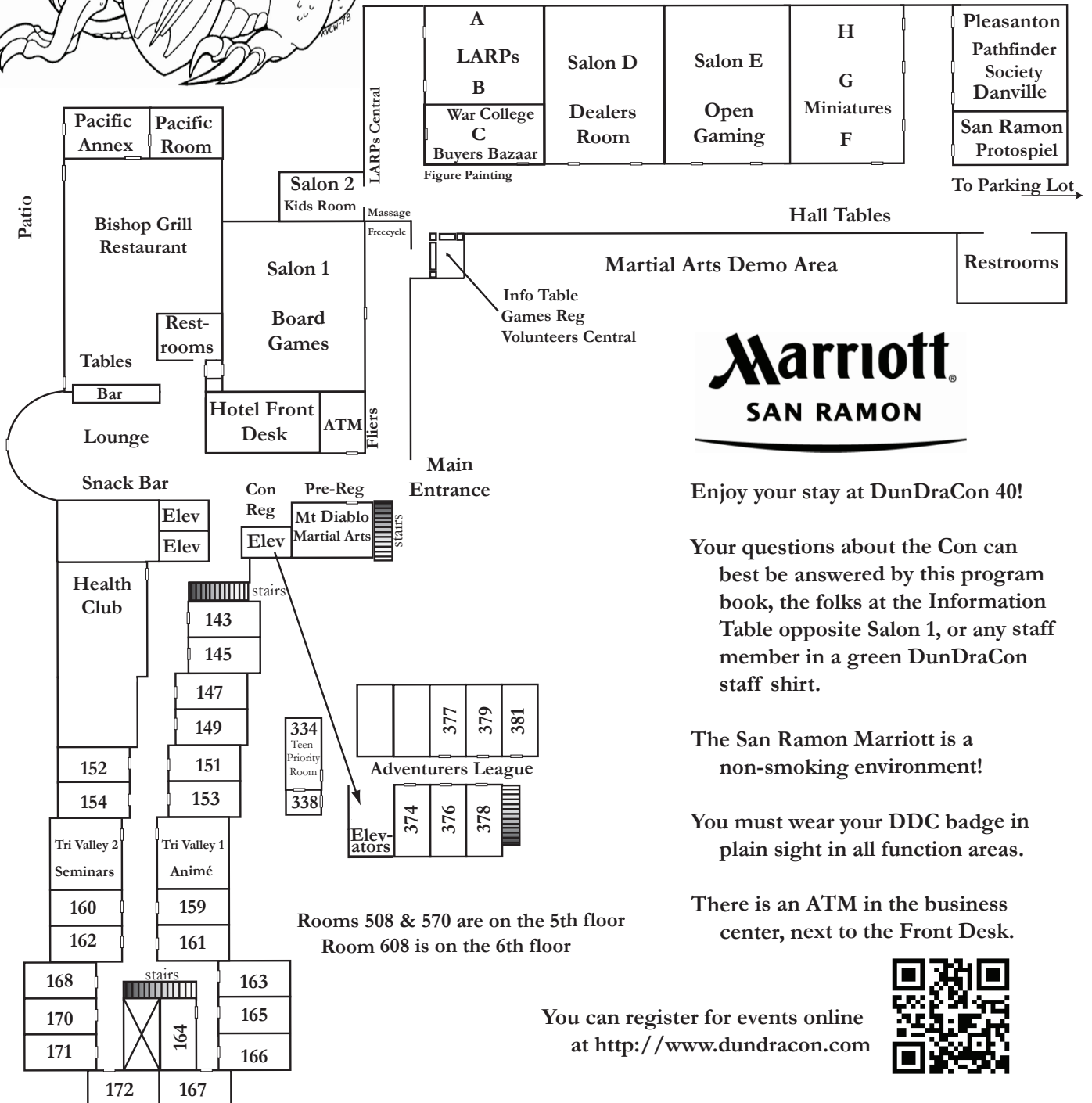




# DunDraCon

# 40

February 12-15, 2016



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



Enjoy your stay at DunDraCon 40!

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.

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 such a serious 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. See the policy on harassment on the next page.
- **Individual selling** is allowed only in the Buyers Bazaar.

## Hotel Tips

- Don’t cook in your rooms or on the balcony! You might set off sprinklers, cause a fire, or get 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 at 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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## Convention Registration

Hotel Lobby, by the Mt. Diablo Room

### Convention Registration Hours

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

\*Open for refunds 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 will 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.

## DDC Policy on Harassment

DunDraCon feels very strongly that attendees should be allowed to play in an atmosphere of harmony and good feeling at the Convention.

Harassment can range from purposely touching someone else against their wishes, invading their privacy, or following them around, to comments or gestures that make them feel unsafe or uncomfortable. This is not an exclusive definition; harassment is as broad as the perception of the harassed.

If you feel you are being harassed in any way, and especially if the harassers are persistent, you should report this to our Green Shirt staff; you will be referred to a mediator to assist you. Our mediator, either alone or in consultation with others, will hear your concerns and act on them with high priority.

Such a resolution may range from mediation between you and your harasser, to expelling your harasser from the convention, banning the harasser from some or all future conventions, or involving local law enforcement if warranted.

# 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 Priority 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 Gaming 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 time 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 Ellen Robertson or 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 hallway outside Salon 1.

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

**Randy Angle** – Protospiel Coordinator  
**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** – Buyers Bazaar Coordinator  
**Bill Keyes** – Committee Chairman, Program Book  
**Steve Kani** – Teen Room Deputy  
**Kendra Lindemann** – Figure Painting Director  
**Dana Lombardy** – War College Coordinator  
**Chad Martens** – Dealers Room Coordinator  
**Rob Miles** – Animé Room, Audio-Visual Support  
**Gordon Monson** – Organized Play Liaison  
**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, Volunteers 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 Tony Hughes 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.

	<b>Hours</b>
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.

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

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

**Creepy Town Miniatures** – Original, and scratch-built tabletop terrain features and models painted and ready to go!

**DDR Steampunk** - Jewelry, Sun catchers, 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.

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

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

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

**House of Games** – Board games, RPGs & accessories.

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

**JBM Press** – Cool & unusual Tee Shirts.

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

**Maria Berry Enterprises** – Purveyor of Mad Science Devices, Robabikia Robots & Re-fabricated Finery for the Fashionable Adventurer

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

**The Ninth Stich / Moon Majick Creations** – Costume, Reenactment clothing & dice bags.

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

# Seminars

## Tri Valley 2

### FRIDAY

#### **Results of the 2014 LARP Census**

Friday, 11:00 AM for 1 hour

Mark Mensch

In 2014, a small group of people created a worldwide census translated into over 20 different languages. This census has spread throughout the LARP'ing community. This seminar presents the results of that work.

#### **Welcome to DunDraCon - 40 years of Gaming**

Friday, Noon for 1 hour

Members of the DunDraCon Staff will answer questions and tell stories of past DunDraCons and speculate on what is coming in the future.

#### **Introduction to Chainmail Fabrication**

Friday, 1:00 PM for 1.5 hours

Andre Miron

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

#### **Keeping the Game Going: Maintaining a Long-Term Campaign**

Friday, 2:30 PM for 1.5 hours

David Rakonitz and Skoddie Kraemer

Two experienced GMs discuss how to keep an RPG campaign interesting and popular with players and GM for years.

#### **LARP- It's for average geeks**

Friday 4:00 PM for 1 hour

Jody Van Tine

LARPs might seem mysterious, but in reality LARPs have a bit of something for every geek, athletic or nerdy. Come get the scoop.

#### **Gamer to Novelist: Publishing Your First Book**

Friday, 5:00 PM for 1 hour

Chris Fox

Have you dreamed of publishing your first novel? There's never been a better time. Join best-selling science fiction author Chris Fox and learn how.

#### **Protospiel at DunDraCon—Play-Testing Prototype Game Designs**

Friday, 6:00 PM for 1 hour

Mark Schynert, Randy Angle

Find about DunDraCon's first-ever Protospiel, what's scheduled, and how you can get involved. Designers will be presenting games that need testing—and anyone at the Convention can participate.

### SATURDAY

#### **What We Are Doing Here**

Saturday, 9:00 AM for 1.5 hours

Steve Perrin

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

#### **Creating a Pantheon and the Deities to Fill It**

Saturday, 10:00 AM for 1.5 hours

Daniel Creelman

Learn the ways of the gods, from creation to universal destruction, and maybe even what comes after, and how your characters can influence what happens.

#### **How to Survive Your (GM'ing) Fate**

Saturday, 11:30 AM for 1.5 hours

Brian Isikoff, Bry Hitchcock

Come explore GM'ing a Fate game with two experienced GMs. We'll talk about Aspects, challenging Players, reincorporation, and more, and field some of your Fate GM'ing challenges.

#### **What's New at Pelgrane Press**

Saturday, 1:00 PM for 1 hour

Ken Hite

Pelgrane Press staff designer Kenneth Hite gives you the lowdown on everything from 13th Age to the Dracula Dossier.

#### **City Building: Building from Scratch**

Saturday, 2:00 PM for 1.5 hours

Michael Blum, Kenneth Hite, Anders Swenson

The seminar about the nuts and bolts of building and using cities in RPGs. This year we'll illustrate how a city might develop by building one on the whiteboard.

#### **Workshop: Crafting Good RPG Scenarios**

Room 334, Saturday 2 - 6 PM

Work through the design process for RPG scenarios with the staff of The Roleplay Workshop. We will provide guidance and feedback during the workshop. Beginner and experienced Game Masters welcome. You'll leave the workshop with a critiqued and edited game scenario!

We'll cover the process step by step including:

- How to come up with a good premise
- How to create a solid backstory
- How to design opponents and heroes
- How to create rising action and a good denouement
- The differences between a single-goal and two-goal paradigm
- One shot *vs.* episodic *vs.* ongoing campaigns

The **Roleplay Workshop** has been running games for youth (ages 12 - 18) and adults for nearly 30 years. The design process we use training our staff is the basis for the workshop content. We create good games for a living!  
<http://www.roleplayworkshop.com>  
<https://www.facebook.com/RoleplayWorkshop/>  
<https://twitter.com/AbanteyRPWS>

### **GM222: Alternate Universe Basics**

Saturday, 3:30 PM for 1.5 hours

Aaron Gettman

Learn the basics of alternate universes as they apply to role playing. Learn to craft your own alternate universe. Modern-day Roman Empire, Nazi America, and endless other possibilities.

