Registration Signups

SESSION	GAME#	SIGN UP DEADLINE	FORM	FIRST START TIMES	POSTING TIMES
P	P00-P99	Online Pre-reg. only	None	Friday Noon	Friday 11:30 AM
1	101-199	FRI 4:30 PM	Salmon	Friday 6:00 PM	Friday 5:30 PM
2	201-299	FRI 8:00 PM	Pink	Saturday 8:00 AM	Friday 9:00 PM
3	301-399	SAT 10:30 AM	Blue	Saturday Noon	Saturday 11:30AM
4	401-499	SAT 4:30 PM	Gold	Saturday 6:00 PM	Saturday 5:30 PM
5	501-599	SAT 8:00 PM	Green	Sunday 8:00 AM	Saturday 9:00 PM
6	601-699	SUN 10:30 AM	Lilac	Sunday Noon	Sunday 11:30 AM
7	701-799	SUN 4:30 PM	Yellow	Sunday 6:00 PM	Sunday 5:30 PM
8	801-899	SUN 4:30 PM	White	Monday 8:00 AM	Sunday 7:30 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.

## 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> under Games Results.

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



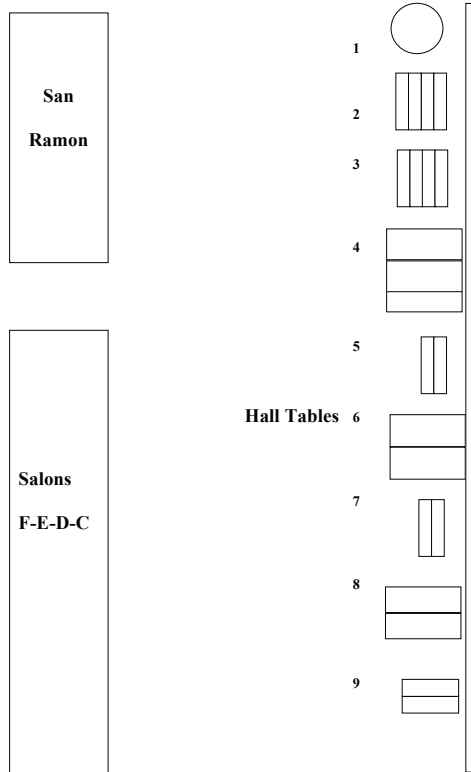
### Games Results



### Games Registration



# Demonstration and Drop-In Games



Demonstration and drop-in games do not use the Games Reg system—just drop in and see if there is room. There will be nine Hall Tables in the Ballroom Lobby, numbered 1 through 9, while other games will be located in Salon 1 and Salon FG.

## FRIDAY

### Carabande

Type of game: Board  
 Friday Noon in Salon 1 Table 14 & 15 for 8 hours; ends in Session 1  
 System: Carabande; 99 players  
 GM: David Gabriel  
 Rules Knowledge: Beginners Welcome  
 Game Content: Family  
 All materials provided by GM  
 Ladies and Gentlemen! Start your fingers! It's time for the quick and easy to learn game of Carabande! Up to 8 players at one time and games play fast, so many people can come and enjoy. Be the first to 'flick' your car around the race track to win!

### Demo: Oar Else!

Type of game: Card  
 Friday 2 PM in Hall Table 1 for 3 hours; ends in Session P  
 System: Oar Else! (1st); 5 players  
 GM: Julia Huff  
 Rules Knowledge: Beginners Welcome  
 Game Content: Family  
 All materials provided by GM  
 Stranded in shark-infested waters, race to shore or find the items necessary for an immediate rescue. Oar Else! is a 'cooperative' card game for 3-5 players.

### Innovation

Type of game: Card  
 Friday 6 PM in Salon 2 for 2 hours; ends in Session 1  
 System: Innovation; 4 players  
 GM: Randy Kreidt  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 All materials provided by GM  
 Inventions and Innovations through the ages.

### Cold War

Type of game: Board  
 Friday 8 PM in Salon 2 for 3 hours; ends in Session 1  
 System: Cold War; 4 players  
 GM: Randy Kreidt  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 All materials provided by GM  
 The early card driven Twilight Struggle: USA, USSR, China, Europe

### Werewolves of Millers Hollow

Type of game: Other  
 Friday 9 PM in Salon C for 8 hours; ends in Session 1  
 System: Werewolves of Millers Hollow; 22 players  
 GM: Steven Gallagher  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mature Themes  
 All materials provided by GM  
 The small town of Millers Hollow has become infested with werewolves. The townsfolk must take immediate action and eradicate this menace before they are all devoured...

### Hell's Karaoke

Type of game: LARP  
 Friday 11 PM in Salon FG for 6 hours; ends in Session 1  
 System: Homebrew; 40 players  
 GM: Erik T. Dahl  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mature Themes  
 It's Karaoke Night in Hell, and the Damned gather in hopes of winning their freedom from The Immortal Judges. Walk-ins welcome throughout the scheduled time, no LARP participation required.

## SATURDAY

### **Demo: Ogre-mania**

Type of game: Board  
Saturday 9 AM in Hall Table 6 & Table 8 for 8 hours; ends in Session 3  
System: Ogre (Designer's); 24 players  
GM: Men in Black  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Ogre, the classic game of 21st century armored warfare is back. Bigger, better and with constructible Ogres! Join the MIBs for this drop-in event. Newcomers and old hands welcome.

### **Demo: Oar Else!**

Type of game: Card  
Saturday 10 AM in Hall Table 1 for 3 hours; ends in Session 3  
System: Oar Else! (1st); 5 players  
GM: Julia Huff  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Stranded in shark-infested waters, race to shore or find the items necessary for an immediate rescue. Oar Else! is a 'cooperative' card game for 3-5 players.

### **Tis War; Double The Grog Tub!!**

Type of game: Historical Miniatures  
Saturday 11 AM in Hall Table 5 for 4 hours; ends in Session 3  
System: Sails of Glory (Napoleonic Wars); 8 players  
GM: Mike Eckert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
The fate of a continent is determined by the epic engagements of the British Royal Navy against France and her allies, culminating in the Battle of the Nile and Trafalgar.

### **Demo: Oar Else!**

Type of game: Card  
Saturday 3 PM in Hall Table 1, 3 hours; ends in Session 3  
System: Oar Else! (1st); 5 players  
GM: Julia Huff  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Stranded in shark-infested waters, race to shore or find the items necessary for an immediate rescue. Oar Else! is a 'cooperative' card game for 3-5 players.

### **Innovation**

Type of game: Card  
Saturday 6 PM in Salon 2 for 2 hours; ends in Session 4  
System: Innovation; 4 players

GM: Randy Kreidt  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Inventions and Innovations through the ages.

### **Demo: Feed the Shoggoth!**

Type of game: Card  
Saturday 6 PM in Hall Table 1 for 4 hours; ends in Session 4  
System: Feed the Shoggoth! (Demo); 6 players  
GM: Badger McInnes  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Be the first Cult Leader to sacrifice enough of your Minions to feed the hungry Shoggoth before your opponents do...or get the Shoggoth to eat them!

### **Parthenon: Rise of the Aegean**

Type of game: Board  
Saturday 8 PM in Salon 2 for 3 hours; ends in Session 4  
System: Parthenon: Rise of the Aegean; 6 players  
GM: Randy Kreidt  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Build the Parthenon and a Wonder of the World!

### **Nighttime is for Werewolves**

Type of game: Other  
Saturday 9 PM in Salon C for 6 hours; ends in Session 4  
System: Werewolves of Miller's Hollow; 17 players  
Variations: various scenarios and characters  
GM: James 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!

### **Saturday Night Fever**

Sign up in 145 anytime before the game  
Type of game: RPG  
Saturday 10 PM in 145 for 4 hours; ends in Session 4  
System: Cyberpunk; 8 players  
Variations: some house rules  
GM: Becky Thomas  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
It's Saturday night in Night City and Trauma Team is always busy. Tonight looks no different. First call: corporate biomonitor alert at CLUB NO NAME. What could possibly go wrong?

## SUNDAY

### **Demo: Ogre-mania**

Type of game: Board  
Sunday 9 AM in Hall Tables 6 & 8 for 8 hours; ends in Session 6  
System: Ogre (Designer's); 24 players  
GM: Men in Black  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Ogre, the classic game of 21st century armored warfare is back. Bigger, better and with constructible Ogres! Join the MIBs for this drop-in event. Newcomers and old hands welcome.

### **Innovation**

Type of game: Card  
Sunday 6 PM in Salon 2 for 2 hours; ends in Session 7  
System: Innovation; 4 players  
GM: Randy Kreidt  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Inventions and Innovations through the ages.

### **Demo: Feed the Shoggoth!**

Type of game: Card  
Sunday 6 PM in Hall Table 1 for 4 hours; ends in Session 7  
System: Feed the Shoggoth! (Demo); 6 players  
GM: Badger McInnes  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Be the first Cult Leader to sacrifice enough of your Minions to feed the hungry Shoggoth before your opponents do...or get the Shoggoth to eat them!

### **Manifest Destiny**

Type of game: Board  
Sunday 8 PM in Salon 2 for 3 hours; ends in Session 7  
System: Manifest Destiny; 5 players  
GM: Randy Kreidt  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
The age of renaissance in America!

### **Werewolves of Millers Hollow**

Type of game: Other  
Sunday 9 PM in Salon C for 8 hours; ends in Session 7  
System: Werewolves of Millers Hollow; 22 players  
GM: Steven Gallagher  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All materials provided by GM  
The small town of Millers Hollow has become infested with werewolves. The townsfolk must take immediate action and eradicate this menace before they are all devoured....

### **Looking for Ms. Goodbar**

Sign up in 145 anytime before the game  
Type of game: RPG  
Sunday 10 PM in 145 for 4 hours; ends in Session 7  
System: Cyberpunk; 8 players  
Variations: some house rules  
GM: Steve Kani  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The sequel to 'Saturday Night Fever'. Let's just say the job isn't done. You're a new team. Can you uncover the source of the problem? An accident? Corporate sabotage? ... sheer stupidity?

## MONDAY

### **The Temple Chase, or How I Learned to Stop Runng and Win**

Type of game: Other  
Monday 9 AM in Courtyard for 7 hours; ends in Session 8  
System: MonsterSmash (2013 Claymageddon); 12 players  
Variations: Candyland/Warhammer/Twilight 2000/Monstersmash  
GM: Richard Carson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Claymageddon presents: The Temple Chase. Awakened you find your body is different. The cheering mob adores you. Hey that ziggurat! Capture the highest opening--now charge and win.

### **Twilight Struggle**

Type of game: Board  
Monday 10 AM in Salon 2 for 3 hours; ends in Session 8  
System: Twilight Struggle; 4 players  
GM: Randy Kreidt  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
#1 game on BoardgameGeek--USA v USSR--kinda hardcore



# 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 improvisational acting, where often you are given a character and told to “be them.” How you do that is entirely up to you.

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

- No one may be turned away from any LARP based solely on age.
- All LARPs use the Games Registration system (unless otherwise noted) and may be signed up for online or at the Games Reg table.
- Each LARP that exceeds maximum capacity will be given an official overflow list, which will randomly sequence 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

### Session 1      FRIDAY

#### **131 Of Masks and Madness**

Friday 6 PM in 508 for 6 hours; ends in Session 1

System: L.A.R.P.S.; 20 players

Genre: Political Fantasy

Costume: Fantasy/Ren Faire

Troupe: Dreams of Deirdre

Rules Knowledge: Useful

Game Content: Mature Themes

Libations and sensuous pleasures abound at tonight's masquerade party: no Houses and no rules. But things in Westeros are often never as they seem...A Game of Thrones LARP.

#### **132 A Dish Best Served Cold**

Friday 7 PM in Salon AB for 8 hours; ends in Session 1

System: L5R LARP; 30 players

Genre: Eastern fantasy/intrigue

Troupe: Blue Lotus Productions

Rules Knowledge: Useful

Game Content: Mainstream

From the South comes Vengeance out of the Shadowlands. What ominous presence moves on the empire? Everyone will soon find out...

#### **133 Lost in the Eyes of Arachnae**

Friday 7 PM in 378,379,381 for 8 hours; ends in Session 1

System: Homebrew (Freestyle); 30 players

Genre: Fantasy/Faery Courts

Troupe: Monolith Productions

Rules Knowledge: Useful

Game Content: Mainstream

The Seelie and Unseelie courts are in duress as someone has designs on the Eyes of Arachnae. Could it be the humans? Seelie, Unseelie and Human characters available.

## Drop-in Hell's Karaoke

Friday 11 PM in Salon FG, 6 hours; ends in Session 1  
System: Homebrew; 40 players  
Genre: Historical Fantasy/Modern  
Costume: Historical Fantasy/Modern  
Troupe: Spontaneous Combustion!  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
It's Karaoke Night in Hell, and the Damned gather in hopes of winning their freedom from The Immortal Judges. Walk-ins welcome throughout the scheduled time, no LARP participation required.

## Session 2 SATURDAY

### 231 The Final Negotiation

Saturday 10 AM in 508, 6 hours; ends in Session 3  
System: GM Fiat; 17 players  
Genre: Science Fiction  
Costume: Near future or trippy outfits  
Troupe: The Ace of Geeks  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
After years of fighting, the nations of Earth have agreed to set aside their differences. The leaders of each nation will meet to decide how to move forward, as one world.

### 232 Kobolds Ate My Baby! the LARP!

Saturday 10 AM in Salon A for 6 hours; ends in Session 3  
System: Intersections; 25 players  
Genre: Fantasy  
Costume: Grungy, goblinoid, rags  
Troupe: Deidre's Nightmares  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
King Torg (ALL HAIL KING TORG!) has decided to throw a party. Now that the babies have been delivered, what happens next?

### 233 Welcome to King's Crossing

Saturday 10 AM in Salon B, 6 hours; ends Session 3  
System: GM Fiat; 20 players  
Genre: Surreal modern horror  
Costume: Small town America circa 2001  
Troupe: Shiny Thing Games  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Mysterious lights over the fields, tanks rolling down main street, men in bio-hazard suits, and mandatory vaccination. Who are the enemy? What is true? Previously run at Kublacon 2008.

## Session 4

### 431 The Last Will and Testament of Sebastian Harrington

Saturday 6 PM in 508 for 6 hours; ends in Session 4  
System: GM Fiat; 18 players  
Costume: 1930s  
GM: Joe Parzanese  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Dear Madame or Gentleman, You are cordially invited to the reading of the late Sebastian Harrington's will. Arrive at the manor by 8pm. Respectfully, The Law Offices of August and Howards

### 432 A Night Out on Daedra'Kema

Saturday 6 PM in Salon B for 8 hours; ends in Session 4  
System: GM Fiat, Modified; 20 players  
Genre: Urban Fantasy  
Costume: Modern  
Troupe: Gamer Geekus  
Rules Knowledge: Useful  
Game Content: Mature Themes  
In the night spirits roam free. Seedy's bar is home to the city's friendliest vampire and a rumored hoard of treasure. Stay a while or venture out, if you dare.

### 433 The Reign of Saturn

Saturday 6 PM in Salon A for 6 hours; ends in Session 4  
System: Homebrew; 20 players  
Genre: NuclearPunk/Post Apocalyptic  
Costume: Futuristic, nuclearpunk, post apocalyptic, mixed-era formal/business, urban primitive (Mad Max, Six-String Samurai, Hunger Games)  
GM: Samantha Smith  
Rules Knowledge: Useful  
Game Content: Mature Themes  
A nuclear silo has been discovered under the Freecity of Vegas. The new nations of North America will determine what will be done with the bomb. A post-apocalyptic game of politics.



## Session 5      SUNDAY

### 531 Today is a Good Day to...PARTAY!

Sunday 10 AM in 508 for 6 hours; ends in Session 6

System: GM Fiat; 18 players

Genre: Star Trek

Costume: Star Trek Costumes & Hawaiian Shirts

Troupe: Gamer Geekus

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Stressed out by the Borg? Risa is for you! Come and relax at the newest Retreat the Calming Continuance for relaxation. All races and cultures are welcome!

### 532 The Grimm Moon - A Praxian Tale

Sunday 11 AM in Salon AB for 6 hours; ends in Session 6

System: L.A.R.P.S.; 31 players

Variations: some GM fiat

Genre: RuneQuest Fantasy

Costume: Ancient Rome/Fantasy garb

Troupe: Team Volaré Productions

Rules Knowledge: Useful

Game Content: Mature Themes

Duke Raus is hosting a celebration for his daughter's engagement. Both Lunar settlers and native Beast Riders are invited. Cults will clash in Prax tonight. A Glorantha RuneQuest LARP.

