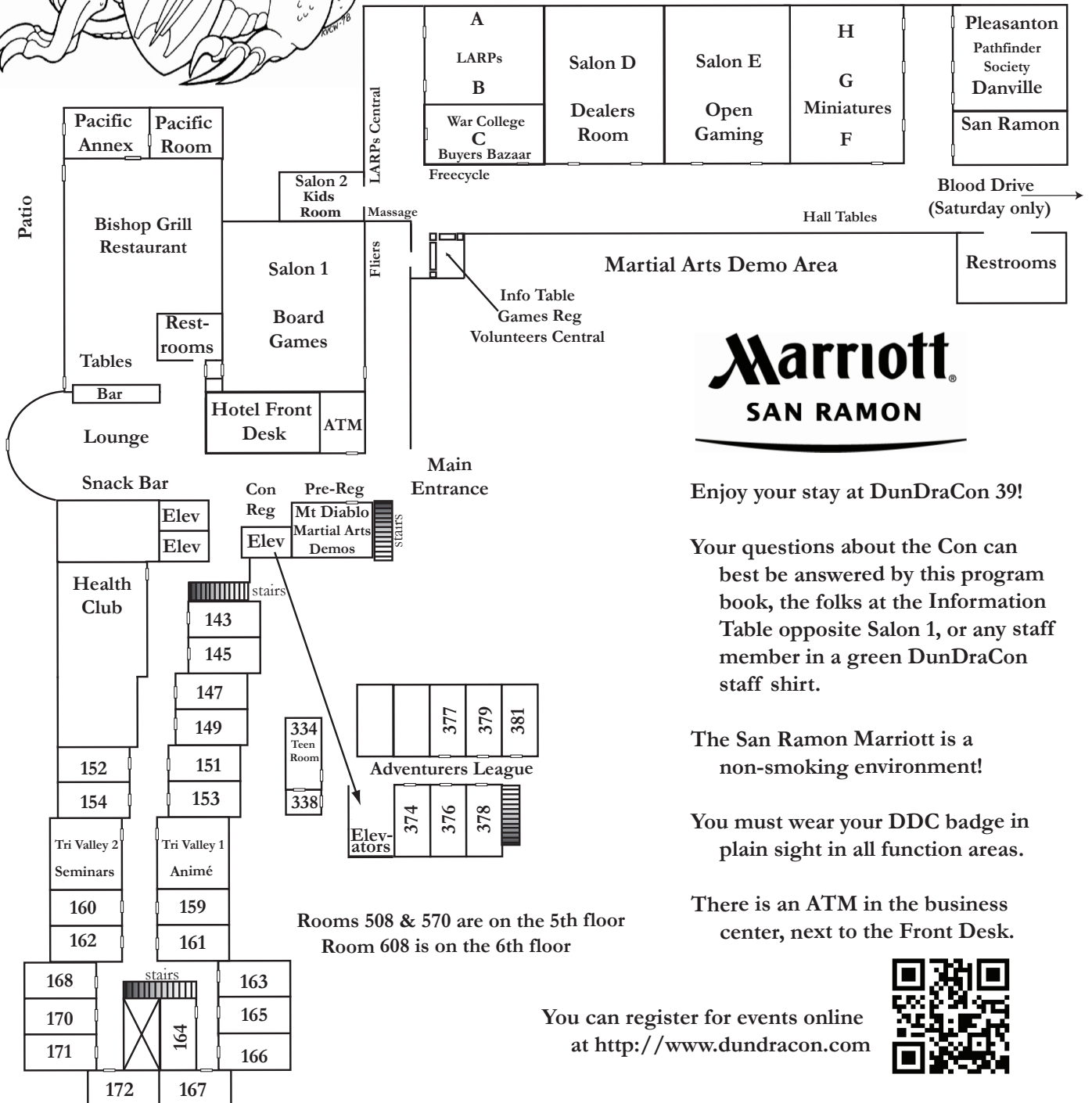




# DunDraCon

# 39

February 13-16, 2015



**Marriott**  
SAN RAMON

Enjoy your stay at DunDraCon 39!

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 plain sight in all function areas.

There is an ATM in the business center, next to the Front Desk.

Rooms 508 & 570 are on the 5th floor  
Room 608 is on the 6th floor

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 sprinklers, 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.
- Hotel policy allows 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 any 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 2:00 AM, you’ll probably be too wasted to play in your official game at 8:00 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 and alcohol as much as you can.
- Alcohol is allowed only for those of age. Ignore this rule and you can be asked to leave the Con.
- Tell people where you are. Make sure your family and anyone else who might need to reach you know you’re at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.
- We cannot page people at the Con, nor can we guarantee to reach or find anyone. You can leave a note on the DunDraCon message board, and so can your friends, so check the board for messages a few times a day. Ask at the front desk, too; they may have something that hasn’t been posted.
- Watch your step. Don’t run in the halls or otherwise endanger yourself or others. It’s hard to move figures when you’re in traction.
- Use the trash cans. Garbage left for someone else to pick up is a major social blunder.
- Keep your temper. The Committee is trying to make the Con run as smoothly as possible. If something goes wrong, we’ll get it fixed faster if we can just work on the cure—without stopping to swear that we didn’t foul things up on purpose.
- Know where your children are, and make sure they know where you are. Set a specific time and place to meet whenever you and your children are going to be in different places for even a few minutes. **Ultimate responsibility for your children’s safety lies with you;** DunDraCon and the San Ramon Marriott will do the best we can to support you in that goal. Should any crisis arise, children or adults should contact our staff or the hotel at once.
- Do not play in the stairwells or elevators. This is both a courtesy and a safety issue. During peak times, the elevators are full to capacity and the stairwells are often busy with folks carrying large amounts of stuff to and from game rooms. It is also essential that hotel and convention staff be able to move between floors in order to run the Convention smoothly. Unfortunately, teleporting is not yet an option.

## 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.

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## Stanford Blood Drive

Outside the Hotel Side Entrance

**Saturday, 1:00-5:00 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 1:00 to 5:00 PM. Information is available at the Stanford Blood Center website: [bloodcenter.stanford.edu](http://bloodcenter.stanford.edu)

Before Friday midnight, register online at: <http://www.sbcdonor.org/index.cfm?group=op&step=2&opid=14133>

Or drop in and sign up on Saturday at the Bloodmobile. Donors receive a “pint for a pint” Baskin-Robbins coupon and are entered into a drawing for other prizes.

Help us make this drive a huge success and give the gift of life! Non-DDC members are also welcome.

## Convention Registration

Hotel Lobby, by the Mt. Diablo Room

### Convention Registration Hours

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

\*Open for refunds only

FULL MEMBERSHIP IS \$60

ONE-DAY MEMBERSHIP IS \$40

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 Hotel 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!

### WARNING!

This year we're probably using just about every stick of furniture the hotel owns or is willing to rent for us. If in-room rentals are possible, we'll post notices online and on signs at the Info Table—but don't count on it.

In any case, 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. For Organized Play, the Pathfinder Society games are registered in the Pleasanton Room, and D&D Adventurers League games are registered in Room 377.

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 (Salon 2) and the Teen Room (Room 334). If you have a question, or need assistance, ask a member of the DunDraCon Committee (look for the Green Shirts) or go to the Information Table.

## 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).

Open Gaming is non-stop through 5:00 PM Monday. By special arrangement, Salon 1 or Salon E will open for general gaming by 6:00 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 in Open Gaming rooms 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). Note that it takes a live human to hold a table! Stuff left at a table may be moved to the wall.

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.

Let's Eat! **Shops at Bishop Ranch** is a block away—promotions information available at the Info Table!



## 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 Information 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, Pre-Con Reg Deputy  
**June Delane**— Games Reg, Member Services, Blood Drive Liaison  
**Gigi Henderson**—Signage, Youth Gaming  
**Hal Heydt**—Chief of Convention Registration  
**Dorothy Heydt**—Pre-Reg & Con Reg  
**Cynthia Hilton**—Proofreader, Copy Editor  
**Tony Hughes**—Organized Play Liaison  
**Bill Keyes**—Committee Chairman, Program Book  
**Randy Kreidt**—Kids Room Coordinator  
**Steve Kani**—Teen 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, Board Games Coordinator  
**Ellen Robertson**—Volunteers Wrangler  
**Roderick Robertson**—Website, Net Rep, In Charge of “That”  
**Kendra Schynert**—Publicity, Games Reg Deputy  
**Mark Schynert**—Events Scheduling  
**Becky Thomas**—Teen Room Coordinator  
**Hector Torres**—Miniatures Liaison

## Buyers Bazaar Salon C

Friday Noon – 5:00 PM  
Saturday 9:00 AM – 2:00 PM  
Monday 10:00 AM – Noon

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 inside 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 Buyers Bazaar Rules.

## Flying Hands Massage

Flying Hands Massage will be outside Salon 2 for those with sore backs and feet. Well worth the cost!  
10-, 15-, or 20-minute sets offered.

	Hours
Saturday	8:30 AM – 6:30 PM
Sunday	8:30 AM – 6:30 PM
Monday	8:30 AM – 1:00 PM



## 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.  
**CCB&E Clothiers**—Custom clothing & embroidery for the stylish gamer.  
**CGC Games**—Table-top games & promotional merchandise, pins, art frames & T-shirts.  
**Chessex**—All your dice, figure cases & gaming mat needs.  
**Dava Design & The Robot Angel**—Jewelry, suncatchers, hats, rings, decorated boxes, magnets, dice cups & bags, goggles, stone orbs, etc.  
**Dragon's Perch**—Dragon toys and accessories.  
**EndGame**—Miniatures, RPGs, board games & accessories.  
**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.  
**Geekline415**—Gaming & Hobby Internet Radio.  
**Good Luck Games**—New & vintage board games of all kinds.  
**House of Games**—Board games, RPGs & accessories.  
**Impressions**—A game distribution service that handles over 60 game publishers.  
**JBM Press**—Cool & unusual T-shirts.  
**The Ninth Stich / Moon Majick Creations**—Costume, Reenactment clothing & dice bags.  
**KnitNut by JL**—Hand-woven nerdcraftian items. From the very geek to the very chic.  
**Mega Negi**—T-Shirts, trinkets & vinyl decals for cars, laptops, etc.  
**New Eras Media**—Makers of “Box O' Cats, The Game of Creative Adventures,” a lively party game of adventure and diplomacy.  
**Pegasus Publishing**—Your source for the most unusual T-Shirts available anywhere.  
**Q. R. Zed Engraving**—Custom engraved items & specialty products.  
**Studio Denmark**—Card games, art books & RPGs.  
**West Coast Chainmail**—All things chainmail: expertly crafted armor, dice bags, jewelry & accessories.

# 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, 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

**Amtgard (1.5 hr)** 11:30 AM to 1:00 PM

**Whips and Cracks (45 min)** 1:30 PM to 2:15 PM

**SCA (1.5 hr)** 3:00 PM to 4:30 PM

### Sunday

**SCA (1.5 hr)** Noon to 1:30 PM

**Amtgard (1.5 hr)** 2:30 PM to 4:00 PM

### Monday

**Amtgard (1 hr)** Noon to 1:00 PM

**Whips and Cracks (45 min)** 1:15 PM to 2:00 PM

### Descriptions:

**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 re-creation 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.

**Whips and Cracks:** A demonstration of bullwhip techniques. Randy Bartlett is a long-time attendee at DunDraCon and a Mad Hatter of all trades. His other activities include helping in the Kids Room with small leather crafts and keeping our Head of Registration sane on Fridays of DunDraCon.

# Seminars

## Tri Valley 2

### FRIDAY

### What We Are Doing Here

Friday, 10:00 AM for 1.5 hours

**Presenter:** Steve Perrin

Steve Perrin leads a discussion for young/new gamers on the history of gaming.

### Using Paper Modeling to Bring Things Alive

Friday, 11:30 AM for 1 hour

**Presenter:** Kat Ogden

The world of paper crafting has some really exciting things to offer. From easy-to-make miniatures and dungeon furniture to size and build your own Halo armor, with a few quick tips, scissors, glue, and patience you can build just about anything.

### GM 102: Introduction to Advanced Game Mastering

Friday, 12:30 PM for 1.5 hours

**Presenter:** Aaron Clements Gettman

Game Mastering: it’s not easy, but it can be taught. Whether you are an old hand, an aspiring youngling, or looking to major in GM, you can learn something new here. (Seminar repeats Sunday at noon.)

### 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.

### This game would make a great book!

Friday 4:00 PM for 1 hour

**Presenter:** Mark Mensch

Ever wanted to write about your tabletop adventures but didn’t know what to do? Discussion about a recent foray into the publishing world and some tips on getting it done. (Repeated Sunday at 4:00 PM.)

### LARP Techniques—Player-Friendly Environment

Friday 5:00 PM for 1 hour

**Presenter:** Mark Mensch

There is more to keeping players happy than just running the game and loot. Discussion about hurdles that most don’t even consider, and techniques used to help overcome them. (Repeated Saturday at 5:00 PM.)

### The importance of gaming when presented to children

Friday, 6:00 PM for 1 hour

**Presenters:** Eon Contreras, Jimmy Si, Michael Smith

A child’s mind can be influenced in a positive way when playing games if the GM focuses on providing a positive game environment.

### SATURDAY

### What’s Cool in Indie RPGs

Saturday, 9:00 AM for 1 hour

**Presenters:** Carl Rigney and Brian Isikoff

A survey of the newest and greatest RPGs not coming from the big companies in the gaming industry.

## SUNDAY

### What's New at Pelgrane Press?

Saturday, 10:00 AM for 1 hour

**Presenter:** Kenneth Hite

Pelgrane Press staff designer Kenneth Hite provides intel on everything from 13<sup>TH</sup> AGE to THE DRACULA DOSSIER.

### The World Just Works That Way

Saturday, 11:00 AM for 1 hour

**Presenter:** Jonathan Albin

Insight on the challenges—and the joys—of developing a game play experience, from world concept to game mechanics. Jonathan Albin shares seven secrets to memorable and impactful game design and game mastery.

### Evolution of Dracovalis: An introduction to launching your own board game

Saturday, Noon for 1 hour

**Presenter:** Jeremy Olson

Indie gaming has made publishing a custom board game straightforward. The hard part is designing a game worth publishing! We'll share our tips on game design and art commissioning.

### City Building—Dangerous, Mobile, and Non-Human!

Saturday, 1:00 PM for 1.5 hours

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

This year's topics are: domed cities—living in a hazardous environment; markets and pre-industrial shopping; mobile cities—towns on the move; non-human cities—not inhabited by bipedal mammals.

### Creating Fictional Religions

Saturday, 2:30 PM for 1.5 hours

**Presenter:** Daniel Creelman

You've picked a patron god. Now what? Discussion of the philosophies, theologies, and inanities of custom-building religions for use in games and incorporating this into a game cosmology.

### Don't Quit Your Day Job!

Saturday, 4:00 PM for 1 hour

**Presenter:** Jonathan Albin

From game demonstration personnel to game designers, just about everyone entertains the idea of finding employment in the games business. Find out the five things you need to know to land a game industry job, from the man who wrote the book on it.

### LARP Techniques—Player-Friendly Environment

Saturday, 5:00 PM for 1 hour

**Presenter:** Mark Mensch

There is more to keeping players happy than just running the game and loot. Discussion about hurdles that most don't even consider. and techniques used to help overcome them.

### How to Publish Your Game

Saturday, 6:00 PM for 1 hour

**Presenters:** Aldo Ghiozzi, Rick Loomis, and Tom Rafalski

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

### Adventure and Learning at Gaming Camp!

Sunday, 9:00 AM for 1 hour

**Presenters:** Joshua Archer and Herbert Holcomb

Come learn about Iocari and our plans to create a revolutionary sleep-away camp that combines table-top roleplaying games, live-action role-play, and hands-on educational experiences.

### What's Cool

Sunday, 10:00 AM for 1 hour

**Presenters:** Kenneth Hite and Carl Rigney

Ken Hite brings his wide spectrum of game knowledge to combine with Carl Rigney's accumulated wisdom from his blog and podcast to give you an idea of the best in current games.

### Rogues: Villains & Evil Overlords

Sunday, 11:00 AM for 1 hour

**Presenters:** Bruce Harlick and Kenneth Hite

Learn the secret techniques villains use to run evil organizations and the tactics that PCs use against these nogoodniks. Evil Overlords welcome—no Death Rays. 5th year of roguish seminars.

### GM 102: Introduction to Advanced Game Mastering

Sunday, Noon for 1.5 hours

**Presenter:** Aaron Clements Gettman

Game Mastering: it's not easy, but it can be taught. Whether you are an old hand, an aspiring youngling, or looking to major in GM, you can learn something new here.

### How to Run RPGs as Your Business

Sunday, 1:30 PM for 1.5 hours

**Presenters:** Becky Thomas and Steve Kani

It seems impossible, but it's not. Becky and Steve have been running RPGs for youth and adults for a living since 1993. The panel will discuss how they did it and the challenges they faced.

### Game Design 101

Sunday, 3:00 PM for 1 hour

**Presenter:** Randy Angle

Game Designer is a popular career these days. A 30+ year veteran designer of video games, table-top RPGs, and toys will introduce the fundamentals, with time for Q&A.

### This game would make a great book!

Sunday, 4:00 PM for 1 hour

**Presenter:** Mark Mensch

Ever wanted to write about your table-top adventures but didn't know what to do? Discussion about a recent foray into the publishing world and some tips on getting it done.

### Games Enthusiasm: The Return of Recess

Sunday, 5:00 PM for 1 hour

**Presenter:** Jonathan Albin

Nearly everyone appreciates time to reflect, relax, and retold during the day. Herewith an argument for a return to game play as a part of the workday, which takes us all back to the playground in the process.

### Getting the Biggest Kick from Your Kickstarter

Sunday, 6:00 PM for 1 hour

**Presenter:** Carl Rigney

Veteran Kickstarter.com investor provides insight and guidance for how to make your kickstarter a big success and keep investors coming back for more.

## MONDAY

### **The importance of gaming when presented to children**

Monday, 09:00 AM for 1 hour

Presenters: Eon Contreras, Jimmy Si, Michael Smith

A child's mind can be influenced in a positive way when playing games if the GM focuses on providing a positive game environment.

### **Camelot! (It's More than a Model)**

Monday, 10:00 AM for 1 hour

Presenter: Peter Corless

How can we turn King Arthur's world into a believable place? A look at the RPG King Arthur Pendragon and the historical literature and myths behind the roleplaying game.

### **Embroider Your Insignia or Emblem**

Monday, 11:00 AM for 1.5 hours

Presenter: Donnamarie Fuller

Interested in embellishing your uniform or attire? Participants will learn basic embroidery stitches and how to create a pattern for embroidering simple insignia or emblems. All materials provided.

# War College Seminars Salon C

Dana Lombardy—historian, author, editor, game designer—brings his War College of fascinating seminars and presentations to DunDraCon again in 2015! Here is the schedule of speakers and topics:

## Schedule:

**SATURDAY**, February 14

3:00 PM–4:30 PM *1914 Firepower & Maneuver in the West* **Dana Lombardy**

4:30 PM–6:00 PM *Russia in the First World War* **Darin Leviloff**

6:00 PM–7:30 PM *Alternate Histories* **Ken Hite & Dana Lombardy**

**SUNDAY**, February 15

10:30 AM–Noon *First Modern Jihad* **Darin Leviloff**

Noon–1:30 PM LUNCH BREAK

1:30 PM–3:00 PM *French Tanks & Tactics 1916-1918* **Leland Erickson**

3:00 PM–4:30 PM *Kitbashing, or "Recycling with an Attitude!"* **Leland Erickson**

4:30 PM–6:00 PM *"Live Fire" kitbashing demo* **Leland Erickson**

## War College Seminar Descriptions:

**SATURDAY 3:00 PM**

### **1914: Firepower & Maneuver in the West**

**Presenter:** Dana Lombardy

The impressions of World War One on the Western Front are usually of the stalemate of trench warfare. But it did not start that way. There was open warfare for the first two months, with German armies nearly reaching Paris before they were stopped. Trench warfare also earned more than one general the sobriquet of a "donkey" who led lions, but in 1914 about one-third of the French and German generals were replaced or fired for failing to meet expectations. Why did the German armies nearly win, and why was their advance ultimately defeated in 1914? Dana Lombardy presents a new look at the critical first 45 days of the war in the West.

**SATURDAY 4:30 PM**

### **Russia in the First World War**

**Presenter:** Darin Leviloff

Imperial Russia entered World War One in 1914, confident despite internal weaknesses. Quickly threatening German, Turkish, and Austrian territory, the "Russian Steamroller" initially looked poised to emerge triumphant. A few years later, the country was in shambles, partially occupied, and riveted by revolutions and a civil war. In this centennial anniversary of World War One, find out how the fortunes of Russia ebbed and flowed, and what lessons were learned and not learned for future conflicts.

**SATURDAY 6:00 PM**

### **Alternate Histories**

**Presenters:** Dana Lombardy and Ken Hite

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 10:30 AM**

### **First Modern Jihad**

*The Ottoman Empire in World War I*

**Presenter:** Darin Leviloff

In 1914, the Young Turks of Constantinople made a secret treaty with Imperial Germany to join World War One. In doing so, they unleashed the first modern Jihad against the Allies, perhaps without understanding the implications for their non-Muslim associates. For four long years, the Turks struggled to merely keep their empire intact, moving from Pan-Islamic goals to Pan-Turanism (Pan-Turkish) ambitions. Darin Leviloff, the designer of Victory Point Games' *Ottoman Sunset*, will describe the role of the Ottoman Empire in World War One and the impact of its involvement on today's world.

**SUNDAY 1:30 PM**

### **Le Artillerie de Assault**

*The French Tank Service during World War One 1916-18*

**Presenter:** Leland Erickson

Many modern weapons systems originated during World War One. Among the more notable pieces of equipment to emerge and now taken for granted as part of a modern army was the tank, with the British rightly receiving the credit in the popular imagination for being the first to deploy the tank in battle. What is less well known or often forgotten is that the French Army of the “Great War” was a leading technological innovator in its own right, and the tank was no exception. This lecture will present a brief history of the creation of the French Army’s *Artillerie d’Assault*, the first French tanks used in war, including the genesis of the modern battle tank and a number of tactical battles in which the French tank corps deployed in substantial numbers with varying degrees of success.

SUNDAY 3:00 PM

**Recycling With An Attitude!**

*35 Years of Kitbashing Creativity and Fun on Display*

**Presenter:** Leland Erickson

Leland R. Erickson has been involved in the hobby of science fiction miniature wargaming since 1974. Joining the hobby at a time when science fiction model kits and figures were few and far between, Leland quickly adopted the fine old science fiction film-maker’s special effects solution of making his props out of whatever was available and could be glued together—no recyclable is safe from this madman’s fevered artistic vision. His enthusiasm for things strange, unusual, and neglected from history bonded at an early age with Leland’s interest in aviation, tanks, warship design, and science fiction literature and film, a blend of ideas and concepts that launched a nonstop creative effort spanning over 35 years of original science fiction model building. A builder of plastic models since age 8, Leland is an award-winning figure painter and model builder who is eager to share his accumulated knowledge and experience with anyone interested in learning how to Recycle With An Attitude.

SUNDAY 4:30 PM

**“Live Fire” Kitbashing demo**

**Presenter:** Leland Erickson

See how it’s done and participate in creating your own models.

**War College Presenters:**



**Leland R. Erickson** is an academic, military historian, author, and researcher. He is a senior faculty member of Henley-Putnam University, a private institution that specializes in degree programs for the Strategic Security profession. Professor Erickson’s instructional responsibilities at HPU include a history course for undergraduate students in the evolution of strategy and

tactics through the ages. He is currently working on his master’s thesis in Intelligence Management, and is also developing an undergraduate level course at HPU on the radicalization process of extremist groups and individuals. Professor Erickson has studied military history, war, and the art of war since childhood. He has spent over 35 years delving into various conflicts in depth, particularly the less well-known battles, campaigns, and wars of the Far East and the 20th century. Professor Erickson has also acted as a researcher for numerous model and figure manufacturers, including Crusader Miniatures, Reviresco, Army Group North Miniatures, and Old Glory Shipyards.



**Darin Leviloff**, an attorney by profession, has a substantial interest in history and historical gaming. He graduated with honors in history from UC Santa Barbara. He has designed four solitaire war games for Victory Point Games and is the originator of Victory Point Games’ *States of Siege*™ system. Beyond the designed games, he has written several published articles, book reviews, and game articles for *Fire and Movement*, *Strategy & Tactics*, *World at War*, and *Modern War* magazines, and has given numerous lectures at the War College on topics related to his game designs.



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

# DDC Game Standards

or

## Will my child enjoy this game?

DunDraCon defines all games according to a set of consistent guidelines as applied by the GM. DunDraCon does not review GM scripts and cannot guarantee that GMs will always conform to the standard they specify, though DunDraCon does expect this of all GMs. These standards speak to content in the same way that MPAA® movie ratings do, but we do not use the same labels or definitions. We hope these standards will be helpful to adults, children, and the parents of children in selecting games they are most likely to enjoy.

**Family:** Family games will have no profanity, very little or no sexual innuendo, and violence will be limited. Such violence as there is will be brief, stylized, remote, or cartoonish, and never graphic. There are no themes of an intense nature. The game may be simple, but if it is at all complex, the GM will be sure to ease play for children as needed.

**Mainstream:** Mainstream games may have moderate, limited use of profanity; limited non-explicit references to sexuality; and may contain violent elements. Graphic violence will be limited but may be present. There may be themes of intense nature, but they will not constitute the primary focus of the game. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but children and parents are warned that there may be objectionable moments in games of this category. These games are usually moderately to very complex, and the GM may offer help to children as needed. This is the standard to which most role-playing games are written.

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

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



## Rooms 376, 377, 378, 379 & 381

The D&D Adventurers League™ is an ongoing official organized play campaign for Dungeons & Dragons. It uses the new fifth edition of the Dungeons & Dragons rules, and features the Forgotten Realms setting. Adventurers League Encounters modules 2-10 are featured. Eight of the ten modules featured will be for levels 1-4, with one for levels 5-10.

You can create a character and bring that character to games anywhere D&D Adventurers League™ is supported, from your local gaming store to conventions around the world. The introductory adventure **Defiance in Phlan** will be offered in every time slot in Room 377. It consists of five 1-hour mini-adventures to help you get a new character started, to learn the system, or find out about the 5 Factions at play. The introductory adventure is for level 1 and 2 characters.