### **The Villain's Dead; Why Are My Neck Hairs Rising?**

Saturday, 5:00 PM for 1 hour

Bruce Harlick, Michael Blum

The PCs have conquered the villain. The game is over. Or is it? How do veteran GMs lay the hints of greater evil to come?

### **Staying Alive in the Game Publishing Biz**

Saturday, 6:00 PM for 1 hour

Aldo Ghiozzi, Rick Loomis

Experienced entertainment entrepreneurs give you the lowdown on whether you can make a living in the game business.

## **SUNDAY**

### **What's New in Indie RPGs**

Sunday, 9:00 AM for 1 hour

Carl Rigney and Brian Isikoff and Thomas Rafalski

A survey of the newest and greatest RPGs not coming from the big companies in the gaming industry, with time for Q&A.

### **What's Cool**

Sunday, 10:00 AM for 1 hour

Bruce Harlick, Ken Hite, Carl Rigney

Three icons of the gaming industry from three different viewpoints combine to present to you the best in current game products.

### **An American LARPer Journeys to Germany**

Sunday, 12:00 Noon for 1 hour

Mark Mensch

22-year veteran of American LARP'ing travels to Germany (the largest events in the world!) to see what all the hype is over their games. What he finds may surprise you.

### **Gamer to Novelist: Publishing Your First Book**

Sunday, 2:00 PM for 1 hour

Chris Fox

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### **Workshop: Crafting Good RPG Scenarios**

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- One shot *vs.* episodic *vs.* ongoing campaigns

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<http://www.roleplayworkshop.com>

<https://www.facebook.com/RoleplayWorkshop/>

<https://twitter.com/AbanteyRPWS>

### **Give It a Kick to Start**

Sunday 3:00 PM for 1 hour

Thomas Rafalski, Carl Rigney

Two experienced Kickstarters provide hints and cautions about using public funding to get your game project off the ground.

### **Amtgard or LARP Starter Points**

Sunday, 4:00 PM for 1 hour

Jody Van Tine

Thinking about trying Amtgard or another LARP? Find out what to expect and how to get started.

### **Writing RPG Scenarios**

Sunday, 6:00 PM for 1.5 hours

Longtime TV and game author Larry DiTillio presents a talk on writing RPGs using his epic *Masks of Nyarlathotep*, *Isle of Darksmoke*, and the *Grey Knight* as examples of putting together coherent and exciting adventures for players.

## **MONDAY**

### **LARP - A Parent's Point of View**

Monday, 10:00 AM for 1 hour

Lords and Ladies of Amtgard

LARPs have a lot to offer kids, but are they really safe? Hear about the good, the bad, and the goofy from active parents.

### **Tatting for the Novice**

Monday, Noon for 2 hours

Donnamarie Fuller

Tatting combines knots, stitches, and picots to create a strong lace suitable for fishing nets and fine ball gowns. Learn the basic technique. All materials will be provided.

# War College Seminars

## Salon C

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

### SATURDAY

#### Naval Game Designs

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

Presenter: Jack Greene

This will be a lively give-and-take with a respected author, game designer, and expert in naval history. Jack's Iron Bottom Sound III was released in 2015 by a Japanese company with bilingual rulebooks. IBSIII was an international effort with high-quality components and more add-ons planned. This presentation will include a look at the upcoming new edition of Jutland: Fleet Admiral II from ConSim Press, a revised edition of The Royal Navy, and a new ironclad game as well as Japanese Destroyer Captain about small-ship naval combat 1890 to 1945.

#### Thirty Years War: The Foundation of Modern Israel

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

Presenter: Darin Leviloff

From 1948 to 1949, the fledging state of Israel fought a momentous war with its Arab neighbors, which resulted in a victory for the new Jewish nation. Research has revealed, however, that the war began long before 1948 and the seeds of victory were sown before the end of the British Mandate. Darin Leviloff, designer of the VPG game Israeli Independence, will share his insights on the war and his research that appears in an upcoming article in the new CounterFact magazine.

#### Alternate Histories by Dana Lombardy and Ken Hite

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

Presenters: Ken Hite and Dana Lombardy

The very popular War College panel discussion continues! Authors and game designers Dana Lombardy and Ken Hite look at possible alternate histories and what their impact might have been. Audience participation is encouraged.



**BlackDiamondGames**

### SUNDAY

#### The Impact of World War One on Europe

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

Presenter: Darin Leviloff

In 1914, the great empires of Europe entered into a world-changing conflict. No major power would emerge unscathed. Great dynasties disappeared: the Habsburgs, the Hohenzollerns, and the Romanovs. New nations would emerge with unresolved internal issues, and the surviving combatants would be engrossed in guilt, trauma, and the need for revenge. twenty years later, this seething cauldron would explode in another world war. This lecture will examine the impact of the First World War on the nations that fought it, and how WWI laid the groundwork not only for World War II, but for the Cold War as well.

#### Historical Research, Myths & Disasters, Oh, My!

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

Presenter: Dana Lombardy

In more than forty years of researching and publishing games, books, and magazines, Dana has seen a lot of cherished legends demolished and outright fabrications exposed. The latest projects of Lombardy Studios will be presented that show some of the interesting, puzzling, and ridiculous discoveries about WWI, WWII, the American Civil War, and Waterloo.

#### “Knights of the Sky” and the Real Air War of World War One

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

Presenter: Dana Lombardy

World War One in the air has been popularized by Snoopy (“Curse you, Red Baron!”), and remembered as the idealized or “noble” combat in four years of mind-numbing slaughter. But the true story about the first air war is a fascinating tale of technological achievements and fierce competition for control of the skies. (Craig Robertson is running demos of Wings of Glory in conjunction with this seminar—prizes awarded to the best pilots!) See Teen-Friendly Game 761 on page 37.



# 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**.

### Demos Schedule

#### Friday

**Amtgard: Short Swords at Arm’s Length**  
3:00 PM to 4:00 PM

#### Saturday

**Amtgard: Short Swords at Arm;s Length**  
10:00 AM to 11:00 AM

**Whips and Cracks**  
11:30 AM to 12:00 PM

**Amtgard: Spell Ball Duels**  
12:30 PM to 1:30 PM

**SCA Demo**  
2:00 PM to 3:30 PM

**Amtgard: Grand Melee Battlegame**  
4:00 PM to 5:00 PM

#### Sunday

**Amtgard: Short Swords at Arm’s Length**  
11:00 AM to 12:00 PM

**SCA Demo**  
12:30 PM to 2:00 PM

**Amtgard: Grand Melee Battlegame**  
2:30 PM to 3:30 PM

**Whips and Cracks**  
4:00 AM to 4:30 PM

**Amtgard: Spell Ball Duels**  
5:00 PM to 6:00 PM

#### Monday

**Amtgard: Grand Melee Battlegame**  
12:00 PM to 1:30 PM

#### Presenters:

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

Amtgard is represented at DunDraCon by the Kingdom of WestMarch.



**The Society for Creative Anachronism (SCA)** is an international organization dedicated to researching and re-creating the arts and skills of pre-seventeenth 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 and celebrating its 50th anniversary.



#### Whips and Cracks

Randy Bartlett is a long-time attendee of DunDraCon and Mad Hatter of all trades. His other activities include helping in the Kids Room with small leather crafts and keeping our head of Convention Registration sane on Fridays at DunDraCon.



# Basic Game Scenarios

## Dungeons & Dragons 5.0

This introductory format proved so popular last year that we've brought it back again this year. We've asked experienced GMs to provide us with scenarios suitable for players not familiar with the game system, but any one can play in them. Register for these just like for any other game, or drop in to see if there is space available. All games have 5 players and run 4 hours.

**P11 A Few Days Off** Friday Noon 165

**P16 City of Doors** Friday Noon 338

**115 Temple of Tymora** Friday 8 PM 143

**204 Wrath of Goblinoids** (Pregens Provided) Sat 8 AM 149

**211 The Festival of Arlax Blacktongue** Saturday 8 AM 162

**303 The Wizard's Amulet** Saturday Noon 162

**414 City of Doors** Saturday 8 PM 151

**505 Your Adventure** Sunday 8 AM 151

**712 Fivie Does the Village of Hommlet** Sunday 8 PM 154

**713 The Festival of Arlax Blacktongue** Sunday 8 PM 161

**813 Fivie Goes in Search of the Unknown** Mon 10 AM 161

## Call of Cthulhu 7th Ed.

Celebrating the long-time association in the Bay Area of DunDraCon and Chaosium, we are hosting a clutch (or is it a taloned-grab bag?) of introductory 7th Edition Call of Cthulhu games, especially for those who have never tried this iconic horror-themed RPG. Each scenario is run by an experienced GM, with 5 players, and runs 4 hours. Register for these just as you would for any other Official Game.

**P09 The Haunting** Friday Noon 163

**P19 The Blake House** Friday Noon 508

**117 Sundown** Friday 8 PM 149

**312 Crimson Letters** Saturday 4 PM 162

**608 The Haunting** Sunday 4 PM 145

**815 The Blake House** Monday 10 AM 163

**819 Riverboat Blues** Monday 10 AM 168



## 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 DDEX3-2 to 3-13 are featured. Five of these modules will be for levels 1-4, with six for levels 5-10 and one for levels 11-16.

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 DDEX3-1 **Harried in Hillsfar** 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. This introductory adventure is for level 1 and 2 characters.

Join a group of heroes as the various Factions active in the Realms band together to thwart the hated Red Plumes in the region surrounding Hillsfar.

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 more information (as it becomes available), and to sign up for games, come to Room 377. Please also check at the Warhorn website: <https://warhorn.net/events/dundracon-40-adventurers-league?src=listings>

## Adventurers League Modules

### DDEX3-1 Harried in Hillsfar

In the village of Elventree, near the oppressive city of Hillsfar, a recent string of strange occurrences has the locals on edge. The factions have gathered here on the borders of the forest of Cormanthor to determine what's happening. Are these the machinations of Hillsfar, or something more? Five one-hour mini-adventures for 1st-2nd level characters.