## Session 7

### 731 Mournful Their Mood

Sunday 6 PM in 508 for 6 hours; ends in Session 7

System: Homebrew; 25 players

Genre: Political Fantasy

Costume: Dark Ages

Troupe: Sinking Ship Productions

Rules Knowledge: Useful

Game Content: Mature Themes

Decades before the Moorstepper, before the Hunt of Antumn and the seal of the dragon, there were two dozen heroes who would become legend. A prequel to the original Lloeyr trilogy.

### 732 Shades of the Necropolis Part I: All Hail the Republic

Sunday 7 PM in Salon AB for 8 hours; ends in Session 7

System: New World of Darkness: Requiem for Rome; 40 players

Variations: Card-based tabletop rules conversion  
Genre: horror

Costume: Ancient Rome, togas, tunics, Roman armor.

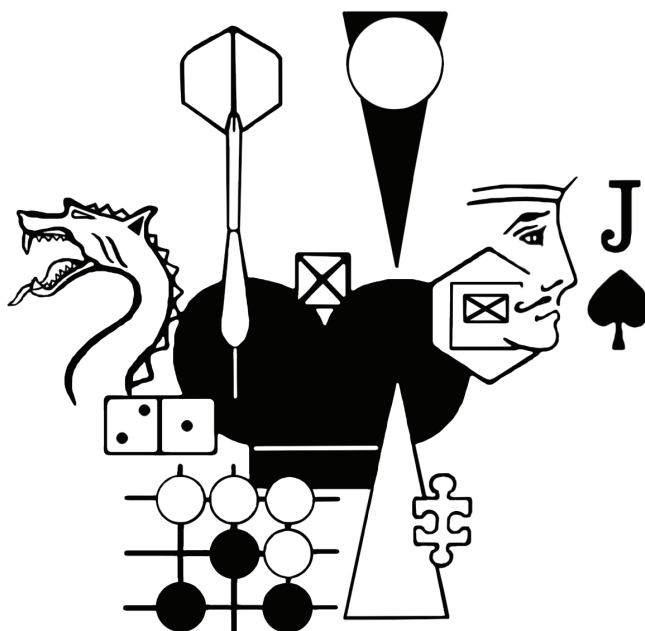
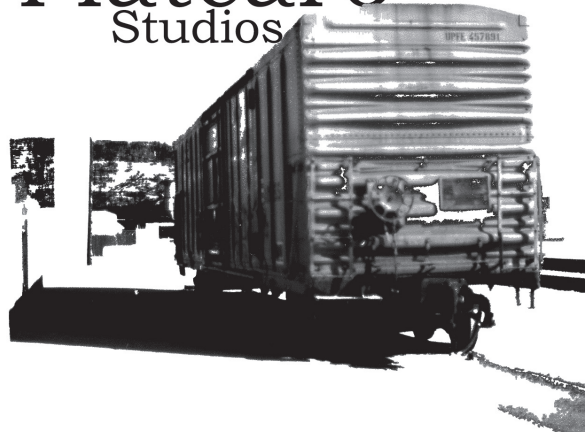
Troupe: Bedlam's Requiem

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

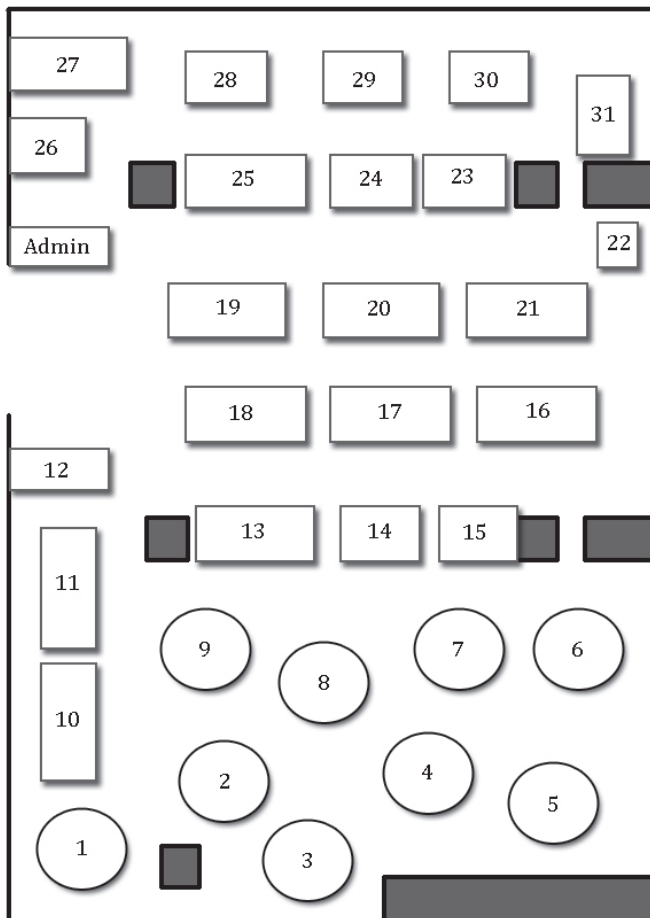
The Senex is in turmoil: low- born vampires are demanding rights as full Roman citizens. A conclave has been called to shape the Camarilla's future.

# Flatcar6 Studios



# Board Games

## Salon 1



Salon 1

### Session P FRIDAY

#### Drop-in Carabande

Friday Noon in Salon 1 Table 14 & 15 for 8 hours; ends in Session 1

System: Carabande; 99 players

GM: David Gabriel

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Ladies and Gentlemen! Start your fingers! It's time for the quick and easy to learn game of Carabande! Up to 8 players at one time and games play fast so many people can come and enjoy. Be the first to 'flick' your car around the race track to win!

#### P51 Dead Lands

Friday Noon in Salon FG Table 4 for 6 hours; ends in Session P

System: Star Wars Miniatures; 8 players

Variations: non-grid

GM: Heath Hamm

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

The rebels have discovered a Sith temple; now is the time to strike!

#### P52 Pandemic!

Friday 1 PM in Salon 1 Table 24 for 4 hours; ends in Session P

System: Pandemic! (1st); 4 players

GM: Nina Salvador

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Work with your fellow Center for Disease Control Scientist to contain the outbreak of disease across the globe. Can you discover cures before plagues wipe out humanity?

#### P53 Cthulhu Wars, a Sandy Petersen Game

Friday 1 PM in Salon FG Table 1 for 8 hours; ends in Session 1

System: Cthulhu Wars (1st); 6 players

GM: Sean C. Laney

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Cthulhu Wars is a strategy/horror board game from Lovecraft's classic Cthulhu Mythos. The game designer, Sandy Petersen, was principal author of Chaosium's game Call of Cthulhu.

#### P54 Red Dragon Inn

Friday 2 PM in Salon 1 Table 1 for 3 hours; ends in Session P

System: Red Dragon Inn (1st, 2nd, 3rd); 12 players

GM: Berta Gannon

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You and your companions have spent all day killing monsters and taking their stuff! Now it's time to party and gamble away all your new loot!

#### P55 Duel of Ages II

Friday 2 PM in Salon 1 Table 8 for 4 hours; ends in Session P

System: Duel of Ages II (2nd); 6 players

GM: Gregory Wong

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

This is a new version of Duel of Ages. Two teams control heroic characters from four eras: ancient, colonial, modern, and future, equipped with items from different eras. Face challenges; fight enemies.

### **P56 Cosmic Encounters (Basic)**

Friday 2 PM in Salon 1 Table 9 for 3 hours; ends in Session P

System: Cosmic Encounters (FFG); 6 players

Variations: just the 'green alert' aliens only

GM: Jefferson Krogh

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Aliens battle for control of the universe! Will you attack, negotiate, take allies, go it alone, or break the rules because you're an alien? Basics only for ease of learning.

### **P57 Game of Thrones: The Board Game**

Friday 3 PM in Salon 1 Table 13 for 6 hours; ends in Session 1

System: Game of Thrones: The Board Game (2nd); 5 players

GM: Jeff Benefiel

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Combines the futility of Vietnam, the brutality of the War of the Roses, and the politics of the Cold War in a medieval fantasy from the books by George R.R. Martin.

### **P58 Descent: Journey into Darkness**

Friday 4 PM in Salon 1 Table 3 for 8 hours; ends in Session 1

System: Descent: Journey into Darkness (2nd); 6 players

GM: Timothy Neighbors

Rules Knowledge: Expected

Game Content: Very Complex

All materials provided by GM

Come smack some goblins, among other things! The only dungeon crawl worth doing is the long crawl.

### **P59 7 Wonders**

Friday 4 PM in Salon 1 Table 18 for 3 hours; ends in Session 1

System: 7 Wonders; 7 players

Variations: Leaders, Cities

GM: James 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**

### **151 Battlestar Galactica The Boardgame - Daybreak**

Friday 6 PM in Salon 1 Table 1 for 6 hours; ends in Session 1

System: Battlestar Galactica The Boardgame; 6 players

GM: Craig Rose

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Daybreak features new characters, crises, and the mutineer loyalty card. Will the humans finally reach Earth, or will the Cylons and their hidden allies see the destruction of humanity?

### **153 Arkham Horror**

Friday 6 PM in Salon 1 Table 9 for 6 hours; ends in Session 1

System: Arkham Horror; 6 players

Variations: many house rules

GM: Jim Kiefer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Once again the world is in jeopardy from cyclopean aliens with tentacles. Will you step up to be among the first to be devoured?

### **154 Power Grid**

Friday 6 PM in Salon 1 Table 10 for 4 hours; ends in Session 1

System: Power Grid; 5 players

Variations: TBD

GM: Patrick Riley

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Build the biggest, most efficient power network through money and resource management, market manipulation, and shrewd positioning. Various maps and expansions are available, to be decided at game time.

### **155 Diplomacy**

Friday 6 PM in Salon 1 Table 17 for 6 hours; ends in Session 1

System: Diplomacy (Avalon Hill); 6 players

GM: Zachary C. Morgan

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Build alliances and then break them as we battle for control of 1901 Europe as one of the 7 major powers. Similar to Risk but with no dice.

### **Drop-in: Cold War**

Friday 8 PM in Salon 2 for 3 hours; ends in Session 1

System: Cold War; 4 players

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The early card-driven Twilight Struggle: USA, USSR, China, Europe

## Session 2 SATURDAY

### 251 St. Petersburg: Beginners Welcome

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

System: St. Petersburg; 5 players

Variations: expansion used

GM: Tim Martin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come play/learn one of the best economic games ever!

Two games will be played. If you have a copy, bring it and we'll have multiple games going.

### 252 8-Player Catan

Saturday 9 AM in Salon 1 Table 2 for 4 hours; ends in Session 3

System: Settlers of Catan; 8 players

Variations: home brew

GM: Simon Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Everyone loves Catan and what could be better than to pit your awesome Catan skills against 7 other equally awesome players. There are some subtle tweaks for smoother play.

### 253 Arkham Horror

Saturday 9 AM in Salon 1 Table 3 for 6 hours; ends in Session 3

System: Arkham Horror; 6 players

Variations: many house rules

GM: Jim Kiefer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Once again the world is in jeopardy from cyclopean aliens with tentacles. Will you step up to be among the first to be devoured?

### 254 Twilight Imperium with Expansions

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

System: Twilight Imperium (3rd); 6 players

Variations: Shattered Empire & Shards of the Throne

GM: Clay Tevebaugh

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Twilight Imperium and expansions have added new races, new units, and many new options to create an even more incredible power struggle in the far reaches of the galaxy.

### 256 Empire of the Petal Throne Boardgame

Saturday 9 AM in Salon FG Table 2, 4 hours; ends in Session 3

System: Empire of the Petal Throne Boardgame; 6 players

GM: Felipe Morales

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

All materials provided by GM

The game simulates the legendary world of Prof. M.A.R. Barker, Tekumel, albeit in a board game format.

### 257 Eclipse - New Dawn for the Galaxy and Rise of the Ancients

Saturday 10 AM in Salon 1 Table 8 for 6 hours; ends in Session 3

System: Eclipse (2nd); 6 players

GM: Frank Madrid

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Control a vast interstellar civilization, competing for success with its rivals. The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory!

### 258 Talisman

Saturday 10 AM in Salon 1 Table 18 for 6 hours; ends in Session 3

System: Talisman (Revised 4th); 8 players

Variations: Playing with most expansions

GM: Justin Marriott

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The Classic board game of fantasy adventure returns! Do you have what it take brave the Plane of Peril and claim the Crown of Command for yourself?

### 259 Caravans of Asia

Saturday 10 AM in Salon 1 Table 24 for 3 hours; ends in Session 3

System: Caravans of Asia; 6 players

GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Trade and travel in the age of Marco Polo. Players buy and sell trade goods across Asia, responding to changing market conditions.

### 260 Game of Thrones: The Board Game

Saturday 11 AM in Salon 1 Table 13 for 6 hours; ends in Session 3

System: Game of Thrones: The Board Game (2nd); 5 players

GM: Jeff Benefiel

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Combines the futility of Vietnam, the brutality of the War of the Roses and politics of the Cold War in a medieval fantasy from the books by George R.R. Martin.

## Session 3

### 351 Bootleggers--The Mob War

Saturday Noon in Salon 1 Table 17 for 4 hours; ends in Session 3

System: Bootleggers; 6 players

GM: James Fitch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

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!

### 352 Corporate America

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

System: Corporate America (1st); 6 players

GM: Teale Fristoe

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Corporate America is a political satire, negotiation based strategy game with lots of interaction and laughs. Come play with the designer! Each game ~90 minutes.

### 353 Agricola: 17th Century Farming

Saturday 2 PM in Salon 1 Table 1 for 4 hours; ends in Session 3

System: Agricola; 5 players

Variations: Easy Deck

GM: David Leopold

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In this worker-placement game, develop your plot of land into a diverse farm with plentiful crops and healthy livestock. Will your family prosper, or be forced to beg for food!?

### 354 Tzolkin

Saturday 2 PM in Salon 1 Table 6 for 4 hours; ends in Session 3

System: Tzolkin (1st); 4 players

GM: TJ Wallace

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Come play one of the best euro games of last year:

Tzolkin the Mayan calendar.

### 355 Castellan

Saturday 2 PM in Salon 1 Table 7 for 4 hours; ends in Session 3

System: Castellan; 10 players

GM: Victor Walters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

Work together to build the castle, but be sure to surround the largest courtyards to score more points. With multiple sets we can play two player or multiplayer.

### 356 The Golden Wilderness

Saturday 2 PM in Salon 1 Table 14 for 4 hours; ends in Session 3

System: The Golden Wilderness; 5 players

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A game of early California, from the Spanish explorers to the Gold Rush. Explore and settle California, developing local industries.

### 357 Arkham Horror

Saturday 3 PM in Salon 1 Table 3 for 6 hours; ends in Session 4

System: Arkham Horror; 6 players

Variations: many house rules

GM: Jim Kiefer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Once again the world is in jeopardy from cyclopean aliens with tentacles. Will you step up to be among the first to be devoured?

### 358 The Walking Dead

Saturday 4 PM in Salon 1 Table 10 for 4 hours; ends in Session 4

System: The Walking Dead (1st); 6 players

Variations: semi-cooperative

GM: Marc Martin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Enter the world of Robert Kirkman's *The Walking Dead*.

Take control of one of six characters from the comics.

### 359 B-17: The Big Week

Saturday 5 PM in Salon 1 Tables 23,24,28,29,30,31 for 8 hours; ends in Session 4

System: B-17: Queen of the Skies; 24 players

Variations: Multi-player Squadron 'team' rules

GM: Ron Plunk

Rules Knowledge: Useful

Game Content: Mainstream

Materials may be 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.

## Session 4

### 451 Eldritch Horror

Saturday 7 PM in Salon 1 Table 1 for 4 hours; ends in Session 4

System: Eldritch Horror; 6 players

GM: William Rawls

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

All materials provided by GM

Come save the world from the minions of Cthulhu in a race against time and around the planet. Eldritch Horror is the latest in a strong series of horror games.

### 452 Mansions of Madness

Saturday 7 PM in Salon 1 Table 4 for 6 hours; ends in Session 4

System: Mansions of Madness; 4 players

Variations: Call of the wild, Forbidden Alchemy

GM: Greg Reynolds

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Welcome to Arkham—a place where Cthonians brood and drive people insane. Find out the mystery before you yourself are lost.

### 453 Switch City / Prison Break

Saturday 7 PM in Salon 1 Table 7 for 6 hours; ends in Session 4

System: Zombicide; 12 players

Variations: Zombicide/Toxic City Mall/Prison Outbreak

GM: Chad Martens

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All materials provided by GM

Play in a 3 round campaign and avoid being lunch!

### 454 Space Cadets: Dice Duel

Saturday 7 PM in Salon 1 Table 17 for 3 hours; ends in Session 4

System: Space Cadets: Dice Duel; 8 players

GM: David Laufle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Team vs. Team, Real-time, Dice-Rolling Game of Starship Combat pits two spaceships against one another in quick-paced combat. Man the weapons, raise shields, run down the enemy!