Join a group of heroes as the various Factions at play in the Realms band together to fight the Cult of the Dragon in the Cult's insane bid to free the goddess Tiamat from the Nine Hells and unleash her wrath upon the mortal realm.

The D&D Adventurers League™ will be located in a cluster of five individual rooms on the third floor: Rooms 376, 377, 378, 379, and 381. The schedules of games are posted on the doors. There are materials in Room 377 for new players, and at the beginning of each session someone will be available there to assist you.

For detailed information (as it becomes available), and to sign up for games, come to Room 377. Please check at the Warhorn website, listed as DunDraCon 39—Adventurers League, for the schedule as well.





## Pathfinder Society Organized Play Pleasanton & Danville Rooms

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

The campaign's home base is sprawling Absalom, the so-called City at the Center of the World, that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigue of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

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 competing factions, each with its own motivations and secret agendas.

To learn more about Pathfinder Society or to join us for an adventure you'll never forget, find us in the Danville-Pleasanton Room any time this weekend.

Sign-ups for available slots in every scenario will begin 1 hour in advance, at 8:00 AM, 1:00 PM, and 6:00 PM every day. Seats will be available on a first-come, first-served basis. Modules offered include **Carrion Hill**, **Feast of Ravenmoor**, **Plunder & Peril**, and **Realm of the Fellnight Queen**.



## Pathfinder Special Events:

### Ruins of Bonekeep—Level Three: The Wakening Tomb

The Pathfinders descend deeper into the ruins of Bonekeep, a centuries-old siege fortress. The deeper dungeons hold even deadlier threats, yet even they cannot compare to the terrible revelations of the tower's true purpose. This extremely deadly scenario is only for the heartiest Pathfinders of levels 5-9. This adventure, like all forays into Bonekeep, is likely to be lethal. You have been warned.

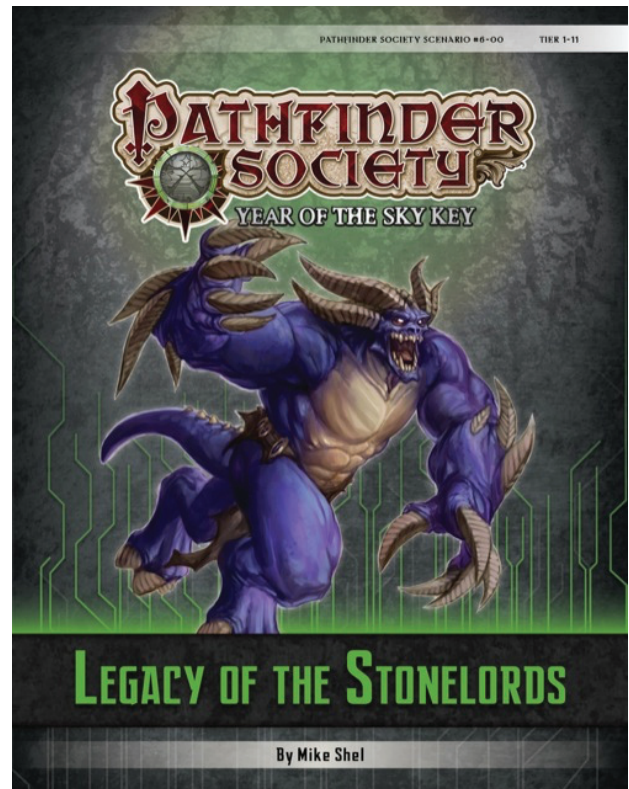
This expedition will begin on Sunday, February 15 at 7:00 PM. Open seats will be made available 1 hour in advance.

### Legacy of the Stonelords

At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun, only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, the Pathfinders may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart.

This will be a huge event for up to 60 players, Levels 1-11.

Join the battle on Monday, February 16, at 8:00 AM. Sign up any time to reserve your seat.



# D&D 5 Basic Rules Scenarios

Dungeons & Dragons 5<sup>th</sup> Edition has been out for several months now, but we wanted to make sure to give it lots of exposure at this Convention. So, in addition to D&D Adventurers League™ Organized Play, we asked experienced GMs to provide us with scenarios suitable for players not familiar with the system.

Thus these 18 official games, which are based on the WotC Basic Rules free downloads. All scenarios have five player slots and run for 4 hours (in the case of Game 116, 5 hours). Register for these games just like any other official game, or just walk up in hope of an open seat.

## P02 Fivie Does the Twisting Halls

GM: Tony Vargas

Friday Noon in 145

An introduction to D&D 5 reprising the Essentials 'Red Box' set adventure, **The Twisting Halls**.

## P11 Zombie Apocalypse 5.0

GM: Duane Frederick

Friday Noon in 162

Over a century ago, Faerun was invaded by Necrovores who unleashed the zombie apocalypse and consumed magic. Now the survivors struggle to survive and reclaim their world.

## P26 Fivie Does the Keep on the Shadowfell

GM: Tony Vargas

Friday 4 PM in 145

An introduction to D&D 5 reprising the first published adventure for D&D 4, **Keep on the Shadowfell**. Can your party of 1st-level characters defeat Irontooth this time? Find out!

## P28 Zombie Apocalypse 5.02: The Necrovore Princes

GM: Duane Frederick

Friday 4 PM in 162

The journey across the dreaded lands of the sun has been difficult. Finally the five arrive at the Abbey of Quisidion. Life hangs by a thread. Will the five prevail?

## 116 Borshak's Lair

GM: Matt Morrison

Friday 8 PM in 166

A goblin bandit leader converts a hero's tomb into a hide-out. Still some things are best left alone... This OD&D mini-dungeon classic by Jennell Jaquays gets a 5th Edition treatment!

## 117 The Golden Claw

GM: Brian Fernandez

Friday 8 PM in 168

Ember Wynn, an E'Tao guild enforcer, has sent you and your fellow freelancers an invitation for a job. This might be your real chance at getting a guild membership.

## 201 Fivie Does the Basterds of Erebus

GM: Tony Vargas

Saturday 8 AM in 143

An introduction to D&D 5 reprising the start of the first Adventure Path for the Pathfinder RPG, **The Council of Thieves**.

## 202 Street Sweepers

GM: Andy Marshall

Saturday 8 AM in 145

The innkeeper has a pest control problem. He's hired you to clean it up for him. Cleaning up the vermin can't be that hard, can it?

## 203 The Grotto of the Unicorn

GM: Patrick Riley

Saturday 8 AM in 154

A magical orb leads to a forgotten tomb hiding ancient secrets and lost treasures. Strength of steel, mind, and heart are needed to bring light to a dark world.

## 301 Fivie does the Sunless Citadel

GM: Tony Vargas

Saturday Noon in 143

An introduction to D&D 5 reprising the classic adventure path "**The Sunless Citadel**." Visit Meepo, Calcryx, and all the gang, hanging out where the sun don't shine.

## 309 Fivie Does the Village of Hommlet

GM: Tony Vargas

Saturday 4 PM in 143

Introduction to D&D 5 reprising the classic of all classics, **T1, the Village of Hommlet**. (Sequel to follow in five or six years.)

## 311 Queen's Royal Marines 6th Company

GM: Brian Fernandez

Saturday 4 PM in 163

The frigate *Apex* has run aground, and you and your fellow marines have been sent to attempt a rescue mission.



**BlackDiamondGames**

### 502 Street Sweepers

GM: Andy Marshall

Sunday 8 AM in 145

The innkeeper has a pest control problem. He's hired you to clean it up for him. Cleaning up the vermin can't be that hard, can it?

### 503 The Grotto of the Unicorn

GM: Patrick Riley

Sunday 8 AM in 154

A magical orb leads to a forgotten tomb hiding ancient secrets and lost treasures. Strength of steel, mind, and heart are needed to bring light to a dark world.

### 609 Before the Wind

GM: Ashton Saylor

Sunday 4 PM in 145

Each year, hot eastern winds bring fire that sweeps across the plains. This time, a woman and child are lost out there; can they be found before the wind comes?

### 814 Daggers in the Night

GM: Craig Robertson

Monday 10 AM in 145

The master of the thieves guild has been murdered, and the peaceful rule of the Guild Council of Haven could end. Can a brave band of adventurers solve the crime?

### 815 Trouble at Home

GM: Cyrus Makalinaw

Monday 10 AM in 147

On a routine patrol, you notice that goblins are about to attack your village. You have 2 days to prepare and convince them that the threat is real.

### 816 Fivie Goes in Search of the Unknown

GM: Tony Vargas

Monday 10 AM in 149

Introduction to D&D 5 reprising the Basic D&D module that started it all for so many of us: **In Search of the Unknown**. (Steam tunnels and Satanism not included.)



## Spotlight Games

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

The Friday Night Karaoke LARP, **Hell's Karaoke (Saturday Morning Cartoon Edition)**, is back with a vengeance, so watch out for animated falling anvils. Starting at about 9:00 PM in Salon FG, expect to sing for your succor, or simply enjoy watching tormented souls croon. No need to sign up or be there at the start, and it will go until the wee hours.

Rather than examine any of those folks' motivations under a microscope, you can play the game **Microscope**. Twice maybe, as Scott Bruner (Game 682, Sunday 4:00 PM in Room 163) and Ben Monroe (Game 181, Friday 8:00 PM in Room 145) are both offering this cooperative world-building game.

There are also some constructed worlds showing up at this Convention that aren't seen too much anymore in role-playing circles. Perhaps the most obscure is Kris Miller's Hidden Kingdom game, **Something Rotten in Avalon**, Game P06, kicking off at noon on Friday in Room 152. Another golden oldie is Saul Morales' assay of Empire of the Petal Throne, **The Sakbe to Redemption or Ruin**, Game 401, Saturday at 6:00 PM in Room 147.

And then there's the **Arduin Grimoire**, our scheduler's personal favorite, but he's not running these two games; no, it's Ken Rinehart, with Game 101, Friday at 6:00 PM in Room 154, entitled **Heart, Mind, and Souls**, and Game 517, **Search for the Wisterian Key**, in Suite 508 Sunday at 9:00 AM. That'll wake you up.

LARPs, RPGs, world-building—you can't decide? Try Brian Isikoff and Wayne Ogle's Game 318, **Broken Against the Waves**, which has elements of all three in an L5R-inspired setting. It's Saturday at 4:00 PM in Suite 608.

And if you want none of that, how about a little Napoleonic mayhem? Or really, a lot, as Alex Fabros offers the historical miniatures version of **Waterloo**, on a huge 6-foot by 20-foot table. Game 661, Sunday at 1:00 PM in Salon FGH.

If historical miniatures are too much about the past, how about the really distant past, in a Galaxy far, far away, where you'll get to find out what happened to Echo Base after the first Death Star blew up. That would be Mike Eckert's Game 861, **Attack on Echo Base**, Monday at 10:00 AM on Hall Table 6.

Finally, you can taper off with some interesting demos. Badger McInnes is offering two demos of his recently Kickstarted **Feed the Shoggoth!** card game—just walk up to Hall Table 1 at either 9:00 AM on Saturday or 5:00 PM on Sunday. If Dragons are more your thing, Jeremy Olson is going to show off his board game **Dracovalis** in Salon 1 at Table 9 both Saturday and Sunday at 2:00 PM.

# Kids Room

## Salon 2

We have many excellent board games for your young players or for 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.

(**Note:** The Kids Room is **NOT** a child-sitting service!)

This year we are dividing the scheduled events up between **Little Dragons** and **Aladdin's Dragons**.

**Little Dragons:** Kids ages 5-7 who are visual thinkers (no reading) and looking for less complex games. We have a number of games that cater to the youngest players.

**Aladdin's Dragons:** Kids ages 8-12 (more or less) who use verbal and reading skills and can handle more complex games (with assistance, if necessary).

**War Games for Kids:** A subset of Aladdin's Dragons.

These are not hard-and-fast categories, and we welcome parents, siblings, and interested others playing with their children—you might find some good games to add to your library!

**Note to parents and players:** Most games are for 4 to 8 players. If you see something you would like to play, come by and sign up, or we can teach you on the spot. Otherwise, games are first-come, first-served.

### Schedule for Little Dragons (Ages 5-7):

#### FRIDAY

- 2:00 Hike—crowd favorite!
- 2:30 Safari Cafe—a race to the water hole
- 3:00 Igloo Pop—guess the ice in the igloo—a children's favorite!
- 3:30 Tic Tac Chec—chess with minor pieces, instructive and fun
- 4:00 Pack and Stack—pack your truck the best!
- 4:30 Duck Duck Safari—Robo Rally with duckies in the tub!
- 5:00 Tally Ho!—two-player forest sparring

#### SATURDAY & SUNDAY

- 9:00 Flea Circus—attract dogs and cats to your circus act!
- 9:30 Catch the Match—visual matching, challenging and fun!
- 10:00 Penguins—Hey, That's My Fish—catch fish!
- 10:30 Nobody But Us Chickens—save the chickens from the rats and fox
- 11:00 Pet Detective—help find the lost pets!
- 11:30 Kinder Catan—we're starting 'em young!
- 12:00 Gouda, Gouda—mice move in maze with stoplight colors
- 12:30 Mister Bill—an Old Maid variant in a restaurant
- 1:00 Gotham City Mystery—Batman. 'Nuff said
- 1:30 Beetlez—race from under the 'fridge to grab munchies
- 2:00 Hike—crowd favorite!
- 2:30 Safari Cafe—a race to the water hole
- 3:00 Igloo Pop—guess the ice in the igloo—a children's favorite!
- 3:30 Tic Tac Chec—chess with minor pieces, instructive and fun
- 4:00 Pack and Stack—pack your truck the best!
- 4:30 Duck Duck Safari—Robo Rally with duckies in the tub!
- 5:00 Tally Ho!—two-player forest sparring

### Schedule for Aladdin's Dragons (Ages 8-12):

#### FRIDAY

- 2:00 Dinosaurs of the Lost World—dinosaurs!
- 3:00 Snake Oil—Apples to Apples with advertising!
- 4:00 Woolly Bully—Carcassonne lite
- 5:00 Anno 1503—another fine Catan!
- 6:00 Candamir—and another fine Catan
- 7:00 Nile—farming on the Nile
- 8:00 Seasons—as good as Magic: combos!
- 9:00 Three-Dragon Ante—What adventurers play in the tavern!

#### SATURDAY

- 9:00 San Juan—Puerto Rico lite
- 10:00 Elfenland—Race around the Elven lands on magical transport
- 11:00 Key to the Kingdom—a dungeon crawl!
- 12:00 Mimic—African patterns!
- 1:00 Sheer Panic—Wallace and Gromit sheep herding!
- 2:00 Martian Flux—Martians!
- 3:00 Cleopatra—build her palace
- 4:00 Bacchus Banquet—watch what you eat!
- 5:00 Stone Age—play like the adults in the Stone Age!
- 6:00 Phoenix—two-player interactive excitement!
- 7:00 Nile—farming on the Nile
- 8:00 Seasons—as good as Magic: combos!
- 9:00 Three-Dragon Ante—What adventurers play in the tavern!

#### SUNDAY

- 9:00 Montgolfiere race in balloons to the moon!
- 10:00 Caylus—Magna Carta—castle building!
- 11:00 Ghost Chase
- 12:00 Dragon's Gold—fight the dragons, win the gold!
- 1:00 Fruit Fair—pick and plant and win prizes at the fair!
- 2:00 Zombie Flux—zombies!
- 3:00 Aladdin's Dragons—acquire treasures from the sultan's palace
- 4:00 Charon, Inc.—mining on Pluto's moon!
- 5:00 Catan: Caanan
- 7:00 Nile—farming on the Nile
- 8:00 Seasons—as good as Magic: combos!
- 9:00 Three-Dragon Ante—What adventurers play in the tavern!

#### War Games for Kids

- Friday 4:00 Ascension—deck building fantasy warfare
- Saturday 2:00 Risk 2210
- Sunday 2:00 Pirate's Cove—argh, matey!

#### MONDAY For All Kids

You have seen us all weekend—tell us what you want to play—let's play it!

## Scheduled Young-Player Games

#### Little Troubles in Cairn

Friday 2 PM in Salon 2 for 4 hr; ends in Session P

System: The Book of Cairn; 6 players

GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In a world of talking, walking animals, local heroes deal with Cairn town's haunted house. A fantasy RPG where even the smallest creatures can have the biggest adventures.

### **Pretty Pretty Princess**

Saturday 9 AM in Salon 2 for 90 minutes, ending in Session 2

System: Pretty Pretty Princess board game, 4 players

GM: Lauren Pinnella

Rules Knowledge: Beginners Welcome

Game Content: Family. Designed for 5 years or older; players 12 and under welcome.

All materials provided by the GM

Collect different pieces of jewelry you need to be declared the Prettiest Princess! But beware! The wicked Maleficent will try to stop you! Candy hearts and dice for each player. Prizes awarded to the Prettiest Princesses.

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

Saturday 11 AM in Salon 2 for 4 hr; ends in Session 3

System: Mage Knight Dungeons (1st); 4 players

Variations: Simplified rules for young players.

GM: William Dash

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

You're back in Adventure Town spending your loot when the Monsters arrive. They want their gold back...and you DEAD! Tussle over real treasure in a 3D town! Join the fracas!!

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

Sunday 9 AM in Salon 2 for 4 hr; ends in Session 6

System: Mage Knight Dungeons (1st); 4 players

Variations: Simplified rules for young players.

GM: William Dash

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

You're back in Adventure Town spending your loot when the Monsters arrive. They want their gold back...and you DEAD! Tussle over real treasure in a 3D town! Join the fracas!!

## **Mayfair at Night**

Randy Kreidt is hosting Mayfair at Night each evening in Salon 2 from 6 PM to midnight as drop-in events. Come play for ribbons! 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!)

The Golden Age of the Dutch

Bacchus Banquet

Family Business

Pack and Stack

Pillars of the Earth

## **Games Lending Library**

DunDraCon will again have a Games Lending Library service. The games in Salon 2 can be checked out for play elsewhere by leaving a driver's license or other ID as security. See Randy Kreidt, Young Players Room 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 for Young Players**

### **Board Games**

#### **Drop-In: Carabande**

Friday Noon in Salon GH Table 7,8 for 8 hr; 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! All ages welcome and very easy to learn. Games take only 30 to 60 minutes, so it makes a great filler while waiting for something else.

#### **148 The DunDraCon 500, Part Deux**

Friday 8 PM in Salon 1 Table 10 for 3 hr; ends in Session 1

System: Formula De' (Original Adversary); 6 players

Variations: Standard rules, not the simplified Formula D junk

GM: Robert Glenn

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The flag drops! You slam the gas pedal to the floor. Is the maniac in front of you going to take that turn in 4th? Hopefully you're the better racer.

#### **250 Caravans of Asia**

Saturday 10 AM in Salon 1 Table 18 for 4 hr; ends in Session 3

#### **349 Caravans of Asia**

Saturday 4 PM in Salon 1 Table 18 for 4 hr; ends in Session 4

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. Make deals with other players, or go it alone.

#### **547 Defenders of the Realm**

Sunday 10 AM in Salon 1 Table 9 for 3 hr; ends in Session 6

System: Defenders of the Realm; 6 players

GM: Thomas F McVey

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Come fight back evil! Defenders of the Realm is a Fantasy Co-op game where you take the roles of heroes fighting the minions and generals of the Dark Lord.

### Teen Game: Cross Hares: Testing Ground

Sign up in the room; young players are welcome, but teens have priority!

Sunday Noon in 334 for 6 hr; ends in Session 6

System: Cross Hares: Testing Ground; 4 players

GM: Craig Robertson

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Bunnies, Zombies, and Voodoo, Oh My! Strange things are afoot in the strange new factory, and you are determined to find out what is causing all the ruckus.

### 642 Roll Through the Ages

Sunday 2 PM in Salon 1 Table 2 for 3 hr; ends in Session 6

System: Roll Through the Ages; 6 players

GM: Thomas F McVey

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Dice Rolling game of civilization-building. Choose carefully whether to build your empire or store food for the hard times of famine.

## Card Games

### Teen Game: Pokemon Trainers Dueling It Out through the Heart of Pokemon

Sign up in the room; young players are welcome but teens have priority!

Saturday 11 AM in 334 for 4 hr; ends in Session 3

System: Pokemon TCG; 10 players

GM: Pat Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

All welcome to learn to play or just find a challenge with Pokemon the Card Game. Come and join the trading and experience beyond the handheld.

### 532 Actionworks

Sunday 10 AM in Salon 1 Table 18 for 3 hr; ends in Session 6

### 632 Actionworks

Sunday 4 PM in Salon 1 Table 18 for 3 hr; ends in Session 7

System: Actionworks; 6 players

GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

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



## Role-Playing Games

### Teen Game: The Jaded City of Oz

Sign up in the room; young players are welcome, but teens have priority!

Saturday 7 PM in 334 for 4 hr; ends in Session 4

System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st); 6 players

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Join the Melting Day parade as it tours the land of Oz.

Encounter wonders new and old, including the marvelous Jaded City of Oz! Prizes provided by the publisher.

### 601 An Imposition of Will

Sunday Noon in 145 for 4 hr; ends in Session 6

System: FATE Accelerated; 6 players

Power Level: Standard

GM: Paul Gibson

Rules Knowledge: Beginners Welcome

Game Content: Family

Characters created for game

Furry animal martial arts competition in feudal China! Sort of!

Non-lethal combat! Flashy exploits in crowded streets! A secret plot that could bring down an empire! Exclamation point!

### 606 The Jaded City of Oz

Sunday 2 PM in 161 for 4 hr; ends in Session 6

System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st); 6 players

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Join the Melting Day parade as it tours the land of Oz.

Encounter wonders new and old, including the marvelous Jaded City of Oz! Prizes provided by the publisher.

### Teen Game: An Imposition of Will

Sign up in the room; young players are welcome, but teens have priority!

Sunday 6 PM in 334 for 4 hr; ends in Session 7

System: FATE Accelerated; 6 players

Power Level: Standard

GM: Paul Gibson

Rules Knowledge: Beginners Welcome

Game Content: Family

Characters created for game

Furry animal martial arts competition in feudal China! Sort of!

Non-lethal combat! Flashy exploits in crowded streets! A secret plot that could bring down an empire! Exclamation point!

### 820 Mysteries at the College of Magic

Monday 10 AM in 374 for 4 hr; ends in Session 8

System: Dungeonteller; 5 players

GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

The College of Magic, in the City of Stormgate at the edge of the Chaos Frontier, has seen better days. It may still give up some secrets to motivated heroes.

## Other Games

### **Drop In: On Some Worlds I Am Worshipped as a God**

Saturday 10 AM in Back Courtyard for 6 hr; ends in Session 3

System: Claymageddon/Monstersmash (1st); 12 players

Variations: all

GM: Richard Carson

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

You awaken to an alien vista. Splashes of color, ziggurats, temples, strange rock formations, and the Locnar. You must have it. Your eager followers await; they urge you to action!



## DDC Special Events

### **Friday: Triskaideka Trivia**

Friday the 13th got you down? Join us at Hall Table AC1 (outside Salon 2) at 7:00 PM for some creepy “Fact or Legend” trivia. All participants will be entered into a raffle for prizes generously donated by our Dealers.

### **Saturday: DunDraGrams**

Are you and your special someone enjoying Valentine’s Day at DunDraCon together? Do you want to leave a romantic note for your Significant Gamer (SG)? Do you just like chocolate? Join us for DunDraGrams at Hall Table 9 (outside Salon F) on Saturday from 1:00 to 3:00 PM for special Valentine’s Grams, pictures, and maybe even a kiss or two.

### **Sunday: DunDraCon Reflections**

If you have something you want to say, say it to us! The DunDraCon Special Events Crew will be in the Salon A-C Hall on Sunday from 11:00 AM to 1:00 PM, ready for your close-up. We’ll be doing interviews as a promo for DunDraCon 40, and want you to talk about anything! Tell us about your character! Let new gamers know why you love DunDraCon! Leave a message for the Committee! Reflect on the last 40 years of DunDraCon (or as many as you can remember)! If you want to say it, we want to hear it, so come by and say hi!

## Teen Room Room 334

The Teen Room has a new home base for Teen-related (ages 13-19) gaming fun! The Teen Room is a place to play more advanced games than younger youth, without having to play with adults who might not appreciate teen spirit.

The Teen Room (Room 334) is the suite across from the elevators on the third floor, and includes adjoining Room 338. We have at least one scheduled game at all times that we’re open, with an extra table for pick-up games. Sign up for scheduled games in Room 334.

We also have boxes full of board games and card games available for pick-up play. You’re also welcome to bring your own game(s) to the room. Play or teach games with like-minded and like-aged gamers!

### **Friday**

Room 334—2 PM to Midnight—Open Gaming

A variety of board and card games are available to play.

### **Saturday**

Room 334—10 AM to Midnight—Scheduled Teen games and Open Gaming

Room 338—10 AM to 2 AM—Scheduled Regular games

### **Sunday**

Room 334—10 AM to Midnight—Scheduled Teen games and Open Gaming

Room 338—10 AM to 6 PM—Scheduled Teen games and Open Gaming

Room 338—6 PM to 2 AM—Scheduled Regular games

*Adults are welcome to sign up for all games, but Teens will get priority.*

Teen-friendly games can be found outside of those hours in the regular gaming areas. For Teen-friendly games scheduled in other areas, follow normal Games Reg procedures.

## SATURDAY

### **Teenage Monkey Robot Pilots vs. the World-Eating Kaiju from Dimension Z**

Saturday 10 AM in 334 for 4 hr; ends in Session 3

System: FATE Accelerated; 5 players

GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Teenage Monkey Combining-Transforming-Robot Pilots vs. the World-Eating Kaiju from Dimension Z! You are one of the teenage monkey defenders of Planet M.

### **Pokemon Trainers Dueling It Out through the Heart of Pokemon**

Saturday 11 AM in 334 for 4 hr; ends in Session 3

System: Pokemon TCG; 10 players

GM: Pat Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

All welcome to learn to play or just find a challenge with Pokemon the Card Game. Come and join the trading and experience beyond the handheld.

### **The Nazi Hell-Creatures vs. The Man of Bronze**

Saturday 2 PM in 334 for 8 hr; ends in Session 4

System: Call of Cthulhu (6th); 6 players

GM: Peter Magnetti

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

A two-fisted tale of adventure! You're at the center of the action, along with the famous Doc Savage, Man of Bronze, against the sinister Nazi Hell-Creatures from the Hollow Earth.