### **DDEX3-2 Shackles of Blood**

The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the Factions. Join your faction and find out the truth behind the missing farmers. A four-hour adventure for 1st-4th level characters.

### **DDEX3-3 The Occupation of Szith Morcane**

Agents of the fire giants of Maerimydra, a city in the Underdark, have overtaken the Drow outpost of Szith Morcane. The Factions seek out adventurers to free the outpost's leaders for questioning on the giants' activities. Can you extricate them before it's too late? A four-hour adventure for 5th-10th level characters.

### **DDEX3-4 It's All in the Blood**

Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled Drow of Szith Morcane have extended an intriguing offer, but can they be trusted, and for how long? An eight-hour adventure for 11th-16th level characters.

### **DDEX3-5 Bane of the Tradeways**

Times are hard in the Hillsfar countryside, especially for those of non-human ancestry. Unscrupulous merchants in league with the hated Red Plumes bleed local farmers and artisans dry. Perhaps some of those loot-laden caravans coming and going from Hillsfar could use a bit of liberation? A four-hour adventure for 1st-4th level characters.

### **DDEX3-6 No Foolish Matter**

Some of the hamlets outlying Hillsfar have been struck by an odd malady. Rumor has it a traveling carnival visited those hamlets before the disease struck. Does coincidence not equal causation, or is something sinister afoot? A two-hour adventure for 1st-4th level characters.

### **DDEX3-7 Herald of the Moon**

Elanil Elassidil, an elf bard of no small legacy, has put out a call for trustworthy agents. It is time, it seems, for a quietly hidden piece of elven history to become known to the world. Meira Faerenduil, lost knight of Myth Drannor, has been discovered and must be brought back to civilization. A four-hour adventure for 5th-10th level characters.

### **DDEX3-8 The Malady of Elventree**

An escaped Duergar slave stumbles into the village of Elventree. With her she brings a malady that grips the small settlement in a bout of madness that seems unshakable. Can you find the source of the madness and save yourself and the village's inhabitants? A four-hour adventure for 5th-10th level characters.

### **DDEX3-9 The Waydown**

The recent discovery of an entrance to the Underdark has set local leaders on edge. In a display of initiative, the First Lord of Hillsfar has ordered the construction of defensive structures surrounding what locals have begun to call "The Waydown." You have been charged with escorting an emissary back to his home in the Underdark without alerting the Red Plumes. A four-hour adventure for 5th-10th level characters.

### **DDEX3-10 Quelling the Horde**

The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the Factions. Join your faction and find out the truth behind the missing farmers. A four-hour adventure for 1st-4th level characters.

### **DDEX3-11 The Quest for Sporedome**

In the search for allies in the Underdark, you are called upon to travel through the recently opened Waydown sinkhole to find the lost myconid colony of Sporedome. It is said that they once cultivated a strain of mushrooms that could protect one from falling into madness. Can this be the cure for the rapidly spreading onslaught of insanity? A two-hour adventure for 5th-10th level characters.

### **DDEX3-12 Hillsfar Reclaimed**

The time has come to fight back against Hillsfar. Elanil Elassidil tasks you with uncovering valuable information to be used in a strike against the leader of Hillsfar, First Lord Torin Nomerthal himself. The only problem is that what you need is protected within the walls of the city. Part One of **Six Knives for Torin Nomerthal**. A two-hour adventure for 1st-4th level characters.

### **DDEX3-13 Writhing in the Dark**

An unexpected envoy arrives in Sporedome and offers to give aid against the fire giants of Maerimydra, if you are willing to help his people with a small problem. A two-hour adventure for 5th-10th level characters.





## Pathfinder Society Organized Play Pleasanton & Danville Rooms

Pathfinder Society Organized Play is a worldwide fantasy role-playing 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 Role-Playing 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 tied to the society, 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, though some have been filled through pre-registration.

Modules offered include Tears of Bitter Manor, Tomb of the Iron Medusa, The Godsmouth Heresey, Masks of the Living God, and its sequel, City of Golden Death. The villainous special scenarios Serpent's Rise and True Dragons of Absalom will also be available starting Sunday.



## Pathfinder Special Events:

### Siege of Serpents

The Pathfinder Society has opened its gates to visitors from across the world in anticipation of the Grand Convocation, a magnificent festival in which Pathfinders share tales of their exploits, show off their findings, and celebrate the Society's accomplishments. However, an inopportune accident quickly spirals out of control when an old enemy attempts a brazen assault on the Pathfinders' home, and an unexpected foe emerges from hiding to seek vengeance for the Society's perceived crimes. Can the Pathfinders pacify the chaos and protect their guests while simultaneously defending the Grand Lodge? This will be a huge event for up to 60 players, Levels 1-11. Enjoy the festival on Friday, February 12, at 7 PM.

### The Sky Key Solution

At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present, allowing Society agents to peruse books from destroyed libraries and speak with echoes of long-dead heroes. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present; however, there's no telling what might be waiting inside—or who in the present might wish to wield the same power. This will be a huge event for up to 60 players, Levels 1-11. Join the expedition on Saturday, February 13, at 7 PM.



# 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.

# DDC Game Policies

## Prohibitions for all DunDraCon games

Explicit sexual content and the use of epithets relating to contemporary races, religion, ethnicity, age, sexual orientation, or gender are prohibited. Excessive graphic violence, as might be depicted in a splatter-type horror novel or film, is also unacceptable.

GMs may not charge for any event. The only exception is that we allow GMs of Sealed Deck (and similar) tournaments to sell packs at cost, but they must allow players to bring packs purchased elsewhere, as long as the decks are still sealed.

GMs are not allowed to require or suggest that any player have his or her sight or hearing substantially impaired (blindfolds, noise-cancelling headphones, etc.) as a part of a game. Opt-out or opt-in provisions for players do not make these practices acceptable. DunDraCon considers this a safety issue, and will not schedule games with such practices.

## On the Other Hand...

GMs are not responsible for the behavior of players in the game. They are not baby-sitters, and they are not to be held accountable for offensive behavior by any player. If a player is consistently breaking rules, playing in a manner that exceeds the game's stated Game Content level (Family, Mainstream, Mature Theme), engaging in what the GM considers excessive conduct of any sort, or is harassing any other player out-of-character, and does not stop the objectionable actions when asked, DunDraCon delegates to the GM the right to ask that player to leave the game. GMs are expected to use this power only as a last resort. If the GM doesn't feel comfortable ejecting a player, please find a DDC staff member who will do so.

Anyone (GMs, prospective GMs, players, parents) who has questions about how these policies are applied may contact the Games Coordinator at Games@DunDraCon.com before the Convention, or any DDC Committee member during the Convention, for assistance or clarification. In all cases, our primary intent is to facilitate a game-playing experience that is positive for all participants, especially GMs, and our decisions on applying policy will be made with that intent foremost.

## In-Tow:

If you've come to the Convention with a nongaming spouse, parent, small child, or other person who is not interested in playing our official games, but just wants to look at the Dealers Room and so on, they can get an "In Tow" badge. Our Games Registration system will not accept this badge, but the badge will allow entrance into all the other Convention areas. These are free. If your nonplaying spouse, parent, or small child decides he/she wants to play some official games after all, come to the Registration Desk to upgrade it.

# Introducing the DunDraCon Protospiel San Ramon Room Saturday – Monday

Protospiels are a relatively new feature of conventions all over the country. In essence, they are game-testing salons. Designers bring in game prototypes, still in need of refinement. They might be at the very earliest stage of development, or they might be fairly polished, but what you can expect to see are games that need testing.

Designers (and that might be anyone, from published authors to first-timers) play each other's games; the collegial give-and-take is important, but anyone who is a Convention member can play-test any game, too. This participation by the general public allows the designers to find problems, see what works well, get players' sense of what's fun and what isn't, and see what sort of strategies players use based on the present state of the rules.

You can drop in and play in any game that has space; you have input at the earliest stages of a game's development; and you have the gratitude of the very people who want to create new games for your favorite genres. No sign-ups, no need for game registration, maybe even no waiting for the next game to start, because a new game might be starting at any moment. If that game has a rule you don't like, you can say so, and maybe it'll get changed! Or maybe it was unclear, and the designer will be happy to know, so she or he can fix it. Of course, because you are playing a game, you're also going to have fun. And then you can go right on to the next game.

We also will have two or more raffles to reward play-testers for their participation. Games, accessories, game design materials, and other cool stuff (even a couple of free memberships to DunDraCon 41) will be up for grabs. The Protospiel opening ceremony is Saturday at 9:30 AM, but even if you can't make it then, drop in any time during the rest of the weekend.

Thanks to our sponsors, The Game Crafter, a game design materials company, and Game Night, Silicon Valley's Board Gaming Lounge.



## GAME NIGHT

Silicon Valley's Board Gaming Lounge

# 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!)**

**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.

## Scheduled Games in the Kids Room

### Klix Are for Kids

Saturday 10 AM in Salon 2 for 4 hours; ends in Session 3  
System: Mage Knight Dungeons; 4 players  
Variations: Simplified rules for young players  
GM: William R. Dash  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Get in, fight the monsters, grab the gold, get out alive.  
GM will run the monsters and provide hero figures for 4 players. Play for real treasure! Join the fracas!!

### Munchkin Mania!

Saturday Noon in Salon 2 for 3 hours; ends in Session 3  
System: Munchkin; 6 players  
GM: Charles Victor Walters  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Learn to play Munchkin! Survive the apocalypse, delve into sinister dungeons searching for dragons, search for loot to fight the dread Cthulhu, or just stab your zombie buddy in the back! Munchkin, where looting and mayhem are everyone's top priorities!



### **Munchkin Mania!**

Saturday 3 PM in Salon 2 for 3 hours; ends in Session 3  
System: Munchkin; 6 players  
GM: Charles Victor Walters  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Learn to play Munchkin! Survive the apocalypse, delve into sinister dungeons searching for dragons, search for loot to fight the dread Cthulhu, or just stab your zombie buddy in the back! Munchkin, where looting and mayhem are everyone's top priorities!