### 455 Lords of Waterdeep

Saturday 7 PM in Salon 1 Table 2 for 3 hours; ends in Session 4

System: Lords of Waterdeep (1st); 5 players

GM: Alan Marttini

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

The players are powerful lords vying for control of Waterdeep, the City of Splendors. Its treasures and resources are ripe for the taking.

### 456 ArnoCorps: This Time It's War!

Saturday 7 PM in Hall Table 6 for 3 hours; ends in Session 4

System: Aliens: TTIW! (1st); 6 players

Variations: Board game based on Aliens: TTIW board game

GM: Gene Lancaster

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

ArnoCorps (pronounced ArnoCore) are back! Battle

Aliens and rescue colonists as part of the ArnoCorps

Rescue Team. So bring your Pulse Rifle and your Austrian Accent! Exactly.

### Drop-in: Parthenon: Rise of the Aegean

Saturday 8 PM in Salon 2 for 3 hours; ends in Session 4

System: Parthenon: Rise of the Aegean; 6 players

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Build the Parthenon and a Wonder of the World!

### 457 Capellan Raid!

Saturday 9 PM in Salon 1 Table 2 for 6 hours; ends in Session 4

System: Battletech; 4 players

Variations: Total Warfare

GM: Stuart Yee

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

It is the year 3013 and the robot-like Battlemechs are the kings of the battlefield. Capellan battlemechs have invaded Federated Suns territory during the third Succession War.

## Session 5

## SUNDAY

### 551 St. Petersburg: Beginners Welcome

Sunday 8 AM in Salon 1 Table 11 for 4 hours; ends in Session 5

System: St. Petersburg; 5 players

Variations: expansion used

GM: Tim Martin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come play/learn one of the best economic games ever!

Two games will be played. If you have a copy, bring it and we'll have multiple games going.

### **552 Shards of The Empire**

Sunday 9 AM in Salon 1 Table 1 for 8 hours; ends in Session 6

System: Twilight Imperium (3rd); 6 players

GM: Andrew Jackson Davis

Rules Knowledge: Expected

Game Content: Very Complex

All materials provided by GM

Dominate the former Lazax Empire through diplomacy, logistics, cleverness, and combat tactics? Join us for this epic tournament style 4X event. Prizes will be awarded to the top winners.

### **553 Castle Panic!**

Sunday 9 AM in Salon 1 Table 3 for 3 hours; ends in Session 5

System: Castle Panic (1st); 6 players

GM: Larry Langley

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Can you and your allies keep the horde of monsters at bay? Defend the walls and watch out for giant boulders! A mostly cooperative fast paced game of survival.

### **554 Nation State**

Sunday 9 AM in Salon 1 Table 10 for 4 hours; ends in Session 6

System: Nation State (Alpha-Test); 5 players

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, self-serving political correctness. Remember, if your nation state is successful, you don't have to apologize to anyone.

### **555 Global 1940**

Sunday 9 AM in 171 for 12 hours; ends in Session 7

System: Axis & Allies (2nd); 9 players

Variations: a few custom modifications

GM: David Hill

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Harris' global version of Axia & Allies which expanded the maps and unit types and modified many rules, like allowing fighters to scramble.

### **556 Lords of Waterdeep**

Sunday 10 AM in Salon 1 Table 4 for 3 hours; ends in Session 6

System: Lords of Waterdeep; 5 players

GM: Thomas Crawford

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Play power-broker in the greatest city in the Forgotten Realms. Deploy your agents to solve quests, impede the progress of other lords, and gain influence, fame, and fortune.

### **557 Fortune & Glory with Rise of the Crimson Hand**

Sunday 10 AM in Salon 1 Table 7 for 6 hours; ends in Session 6

System: Fortune & Glory—The Cliffhanger Game (1st); 6 players

Variations: a few house rules

GM: Jim Kiefer

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Ripped from the movies, this game has Nazis, Mafia, crumbling temples, zeppelins, and a whole bunch of Indiana Jones wannabes.

### **558 Suburbia Inc.**

Sunday 10 AM in Salon 1 Table 14 for 2 hours; ends in Session 5

System: Suburbia; 4 players

Variations: w/Suburbia Inc expansion

GM: Sean Campbell

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Plan, build, and develop a small town into a major metropolis by building residential, commercial, civic, and industrial areas. Whoever's borough ends up with the largest population wins!

### **559 A Distant Plain**

Sunday 10 AM in Salon 1 Table 17 for 6 hours; ends in Session 6

System: A Distant Plain; 4 players

GM: David Laufle

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Multiplayer conflict in modern Afghanistan using GMT's COIN (Counter Insurgency) System. Government, Coalition, Taliban and Warlord forces compete with complex interaction.

### **560 Clue**

Sunday 10 AM in Salon 1 Table 18 for 4 hours; ends in Session 6

System: Clue (Vintage); 6 players

GM: Douglas E. Weed

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Mr. Boddy - apparently the victim of foul play has been found at his mansion, and every person in his house has motive. Can you identify his killer?

**Kids' Drop-in: The Hobbit: The Defeat of Smaug**  
Sunday 10 AM in Salon 2 (Kids' Room) for 2 hours; ends in Session 5  
System: The Hobbit: The Defeat of Smaug; 6 players  
GM: Kristin Vogel  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Get to the Lonely Mountain and reclaim all the treasure that the evil dragon Smaug is hiding --but the treasure is fiercely guarded & must be won in battle!

## Session 6

### 652 The Walking Dead

Sunday Noon in Salon 1 Table 13 for 4 hours; ends in Session 6  
System: The Walking Dead (1st); 6 players  
Variations: semi-cooperative  
GM: Marc Martin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Enter the world of Robert Kirkman's *The Walking Dead*. Take control of one of six characters from the comics.

### 653 Carson City Strikes GOLD!

Sunday Noon in Hall Table 1, 3 hours; ends in Session 6  
System: Carson City (2nd); 5 players  
Variations: Guns and Gold  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Carson City is a rootin' tootin' game of cowboys 'n guns - lots o' guns. Help build the town, become an Outlaw, or both. Most Victory Points wins! Wild, Wild, West FUN!

### 654 Game of Thrones

Sunday 1 PM in Salon 1 Table 2 for 5 hours; ends in Session 6  
System: Game of Thrones: The Board Game (2nd); 5 players  
GM: Blaine Story  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Take on the role of one of the great houses of Westeros as they vie for control of the Iron Throne through the use of diplomacy and warfare.

### 655 Kings & Things

Sunday 1 PM in Salon 1 Table 3 for 4 hours; ends in Session 6  
System: Kings & Things (2010 Z-man Games); 4 players  
GM: Larry Langley  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream

All materials provided by GM  
Lead your army of dwarves, elves, killer penguins, swamp gas... and other things until you forge your destiny as King of Kadab!

### 656 Agricola—Beginners Welcome

Sunday 1 PM in Salon 1 Table 11 for 4 hours; ends in Session 6  
System: Agricola; 5 players  
GM: Alan Marttini  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
If you have ever wondered what it's like to own a farm of your very own, while keeping your family from starvation, then you have found the right game!

### 657 Caravans of Asia

Sunday 1 PM in Salon 1 Table 14 for 3 hours; ends in Session 6  
System: Caravans of Asia; 6 players  
GM: Kate Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Trade and travel in the age of Marco Polo. Players buy and sell trade goods across Asia, responding to changing market conditions.

### 658 Tzolkin

Sunday 2 PM in Salon 1 Table 6 for 4 hours; ends in Session 6  
System: Tzolkin (1st); 4 players  
GM: TJ Wallace  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Come play one of the best Euro games of last year: T'zolkin the Mayan calendar.

### 659 Seafarers of Catan 5-6 Player

Sunday 3 PM in Salon 1 Table 9 for 4 hours; ends in Session 7  
System: Settlers of Catan; 6 players  
Variations: Seafarers of Catan 5-6 Player edition  
GM: David Leopold  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Sail into the unknown as you explore the seas of Catan and settle new islands, including the new gold hexes which yield any resource type!

### 660 War of the Ring

Sunday 3 PM in Salon 1 Table 18 for 4 hours; ends in Session 7  
System: War of the Ring (2nd); 3 players  
GM: Thomas Crawford  
Rules Knowledge: Beginners Welcome

Game Content: Mainstream  
All materials provided by GM  
Beginners welcome. Play either the Free People and the Ring Bearers (Fellowship of the Ring) or the forces of darkness (Sauron, Isengard, etc.)

### **661 The Golden Wilderness**

Sunday 4 PM in Salon 1 Table 24 for 4 hours; ends in Session 7  
System: The Golden Wilderness; 5 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
A game of early California, from the Spanish explorers to the Gold Rush. Explore and settle California, developing local industries.

## **Session 7**

### **751 Friendly Scrabble Tournament**

Sunday 6 PM in Pacific for 3 hours; ends in Session 7  
System: Scrabble; 16 players  
GM: Susan McKay  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Materials may be provided by GM  
Love words? Join us for a friendly Scrabble Tournament. Number of games played depends on the number of people participating. Bring Scrabble boards and Scrabble Dictionary if you have them.

### **752 World of Warcraft: The Board Game**

Sunday 6 PM in Salon 1 Table 8 for 6 hours; ends in Session 7  
System: World of Warcraft: The Board Game; 5 players  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
WoW Board Game. Take up arms for the glory of the Horde ... or the Alliance. Travel Lordaeron, vanquish monsters, gain experience, and be the first to defeat the invincible Overlord.

### **753 Fireball Island**

Sunday 6 PM in Salon 1 Table 14 for 4 hours; ends in Session 7  
System: Fireball Island (Milton Bradley); 4 players  
GM: Douglas E. Weed  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
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.

### **754 Battlestar Galactica The Boardgame**

Sunday 7 PM in Salon 1 Table 1 for 6 hours; ends in Session 7  
System: Battlestar Galactica The Boardgame; 6 players  
GM: Chad Martens  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All materials provided by GM  
Can you help the Galactica make it to Caprica? Is there a Cylon sitting next to you or are you one?

### **755 ArnoCorps: This Time It's War!**

Sunday 7 PM in Hall Table 6. 3 hours; ends in Session 7  
System: Aliens: TTIW! (1st); 6 players  
Variations: Board game based on Aliens: TTIW board game  
GM: Gene Lancaster  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
ArnoCorps (pronounced ArnoCore) are back! Battle Aliens and rescue colonists as part of the ArnoCorps Rescue Team. So bring your Pulse Rifle and your Austrian Accent! Exactly.

### **Drop-in: Manifest Destiny**

Sunday 8 PM in Salon 2 for 3 hours; ends in Session 7  
System: Manifest Destiny; 5 players  
GM: Randy Kreidt  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
The age of renaissance in America!

## **Session 8 MONDAY**

### **851 Zombicide**

Monday 9 AM in Hall Table 6 for 3 hours; ends in Session 8  
System: Zombicide; 5 players  
Variations: Toxic city mall, prison outbreak  
GM: Greg Reynolds  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Are you tired of zombies filling your streets? Come and clean the place up with a zombicide!!

### **852 Eldritch Horror (or How I Learned to Stop Worrying and Love Cthulhu)**

Monday 10 AM in Salon 1 Table 1 for 6 hours; ends in Session 8  
System: Eldritch Horror (1st); 6 players  
GM: Mike Hutchinson  
Rules Knowledge: Beginners Welcome  
Game Content: Very Complex  
All materials provided by GM

Do you love Arkham Horror? Then you'll love Eldritch Horror, the Arkham Horror 'reboot.' There are global Lovecraftian Mythos calamities aplenty awaiting intrepid Investigators. Cthulhu is waiting for you...

### **853 Space Empires 4x**

Monday 10 AM in Salon 1 Table 9 for 4 hours; ends in Session 8

System: Space Empires 4x (GMT Games); 3 players

Variations: Basic Game

GM: Gregory Wong

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Space Empires is a game in the finest tradition of 4x space games, eXplore, eXpand, eXploit, and eXterminate. Basic game rules will be used.

### **Drop-in Twilight Struggle**

Monday 10 AM in Salon 2 for 3 hours; ends in Session 8

System: Twilight Struggle; 4 players

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

#1 game on BoardgameGeek—USA v USSR—kinda hardcore.

### **854 7 Wonders**

Monday Noon in Salon 1 Table 10 for 3 hours; ends in Session 8

System: 7 Wonders; 7 players

Variations: Leaders, Cities

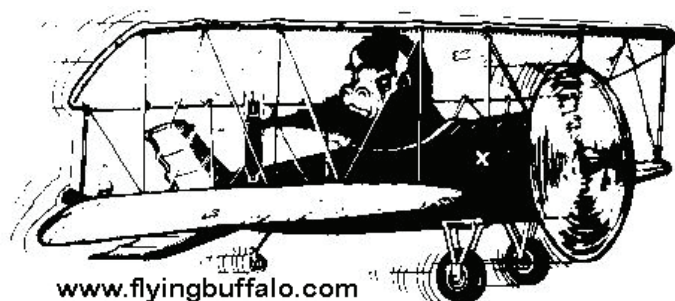
GM: James Fitch

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.



# Card Games (Collectible or not)

## Session P

FRIDAY

### **P41 Illuminati**

Friday 1 PM in Salon 1 Table 23 for 4 hours; ends in Session P

System: Illuminati; 4 players

GM: Tony DeMaria

Rules Knowledge: Useful

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, including legal, illegal, and even mystical.

### **P42 Touched by the Gods**

Friday 2 PM in Salon 1 Table 2 for 3 hours; ends in Session P

System: Touched by the Gods (1st); 6 players

GM: Magda Heilborn

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

You are a Greek god, and have made a bet with the other gods. The goal: bend one poor hapless soul to your will before the others do!

### **P43 The Resistance**

Friday 5 PM in Salon 1 Table 2 for 3 hours; ends in Session 1

System: Werewolf (Mafia) (2nd); 9 players

GM: Magda Heilborn

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

You are a resistance fighter! ...or, are you a government spy? As far as anyone knows, you're part of the resistance, pushing the mission to success!

### **P44 Pokemon Card Dueling**

Friday 5 PM in Salon 1 Table 11 for 4 hours; ends in Session 1

System: Pokemon (Open); 10 players

Variations: casual play

GM: Pat Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

If you're new, or a seasoned Pokemon player looking for competition, come and join my table for the competition you want.

## Session 1

### 141 Illuminati

Friday 6 PM in Salon 1 Table 23 for 4 hours; ends in Session 1

System: Illuminati; 4 players

GM: Tony DeMaria

Rules Knowledge: Useful

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, including legal, illegal, and even mystical.

### Drop-in: Innovation

Friday 6 PM in Salon 2 for 2 hours; ends in Session 1

System: Innovation; 4 players

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Inventions and Innovations through the ages.

## Session 2 SATURDAY

### 241 Dubious Alliance featuring A Band of Orcs

Saturday 9 AM in Salon 1 Table 7 for 4 hours; ends in Session 3

System: Dubious Alliance; 7 players

GM: Brandon Raasch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You're an Orc racing to gather weapons, loot magic items, fight monsters and avoid traps. Take control of your tribe before someone in your band gets killed.

### 242 Dominion

Saturday 11 AM in Salon 1 Table 4 for 6 hours; ends in Session 3

System: Dominion; 6 players

Variations: Intrigue

GM: Marquel Bagley

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Build your empire and defeat your foes in Dominion:

Intrigue, a deck building game of epic proportions.

### 243 Actionworks

Saturday 11 AM in Salon 1 Table 14 for 2 hours; ends in Session 3

System: Actionworks; 6 players

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A fast-paced Industrial-Revolution-themed card game. Cards represent different kinds of actions in a factory. Players try to collect cards of their type while changing the available pool.

## Session 3

### 341 Lunch Money/Pit

Saturday 2 PM in Salon 1 Table 2 for 3 hours; ends in Session 3

System: Lunch Money/Pit; 8 players

GM: Simon Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Lunch Money: Little girls battling it out on the playground over for each others lunch money. Pit: Players very loudly battling it out to corner their respective grain markets.

### 342 Hungry Hungry Hipsters

Saturday 2 PM in Salon 1 Table 11 for 3 hours; ends in Session 3

System: Hungry Hungry Hipsters (1st); 8 players

GM: Magda Heilborn

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Eat pretentious food! Careful, other hipsters will accuse you of eating food that is...mainstream. Show them up by eating that mainstream food ironically, that'll put a fedora in their yapper!

### Drop-in: Innovation

Saturday 6 PM in Salon 2 for 2 hours; ends in Session 4

System: Innovation; 4 players

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Inventions and Innovations through the ages.

## Session 4

### 441 Dubious Alliance featuring A Band of Orcs

Saturday 7 PM in Salon 1 Table 6 for 4 hours; ends in Session 4

System: Dubious Alliance; 7 players

GM: Brandon Raasch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You're an Orc racing to gather weapons, loot magic items, fight monsters and avoid traps. Take control of your tribe before someone in your band gets killed.