### **Monsterpocalypse**

Saturday 3 PM in 334 for 4 hr; ends in Session 4

System: Monsterpocalypse; 6 players

GM: Kyle Eckert

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

SMASH, SMASH, SMASH. STOMP, STOMP, STOMP. Pit your best monsters against other monsters, aliens, and mecha.

### **The Jaded City of Oz**

Saturday 7 PM in 334 for 4 hr; ends in Session 4

System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st); 6 players

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Join the Melting Day parade as it tours the land of Oz.

Encounter wonders new and old, including the marvelous Jaded City of Oz! Prizes provided by the publisher.

### **Open Gaming**

Saturday 10 PM in 334 for 2 hours

A variety of board and card games are available to play.

## **SUNDAY**

### **Open Gaming**

Saturday 10 AM in 334 for 4 hours & 10 PM for 2 hours

A variety of board and card games are available to play.

### **Heroes of Marvelously Corporation vs. Incredible Lucha Investigadores Comics**

Sunday 10 AM in 334 for 4 hr; ends in Session 6

System: Hero 6th Edition (Champions); 8 players

Variations: Smackdown—Bonus to best insult

Power Level: standard

GM: Tom Rafalski

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

A battle royal as the bravest titans of Asia go toe-to-toe against the masked heroes of South America as part of a charity event!

### **Thing(s) in the Basement**

Sunday 11 AM in 338 for 4 hr; ends in Session 6

System: Accelerated; 6 players

GM: Jon Wilson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

The Basement is an ultra-modern super-villain prison—but something is making an awful lot of noise down there.... The top available superheroes are sent in to investigate....

### **Cross Hares: Testing Ground**

Sunday Noon in 334 for 6 hr; ends in Session 6

System: Cross Hares: Testing Ground; 4 players

GM: Craig Robertson

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Bunnies, Zombies, and Voodoo, Oh My! Strange things are afoot in the strange new factory, and you are determined to find out what is causing all the ruckus.

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

Sunday 4 PM in 334 for 6 hr; ends in Session 7

System: FATE (Mecha vs. Kaiju); 6 players

GM: Johnathan Wright

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

When the city is threatened by sinister Ogres and their monstrous kaiju, six young people from all walks of life unite to form the SUPER SENTEI SQUAD!

### **An Imposition of Will**

Sunday 6 PM in 334 for 4 hr; ends in Session 7

System: FATE Accelerated; 6 players

Power Level: Standard

GM: Paul Gibson

Rules Knowledge: Beginners Welcome

Game Content: Family

Characters created for game

Furry animal martial arts competition in feudal China! Sort of! Non-lethal combat! Flashy exploits in crowded streets! A secret plot that could bring down an empire! Exclamation point!

## Other Teen-Friendly Games:

**All of the GMs in these games advise their games are teen-friendly. You can find more detailed descriptions of each of these games in the section for each type of game elsewhere in this program.**

## Board Games:

Drop In: Carabande

Friday Noon, in Salon GH Table 7,8 for 8 hours

141 Eldritch Horror

Friday 6 PM, in Salon 1 Table 1 for 6 hours

144 Settlers of Catan

Friday 7 PM, in Salon 1 Table 4 for 3 hours

148 The DunDraCon 500, Part Deux

Friday 8 PM, in Salon 1 Table 10 for 3 hours

149 Euphoria

Friday 8 PM, in Salon 1 Table 18 for 3 hours

150 Even More Cosmic Encounter

Friday 8 PM, in 338 for 3 hours

241 Castles of Mad King Ludwig

Saturday 9 AM, in Salon 1 Table 9 for 3 hours

242 Twilight Imperium

Saturday 9 AM, in Salon 1 Table 10 for 8 hours

246 It's Walker Killin' Time!!!!

Saturday 10 AM, in Salon 1 Table 7 for 4 hours

249 The Golden Wilderness

Saturday 10 AM, in Salon 1 Table 17 for 4 hours

250 Caravans of Asia

Saturday 10 AM, in Salon 1 Table 18 for 4 hours

253 The Fall of War 1939

Saturday 10 AM, in Hall Table 4 for 10 hours

342 Glass Road

Saturday Noon, in Salon 1 Table 24 for 3 hours

Drop-In Demo: Dracovalis

Saturday 2 PM, in Salon 1 Table 9 for 3 hours

344 Even More Cosmic Encounter

Saturday 3 PM, in Salon 1 Table 3 for 3 hours

345 Diplomacy

Saturday 3 PM, in Salon 1 Table 4 for 6 hours

346 Learn to Play New Titles from Passport Games  
Saturday 3 PM, in Salon 1 Table 8 for 3 hours

347 Eldritch Horror

Saturday 4 PM, in Salon 1 Table 1 for 4 hours

348 The Golden Wilderness

Saturday 4 PM, in Salon 1 Table 17 for 4 hours

349 Caravans of Asia

Saturday 4 PM, in Salon 1 Table 18 for 4 hours

350 Concordia

Saturday 4 PM, in Salon 1 Table 20 for 3 hours

544 Battletech: Hill 93

Sunday 9 AM, in Hall Table 2 for 6 hours

545 Firefly the Board Game

Sunday 10 AM, in Salon 1 Table 1 for 4 hours

553 Scrabble

Sunday 10 AM, in San Ramon for 4 hours

555 Caverna—Cave Dwarves

Sunday 11 AM, in Salon FG Table 2 for 5 hours

Drop-In Demo: Dracovalis

Sunday 2 PM, in Salon 1 Table 9 for 3 hours

644 Red Dragon Inn and Cutthroat Caverns

Sunday 3 PM, in Salon 1 Table 8 for 3 hours

647 Vikings on the Volga

Sunday 4 PM, in Salon 1 Table 17 for 3 hours

648 Castles of Mad King Ludwig

Sunday 5 PM, in Salon 1 Table 14 for 5 hours

845 Vikings on the Volga

Monday 10 AM, in Salon 1 Table 13 for 3 hours

## Card Games:

P31 Dominion

Friday Noon, in Salon 1 Table 1 for 3 hours

Drop-In Demo: The King's Men

Friday 1 PM, in Hall Table 1 for 3 hours

Drop In Demo: Feed the Shoggoth! Tournament

Saturday 9 AM, in Hall Table 1 for 3 hours

331 NUKE 'EM IF YOU GOT 'EM!!!!

Saturday 2 PM, in Salon 1 Table 14 for 3 hours

Drop-In Demo: The King's Men

Saturday 4 PM, in Hall Table 1 for 3 hours

532 Actionworks  
Sunday 10 AM, in Salon 1 Table 18 for 3 hours

632 Actionworks  
Sunday 4 PM, in Salon 1 Table 18 for 3 hours

633 Ultimate Werewolf  
Sunday 4 PM, in Salon GH Table 3,4 for 4 hours

Drop-In Demo: Feed the Shoggoth! Tournament  
Sunday 5 PM, in Hall Table 1 for 3 hours

## LARPs:

P71 Double Dog Dare  
Friday Noon, in 570 for 4 hours

571 Murder on the Western Express  
Sunday 10 AM, in 570 for 6 hours

## Miniatures:

Drop-In Demo: Winds of Fate  
Saturday 3 PM, in Salon FG Table 9 for 8 hours

Drop-In Demo: Winds of Fate  
Sunday 3 PM, in Hall Table 5 for 8 hours

266 Battle of the Crossings of Poros  
Saturday 10 AM, in Salon FG Table 3 for 6 hours

## Other Games:

Drop In: On Some Worlds I Am Worshipped as a God  
Saturday 10 AM, in Back Courtyard for 6 hours

## Role-Playing Games:

P09 Origin Story  
Friday Noon, in 160 for 6 hours

P11 Zombie Apocalypse 5.0  
Friday Noon, in 162 for 4 hours

P22 The Monk's Mission  
Friday 2 PM, in 334 for 6 hours

P23 Scrubbing Bubbles  
Friday 2 PM, in 338 for 6 hours

P24 Fish Out of Water  
Friday 2 PM, in 374 for 10 hours

101 Heart, Mind and Souls  
Friday 6 PM, in 154 for 8 hours

116 Borshak's Lair  
Friday 8 PM, in 166 for 5 hours

209 Catastrophic Congregation  
Saturday 8 AM, in 164 for 6 hours

211 I'm Not Here to Make Friends  
Saturday 8 AM, in 166 for 8 hours

218 Super Duper Secret Crisis Wars: THE CROSSOVER  
Saturday 10 AM, in 147 for 8 hours

222 Slayer in the Snow  
Saturday 10 AM, in 338 for 8 hours

319 The Star Wars Mega Game—Beacons in the Force  
Saturday 5 PM, in Pacific for 8 hours

402 The Stolen Adventure  
Saturday 6 PM, in 151 for 6 hours

504 HMFSS Atlantis Must Not Fall (from the Sky)!  
Sunday 8 AM, in 159 for 4 hours

505 X-File High: Something Wicked This Way Con  
Sunday 8 AM, in 160 for 6 hours

517 Search for the Wisterian Key  
Sunday 9 AM, in 508 for 8 hours

606 The Jaded City of Oz  
Sunday 2 PM, in 161 for 4 hours

609 Before the Wind  
Sunday 4 PM, in 145 for 4 hours

611 The Knight's Thirsty  
Sunday 4 PM, in 151 for 6 hours

704 Fugitives of the Empire  
Sunday 6 PM, in 154 for 6 hours

805 In High Spirits (What Ghost Up Must Come Down?)  
Monday 8 AM, in 164 for 8 hours

808 The Undeath War  
Monday 8 AM, in 168 for 8 hours

814 Daggers in the Night  
Monday 10 AM, in 145 for 4 hours

820 Mysteries at the College of Magic  
Monday 10 AM, in 374 for 4 hours



# 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 Info Table. 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 its 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 Games 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 on the next page to go directly to the correct spot!

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 who register for a game at the last minute have the same chance as someone who pre-registered on February 1.

## Paper Games 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 Information Table.

The Info Table will accept slips as long as it is open: 8 AM to 9:30 PM on Friday, Saturday, and Sunday. As such, you may pick up or drop off Games Reg slips and ask any questions you might have during that time. However, each Games Reg session has a closing time, which means that 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 Info 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 Games 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 4 hours receive a Priority Slip, which is a near-guarantee of getting into your first-choice game. (Volunteers who work 8 hours also get their membership fee refunded!)

## Games 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 Games 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/or Games Results pages on the DunDraCon website.

Events Page



Games Results



Games Registration



DDC Homepage



*Unofficial—Unofficial—Unofficial—Unofficial—*

DunDraCon Does Not

Officially Present

On Sunday, February 15<sup>th</sup>,

The Secret Masters Of Gaming  
16<sup>th</sup> Annual Hawaiian Shirt Day

At DunDraCon 39



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

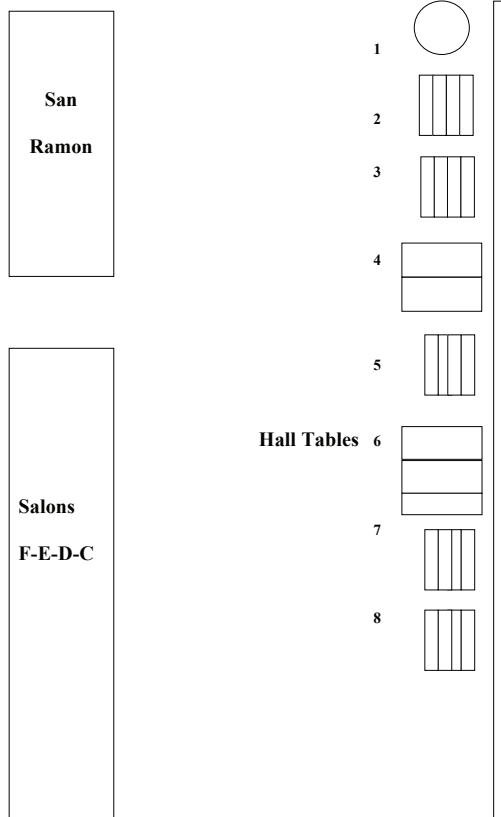
(Hey, we can all dream, can't we?)

*Unofficial—Unofficial—Unofficial—Unofficial—*

*Unofficial—Unofficial—Unofficial—Unofficial—*

*Unofficial—Unofficial—Unofficial—Unofficial—*

# 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 eight Hall Tables in the Ballroom Lobby, numbered 1 through 8, while other games will be located in Salon 1 and Salons FGH.

## FRIDAY

### Carabande

Friday Noon in Salon GH Table 7,8 for 8 hr; 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! All ages welcome and very easy to learn. Games take only 30 to 60 minutes, so it makes a great filler while waiting for something else.

### Demo: The King's Men

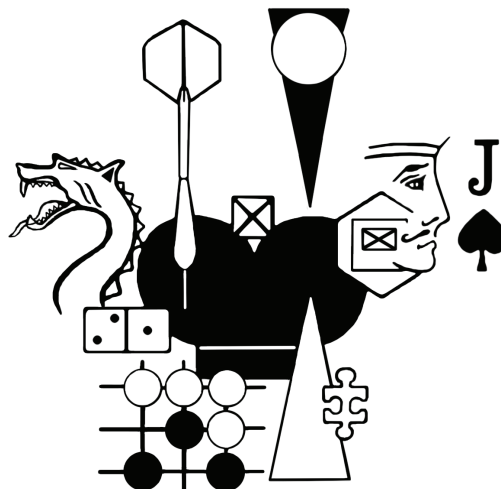
Friday 1 PM in Hall Table 1 for 3 hr; ends in Session P  
 System: The King's Men (1st); 5 players  
 GM: Roger van Vloten  
 Rules Knowledge: Beginners Welcome  
 Game Content: Family  
 All materials provided by GM  
 Rogue noblemen are plotting to overthrow the king. Will you join them? Will you stay loyal to the crown? The choice you make will decide the fate of the land.

### Demo: Good Cop Bad Cop: Bombers and Traitors

Friday 7 PM in Hall Table 5 for 3 hr; ends in Session 1  
 System: Good Cop Bad Cop; 8 players  
 GM: Brian Henk  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mainstream  
 All materials provided by GM  
 Good Cop Bad Cop: Bombers and Traitors is an expansion to the hidden identity and deduction game, Good Cop Bad Cop, about a corrupt police district. Currently LIVE on Kickstarter.

### Hell's Karaoke (Saturday Morning Cartoon Edition)

Friday 10 PM in Salon FG for 6 hr; ends in Session 1  
 System: Homebrew; 40 players  
 Costume: Cartoons and children's shows  
 GM: Erik T. Dahl  
 Troupe: Spontaneous Combustion!  
 Rules Knowledge: Beginners Welcome  
 Game Content: Mature Themes  
 It's Karaoke Night in Cartoon Hell, and the Damned gather in hopes of winning their freedom from The Immortal Judges. Walk-ins welcome throughout the scheduled time, no participation required.



### **Demo: Good Cop Bad Cop: Bombers and Traitors**

Saturday 9 AM in Hall Table 3 for 3 hr; ends in Session 2

System: Good Cop Bad Cop; 8 players

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Good Cop Bad Cop: Bombers and Traitors is an expansion to the hidden identity and deduction game, Good Cop Bad Cop, about a corrupt police district. Currently LIVE on Kickstarter.

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

Saturday 9 AM in Hall Table 1 for 3 hr; ends in Session 2

System: Feed the Shoggoth! (1st); 6 players

GM: Badger McInnes

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A deliciously evil card game: attempt to earn points by feeding lowly Minions of your cult to the hungry Shoggoth that roams around the table. Prizes to everyone who participates!

### **On Some Worlds I Am Worshipped as a God**

Saturday 10 AM in Back Courtyard for 6 hr; ends in Session 3

System: Claymagedon/Monstersmash (1st); 12 players

Variations: all

GM: Richard Carson

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

You awaken to an alien vista. Splashes of color, ziggurats, temples, strange rock formations, and the Locnar. You must have it. Your eager followers await; they urge you to action!

### **Demo: Dracovalis**

Saturday 2 PM in Salon 1 Table 9 for 3 hr; ends in Session 3

System: Dracovalis; 6 players

GM: Jeremy Olson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

A fun, simple boardgame of dragon domination for 2 to 6 players. Use dragons to capture villages! Make dragons stronger with spells! Burninate your opponents' cities to rubble! First exposure pre-Kickstarter.

### **Demo: Winds of Fate**

Saturday 3 PM in Salon FG Table 9 for 8 hr; ends in Session 4

System: War Relics (1.0); 5 players

GM: Derek Heath

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Sky Relics is a 75mm to 150mm table-top miniatures battle game. Each player controls an air fleet of SkyShips and enters the fight for Targus skies.

### **Demo: The King's Men**

Saturday 4 PM in Hall Table 1 for 3 hr; ends in Session 4

System: The King's Men (1st); 5 players

GM: Roger van Vloten

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Rogue noblemen are plotting to overthrow the king. Will you join them? Will you stay loyal to the crown? The choice you make will decide the fate of the land.

### **Demo: New Salem**

Saturday 7 PM in Hall Table 1 for 3 hr; ends in Session 4

System: New Salem; 8 players

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

New Salem is a fast hidden identity and deduction game with set-collection and drafting. It was a successful Kickstarter in late 2014 and will be available everywhere very soon.



## SUNDAY

### **Demo: Good Cop Bad Cop: Bombers and Traitors**

Sunday 9 AM in Hall Table 3 for 3 hr; ends in Session 5  
System: Good Cop Bad Cop; 8 players  
GM: Brian Henk  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Good Cop Bad Cop: Bombers and Traitors is an expansion to the hidden identity and deduction game, Good Cop Bad Cop, about a corrupt police district. Currently LIVE on Kickstarter.

### **Demo: New Salem**

Sunday Noon in Hall Table 3 for 3 hr; ends in Session 6  
System: New Salem; 8 players  
GM: Brian Henk  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
New Salem is a fast hidden identity and deduction game with set-collection and drafting. It was a successful Kickstarter in late 2014 and will be available everywhere very soon.

### **Demo: Dracovalis**

Sunday 2 PM in Salon 1 Table 9 for 3 hr; ends in Session 6  
System: Dracovalis; 6 players  
GM: Jeremy Olson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A fun, simple board game of dragon domination for 2 to 6 players. Use dragons to capture villages! Make dragons stronger with spells! Burninate your opponents' cities to rubble! First exposure pre-Kickstarter.

### **Demo: Winds of Fate**

Sunday 3 PM in Hall Table 5 for 8 hr; ends in Session 7  
System: War Relics (1.0); 5 players  
GM: Derek Heath  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Sky Relics is a 75mm to 150mm table-top miniatures battle game. Each player controls an air fleet of SkyShips and enters the fight for Targus skies.

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

Sunday 5 PM in Hall Table 1 for 3 hr; ends in Session 7  
System: Feed the Shoggoth! (1st); 6 players  
GM: Badger McInnes  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
A deliciously evil card game: attempt to earn points by feeding lowly Minions of your cult to the hungry Shoggoth that roams around the table. Prizes to everyone who participates!

### **Demo: New Salem**

Sunday 8 PM in Hall Table 1 for 3 hr; ends in Session 7  
System: New Salem; 8 players  
GM: Brian Henk  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
New Salem is a fast hidden identity and deduction game with set-collection and drafting. It was a successful Kickstarter in late 2014 and will be available everywhere very soon.



# 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 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. Drop-In 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 Drop-Ins 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 P

### FRIDAY

#### **P71 Double Dog Dare**

Friday Noon in 570 for 4 hr; ends in Session P

System: GM Fiat; 10 players

Genre: Modern Suspense/Horror

Costume: As teens would dress

Troupe: Gamer Geekus

LARP Experience: Beginners Welcome

Game Content: Mainstream

A group of teens have been dared to spend the night in a haunted house, the old Rispin Mansion.

### Session 1

#### **171 The Dwemer Summit: A Skyrim LARP**

Friday 6 PM in 570 for 6 hr; ends in Session 1

System: L.A.R.P.S. System; 25 players

Genre: Fantasy

Costume: Fantasy Medieval/Historical/Roman/Finery

Troupe: Lydia Has a Posse

LARP Experience: Useful

Game Content: Mature Themes

Representatives congregate to determine who gets exploration rights to a newly discovered Dwemer ruin bordering The Pale, Winterhold, and Eastmarch. Familiarity with Skyrim/Elder Scrolls is recommended but not required.

#### **172 Remembrance**

Friday 6 PM in 508 for 8 hr; ends in Session 1

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

Genre: Dark Champions

Costume: Street clothes, easy to move in (supers in hiding)

Troupe: Dreams of Deirdre

LARP Experience: Useful

Game Content: Mature Themes

Our allies at first, Paranorms became the boogie man. Or so the government says. People are taken. Voices are silenced. Will you be heard?

#### **173 Dark Horizon**

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

System: L5R LARP; 40 players

Variations: Some home brew

Genre: Eastern Fantasy

Troupe: Blue Lotus Productions

LARP Experience: Useful

Game Content: Mainstream

Something is in the distance, and it closes in on the Clans. Will the Empire be able to unite against this possible threat?

### **Drop-In: Hell's Karaoke (Saturday Morning Cartoon Edition)**

Friday 9 PM in Salon FG for 6 hr; ends in Session 1  
System: Homebrew; 40 players  
Costume: Cartoons and children's shows  
Troupe: Spontaneous Combustion!  
LARP Experience: Beginners Welcome  
Game Content: Mature Themes  
It's Karaoke Night in Cartoon Hell, and the Damned gather in hopes of winning their freedom from The Immortal Judges. Walk-ins welcome throughout the scheduled time, no participation required.

#### **Music List:**



## **Session 2 SATURDAY**

### **271 Love and Loss on the Lushmun Canal**

Saturday 10 AM in 570 for 6 hr; ends in Session 3  
System: GM Fiat; 15 players  
Genre: Tekumel—Meso-American Science Fantasy  
Costume: Meso-American or East Indian admired, not required  
Troupe: Shiny Thing Games (T & Danielle)  
LARP Experience: Beginners Welcome  
Game Content: Mainstream  
The civil war is over. The governor invites the surviving nobles to celebrate the new emperor's ascension. Decide the fate of this province of Tekumel's Empire of the Petal Throne!

### **272 Shades of the Necropolis Part II: Three Fingers of Dust**

Saturday 10 AM in Salon AB for 8 hr; ends in Session 3  
System: New World of Darkness: Requiem for Rome; 30 players  
Variations: Card-based rules conversion  
Genre: Horror  
Costume: Ancient Rome, togas, tunics  
Troupe: Bedlam's Requiem  
LARP Experience: Useful  
Game Content: Mature Themes  
53 BCE: Caesar's and Pompey's agents clash, the Senate burns, martial law is declared. Many kindred are lost to the flames and chaos. Can the Camarilla survive?



## **Session 4**

### **471 Deus Est Machina**

Saturday 6 PM in 570 for 8 hr; ends in Session 5  
System: Card Draw; 10 Players  
Genre: Cyberpunk  
Costume: Cyberpunk, goth, punk, post-apocalyptic, industrial, geek chic, business, professional  
GM: Samantha Smith  
LARP Experience: Useful  
Game Content: Mature Themes  
A cyberpunk game of intrigue, corporate espionage, organlegging, augmentation, and wetware. Expect to lie, cheat, hack, and backstab your way out of a situation that's about as bad as any you've gotten into before. Even among the fraternity of dataphreaks, friends are hard to come by. In this room, you don't have any. And the Corp is watching.

### **472 The Copper Club**

Saturday 6 PM in 508 for 6 hr; ends in Session 4  
System: GM Fiat; 25 players  
Genre: Eighties Comedy Horror  
Costume: Eighties Club Goth  
GM: Joe Parzanese  
LARP Experience: Useful  
Game Content: Mature Themes  
1986 Santa Carla High students visit the Copper Club after school events, enjoying the thrill of mingling with older non-students, but will tonight be too much thrill for them?

### **473 Rising Sun**

Saturday 7 PM in Salon AB for 8 hr; ends in Session 4  
System: GM Fiat; 25 players  
Variations: Some  
Genre: Western  
Costume: Gunslingers, Indians, and Townfolk  
Troupe: Gamer Geekus  
LARP Experience: Beginners Welcome  
Game Content: Mainstream  
Kansas 1865: Murders have the town in an uproar, drawing in gunslingers hoping to make a name for themselves. Can the town survive, or is it finally dusk in Rising Sun?



## Session 5      SUNDAY

### 571 Murder on the Western Express

Sunday 10 AM in 570 for 6 hr; ends in Session 6

System: Rumor Mill; 20 players

Genre: Murder mystery/Western/Steampunk

Costume: Mid to Late 19th century wear

Troupe: The Ace of Geeks

LARP Experience: Beginners Welcome

Game Content: Mainstream

Someone has committed a murder on a westbound train.

The murder must be on the train, so it is up to you to figure out whodunnit!

### 572 Grimm New World

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

System: L.A.R.P.S. System; 30 players

Variations: Some GM Fiat

Genre: Supers late '60s

Costume: Late '60s

Troupe: Team Volaré

LARP Experience: Useful

Game Content: Mature Themes

July 1969, Geneva: a Summit has been called by the U.N.

to discuss the recent coup by meta-humans of Greenland.

The current geopolitical status hangs in the balance.

## Session 7

### 771 Your Last Day in San Romero Prison

Sunday 6 PM in 570 for 6 hr; ends in Session 7

System: GM Fiat; 20 players

Variations: Player-made characters

Genre: Survival Horror (Zombies)

Troupe: Team Nefarious

LARP Experience: Useful

Game Content: Mature Themes

You were infected by a Zombie and quarantined in San Romero Prison. Suddenly, there was an explosion, then shouting and gunfire. After the shooting, the doors of the cells opened....

### 772 The Price of Honor

Sunday 6 PM in Salon AB for 8 hr; ends in Session 7

System: L5R LARP; 30 players

Variations: Fate Accelerated hacked with Blood and Honor

Genre: Samurai Fiction

Costume: Samurai, Japanese, Chinese, Korean influences. Heavy on peasants.

Troupe: Rokugani Historical Society

LARP Experience: Useful

Game Content: Mainstream

An earthquake opens a pass in the mountains. Daikoku's Crossing is born from the sweat and blood of peasants.

How will they respond when the Samurai seek to control them? This game will focus primarily on the peasants and merchants of Rokugan.