### **Klix Are for Kids**

Sunday 10 AM in Salon 2 for 4 hours; ends in Session 6  
System: Mage Knight Dungeons; 4 players  
Variations: Simplified rules for young players  
GM: Willam R. Dash  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Get in, fight the monsters, grab the gold, get out alive. GM will run the monsters and provide hero figures for 4 players. Play for real treasure! Join the fracas!!

### **Are You Gonna Chew That?**

Sunday Noon in Salon 2 for 4 hours; ends in Session 6  
System: All Outta Bubblegum (1st); 5 players  
Variations: PCs only perform 3 tasks of 1 type in a row  
Power Level: Absurd  
GM: Harold Ogle  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Characters created for game  
Who knew that going to the library would be so complicated? All Outta Bubblegum is a fun, absurd, system-light game for all ages; anyone is welcome to play.

## **Other Kid-Friendly Games**

**Walk-Up Carabande** (Board) Friday 10 AM Hall Tables 7 & 8  
**P22 The Winged Monkeys of Oz** (RPG) Friday 2 PM 154  
**P31 Merry Munchkin Xmas** (Card) Friday 2 PM Salon 1 Table 10  
**Walk-up Monster Smash (Other)** Friday 2 PM Hall Table 6  
**119 Kill Doc Cross!** (RPG) Friday 8 PM Tri-Valley 2  
**Walk-Up Family Friendly Ultimate Werewolf** (Other) Friday 9 PM Hall Tables 5 & 6  
**244 Lords of Waterdeep** (Board) Saturday 9 AM Salon 1 Table 18  
**267 Battle of the Aegean II** (Sci-Fi Miniatures) Saturday 10 AM Hall Table 7  
**Walk-Up Mad Max/Care Bears Assault on Furry Road** (Other) Saturday 10 AM Outside  
**255 Actionworks** (Board) Saturday 11 AM Salon 1 Table 13  
**303 The Wizard's Amulet** (RPG) Saturday Noon 162  
**309 Kill Doc Cross: Round 2** (RPG) Saturday 2 PM Pacific

**333 Poo the Card Game** (Card) Saturday 2 PM Salon 1 Table 10  
**Walk-up Monster Smash** (Other) Saturday 3 PM Hall Table 6  
**345 Vikings on the Volga** (Board) Sat 4 PM Salon 1 Table 13  
**408 The Iron Beast** (RPG) Saturday 6 PM 334  
**509 The Winged Monkeys of Oz** (RPG) Sunday 8 AM 160  
**542 Lords of Waterdeep** (Board) Sun 9 AM Salon 1 Table 10  
**551 Actionworks** (Board) Sunday 11 AM Salon 1 Table 13  
**646 Vikings on the Volga** (Board) Sun 4 PM Salon 1 Table 13  
**761 Dawn Patrol, 1918 (Historical Miniatures)** Sunday 6 PM Salon FG Tables 1 & 2

# **DDC Special Events**

## **Story Time with Sparky!**

Everywhere you look at DunDraCon, he's there. And yet...what do you know about Sparkithrax Dundracon? To most, he is a mystery, wrapped in an enigma, wrapped in red scales. But now, for the 40th Anniversary of the Convention Named For Ol' Sparky, you (yes, you) will be privileged to know his true story. Where did he come from? How did he become the spokes-dragon for the West Coast's premier gaming convention? Join us on Saturday night at 9 PM in **Salon C** for DDC Story Time, and the thrilling tale of a young dragon whose intelligence and perseverance made all this possible!

## **DunDraCon 40 Photo Booth**

Since everyone enjoyed the our last Photo Booth at DunDraCon 38, we thought we'd bring it back for our big 40th celebration. On Sunday, from 10 AM to Noon, we'll have our "photo booth" set up in **Salon C**. Stop by in costume or in your gaming clothes and get your picture taken to commemorate being a part of DDC 40. Props are highly encouraged! Some will be available, but feel free to bring your own. Remember: the usual rules about weapons and appropriate Con attire apply. Photos will be made available on Facebook for your tagging or downloading pleasure.

## **DunDraCon's 40th Birthday Party**

Join us Saturday at 1:00 PM at **Hall Table 6** to celebrate DunDraCon's big 4-0! Sparky has decreed there shall be cake, and so cake there will be (as long as it lasts). See you there!



# Spotlight Events

Once again, we're calling attention to some games out of the ordinary that you might want to consider. Well, not just games this time, but events in general.

First up, Kris Miller has pulled another obscure RPG out of his game vault, when he offers Larry Niven's Ringworld, in Game 405, Into Ringworld, Room 165 on Saturday, starting at 6 PM.

If a ring isn't your thing, consider a ball: specifically, Cupid's Court, a LARP by the Wolf & Unicorn troupe, where the ballroom doubles as a chamber of intrigue, court politics ... and maybe romance. Game 273, Salon A, Saturday at 11 AM.

Maybe a ballroom is conceptually too small for you. In that case, try Christopher Allen's Cooperative Trinity: Microscope, Kingdom, Fiasco, which will allow the players to design worlds and then play in them. Multiple tables and shifting of players will add an element of complexity. This is Game 281, in the Pacific Room at 9 AM Saturday.

Some people don't want to wait until Saturday to get into a game. Consider the very first game of this year's convention, David Gabriel's Carabande, the 'flicky car' game, starting at 10 AM on Friday. This is a walk-up game in the lobby opposite the Main Ballroom; no need to sign up. Each play of the game is an hour or less, and David will be continuing through 6 PM, so you can drop in at any point; the next game won't be long to start.

Hell's Karaoke is also back on Friday, for the third year in a row. This very adult LARP-cum-night-club will start at about 9 PM and run into the wee hours. This is another drop-in event—no need to sign up.

We do have something for the kids too—like Bill Dash's Klix Are for Kids miniatures at 10 AM both Saturday and Sunday. Check it out in Salon 2; no need for kids to register for the games.

Some games seem to defy description, but we'll try anyway. Arthur Wallis is offering the RPG Orcish Brigade XII: Flan Air, with a game system described as 'Dungeon Something or other,' and has threatened that flan will be provided. Game 701 on Sunday, Room 147 at 6 PM, and beware of Orcs bearing custard.

Finally, Becky Thomas and Steve Kani are presenting a couple of workshops: Crafting Good RPG Scenarios. These will be held in the Teen Room, 334, and are certainly right for teens, but everyone is welcome to attend. The Saturday session runs from 2 PM to 5 PM, while the Sunday session is 1:30 PM to 4:30 PM.



# Teen Priority Room Room 334

The Teen Priority Room is in Suite 334 on the third floor. We have a great place to hang out with at least one scheduled game at all times, an extra table or two for pick up games—and hey! We have a couch. Boxes full of board games and card games are available for pick up play. You are welcome to bring your own games to the room.

**Friday** 2 PM to Midnight

**Saturday** 10 AM to Midnight

**Sunday** 10 AM to Midnight

Here's how it works:

- The Teen Priority Room is open to all attendees ages 13 and up
- All games are suitable for adults and teens
- Register for all Teen Priority games through the regular Game Registration system
- Teens can get priority registration for games scheduled in Room 334
- Teens must get their priority registration before the game sign-up deadline
- Teen-friendly games can be found outside these hours in the regular gaming areas. For teen-friendly games scheduled in other areas, follow normal Games Registration procedures. Teen Priority is not offered for Teen-friendly games outside Room 334.

## Teen-Friendly Games

All of the GMs in these games advise that 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.

\* Indicates this is a Teen Priority Room game. Teens can get priority for these games by making a request in Room 334 at any time during the Con before the registration period closes for that session of games, and then submitting it to Game Registration on time.