## Session 5

## SUNDAY

### 541 Nuts!

Sunday 9 AM in Salon 1 Table 8 for 2 hours; ends in Session 5

System: Nuts!; 6 players

GM: Blaine Story

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Squirrels. They love their nuts. They'd do anything to get their paws on nuts. Get ready to protect your nuts in this fast and furious card game!

### 542 Actionworks

Sunday 11 AM in Salon 1 Table 24 for 2 hours; ends in Session 6

System: Actionworks; 6 players

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A fast-paced Industrial-Revolution-themed card game. Cards represent different kinds of actions in a factory. Players try to collect cards of their type while changing the available pool.

## Session 6

### 641 Aching Beauty

Sunday 4 PM in Salon 1 Table 4 for 8 hours; ends in Session 7

System: Vampire: The Eternal Struggle (current); 10 players

Variations: standard tournament rules

GM: Brad Nozik

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own materials

Standard VTES tournament. Bring your decks! Prizes and promos provided. A limited number of pre-cons will be available for loan for those who don't have decks.

### 642 Pathfinder Adventure Card Game

Sunday 5 PM in Salon 1 Table 7 for 5 hours; ends in Session 7

System: Pathfinder Adventure Card Game; 5 players

GM: William Rawls

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

An Adventure Like No Other!...A forgotten evil stirs in the ancient land of Varisia. Goblins, cultists, dark magics await the brave.

## Session 7

### Drop-in Innovation

Sunday 6 PM in Salon 2 for 2 hours; ends in Session 7

System: Innovation; 4 players

GM: Randy Kreidt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Inventions and Innovations through the ages.

## Session 8

## MONDAY

### 841 Race for the Galaxy: Beginners Welcome

Monday 8 AM in Salon 1 Table 14 for 3 hours; ends in Session 8

System: Race for the Galaxy; 4 players

Variations: basic set only

GM: Tim Martin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Race for the Galaxy is an extremely cool card drafting game with a decent learning curve. Flatten that curve with us! Icons Explained! Mysteries of the Turn Sequence Revealed!

### 842 Hungry Hungry Hipsters

Monday 10 AM in Salon 1 Table 2 for 4 hours; ends in Session 8

System: Hungry Hungry Hipsters (1st); 8 players

GM: Nina Salvador

Rules Knowledge: Beginners Welcome

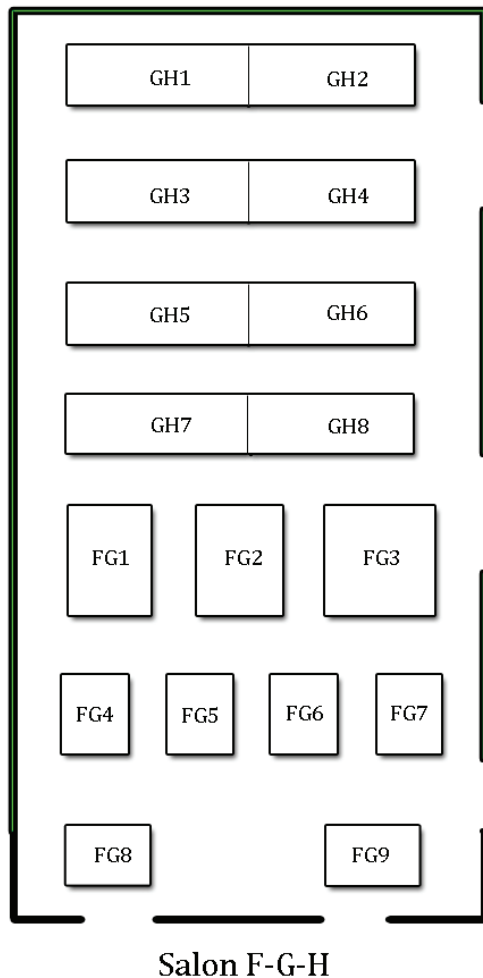
Game Content: Family

All materials provided by GM

Compete to eat the most hip food! Mock your friends' mainstream eating habits, and gain cred by eating your food ironically!



# Miniatures



Your YT-1300 is the second fastest in the galaxy; you must get medical supplies to the Rebels on FORMOS. Gather up your forces and you X-Wing-men and hit the accelerator!!

## Session 1

### 171 Friends, OGRES, Countrymen!

Friday 6 PM in Salon GH Table 2 for 6 hours; ends in Session 1

System: OGRE miniatures; 8 players

Genre: Science Fiction

Power Level: Nuclear

GM: Jim Kundert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Slug it out in classic nuclear style with Heavy Tanks, GEVs, and massive psychotic cybertanks. Beginners Welcome, All miniatures supplied.

### 172 Space Hulk

Friday 6 PM in Salon GH Table 3,4 for 6 hours; ends in Session 1

System: Space Hulk (3rd); 8 players

Genre: Science Fiction

GM: David Camp

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

This classic board-based miniatures game has simple rules but lots of strategic depth! Blast Genestealers into goo and slice Space Marines into delicious, meaty chunks!

## Session P FRIDAY

### P71 In the Shadow of Dol Guldur

Friday 2 PM in Salon FG Table 9 for 6 hours; ends in Session 1

System: Lord of the Ring (GW); 6 players

Variations: Strategy Battle Game

Genre: Fantasy

GM: Wyn Robertson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Dol Guldur, home of the Necromancer, is in sight of the Elves. As they close in, orcs and other ruinous creatures appear to erupt from the ground.

### P72 Making the Kessel Run

Friday 2 PM in Hall Table 6 for 4 hours; ends in Session P

System: Star Wars Miniatures; 6 players

Genre: Science Fiction

GM: Kyle Eckert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

## Session 2 SATURDAY

### 271 Da' Mini Waaagh Warhammer 40K Tournament

Saturday 8 AM in Salon GH Table 1-8 for 10 hours; ends in Session 3

System: Warhammer 40K (6th); 24 players

Variations: 1,500 pts w/1 Std Force Org chart. Allies/forts/Forgeworld not allowed.

Genre: Science Fiction

Power Level: Experienced

GM: Dan Benavidez

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own miniatures

Let's get ready to Waaagh 40K Style

Presented by Da' Waaagh Club

# Q.R. Zed Engraving

*Serving the Bay Area since 1987*

### **272 War at Sea**

Saturday 8 AM in Salon FG Table 1 for 6 hours; ends in Session 3

System: Axis & Allies Miniatures (revised); 8 players  
Variations: 24" torps; pts: ships lost/crippled, objectives met

Genre: Historical

GM: Joseph Paulsen

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The Imperial Japanese Navy swept the Combined American, British, Dutch, and Australian (ABDA) forces out of the Java Sea - Feb 1942. Can you do better?

Revised WAS

### **273 S&D - 'We're fighting what?!?!'**

Saturday 9 AM in Pacific for 6 hours; ends in Session 3

System: Starguard (V6); 6 players

Genre: Science Fiction

GM: Bill Kurtz

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

A search for survivors of a lost colony ship leads to an odd mission. Starguard Marines (and allies) versus \_\_\_\_\_

### **274 The Good, the Bad, and the Dundee**

Saturday 9 AM in Salon FG Table 4,5,6 for 6 hours; ends in Session 3

System: The Sword and the Flame; 10 players

Variations: small unit variant

Genre: Historical

GM: Nick Stern

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Northern Mexico, 1864. A search for stolen gold South of the Border. The Good the Bad and the Ugly meets Major Dundee. Presented in Big Screen 54mm.

### **275 Tinydrome!**

Saturday 9 AM in Salon FG Table 7 for 4 hours; ends in Session 3

System: Aerodrome (2nd); 10 players

Variations: It's Tiny

Genre: Historical

Power Level: 1st

GM: Joel Clark

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Aerodrome 2! The game of WWII dogfights! Guess your opponent's moves and take him out of the sky! Now in tiny scale!

### **276 Death of the 53rd Division**

Saturday 9 AM in Hall Table 4 for 8 hours; ends in Session 3

System: Battletech (4th); 12 players

Variations: w/advanced rules

Genre: Science Fiction

GM: Nathan Kajikuri

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The battle of Poulsbo, in February, 3081. The fight for the planet against the 53rd Shadow Division by House Steiner and garrison forces. Battalion vs. a Level III.

### **277 Maginot Revisited**

Saturday 10 AM in Salon FG Table 3 for 6 hours; ends in Session 3

System: OGRE miniatures; 8 players

Genre: Science Fiction

GM: Michael Price

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The PanEuropean Forces are trying to capture a research facility held by the Combine forces in France. Play as either the PanEuropeans or as the Combine. The Choice is yours.

### **279 More Trials and Tribble-ations**

Saturday 10 AM in Salon 1 Table 10 for 4 hours; ends in Session 3

System: Star Trek: Attack Wing; 6 players

Genre: Science Fiction

GM: Sean Campbell

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The USS Defiant finds itself 100 years in the past at Deep Space Station K-7, in the middle of a tiff between the USS Enterprise, Klingons & some furry Tribbles!

### **280 Brienne 1814**

Saturday 11 AM in 171 for 8 hours; ends in Session 4

System: Napoleon's Battles (1st/2nd); 6 players

Genre: Historical

GM: David R. Moody

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

January 1814: Napoleon, forced back to the very gates of Paris, takes Blucher and a Russian force by surprise in the opening engagement of the 1814 campaign.

### **Drop-in: Tis War; Double The Grog Tub!!**

Saturday 11 AM in Hall Table 5 for 4 hours; ends in Session 3

System: Sails of Glory (Napoleonic Wars); 8 players

Genre: Historical

GM: Mike Eckert

Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
The fate of a continent is determined by the epic engagements of the British Royal Navy against the French and her allies, culminating in the Battle of the Nile and Trafalgar.

## Session 3

### 371 Korean War-era Aerial Combat

Saturday 1 PM in Hall Table 2,3 for 3 hours; ends in Session 3

System: Aerodrome (3.0); 10 players

Genre: Historical

GM: Stan Kubiak

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

F-86 Sabre jets and Mig-15's over Korea ! Fun, easy to learn and play, with awards! Spouse and female friendly game.

### 373 Attack on the Village of Buck

Saturday 2 PM in Salon FG Table 2 for 6 hours; ends in Session 4

System: Scutarii (2nd); 6 players

Genre: Fantasy

GM: William Butler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The forest dwellers attempt to remove the humans who are destroying their woods.

### 374 X-Wing: Assault on Platform Talca

Saturday 3 PM in Salon FG Table 9 for 4 hours; ends in Session 4

System: X-Wing; 16 players

Genre: Science Fiction

GM: Michael Ptak

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

This is a special X-Wing base attack scenario. The Rebel player will be the base attackers, while the Empire defends. Features a custom space station model made by the host!

### 375 World War II Dogfights

Saturday 4 PM in Salon FG Table 4,5,6,7 for 8 hours; ends in Session 4

System: Sky's The Limit! (1st); 7 players

Genre: Historical

GM: Chuck Staedler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Take to the sky in this realistic, easy to learn aerial combat game. Fly a two-plane element in classic fighter vs. fighter duels. We will play several historical scenarios.

### 376 Korean War-era Aerial Combat

Saturday 5 PM in Hall Table 2,3 for 4 hours; ends in Session 4

System: Aerodrome (3.0); 10 players

Genre: Historical

GM: Stan Kubiak

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

F-86 Sabre jets and MiG-15's over Korea! Fun, easy to learn and play, with awards! Spouse and female friendly game.

## Session 4

### 471 War of 1812-Action at Beaver Dams

Saturday 6 PM in Salon FG Table 8 for 4 hours; ends in Session 4

System: Sharp Practice (1st); 6 players

Variations: very minor

Genre: Historical

GM: John Sullins

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Will the British and their Mohawk allies react in time to prevent the annexation of Ontario by the United States. or will the Americans succeed?

## Session 5

## SUNDAY

### 571 Warhammer DDC Challenge

Sunday 8 AM in Salon GH Table 1-8 for 10 hours; ends in Session 6

System: Warhammer Fantasy Battle (8th); 24 players

Genre: Fantasy

Power Level: 2500 pts

GM: Cameron Shearer

Rules Knowledge: Expected

Game Content: Very Complex

Players provide their own miniatures

Come challenge your skills; have a blast playing WHFB at DunDraCon. This 3-round event is a great way to spend the day testing your generalship of a 2500-point Warhammer battle.

### 572 Drums on the Allegheny

Sunday 9 AM in Salon FG Table 8 for 6 hours; ends in Session 6

System: This Very Ground; 6 players

Genre: Historical

GM: George Gardea

Rules Knowledge: Beginners Welcome

Game Content: Mainstream  
All miniatures provided by GM  
A British raid on St. Quentin in 1759. In the shadow of the surrounding forest, British troops and allied Indians are moving towards the settlement.

### **573 Tinydrome!**

Sunday 9 AM in Salon FG Table 9 for 4 hours; ends in Session 6  
System: Aerodrome (2nd); 10 players  
Variations: It's Tiny  
Genre: Historical  
Power Level: 1st  
GM: Joel Clark  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Aerodrome 2! The game of WWII dogfights! Guess your opponent's moves and take him out of the sky! Now in tiny scale!

### **580 Dragon Quest**

Sunday 9 AM in Salon FG Table 5 for 4 hours; ends in Session 6  
System: Dragon Quest (Dungeon Command); 8 players  
Variations: home brew rules  
Genre: Fantasy  
GM: Charles Gomez  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
War bands from across Fauren have come to Ankrahmun in search of the fabled dragon Zerikas. Skirmish level game using dungeon command.

### **574 Destroy the Death Star**

Sunday 10 AM in Pacific for 6 hours; ends in Session 6  
System: Starblazers; 6 players  
Variations: Star Wars homebrew  
Genre: Science Fiction  
GM: Keith Garton  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures provided by GM  
The Death Star has entered orbit; the target is a moon on the far side. It will be in firing range in 6 hours. Stop it--destroy it.

### **575 Battle of Ocampo Farm, April, 1863**

Sunday 10 AM in Salon FG Table 1 for 6 hours; ends in Session 6  
System: Rank and File; 6 players  
Variations: ACW supplements  
Genre: Historical  
GM: Peter Michels  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM

Yank and Reb forces are maneuvering prior to the Battle of Chancellorsville. The two forces meet at Ocampo farmstead. 15mm regimental game. Players command two infantry brigades and artillery.

### **576 Clash of Spears**

Sunday 10 AM in Salon FG Table 2 for 8 hours; ends in Session 6  
System: Epic Armageddon; 8 players  
Genre: Science Fiction  
GM: Reuben Timineri  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
Imperial and Eldar forces clash over a once peaceful agrolological world, Waslos V.

### **577 Retropocalypse**

Sunday 10 AM in Salon FG Table 4 for 8 hours; ends in Session 6  
System: MEST Basic Rules (1.5.5 (2013.12.01)); 6 players  
Genre: Mixed  
GM: Robert Kurcina  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All materials provided by GM  
It's 2075 AD, and the American Southwest has become a battlefield for mutant outcasts, wild raiders, punk savages, Red Army soldiers, obsessed cultists, crazed she-wolves, and desperate Vault Dwellers!

### **578 The Battle of Asculum 279 B.C.**

Sunday 11 AM in Salon FG Table 3 for 6 hours; ends in Session 6  
System: Scutarii (2nd); 8 players  
Genre: Historical  
GM: William Butler  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Pyrrhus and the Macedonian phalanx against the legions of the Roman Republic.



## Session 6

### 671 Pandora's Box

Sunday Noon in Hall Table 4, 8 hours; ends in Session 7

System: Full Thrust (Books 1 & 2); 8 players

Variations: Cinematic Movement

Genre: Science Fiction

GM: Dennis Seiffert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

A large FTL signature has been detected within the Kuiper Belt. The signature is 'colossal' and has ALL the major powers rushing to be first to discover its secrets.

### 672 World War 1 Aerial Combat

Sunday 1 PM in Hall Table 2,3 for 4 hours; ends in Session 6

System: Aerodrome (3.0); 10 players

Genre: Historical

GM: Stan Kubiak

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The renowned convention game of WWI fighters over the battlefields of France! Fun, easy to learn and play, with awards! Spouse and female friendly game.

### 673 World War II Bomber Intercept

Sunday 2 PM in Salon FG Table 5,6,7 for 6 hours; ends in Session 7

System: Sky's The Limit! (1st); 6 players

Genre: Historical

GM: Chuck Staedler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Take to the sky in this realistic, easy to learn aerial combat game. Fly escort for the bombers, or choose to intercept the raiders before they reach their target.

### 674 Red Sand Blue Sky

Sunday 4 PM in Salon FG Table 9 for 4 hours; ends in Session 7

System: Red Sand Blue Sky; 8 players

Genre: Historical

GM: Dean Gregersen

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

In the arena, wagers are made in blood as well as gold. Take your gladiator school from the provinces to Rome. Victory depends on shrewd management of resources.