### 773 Necessary Renovations

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

System: GM Fiat; 20 players

Genre: Modern

Costume: Contemporary clothing/Stanford garb

Troupe: Team Woodbury

LARP Experience: Beginners Welcome

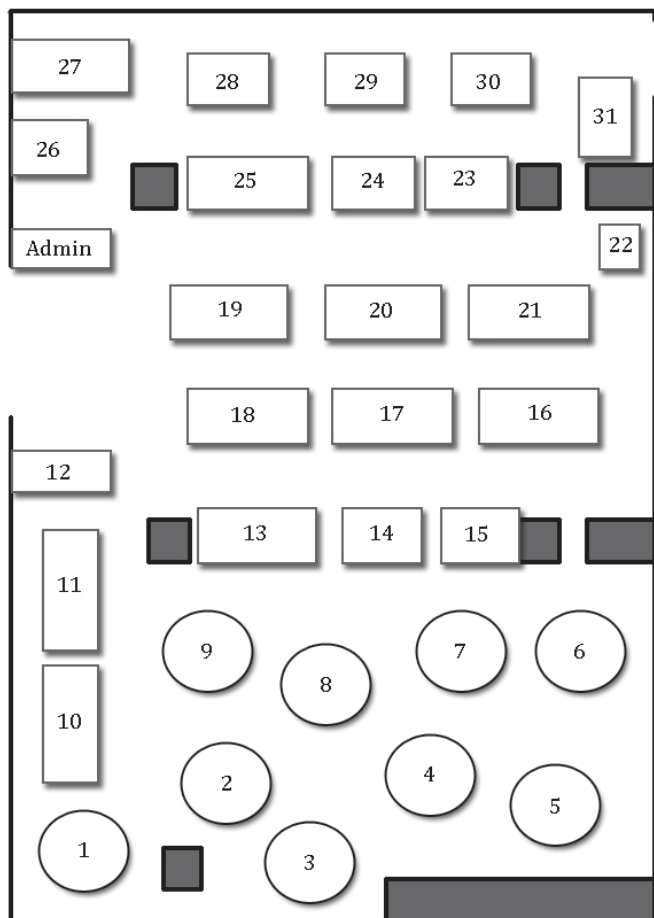
Game Content: Mature Themes

The chemistry building on the Stanford campus has been closed for years. It was heavily damaged in the 1906 earthquake and closed in 1987 due to health and safety concerns. Now, after nearly 30 years, plans are in the works to renovate and re-open the building as an Undergraduate Science Center. Institutional memories can be short, however, and the real reasons for the shuttering and near abandonment of the building for three decades have been forgotten by the new movers and shakers. Those few who remember are dismissed or simply ignored. Surely a few scary ghost stories are no reason to let prime real estate go to waste! A week before initial demolition, a survey crew takes a tour of the site, making note of areas of concern, while a group of students breaks in for fun one last time. When an earthquake strikes, these disparate groups will find themselves struggling together to escape the building that has trapped them. While it is quite dark inside, you're sure there's nothing to worry about in the shadows....



# Board Games

## Salon 1



Salon 1

## Session P FRIDAY

### Drop-In: Carabande

Friday Noon in Salon GH Table 7,8 for 8 hr; 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! All ages welcome and very easy to learn. Games take only 30 to 60 minutes, so it makes a great filler while waiting for something else.

### P41 Dragon Scrabble

Friday Noon in Salon 1 Table 12 for 4 hr; ends in Session P

System: Scrabble; 4 players

Variations: see Dragon Scrabble rules online

GM: Annie O'Con

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Have you ever wished Balor was a legitimate word in a Scrabble game? Then come play Dragon Scrabble for a chance to use it as a triple word score!

### P42 Dundrageddon

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

System: Risk 2210 (standard); 5 players

GM: Robert Glenn

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

War...war never changes. But the strategies and players do. Come and prove yourself worthy of ruling the world! Prize given to winner.

### P43 Agricola

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

System: Agricola; 4 players

GM: Simon Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

In Agricola, you're a farmer with your spouse and little else. On a turn, you take only two actions, from all the possibilities you'll find on a farm.

### P44 FireFly

Friday 1 PM in Salon 1 Table 11 for 3 hr; ends in Session P

System: Firefly the Board Game (latest); 5 players

Variations: Timed version using all expansions

GM: James Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Find a Crew! Get a Job! Keep Fly! Based very closely on the popular Firefly series and Serenity movie, this is a timed version which will play for 2 hours.

### P46 Thunderin' Guns (Supersized)

Friday 3 PM in Hall Table 4 for 3 hr; ends in Session P

System: Thunderin' Guns; 6 players

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 citizens, apprehend outlaws, or challenge each other to gunfights, based on your profession.



### **P47 Victory through Industry**

Friday 4 PM in Salon 1 Table 17 for 3 hr; ends in Session 1  
System: Victory through Industry; 5 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
WW II is on, and your industrial output is needed for the war effort. Build a factory complex to manufacture products needed at the front, everything from battleships to canned food.

### **P48 It's Too Quiet...**

Friday 5 PM in Salon 1 Table 9 for 8 hr; ends in Session 1  
System: Battlestations; 8 players  
Variations: DROIDS, Pax, Battlestations  
Power Level: 1st-2nd  
GM: Aaron Johnson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
We have lost contact with a science space station that has been testing an experimental medicine. Your job is to make contact in any way possible.

### **P49 Last Night on Earth**

Friday 5 PM in Salon 1 Table 8 for 6 hr; ends in Session 1  
System: Last Night on Earth (newest); 8 players  
Variations: custom scenario  
GM: Michael Basil  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Last Night on Earth, The Zombie Game is a fast-paced game of brain-eating Zombies, small-town Heroes, and horror-movie action.

## **Session 1**

### **141 Eldritch Horror**

Friday 6 PM in Salon 1 Table 1 for 6 hr; ends in Session 1  
System: Eldritch Horror; 8 players  
GM: Lyle Lynde  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A cooperative game of terror and adventure in which players take the roles of globe-trotting investigators working to protect the world from an Ancient One. Can you prevent global destruction?

### **142 Carson City Strikes GOLD!**

Friday 6 PM in Salon 1 Table 12 for 3 hr; ends in Session 1  
System: Carson City (2nd); 5 players  
Variations: Guns & 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 & guns—lots o' guns. Build the town, become an Outlaw, or both. Most Victory Points wins! Wild, Wild, West FUN!

### **143 Arkham Horror**

Friday 6 PM in Hall Table 1 for 6 hr; ends in Session 1  
System: Arkham Horror; 6 players  
Variations: home-brewed  
GM: James Kiefer  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
An Ancient Tentacled Being intends to displace humanity. A small group of ill-prepared citizens must work together to prevent that.

### **144 Settlers of Catan**

Friday 7 PM in Salon 1 Table 4 for 3 hr; ends in Session 1  
System: Settlers of Catan; 6 players  
Variations: Base Game  
GM: Rachel Harris  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Will you rule the island of Catan? The dice roll and the race begins: gather resources to be the first to gain victory over Catan! Game will be run 1-2 sessions, time permitting.

### **145 Terra Mystica**

Friday 7 PM in Salon 1 Table 7 for 4 hr; ends in Session 1  
System: Terra Mystica; 4 players  
Variations: includes Fire and Ice  
GM: Simon Kiefer  
Rules Knowledge: Useful  
Game Content: Very Complex  
All materials provided by GM  
Play one of 14 different peoples in seven landscapes; to develop and grow, they terraform landscapes into their home environments in competition with other groups.

### **147 Fireball Island**

Friday 8 PM in Salon 1 Table 3 for 4 hr; ends in Session 1  
System: Fireball Island (Milton Bradley); 4 players  
GM: Douglas Weed  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Let's take a trip back to 1996 in this lost Milton-Bradley Game. Can you survive the dangers in this Indiana Jones-like game? Fortune and Glory? or Death? Your choice.



### **148 The DunDraCon 500, Part Deux**

Friday 8 PM in Salon 1 Table 10 for 3 hr; ends in Session 1

System: Formula De' (Original Adversary); 6 players  
Variations: Standard rules, not the simplified Formula D junk

GM: Robert Glenn

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The flag drops! You slam the gas pedal to the floor. Is the maniac in front of you going to take that turn in 4th? Hopefully you're the better racer.

### **149 Euphoria**

Friday 8 PM in Salon 1 Table 18 for 3 hr; ends in Session 1

System: Euphoria; 6 players

GM: Chisholm Gentry

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Building a better Dystopia.... Worker placement game.

### **150 Even More Cosmic Encounter**

Friday 8 PM in 338 for 3 hr; ends in Session 1

System: Cosmic Encounters (FFG); 6 players

Variations: whatever the table feels like

GM: Jefferson Krogh

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The classic game of alien conquest, negotiation, and craziness! With over 165 aliens to choose from, every game is different.

## **Session 2                      SATURDAY**

### **241 Castles of Mad King Ludwig**

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

System: Castles of Mad King Ludwig (1st); 4 players

GM: Larry Langley

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Compete with other builders to provide King Ludwig II of Bavaria his biggest, most extravagant castle ever—subject to his ever-changing whims, of course.

### **242 Twilight Imperium**

Saturday 9 AM in Salon 1 Table 10 for 8 hr; ends in Session 3

System: Twilight Imperium (2nd); 6 players

Variations: expanded battle system on star hex map

GM: Ashton Saylor

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Battle for the stars in a modded version of Twilight Imperium 2nd Edition.

### **243 Betrayal at House on the Hill**

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

System: Betrayal at Hill House; 6 players

Variations: custom scenario

GM: Michael Basil

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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

### **244 Mario Kart Formula D**

Saturday 9 AM in Hall Table 2 for 3 hr; ends in Session 2

System: Formula D; 6 players

Variations: modified rules

GM: Andrew Aberle

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Come try out customized rules for Formula D in the Mushroom Kingdom! Dodge shells and banana peels as you super-mushroom your way to first place!

### **245 Agricola**

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

System: Agricola; 4 players

GM: Simon Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

In Agricola, you're a farmer with your spouse and little else. On a turn, you take only two actions, from all the possibilities you'll find on a farm.

### **246 It's Walker Killin' Time!!!!**

Saturday 10 AM in Salon 1 Table 7 for 4 hr; ends in Session 3

System: The Walking Dead Board Game Best Defense; 6 players

GM: Gabriel Ganz

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come and defend four locations from being hoarded and losing supplies! The best WD board game to date!!!

CO-OP. In memory of Gary Ganz.



### **247 Time Agent**

Saturday 10 AM in Salon 1 Table 8 for 4 hr; ends in Session 3

System: Time Agent; 5 players

GM: Gregory Wong

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Players represent different alien species who travel back in time to undo or re-do events to benefit their species.

The game ends once Time Travel is un-invented.

### **248 Raft Race!**

Saturday 10 AM in Salon 1 Table 14 for 3 hr; ends in Session 3

System: Raft Race! (1st); 6 players

GM: Joel Clark

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Players participate in a college river raft regatta, each one trying to be the first to cross the finish line, and not get disqualified in the process.

### **249 The Golden Wilderness**

Saturday 10 AM in Salon 1 Table 17 for 4 hr; ends in Session 3

System: The Golden Wilderness; 5 players

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

A game of early California from the Spanish explorers to the Gold Rush. Explore the map with people like de Anza, then settle, developing local industries, shipping products overseas.

### **250 Caravans of Asia**

Saturday 10 AM in Salon 1 Table 18 for 4 hr; 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. Make deals with other players, or go it alone.

### **251 Fortune and Glory**

Saturday 10 AM in Salon 1 Table 19 for 6 hr; ends in Session 3

System: Fortune and Glory; 6 players

Variations: all expansions

GM: James Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Two teams of Indiana Jones wannabes dodge Nazis and crumbling temples. Why? Fortune and Glory, Kid, Fortune and Glory.

### **252 Rio Grande Rotation**

Saturday 10 AM in Salon 1 Table 20 for 4 hr; ends in Session 3

System: Rio Grande Board Games; 5 players

GM: Ian Lee

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Offerings from Rio Grande! Cardcassonne—card version of the classic. Assyria—make the desert bloom. O Zoo le Mio—build the best zoo. Loch Ness—capture Nessie—on camera.

### **253 The Fall of War 1939**

Saturday 10 AM in Hall Table 4 for 10 hr; ends in Session 4

System: Axis and Allies (1940 Global); 8 players

Variations: 1939 set up w/custom National Advantages

GM: Justin Marriott

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Allies declare war! Poland divided by Hitler and Stalin!

89 German Infantry Divisions look to the west. Updated rules, smaller Powers like Holland/Belgium and Finland.

### **254 Lords of Waterdeep**

Saturday 11 AM in Salon 1 Table 2 for 4 hr; ends in Session 3

System: Lords of Waterdeep; 5 players

GM: Cyrus Makalinaw

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come play the popular Lords of Waterdeep game! It's a worker placement game based on forgotten realms lore.

## **Session 3**

### **341 Dragon Scrabble**

Saturday Noon in Salon 1 Table 12 for 4 hr; ends in Session 3

System: Scrabble; 4 players

Variations: see Dragon Scrabble rules on-line

GM: Annie O'Con

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Have you ever wished Balor was a legitimate word in a Scrabble game? Then come play Dragon Scrabble for a chance to use it as a triple word score!

### **342 Glass Road**

Saturday Noon in Salon 1 Table 24 for 3 hr; ends in Session 3  
System: Glass Road; 4 players  
GM: Chisholm Gentry  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
We'll play as many games as we can fit into the time slot.  
Games last about 45 minutes.

### **343 Lords of Waterdeep**

Saturday 1 PM in Salon 1 Table 11 for 3 hr; ends in Session 3  
System: Lords of Waterdeep; 6 players  
Variations: Scoundrels of Skullport—Undermountain  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Become the Supreme Lord of Waterdeep thru intrigue, shifting resources, and secretive schemes. Send out your agents to gather resources to fulfill quests, purchase buildings, and spread your influence.

### **Drop-In Dracovalis**

Saturday 2 PM in Salon 1 Table 9 for 3 hr; ends in Session 3  
System: Dracovalis; 6 players  
GM: Jeremy Olson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A fun, simple board game of dragon domination for 2 to 6 players. Use dragons to capture villages! Make dragons stronger with spells! Burninate your opponents' cities to rubble! First exposure pre-Kickstarter.

### **344 Even More Cosmic Encounter**

Saturday 3 PM in Salon 1 Table 3 for 3 hr; ends in Session 3  
System: Cosmic Encounters (FFG); 6 players  
Variations: whatever the table feels like  
GM: Jefferson Krogh  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
The classic game of alien conquest, negotiation, and craziness! With over 165 aliens to choose from, every game is different.

### **345 Diplomacy**

Saturday 3 PM in Salon 1 Table 4 for 6 hr; ends in Session 4  
System: Diplomacy (Avalon Hill 2nd); 6 players  
GM: Zach 'Gareth' Morgan  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM

Play as one of the great European powers in the years leading up to WW I. This is a game of negotiation, strategy, trust, and treachery. Which country will prevail?

### **346 Learn to Play New Titles from Passport Games**

Saturday 3 PM in Salon 1 Table 8 for 3 hr; ends in Session 3  
System: Learn to Play New Titles from Passport Games; 6 players  
GM: Scott Boor  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Learn to play the latest exciting titles from the company that brought you Tokaido, Dungeon Raiders, and Kingsport Festival.

### **347 Eldritch Horror**

Saturday 4 PM in Salon 1 Table 1 for 4 hr; ends in Session 4  
System: Eldritch Horror (1st); 8 players  
GM: Larry Langley  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
An intrepid band of investigators travels the globe in a desperate race to save the world from an ancient horror in this cooperative mystery game.

### **348 The Golden Wilderness**

Saturday 4 PM in Salon 1 Table 17 for 4 hr; ends in Session 4  
System: The Golden Wilderness; 5 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A game of early California from the Spanish explorers to the Gold Rush. Explore the map with people like de Anza, then settle, developing local industries, shipping products overseas.

### **349 Caravans of Asia**

Saturday 4 PM in Salon 1 Table 18 for 4 hr; ends in Session 4  
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. Make deals with other players, or go it alone.

### **350 Concordia**

Saturday 4 PM in Salon 1 Table 20 for 3 hr; ends in Session 4  
System: Concordia; 5 players  
GM: Chisholm Gentry  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Willing to have a teaching game, so new players welcome.  
Medium level complexity boardgame.

### **351 B-17: Queen of the Skies—The Big Week**

Saturday 5 PM in Salon 1 Table 23,24,28-31 for 6 hr; 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, Picadilly Lilly & Thunderbird as the 8th AF pummels Occupied Europe during "The Big Week" (AKA Operation Argument) targeting Luftwaffe production and U-boat pens. Rules taught.

## **Session 4**

### **441 Eldritch Horror**

Saturday 6 PM in Salon 1 Table 2 for 6 hr; ends in Session 4  
System: Eldritch Horror (1st); 8 players  
Variations: Mountains of Madness  
GM: William Rawls  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A cooperative game of terror and adventure in which players take the roles of globe-trotting investigators working to solve mysteries to protect the world from an Ancient One.

### **442 Zombicide Season 3**

Saturday 6 PM in Salon 1 Table 9 for 6 hr; ends in Session 4  
System: Zombicide (Season 3); 6 players  
GM: Gregory James Reynolds  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Come play zombicide and fight with and alongside survivors and zombies and slay them outright with none to live.

### **444 Ch. 11: The Final Conflagration!**

Saturday 7 PM in Salon 1 Table 3 for 4 hr; ends in Session 4  
System: Mice And Mystics; 5 players  
GM: Angelo Sphere

Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
The final chapter of the Sorrow and Remembrance storyline! All characters are on the table! Let's kick some Spider-Queen butt!

### **445 Terra Mystica**

Saturday 7 PM in Salon 1 Table 7 for 4 hr; ends in Session 4  
System: Terra Mystica; 4 players  
Variations: includes Fire and Ice  
GM: Simon Kiefer  
Rules Knowledge: Useful  
Game Content: Very Complex  
All materials provided by GM  
Play one of 14 different peoples in seven landscapes; to develop and grow, they terraform landscapes into their home environments in competition with other groups.

## **Session 5                      SUNDAY**

### **541 Fireball Island**

Sunday 9 AM in Salon 1 Table 3 for 4 hr; ends in Session 6  
System: Fireball Island (Milton Bradley); 4 players  
GM: Douglas Weed  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Let's take a trip back to 1996 in this lost Milton Bradley Game. Can you survive the dangers in this Indiana Jones-like game? Fortune and Glory? or Death? Your choice.

### **542 Twilight Imperium 3**

Sunday 9 AM in Salon 1 Table 10 for 8 hr; ends in Session 6  
System: Twilight Imperium (3rd); 7 players  
Variations: all expansions, a few house rules  
GM: Clay Tevebaugh  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power.

### **543 50th Anniversary Axis and Allies**

Sunday 9 AM in Hall Table 6 for 8 hr; ends in Session 6  
System: Axis and Allies (Anniversary); 8 players  
GM: Lawrence Frazee  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Now is your chance to play a very rare out-of-print version of A&A, on a HUGE 8-foot by 4-foot board! With large game pieces. Save the world from evil empires!

#### **544 Battletech: Hill 93**

Sunday 9 AM in Hall Table 2 for 6 hr; ends in Session 6  
System: Battletech (Total Warfare); 8 players  
GM: Stuart Yee  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
The 3rd Succession War rages across the stars in the 31st century. Davion and Kurita forces vie for control of strategic objectives such as Hill 93.

#### **545 Firefly the Board Game**

Sunday 10 AM in Salon 1 Table 1 for 4 hr; ends in Session 6  
System: Firefly the Board Game (1st); 3 players  
GM: Zach 'Gareth' Morgan  
Rules Knowledge: Beginners Welcome  
Game Content: Family, Variations: Blue Sun expansion  
All materials provided by GM  
Captain your own Firefly-class transport with a hand-picked crew finding what work you can, doing your best to stay out of the Alliance's way and keeping an eye out for Reavers.

#### **546 Duel of Ages II**

Sunday 10 AM in Salon 1 Table 8 for 4 hr; ends in Session 6  
System: Duel of Ages II (2nd); 6 players  
GM: Gregory Wong  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Players are divided into two teams of characters from four eras: Ancient, Colonial, Modern, and Future. Characters face challenges & fight each other for victory.

#### **547 Defenders of the Realm**

Sunday 10 AM in Salon 1 Table 9 for 3 hr; ends in Session 6  
System: Defenders of the Realm; 6 players  
GM: Thomas F McVey  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Come fight back evil! Defenders of the Realm is a Fantasy Co-op game where you take the roles of heroes fighting the minions and generals of the Dark Lord.

#### **548 Conquest of the World**

Sunday 10 AM in Salon 1 Table 13 for 6 hr; ends in Session 6  
System: Risk; 6 players  
Variations: alternative set-up rule used  
GM: Micah Camarena  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Come play the classic game of world domination. Crush your enemies, see them driven before you, and hear the lamentations of their women.

#### **549 Victory through Industry**

Sunday 10 AM in Salon 1 Table 17 for 3 hr; ends in Session 6  
System: Victory through Industry; 5 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
WW II is on, and your industrial output is needed for the war effort. Build a factory complex to manufacture products needed at the front, everything from battleships to canned food.

#### **550 Rio Grande Rotation**

Sunday 10 AM in Salon 1 Table 20 for 4 hr; ends in Session 6  
System: Rio Grande Board Games; 5 players  
GM: Ian Lee  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Offerings from Rio Grande! Cardcassonne—card version of the classic. Assyria—make the desert bloom. O Zoo le Mio—build the best zoo. Loch Ness—capture Nessie—on camera.

#### **551 SCOUT AND LIVE!**

Sunday 10 AM in Salon 1 Table 25 for 6 hr; ends in Session 6  
System: The Walking Dead Board Game; 6 players  
Variations: comic-based version  
GM: Gabriel Ganz  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Fight walkers, collect resources, and scout possible safe locations to survive. In memory of Gary Ganz.

#### **552 Arkham Horror**

Sunday 10 AM in Hall Table 1 for 6 hr; ends in Session 6  
System: Arkham Horror; 6 players  
Variations: home-brewed  
GM: James Kiefer  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
An Ancient Tentacled Being intends to displace humanity. A small group of ill-prepared citizens must work together to prevent that.

#### **553 Scrabble**

Sunday 10 AM in San Ramon for 4 hr; ends in Session 6  
System: Scrabble; 12 players  
GM: Susan McKay  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Materials may be provided by GM  
Play Scrabble™! Join us for 4 hours of friendly Scrabble play. Bring your board and your Scrabble dictionary if you have one. GM will provide some boards as well.

### **554 Nation State**

Sunday 11 AM in Salon 1 Table 11 for 4 hr; 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 Caverna—Cave Dwarves**

Sunday 11 AM in Salon FG Table 2 for 5 hr; ends in Session 6  
System: Caverna—Cave Dwarves; 7 players  
GM: Chisholm Gentry  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Multiple games may be run with one board as beginner board. Agricola-style worker placement game. Expect game to run long with new players.

## **Session 6**

### **641 Bootleggers—The Mob War!**

Sunday Noon in Salon 1 Table 19 for 4 hr; ends in Session 6  
System: Bootleggers—The Mob War!; 6 players  
Variations: The Boardwalk Expansion  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Hey Player! So you think you're a Gangster. Make deals and backstab your competition to produce and deliver your Hootch to your favorite speakeasies. Take control and make more profit!

### **Teen Game: Cross Hares: Testing Ground**

All welcome, but teens have priority!  
Sign up in Room 338 any time before the game.  
Sunday Noon in 334 for 6 hr; ends in Session 6  
System: Cross Hares: Testing Ground; 4 players  
GM: Craig Robertson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Bunnies, Zombies, and Voodoo, Oh My! Strange things are afoot in the strange new factory, and you are determined to find out what is causing all the ruckus.

### **642 Roll Through the Ages**

Sunday 2 PM in Salon 1 Table 2 for 3 hr; ends in Session 6  
System: Roll Through the Ages; 6 players  
GM: Thomas F McVey

Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Dice Rolling game of civilization-building. Choose carefully whether to build your empire or store food for the hard times of famine.

### **643 Cyclades: Titans**

Sunday 2 PM in Salon 1 Table 3 for 3 hr; ends in Session 6  
System: Cyclades (1st); 5 players  
Variations: Hades expansion included  
GM: Angelo Sphere  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Dominate Ancient Greece with the new expansion of Cyclades! With two big islands and titans leading your armies, no region is secure! Friendly GM will explain rules to newcomers.

### **Drop-In: Dracovalis**

Sunday 2 PM in Salon 1 Table 9 for 3 hr; ends in Session 6  
System: Dracovalis; 6 players  
GM: Jeremy Olson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A fun, simple board game of dragon domination for 2 to 6 players. Use dragons to capture villages! Make dragons stronger with spells! Burninate your opponents' cities to rubble! First exposure pre-Kickstarter.

### **644 Red Dragon Inn and Cutthroat Caverns**

Sunday 3 PM in Salon 1 Table 8 for 3 hr; ends in Session 6  
System: Red Dragon Inn and Cutthroat Caverns; 6 players  
GM: Scott Boor  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Learn to play Red Dragon Inn and Cutthroat Caverns. Beginners can learn two great games with a different take on fantasy gaming. Teen friendly and easy to learn.

### **681 Empire of the Petal Throne Boardgame**

Sunday 3 PM in Hall Table 7 for 3 hr; ends in Session 6  
Combines elements of miniatures and board games  
System: Empire of the Petal Throne Boardgame; 6 players  
Variations: homebrew: new cards & dice  
GM: Felipe Morales  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
As a rising member of your clan in M.A.R. Barker's Tekumel world, you seek glory by performing missions across the Tsolyani Empire.

### 645 Mario Kart Formula D

Sunday 3 PM in Hall Table 8 for 3 hr; ends in Session 6  
System: Formula D; 6 players  
Variations: modified rules  
GM: Andrew Aberle  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Come try out customized rules for Formula D in the Mushroom Kingdom! Dodge shells and banana peels as you super-mushroom your way to first place!

### 646 A Game of Thrones

Sunday 4 PM in Salon 1 Table 1 for 8 hr; ends in Session 7  
System: A Game of Thrones; 5 players  
GM: Kevin Yin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Westeros bleeds as the great houses play their game of thrones. As leader of a noble family, scheme, murder and conquer your way to supreme mastery of the Seven Kingdoms.

### 647 Vikings on the Volga

Sunday 4 PM in Salon 1 Table 17 for 3 hr; ends in Session 7  
System: Vikings on the Volga; 5 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Head east to make your fortune in the lands of Kiev, trading along the rivers of Russia while avoiding the pillaging Mongol Horde.