## FRIDAY

**Walk-Up Carabande** (Board) Friday 10 AM Hall Tables 7 & 8

**P05 (Old) GHOATs - Greatest Heroes of All Time** (RPG) Friday Noon 152

**P71 A Seance to Remember** (LARP) Friday 1 PM 570

**\*P25 Sailors On The Starless Sea** (RPG) Friday 2 PM 334

**P31 Merry Munchkin Xmas** (Card) Fri 2 PM Salon 1 Table 10

**P26 Coming to Port (RPG)** Friday 4 PM 338

**P69 Frostgrave Mini Campaign - The Treasures of Ultima Thule** (Fantasy Miniatures) Friday 4 PM Hall Tables 2&3

**\*111 Buffalo Rustlers Strike** (RPG) Friday 6 PM 334

**\*112 The Black Tree (RPG)** Friday 6 PM 334

**142 Firefly** (Board) Friday 6 PM Salon 1 Table 11

**132 Chez Geek** (Card) Friday 7 PM Salon 1 Tables 14&15

**119 Kill Doc Cross!** (RPG) Friday 8 PM Tri-Valley 2

**Walk-Up Family Friendly Ultimate Werewolf** (Other) Friday 9 PM Hall Tables 5 & 6

## SATURDAY

**206 Thieves of Alexandria** (RPG) Saturday 8 AM 152

**231 Resident Evil** (Card) Saturday 9 AM Salon 1 Table 1

**241 Thunder Alley** (Board) Saturday 9 AM Salon 1 Table 2

**244 Lords of Waterdeep** (Board) Saturday 9 AM Salon 1 Table 18

**\*221 More Than Dead** (RPG) Saturday 10 AM 334

**\*222 Force and Destiny Beginner Game** (RPG) Saturday 10 AM 338

**\*247 Cosmic Encounter** (Board) Saturday 10 AM 334

**249 Corrupted Cowboys vs Tentacled Terrors!** (Board) Saturday 10 AM Salon 1 Table 5

**251 The Golden Wilderness (Board)** Saturday 10

AM Salon 1 Table 8

**252 Last Exit from Utah** (Board) Saturday 10 AM Salon 1 Tables 14 & 15

**267 Battle of the Aegean II** (Sci-Fi Miniatures) Saturday 10 AM Hall Table 7

**Walk-Up Mad Max/Care Bears Assault on Furry Road** (Other) Saturday 10 AM Outside

**255 Actionworks** (Board) Sat 11 AM Salon 1 Table 13

**303 The Wizard's Amulet** (RPG) Saturday Noon 162

**\*304 Mission on L5** (RPG) Saturday 1 PM 334

**306 Terror on Ajax VII** (RPG) Saturday 2 PM 147

**309 Kill Doc Cross: Round 2** (RPG) Saturday 2 PM Pacific

**332 Hungry Hungry Hipsters** (Card) Saturday 2 PM Salon 1 Table 1

**333 Poo the Card Game** (Card) Saturday 2 PM Salon 1 Table 10

**312 Crimson Letters** (RPG) Saturday 4 PM 162

**316 The Horse Race of Paris** (RPG) Sat 4 PM 608

**345 Vikings on the Volga** (Board) Saturday 4 PM Salon 1 Table 13

**366 Fall of Kuala Lumpur** (Historical Miniatures) Saturday 4 PM Salon FG Table 2

**346 Sheriff of Nottingham** (Board) Saturday 5 PM Salon 1 Table 1

**\*408 The Iron Beast** (RPG) Saturday 6 PM 334

**\*410 Sailors on The Starless Sea** (RPG) Saturday 6 PM 334

**461 War of Ashes Skirmishes** (Fantasy Miniatures) Saturday 6 PM 153 (Training Room)

**416 Mastodon** (RPG) Saturday 8 PM 162



## SUNDAY

**511 Attack on the Tower of Time** (RPG) Sunday 8 AM 162

**542 Lords of Waterdeep** (Board) Sun 9 AM Salon 1 Table 10

**[Assigned only] Kill Doc Cross: Final Round** (RPG) Sunday 9 AM Pacific

**516 Web of Intrigue** (RPG) Sunday 10 AM 164

**\*522 The Frozen Widget** (RPG) Sunday 10 AM 334

**\*545 Thunder Alley** (Board) Sunday 10 AM 334

**548 The Golden Wilderness** (Board) Sunday 10 AM Salon 1 Table 8

**571 Aeon Trinity** (LARP) Sunday 10 AM 570

**551 Actionworks** (Board) Sun 11 AM Salon 1 Table 13

**631 Resident Evil** (Card) Sunday 1 PM Salon 1 Table 1

**604 Watch Your Tail** (RPG) Sunday 2 PM 154

**632 Hungry Hungry Hipsters** (Card) Sunday 2 PM Salon 1 Table 2

**646 Vikings on the Volga** (Board) Sun 4 PM Salon 1 Table 13

**648 Sheriff of Nottingham** (Board) Sunday 5 PM Salon 1 Table 2

**704 Death in Freeport** (RPG) Sunday 6 PM 164

**\*708 Carrion Call** (RPG) Sunday 6 PM 334

**\*709 Missing in Oaktown** (RPG) Sunday 6 PM 334

**\*710 A Call in the Dark** (RPG) Sunday 6 PM 338

**711 Superheroes of the Soviet Union** (RPG) Sunday 6 PM Pacific

**761 Dawn Patrol, 1918** (Historical Miniatures) Sunday 6 PM Salon FG Tables 1 & 2



## MONDAY

**806 Within the Fortress of the Bloodless Thane** (RPG) Monday 8 AM 152

**814 O'er the Hills and Far Away** (RPG) Monday 10 AM 162

**819 Riverboat Blues** (RPG) Monday 10 AM 168

**843 Supremacy 2020** (Board) Monday 10 AM Salon 1 Table 7

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**Workshop: Crafting Good RPG Scenarios**

**Room 334**

**Saturday 2 - 6 PM**

**Sunday 1:30 - 5:30 PM**

Work through the design process for RPG scenarios with the staff of The Roleplay Workshop. We will provide guidance and feedback during the workshop. Beginner and experienced Game Masters welcome. You'll leave the workshop with a critiqued and edited game scenario!

We'll cover the process step by step including:

- How to come up with a good premise
- How to create a solid backstory
- How to design opponents and heroes
- How to create rising action and a good denouement
- The differences between a single goal and two goal paradigm
- One shot vs. episodic vs. ongoing campaigns

The **Roleplay Workshop** has been running games for youth (ages 12 - 18) and adults for nearly 30 years. The design process we use training our staff is the basis for the workshop content. We create good games for a living!  
<http://www.roleplayworkshop.com>  
<https://www.facebook.com/RoleplayWorkshop/>  
<https://twitter.com/AbanteyRPWS>



# 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.

## LARP Lending Library

Want to try LARPing in a small group or with friends? Didn't get into a game this slot? We have a selection of LARPs for 4-6 players, playable in ~2 hours in a hotel room or open gaming. Come borrow one any time Saturday or Sunday, or sign up to reserve one for later. Located at LARP Central outside Salon 2.

LARPs will be labeled and organized for easy setup, and many are teen friendly and don't require a GM so everyone can play. Games include Juggernaut, The Climb, Warbirds, and selected Golden Cobra entries.

## LARPs Schedule

### FRIDAY

#### **P71 A Seance to Remember**

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

System: GM Fiat; 12 players

Genre: Horror/Suspense

Costume: 1930-ish clothes if you have them. Costuming is Not required.

GM: Alisha Walton

Troupe: Gamer Geekus

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Sir Reginald Pryce invites you to his home for a seance with the illustrious medium, Madame Belladonna.

#### **171 DunDraComics Supervillain Mashup: Giant-Size Annual #1 “Conspiracy!”**

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

System: Homebrew (Card Draw); 20 players

Genre: Superheroes/Villains

Costume: Super villain, hero, modern, capes!

GM: Samantha Smith

Troupe: 40 Thieves Property Reclamation Agency

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Some suspicious saboteurs have stymied your spectacular super powers, outside this hate occasion! Discover the devious do-gooders who are ransoming your reparable regime of astounding abilities!

#### **172 Transylvania Polygnostic University Fundraiser**

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

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

Genre: Steampunk

Costume: Steampunk

GM: David Priebe

Troupe: Dreams of Deirdre

Rules Knowledge: Useful

Game Content: Mainstream

Based in the world of Girl Genius, the Transylvania Polygnostic University is holding a fundraiser in the small mountain town of Alpenwine. Fun and SCIENCE! will be had by all.

### **173 As High as Honor...Hopefully**

Friday 7 PM in Salon AB for 8 hours; ends in Session 1  
System: FATE; 30 players  
Variations: Homebrew elements for LARPing  
Genre: Game of Thrones  
Costume: Medieval  
GM: Max Iloff  
Troupe: Blue Lotus Productions  
Rules Knowledge: Useful  
Game Content: Mature Themes  
Within the Vale, houses vie for power and control as the dual celebrations of a wedding and a tournament are held. Nothing could go wrong...right?

### **Walk-Up Hell's Karaoke (Glam-Future Edition)**

Friday 9 PM in Salon FG for 6 hours; ends in Session 1  
System: Homebrew  
Costume: Glitter & Metal  
GM: Erik T. Dahl  
Troupe: Hell's Karaoke  
Rules Knowledge: Beginners Welcome  
Game Content: Mature themes  
It's Karaoke Night in Future That Never Happened Hell, and the Glitzy Damned (the Glamned) gather to earn their freedom. Walk-ins welcome throughout the scheduled time, no participation required. Scan the QR above with a smartphone to connect to reach song list.



## **SATURDAY**

### **271 Secret Weapon**

Saturday 10 AM in 570 for 6 hours; ends in Session 3  
System: L.A.R.P.S. System; 15 players  
Genre: Spy drama  
Costume: 1960s evening wear  
GM: Logan Waterman  
Troupe: Machimi Games  
Rules Knowledge: Useful  
Game Content: Mature Themes  
June 1963: Cold War international intrigue. Friendly enemies and treacherous friends, fast cars and hard living. You're invited to an arms deal...please come dressed for the high rollers, darling.

### **272 Over My Dead Body**

Saturday 10 AM in 508 for 6 hours; ends in Session 3  
System: GM Fiat; 18 players  
Genre: Clue meets Oscar  
Costume: Modern  
GM: Erik D Woodbury  
Troupe: Team Woodbury  
Rules Knowledge: Useful  
Game Content: Mainstream

Mr. Boddy is dead, but he's still up to his old tricks. He's invited his colleagues, criminals of every stripe, to the Continental Hotel for a reading of his will.

### **273 Cupid's Court**

Saturday 11 AM in Salon A for 6 hours; ends in Session 3  
System: GM Fiat; 20 players  
Variations: Modified  
Genre: Medieval Court  
Costume: Medieval Ball attire  
GM: Zev Trubowitch  
Troupe: Wolf and Unicorn Productions  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Cupid's Court; the gala ball where nobility mingle, conduct business, and marry off the next generation. This year brings new excitement, with rumors of an announcement that will impact everyone.

### **274 Winter's Retreat of the Fae**

Saturday 11 AM in Salon B for 6 hours; ends in Session 3  
System: GM Fiat; 24 players  
Genre: Court Intrigue Fantasy  
Costume: Fae court dinner wear  
GM: Jarys Maragopoulos  
Troupe: Ace of Geeks  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
The Fae have withdrawn from humanity for the winter, but all is not well at home. Rumors of a coup abound. Who is in and who is out?

### **471 Return to the City of Lies**

Saturday 6 PM in 570 for 8 hours; ends in Session 4  
System: Samurai Tales (Fate); 25 players  
Genre: Samurai  
Costume: L5R / Samurai themed, but not necessary  
GM: Brian Isikoff & Wayne Ogle  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
Long have you wished to return to your city; to Ryoko Owari, the City of Lies. Forbidden by Imperial Edict, until now. Now, you will have your wish.

### **472 Reign of Saturn: New Europe**

Saturday 6 PM in Salon A for 6 hours; ends in Session 4  
System: Homebrew; 20 players  
Variations: Card draw mechanic  
Genre: Nuclear Punk, Post Apocalyptic  
Costume: Nuclear punk, post apocalyptic, military, business formal, uniforms  
GM: Samantha Ketcham  
Troupe: 40 Thieves Property Reclamation Agency  
Rules Knowledge: Useful  
Game Content: Mature Themes  
Great Britain has called the nations of New Europe for a summit. With so many powerful and volatile personalities in the room, who will be betrayed?

### **473 Beyond Enemy Lines**

Saturday 6 PM in Salon B for 8 hours; ends in Session 4  
System: GM Fiat; 20 players  
Genre: 1950s Military  
Costume: Military and civilian clothing  
GM: Aaron Lopez  
Troupe: Gamer Geekus  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
June 25, 1950: Forces from North Korea commence an unprovoked assault against the territory of South Korea. In a secret bunker, military men and civilians attempt to survive the ordeal.