## Session 7

### 771 King of the Scrap Heap!

Sunday 6 PM in Salon FG Table 8 for 6 hours; ends in Session 7

System: Necromunda; 6 players

Genre: Science Fiction

GM: Chris Oeffinger

Rules Knowledge: Useful

Game Content: Mainstream

Miniatures may be provided by GM

Slaughter everyone else and claim your rightful place as king of the scrap heap (before someone does you in). Boobie traps and murderous thugs await you and your gang!

## Session 8

## MONDAY

### 871 Break the Blockade

Monday 10 AM in Hall Table 8 for 4 hours; ends in Session 8

System: Star Wars Miniatures; 6 players

Genre: Science Fiction

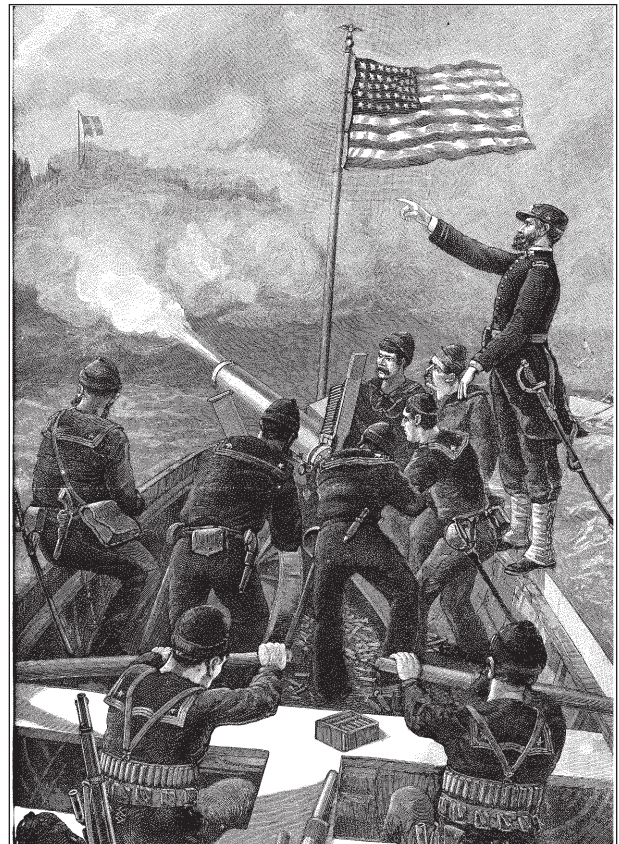
GM: Kyle Eckert

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Get General Rakus and his strike force to infiltrate the Imperial garrison occupying the Twi'lek homeworld. Can the Rebels fend off Imperials and bounty hunters alike?



# Role-Playing Games

## Session P FRIDAY

### Po1 Leviathan

Friday Noon in 143 for 8 hours; ends in Session 1  
System: Hero 5th Edition (Champions); 6 players  
Variations: Some 4th, some changes to Find Weakness  
Power Level: 12-15 DC, Up to 35 pd/ed on sliding scale  
GM: James Puder  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
After the events of last year, the Star Ruby has released Leviathan, an alien from dark space. Can your team stop it before the 4 shards combine?

### Po2 Humans in Trouble

Friday Noon in 147 for 8 hours; ends in Session 1  
System: Pathfinder; 6 players  
Variations: Core & APG books only, no evil PCs  
Power Level: 9th  
GM: Paul Banda  
Rules Knowledge: Expected  
Game Content: Mainstream  
All characters provided by GM  
Hearing of Warmbreeze's demise, you've been asked (nearly begged!) to help retake the city. The possibility of dragons at the perimeter and mad sorcerers is the icing on this adventure.

### Po3 Day of the Runt

Friday Noon in 149 for 6 hours; ends in Session P  
System: Rune Quest (Chaosium); 6 players  
Variations: 1 or 2 minor variations  
Power Level: medium  
GM: Dan Pradanamus  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Bugdoctor Zais protected you and your cohorts, spending extensive political capital to make you untouchable in your homeclan of UZ. Maybe it's time to use all that learnin'...

### Po4 Undermountain

Friday Noon in 151 for 6 hours; ends in Session P  
System: Pathfinder; 6 players  
Variations: Core rules book only  
Power Level: 4th; 15 pt buy  
GM: Andrew Bullene  
Rules Knowledge: Expected  
Game Content: Mainstream  
All characters provided by GM

Beneath the streets of Waterdeep lie the Underhalls of Halaster Blackcloak. Filled with high adventure and peril —where destiny (and treasure) await you, or your grisly death deep in Undermountain.

### Po5 Noir City

Friday Noon in 152 for 6 hours; ends in Session P  
System: RGS; 6 players  
GM: Curtis Plunk  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Characters may be provided by GM  
San Angeles, 1946. WWII has been traded for the urban war against crime, and you're the law. When you can't trust your own partner, how will you hold crime down?

### Po6 The Power of the Lich-King Part 2: The Soul Reaper

Friday Noon in 154 for 8 hours; ends in Session 1  
System: Original Dungeons & Dragons; 6 players  
Variations: house rules  
Power Level: 6th-8th  
GM: Gregory Landon  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
The aged Sage Malik has hired you to find and retrieve the powerful artifacts of a bygone lich-king, before evil can find and use them!

### Po7 This is Awesome - A SEAKOG Production

Friday Noon in 160 for 6 hours; ends in Session P  
System: Hero 6th Edition (Champions); 6 players  
Power Level: 6th-8th  
GM: Jason A Krestoff  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Based on the original Hulu show - The Awesomes. Come play as Prock, Musclemann, and the rest of the Awesome as you try to save the world without humiliating yourself.

### Po8 Faint Heart Never Won Fair Lady

Friday Noon in 161 for 4 hours; ends in Session P  
System: Fading Suns; 6 players  
GM: Jeff Yin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The players are sent as imperial envoys to ensure the success of a crucial political wedding.

### Po9 Raven's Grip: Disturbance in the Force

Friday Noon in 162 for 6 hours; ends in Session P  
System: Star Wars (Saga); 8 players  
Variations: 125+ yrs after RotJ  
Power Level: 5th  
GM: Jon Wilson  
Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

It is a time of great despair in the Galaxy... Under the Sith Empire, worlds are subjugated and weakened. But a group of rogue resisters cracks the bulwark of oppression...

### **P10 Goblin Bride**

Friday Noon in 163 for 6 hours; ends in Session P

System: Dungeons & Dragons 4.0; 6 players

Variations: Into the Unknown, Dungeon Survival Handbook

Power Level: 6th

GM: Michelle Vargas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Mighty Green Goblin Gang is up to their old antics.

They must bring a recalcitrant groom to the altar dead or live (OK, alive, but kicking & screaming).

### **P11 My Little Pony: Friendship is Magic**

Friday Noon in 164 for 6 hours; ends in Session P

System: Homebrew (Toon-like); 6 players

GM: Vylar Kaftan

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Princess Celestia needs your help. The fate of Equestria depends on you and your pony friends! Knowledge of the MLP:FIM show strongly recommended but not required.

### **P12 The Rise of a King - Chapter I**

Friday Noon in 165 for 12 hours; ends in Session 1

System: Pathfinder; 6 players

Variations: Paizo sources only, all Dwarven PCs

Power Level: 5th

GM: Jason Windham

Rules Knowledge: Expected

Game Content: Mature Themes

All characters provided by GM

The dwarves of Golarion have been in decline for centuries. Here is your chance to be a part of their return to glory. Soon a new High King shall rise.

### **P13 Kill Bad Wizards**

Friday Noon in Pacific for 10 hours; ends in Session 1

System: Pathfinder; 6 players

Variations: PF standard books only. No D&D 3.0/3.5 content

Power Level: 16th

GM: Jason Carpenter

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

The Wizards' Council has gone bad. Enter their tower, solve the mystery, kill them if you must. Detection, teleportation, summoning will fail; be prepared. Combat/puzzle/dungeon, players set level of RP.

### **P14 [Metal Militia] Iron Maiden - Powerslave**

Friday 2 PM in 145 for 4 hours; ends in Session P

System: Dungeon Crawl Classics RPG (1st); 6 players

Variations: house rules (of course!)

Power Level: Level of Funnel

GM: Thom Hall

Rules Knowledge: Useful

Game Content: Mature Themes

Characters created for game

Heavy Metal inspired DCC RPG! Iron Maiden -

Powerslave is the inspiration for this session and each encounter is keyed off of one of the album tracks.

### **P15 The Princess Bride's Honeymoon**

Friday 4 PM in 608 for 6 hours; ends in Session 1

System: Honor + Intrigue; 6 players

GM: Chris Rutkowski

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

INCONCEIVABLE! Join Captain Inigo Roberts, First

Mate Westley, and their crew aboard the Revenge as they

elude every ship in Humperdinck's Armada and find themselves on a mysterious isle...

### **P16 Sins of the Father**

Friday 4 PM in 570 for 8 hours; ends in Session 1

System: Dungeons & Dragons 4.0; 6 players

Variations: No Eberron

Power Level: 16th

GM: Dan Bodon

Rules Knowledge: Expected

Game Content: Mature Themes

Players provide their own characters

The realization that you were about to die is the last thing you remember. Waking up in Hell is the first thing you want to forget.

## **Session 1**

### **101 Whispers in the Dark**

Friday 6 PM in 145 for 8 hours; ends in Session 1

System: Theatre Noir (Beta); 6 players

GM: Ashton Saylor

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters may be provided by GM

Whispers in the Dark is a horror game run with my own original system, Theatre Noir. Six college grads get a house together, and get more than they bargained for.

### **103 Undermountain**

Friday 6 PM in 151 for 6 hours; ends in Session 1

System: Pathfinder; 6 players

Variations: Core rules book only

Power Level: 4th; 15 pt buy

GM: Ian Maurer

Rules Knowledge: Expected

Game Content: Mainstream  
All characters provided by GM  
Beneath the streets of Waterdeep lie the Underhalls of Halaster Blackcloak. Filled with high adventure and peril - where destiny (and treasure) await you, or your grisly death deep in Undermountain.

#### **104 Cliffhanger #5**

Friday 6 PM in 152 for 8 hours; ends in Session 1  
System: Aberrant; 16 players  
Variations: rules lite  
Power Level: Superheroes  
GM: Adrian Anderson  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
Imagine the NSA and HSD in a world with superheroes, and therefore supervillains. But nothing unites like a common enemy. Boss fight!

#### **105 China Marines**

Friday 6 PM in 159 for 8 hours; ends in Session 1  
System: Godlike; 6 players  
Variations: normal humans  
GM: Gil Trevizo  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
Shanghai 1941: As Pearl Harbor burns, a unit of US Marines is 'volunteered' to liberate the families of Chinese superhuman Talents conscripted by the Japanese to fight for the Empire.

#### **106 Yub Yub, Commander**

Friday 6 PM in 160 for 6 hours; ends in Session 1  
System: Star Wars (D6 version); 8 players  
Power Level: all  
GM: Karen Dombek  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
Lt. Kettish has been captured! Your help is urgently requested to rescue him. This will be a fun, NON-serious game. Expect jokes, bad puns, and comedy.

#### **107 Excuse Me, Have You Seen Our Deity?**

Friday 6 PM in 161 for 8 hours; ends in Session 1  
System: Pathfinder; 6 players  
Variations: core books only  
Power Level: 5th  
GM: Michael Cole  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The monks of Kinviri have misplaced the earthbound reincarnation of their 'deity,' again. This time, however, he hasn't turned up and your party's help is requested in this lighthearted adventure.

#### **108 The Undeath War**

Friday 6 PM in 162 for 6 hours; ends in Session 1  
System: Hackmaster (4th); 8 players  
Power Level: 9th-11th  
GM: Rian McMurtry  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The ghost fleet of Mage Mordent sweeps onward, just days behind you. Can you rally the islanders to face his undead minions? A sequel to last year's Death Sun Divers.

#### **109 Beneath the Surface**

Friday 6 PM in 163 for 8 hours; ends in Session 1  
System: DREAD; 6 players  
GM: Gerald Betti  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
PC's at their 10-year high school reunion are forced to take refuge when a tornado rips through the area. They emerge to discover they aren't in Kansas any more.

#### **110 Whatever Happened to the World of Tomorrow?**

Friday 6 PM in 164 for 6 hours; ends in Session 1  
System: Nugget; 8 players  
GM: Michael Siverling  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
In the aftermath of the Great Depression, an eccentric scientist calls upon Explorers and Soldiers of Fortune to embark upon a journey beyond the barriers of Time!

#### **111 Do Not Be Afraid... of Death**

Friday 6 PM in 166 for 6 hours; ends in Session 1  
System: Classic Deadlands; 8 players  
GM: Peter Di Piazza  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The town you live and work in has come under attack by Maze pirates. Save your families, friends and businesses from the scourge of the seas. Roleplaying required.

#### **112 The Road Less traveled**

Friday 6 PM in 168 for 8 hours; ends in Session 1  
System: Shadowrun (5th); 6 players  
Power Level: Standard  
GM: David Etheridge  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
When 3 of the big ten's hosts get brought down the Megas scramble to restore order, and the sounds of a little girl's evil laughter echoes in the runner's dreams!

### **113 Pulp Race 2000**

Friday 6 PM in 170 for 6 hours; ends in Session 1  
System: Pulp Adventure (2nd); 6 players  
Variations: Drive-In Pulp  
Power Level: Pulp Hero  
GM: Jeff A. Hatch  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
In the year 2000, mankind has outgrown war and domestic violence. Now the government places the fate of the people in the hands of those who Pulp Race!

### **114 Shipwreck at the Dragon's Punch Bowl**

Friday 6 PM in 171 for 6 hours; ends in Session 1  
System: Pathfinder; 6 players  
Variations: Current Pathfinder core books only; no 3.0/3.5  
Power Level: 10th; 8th in equipment/gold; 20pt stat buy  
GM: Michael Oliver  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Sandpoint is in need of heroes to help protect itself from reports of ghouls and giants in the area. Light city patrol work as the local heroes deal with the matter.

### **115 The Red Abyss**

Friday 6 PM in 374 for 8 hours; ends in Session 1  
System: Pathfinder; 7 players  
Variations: Revised & Mythic Rules may be used  
Power Level: 20th; 880K GP equip; 1 mythic tier w/prior approval  
GM: Robert Anderson  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
The Abyss has crushed everything that has stood in its way. Elders on the world of Golarion believe their salvation lies on other worlds, primarily the world 'Akiton.'

### **116 Shadows of a Black Sun**

Friday 6 PM in 375 for 8 hours; ends in Session 1  
System: Star Wars Edge of the Empire; 6 players  
GM: Mike Eckert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You and your band of OPERATIVES have been hired to infiltrate the BLACK SUN SYNDICATE and retrieve information on an unknown BOUNTY HUNTER. Was that an alarm you just tripped...?

### **117 Bear Trap**

Friday 6 PM in 376 for 6 hours; ends in Session 1  
System: Battletech (Total Warfare); 8 players  
Power Level: average  
GM: Robert Owen

Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
Elements of the 3rd Arkab Legion are ready for the invading forces of Belt Pirates. They are planning a running engagement ending in a nasty trap for the pirates.

### **118 The Chosen of the mmaV'zh**

Friday 6 PM in 377 for 6 hours; ends in Session 1  
System: Hero 6th Edition (Other); 6 players  
Variations: minor mods re vehicles  
Power Level: 175 pts w/25 pts in Matching Complications  
GM: David Chin  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
People from all walks of life are chosen by an alien species to defend their world against monsters from another reality by piloting large robots.

### **119 Hunted**

Friday 8 PM in 143 for 8 hours; ends in Session 1  
System: Shadowrun (4th); 6 players  
Star Wars on Shadowrun system  
Power Level: 320 karma  
GM: Henry Hill  
Rules Knowledge: Expected  
Game Content: Mainstream  
All characters provided by GM  
It's the third year of the Galactic Empire. You were sealed in Carbonite to protect you. Jarex, the last Temple Guardian, sets you free. Now you must escape.

### **120 Death of Gwynyfeare**

Friday 8 PM in 147 for 8 hours; ends in Session 1  
System: Fortunes Fool; 8 players  
Variations: minor in character creation  
GM: Ken Rinehart  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The Grey Warrior will destroy Queen Gwynyfeare if the party doesn't find three important artifacts before the Summer Solstice.

### **121 Don't Rest Your Head: The Bad Man**

Friday 8 PM in 154 for 4 hours; ends in Session 1  
System: Don't Rest Your Head; 6 players  
GM: Julian C. Torres  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
Venture into the mad city as a child to face the man who lives in the dark, the Bad Man. but don't worry, you won't be alone in your fight.