### 648 Castles of Mad King Ludwig

Sunday 5 PM in Salon 1 Table 14 for 5 hr; ends in Session 7  
System: Castles of Mad King Ludwig; 4 players  
GM: Chisholm Gentry  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Compete with other builders to provide King Ludwig II of Bavaria his biggest, most extravagant castle ever—subject to his ever-changing whims, of course.



## Session 7

### 741 Eldritch Horror

Sunday 6 PM in Salon 1 Table 2 for 6 hr; ends in Session 7  
System: Eldritch Horror (1st); 8 players  
Variations: Mountains of Madness  
GM: William Rawls  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A cooperative game of terror and adventure in which players take the roles of globe-trotting investigators working to solve mysteries to protect the world from an Ancient One.

### 742 Dragon Scrabble

Sunday 6 PM in Salon 1 Table 12 for 4 hr; ends in Session 7  
System: Scrabble; 4 players  
Variations: see Dragon Scrabble rules on-line  
GM: Annie O'Con  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Have you ever wished Balor was a legitimate word in a Scrabble game? Then come play Dragon Scrabble for a chance to use it as a triple word score!

### 743 Arabian Nights

Sunday 7 PM in Salon 1 Table 3 for 3 hr; ends in Session 7  
System: Arabian Nights; 5 players  
GM: Angelo Sphere  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Adventure in the lands of Harun al-Rashid! Arabian Nights is the classic storytelling adventure boardgame!

### 746 Redneck Life—A Gut Bustin' <lol> Game

Sunday 8 PM in Salon 1 Table 13 for 3 hr; ends in Session 7  
System: Redneck Life (2006); 6 players  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
You Know You're a REDNECK if...—Journey thru Blue-Collar Americana using credit to buy vehicles, get married, buy a house, get divorced, remarried, and raise a passel of kids.



## Session 8 MONDAY

### 841 Space Empires: 4x

Monday 10 AM in Salon 1 Table 2 for 4 hr; ends in Session 8  
System: Space Empires: 4x (Basic Game); 3 players  
GM: Gregory Wong  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
4x stands for eXplore, eXpand, eXploit, and eXterminate.  
Each player controls a space-faring race that explores, colonizes, and conquers.

### 842 Battlestar Galactica: Darkness Before Daybreak

Monday 10 AM in Salon 1 Table 3 for 6 hr; ends in Session 8  
System: Battlestar Galactica (1st); 6 players  
Variations: elements from all expansions included  
GM: Mike Hutchinson  
Rules Knowledge: Expected  
Game Content: Very Complex  
All materials provided by GM  
Come and play the thrilling co-operative board game based on the Syfy show Battlestar Galactica. And ANYONE in the game might be a Cylon. Mature themes!

### 843 Zombicide Season 3

Monday 10 AM in Salon 1 Table 4 for 6 hr; ends in Session 8  
System: Zombicide (Season 3); 6 players  
GM: Gregory James Reynolds  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Come play zombicide and fight with and alongside survivors and zombies and slay them outright with none to live.

### 844 Tanz Der Hornochsen—Dances of the Bullheads

Monday 10 AM in Salon 1 Table 9 for 3 hr; ends in Session 8  
System: Tanz Der Hornochsen; 8 players  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Cow Poop Game. Don't step in it! Play numbered tiles in order to avoid stepping in the pile of poop. Easy game: a little strategy and lots of fun.

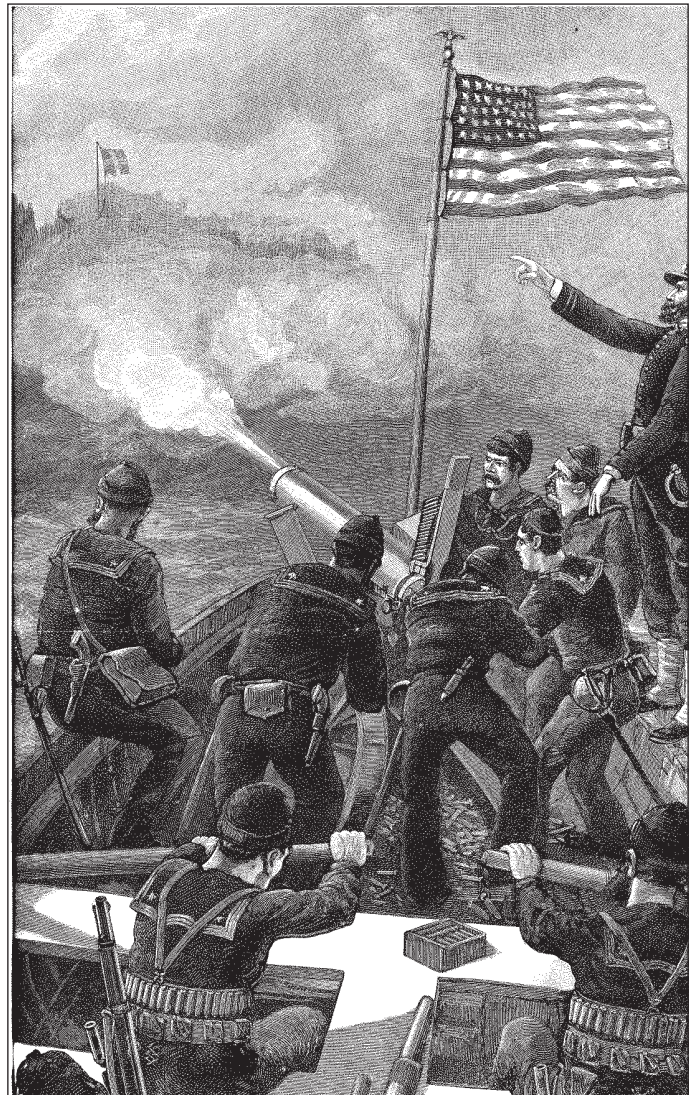


### 845 Vikings on the Volga

Monday 10 AM in Salon 1 Table 13 for 3 hr; ends in Session 8  
System: Vikings on the Volga; 5 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Head east to make your fortune in the lands of Kiev, trading along the rivers of Russia while avoiding the pillaging Mongol Horde.

### 846 Agricola with Farmers of the Moor and the Fairy Deck

Monday 11 AM in Salon 1 Table 10 for 3 hr; ends in Session 8  
System: Agricola (Farmers on the Moor); 4 players  
Variations: Fairy Deck (aka Tree Deck)  
GM: Chisholm Gentry  
Rules Knowledge: Expected  
Game Content: Mainstream  
All materials provided by GM  
Best with experienced players.



# Card Games (Collectible or not)

## Session P FRIDAY

### P31 Dominion

Friday Noon in Salon 1 Table 1 for 3 hr; ends in Session P

System: Dominion (Base set); 4 players

Variations: w/Seaside Expansion

GM: Rachel Harris

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Are you the ruler of this kingdom? Will you create anarchy or unite people to follow you to victory? It's up to you! Will be running 2 to 3 sessions, time permitting.

### Drop-In: The King's Men

Friday 1 PM in Hall Table 1 for 3 hr; ends in Session P

System: The King's Men (1st); 5 players

GM: Roger van Vloten

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Rogue noblemen are plotting to overthrow the king. Will you join them? Will you stay loyal to the crown? The choice you make will decide the fate of the land.

## Session 1

### Drop-In: Good Cop Bad Cop: Bombers and Traitors

Friday 7 PM in Hall Table 5 for 3 hr; ends in Session 1

System: Good Cop Bad Cop; 8 players

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Good Cop Bad Cop: Bombers and Traitors is an expansion to the hidden identity and deduction game, Good Cop Bad Cop, about a corrupt police district. Currently LIVE on Kickstarter.



## Session 2 SATURDAY

### Drop-In: Good Cop Bad Cop: Bombers and Traitors

Saturday 9 AM in Hall Table 3 for 3 hr; ends in Session 2

System: Good Cop Bad Cop; 8 players

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Good Cop Bad Cop: Bombers and Traitors is an expansion to the hidden identity and deduction game, Good Cop Bad Cop, about a corrupt police district. Currently LIVE on Kickstarter.

### Drop-In: Feed the Shoggoth! Tournament

Saturday 9 AM in Hall Table 1 for 3 hr; ends in Session 2

System: Feed the Shoggoth! (1st); 6 players

GM: Badger McInnes

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A deliciously evil card game—attempt to earn points by feeding lowly Minions of your cult to the hungry Shoggoth that roams around the table. Prizes to everyone who participates!

### 231 Dubious Alliance

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

System: Dubious Alliance (1st); 7 players

GM: Brandon Raasch

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Are you Orc enough to join the tribe? Find out if you can defeat dragons, loot treasure, and best your fellow Orcs in this fast, fun back-stabbing card game.

### Teen Game: Pokemon Trainers Dueling It Out through the Heart of Pokemon

All welcome, but teens have priority!

Sign up in Room 338 any time before the game.

Saturday 11 AM in 334 for 4 hr; ends in Session 3

System: Pokemon TCG; 10 players

GM: Pat Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

All welcome to learn to play or just find a challenge with Pokemon the Card Game. Come and join the trading and experience beyond the handheld.



## Session 3

### 331 NUKE 'EM IF YOU GOT 'EM!!!!

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

System: Nuclear War (all); 6 players

GM: Gabriel Ganz

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Be the last country to survive by nuking out all other players' populations!!

### Drop-In: The King's Men

Saturday 4 PM in Hall Table 1 for 3 hr; ends in Session 4

System: The King's Men (1st); 5 players

GM: Roger van Vloten

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Rogue noblemen are plotting to overthrow the king. Will you join them? Will you stay loyal to the crown? The choice you make will decide the fate of the land.

## Session 4

### 431 Baleful Bum's Rush

Saturday 7 PM in San Ramon for 8 hr; ends in Session 4

System: Vampire: The Eternal Struggle (current); 12 players

GM: Brad Nozik

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own materials

Constructed tournament with prize support and promos.

All current rules used. Please bring your own deck and counters if possible. Two rounds and a final.

### Drop-In: New Salem

Saturday 7 PM in Hall Table 1 for 3 hr; ends in Session 4

System: New Salem; 8 players

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

New Salem is a fast hidden identity and deduction game with set-collection and drafting. It was a successful Kickstarter in late 2014 and will be available everywhere very soon.



## Session 5

## SUNDAY

### Drop-In: Good Cop Bad Cop: Bombers and Traitors

Sunday 9 AM in Hall Table 3 for 3 hr; ends in Session 5

System: Good Cop Bad Cop; 8 players

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Good Cop Bad Cop: Bombers and Traitors is an expansion to the hidden identity and deduction game, Good Cop Bad Cop, about a corrupt police district. Currently LIVE on Kickstarter.

### 531 Dubious Alliance

Sunday 10 AM in Salon 1 Table 2 for 3 hr; ends in Session 6

System: Dubious Alliance (1st); 7 players

GM: Brandon Raasch

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Are you Orc enough to join the tribe? Find out if you can defeat dragons, loot treasure, and best your fellow Orcs in this fast, fun back-stabbing card game.

### 532 Actionworks

Sunday 10 AM in Salon 1 Table 18 for 3 hr; ends in Session 6

System: Actionworks; 6 players

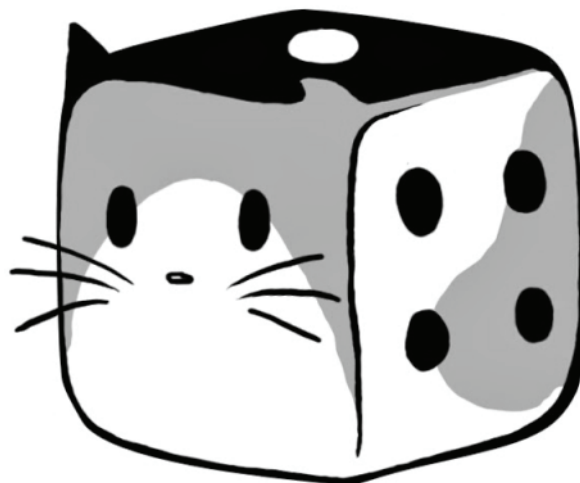
GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

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



## Session 6

### 632 Actionworks

Sunday 4 PM in Salon 1 Table 18 for 3 hr; ends in Session 7

System: Actionworks; 6 players

GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

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

### 633 Ultimate Werewolf

Sunday 4 PM in Salon GH Table 3,4 for 4 hr; ends in Session 7

System: Ultimate Werewolf; 20 players

Variations: Kickstarter cards included

GM: Ezra Denney

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Are you a werewolf? Or just a simple villager? More importantly, can you convince the mob not to kill you?

### Drop-In: Feed the Shoggoth! Tournament

Sunday 5 PM in Hall Table 1 for 3 hr; ends in Session 7

System: Feed the Shoggoth! (1st); 6 players

GM: Badger McInnes

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A deliciously evil card game—attempt to earn points by feeding lowly Minions of your cult to the hungry Shoggoth that roams around the table. Prizes to everyone who participates!

## Session 7

### Drop-In: New Salem

Sunday 8 PM in Hall Table 1 for 3 hr; ends in Session 7

System: New Salem; 8 players

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

New Salem is a fast hidden identity and deduction game with set-collection and drafting. It was a successful Kickstarter in late 2014 and will be available everywhere very soon.

# Hybrid Games & Other Exotica

## FRIDAY

### P81 The Halls of Nazir-Thun

Friday Noon in Hall Table 6 for 4 hr; ends in Session P

Combines elements of miniatures and role-play

System: Original D&D; 3 players

Variations: Crypts & Things Swords & Wizardry

Power Level: 2nd

GM: Gene Lancaster

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Magic is a double-edged sword. Sanity Mechanics. Think Conan rather than Tolkien. Leave your 10ft Pole at home!

Play as a Barbarian, Warrior, or Thief. 3 Players Only!

### 181 Microscope

Friday 8 PM in 145 for 4 hr; ends in Session 1

System: Microscope; 5 players

Variations: options by player consensus

GM: Ben Monroe

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Microscope is a collaborative, world-building, alternate history-creating game. We'll choose a theme and period we wish to explore, decide on some ground rules, and play out what happens.

## SATURDAY

### Drop-In: On Some Worlds I Am Worshipped as a God

Saturday 10 AM in Back Courtyard for 6 hr; ends in Session 3

System: Claymageddon/Monstersmash (1st); 12 players

Variations: all

GM: Richard Carson

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

You awaken to an alien vista. Splashes of color, ziggurats, temples, strange rock formations, and the Locnar. You must have it. Your eager followers await; they urge you to action!



Knitnut By JL



### **481 The Halls of Nazir-Thun**

Saturday 8 PM in Hall Table 6 for 4 hr; ends in Session 4  
Combines elements of miniatures and role-play  
System: Original D&D; 3 players  
Variations: Crypts & Things Swords & Wizardry  
Power Level: 2nd  
GM: Gene Lancaster  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Magic is a double-edged sword. Sanity Mechanics. Think Conan rather than Tolkien. Leave your 10ft Pole at home!  
Play as a Barbarian, Warrior, or Thief. 3 Players Only!

### **482 Nighttime Is for Werewolves**

Saturday 9 PM in Salon C for 6 hr; ends in Session 4  
System: Werewolves of Miller's Hollow; 17 players  
Variations: Various Characters added all night  
GM: James Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
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!

## **SUNDAY**

### **681 Empire of the Petal Throne Boardgame**

Sunday 3 PM in Hall Table 7 for 3 hr; ends in Session 6  
Combines elements of miniatures and board games  
System: Empire of the Petal Throne Boardgame; 6 players  
Variations: homebrew: new cards & dice  
GM: Felipe Morales  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
As a rising member of your clan in M.A.R. Barker's Tekumel world, you seek glory by performing missions across the Tsoyani Empire.

### **682 Microscope**

Sunday 4 PM in 163 for 4 hr; ends in Session 7  
System: Microscope; 4 players  
GM: Scott M. Bruner  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Microscope is an innovative RPG where players collaboratively build an epic timeline in any genre or format they can imagine.

### **683 The Halls of Nazir-Thun**

Sunday 4 PM in San Ramon for 4 hr; ends in Session 7  
Combines elements of miniatures and role-play  
System: Original D&D; 3 players  
Variations: Crypts & Things Swords & Wizardry  
Power Level: 2nd  
GM: Gene Lancaster  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Magic is a double-edged sword. Sanity Mechanics. Think Conan rather than Tolkien. Leave your 10ft Pole at home!  
Play as a Barbarian, Warrior, or Thief. 3 Players Only!

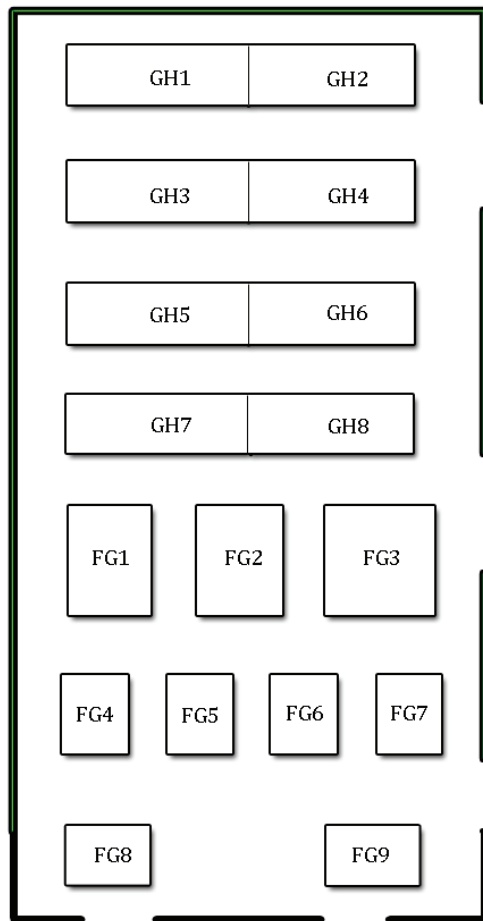
## **MONDAY**

### **881 Galaxy Quest**

Monday 8 AM in 159 for 8 hr; ends in Session 8  
Combines elements of board games and role-play  
System: Battlestations (2nd); 8 players  
Variations: some house rules  
Power Level: 1st- 6th  
GM: Jonah Johnson  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
It has been 17 years since the series last aired. You have been approached for a gig from a strange foreign group. What do you do?



# Miniatures



Salon F-G-H

## Miniatures—Fantasy

### Session 2 SATURDAY

#### Young Players' Game: Klix: Adventure Town!

Intended for young players 12 and under  
 Saturday 11 AM in Salon 2 for 4 hr; ends in Session 3  
 System: Mage Knight Dungeons (1st); 4 players  
 Variations: Simplified rules for young players.

GM: William Dash

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

You're back in Adventure Town spending your loot when the Monsters arrive. They want their gold back...and you DEAD! Tussle over real treasure in a 3D town! Join the fracas!!



#### 266 Battle of the Crossings of Poros

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

System: Lord of the Rings (Strategy Battle); 6 players  
 GM: Charlie Gomez

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Third Age 2885: Harad occupied South Gondor and attacked Ithilien across the Poros. The allied forces of Gondor and Rohan must drive the Haradim back across the Fords to vanquish them.

### Session 4

#### 461 Shield Bash

Saturday 6 PM in Hall Table 5 for 4 hr; ends in Session 4

System: Shield Bash; 6 players

GM: C. Andrew Walters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The steadfast Elvorix struggle to prevent the unending Kuld from swarming over a bridge into their town while the savage Vidaar and Kuld fight a desperate boarding action!

### Session 5

### SUNDAY

#### 561 Geezer's Legions

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

System: Scutarii (2nd); 8 players

GM: William Butler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Geezer's Dwarf legions and allies defend against the hordes of their enemy.

#### Young Players' Game: Klix: Adventure Town!

Intended for young players 12 and under

Sunday 9 AM in Salon 2 for 4 hr; ends in Session 6

System: Mage Knight Dungeons (1st); 4 players

Variations: Simplified rules for young players.

GM: William Dash

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

You're back in Adventure Town spending your loot when the Monsters arrive. They want their gold back...and you DEAD! Tussle over real treasure in a 3D town! Join the fracas!!

## Session 6

### 662 King of the Hill

Sunday 1 PM in Hall Table 4 for 6 hr; ends in Session 7  
System: Warmachine/Hordes (Mk2); 6 players  
Variations: King of the Hill scenario, 5 pts  
Power Level: 5 pts  
GM: Andrew Heilborn  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
6 warcasters at 5 points, all vying for the iron crown in the center of the board. It's mechanical madness!

### 663 In The Shadow of Dol Guldur

Sunday 3 PM in Salon FG Table 4 for 6 hr; ends in Session 7  
System: Lord of the Rings (Strategy Battle Game); 6 players  
GM: Wyn Robertson  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
The White Council closes in on Dol Guldur. As the Elven forces push through a clearing in the forest, the evil creatures attack. Elrond and Thranduil must break through.

## Session 7

### 762 Car Wars

Sunday 7 PM in Salon FG Table 9 for 4 hr; ends in Session 7  
System: Car Wars (Classic 1991); 8 players  
GM: C. Andrew Walters  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures provided by GM  
Car Wars is coming back! We'll play the recently released 'classic' 1991 rules with miniatures. It's nominally a race, but the right of way goes to the biggest guns!

## Miniatures—Historical

### Session P FRIDAY

#### P62 World War II Dogfights

Friday 1 PM in Salon FG Table 5,6,8,9 for 6 hr; ends in Session 1  
System: Sky's The Limit!; 8 players  
GM: Chuck Staedler  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
Take to the sky in the WW II air combat game that hits the sweet spot between realism and playability. We will play two different historical fighter vs. fighter scenarios.

#### P64 Battles in the Great Hall

Friday 2 PM in Salon FG Table 1 for 3 hr; ends in Session P  
System: SAGA (1.0); 4 players  
GM: Jay White  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
Come join us for SAGA—Battles in the Great Hall! We'll be using four warbands and battling through the massive Great Hall Building.

#### P65 Battles in the Great Hall

Friday 2 PM in Salon FG Table 2 for 4 hr; ends in Session P  
System: SAGA (1.0); 4 players  
GM: Jay White  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
Come join us for SAGA—Battles in the Great Hall! We'll be using four warbands and battling through the massive Great Hall Building.

## Session 1

### 164 Aerodrome® 3.0—Korean War Aerial Combat

Friday 7 PM in Hall Table 7,8 for 4 hr; ends in Session 1  
System: Aerodrome® (1st); 10 players  
GM: Stan Kubiak  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures 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 2 SATURDAY

### 263 Aerodrome® 1.1—World War I Aerial Combat

Saturday 9 AM in Hall Table 7,8 for 4 hr; ends in Session 3  
System: Aerodrome® (1st); 10 players  
GM: Stan Kubiak  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures provided by GM  
The renowned convention game of WW I fighters over the battlefields of France! Fun, easy to learn and play, with awards! Spouse- and female-friendly game.

### **265 Battle of San Bernadino Strait, October 1944**

Saturday 9 AM in San Ramon for 8 hr; ends in Session 3  
System: Home grown Naval Gaming Rules; 8 players  
GM: Les Kawamoto & Harold Andrews  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Admiral Kurita Force 'A' versus TF 34, U.S. Heavy Striking Force. U.S. Submarines *Darter* and *Dace* missed Force 'A' and Kurita sails into combat against Admiral Lee's Battle Force.

### **267 Pegasus Bridge: British Airborne Assault on D-Day**

Saturday 10 AM in Salon FG Table 4,5,6 for 3 hr; ends in Session 3  
System: Bolt Action (1.0); 5 players  
GM: Jay White  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
This Bolt Action 28mm WW II miniatures game will focus on the British airborne assault that took Pegasus Bridge in the early hours of June 6, 1944.

### **268 Pegasus Bridge: British Airborne Assault on D-Day**

Saturday 10 AM in Salon FG Table 7,8,9 for 3 hr; ends in Session 3  
System: Bolt Action (1.0); 5 players  
GM: Jay White  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
This Bolt Action 28mm WW II miniatures game will focus on the British airborne assault that took Pegasus Bridge in the early hours of June 6, 1944.

## **Session 3**

### **361 Solomons Slugfest**

Saturday 2 PM in Hall Table 2,3 for 6 hr; ends in Session 4  
System: Sky's The Limit!; 6 players  
GM: Chuck Staedler  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
Take to the sky in the WW II air combat game that hits the sweet spot between realism and playability. Today's scenario pits Japanese Ki-49s & Ki-61s against U.S. P-40s.

### **362 The Six-Day War**

Saturday 3 PM in Salon FG Table 4,5 for 4 hr; ends in Session 4  
System: Flames of War (3rd); 4 players  
Variations: Fate of a Nation

GM: Andrew Haas  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Miniatures may be provided by GM  
Israeli and Egyptian armored forces collide in the Sinai Desert. Will Israeli skill and daring be enough to overcome the Egyptians' numerical advantage?

### **363 Battle of Rabid Rabbits Rapids**

Saturday 3 PM in Salon FG Table 6,7 for 4 hr; ends in Session 4  
System: From Manassas to Appomattox (2nd); 8 players  
GM: William Butler  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Early war engagement between Union and Confederate armies. No knowledge of rules needed. All are welcome to participate.

### **364 Gangs of Rome**

Saturday 3 PM in Salon FG Table 8 for 4 hr; ends in Session 4  
System: Song of Shadows and Dust; 6 players  
GM: Dean Gregersen  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
In his palace Caesar reigns, but the streets are ruled by the strongest. Urban brawls for control of the lawless Aventine Hill.

## **Session 5                      SUNDAY**

### **564 Dead Man's Hand Bank Robbery**

Sunday 10 AM in Salon FG Table 8 for 4 hr; ends in Session 6  
System: Dead Man's Hand (1.0); 4 players  
GM: Jay White  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Dead Man's Hand is a 28mm Old West skirmish game created by Great Escape Games. This game allows up to 4 players to shoot it out in the Old West.



## Session 6

### 661 Waterloo

Sunday 1 PM in Salon GH Table 5-8 for 8 hr; ends in Session 7

System: Quick Decision System; 20 players

GM: Alex Fabros

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Battle of Waterloo: Hougoumont, La Haye Sainte, Papelotte, and Plancenoit.

### 667 The Six-Day War

Sunday 5 PM in Salon FG Table 6,7 for 4 hr; ends in Session 7

System: Flames of War (3rd); 4 players

Variations: Fate of a Nation

GM: Andrew Haas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Miniatures may be provided by GM

Israeli and Egyptian armored forces collide in the Sinai Desert. Will Israeli skill and daring be enough to overcome the Egyptians' numerical advantage?