## **SUNDAY**

### **571 Aeon Trinity**

Sunday 10 AM in 570 for 8 hours; ends in Session 6  
System: L.A.R.P.S. System; 20 players  
Genre: Space Opera  
Costume: Modern  
GM: Scott Sanders  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Aeon Trinity is funding a mission back to the Extra Solar colonies. Have they survived after all this time? Let's find out!

### **572 Luck Be A Lady Tonight; Changeling Fortunes**

Sunday 11 AM in Salon AB for 6 hours; ends in Session 6  
System: L.A.R.P.S. System; 30 players  
Variations: Some GM Fiat  
Genre: Changeling the Dreaming  
Costume: Any 1960s or variation thereof  
GM: Rob Allard  
Troupe: Team Volaré  
Rules Knowledge: Useful  
Game Content: Mature Themes  
1966, Las Vegas, where dreams of fortune and fun abound. In the hidden Rellik lounge, the Changeling comes to tempt fate and luck, betting for glamour. A Team Volaré production.

### **671 Rival Schools: United by Fate**

Sunday 4 PM in 508 for 8 hours; ends in Session 7  
System: L5R LARP; 24 players  
Variations: See web description  
Genre: Akira Kurosawa meets J. K. Rowling  
Costume: Pan Asian. (Japanese is closest but also Korean, Chinese, and others)  
GM: Robert Fulkerson  
Troupe: Rokugani Historical Society  
Rules Knowledge: Useful  
Game Content: Mature Themes  
A school of talented students competes in swordplay. An ancient threat looms on the horizon. A legendary hero is prophesied to face it. Will you become the chosen one?

### **771 London Blitz: A Classic World of Darkness Scenario**

Sunday 6 PM in Salon AB for 8 hours; ends in Session 7  
System: Gaslight System (Modified); 40 players  
Genre: Classic World of Darkness  
Costume: World War Two era civilian  
GM: Glen Barrett  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
London during WW2: Fate and the German bombing blitz have trapped a unique mix of individuals together. A classic World of Darkness LARP. Mixed faction and built for social play.

### **772 The Lonely House**

Sunday 7 PM in 570 for 6 hours; ends in Session 7  
System: Homebrew; 13 players  
Genre: Horror  
Costume: 1960s American  
GM: Theron Goudeau, Danielle Goudeau  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
A classic American horror story—survive a night in Hemlock House. Is the evil in the building itself, or merely in the hearts of those seeking to unlock its secrets?

## **Figure Painting**

### **Outside Salon C**

Ever wanted to paint a figure for your favorite character, but thought “I could never do that”?

Are you a serious figure painter and need a “fix” during the Convention?

Have an hour to kill before your next game and nothing to do?

Need to do a last-minute paint repair on your personal miniature?

Want to ask advice for a future project?

Want to share your painted creations in our display case?

Come by the Figure Painting area across from the Info Table and pick up a brush! We'll have Paint and Take running all Convention long (well, from 9 AM-9 PM or so), and Speed Painting. Kendra Lindemann will be on hand to help out, and we'll have paints, brushes, figures, and light by which to paint a masterpiece.



# Convention-Sponsored Games

## How It Works

**Read this Booklet** 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. The Session P games were 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 Sorting Vat (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 Sorting Vat 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

If you do not have an internet-enabled device, 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 Sorting Vat 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 Sorting Vat after a Games Reg session closes. We will process it all 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 Signup & Posting Times

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



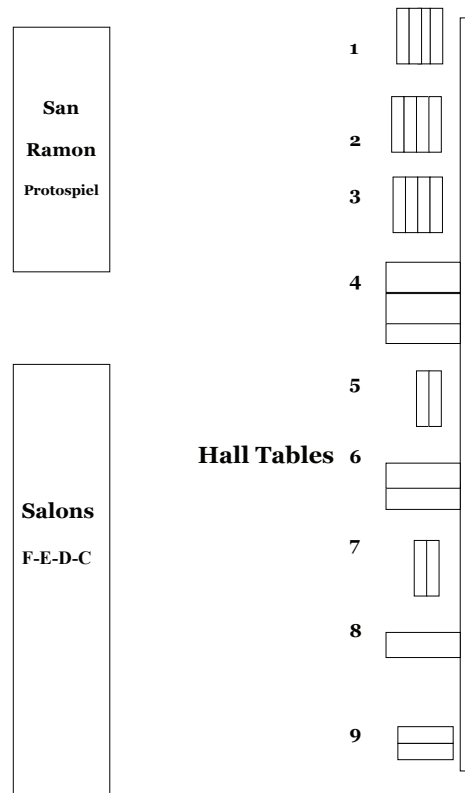
Games Registration



DDC Homepage



## Hall Tables





#### **P44 Firefly the Game, All Expansions**

Friday Noon in Salon 1 Table 11 for 4 hours; ends in Session P

System: Firefly the Game; 6 players

Variations: Timed Scenario

GM: Jim Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Find a Crew! Find a Job! Keep Flying! Based on the popular but short-lived series called Firefly, this game remains faithful to the series.

#### **P45 War of the Ring**

Friday Noon in Salon 1 Table 14 for 5 hours; ends in Session P

System: War of the Ring (2nd); 3 players

GM: Thomas Crawford

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

While the Shadow forces grow stronger, should the Free People try to get the Ring to Mount Doom, or should they focus more on defeating the Shadow forces on the battlefield?

#### **P46 Get Rich or Mutate Trying**

Friday Noon in Salon 1 Table 18 for 8 hours; ends in Session 1

System: Shadows of Brimstone; 6 players

GM: Henry Beals

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

Campaign play. Starting at first level and making as many runs into the mines as time allows.

#### **P47 Cthulhu Wars**

Friday Noon in Salon 1 Table 25 for 8 hours; ends in Session 1

System: Cthulhu Wars (1st); 7 players

Variations: all expansions available

GM: Sean C. Laney

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Cthulhu Wars is a strategy boardgame in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft.

#### **P48 Formula D: Star Wars Podracer**

Friday Noon in Salon FG Table 6 for 3 hours; ends in Session P

System: Formula D; 10 players

Variations: homebrew mods

GM: Andrew Aberle

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Welcome to this year's Boonta Eve Classic! Keep control of your podracer as you wind through the treacherous turns and sudden obstacles of Mos Espa Arena. 'Now THIS is pod racing!'

#### **P49 Terra Mystica**

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

System: Terra Mystica; 4 players

Variations: Can include Fire and Ice Expansion

GM: Simon Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups, and attempts to rule the greatest area possible.

#### **P50 Zombicide**

Friday 1 PM in Salon 1 Table 13 for 4 hours; ends in Session P

System: Zombicide; 6 players

GM: Frank Alonso

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Fun and easy: cool miniatures in a comics-inspired environment. Balance between 'beat-em up' and 'survival horror'; survivors keep switching from prey to predators. Humor and gloom happily marry in a zombie-fest.

#### **P51 Alien Frontiers**

Friday 2 PM in Salon 1 Table 21 for 3 hours; ends in Session P

System: Alien Frontiers (Base); 5 players

Variations: with Outer Belt Expansion

GM: James Jay Fitch

Rules Knowledge: Beginners Welcome

Game Content: Family

Materials may be provided by GM

Do you have what it takes to colonize a new world? Send out your ships, gather resources, use alien technology, become a raider, but above all - build those colonies!

#### **P53 Cosmic Encounter**

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

System: Cosmic Encounters (FFG); 6 players

Variations: Official/homebrew variants according to group

GM: Jefferson Krogh

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The classic game of wacky aliens taking over the cosmos. Shifting alliances, negotiation, bluffing, twists and turns. Win with a group, or all by yourself? Fair? Fair isn't funny!

### **P54 A Touch of Evil**

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

System: A Touch of Evil; 6 players

GM: Chisholm Gentry

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Dark Gothic cooperative board game from Flying Frog Productions.

### **P55 Battlestar Galactica: TBG Daybreak**

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

System: Battlestar Galactica: The Board Game; 7 players

Variations: Pegasus + Daybreak Expansions

GM: Craig Rose

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

As the fleet begins to crumble, human and Cylon alike are driven to desperation. Players undertake desperate missions, struggle under the constant threat of mutiny, and bargain with Cylon Leaders.

## **Session 1**

### **140 Agricola**

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

System: Agricola; 4 players

GM: Ted Gehrig

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Farm your faces off.

### **141 Race to Space**

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

System: Sid Meier's Civilization: The Board Game (Eagle Games); 6 players

GM: Jason Unck

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Create a civilization to stand the test of time. Start with one small village in 4000 BCE. Your settlers explore the world, discover hidden treasures, and create new cities.

### **142 Firefly**

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

System: Firefly: The Board Game (1st); 4 players

GM: Magda Heilborn

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Players captain their own Firefly-class transport ship, traveling the Verse with a crew of fighters, mechanics, and travelers. Double-dealing employers, Alliance patrols and Reavers are all in a day's work.

### **143 Fortune and Glory**

Friday 6 PM in Salon 1 Tables 21 & 22 for 6 hours; ends in Session 1

System: Fortune and Glory; 6 players

Variations: All expansions, no variations

GM: Jim Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Flying Frog's game inspired by the exploits of Indiana Jones. Get ready for crumbling temples and Nazi intrusions. Type of game depends on number of players.

### **144 Who Will Be Top Banana?**

Friday 7 PM in Hall Table 5 for 4 hours; ends in Session 1

System: Junta (2nd); 7 players

GM: Richard Rodgers

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

You lead one of the wealthy families of the Republica.

Compete with the others to siphon off foreign aid. But

around every corner awaits an Assassin...and, worse, the Junta.

### **145 Lords of Waterdeep**

Friday 7 PM in Salon 1 Table 26 for 3 hours; ends in Session 1

System: w/Scoundrels of Skullport (2012/2013); 5 players

GM: Carol Brouillet

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Players are powerful lords vying for control. Through agents, recruit adventurers, go on quests, purchase buildings, play Intrigue cards. After 8 rounds of play whoever has the most points wins.