### **122 Dogs vs Cats in a Haunted House**

Friday 8 PM in Tri Valley 2 for 4 hours; ends in Session 1  
System: Toon (Deluxe); 10 players  
Variations: Maybe...maybe not:)  
Power Level: Wacky  
GM: Doc Cross  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
There's big bucks hidden in the old Kreep mansion.  
The Dog Gang & the Cat Gang both want it. But do the  
Monsters want it? We shall see.

## **Session 2                    SATURDAY**

### **201 Mythos Trek**

Saturday 8 AM in 143 for 10 hours; ends in Session 3  
System: Call of Cthulhu; 7 players  
Variations: slight for player enjoyment  
GM: Whitney Lee Preston  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters may be provided by GM  
The Crew of the USS Constitution NCC-1700 fights the  
Mythos!

### **202 Retrieval Team Zeta: Hedge Leakage**

Saturday 8 AM in 149 for 4 hours; ends in Session 2  
System: Hunter: the Vigil; 6 players  
Variations: God-Machine Chronicle rules  
Power Level: some experience  
GM: Jason M. Martinez  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Your mission is to investigate cases of mass hysteria and  
kidnappings in Lewisburg, Virginia. Please report any  
anomalies in your own experiences. Funerals for former  
team members will be Sunday.

### **203 There's Only Stuffing Left in My Head**

Saturday 8 AM in 151 for 6 hours; ends in Session 3  
System: Dungeons & Dragons 3.5; 8 players  
Variations: Homebrew D20: char creation & rules  
simplified  
Power Level: low  
GM: Joseph M. Silveira  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
You wake up next to other homunculi with a blank mind.  
Being a construct powered by fragments of memories,  
this leaves you with a queasy feeling in your gut.

### **204 Hunting in the Wilds**

Saturday 8 AM in 152 for 6 hours; ends in Session 3  
System: 7th Sea (Special); 6 players  
Variations: Modified for SF / Space Opera

Power Level: 100xp  
GM: Larry Lynch-Freshner  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
It's been a year since Grand Duke Stipp's failed coup,  
and his barely escaping imprisonment. Maybe it's time to  
hunt him down, and bring him to justice...

### **205 Jungle Village Pt I**

Saturday 8 AM in 154 for 6 hours; ends in Session 3  
System: 13th Age; 8 players  
Power Level: Wuxia!  
GM: Adam Diran  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Jungle Village is a troubled place. You are kung-fu  
peasants in a humble Wuxia village. An Imperial auditor  
approaches. Are your fighting, gourmet-cooking, and tax-  
evasion skills sufficient to save you?

### **206 Imminent Invasion!**

Saturday 8 AM in 159 for 6 hours; ends in Session 3  
System: 7th Sea; 6 players  
Variations: Modified for Space Opera  
Power Level: experienced  
GM: Jay Loucks  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Things have been quiet lately. But why do your fellow  
traders all seem to have Orion accents? Sharing furtive  
glances? Something might be up...

### **207 Festival in the Rain**

Saturday 8 AM in 160 for 6 hours; ends in Session 3  
System: Dragon Age (1st); 6 players  
Variations: minor changes  
Power Level: 2nd  
GM: Thomas Pitts  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The harvest is in and the festival begins. Not even the  
rain can ruin this joyous occasion for this small village. It  
would take a monstrous interruption to ruin this night...

### **209 Flute's Funhouse**

Saturday 8 AM in 162 for 8 hours; ends in Session 3  
System: Pathfinder; 8 players  
Variations: Core Only, random char gen in play  
Power Level: 1st+  
GM: Jennifer Green  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters created for game

Flute's Funhouse, an offshoot of Deezil's Dungeon of Chaos, is an exercise in complete randomness. Character levels are rolled randomly during play starting at level 1. Come join the fun.

### **210 Ghosts of Storms Past**

Saturday 8 AM in 163 for 8 hours; ends in Session 3  
System: Dungeons & Dragons 3.5; 8 players  
Variations: Gringold Campaign variants  
Power Level: 9th-11th  
GM: Jeff Brain  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Tempestuous shores/ Lake of Dreams/ Besieged in storm/ Rain/ Citizens, armies suffer/ madness/ Monastery holds spirit key/ Scent Mages appear nearby/ conjure/ Only clever and courageous break impasse/ Your cohort/ Chosen?

### **211 Are We Really Sure What We Are Doing?**

Saturday 8 AM in 164 for 8 hours; ends in Session 3  
System: 13th Age; 6 players  
Power Level: 1st  
GM: Brian Fernandez  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
Come learn 13th age or help others find the thrill of playing this exciting game. 1st level Characters created at the game. Come help create the story.

### **212 C.S.I. Gnome**

Saturday 8 AM in 165 for 8 hours; ends in Session 3  
System: Dungeons & Dragons 3.0/3.5; 6 players  
Variations: Core bks+Compl. Adventurer & Compl. Scoundrel  
Power Level: 3rd  
GM: Ritchie Lagge  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
The Chief Inspector has summoned his brightest investigators to solve the murder of The Archon's favorite Inventor. Was he killed for what he was working on? Or something else?

### **213 Our Mob: Revenge is best served with ice cream**

Saturday 8 AM in 166 for 8 hours; ends in Session 3  
System: Feng Shui; 8 players  
Variations: All Scrappy Kid variants  
GM: Marc Willner  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
Oh, the humiliation. Your arch nemesiseseses have gotten you bad. There is nothing left to do but...REVENGE!!!!

### **214 The Great Wish Games of Brightblade**

Saturday 8 AM in 168 for 8 hours; ends in Session 3  
System: Pathfinder (Core); 8 players  
Variations: Core Rulebook, APG, Ebberon & Sharn Books only  
Power Level: 16th; 315K GP worth of equipment  
GM: Duane Frederick  
Rules Knowledge: Useful  
Game Content: Mainstream  
Players provide their own characters  
Yearly in Sharn the City of Towers the great games of Brightblade are held. Cunning, strength, agility, luck, and intelligence can help win the fabulous prize from the Djinn.

### **215 Foxbat's College of Crime**

Saturday 8 AM in 170 for 8 hours; ends in Session 3  
System: Hero pre-5th Edition (Champions); 6 players  
Variations: 4th ed. with some 5th ed.  
Power Level: Max 60 pt attacks; max 33 PD /ED  
GM: David Rakonitz  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Stop Foxbat's latest unstoppable plan. Students from his College of Crime are running amok. Can you defeat Foxbat's study plan to victory, or will you be schooled?

### **216 Cool Hound Lucifer or: Familiars Breed Contretemps**

Saturday 9 AM in 608 for 8 hours; ends in Session 3  
System: Compleat Arduin; 7 players  
Variations: modified all to heck by the original editor  
Power Level:  $x2 - 11x + 30 = 0$   
GM: Mark Schynert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
It's reigning cats and dogs—well, okay, there's a powder monkey too, and some other...folk. You all want your masters back—now!

### **217 Lord of the Editions**

Saturday 9 AM in 570 for 12 hours; ends in Session 4  
System: Advanced Dungeons & Dragons (1st, + D&D 3.5, D&D 4.0); 6 players  
Variations: One scenario, played three ways  
Power Level: varied  
GM: Tony Vargas  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
You must get the bearer of the One Edition through the orc-infested Caves of Coria before the Balor destroys you all.

### **218 Tears of the Night Swallow (AGOP)**

Saturday 10 AM in 374 for 6 hours; ends in Session 3

System: Tenra Bansho Zero; 6 players

GM: Kevan Forbes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

This is an anime game about stories of action and tragedy. Play a lonely wandering samurai, a dedicated ninja clansman, or a crippled veteran rebuilt for war, among other choices.

### **219 Popcorn Girls**

Saturday 10 AM in 375 for 4 hours; ends in Session 3

System: Pulp Adventure (2nd); 6 players

Variations: Drive-In Pulp

GM: Jeff A. Hatch

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Dirt-poor and without a penny between them, a group of teenagers inherits an old cinema. Too bad they don't know anything about running a theater.

### **220 One Man's Treasure Is Another Man's Tragedy**

Saturday 10 AM in 376 for 6 hours; ends in Session 3

System: Basic Role Playing; 6 players

Variations: Star Trek setting

GM: David Jones

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

On the edge of Federation space something has been found. A message has been sent and received; a distant research outpost has gone suspiciously and suddenly quiet.

### **221 Creature Features**

Saturday 10 AM in 377 for 6 hours; ends in Session 3

System: Monster of the Week; 5 players

Variations: Low Fate

Power Level: 1 Free Advance

GM: Bryan Hitchcock

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

Monsters are real. Most folks die learning that. But some are mean, crazy, or angry enough to survive. And some survivors go to war against the night. That's you.

### **222 Undermountain**

Saturday 10 AM in 378 for 6 hours; ends in Session 3

System: Pathfinder; 6 players

Variations: Core rules book only

Power Level: 4th; 15 pt buy

GM: Jude Rowe

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

Beneath the streets of Waterdeep lie the Underhalls of Halaster Blackcloak. Filled with high adventure and peril—where destiny (and treasure) await you, or your grisly death deep in Undermountain.

### **223 Noir City**

Saturday 10 AM in 379 for 6 hours; ends in Session 3

System: RGS; 6 players

GM: Henry Beals

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters may be provided by GM

San Angeles, 1946. WWII has been traded for the urban war against crime, and you're the law. When you can't trust your own partner, how will you hold crime down?

### **224 Fallen Out: The Brobot Apocalypse**

Saturday 10 AM in 381 for 6 hours; ends in Session 3

System: Dungeons & Dragons 3.0/3.5; 8 players

Variations: Omega World 3.0

Power Level: 8th

GM: Chris Bruno

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Congratulations, you and your compatriots have survived the apocalypse! After safely establishing a new foothold to survival, are you now prepared for the Rise of the Mechanized Fraternity?

## **Session 3**

### **301 Dresden Files: Black**

Saturday Noon in 149 for 8 hours; ends in Session 4

System: BASH! Basic Action Superheroes (Fantasy); 6 players

Power Level: various

GM: Chris Rutkowsky

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Harry Dresden is missing, and his friends and allies must work together to find him. Characters range from Butters and Toot to Murphy, Thomas, Guard, and more.



### **302 Don't Drink the Water**

Saturday 2 PM in 151 for 8 hours; ends in Session 4

System: Pathfinder; 6 players

Power Level: 8th (20-pt buy/ 33K gp)

GM: Dylan Blair

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Sumer Prime is not where you're meant to die. Follow the polluted Eugris river, face what lies at its source, and it may lead you home.

### **303 Space Nazis Must Die!**

Saturday 2 PM in 152 for 6 hours; ends in Session 4

System: GURPS (4th); 6 players

Variations: minor, alternate WWII

Power Level: 250 pts ±

GM: Tom Vallejos

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

WWII in Outer Space! The German Raumacht versus the US Army Space Corps. What are they doing on the darkside the Moon? Find out. We're all counting on YOU! Roleplay!

### **304 The Harvesters**

Saturday 2 PM in 154 for 4 hours; ends in Session 3

System: Unknown Armies (2nd); 6 players

Power Level: Street level - mostly normal folks

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Yesterday, you were a faceless cog in the corporate machine. Today, you have to kill or be killed. This is a dark tale of psychological horror.

### **305 Lords of the Wing**

Saturday 2 PM in 159 for 10 hours; ends in Session 4

System: Advanced Dungeons & Dragons (1st); 8 players

Variations: Some house rules, magic will be vetted by GM

Power Level: 7th-11th

GM: Les Child

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Crossing a barren desert, our only reference is the old man statue. We have a phrase to speak to it, given to us by a cat. Prophecy is never good news.

### **306 They Shall Know No Fear**

Saturday 2 PM in 160 for 10 hours; ends in Session 4

System: Deathwatch (V.1); 7 players

Variations: some Black Crusade

Power Level: Ranks 3-6

GM: Nick Barrington

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

What is in the depths of Hierophant II that would cause a renegade inquisitor to send a distress signal to the most terrifying force in the Jericho Reach? The Deathwatch?

### **307 Darkness over Faerun**

Saturday 2 PM in 375 for 6 hours; ends in Session 4

System: Dungeons & Dragons 3.5; 8 players

Variations: Forgotten Realms

Power Level: 15th

GM: Andrew Kennedy

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

A journey into the Underdark of faerun, loosely based on novels by acclaimed author R.A Salvatore.

### **308 Detour to Mars**

Saturday 4 PM in 374 for 8 hours; ends in Session 4

System: The Void; 5 players

Power Level: Rookie Wardens

GM: Matt Steele

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You're Rookie Wardens outbound from Earth to Saturn.

Your job is to deliver a Knight's Errant Class Corvette...a

Warden ship, to The Umbrella, the Warden station at

Saturn.

### **309 iBeholder**

Saturday 4 PM in 376 for 12 hours; ends in Session 4

System: Pathfinder; 6 players

Variations: Core bks, treasure by bk. 25pt buy checked@ game

Power Level: 14th

GM: Todd Westerlund

Rules Knowledge: Useful

Game Content: Mature Themes

Players provide their own characters

The Beholder outbreak threatens the realm. The heroes

will slip into the Hive and spread a plague. It'll be

smooth...it's not like the God of Beholders would be

here...

### **310 He Who Laughs Last**

Saturday 4 PM in 377 for 8 hours; ends in Session 4

System: Cthulhu Dark; 6 players

GM: Dave Sokolowski

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Hollywood - Your friend Becca's tragic suicide has

brought you together, but still doesn't make sense.

Perhaps her job as a personal assistant to a wildly

successful comedian is related?

### 311 The Lost Barony of Tegel

Saturday 4 PM in 378 for 8 hours; ends in Session 4  
System: Advanced Dungeons & Dragons (2nd); 8 players  
Variations: Crits/Fumbles, Segmented movement  
Power Level: 6th-7th  
GM: Dwayne Fox  
Rules Knowledge: Useful  
Game Content: Mature Themes  
Characters may be provided by GM  
Knights of Furyondy have discovered a lost Barony in her northern territories, you're tasked to escort a scholar to prove its existence, and return alive. (World of Greyhawk, No Evil)

### 312 Protocol Z part 1 Waking Up

Saturday 4 PM in 379 for 8 hours; ends in Session 4  
System: D20 Modern; 6 players  
Variations: home rules  
Power Level: 1st  
GM: Eon Contreras  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
You wake up and don't know much. Time to learn of the horrors coming.

### 313 Rough Night in INN Sector

Saturday 4 PM in 381 for 8 hours; ends in Session 4  
System: Paranoia; 6 players  
Variations: at my whim  
Power Level: not enough  
GM: Ezra Denney  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Rejoice Troubleshooters, for you have been awarded Mandatory Vacation! You will enjoy one luxurious night at INN sector. Vacations in Paranoia? What could go right!

### 314 Star Wars Mega Game VI: Power through the Force

Saturday 5 PM in Pacific for 8 hours; ends in Session 4  
System: Star Wars (Fantasy Flight) (Edge of Empire and Age of Rebellion); 16 players  
Variations: Minor house edits and FAQ  
Power Level: Starting + 150XP  
GM: Lisa Gordon  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
A continuation from last year: former Jedi students forced to hide in the slums find a way out with a mysterious message on an old holocron. But to where...?

## Session 4

### 401 Tales of the Singing Skull: Below Shambala

Saturday 6 PM in 143 for 8 hours; ends in Session 4  
System: Space: 1889 (1st); 5 players  
Variations: minor fixes to task rules; SGOM may apply  
Power Level: beginning  
GM: Michael Blum  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Spring, 1898. Grand Duchess Natalia Alexandrovna is leading an expedition via aerial gunboat to Tibet. Will this amazonian adventure succeed in finding a route to the inner world?

### 402 Desert Places

Saturday 6 PM in 154 for 6 hours; ends in Session 4  
System: Cthulhu Dark; 6 players  
Variations: minor additions  
GM: Scott MacPherson  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Twenty years after a life-changing event in the Arizona desert, old friends and enemies reunite to solve a mystery - one that will either save or doom the world.

### 403 The Island of the Dead

Saturday 6 PM in 161 for 6 hours; ends in Session 4  
System: Slasher Flick; 5 players  
Power Level: 'Ya'll gonna die horribly'  
GM: William Lee  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Slasher Flick is a tongue-in-cheek RPG homage to '70s and '80s screamers like Halloween and Friday the 13th. A love of the genre and a sense of humor are required.

### 404 Deadwood Blues

Saturday 6 PM in 162 for 8 hours; ends in Session 4  
System: Deadlands Reloaded (Deluxe); 6 players  
Power Level: Heroic, mostly  
GM: Bryan Hitchcock  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
1879: Deadwood's a wild treaty town. Violence boils in the muddy streets. Saloons war for lecherous miners' gold. Something dreadful stalks Deadwood's shadows. What're you gonna do about it, hombre?