## Miniatures – Mixed Genre

### FRIDAY

#### P63 A Fistful of Kung Fu! 28mm Skirmish

Friday 1 PM in Salon GH Table 1 & 3 for 4 hr; ends in Session P

System: A Fistful of Kung Fu; 6 players

GM: Zachary Walter

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Fists fly in the dynamic, fast-paced 28mm skirmish game of martial arts movie mayhem, A Fistful of Kung Fu. Miniatures provided for a mini-campaign of linked scenarios.

#### 163 A Fistful of Kung Fu! 28mm Skirmish

Friday 6 PM in Salon GH Table 1 & 3 for 4 hr; ends in Session 1

System: A Fistful of Kung Fu; 6 players

GM: Zachary Walter

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Fists fly in the dynamic, fast-paced 28mm skirmish game of martial arts movie mayhem, A Fistful of Kung Fu. Miniatures provided for a mini-campaign of linked scenarios.

## SATURDAY

### Drop-In: Winds of Fate

Saturday 3 PM in Salon FG Table 9 for 8 hr; ends in Session 4

System: War Relics (1.0); 5 players

GM: Derek Heath

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Sky Relics is a 75mm to 150mm table-top miniatures battle game. Each player controls an air fleet of SkyShips and enters the fight for Targus skies.

### Teen Game: Monsterpocalypse

All welcome, but teens have priority!

Sign up in Room 338 any time before the game.

Saturday 3 PM in 334 for 4 hr; ends in Session 4

System: Monsterpocalypse; 6 players

GM: Kyle Eckert

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

SMASH, SMASH, SMASH. STOMP, STOMP, STOMP. Pit your best monsters against other monsters, aliens, and mecha.

## SUNDAY

### 664 Casino Espion

Sunday 3 PM in Salon FG Table 5 for 4 hr; ends in Session 7

System: 7TV; 6 players

GM: Dean Gregersen

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Sun, sea, luxury, and—danger. Classic 1960s guns 'n gadgets spy action. Play as MI6 or SPECTRE.

### 665 Monsterpocalypse

Sunday 3 PM in Salon FG Table 8 for 4 hr; ends in Session 7

System: Monsterpocalypse; 6 players

GM: Kyle Eckert

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

SMASH, SMASH, SMASH. STOMP, STOMP, STOMP. Pit your best monsters against other monsters, aliens, and mecha.

### Drop-In: Winds of Fate

Sunday 3 PM in Hall Table 5 for 8 hr; ends in Session 7

System: War Relics (1.0); 5 players

GM: Derek Heath

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Sky Relics is a 75mm to 150mm table-top miniatures battle game. Each player controls an air fleet of SkyShips and enters the fight for Targus skies.

### **668 A Creeping Shadow over Warlock, Mass.**

Sunday 5 PM in Hall Tables 2 & 3 for 6 hr; ends in Session 7

System: Strange Aeons (1st); 6 players

Variations: Force org revision for convention play

GM: Zachary Walter

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

It is eldritch horrors versus government agents in Strange Aeons, a 28mm narrative skirmish game of the Cthulhu mythos. Miniatures provided for a mini-campaign of linked scenarios.

## **Miniatures – Science Fiction**

### **Session P            FRIDAY**

#### **P61 SWM: Imperial Pursuit!**

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

System: Star Wars Miniatures; 8 players

Variations: Tactica Gaming System (created by GM)

GM: Heath Hamm

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

After the Rebel retreat last year, the Empire is in pursuit!

#### **P66 Space Hulk!**

Friday 2 PM in Hall Table 2,3 for 6 hr; ends in Session 1

System: Space Hulk (3rd); 8 players

GM: David Camp

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Play the classic game of blasting Genestealers and slicing Space Marines! This is a board-based miniatures game with simple rules but lots of strategic depth.

### **Session 1**

#### **161 Underhive Shootout!**

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

System: Necromunda (latest); 8 players

GM: Chris Oeffinger

Rules Knowledge: Useful

Game Content: Mainstream

Miniatures may be provided by GM

The hive gangs are on a quest to amass the best loot. Ruthless and cunning are the scum who dwell below. Bring your wits and your gang—and open fire!

#### **162 Friends, OGRES, Countrymen!**

Friday 6 PM in Salon GH Table 4 for 8 hr; ends in Session 1

System: OGRE Miniatures; 8 players

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.

### **Session 2            SATURDAY**

#### **261 Da' Mini Waaagh Warhammer 40K Tournament**

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

System: Warhammer 40K (7th); 24 players

Variations: 1500 pts w/1 Standard Force Organization chart

Power Level: Experienced

GM: Dan Benavidez

Rules Knowledge: Expected

Game Content: Very Complex

Players provide their own miniatures

Let's get ready to Waaagh 40K Style—Presented by Da' Waaagh Club. See website description for full details.

#### **262 Seize the Prize**

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

System: Starguard (6th); 6 players

Power Level: Intermediate

GM: Bill Kurtz

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The survey team unwisely broadcast in the clear: 'ST-OR2 here. We've found a stasis box beacon on Equallis secundus. We have not been able to descend to the planet...'

#### **264 AERONEFSs over Hawaii: The Battle of Three Nations**

Saturday 9 AM in Hall Table 5 for 8 hr; ends in Session 3

System: AERONEF; 6 players

GM: Michael Price

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

1911: The American and Japanese AERONEF fleets do battle over the Hawaiian Islands for control of the Pacific but, as they battle, another fleet arrives with other intentions.

### **269 Raid on Capra**

Saturday 10 AM in Hall Table 6 for 8 hr; ends in Session 3  
System: Battletech (4th); 8 players  
Variations: w/Advanced rules  
GM: Nathan Kajikuri  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
A raid on a seaport on the world of Capra. House Kurita is defending against an unknown merc force, which is attacking them.

## **Session 3**

### **360 That's No Moon!**

Saturday 2 PM in Hall Table 8 for 4 hr; ends in Session 3  
System: X-Wing; 16 players  
GM: Michael Ptak  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
From Game Kastle Fremont, featuring JR miniatures terrain! Fly for the Rebellion, on a desperate attempt to blow up the Death Star, or fly for the Empire to defend it!

## **Session 4**

### **462 Heresy on Roanoke37**

Saturday 6 PM in Salon FG Tables 1 & 2 for 6 hr; ends in Session 4  
System: Inquisitor 54mm (Games Workshop); 6 players  
Variations: Revision for expedited convention play  
GM: Zachary Walter  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Inquisitor Heliox's warband has been dispatched to discover why contact was lost with the mining colony on Roanoke37. Models provided for a mini-campaign using GW's Inquisitor 54mm narrative ruleset.

## **Session 5            SUNDAY**

### **562 Exterminatus!**

Sunday 9 AM in Salon FG Table 6,7 for 6 hr; ends in Session 6  
System: Battletech Battlefleet Gothic (1st); 6 players  
GM: Joel Clark  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
A rogue planet is corrupted by the powers of Chaos. A combined Imperial fleet is dispatched to deliver a weapon to destroy the planet once and for all!

### **563 Spacer Bill Ugnack's Wacky Races**

Sunday 10 AM in Salon FG Table 3 for 8 hr; ends in Session 6  
System: Full Thrust (Fleet Books 1 & 2); 8 players  
Variations: Vector Movement  
GM: Dennis Seiffert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
You have an old freighter, space hulk, or last year's military-grade ship currently mothballed? Then bring it to Spacer Bill Ugnack's midnight race around the Phoenix Shipyards.

### **565 Skirmish at an Abandoned Spaceport**

Sunday 10 AM in Salon FG Table 9 for 6 hr; ends in Session 6  
System: Stargrunt II; 7 players  
Variations: Hyperbear's Traveller wpns conv; house rules psionics/robots  
GM: Glenn M. Goffin  
Rules Knowledge: Useful  
Game Content: Very Complex  
All miniatures provided by GM  
Zhodani jump troops must find their agent in an abandoned spaceport, secure a landing site for their extraction vehicle, and get him off-world before the Imperials arrive in force.

## **Session 8            MONDAY**

### **861 Attack on Echo Base**

Monday 10 AM in Hall Table 6 for 4 hr; ends in Session 8  
System: Star Wars Imperial Assault (FFG); 6 players  
GM: Mike Eckert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
With the destruction of the Death Star, the Rebellion gives hope to a galaxy living in fear. The Empire scrambles to recover from this crushing defeat. Can you survive the assault?



# Role-Playing Games

## Session P      FRIDAY

### Po1 Soup Is Good Food

Friday Noon in 143 for 4 hr; ends in Session P  
System: Paranoia (2nd); 6 players  
Variations: W/supplemental patches and security updates  
Power Level: Ultraviolet  
GM: Thom Hall  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
Good Morning Citizen, you have a new meeting invite awaiting your attention. Ahh, it appears you are to meet with High Programmer Derek-U-CNL at 0930.

### Po2 Fivie Does the Twisting Halls

Friday Noon in 145 for 4 hr; ends in Session P  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Tony Vargas  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
An introduction to 5e reprising the Essentials 'Red Box' set adventure, **The Twisting Halls**.

### Po3 World Crime League

Friday Noon in 147 for 8 hr; ends in Session 1  
System: Hero 5th. ed. (Champions); 6 players  
Variations: Find Weakness only up to twice  
Power Level: 12-14 DC, 35 Defense, 25" Combat moves, Speed 5-7  
GM: Jim Puder  
Rules Knowledge: Useful  
Game Content: Mainstream  
Players provide their own characters  
A new villainous organization named The World Crime League has threatened to destroy the new UNTIL headquarters in New York City. Can you stop them?

### Po4 Funeral in the Tidelands

Friday Noon in 149 for 8 hr; ends in Session 1  
System: Call of Cthulhu (6th); 7 players  
Variations: 1920s  
Power Level: no previous mythos encounters  
GM: Leon C. Glover III  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The funeral is in 3 days at the deceased's estate in the South Carolina tidelands. Please bring appropriate attire for the funeral and the family reunion the following day.

### Po5 The Rise of a King—Chapter II

Friday Noon in 151 for 12 hr; ends in Session 1  
System: Pathfinder; 6 players  
Variations: Paizo sources only, Dwarf PCs, Mythic rules  
Power Level: 10th; 2nd Mythic Tier  
GM: Jason Windham  
Rules Knowledge: Expected  
Game Content: Mainstream  
All characters provided by GM  
A king must learn to lead, no matter the task. A king must seek allies, whoever they may be. 'Elves, we're helping elves?' 'Yes, by killing elves. Dark elves, that is.'

### Po6 Something Rotten in Avalon

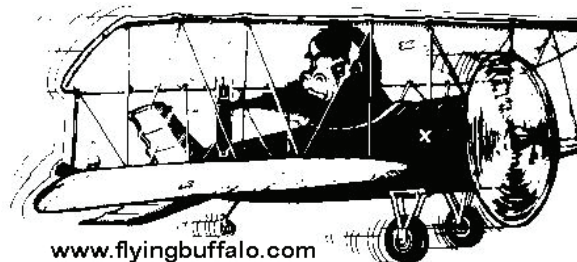
Friday Noon in 152 for 8 hr; ends in Session 1  
System: Hidden Kingdom; 6 players  
GM: Kris Miller  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
A festive tournament is ruined by a kidnapping. The only clue is a basket of rotten apples. Hidden Kingdom is an RPG set in Arthurian legend.

### Po7 Undermountain

Friday Noon in 154 for 6 hr; ends in Session P  
System: Pathfinder; 6 players  
Variations: Core rulebook 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 either destiny (and treasure) or your grisly death deep in Undermountain awaits you.

### Po8 When the Dust Settles

Friday Noon in 159 for 6 hr; ends in Session P  
System: Feng Shui 2 (2nd); 7 players  
Variations: World of Remnant as a setting  
Power Level: Beginning, w/3 upgrades  
GM: David Chin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
Students from all over Remnant have come to Beacon in preparation for the Vytal Festival. Does your team have what it takes to represent your academy?



### **P09 Origin Story**

Friday Noon in 160 for 6 hr; ends in Session P  
System: Wild Talents-ORE (2nd); 5 players  
Power Level: Beginning  
GM: Colin Thompson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Get superpowers so you can loot the base of the missing super villain Destructina. Only for the most dedicated, crazy, or desperate; some side effects possible.

### **P11 Zombie Apocalypse 5.0**

Friday Noon in 162 for 4 hr; ends in Session P  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Duane Frederick

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Over a century ago Faerun was invaded by Necrovores, who unleashed the zombie apocalypse and consumed magic. Now the survivors struggle to survive and reclaim their world.

### **P12 Goblin Hunt**

Friday Noon in 163 for 6 hr; ends in Session P  
System: Dungeons & Dragons 4.0; 6 players  
Variations: all PCs are Goblins

Power Level: 6th

GM: Michelle Vargas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Last year, Don, the fairy godfather, hit Itch's sister Gertle with a pretty stick on her wedding day, now the Mighty Green Goblin Gang is going to hunt him down.

### **P13 Heroes Needed!**

Friday Noon in 164 for 6 hr; ends in Session P  
System: Pathfinder; 6 players

Variations: Mythic. See web description for more details.

Power Level: 12th, + 1 mythic tier

GM: Jim Carroll

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

The island kingdom of Jarovia is in trouble! A mile from land, Jarovia is enclosed in a bubble that dims sunlight and prevents Conjunction and Summoning spells. People are missing. Need heroes!

### **P14 The Murderer of Thomas Fell**

Friday Noon in 165 for 6 hr; ends in Session P  
System: Trail of Cthulhu (Gumshoe); 5 players

GM: Steven Drouin

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A man close to you—father, business partner, informant, friend—has gone missing. Following the trail of this missing man leads you on a startling and perilous gumshoe adventure.

### **P15 Quest for the World Stone**

Friday Noon in 166 for 8 hr; ends in Session 1  
System: Dungeons & Dragons 5.0; 8 players

Variations: Core

Power Level: 14th

GM: David Etheridge

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A terrible beast can be sent back to the Shadow only by the World Stone, a powerful artifact from the metaplanes. Can the heroes get to it in time?

### **P16 Astrid Erickson's 'We've Got a Bad Feeling About This'**

Friday Noon in 168 for 8 hr; ends in Session 1  
System: Star Wars Force & Destiny (Fantasy Flight); 8 players

GM: Karen Dombek

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The Clone War Ended. This was Good. The Clones shot your Jedi Commander. Not so good. You're sitting—prisoners. You're Force Sensitive. Bad Feelings? YES!

### **P17 Demonic Shores**

Friday Noon in 170 for 8 hr; ends in Session 1  
System: Pathfinder; 6 players

Variations: Mythic

Power Level: 20th, w/2 Tier Mythic

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

Slay the Embodiment of the Succubus Queen in hopes of setting the Demonic forces back years in their Quest to conquer the entire planet.

### **P81 The Halls of Nazir-Thun**

Friday Noon in Hall Table 6 for 4 hr; ends in Session P  
Combines elements of miniatures and role-play  
System: Original D&D; 3 players

Variations: Crypts & Things Swords & Wizardry

Power Level: 2nd

GM: Gene Lancaster

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Magic is a double-edged sword. Sanity Mechanics. Think Conan rather than Tolkien. Leave your 10ft Pole at home! Play as a Barbarian, Warrior, or Thief. 3 Players Only!

### **P19 Valley of the Horned God**

Friday Noon in Pacific for 10 hr; ends in Session 1  
System: Pathfinder; 6 players  
Variations: 25-pt buy, 315k gp, no custom race/psi/myth/Evil  
Power Level: 16th  
GM: Jason Carpenter  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Characters may be provided by GM  
Enter valley overrun by monstrous humanoids loyal to Lamashtu, disable four locations, get out alive. No creature summoning; some divination and teleportation will fail. Combat/puzzle/dungeon, players set level of RP.

### **P20 Night of the Living Dolls**

Friday Noon in 608 for 6 hr; ends in Session P  
System: Gamma World (7th); 6 players  
Power Level: 7th  
GM: Jason A. Krestoff  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Fight as a member of the Attic Team to prevent the oncoming apocalypse by defeating a haunted Toys R Us.

### **P21 99 Problems, but a Witch Ain't One**

Friday Noon in 508 for 4 hr; ends in Session P  
System: Fading Suns; 6 players  
GM: Jeff Yin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
While on a survey of Imperial lands, a Questing Knight and companions must adjudicated claims of witchcraft. Fading Suns is Holistic Design's game of dystopian Science Fiction-Fantasy.

### **P22 The Monk's Mission**

Friday 2 PM in 334 for 6 hr; ends in Session 1  
System: Serenity (standard); 6 players  
Power Level: Greenhorns  
GM: Becky Thomas  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Wanted: A ship and able-bodied crew to assist in recovering relics pilfered from the Abbey of the Blue Flame during the Unification War. Hazard pay included.

### **P23 Scrubbing Bubbles**

Friday 2 PM in 338 for 6 hr; ends in Session 1  
System: Paranoia; 6 players  
Variations: Zap-style  
Power Level: Hopeless  
GM: Vylar Kaftan  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters created for game

Fight traitors, backstab friends, serve the Computer, and get squeaky clean. Like you do.

### **P24 Fish Out of Water**

Friday 2 PM in 374 for 10 hr; ends in Session 1  
System: Advanced Dungeons & Dragons (2nd); 10 players  
Variations: Al-Qadim, Dragonlance, Spelljammer  
Power Level: medium-high  
GM: Rian McMurtry  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
In a dusty town, you arrived. Now it's genies and dragons and demons... oh my!

### **Young Players' Game: Little Troubles in Cairn**

Intended for young players 12 and under; in Salon 2  
Friday 2 PM in Salon 2 for 4 hr; ends in Session P  
System: The Book of Cairn; 6 players  
GM: Brian Isikoff  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
In a world of talking, walking animals, local heroes deal with Cairn town's haunted house. A fantasy RPG where even the smallest creatures can have the biggest adventures.

### **P25 Our Little Town**

Friday 4 PM in 143 for 8 hr; ends in Session 1  
System: Nemesis; 6 players  
Variations: minor  
Power Level: Normal Experienced People  
GM: Matt Steele  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
A game of psychological horror among six strangers. You awaken alone in a quaint hotel. You don't remember checking in. Why is the door locked? Is there anybody out there?

### **P26 Fivie Does the Keep on the Shadowfell**

Friday 4 PM in 145 for 4 hr; ends in Session 1  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Tony Vargas  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
An introduction to 5e reprising the first published adventure for 4e, Keep on the Shadowfell. Can your party of 1st-level characters defeat Irontooth this time? Find out!

## **Q.R. Zed Engraving**

*Serving the Bay Area since 1987*

## **P28 Zombie Apocalypse 5.02: The Necrovore Princes**

Friday 4 PM in 162 for 4 hr; ends in Session 1  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Duane Frederick  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The journey across the dreaded Lands of the Sun has been difficult. Finally the five arrive at the Abby of Quisidion. Life hangs by a thread. Will the five prevail?

## **Session 1**

### **101 Heart, Mind, and Souls**

Friday 6 PM in 154 for 8 hr; ends in Session 1  
System: Arduin Grimoire; 8 players  
Variations: with modification  
GM: Ken Rinehart  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Queen Denali has hired the adventurers to recover a stolen jade pendant. Something is wrong, but they have accepted.

### **102 In the Court of the Crimson King**

Friday 6 PM in 159 for 8 hr; ends in Session 1  
System: Delta Green (Playtest); 6 players  
Power Level: Federal Law Enforcement  
GM: Gil Trevizo  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Delta Green hunts a preternaturally-aware serial killer who was thought caught, the investigation buried by years of betrayal and corruption. This game of Lovecraftian horror uses the forthcoming DGRPG rules.

### **103 The Happiest Days of Our Lives**

Friday 6 PM in 160 for 8 hr; ends in Session 1  
System: Demon: the Descent; 6 players  
Variations: Some WoD: Mirrors  
GM: Richard Taylor  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Something is going on at St. Cyprian's Academy, and each of you has fallen into a life here. Now you must solve the God Machine's plan before it 'solves' you.

### **104 Cactus Ridge Has Gone Dark!!**

Friday 6 PM in 163 for 8 hr; ends in Session 1  
System: Hero 5th ed. (Champions); 8 players  
Variations: Set after "Captain America: The Winter Soldier"  
Power Level: 275-300 pts; 12d6Atks, 7-10 OCV/DCV, 20-24 def max  
GM: Dwayne Fox

Rules Knowledge: Useful  
Game Content: Mature Themes  
Characters may be provided by GM  
Cactus Ridge Research Facility has gone dark, with HYDRA's infiltration of S.H.I.E.L.D. assets exposed. Acting Director Coulson requests your team to perform recon and secure the site from hostile HYDRA forces.

### **105 Izakaya—2 Warlords, 1 Village**

Friday 6 PM in 164 for 8 hr; ends in Session 1  
System: FATE Core; 8 players  
Variations: GM's 1st Fate Run  
Power Level: skilled normals  
GM: James Gettman  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Mythic Japan: The islands and seas are alive. Cold weather rules. Bloodthirsty Kyoto reaches ruthlessly north. You Ainu must co-exist, learn, and teach, while keeping the spirits on your side.

### **106 Temple of Tymora**

Friday 6 PM in 165 for 6 hr; ends in Session 1  
System: Dungeons & Dragons 5.0; 6 players  
Power Level: 5th  
GM: Josiah Knight  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
A curse killing the crops can be ended by a chalice. Enter the catacombs and recover the Chalice. Healing is just outside. What could be easier?

### **107 Heart of the Jedi: Part 1 of 4**

Friday 6 PM in 608 for 6 hr; ends in Session 1  
System: Star Wars (Fantasy Flight); 6 players  
Variations: Med-High  
Power Level: Med-High  
GM: Mateo Chamberlain  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
You are a Jedi convoy sent out on a 'diplomatic' mission during the war to a contested area of space. It is a mission to test the true heart of a Jedi.

### **108 Caves of the Circind**

Friday 6 PM in Salon C for 6 hr; ends in Session 1  
System: Runequest Mythic Britain; 6 players  
Power Level: medium  
GM: Kevin Shrapnell  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Merlin, the High Druid of Britain, sends the characters to retrieve the fabled Coat of Beisrydd, one of the Thirteen Treasures of Britain.

### **109 Mecha vs. Kaiju: Fate of the World**

Friday 6 PM in San Ramon for 6 hr; ends in Session 1

System: FATE (Mecha vs. Kaiju); 18 players

Power Level: Standard

GM: Johnathan Wright, Adam Diran & Joe O'Neil

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Past and future collide as the steampunk mecha of Victorian England, the Mecha Assault Force of modern Japan, and the Mecha Raiders beyond the apocalypse unite to save the world!

### **110 Plumber Bros Paper RPG**

Friday 8 PM in 147 for 6 hr; ends in Session 1

System: D20-Bit Paper RPG (original rules); 10 players

Variations: D20 skills (roll low) & rank D6 effects

Power Level: starter

GM: Randy Angle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Choose your side: Toadstool Kingdom or Sky Pirates, and play as plumbers, princesses, mini-bosses, anthropomorphic hypersonic rodents, and pet monsters in this table-top version of video games as an RPG.

### **111 Third Earth**

Friday 8 PM in 149 for 8 hr; ends in Session 1

System: Star Wars (SAGA); 8 players

GM: Henry M. Hill IV

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Third Earth: the most powerful Sith holocron is there. The Emperor sends Royal Guards, and maybe Darth Vader, to get it. Thunder Thunder Thunder Cats to the rescue.

### **112 Bang Big Smelly Thing**

Friday 8 PM in 152 for 4 hr; ends in Session 1

System: Land of Og (2nd); 6 players

Power Level: 1st

GM: Joel Phillippi

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Bang Big Smelly Thing. Bang Bang Bang! (Museum Director's Note: A group of cavemen gathering to hunt.)

### **113 The Dungeon of Fruit Bear**

Friday 8 PM in Tri Valley 2 for 4 hr; ends in Session 1

System: TOON (Deluxe); 10 players

Variations: Dungeons & Toons

Power Level: Wacky

GM: Doc Cross

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Everybody has heard of the Dungeon of Fruit Bear, but nobody has been stupid enough to enter it. You will change all that, or Fall Down trying!

### **114 Cruise Ship of the Damned**

Friday 8 PM in 161 for 4 hr; ends in Session 1

System: Spirit of '77; 6 players

GM: David Jones

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Fun, sun, thrills, kills... Join an all-star cast of celebrities on the maiden voyage of the *SS Tangerine*, the first civilian ship to use the highly experimental Eldridge Drive.

### **115 [Metal Militia] Archspire—The Lucid Collective**

Friday 8 PM in 162 for 4 hr; ends in Session 1

System: Dungeon Crawl Classics (DCC RPG); 6 players

Variations: house rules (of course!)

Power Level: 3rd

GM: Thom Hall

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

In an age of dark and boundless riddle, an artifact of reflective glass was discovered and brought to a King of eld, encroaching irreversible decrepitude...

### **116 Borshak's Lair**

Friday 8 PM in 166 for 5 hr; ends in Session 1

System: Dungeons & Dragons 5.0 (Basic Rules); 5 players

GM: Matt Morrison

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

A goblin bandit leader converts a hero's tomb into a hide-out. Still, some things are best left alone...This OD&D mini-dungeon classic by Jennell Jaquays gets a 5th edition treatment!

### **117 The Golden Claw**

Friday 8 PM in 168 for 4 hr; ends in Session 1

System: Dungeons & Dragons 5.0 (Basic Rules); 5 players

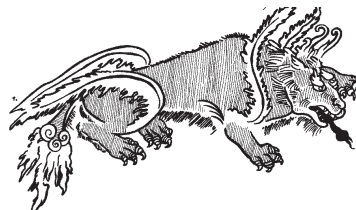
GM: Brian Fernandez

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Ember Wynn, an E'Tao guild enforcer, has sent you and your fellow freelancers an invitation for a job. This might be your real chance at getting a guild membership.



### **118 Pandora's Boxxx**

Friday 8 PM in 170 for 6 hr; ends in Session 1

System: Pulp Adventure (2nd); 6 players

Variations: Drive-In Pulp

Power Level: Pulp Superhero

GM: Jeff A. Hatch

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

There's trouble brewing in Tinseltown. Something wicked is going down. Brothers and Sisters, wipe them tears from your face 'cause Black Belt Jones and his funky friends're on the case.