### **146 Red Dragon Inn**

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

System: Red Dragon Inn (All); 6 players

GM: Berta Gannon

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials may be provided by GM

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

### **147 Cash 'n Guns**

Friday 8 PM in Salon 1 Table 10 for 4 hours; ends in Session 1

System: Cash 'n' Guns; 8 players

GM: Douglas Weed

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Gangsters have just committed the robbery of the century, but now comes the most difficult part: Sharing the loot!

### **148 Alchemists**

Friday 9 PM in Salon 1 Table 18 for 2 hours; ends in Session 1

System: Alchemists; 4 players

Variations: requires phone app

GM: Chisholm Gentry

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Deductive reasoning board game, probably will run longer than 2 hours depending on players' experience

## **Session 2                      SATURDAY**

### **241 Thunder Alley**

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

System: Thunder Alley; 6 players

GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Card-driven stock car racing with drafting, team work, accidents, yellow flags, pit strategy, working to lead laps, and sprints to the finish. Control a team of cars; overall highest-scoring team wins.

### **242 Twilight Imperium 3: Shards and Shattered**

Saturday 9 AM in Salon 1 Table 4 for 8 hours; ends in Session 3

System: Twilight Imperium (3rd); 6 players

Variations: All expansions

GM: Clay Tevebaugh

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Twilight Imperium 3rd edition with both expansions. Shards of the Throne and Shattered Empire.

### **243 Zombicide**

Saturday 9 AM in Salon 1 Table 10 for 4 hours; ends in Session 3

System: Zombicide; 6 players

GM: Frank Alonso

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Fun and easy: cool miniatures in a comics-inspired environment. Balance between 'beat-em up' and 'survival horror'; survivors keep switching from prey to predators. Humor and gloom happily marry in a zombie-fest.

### **244 Lords of Waterdeep**

Saturday 9 AM in Salon 1 Table 18 for 8 hours; ends in Session 3

System: Lords of Waterdeep (Base); 5 players

GM: Cyrus Makalinaw

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

In Lords of Waterdeep, a strategy board game for 2-5 players, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city.

### **245 Rio Grande Melange**

Saturday 9 AM in Salon 1 Table 23 for 4 hours; ends in Session 3

System: Rio Grande various; 4 players

GM: Ian Lee

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Third straight year of bringing lesser known Rio Grande games to the table. 20th Century Rails, Mogul, Carcassonne, and more.

### **246 Wiz-War Dueling Academy**

Saturday 9 AM in Salon 1 Table 24 for 8 hours; ends in Session 3

System: Wiz-War (8th); 5 players

Variations: Malefic Curses Expansion

GM: Jason Unck

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

In Wiz-War, 2 to 5 players each take control of a wizard bent on killing his enemies and stealing their valuable treasure.

### **247 Cosmic Encounter**

Saturday 10 AM in 334 for 3 hours; ends in Session 3

System: Cosmic Encounters (FFG); 6 players

Variations: Official/homebrew variants according to group

GM: Jefferson Krogh

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The classic game of wacky aliens taking over the cosmos. Shifting alliances, negotiation, bluffing, twists and turns. Win with a group, or all by yourself? Fair? Fair isn't funny! **Teens can get 'priority' registration in Room 334 before the registration deadline.**

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

Saturday 10 AM in Salon 1 Table 3 for 4 hours; ends in Session 3  
System: Betrayal at House on the Hill (Newest); 6 players  
Variations: Will play custom scenarios  
GM: Michael Basil  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
It's never the same game twice. As one of twelve mysterious characters, you'll explore a house filled with deadly secrets. But beware! One of your fellow players will betray you.

### **249 Corrupted Cowboys vs Tentacled Terrors!**

Saturday 10 AM in Salon 1 Table 5 for 6 hours; ends in Session 3  
System: Shadows of Brimstone (1st); 6 players  
Variations: City of Ancients & Swamps of Death & Caverns of Cynder (3) Sets  
GM: Thorvald Soldahl  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Shadows of Brimstone is a fast-paced, Cooperative, dungeon-crawl boardgame set in the Old West, and mixed with Unspeakable Horror. Explore ghastly portals that open into other worlds!

### **250 Imperial Settlers**

Saturday 10 AM in Salon 1 Table 6 for 4 hours; ends in Session 3  
System: Imperial Settlers; 5 players  
Variations: Atlantians & Why Can't We Be Friends  
GM: Chisholm Gentry  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
With expansion empire Atlantians included we'll try a 5-player game....

### **251 The Golden Wilderness**

Saturday 10 AM in Salon 1 Table 8 for 4 hours; ends in Session 3  
System: The Golden Wilderness; 4 players  
GM: Joe Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Early California, from Spanish explorers to the Gold Rush. Explore, settle, develop.

### **252 Last Exit from Utah**

Saturday 10 AM in Salon 1 Tables 14 & 15 for 8 hours; ends in Session 3  
System: Heroes of Normandie; 8 players  
GM: Craig Robertson  
Rules Knowledge: Beginners Welcome  
Game Content: Family

All materials provided by GM  
June 6, 1944: The Allies have risked all on the great invasion of Normandy, and everything rides on getting the 4th Infantry off the beaches. Can you win the war?

### **253 Merchants & Marauders**

Saturday 10 AM in Salon 1 Table 25 for 5 hours; ends in Session 3  
System: Merchants & Marauders; 3 players  
GM: Thomas Crawford  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
You can be a merchant or a pirate during the Golden Age of Piracy. Seek fortune through trade, missions, or plundering. Modify your ship, buy powerful ships, and hire crew.

### **254 Cash 'n Guns - I want the loot!**

Saturday 10 AM in Salon FG Table 8 for 3 hours; ends in Session 3  
System: Cash 'n Guns (2nd); 8 players  
GM: James Jay Fitch  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Materials may be provided by GM  
Your gang of Thugs has pulled off the most daring robberies but now comes the dangerous part – Sharing the Loot! Who will end up with the 'Godfather's' share? Numerous games played.

### **255 Actionworks**

Saturday 11 AM in Salon 1 Table 13 for 3 hours; ends in Session 3  
System: Actionworks; 5 players  
GM: Kate Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
A fast-paced card game. Cards represent different actions in a factory. Players collect cards of their action type while using cards to change the pool of available cards.

## **Session 3**

### **341 Terra Mystica**

Saturday 1 PM in Salon 1 Table 2 for 4 hours; ends in Session 3  
System: Terra Mystica; 4 players  
Variations: Can include Fire and Ice Expansion  
GM: Simon Kiefer  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups, and attempts to rule the greatest area possible.

### **343 Leaving Earth**

Saturday 2 PM in Salon 1 Table 8 for 6 hours; ends in Session 4

System: Leaving Earth; 4 players

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

1956: dawn of Space Age. As a space agency director, race to put a man on the moon or beyond. Planning and managing risk. Basic math required.

### **344 Carson City - Gold and Guns!**

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

System: Carson City; 5 players

Variations: Various parts of Gold & Guns expansion

GM: James Jay Fitch

Rules Knowledge: Useful

Game Content: Mainstream

Materials may be provided by GM

Carson City is a rootin' tootin' game of cowboys 'n guns - lots o' guns. Build the town, become an Outlaw, or both. Most Victory Points wins! Wild, Wild, West FUN!

### **345 Vikings on the Volga**

Saturday 4 PM in Salon 1 Table 13 for 3 hours; ends in Session 4

System: Vikings on the Volga; 5 players

GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Make your fortune in the lands of Kiev, avoiding the Golden Horde. Trade goods along the rivers of Russia, rushing to opportunities before the Horde burns everything down.

### **346 Sheriff of Nottingham**

Saturday 5 PM in Salon 1 Table 1 for 3 hours; ends in Session 4

System: Sheriff of Nottingham (1st); 5 players

GM: Magda Heilborn

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

In Sheriff of Nottingham, while many may act as honest merchants, there is always the possibility of contraband being smuggled into the city!



## **Session 4**

### **442 Agricola**

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

System: Agricola; 4 players

GM: Simon Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Cardboard subsistence farming, pretty much says it all. This is a worker placement game with a stress progression (feeding your peeps) that crescendos into a dynamic finish after 14 rounds.

### **443 Under the Pyramids**

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

System: Eldritch Horror (1st); 6 players

Variations: All Expansions

GM: William Rawls

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Materials may be provided by GM

Amid the cultural tumult and political instability of this modernizing African nation, countless Cultists are working to bring the return of the ancient, powerful evil, the Dark Pharaoh.

### **444 Diplomacy**

Saturday 6 PM in Salon 1 Table 18 for 6 hours; ends in Session 4

System: Diplomacy (Avalon Hill); 6 players

GM: Zachary Morgan

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Classic game of Intrigue, Trust, and Betrayal! Your success hinges not on dice, but on your cunning and cleverness. Military forces invade, borders shift with subtle maneuvers and daring gambits.

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

Saturday 6 PM in Salon 1 Tables 23-25, 28-30 for 6 hours; ends in Session 4

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

Variations: Multi-player Squadron 'team' rules

GM: Ron Plunk

Rules Knowledge: Useful

Game Content: Mainstream

Materials may be provided by GM

Join Memphis Belle, 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.

### **446 Railways of the World**

Saturday 6 PM in Salon 1 Table 21 for 6 hours; ends in Session 4

System: Railways of the World; 6 players

Variations: Game is heavily modified

GM: Jim Kiefer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

This is an historically inspired version of the development of railroading. The game itself is heavily modified. The scenario we play will be based on the number of players.

### **447 Can You Outsmart This Dungeon?**

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

System: D&D Temple of Elemental Evil; 5 players

GM: Monica Cross

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Co-operative game. Fighter, cleric, wizard, rogue, ranger.

Encounter monsters and treasure as you build the dungeon to escape. Scenarios have different goals, from retrieving relics to slaying large monsters.

## **Session 5                    SUNDAY**

### **541 Sheriff of Nottingham**

Sunday 9 AM in Salon 1 Table 2 for 4 hours; ends in Session 6

System: Sheriff of Nottingham; 5 players

GM: Douglas Weed

Rules Knowledge: Beginners Welcome

Game Content: Family

Materials may be provided by GM

As a merchant, you want to make as much profit as you can with your goods, but first you'll have to get past the notorious Sheriff of Nottingham!