**405 Mecha vs. Kaiju: Mecha Assault Force ICHIMASU!!!**

Saturday 6 PM in 163 for 8 hours; ends in Session 4  
System: Fate Core; 6 players  
Variations: Mecha vs. Kaiju World Book  
GM: Johnathan Wright  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The kaiju have ravaged Japan for 60 years. The only defense is the brave pilots of the Mecha Assault Force. Get a sneak peak at this new anime action setting!

**406 Tick Tock Jack's Back**

Saturday 6 PM in 164 for 6 hours; ends in Session 4  
System: Savage Worlds; 8 players  
Power Level: Novice  
GM: Tom Rafalski  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Thursday, 12th of June, 1890. The Gyre ticks one minute. Friday, 13th of June, 1890. A mutilated body is discovered in Whitechapel. Steampunk with some horror elements.

**407 The Problem with Kazzanyc**

Saturday 6 PM in 165 for 8 hours; ends in Session 4  
System: Dungeons & Dragons 3.5; 8 players  
Power Level: 20th  
GM: Mike Strong  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Kazzanyc the Fire Tyrant has delivered an ultimatum to the capitol: pay tribute or burn. They chose option 3, call forth the heroes. And they thought Smaug was a challenge?

**408 Omens of the Sibyl: Harlequin's Shadow**

Saturday 6 PM in 166 for 6 hours; ends in Session 4  
System: Dungeon World; 6 players  
Power Level: moderate  
GM: John Lewis  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
An ancient relic must be stolen from a master assassin. You are the skilled agents of the mysterious Sibyl, one of her shadowy Omens. Reweave the threads of destiny!

**409 SR5 Missions - SRM5-01 - Chasin' the Wind**

Saturday 6 PM in 168 for 8 hours; ends in Session 4  
System: Shadowrun (5th); 6 players  
Variations: Mission Rules  
GM: Brian Sullivan  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM

Twenty years ago Chicago was transformed into an urban hellscape. The Governor has initiated Project: Takeback to reclaim the feral city. The shadows of Chicago are coming back to life.

**410 The Talon of Umberlee**

Saturday 6 PM in 170 for 6 hours; ends in Session 4  
System: Dungeons & Dragons 4.0; 6 players  
Power Level: 8th  
GM: Ian Bethel  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters created for game  
The Talon of Umberlee has been stolen by ruthless pirates and Lord Neverember has asked you to retrieve the artifact; will you come to his aid?

**411 Rhodesia, 1975**

Saturday 6 PM in 608 for 8 hours; ends in Session 4  
System: Merc; 5 players  
GM: Kris Miller  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The country is Rhodesia. The year is late 1975, and it looks like an African version of Viet Nam: a 'no-win' guerrilla war.

**412 Night Shift**

Saturday 8 PM in 149 for 6 hours; ends in Session 4  
System: Unknown Armies; 6 players  
Variations: some house rules  
Power Level: competent non-mages  
GM: Duane O'Brien  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
Normally the night shift at this institution is pretty quiet. But tonight, a series of unexplained attacks will leave everyone praying for the dawn.

**413 What Are We Doing Here?**

Saturday 8 PM in 152 for 8 hours; ends in Session 4  
System: Dungeons & Dragons 3.0/3.5; 6 players  
Variations: house rules & other weirdness (blue gems)  
Power Level: 10th+  
GM: Chriss Lagge  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
You wake up in a strange place, surrounded by strangers. How did you get here? How do you get out of here? And will you ever be the same again?



#### **414 Dungeon Crawl Classics #77.5 - Tower out of Time**

Saturday 8 PM in 171 for 4 hours; ends in Session 4  
System: Dungeon Crawl Classics RPG (1st); 6 players  
Variations: house rules (of course!)  
Power Level: 2nd  
GM: Thom Hall  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
From out of the past comes an ancient evil to plague the present! A mystifying tower crowned by a blinding blood-red light has appeared in the forest.

#### **415 The Experiment**

Saturday 8 PM in 375 for 4 hours; ends in Session 4  
System: Pulp Adventure (2nd); 6 players  
Variations: Drive-In Pulp  
Power Level: Noir  
GM: Jeff A. Hatch  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
A South American Cruise turns into a tour of terror when a group of vacationers discovers a haunted bunker. What horrors await them in the dark?

#### **Drop-in: Saturday Night Fever**

Sign up in 145 any time before the game  
Saturday 10 PM in 145 for 4 hours; ends in Session 4  
System: Cyberpunk; 8 players  
Variations: some house rules  
GM: Becky Thomas  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
It's Saturday night in Night City and the Trauma Team is always busy. Tonight looks no different. First call: corporate biomonitor alert at CLUB NO NAME. What could possibly go wrong?

## **Session 5                      SUNDAY**

#### **501 The Harvesters**

Sunday 8 AM in 143 for 4 hours; ends in Session 5  
System: Unknown Armies (2nd); 6 players  
Power Level: Street level - mostly normal folks  
GM: Todd Furler  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Yesterday, you were a faceless cog in the corporate machine. Today, you have to kill or be killed. This is a dark tale of psychological horror.

#### **502 None But the Brave Deserve the Faire**

Sunday 8 AM in 149 for 6 hours; ends in Session 6  
System: Pathfinder; 6 players  
Power Level: 20th+  
GM: Jeff Yin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters may be provided by GM  
An intrepid band of heroes faces down the sorcerer Cleon, with the fate of the multiverse in the balance. Heavy role-playing, not your standard Pathfinder game. Beginners welcome!

#### **503 Retrieval Team Zeta: Plague of Spiders**

Sunday 8 AM in 151 for 4 hours; ends in Session 5  
System: Hunter: the Vigil; 6 players  
Variations: God-Machine Chronicle rules  
Power Level: some experience  
GM: Jason M. Martinez  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Welcome to the team. Your mission is to investigate a cerebral parasite outbreak in Cincinnati and retrieve samples from the infected. Funeral arrangements for former team members will be Sunday.

#### **504 S.O.S. ICC Icarus**

Sunday 8 AM in 152 for 6 hours; ends in Session 6  
System: Cthulhu Rising; 6 players  
Variations: modified for con setting  
Power Level: normal humans  
GM: Damon Gregory  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
ATTENTION! Incoming Distress Call: 'Urgent assistance is \*bzzzt\*ed! There are \*bzzzt\*! HURRY! \*bzzzt\*'

#### **505 Games to Escape**

Sunday 8 AM in 154 for 8 hours; ends in Session 6  
System: Dungeons & Dragons 3.0/3.5; 8 players  
Power Level: 5th  
GM: Cyrus Makalinaw  
Rules Knowledge: Expected  
Game Content: Mainstream  
Players provide their own characters  
The guards got bored, so they decided to let 2 prisoners escape today if they can pass through the evil gauntlet the guards have devised. Will one of them be you?



### **506 Endless Caravan—Haven**

Sunday 8 AM in 159 for 8 hours; ends in Session 6

System: Exalted (2nd); 5 players

Variations: mixed low-power scenario

Power Level: low

GM: Pól Stafford

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Hired for a prestigious post as Guards for the Endless Caravan, the group needs to make its way through dangerous lands to get to the Caravan.

### **507 The Green Abyss**

Sunday 8 AM in 160 for 8 hours; ends in Session 6

System: Pathfinder; 7 players

Variations: Revised & Mythic Rules may be used

Power Level: 20th; 880K GP equip; 1 mythic tier w/prior approval

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

The Abyss has crushed everything that has stood in its way. Elders on the world of Golarion believe their salvation lies on other worlds, primarily the world 'Castrovel.'

### **508 Deezil's Dungeon Part 1: Descent Into Chaos**

Sunday 8 AM in 161 for 8 hours; ends in Session 6

System: Dungeons & Dragons 3.5; 8 players

Variations: Core Only, random char gen in play

Power Level: 1st+

GM: Andy Marshall

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

Deezil's Dungeon of Chaos is an exercise in complete randomness. Character levels, monsters, and treasure are all rolled randomly during play. Part 1 starts at level 1.

### **509 Welcome Freshmen!**

Sunday 8 AM in 162 for 8 hours; ends in Session 6

System: Hero 6th Edition (Teen Champions); 6 players

Variations: minor house rules

Power Level: 300 pt. (AVG: 8DC, 12 Def[6r], 4 Spd, 8 CV)

GM: Don Satow

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

It's your first day in Midtown High. And you thought stopping crime was tough...

### **510 A Dark and Stormy Night**

Sunday 8 AM in 163 for 8 hours; ends in Session 6

System: Advanced Dungeons & Dragons (2nd); 6 players

Variations: some home rules

Power Level: 5th-8th

GM: Aaron M. Malek

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Lightning flashes, thunder crashes, and suddenly, a cry is raised—the west tower has been breached! A priceless treasure has been stolen, whisked away into the clouds.

### **511 South Seas Breezes**

Sunday 8 AM in 164 for 8 hours; ends in Session 6

System: Call of Cthulhu (6th); 8 players

Power Level: moderate

GM: Peter Magnetti

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

The SS Maheno has returned with the disastrous 1922 Summerville Expedition. 'They dug up sumfin' what was better left buried,' croaked the deranged, bleary-eyed ship's boatswain at the maritime inquest.

### **512 Jungle Village Pt II**

Sunday 8 AM in 165 for 8 hours; ends in Session 6

System: 13th Age; 8 players

Variations: Monk

Power Level: 2nd

GM: Joe O'Neil

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Jungle Village is a troubled place. There is conflict between the clans. Now bandits threaten Jungle Village's very survival. You are kung-fu peasants in a humble Wuxia village, act accordingly.

### **513 To Kill a God**

Sunday 8 AM in 166 for 8 hours; ends in Session 6

System: Dungeons & Dragons 3.0/3.5; 8 players

Power Level: 20th

GM: Chris Bruno

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

You and your fellow adventurers have been gathered for the purpose of killing Tiamat. How will you accomplish this? What could slay a god? What will happen afterwards? only way to find out is to try!

### **514 C.S.I. Gnome II 'Orc N Pie'**

Sunday 8 AM in 168 for 8 hours; ends in Session 6

System: Dungeons & Dragons 3.0/3.5; 6 players

Variations: Core bks+Compl. Adventurer & Compl. Scoundrel

Power Level: 3rd

GM: Ritchie Lagge

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The team's new case: free trade is at risk when agents threaten the most guarded secret in the Kingdom of the Golden Archon. Can they be stopped?

### 515 Good Intentions

Sunday 8 AM in 170 for 8 hours; ends in Session 6  
System: Hero 5th Edition (Champions); 6 players  
Variations: elements of 4th & 5th ed.; otherwise minor  
Power Level: 8-12DC  
GM: Joe Di Lellio  
Rules Knowledge: Expected  
Game Content: Mainstream  
Players provide their own characters  
Shadows long, you awaken on a sandy beach; an ancient armada fights at sea. Suddenly the sound of metal on metal behind you and something blocks the sun...

### 516 Under the Horsetail Banner

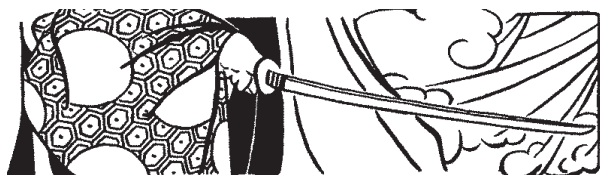
Sunday 9 AM in 570 for 8 hours; ends in Session 6  
System: Hillfolk; 7 players  
Variations: Mongolian  
GM: Brian E. Williams  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
The steppes are wide. The eternal blue sky holds you in her wide arms. The enemies within your tents are as dangerous as the enemies without. The Kurultai is coming.

### 517 Procession

Sunday 10 AM in 374 for 8 hours; ends in Session 6  
System: Original Dungeons & Dragons; 8 players  
Variations: 3 vol set & Greyhawk  
Power Level: 4th-8th  
GM: Thomas A. McCloud  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Characters may be provided by GM  
The Christian monks of St. Matthew are holding their procession of holy relics through Meng. Guards wanted. Ambush almost guaranteed. Bring D&D characters if you can, original D&D preferred.

### 518 Into the Heat

Sunday 10 AM in 375 for 8 hours; ends in Session 6  
System: Gamma World D20; 8 players  
Variations: White Wolf flavored, based on D20 Modern  
Power Level: 5th  
GM: Patrick Hamilton  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Chapter 1—Rebuild the Restorationist minivan. The group will use its finite resources to trade and scavenge the parts needed. Bonus currency may be found and used during the game.



### 520 It Wasn't What We Thought...

Sunday 10 AM in 377 for 8 hours; ends in Session 6  
System: Serenity (1st); 8 players  
Power Level: Greenhorn  
GM: Zachary C. Morgan  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You're in a bar on Boros when 'The Signal' comes over the Cortex feed. Some believe the unknown woman; others think it's Anti-Alliance propaganda... What do you think?

### 521 . . . And a Chill Wind Blows (AGOP)

Sunday 10 AM in 378 for 8 hours; ends in Session 6  
System: Hunter: the Vigil; 6 players  
Variations: WoD: Mirrors/WoD: God Machine/Fate-like Aspects  
Power Level: slightly experienced  
GM: Richard Taylor  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
A group of young Hunters in Chicago, 1988, must deal with a colder winter than normal. People normally don't die this often here.

### 522 Stealing 40 Cakes

Sunday 10 AM in 379 for 8 hours; ends in Session 6  
System: Better Angels (1st); 6 players  
Power Level: standard  
GM: Joel Phillippi  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Characters created for game  
In this one roll engine game, you will be playing a supervillain who is the mortal host for a demon...and the demon of the player to your right.

### 523 A Lot Can Change in a Year

Sunday 10 AM in 381 for 8 hours; ends in Session 6  
System: Dresden Files; 6 players  
Variations: some simplifications, house rules  
Power Level: Feet in the Water  
GM: Cassie Gegax  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
A year ago, one of your friends was kidnapped by a fairy. This opened your minds to more than most high school graduates. There is magic in the world...you've seen.



## Session 6

### **601 Gods, Monsters, and the Homecoming Dance**

Sunday Noon in 143 for 6 hours; ends in Session 6

System: Nugget; 8 players

GM: Michael Siverling

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

High School is bad enough, until the world goes crazy and a weird stranger starts yelling at you that you're really an 'Epic Hero,' whatever that is.

### **602 My Name is Nobody**

Sunday Noon in 151 for 8 hours; ends in Session 7

System: Pathfinder; 6 players

Variations: 25 pt buy, 10.5K GP, Paizo only no 3.5, no evil

Power Level: 5th

GM: Bob Weidman

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A peaceful village on one of the Isles of the Shackles has been besieged by a marauding band of Cyclops. A call goes out for help from adventurers like you.

### **603 Exodus: Fate Amongst the Stars**

Sunday Noon in 608 for 6 hours; ends in Session 6

System: Diaspora; 6 players

Power Level: Experienced Space Travelers

GM: Michael Garcia

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You're on mankind's first interstellar voyage. Your ship is 33 years old, your fuel is the most volatile substance ever known, and you are 60 trillion miles from home.

### **604 Omens of the Sibyl: Winter's Child**

Sunday 2 PM in 149 for 6 hours; ends in Session 7

System: Dungeon World; 6 players

Power Level: moderate

GM: John Lewis

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A young girl's grim fate must be altered. You are the skilled agents of the mysterious Sibyl, one of her shadowy Omens. You must reweave the threads of destiny!

### **605 Enemies of the Empire**

Sunday 2 PM in 152 for 6 hours; ends in Session 7

System: Star Wars D6 (2nd revised (West End Games)); 6 players

Power Level: Beginning

GM: Stuart Yee

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

You're in a detention center with thieves, murderers, Rebels, smugglers and other outlaws. But your enemy's enemy is a friend right? And working together, you might not face certain death!

### **606 He Who Laughs Last**

Sunday 4 PM in 154 for 8 hours; ends in Session 7

System: Cthulhu Dark; 6 players

GM: Dave Sokolowski

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Hollywood - Your friend Becca's tragic suicide has brought you together, but still doesn't make sense. Perhaps her job as a personal assistant to a wildly successful comedian is related?

### **607 The Summer Leaf Tournament**

Sunday 4 PM in 159 for 8 hours; ends in Session 7

System: King Arthur Pendragon (KAP) (4th); 6 players

Variations: very minor house rules

Power Level: varies

GM: Shannon Mac

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

On the surface Camelot is about glory, tournaments & romance; but underneath it is intrigue, dark passions & brutality. Enter this world at your own risk.

### **608 Reign of Saturn: Brothers in the Instant**

Sunday 4 PM in 160 for 10 hours; ends in Session 7

System: Homebrew (Studio Radd); 6 players

Power Level: National

GM: Alex Ory

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

100 years after being fractured by war, the new American nations struggle for supremacy in three vignettes of atompunk espionage. A sister game to Reign of Saturn LARP; mature content.