### **119 Yggdrasil**

Friday 8 PM in 171 for 8 hr; ends in Session 1

System: Call of Cthulhu (6th); 6 players

Power Level: mortal

GM: Ezra Denney

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Family patriarch Brian Wotan has passed away. His will reading is tomorrow. Family reunions can be so uncomfortable. Hopefully, 'Papa Brian' left you something good.

### **120 The Celestial Horizon**

Friday 8 PM in 334 for 6 hr; ends in Session 1

System: Serenity (standard); 6 players

Power Level: Greenhorns

GM: Steve Kani

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Your supply run to The Celestial Horizon—a station on the rim—is always a long trip. Some say there are Reavers out here. On final approach, coms go dead....

## **Session 2                    SATURDAY**

### **201 Fivie Does the Basterds of Erebus**

Saturday 8 AM in 143 for 4 hr; ends in Session 2

System: Dungeons & Dragons 5.0 (Basic Rules); 5 players

GM: Tony Vargas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An introduction to 5e reprising the start of the first Adventure Path for the Pathfinder RPG, The Council of Thieves.

### **202 Street Sweepers**

Saturday 8 AM in 145 for 4 hr; ends in Session 2

System: Dungeons & Dragons 5.0 (Basic Rules); 5 players

GM: Andy Marshall

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The innkeeper has a pest control problem. He's hired you to clean it up for him. Cleaning up the vermin can't be that hard, can it?

### **203 The Grotto of the Unicorn**

Saturday 8 AM in 154 for 4 hr; ends in Session 2

System: Dungeons & Dragons 5.0 (Basic Rules); 5 players

Power Level: 3rd

GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A magical orb leads to a forgotten tomb hiding ancient secrets and lost treasures. Strength of steel, mind, and heart are needed to bring light to a dark world.

### **204 Luciano Fernandez, Demon Hunter**

Saturday 8 AM in 159 for 4 hr; ends in Session 2

System: Unknown Armies (2nd); 6 players

Power Level: Street

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Demons are real. Luciano hunts them. He kills them. And now that he's on their radar, one day the demons will kill him. But, God willing, not today.

### **205 Protocol Z, Part 2: White Raven**

Saturday 8 AM in 160 for 6 hr; ends in Session 3

System: D20 Modern; 6 players

Variations: Home Rules

GM: Eon Contreras

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You have escaped the oncoming Zombie onslaught. Now you have to travel to get to a supposed cure and some survivors. What will you do?

### **206 Our Mob: Welcome to Camp HyHaWaYa**

Saturday 8 AM in 161 for 6 hr; ends in Session 3

System: Feng Shui (1st); 8 players

Variations: All Scrappy Kid Variants

GM: Marc Willner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You're going to Summer Camp!! Two weeks of fakey Native American Fun: Sunshine, Swimming, Arts and Crafts, Horses, Camping, (Sinister Disappearances), (Monstrous Sightings).

### **207 Mythos Trek**

Saturday 8 AM in 162 for 10 hr; 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 created for game  
The *Galactic Empress* sent out a distress call, then vanished. Can the crew of the *USS Constitution* rescue her?

### **208 The Adventures of Captain Morgan**

Saturday 8 AM in 163 for 8 hr; ends in Session 3  
System: Pathfinder; 6 players  
Variations: Pathfinder official books only, no Mythic levels  
Power Level: 6th, 16k gp worth of gear  
GM: Keith Fojtik  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Players provide their own characters  
Ahoy ye maties, welcome to the crew of Captain Morgan and his ship. The Captain's got a job for you, and nothing is to stand in your way.

### **209 Catastrophic Congregation**

Saturday 8 AM in 164 for 6 hr; ends in Session 3  
System: Dungeons & Dragons 3.0/3.5; 8 players  
Variations: Homebrew D20: char creation & rules  
Power Level: low  
GM: Joseph M. Silveira  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters created for game  
You're guarding the avatar of the god of destruction and creation: Tom. It also looks like the monthly fight over how to pray to him is starting today.

### **210 Run, Foxbat, Run**

Saturday 8 AM in 165 for 8 hr; ends in Session 3  
System: Hero pre-5th ed. (Champions) (4th & 5th); 6 players  
Variations: minor  
Power Level: Max 60 pt attacks; max Def 33 PD/ 33 ED  
GM: David Rakonitz  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Grond mad. Grond mad at Foxbat. See Foxbat run. Grond is only the beginning. Find the cunning Foxbat before his enemies find him. Save the Foxbat; save the city.

### **211 I'm Not Here to Make Friends**

Saturday 8 AM in 166 for 8 hr; ends in Session 3  
System: Hillfolk; 8 players  
Variations: custom setting  
GM: Brian Williams  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
You think Reality TV drama and passion run hot on the screen? It's nothing compared to what happens between contestants, producers, and crew when the cameras aren't running. DramaSystem Roleplaying.

### **212 Waking Up**

Saturday 8 AM in 168 for 8 hr; ends in Session 3  
System: D20 Modern; 8 players  
Variations: Home Rules; zombie apocalypse setting  
Power Level: beginner  
GM: Katheryn Contreras  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You wake up. You don't know where, when, or who these other shapes are. Get out and find your way to safety, or get Turned trying.

### **213 State Visit**

Saturday 8 AM in 170 for 6 hr; ends in Session 3  
System: 7th Sea; 6 players  
Variations: Modified for Space Opera  
Power Level: some experience  
GM: Larry Lynch-Freshner  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The Queen is on a state visit to Vimarroyo, and the Navy's job is to keep her safe. But can you keep her safe, when on leave?

### **214 Three of a Kind**

Saturday 8 AM in 171 for 8 hr; ends in Session 3  
System: Dungeons & Dragons 3.5; 8 players  
Variations: Gringold Campaign variants  
Power Level: 8th-11th  
GM: Jeff Brain  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Our village is threatened. Our sister lies wounded. We dare not use our calabash of healing, we need it for mother. The lizard's lair is close, but orcs appeared moments ago.

### **215 Star Wars: Dawn of Defiance, Episode 1**

Saturday 8 AM in Pacific for 8 hr; ends in Session 3  
System: Star Wars Force & Destiny (Fantasy Flight); 6 players  
Variations: w/Edge of Empire  
Power Level: low  
GM: Mark Pascual  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Come join the Rebellion at the very beginning, thwarting the Empire nearly 20 years before the Rebel Alliance forms. Companion game to Rise of the Inquisition.



### **216 Beware the Night Parade**

Saturday 9 AM in 608 for 6 hr; ends in Session 3

System: Tenra Bansho Zero; 6 players

GM: Kevan Forbes

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Tenra is inspired by epic fantasy animé. A village is plagued by tragedies. Villagers fear it is the Night Parade of 1,000 Demons. You are there to discover the truth.

### **217 No, Not the Ski Resort in Wyoming!**

Saturday 9 AM in 508 for 8 hr; ends in Session 3

System: Compleat Arduin (Editor's Cut); 6 players

Variations: Sci Fi. No magic. No superheroes. No quarter.

Power Level: 10th

GM: Mark Schynert

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

We'll all be rich! Rich! Fabulously wealthy! Except:

(1) some of us might be otherwise motivated,

(2) Jackson's Whole. The Whole may be more than sum of your body parts.

### **218 Super Duper Secret Crisis Wars: THE CROSSOVER**

Saturday 10 AM in 147 for 8 hr; ends in Session 3

System: Hero 6th Edition (Champions); 7 players

GM: Jason A. Krestoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Come join Danny Phantom, Kim Possible, Jake Long, Ben Ten, Dexter, Jenny XJ9, and Juniper Lee as they team up to try and save their worlds from destruction.

### **219 Undermountain**

Saturday 10 AM in 149 for 6 hr; ends in Session 3

System: Pathfinder; 6 players

Variations: Core rulebook only

Power Level: 4th; 15 pt buy

GM: Seth Concepcion

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 either destiny (and treasure) or your grisly death deep in Undermountain awaits you.

### **220 The Cortex Key**

Saturday 10 AM in 151 for 8 hr; ends in Session 3

System: Cyberpunk 2020; 6 players

Power Level: Max 70 pts stats, 60 pts skills, 0 Borg/Netrunner/Corps

GM: Ryan Walton

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Out of town work; payment high, job extremely dangerous. Requires travel and installation of prototype braindance cyberware that will give access to another person's life.

### **221 Endless Caravan: Sea of Grass**

Saturday 10 AM in 152 for 8 hr; ends in Session 3

System: Exalted (2nd); 5 players

Variations: Could be 3rd if it comes out between now & then!

Power Level: Low

GM: Pól Stafford

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You are one of 5 strange Exalted hired to defend the Endless Caravan as it trundles across the increasingly dangerous Sea of Grass.

### **222 Lord Zero and the Battle de Jure**

Saturday 10 AM in 153 for 8 hr; ends in Session 3

System: GURPS (4th); 7 players

Variations: Wild Weird West, Power Level: 250 pts

GM: Nathan Hanner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

JP Morgan weighs in on the battle of power transmission standards and bets on his son-in-law, Tesla. All aboard! The gunslinger and monster Pinkertons are off to thwart Edison.

### **223 Avengers & Guardians of the Galaxy: Awesome Mashup, Vol. 1**

Saturday 10 AM in 374 for 6 hr; ends in Session 3

System: BASH! Basic Action Super Heroes (Ultimate); 6 players

Power Level: World Class

GM: Chris Rutkowski

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

When a great threat imperils the Galaxy, the Avengers and the Guardians of the Galaxy join forces to save the very universe itself!

### **224 Slayer in the Snow**

Saturday 10 AM in 338 for 8 hr; ends in Session 3

System: Buffy the Vampire Slayer; 8 players

Power Level: middling

GM: Rian McMurtry

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Ah, February in the Northern Rockies, a school ski trip. Naturally, you're snowed in and there's a monster out there...

### **Teen Game: Teenage Monkey Robot Pilots vs. the World Eating Kaiju from Dimension Z**

All welcome, but teens have priority!  
Sign up in Room 338 anytime before the game.  
Saturday 10 AM in 334 for 4 hr; ends in Session 3  
System: FATE Accelerated; 5 players  
GM: Brian Isikoff  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Teenage Monkey Combining-Transforming-Robot Pilots vs. the World Eating Kaiju from Dimension Z! You are one of the teenage monkey defenders of Planet M.

## **Session 3**

### **301 Fivie Does the Sunless Citadel**

Saturday Noon in 143 for 4 hr; ends in Session 3  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Tony Vargas  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
An introduction to D&D 5e reprising the classic adventure path “The Sunless Citadel.” Visit Meepo, Calcryx, and all the gang, hanging out where the sun don’t shine.

### **302 Bounty Chase**

Saturday Noon in 145 for 8 hr; ends in Session 4  
System: Serenity; 5 players  
Power Level: Big Damn Hero  
GM: Robin Feaster  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
It’s a race against time to collect data from your bounty. There’s bound to be gunfire on the way, so get there first and possibly be the only ones out.

### **303 Dark Legacy**

Saturday Noon in 154 for 8 hr; ends in Session 4  
System: Hero 5th. ed. (Fantasy); 8 players  
Variations: Ninja Hero  
Power Level: 200 pts  
GM: Chris Muoio  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
The Sake festival in Munekiyo is lively and prosperous, save for a foreboding presence that looms from a dark past long forgotten and now revisited.

### **304 Doctor Who: Detritus Affected**

Saturday Noon in 159 for 6 hr; ends in Session 3  
System: Monster of the Week (Move Engine) (aka Powered by the Apocalypse); 6 players  
Variations: Mod Playbooks/Science Moves instead of Magic

GM: Michael Garcia  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
The TARDIS arrives in 31st Century New Angelus, where a body that’s 1000 years old has the exact DNA match of its currently alive mayor.

### **305 Bane of Crime**

Saturday 2 PM in 160 for 6 hr; ends in Session 4  
System: Homebrew; 5 players  
Power Level: Low  
GM: Mateo Chamberlain  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
You are attempting to make it as a superhero group. Can you overcome personal hardships and strained relationships to come together as a group and make a name for yourselves?

### **306 The Jewel of Yavin**

Saturday 2 PM in 161 for 8 hr; ends in Session 4  
System: Star Wars (Edge of the Empire); 5 players  
GM: Mike Eckert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Set in Bespin’s Cloud City, your band of thieves works to steal the priceless Corusca Gem. Scrape together a crew and prepare for the heist of a lifetime.

### **307 Evil Lurking Under Your Feet**

Saturday 2 PM in 164 for 8 hr; ends in Session 4  
System: Original D&D; 8 players  
Variations: segmented combat  
Power Level: 4th-6th  
GM: Samuel Horton  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
People are disappearing and taken into the sewers. A Mysterious cult or a rival town causing trouble? Can you stop who is behind things before something worse happens?

### **308 Sumer Prime—The Harvester**

Saturday 2 PM in 170 for 8 hr; ends in Session 4  
System: Dungeons & Dragons 5.0; 6 players  
Power Level: 4th  
GM: Dylan Blair  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Down the coast from the tinker gnome city of Thunderdome, where both gladiators and engineers hope to make their mark, a series of mysterious crimes has plagued neighboring towns.

### **Teen Game: The Nazi Hell-Creatures vs. The Man of Bronze**

All welcome, but teens have priority!  
Sign up in Room 338 any time before the game.  
Saturday 2 PM in 334 for 8 hr; ends in Session 4  
System: Call of Cthulhu (6th); 6 players  
GM: Peter Magnetti  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
A two-fisted tale of adventure! You're at the center of the action, along with the famous Doc Savage, Man of Bronze, against the sinister Nazi Hell-Creatures from the Hollow Earth.

### **309 Fivie Does the Village of Hommlet**

Saturday 4 PM in 143 for 4 hr; ends in Session 4  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Tony Vargas  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Introduction to D&D 5e reprising the classic of all classics, T1, the Village of Hommlet. (Sequel to follow in five or six years.)

### **310 Rod of Dark Fate**

Saturday 4 PM in 149 for 8 hr; ends in Session 4  
System: Pathfinder; 6 players  
Variations: 25 pt buy, 46K GP, Official Paizo only, no evil  
Power Level: 9th  
GM: Bob Weidman  
Rules Knowledge: Useful  
Game Content: Mature Themes  
Characters may be provided by GM  
Danger threatens, drow seal our plight, the rod of dark fate's close at hand, war and war shall tear the land, by the rod's fierce demand make all mortals understand.

### **311 Queen's Royal Marines 6th Company**

Saturday 4 PM in 163 for 4 hr; ends in Session 4  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
Power Level: 3rd  
GM: Brian Fernandez  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The frigate *Apex* has run aground. You and your fellow marines have been sent to attempt a rescue mission.

### **312 Science Team S71**

Saturday 4 PM in 165 for 8 hr; ends in Session 4  
System: Morrow Project (3rd); 7 players  
Variations: RP Supplement + CoC material  
Power Level: starting  
GM: Michael Blum  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM

Cryogenically frozen in 1984, your team was to wake soon after the coming Atomic War. Due to some error, you awoke instead in 2139 AD, long after the War.

### **313 The Tomb of Horrors**

Saturday 4 PM in 166 for 10 hr; ends in Session 4  
System: OSRIC; 7 players  
Power Level: 10th-14th  
GM: Scott M. Bruner  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Adventure, if you dare, into the legendary Tomb of Horrors. A lethal, mind-bending challenge of epic proportions—learn the OSRIC system while seeing how long you can survive in Acererak's lair.

### **314 Cold Dead Hand**

Saturday 4 PM in 168 for 10 hr; ends in Session 4  
System: Call of Cthulhu (6th); 5 players  
Variations: Delta Green  
Power Level: Spetsnaz  
GM: Shannon Mac & Andy Wang  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
1991: you are Spetsnaz during the August Coup, sent to an ICBM missile silo because Mother Russia lost contact with it during a wintry storm. Survival horror, not heroic, people.

### **315 The da Vinci Curse**

Saturday 4 PM in 171 for 8 hr; ends in Session 4  
System: Pulp Adventure; 6 players  
GM: Gerald Betti  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
The PCs battle an evil villain, dinosaurs, and fiendish killers from the Orient as they search for the lost secrets of Leonardo da Vinci. Adult Themes.

### **317 Giant...Citadel? Bad. Very Bad.**

Saturday 4 PM in 374 for 10 hr; ends in Session 4  
System: Runequest (Chaosium); 8 players  
Variations: Combat Heavy. 1 or 2 variations  
Power Level: High  
GM: Dan Pradanamus  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Giant want best warriors for what? King Chaoz? Make no sense. Chaoz never trust Giant. Giant's smooth tongue sometimes lie! But Giant has big fort, lots of big boom-boom stuff...

### **318 Broken Against the Waves**

Saturday 4 PM in 608 for 6 hr; ends in Session 4  
System: Samurai Tales (L5R inspired) (Homebrew);  
12 players

Variations: elements of improv and LARP

GM: Brian Isikoff & Wayne Ogle

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Five years ago, your Clans were brought to heel by the Shogun. Now, summoned to the Shogun's winter court on the wild coast, comes opportunity.

### **319 The Star Wars Mega Game—Beacons in the Force**

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

System: Star Wars (Fantasy Flight); 16 players

Variations: Adventure specific mechanics & Force and Destiny.

Power Level: But you are not Jedi yet.

GM: Lisa Gordon

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The conclusion of our 'Force' trilogy! Raised Padawans, you became streetwise survivors. Now you must confront the Dark Side in your traitorous friends. Only then, a Jedi will you be.

## **Session 4**

### **401 The Sakbe to Redemption or Ruin**

Saturday 6 PM in 147 for 8 hr; ends in Session 4

System: Bethorm: The Plane of Tekumel; 6 players

GM: Saul Morales

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Two dead, two clans owing Shamtla (clan debt), which includes taking the murderer to Jakalla. You must escort him. Will the truth come out, honor hold, on the Sakbe road?

### **402 The Stolen Adventure**

Saturday 6 PM in 151 for 6 hr; ends in Session 4

System: Original D&D; 6 players

Variations: house rules, upgrades

Power Level: 1st+

GM: Keith Garton

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Go on a quest instead of the cavalier and chosen group, after you are all passed over for the quest.

### **403 A Bitter Wind**

Saturday 6 PM in 152 for 8 hr; ends in Session 4

System: All Flesh Must Be Eaten (1st); 8 players

Power Level: Norms

GM: David Weinstein

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Epitaph, AZ, 1879. A bitter wind is rolling in from the Plains. Word is the miners disturbed something they shouldn't have. The next coach ain't due for a week yet...

### **404 No Church in the Wild**

Saturday 6 PM in 159 for 6 hr; ends in Session 4

System: Delta Green (Playtest); 6 players

Power Level: Military Special Operations

GM: Gil Trevizo

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

TS/NOFORN/SCI/SAP DELTA GREEN: Infiltrate with expendable assets into DR Congo, locate misanthropic suspect Caesar Okeke of the Army of Holy Resistance, and neutralize or contain any and all preternatural threats.

### **405 This Old House**

Saturday 6 PM in 162 for 8 hr; ends in Session 4

System: Dungeons & Dragons 3.0/3.5; 6 players

Variations: house rules and other weirdness

Power Level: 10th

GM: Chriss Lagge

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

The Grand Duke's daughters have gone missing. Rumor has it, they're in The House; the creepy house outside town that no one comes out of. Can you bring them back?

### **406 Star Wars: Disturbance in The Force**

Saturday 6 PM in 338 for 8 hr; ends in Session 4

System: Star Wars (Saga); 7 players

Variations: 125 years after RotJ, Power Level: 5th

GM: Jon Wilson

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

You're scraping by in a Galaxy run by madmen. The Hutt doesn't hire fools—what's that in the smoke? Is this a chink in the Empire's armor?

### **Teen Game: The Jaded City of Oz**

All welcome, but teens have priority!

Sign up in Room 338 any time before the game.

Saturday 7 PM in 334 for 4 hr; ends in Session 4

System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st); 6 players

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Join the Melting Day parade as it tours the land of Oz.

Encounter wonders new and old, including the marvelous Jaded City of Oz! Prizes provided by the publisher.

#### **407 Things in the Dark**

Saturday 8 PM in 143 for 8 hr; ends in Session 4

System: Mutant Future (2nd); 8 players

Variations: post-apocalyptic horror

Power Level: 1

GM: Mark Dailey

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A food supplier to your tribe is missing. With winter coming, his supplies are sorely needed. Tribal leaders send your band out into the wilderness to find him.

#### **409 Who Will be the New Sentinels of the Multiverse?**

Saturday 8 PM in 154 for 8 hr; ends in Session 4

System: Hero 6th Edition (Champions); 6 players

Power Level: 90 max attacks, 50 max def, 4-9 SPD

GM: Walter Manbeck

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

Mysterious crimes and events have struck the city of Megalopolis. No one is answering calls made to Freedom Tower. Across the world and multiverse, heroes respond to calls for help.

#### **410 Casque of the Sun**

Saturday 8 PM in 160 for 8 hr; ends in Session 4

System: Black Crusade; 8 players

Power Level: Advanced Archetypes

GM: Daniel Alves

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

From across the galaxy you have gathered. You have the keys, you've followed the map. Can you solve the mystery and conquer the secret of the Casque of the Sun?

#### **411 The Covenant of Grace**

Saturday 8 PM in 163 for 6 hr; ends in Session 4

System: Dark Heresy; 6 players

GM: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Inquisitorial Acolytes encounter a ship lost to the Warp. Standing Orders mandate an investigation.

#### **412 Lasraspan Prison**

Saturday 8 PM in Tri Valley 2 for 8 hrs, ends in Session 4

System: Pathfinder; 6 players

Variations: Mythic

Power Level: 20th, w/2 Tier Mythic

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

Within the Eighth Plane of Hell (Caina), The Prison

Lasraspan has Soul Seals using the ancient ways of binding. A seal is needed to research spells against the Hordes of Evil.

#### **481 The Halls of Nazir-Thun**

Saturday 8 PM in Hall Table 6 for 4 hr; ends in Session 4

Combines elements of miniatures and role-play

System: Original D & D; 3 players

Variations: Crypts & Things Swords & Wizardry

Power Level: 2nd

GM: Gene Lancaster

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Magic is a double-edged sword. Sanity Mechanics. Think Conan rather than Tolkien. Leave your 10ft Pole at home! Play as a Barbarian, Warrior, or Thief. 3 Players Only!

## **Session 5 SUNDAY**

#### **501 Secret Vault of Lothyra the Wicked**

Sunday 8 AM in 143 for 6 hr; ends in Session 6

System: Advanced Dungeons & Dragons (1st); 6 players

Power Level: 5th

GM: Jim Anuszczyk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

After discovering a mysterious obsidian key, a party of fighters and thieves sets off to plunder the arcane vault of an ancient alchemist known as Lothyra the Wicked.

#### **502 Street Sweepers**

Sunday 8 AM in 145 for 4 hr; ends in Session 5

System: Dungeons & Dragons 5.0 (Basic Rules); 5 players

GM: Andy Marshall

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The innkeeper has a pest control problem. He's hired you to clean it up for him. Cleaning up the vermin can't be that hard, can it?

#### **503 The Grotto of the Unicorn**

Sunday 8 AM in 154 for 4 hr; ends in Session 5

System: Dungeons & Dragons 5.0 (Basic Rules); 5 players

Power Level: 3rd

GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A magical orb leads to a forgotten tomb hiding ancient secrets and lost treasures. Strength of steel, mind, and heart are needed to bring light to a dark world.

### **504 HMFSS Atlantis Must Not Fall (from the Sky)!**

Sunday 8 AM in 159 for 4 hr; ends in Session 5  
System: Bare Bones Fantasy; 5 players  
Variations: Steam-teched  
Power Level: Agents of MI6  
GM: Brian Isikoff  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
In a steampunk British Empire, MI6 has received word of a plot to bring down HMFSS (Her Majesty's Flying Steam Ship) *Atlantis*, and dispatches agents to intervene.

### **505 X-File High: Something Wicked This Way Con**

Sunday 8 AM in 160 for 6 hr; ends in Session 6  
System: Hero pre-5th ed. (Champions); 8 players  
Variations: 4 ed and 5 ed compatible; 4-color atmosphere  
Power Level: Teens w/abilities  
GM: Greg Haslam  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
More mystery, mirth, and mayhem as the members of the O.N.I. (Occult Netherworld Investigations) deal with a Gaming Convention at their High School and the ensuing hijinx.

### **506 Welcome to The Strange**

Sunday 8 AM in 161 for 6 hr; ends in Session 6  
System: The Strange; 6 players  
GM: Kevan Forbes  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
You are an agent for The Estate. On your first mission, you get a taste of just what exactly lies beyond the reality we thought we knew.

### **507 A Familiar Avatar**

Sunday 8 AM in 162 for 10 hr; ends in Session 6  
System: Advanced Dungeons & Dragons (1st); 7 players  
Variations: house rules  
Power Level: Beginning  
GM: Les Child  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
Your people have been captured by the mercenaries of their long-time nemesis, and now they pursue you! Perhaps fate, or that mysterious black cat, will help turn the tables?

### **508 Winter's Break**

Sunday 8 AM in 163 for 8 hr; ends in Session 6  
System: Hero 6th. ed. (Champions); 6 players  
Variations: Teenagers

Power Level: 8d6, 8 CV, 4 Spd, 300 pts.  
GM: Don Satow  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
It's December and you are super-powered teenagers. Winter is here. Will you fight the naughty and save the nice? The choice is yours.

### **509 Francisco Station—Scramble the Fighters**

Sunday 8 AM in 164 for 6 hr; ends in Session 6  
System: 7th Sea; 6 players  
Variations: modified for space opera  
Power Level: ~100 XP  
GM: Jay Loucks  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You're training to crew the new spacefighters! The war between the Caramine Feudate and Orion Empire should bypass Francisco Station, but it's best to be prepared.... What just exploded?

### **510 The Curse of the Labyrinth**

Sunday 8 AM in 165 for 8 hr; ends in Session 6  
System: Hero 5th. ed. (Fantasy); 10 players  
Power Level: 200 pts  
GM: Kourtney & Kevin Hobart  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Jareth, the Goblin King, has captured Sarah and it's up to Toby to rescue her. Complete with a Goblin musical number, all that's missing are the tight, black pants!

### **511 An Arl's Ransom**

Sunday 8 AM in 166 for 8 hr; ends in Session 6  
System: Dragon Age; 6 players  
Power Level: 1st  
GM: Ron Correll  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The fortress of Stenhold has seen better days! The Darkspawn roam the land and Arl Volycheck is searching for a brave band of heroes. Are you up to the challenge?

### **512 This Party Is to Die For!**

Sunday 8 AM in 168 for 8 hr; ends in Session 6  
System: Call of Cthulhu (6th); 8 players  
GM: Peter Magnetti  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
It's the social event of the year! Augusta Prescott, 'queen' of New England high society, is hosting a weekend bash for the elite, and you're invited! Pack your bags!

### **513 Two to Go**

Sunday 8 AM in 170 for 8 hr; ends in Session 6  
System: Pathfinder; 6 players  
Variations: 25pt buy ability scores. 62k gold max  
Power Level: 10th

GM: Geoffrey Nicholls

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

A silver dragon orb remnant lies to the far north. Enthor is crossing its borders. Will you risk its army to retrieve Alexandria's best hope?

### **514 The Bells of St. Beatrice**

Sunday 8 AM in 171 for 8 hr; ends in Session 6

System: Call of Cthulhu (6th); 8 players

Variations: circa 1933 New England

Power Level: medium

GM: Dwayne Fox

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

St. Beatrice has been a victim of vandalism to its burial plots; an act of teenage high-jinks or something far older? The Bishop seeks answers. Can you unearth the truth?

### **515 A Fool and His Gold**

Sunday 8 AM in Pacific for 8 hr; ends in Session 6

System: Dungeons & Dragons 5.0; 6 players

Variations: Many of the optional rules will be in effect

Power Level: 9th-11th

GM: Dan Bodon

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

Waterdavian merchants have requested your assistance in saving a valuable mining operation. The communication you received instructed you to meet at the Golden Rat Inn in Secomber for further details.

### **516 Attack of the Giant Everything**

Sunday 9 AM in 608 for 8 hr; ends in Session 6

System: Hero 5th ed. (Champions); 6 players

Variations: Many 4th ed holdovers

Power Level: 10-14 DC

GM: Joe Di Lellio

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

The first were simply mites, normally microscopic but suddenly large enough to kill a cat. Then followed ants, flies, mice...what's next?

### **517 Search for the Wisterian Key**

Sunday 9 AM in 508 for 8 hr; ends in Session 6

System: Arduin Grimoire; 8 players

Variations: with modification

GM: Ken Rinehart

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The adventurers are in trouble with future Queen Denali. They must flee for their lives and find the Wisterian Key.

### **518 Undermountain**

Sunday 10 AM in 147 for 6 hr; ends in Session 6

System: Pathfinder; 6 players

Variations: Core rulebook 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), or your grisly death deep in Undermountain, awaits you.

### **519 Recovering a World**

Sunday 10 AM in 149 for 8 hr; ends in Session 6

System: Dungeons & Dragons 3.0/3.5; 6 players

Variations: D&D 3.x plus Modern D20

GM: Earl Ogden

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

Recovering from a Neo Dark ages. Fantasy and Tech; can you survive? Can you forge a growing civilization, or will life end?

### **520 A Last Hope for Justice**

Sunday 10 AM in 151 for 6 hr; ends in Session 6

System: Star Wars Force & Destiny; 6 players

GM: David Jones

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

How desperate must one be to seek help from renegades and outlaws? In these dark times, to whom can one turn when the custodians of peace and justice have been exterminated?

### **521 Sun Spots**

Sunday 10 AM in 152 for 8 hr; ends in Session 6

System: Cthulhu Dark; 6 players

GM: Dave Sokolowski

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

1925: As winter freezes Boston, a banker needs help rescuing his daughter from a new-age church high in the mountains—but his sunburn and ravings indicate a deeper mystery....

### **522 Alien Transmissions**

Sunday 10 AM in 374 for 6 hr; ends in Session 6

System: Call of Cthulhu (6th); 6 players

Variations: Achtung Cthulhu

GM: William Lee

Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
1942: Allied paratroopers and resistance fighters go behind enemy lines. But as the transport planes cross the English Channel, a strange and alien howl comes unbidden over the radio.

### **Teen Game: Heroes of Marvelously Corporation vs. Incredible Lucha Investigadores Comics**

All welcome, but teens have priority!  
Sign up in Room 338 any time before the game.  
Sunday 10 AM in 334 for 4 hr; ends in Session 6  
System: Hero 6th Edition (Champions); 8 players  
Variations: Smackdown—Bonus to best insult  
Power Level: standard  
GM: Tom Rafalski  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
A battle royal as the bravest titans of Asia go toe-to-toe against the masked heroes of South America as part of a charity event!

### **523 Death of A Swordsman**

Sunday 11 AM in 153 for 6 hr; ends in Session 6  
System: Honor + Intrigue; 6 players  
Variations: Set in 7th Sea World of Theah  
GM: Chris Rutkowski  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
A legendary Castilian swordsman is cut down in a duel... or was it murder? His grieving nephew hires a band of adventurers to find out! But the truth is elusive....

### **Teen Game: Thing(s) in the Basement**

All welcome, but teens have priority!  
Sign up in Room 338 any time before the game.  
Sunday 11 AM in 338 for 4 hr; ends in Session 6  
System: Accelerated; 6 players  
GM: Jon Wilson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
The Basement is an ultra-modern super-villain prison—but something is making an awful lot of noise down there.... The top available superheroes are sent in to investigate....

## **Session 6**

### **601 An Imposition of Will**

Sunday Noon in 145 for 4 hr; ends in Session 6  
System: FATE Accelerated; 6 players  
Power Level: Standard  
GM: Paul Gibson  
Rules Knowledge: Beginners Welcome

Game Content: Family  
Characters created for game  
Furry animal martial arts competition in feudal China!  
Sort of! Non-lethal combat! Flashy exploits in crowded streets! A secret plot that could bring down an empire!  
Exclamation point!

### **602 Death from a Jeep**

Sunday Noon in 154 for 6 hr; ends in Session 6  
System: GURPS (4th); 6 players  
Variations: WWII  
Power Level: 200 w/-75 pts disads & quirks  
GM: Tom Vallejos  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
January 1944: As members of an Allied team, you operate behind enemy lines. Your team uses heavily armed jeeps, explosives, etc. Your next assignment starts tonight.  
Destination: Somewhere in France.

### **603 Swords & Wizardry**

Sunday Noon in 159 for 8 hr; ends in Session 7  
System: Swords & Wizardry (1st); 6 players  
Power Level: 1st  
GM: Kasi Jammeh  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Quest with fellow adventurers to a secret location where all is not what it seems. Can you save the locals from the ever-emerging threat of monsters from all around?

### **604 Luciano Fernandez, Demon Hunter**

Sunday 2 PM in 143 for 4 hr; ends in Session 6  
System: Unknown Armies (2nd); 6 players  
Power Level: Street  
GM: Todd Furler  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Demons are real. Luciano hunts them. He kills them. And now that he's on their radar, one day the demons will kill him. But, God willing, not today.

### **605 The Adventure of the Young Squires**

Sunday 2 PM in 160 for 6 hr; ends in Session 7  
System: Paladin (Playtest); 6 players  
Power Level: Squires  
GM: Roderick Robertson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Characters created for game  
Anno Domini 767. Prince Charles marches to the defense of the Holy City of Rome, besieged by the paynim. As squires, the players are not expected to see real action...

### **606 The Jaded City of Oz**

Sunday 2 PM in 161 for 4 hr; ends in Session 6  
System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st); 6 players  
GM: F. Douglas Wall  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
Join the Melting Day parade as it tours the land of Oz. Encounter wonders new and old, including the marvelous Jaded City of Oz! Prizes provided by the publisher.

### **608 Winter Is Surely Coming**

Sunday 2 PM in 164 for 6 hr; ends in Session 7  
System: Call of Cthulhu (7th); 6 players  
GM: Kevin Shrapnell  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
1990: modern setting. A small independent film crew, led by an ambitious director/producer with an idea to shoot a TV show about life & survival above the Alaskan Arctic Circle.

### **609 Before the Wind**

Sunday 4 PM in 145 for 4 hr; ends in Session 7  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Ashton Saylor  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Each year, hot eastern winds bring fire that sweeps across the plains. This time, a woman and child are lost out there; can they be found before the wind comes?

### **610 Summer Throne: Absent Empire**

Sunday 4 PM in 147 for 8 hr; ends in Session 7  
System: FATE Core; 6 players  
Variations: Setting Aspects, Career Extras, No Stunts  
Power Level: Superb (+5)  
GM: Anton Dovydiatis  
Rules Knowledge: Useful  
Game Content: Mature Themes  
Characters created for game  
The Great Annihilator no longer feeds the Empire. The Sky Palaces of Summer Throne have Fallen. Starless Horoscopes. Even our ancestors know fear. A Prelude to Tekumel.

### **611 The Knight's Thirsty**

Sunday 4 PM in 151 for 6 hr; ends in Session 7  
System: Dungeons & Dragons 3.5; 8 players  
Variations: no need to confirm crit, no opportunity attacks, etc.  
Power Level: 1st  
GM: Mike Marsh  
Rules Knowledge: Beginners Welcome  
Game Content: Family

All characters provided by GM  
Your settlement raided, princess needs rescuing. Your typical rescue and escort mission. Teaching the basics. Keeping it simple. Role-playing rewarded.

### **612 The Sea Claims its Own**

Sunday 4 PM in 165 for 6 hr; ends in Session 7  
System: Cthulhu Dark; 6 players  
Variations: A few house rules. Role Playing encouraged  
GM: Tyson Fultz  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Join your fellow travelers for a trip to Tory Island to see one of the last 'true' Irish festivals, the 'Pósadh go dtí an fharrage' (Marriage to the Sea).

### **613 Small Worlds**

Sunday 4 PM in 166 for 6 hr; ends in Session 7  
System: Metamorphosis Alpha (1st); 6 players  
GM: Kevin Glazner  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Play mutant scavengers in a gonzo post-Apocalyptic setting.

### **614 The Surf Cthulhu Beach Party**

Saturday 4 PM in 168 for 8 hr; ends in Session 7  
System: Pulp Adventure (2nd); 6 players  
Variations: Drive-In Pulp, Cthulhu Pulp  
Power Level: Cliffhanger  
GM: Jeff A. Hatch  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Wax up your boards and shine your Elder Signs as the Popcorn Girls return in this hot buttery tale of Spring Break terror!

### **615 400 Miles to Tomorrowland**

Sunday 4 PM in 170 for 8 hr; ends in Session 7  
System: FATE Hard Core; 6 players  
GM: Ken Moscardini  
Rules Knowledge: Useful  
Game Content: Mature Themes  
Characters created for game  
400 miles to safety sounds easy, but it's 400 miles of hell. We have to pretend we have a chance for the kids' sake. One chance in hell. Mount up.

### **616 Into The Heat: Part 2—In Search of Mortimus**

Sunday 4 PM in 171 for 8 hr; ends in Session 7  
System: D20 Modern (w/White Wolf Ganma World); 8 players  
Variations: Gritty Post Apocalyptic  
Power Level: 5th  
GM: Patrick Hamilton  
Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Restorationists' chief engineer was murdered. The mysterious Mort cannot be found, and may be the next victim! Foray deep into ROF territory.

### **617 Into the Spider's Den**

Sunday 4 PM in 374 for 8 hr; ends in Session 7

System: Hero 5th. ed. (Pulp); 8 players

Variations: Horror Hero

GM: Chris Muoio

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

In the heart of the Rising Sun, the Freedom Brigade must brave demon, politician, and Nazi peril to thwart a war far greater than the one looming on the horizon.

### **618 Gate Crashers**

Sunday 4 PM in Pacific for 8 hr; ends in Session 7

System: Homebrew based on Eclipse Phase; 6 players

Variations: Everything

Power Level: Skin Sleeves

GM: Michael Gutterres

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You volunteered for combat duty, so you wake up in a new 'body.' It's been artificially grown, but it sure beats the nothingness of the network. First job—planetary survey!

### **Teen Game: Mecha vs. Kaiju: Super Sentei Squad GO!**

All welcome, but teens have priority!

Sign up in Room 338 any time before the game.

Sunday 4 PM in 334 for 6 hr; ends in Session 7

System: FATE (Mecha vs. Kaiju); 6 players

GM: Johnathan Wright

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

When the city is threatened by sinister Ogres and their monstrous kaiju, six young people from all walks of life unite to form the SUPER SENTEI SQUAD!

### **683 The Halls of Nazir-Thun**

Sunday 4 PM in San Ramon for 4 hr; ends in Session 7

Combines elements of miniatures and role-play

System: Original D & D; 3 players

Variations: Crypts & Things Swords & Wizardry

Power Level: 2nd

GM: Gene Lancaster

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Magic is a double-edged sword. Sanity Mechanics. Think Conan rather than Tolkien. Leave your 10ft Pole at home! Play as a Barbarian, Warrior, or Thief. 3 Players Only!

## **Session 7**

### **701 The Orcish Brigade XI: RACE/OFF**

Sunday 6 PM in 143 for 6 hr; ends in Session 7

System: Advanced Dungeons & Dragons/CASTE (2nd-ish/1st & Only); 7 players

Variations: Two games for the price of zero

Power Level: 5th-7th/Tiers 3-5

GM: Arthur Stone Wallis

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Orcish Special Forces perpetrate a deadly infiltration of a fey-infested Wood Elf forest. All they have to do is be slain and reincarnated into something a little less Orcish.

### **702 Kellian's Fist**

Sunday 6 PM in 149 for 8 hr; ends in Session 7

System: FATE Core; 5 players

Power Level: +4

GM: Dovi Anderson

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Five students of the Force endeavor once again to complete their training. Their reward? A chance to deliver a mighty blow against the Empire (a prequel-free graphic novel).

### **703 Primitive Screwheads**

Sunday 6 PM in 152 for 8 hr; ends in Session 7

System: Thirteenth Age; 8 players

Power Level: 4th

GM: Joseph O'Neil

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You are primitives living on the tail-end of a Koru Behemoth that wanders the wasteland of a world destroyed by a horrific apocalypse. Then something weird happens.

### **704 Fugitives of the Empire**

Sunday 6 PM in 154 for 6 hr; ends in Session 7

System: WEG D6 (Star Wars) (2nd Rev.); 8 players

Power Level: 10 character pts

GM: Stuart Yee

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Escaping Imperial forces, you engaged the hyperdrive prematurely, leading to a critical failure, and somehow you survive! Now you're lost above an alien planet in a dying ship.

### **705 Black Site**

Sunday 6 PM in 161 for 8 hr; ends in Session 7  
System: Delta Green (Playtest); 5 players  
Power Level: Intelligence Agents  
GM: Gil Trevizo  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Poland, 2004: In a CIA prison where ghost detainees suffer 'enhanced interrogation' in the Global War on Terror, a different kind of terror slouches from the shadows to be born.

### **706 Two Days to Threshold**

Sunday 6 PM in 162 for 6 hr; ends in Session 7  
System: Dungeons & Dragons 5.0; 6 players  
Variations: some, Mystara / Known World  
Power Level: 2nd  
GM: George Gardea  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You answer a job posting to attack a goblin village. With your meager funds, you have decided to investigate and maybe take the job. They offer food and treasure.

### **707 Ego Hunter**

Sunday 6 PM in 338 for 8 hr; ends in Session 7  
System: Eclipse Phase (3rd); 6 players  
Power Level: beginning  
GM: Brett Lawson  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Achima Yai has many mysteries to solve, including his own disappearance. Now his own fragmented egos must cooperate to complete his dangerous work before his enemies close in.

### **Teen Game: An Imposition of Will**

All welcome, but teens have priority!  
Sign up in Room 338 any time before the game.  
Sunday 6 PM in 334 for 4 hr; ends in Session 7  
System: FATE Accelerated; 6 players  
Power Level: Standard  
GM: Paul Gibson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Characters created for game  
Furry animal martial arts competition in feudal China! Sort of! Non-lethal combat! Flashy exploits in crowded streets! A secret plot that could bring down an empire! Exclamation point!

### **709 Something Wicked This Way Comes**

Sunday 8 PM in 160 for 6 hr; ends in Session 7  
System: Don't Rest Your Head; 5 players  
GM: Samantha Smith

Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Characters created for game  
You've been hearing the music ever since you stopped sleeping. Now you're Awake, and the Carnival wants you. Stay awake. Don't rest your head. The Ringmaster's waiting.

### **710 A Pair of Fiascos**

Sunday 8 PM in 163 for 6 hr; ends in Session 7  
System: Fiasco; 5 players  
GM: David Lish  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Characters created for game  
In Fiasco, a collaborative storytelling game, the players put themselves in increasingly stupid and disastrous situations. We will play the game twice; the group will create the second module together.

### **711 Torchwood L.A.: Exquisite**

Sunday 8 PM in 164 for 6 hr; ends in Session 7  
System: Doctor Who: Adventures in Time and Space (11th Doctor); 6 players  
Variations: Story Pt Expenditure tweaked to be Torchwood gritty  
Power Level: Torchwood Agents  
GM: Matt Steele  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Hollywood: City of Vanity. The latest craze is New You—a full-sized statue of yourself. It's all good fun until one of the statues is used to commit a murder.

### **712 Final Payday**

Sunday 8 PM in 145 for 8 hr; ends in Session 7  
System: World of Darkness (New WoD); 6 players  
Variations: Setting is Haven: City of Violence  
GM: Adrian Anderson  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
This is the one you can retire after. Work together well on this first job, and the next one ends with flights to that island nation that doesn't extradite.

### **713 There's No Fun in Fundament, Only Danger**

Sunday 8 PM in Salon C for 6 hr; ends in Session 7  
System: Deadlands Classic; 6 players  
GM: Peter Di Piazza  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Bandits are making night raids on a small mining town in the Maze. Their goods, ore, and lives hang in the balance. Can your heroic posse help these desperate people?

## Session 8 MONDAY

### 881 Galaxy Quest

Monday 8 AM in 159 for 8 hr; ends in Session 8  
Combines elements of board games and role-play  
System: Battlegrounds (2nd); 8 players  
Variations: some house rules  
Power Level: 1st-6th  
GM: Jonah Johnson  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
It has been 17 years since the series last aired. You have been approached for a gig from a strange foreign group. What do you do?

### 801 No Soul Left Behind

Monday 8 AM in 160 for 8 hr; ends in Session 8  
System: Better Angel (1st); 5 players  
Power Level: beginning  
GM: Joel Phillippi  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Characters created for game  
Give me an H-E-L-L-B-O-U-N-D! What's that spell?  
Hellbound! Hellbound! Go Hellbound!

### 802 A Hero's Match

Monday 8 AM in 161 for 8 hr; ends in Session 8  
System: Pathfinder; 6 players  
Variations: 25pt, 23.5k gold, Paizo books only  
Power Level: 7th  
GM: Nick Matyas  
Rules Knowledge: Expected  
Game Content: Mainstream  
Players provide their own characters  
Find and confront a group of monstrous adventurers said to have killed numerous bands of heroes. Can the players contend with a group of equally matched monsters?

### 803 Fallen Out—Under The Fall Out

Monday 8 AM in 162 for 8 hr; ends in Session 8  
System: Dungeons & Dragons 3.0/3.5; 8 players  
Variations: Gamma World setting  
Power Level: 12th  
GM: Chris Bruno  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Welcome to the apocalypse! Our heroes have survived nuclear fall-out, cryogenic reanimated dinosaur men, radiation cultists and the robot uprising....but can they handle what lies beneath them?

### 804 Z-Team Presents: Angelus Ostrus—The Dark Forest

Monday 8 AM in 163 for 8 hr; ends in Session 8  
System: Homebrew; 8 players  
Power Level: High D&D equivalent  
GM: Adam Bredt

Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
Angels cast out of heaven must seek redemption through service on Prime. The Ostrus must act carefully to find if something dark grows behind the lines of a tense truce.

### 805 In High Spirits (What Ghost Up Must Come Down?)

Monday 8 AM in 164 for 8 hr; ends in Session 8  
System: FATE; 5 players  
Variations: Custom aspects, skill, and some house rules  
Power Level: Regular  
GM: Aaron Clements Gettman  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Characters created for game  
Demons, ghosts, zombies, you've hunted them all, but now something is killing lots of hunters and you need to team up with others like you to stop whatever it is.

### 806 I Grapple the Prince

Monday 8 AM in 165 for 8 hr; ends in Session 8  
System: Pathfinder; 6 players  
Power Level: 2nd  
GM: Paul Banda  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
You've been recruited as the second-string bodyguards to the crown prince, off learning arcane magic in some desolate canyon far away from home. Make sure he gets back alive.

### 807 The Beholders of Tiamat

Monday 8 AM in 166 for 8 hr; ends in Session 8  
System: Pathfinder; 6 players  
Variations: Mythic  
Power Level: 20th, w/2 Tier Mythic  
GM: Robert Anderson  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
The Last Planetary Temples of Io, Bahamut, and Apsu are under attack by the Hordes of Tiamat and led by Insane Beholders who believe themselves to be 'Lawful.'

### 808 The Undeath War

Monday 8 AM in 168 for 8 hr; ends in Session 8  
System: Hackmaster (4th); 8 players  
Power Level: medium-high  
GM: Rian McMurtry  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Shipwrecked! Attempting to battle the ghost ship *Darkstreak* lest you be stranded on a strange shore. Mage Mordent's undead hordes are on their way; can you rally the natives to defend?

### **809 Rumble in the Jungle**

Monday 8 AM in 170 for 6 hr; ends in Session 8  
System: Mega-Traveller; 7 players  
Power Level: Standard  
GM: David Guon  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
On the trail of an engineered virus, the crew of the 'Phoenix-Hawk' will need to be resourceful and self-reliant. Do you have what it takes?

### **810 Walking on Broken Glass**

Monday 8 AM in 171 for 8 hr; ends in Session 8  
System: Hero 5th ed. (Champions); 6 players  
Variations: Some 4th ed; power pools shot on sight  
Power Level: 90-120act., 5-7spd, 12-16dc, Mobius X=28  
GM: B J Goukler  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
'OK, team, you may experience a little disorientation, even dislocation. We'll be with you the whole way, no matter what. Good luck, she's counting on you.'

### **811 What's Going On**

Monday 8 AM in 508 for 8 hr; 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  
It's crazy how intertwined your motley crew has turned out to be. Are there any more twists?

### **813 Astrid Erickson's 'Hogwarts Field Trip to San Francisco'**

Monday 10 AM in 143 for 4 hr; ends in Session 8  
System: World of Darkness (2004); 5 players  
Variations: Some MAGE, Some Homebrew Magic system  
GM: Karen Dombek  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
Headmaster Potter considers you some of his best Senior Students. That's why you're being sent to the San Francisco Student Wizard Conference. You'll be going via PortKey. Pack your Wands!

### **814 Daggers in the Night**

Monday 10 AM in 145 for 4 hr; ends in Session 8  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Craig Robertson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The master of the thieves guild has been murdered, and the peaceful rule of the Guild Council of Haven could end. Can a brave band of adventurers solve the crime?

### **815 Trouble at Home**

Monday 10 AM in 147 for 4 hr; ends in Session 8  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Cyrus Makalinaw  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
On a routine patrol, you notice that goblins are about to attack your village. You have 2 days to prepare and convince them that the threat is real.

### **816 Fivie Goes in Search of the Unknown**

Monday 10 AM in 149 for 4 hr; ends in Session 8  
System: Dungeons & Dragons 5.0 (Basic Rules); 5 players  
GM: Tony Vargas  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Introduction to D&D 5e reprising the Basic D&D module that started it all for so many of us: In Search of the Unknown. (Steam tunnels and Satanism not included.)

### **817 The Irish Chainsaw**

Monday 10 AM in 151 for 4 hr; ends in Session 8  
System: Serenity; 6 players  
GM: Jeff Yin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
With jobs down to slim pickings, the crew takes up a bounty on an unsavory assassin.

### **818 Vermillion Company**

Monday 10 AM in 152 for 6 hr; ends in Session 8  
System: Barbarians of Lemuria (Mythic); 6 players  
Variations: a few tweaks  
GM: Patrick Riley  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
A band of mercenaries, scoundrels, and thieves (aka our heroes) races against time, professional rivals, and an ancient evil to recover a lost treasure-trove of immeasurable riches.

### **819 Undermountain**

Monday 10 AM in 154 for 6 hr; ends in Session 8  
System: Pathfinder; 6 players  
Variations: Core rulebook 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), or your grisly death deep in Undermountain, awaits you.

## 820 Mysteries at the College of Magic

Monday 10 AM in 374 for 4 hr; ends in Session 8

System: Dungeonteller; 5 players

GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

The College of Magic, in the City of Stormgate at the edge of the Chaos Frontier, has seen better days. It may still give up some secrets to motivated heroes.

## 821 Halloween in Dunwich

Monday 10 AM in 570 for 6 hr; ends in Session 8

System: Call of Cthulhu (6th); 5 players

Variations: minor

Power Level: low; you play children

GM: Shannon Mac

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

1925; you will play children of ages 11-13 who are all cousins on Halloween. Totally boring. No horrors. Really.

# 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 the Ophidian Palace. It came out pretty well. I still use the maps and encounters occasionally for one-off games.

At the convention, we took over two of the Claremont Hotel'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 DM'ed 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 39th convention should have been in 2014.

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 get 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



# Index of Games by System

Go to the appropriate section of this book for fuller descriptions of games. Games with numbers go through the Game Registration system. Drop-in games have no registration process—simply show up. For Teen games, sign up in Room 334 any time before the game. Kids' games are usually restricted to 12 and under; check in Salon 2 for details prior to the game.

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Name: \_\_\_\_\_

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Games Reg

Games Results



Badge Number: \_\_\_\_\_

<p><b>Session 1. 100 Series games</b>                  Sign up by Friday 4:30 PM                  The registration forms for this session are Salmon</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p><b>Session 2. 200 Series games</b>                  Sign up by Friday 8:00 PM                  The registration forms for this session are Pink</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p><b>Session 3. 300 Series games</b>                  Sign up by Saturday 10:30 AM                  The registration forms for this session are Blue</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p><b>Session 4. 400 Series games</b>                  Sign up by Saturday 4:30 PM                  The registration forms for this session are Gold</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p><b>Session 5. 500 Series games</b>                  Sign up by Saturday 8:00 PM                  The registration forms for this session are Green</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p><b>Session 6. 600 Series games</b>                  Sign up by Sunday 10:30 AM                  The registration forms for this session are Lilac</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p><b>Session 7. 700 Series games</b>                  Sign up by Sunday 4:30 PM                  The registration forms for this session are Yellow</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p><b>Session 8. 800 Series games</b>                  Sign up by Sunday 4:30 PM                  The registration forms for this session are White</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____