### **609 Everyone Loves a Ball**

Sunday 4 PM in 161 for 8 hours; ends in Session 7

System: Dungeons & Dragons 4.0; 6 players

Variations: Eberron

Power Level: 5th

GM: Josiah Knight

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

You acquired an invitation to the masquerade ball and infiltrated the vault, without alerting the guards.

Unfortunately, someone has stolen the statuette. Can you find it before the ball ends?

### **610 Trail of the Green Dragon**

Sunday 4 PM in 162 for 8 hours; ends in Session 7

System: Hero 5th Edition (Pulp); 8 players

Variations: Horror Hero

Power Level: 200 pts

GM: Chris Muoio

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Brigade returns, battling dark forces in the Land of the Rising Sun. After less than successful results in South America, it's time for redemption and payback Freedom Brigade style!!

### **611 Lover in the Ice**

Sunday 4 PM in 163 for 8 hours; ends in Session 7

System: Call of Cthulhu (6th); 6 players

Variations: Delta Green elements

GM: Tyson Fultz

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

An ice storm has hit the town of Lafontaine, Missouri.

ANDREA has activated Q Cell to contain a possible green box breach. Scenario written by Caleb Stokes.

### **612 Our Little Town**

Sunday 4 PM in 164 for 8 hours; ends in Session 7

System: Nemesis (Dark ORE); 6 players

Power Level: regular people

GM: Matt Steele

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You wake up in a quaint hotel in a quaint little town. You don't remember checking in. Hey, why is the door locked? Is there anybody out there? Hello?

### **613 BloodMaze Gozran 4714**

Sunday 4 PM in 165 for 10 hours; ends in Session 7

System: Pathfinder; 6 players

Variations: PF standard books only. No D&D 3.0/3.5 content

Power Level: 8th (25 pt buy-in)

GM: Keith Fojtik

Rules Knowledge: Expected

Game Content: Mature Themes

Players provide their own characters

You've been invited to complete in the Bloodmaze by an old associate. Can your team survive long enough to find the key and escape before a rival team does?

### **614 Unwelcome Undead**

Sunday 4 PM in 166 for 8 hours; ends in Session 7

System: Original Dungeons & Dragons (2nd); 8 players

Variations: segmented movement

Power Level: 4th-6th

GM: Samuel Horton

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

When skeletons keep appearing in a small town, a band of adventurers is sent to find out if someone is raising them for some evil purpose.

### **615 Withering of the Great Ash Tree**

Sunday 4 PM in 168 for 10 hours; ends in Session 7

System: Dresden Files; 5 players

Power Level: Up to your waist/Submerged

GM: Morgan Jenkins

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Chapter 2: After saving the world last winter, things have been quiet. But now the local Brownie shows back up. He speaks of prophecies, legends, and Camelot?!

### **616 The Silver Sliver**

Sunday 4 PM in 170 for 8 hours; ends in Session 7

System: Pathfinder; 8 players

Variations: Epic fantasy ability scores please

Power Level: 10th

GM: Geoffrey Nicholls

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

Clues to an ancient artifact surfaced in Yolata. Track down the sliver and please the silver dragons of the realm. Alexandria needs their help against their greatest threat - Enthor.

### **617 The Orcish Brigade X: The Schlock**

Sunday 5 PM in 570 for 6 hours; ends in Session 7

System: Advanced Dungeons & Dragons (Penultimate FINAL ∞ +1!); 7 players

Variations: If you have to ask, you can't afford it

Power Level: Level Power

GM: Arthur Stone Wallis

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Fringe extremist terrorist far-right fanatic partisan sectarian doctrinaire zealot puritan far-left Orcish Marines have taken up residence on an island prison camp, and threaten the area with their 'Magic Missiles.'



## Session 7

### 701 Primetime Adventure! Pilot Episode

Sunday 6 PM in 374 for 6 hours; ends in Session 7

System: Primetime Adventure; 6 players

Variations: Pilot Episode

GM: Samantha Smith

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Coming to primetime this season! Design and star in the pilot episode of the TV show of your dreams. Setting and characters created by players, and facilitated by GM.

### 703 The Hour Of The Unmasking—A Seakog Production

Sunday 6 PM in 376 for 8 hours; ends in Session 7

System: Pathfinder; 8 players

Variations: World of Darkness

Power Level: 8th

GM: Beth Krestoff

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

‘As I sink into the shadows, the music begins to fade. The people have all left me, and so ends this masquerade.’

What madness befalls the World of Darkness.

### 704 When Heroes Return Home

Sunday 6 PM in 377 for 8 hours; ends in Session 7

System: Twilight 2013; 7 players

Variations: Using base rules very few advanced rules

GM: Saul Morales

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Getting out of Pakistan when everything hit the fan was just the beginning. Home is all the crew has thought about. All fear how bad things have gotten back home.

### 705 Till Death Do Us Part

Sunday 6 PM in 378 for 6 hours; ends in Session 7

System: All Flesh Must Be Eaten (1st); 6 players

Power Level: Norms

GM: David Weinstein

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A wedding cruise! Romance in the air, along with a hideous, zombie-making pathogen. Can you outlast the zombies, or is escape your only option?

### 706 A Fool in the House of Shadow

Sunday 6 PM in 379 for 8 hours; ends in Session 7

System: Legend of the Five Rings (4th); 6 players

Variations: many modifications

Power Level: middle to high-powered characters

GM: Greg Brown

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

It started with a girl. Two families have gone to war; each accuses the other. You are sent to discover the truth where shadows hide bloody secrets from honorable eyes.

### 707 It Came from Hollywood

Sunday 6 PM in 381 for 8 hours; ends in Session 7

System: GURPS (4th); 7 players

Variations: Atomic Horror

Power Level: 200+ pts

GM: Nathan Hanner

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

It's 1956. The Universal movie monsters have escaped from 'The Farm.' You and the other 'actors' (monster wranglers) have to capture them and get them back to the sets.

### 708 The Cure for Cancer

Sunday 8 PM in 143 for 6 hours; ends in Session 7

System: Changeling: the Dreaming; 6 players

Variations: Updated to NWoD

GM: Lance Meibos

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A crazy wizard in Berkeley has decided to cure cancer... by destroying biology! Will your oath circle get there in time to stop him?

### 709 Make a CON Check (AGOP)

Sunday 8 PM in 149 for 8 hours; ends in Session 7

System: Don't Rest Your Head; 6 players

Variations: Gamers

GM: Travis Lindquist

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

It's late. Very, very late. All you've eaten are greasy pizzas and caffeine ingestion. Sleep? None. But the game goes on. And on and on...until you wake up.

### 710 Lost Memories

Sunday 8 PM in 151 for 6 hours; ends in Session 7

System: Pathfinder; 5 players

Power Level: Moderate

GM: Mateo Chamberlain

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You awaken in a cave with no memory of how you got there. The last thing you remember was answering the call for adventurers to hunt down an ancient relic.

### **711 Voyage of the Damned**

Sunday 8 PM in 152 for 6 hours; ends in Session 7

System: DREAD; 6 players

GM: F. Bogart Wolf

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Becalmed in deep waters with no food and little water left, the crew of the pirate vessel Desperation sight another ship on the horizon—is it salvation or damnation?

### **Drop-in: Looking for Ms. Goodbar**

Sign up in Teen Room (145) any time before the game

Sunday 10 PM in 145 for 4 hours; ends in Session 7

System: Cyberpunk; 8 players

Variations: some house rules

GM: Steve Kani

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

The sequel to 'Saturday Night Fever.' Let's just say the job isn't done. You're a new team. Can you uncover the source of the problem? An accident? Corporate sabotage? ... sheer stupidity?

## **Session 8**

## **MONDAY**

### **801 Return to Paradise**

Monday 8 AM in 143 for 8 hours; ends in Session 8

System: Traveller (Mega Traveller); 6 players

Power Level: standard

GM: David Guon

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

After a long mission—across the sector and back—a hard-working crew deserves some leave. What better place than a tropical resort-world?

### **802 The Pyramid of Kamaria**

Monday 8 AM in 149 for 8 hours; ends in Session 8

System: Pathfinder; 7 players

Variations: Revised & Mythic Rules may be used

Power Level: 20th; 880K GP equip; 1 mythic tier w/prior approval

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

There is a magical gate within the Pyramid of Kamaria, which may hold the secret the elders seek to close the World Wound. Beware the Mummy which is buried there.



### **803 3:10 to Yuban**

Monday 8 AM in 151 for 8 hours; ends in Session 8

System: Paranoia; 6 players

Variations: Almost straight, not zap.

Power Level: High priority mission, field promotions likely.

GM: Brett Lawson

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Experience challenges so exciting that your debriefing team will be mind wiped! Learn things so far above your security clearance that only a field promotion can save you from execution!

### **804 Angelus Ostrus: Stories of Gold and Blood**

Monday 8 AM in 152 for 8 hours; ends in Session 8

System: Homebrew D100; 8 players

Power Level: Epic D&D equivalent

GM: Adam Brett

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

A group of Angels, cast out from heaven, must seek the truth behind dark stories of what lies deep in the jungles of the recently discovered New World.

### **805 The Molten Forge**

Monday 8 AM in 154 for 8 hours; ends in Session 8

System: Pathfinder; 6 players

Variations: PF standard books only

Power Level: 16th

GM: Nick Matyas

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

A long abandoned dwarven forge inside a volcano is said to hold an powerful ancient dwarven hammer. Delve into the Molten Forge to help retrieve it!

### **806 Panic in the Streets**

Monday 8 AM in 159 for 8 hours; ends in Session 8

System: Hero 5th Edition (Champions) (FRED); 6 players

Variations: VPPs shot on sight.

Power Level: 12-16dc; see DunDraCon website for more.

Archetypes appreciated.

GM: B J Goukler

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

The latest victim located off Bourbon Street is a decapitated body dressed in costume. This is the sixth hero slaying within 48 hours, each corpse writing 'Come Back' with their blood.

### **807 Under the Kingdom of Heaven**

Monday 8 AM in 160 for 8 hours; ends in Session 8  
System: Cthulhu Dark Ages; 6 players  
Variations: some house rules  
GM: Frank A. Fioni  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
It's September 1187 and the holy city of Jerusalem is sure to fall to Saladin without aid. A small group is sent in search of a holy relic, but can they find it in time???

### **808 Resurrection**

Monday 8 AM in 162 for 8 hours; ends in Session 8  
System: Black Crusade; 8 players  
Power Level: starting characters  
GM: Daniel Alves  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Beneath Sacgrave sleeps an ancient evil waiting for a group of heretics with enough courage (hubris?) to awaken it. Will your warband be resourceful enough to meet this challenge?

### **809 Where Angels Fear to Tread**

Monday 8 AM in 163 for 8 hours; ends in Session 8  
System: Star Trek RPG; 8 players  
Power Level: Officers of the Bridge  
GM: Andrew Jackson Davis  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
In the Year 2370, the Starship Enterprise has been assigned to a search and rescue mission which will lead the crew to unknown worlds and perilous encounters.

### **810 The Defense of Woodspring Priory**

Monday 8 AM in 164 for 6 hours; ends in Session 8  
System: Homebrew (Rune Quest elements); 6 players  
Power Level: low mid  
GM: Kevin Shrapnell  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
A medieval fantasy set in England's Summer Country. Dragon ships have been seen in the Severn estuary, the Squire and his men are dispatched to defend the Priory from reavers.

### **811 Survival of the Fittest**

Monday 8 AM in 165 for 8 hours; ends in Session 8  
System: Dark Heresy; 8 players  
Power Level: low  
GM: Brian Blackmer  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
Main book Dark Heresy, no extras, premade characters welcome but subject to GM approval.

### **812 Six Guns Against Sorcery**

Monday 8 AM in 166 for 6 hours; ends in Session 8  
System: Aces and Eights; 8 players  
Variations: Some crossover with fantasy possible  
Power Level: Beginning  
GM: Rian McMurtry  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You'd come to this sleepy little Mexican village because you'd heard there was gold here. The villagers are terrified of the man they call the Wizard. He controls the mines.

### **813 Milton Needs a Vacation**

Monday 8 AM in 168 for 8 hours; ends in Session 8  
System: Shadowrun (5th); 6 players  
Power Level: normal  
GM: Jason Unck  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
When you catch the trideo of your favorite fixer selling you out in primetime, you have to geek the traitor before the Star gets its hands on you.

### **814 Thunderas Eye**

Monday 8 AM in 170 for 8 hours; ends in Session 8  
System: Star Wars (Saga); 8 players  
GM: Henry Hill  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
The Sith have discovered that the Cathar iragian world holds the Lost relic. That could change the war outcome. As well as give its holder the power to control the Sith.

### **815 Stop, Hey What's That Sound?**

Monday 8 AM in 508 for 8 hours; ends in Session 8  
System: Changeling: the Dreaming (2nd); 10 players  
Variations: some house rules  
GM: Alisha Walton  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Autumn 1969. The motley has returned to SF in turmoil.



### 816 Mecha vs Kaiju: Fate of the World

Monday 9 AM in Salon C for 6 hours; ends in Session 8  
System: Fate Core; 12 players  
Variations: Mecha vs Kaiju Setting rules  
GM: Johnathan Wright, Adam Diran, Joe O'Neil  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters may be provided by GM  
Tokyo! Sydney! San Francisco! 3 cities - 3 tables - 3 GMs, pitting you against a worldwide kaiju onslaught. Can you hold out? If not can you help other cities to survive?

### 817 X-File High: Prom Night of the Living Dread

Monday 10 AM in 374 for 6 hours; ends in Session 8  
System: Hero pre-5th Edition (Champions); 8 players  
Power Level: Teens w/abilities  
GM: Greg Haslam  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
Prom Week as members of the O.N.I. (Occult Netherworld Investigations) Club try to figure out why people are acting like zombies at school while trying to score a prom date.

### 818 Little Trouble in Big Zhonggou

Monday 10 AM in 375 for 6 hours; ends in Session 8  
System: Ironclaw Anthropomorphic RP (2nd); 6 players  
Variations: Book of Jade  
Power Level: pre-made  
GM: Brion K. Lienhart  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Establishing a church for s'Allumer in Xiang Ping should be a piece of cake. The problems with ghosts, gangsters, corrupt guards, and revolting peasants have surely been exaggerated.

### 819 Psiber Force Blitz 2049

Monday 10 AM in 376 for 6 hours; ends in Session 8  
System: OVA: The Anime Role-Playing Game; 6 players  
GM: Patrick Riley  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Crime and violence involving psions is on the rise. The police, completely out of their league, form an elite team of veterans, specialists, and others to stem the tide.



### 820 Undermountain

Monday 10 AM in 377 for 6 hours; ends in Session 8  
System: Pathfinder; 6 players  
Variations: Core rules book only  
Power Level: 4th; 15 pt buy  
GM: Christian Seubert  
Rules Knowledge: Expected  
Game Content: Mainstream  
All characters provided by GM  
Beneath the streets of Waterdeep lie the Underhalls of Halaster Blackcloak. Filled with high adventure and peril—where destiny (and treasure) await you, or your grisly death deep in Undermountain.

### 821 Mercenary Blues

Monday 10 AM in 378 for 6 hours; ends in Session 8  
System: Battletech: A Time of War; 6 players  
Power Level: 5000 XP  
GM: Stuart Yee  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
It is the year 3030 and your merc unit is busted. With a little savvy, and a lot of luck, you might win yourself a contract that pays handsomely!

### 822 Valley of the Snails

Monday 10 AM in 379 for 6 hours; ends in Session 8  
System: Pathfinder; 6 players  
Variations: Homebrew setting. No evil characters.  
Power Level: 1st  
GM: K.A. Green-Wall  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
A local adventurer has disappeared on a sojourn into a weird forest. Can you find out what's become of him, or are you next?



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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 38th convention should have been in 2013.

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 anymore. (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 Pacifcon, 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

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## DunDraCon Does Not

### Officially Present

On Sunday, February 16<sup>th</sup>,

The Secret Masters Of Gaming

15<sup>th</sup> Annual Hawaiian Shirt Day

At DunDraCon 38



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?)

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# DunDraCon Game Planner

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

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

<b>Session 1. 100 Series games</b> Sign up by Friday 4:30 PM The registration forms for this session are Salmon	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 2. 200 Series games</b> Sign up by Friday 8:00 PM The registration forms for this session are Pink	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 3. 300 Series games</b> Sign up by Saturday 10:30 AM The registration forms for this session are Blue	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 4. 400 Series games</b> Sign up by Saturday 4:30 PM The registration forms for this session are Gold	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 5. 500 Series games</b> Sign up by Saturday 8:00 PM The registration forms for this session are Green	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 6. 600 Series games</b> Sign up by Sunday 10:30 AM The registration forms for this session are Lilac	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 7. 700 Series games</b> Sign up by Sunday 4:30 PM The registration forms for this session are Yellow	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<b>Session 8. 800 Series games</b> Sign up by Sunday 4:30 PM The registration forms for this session are White	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____