### **542 Lords of Waterdeep**

Sunday 9 AM in Salon 1 Table 10 for 8 hours; ends in Session 6

System: Lords of Waterdeep (Base); 5 players

GM: Cyrus Makalinaw

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

In Lords of Waterdeep, a strategy board game for 2-5 players, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city.

### **543 Rio Grande Melange**

Sunday 9 AM in Salon 1 Table 14 for 4 hours; ends in Session 6

System: Rio Grande various; 4 players

GM: Ian Lee

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Third straight year of bringing lesser known Rio

Grande games to the table. 20th Century Rails, Mogul,

Carcassonne, and more.

### **544 Dominant Species**

Sunday 9 AM in Salon 1 Table 25 for 4 hours; ends in Session 6

System: Dominant Species (2010); 5 players

Variations: Short

GM: Carol Brouillet

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials provided by GM

The Ice Age encroaches. Play as mammal, reptile, bird, amphibian, arachnid, insect. Through worker placement, strive to dominate terrain, to propagate your species via speciation, migration, and adaptation actions.

### **545 Thunder Alley**

Sunday 10 AM in 334 for 3 hours; ends in Session 6

System: Thunder Alley; 6 players

GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Card-driven stock car racing with drafting, team work, accidents, yellow flags, pit strategy, working to lead laps, and sprints to the finish. Control a team of cars; overall highest-scoring team wins. **Teens can get 'priority' registration in Room 334 before the registration deadline.**

### **546 Euphoria**

Sunday 10 AM in Salon 1 Table 4 for 2 hours; ends in Session 5

System: Euphoria; 6 players

GM: Chisholm Gentry

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Fairly standard worker placement game with a fun theme.

### **547 Suburbia 5\***

Sunday 10 AM in Salon 1 Table 5 for 4 hours; ends in Session 6

System: Suburbia (1st); 4 players

Variations: 5\* Expansion

GM: Gregory Wong

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Players place tiles representing businesses/neighborhoods to build up their town and increase their population.

Placed tiles often interact with other tiles, even those placed by other players. Rules taught.

### 548 The Golden Wilderness

Sunday 10 AM in Salon 1 Table 8 for 4 hours; ends in Session 6

System: The Golden Wilderness; 4 players

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Early California, from Spanish explorers to the Gold Rush. Explore, settle, develop.

### 549 Firefly the Game, All Expansions

Sunday 10 AM in Salon 1 Table 11 for 4 hours; ends in Session 6

System: Firefly the Game; 6 players

Variations: Timed Scenario

GM: Jim Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Find a Crew! Find a Job! Keep Flying! Based on the popular but short-lived series called Firefly, this game remains faithful to the series.

### 550 Agricola

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

System: Agricola; 4 players

GM: Simon Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Cardboard subsistence farming, pretty much says it all. This is a worker placement game with a stress progression (feeding your peeps) that crescendos into a dynamic finish after 14 rounds.

### 551 Actionworks

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

System: Actionworks; 5 players

GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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



## Session 6

### 641 Five Tribes - The Djinns of Naqala

Sunday Noon in Salon 1 Table 15 for 3 hours; ends in Session 6

System: Five Tribes; 4 players

GM: James Jay Fitch

Rules Knowledge: Beginners Welcome

Game Content: Family

Materials may be provided by GM

Your Caravan arrives at Naqala! Can you maneuver the five tribes and invoke the old Djinns to gain influence over this legendary city-state? Will you fulfill the Prophecy?

### 642 Lords of Waterdeep

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

System: Lords of Waterdeep; 5 players

Variations: Scoundrels of Skullport on players' choice

GM: Thomas Crawford

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The players vie for control of Waterdeep. Use agents to perform quests, expand the city by buying buildings, and sowing intrigue to help or hinder other lords.

### 643 Puerto Rico

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

System: Puerto Rico; 4 players

GM: Ted Gehrig

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Farming has never been so brutal.

### 644 Leaving Earth

Sunday 2 PM in Salon 1 Table 8 for 6 hours; ends in Session 7

System: Leaving Earth; 4 players

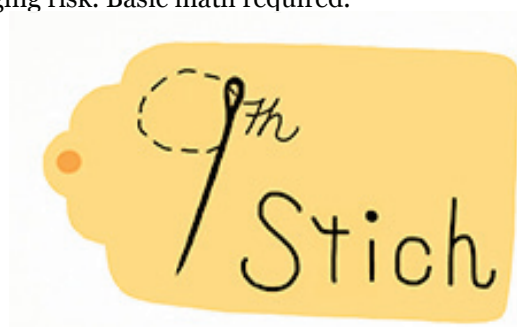
GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

1956: dawn of Space Age. As a space agency director, race to put a man on the moon or beyond. Planning and managing risk. Basic math required.



### 645 Formula D: Star Wars Podracer

Sunday 3 PM in Hall Table 5 for 3 hours; ends Session 6  
System: Formula D; 10 players  
Variations: homebrew mods  
GM: Andrew Aberle  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
Welcome to this year's Boonta Eve Classic! Keep control of your podracer as you wind through the treacherous turns and sudden obstacles of Mos Espa Arena. 'Now THIS is pod racing!'

### 646 Vikings on the Volga

Sunday 4 PM in Salon 1 Table 13 for 3 hours; ends in Session 7  
System: Vikings on the Volga; 5 players  
GM: Kate Fatula  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Make your fortune in the lands of Kiev, avoiding the Golden Horde. Trade goods along the rivers of Russia, rushing to opportunities before the Horde burns everything down.

### 647 Eldritch Horror

Sunday 5 PM in Salon 1 Table 1 for 6 hours; ends in Session 7  
System: Eldritch Horror; 6 players  
Variations: Will use available expansions  
GM: Larry Langley  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Materials provided by GM  
A intrepid band of investigators travels the globe in a desperate race to save the world from an ancient horror in this cooperative mystery game.

### 648 Sheriff of Nottingham

Sunday 5 PM in Salon 1 Table 2 for 3 hours; ends in Session 7  
System: Sheriff of Nottingham (1st); 5 players  
GM: Magda Heilborn  
Rules Knowledge: Useful  
Game Content: Mainstream  
All materials provided by GM  
In Sheriff of Nottingham, while many may act as honest merchants, there is always the possibility of contraband being smuggled into the city!



### 649 IT'S EVERYWHERE!!!!

Sunday 5 PM in Salon 1 Table 5 for 3 hours; ends in Session 7  
System: Pandemic (2nd); 5 players  
GM: Monica Cross  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Co-operative game. Travel the world and cure outbreaks. Can you stop the epidemic? If one or more diseases spreads beyond recovery or if too much time elapses, we all lose.

### 650 A Game of Thrones

Sunday 5 PM in Salon 1 Table 7 for 6 hours; ends in Session 7  
System: A Game of Thrones (1st); 5 players  
Variations: Special Orders  
GM: Kevin Yin  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All materials provided by GM  
Great houses battle as Westeros bleeds. Can you claim the Iron Throne?

## Session 7

### 741 Firefly: Get Rich or Get Disgruntled Tryin'

Sunday 6 PM in Salon 1 Table 4 for 4 hours; ends in Session 7  
System: Firefly: The Board Game (1st); 4 players  
Variations: Some expansions added  
GM: Mike Hutchinson  
Rules Knowledge: Useful  
Game Content: Very Complex  
All materials provided by GM  
Find a crew. Find a job. Keep flying. The Firefly board game lets you play as a captain in Joss Whedon's 'space western' Firefly universe. MATURE THEMES.

### 742 Don't Turn Your Back

Sunday 8 PM in Salon 1 Table 3 for 4 hours; ends in Session 7  
System: Don't Turn Your Back (1st); 4 players  
GM: Liz Ruifrok  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All materials provided by GM  
Based on the indie game, Don't Rest Your Head. Like its predecessor, you are taken into the realm of Nightmares. Only: this time, just one of you can survive....



## Session 8

## MONDAY

### **841 Battlestar Galactica: Darkness Before Daybreak**

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

System: Battlestar Galactica: The Board Game (FFG) (1st); 6 players

Variations: All Expansions included to some degree

GM: Mike Hutchinson

Rules Knowledge: Expected

Game Content: Very Complex

All materials provided by GM

You can save humanity—or doom it to extinction—in the excellent semi-cooperative strategy board game based on the SyFy show Battlestar Galactica. ANYONE might be a Cylon!

### **842 Star Trek: Five-Year Mission**

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

System: Star Trek: Five Year Mission; 6 players

GM: Thomas Crawford

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

A cooperative game for players who play crew members from the original Star Trek or Next Generation series.

Each member has a different ability, and players try to solve challenges.

### **843 Supremacy 2020**

Monday 10 AM in Salon 1 Table 7 for 3 hours; ends in Session 8

System: Supremacy (2020); 6 players

GM: Brian E. Williams

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Materials may be provided by GM

In Supremacy 2020, six superpowers battle for global supremacy in a tense yet simple game of nuclear brinkmanship. Manage resources, economics, and your opponents to attain ultimate power.

### **844 Agricola W/Farmers of the Moor & Fairy Deck**

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

System: Agricola; 5 players

Variations: Farmers of the Moor, Fairy Deck

GM: Chisholm Gentry

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Drafting of card, split between Farmers & EIK, with Fairy event deck

## Card Games (Collectible or Not)

## FRIDAY

### **P31 Merry Munchkin Xmas**

Fri 2 PM in Salon 1 Table 10 for 5 hours; ends in Session 1

System: Munchkin (Original); 12 players

Variations: Christmas/fairy dust

GM: CJ Lowe

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Come join us at Tabletop Gaming as we play an epic game of Munchkin where the Elves are naughty dungeoneers on their down time!

### **131 Magic the Gathering: Commander**

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

System: Magic the Gathering (Commander); 8 players

GM: Cyrus Makalinaw

Rules Knowledge: Useful

Game Content: Family

Players provide their own materials

Commander is a game in which any number of players compete against each other individually. It's played with Singleton format, and each player starts with a life total of 40.

### **32 Chez Geek**

Friday 7 PM in Salon 1 Tables 14 & 15 for 3 hours; ends in Session 1

System: Chez Geek (Party); 10 players

GM: CJ Lowe

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All materials provided by GM

Experience the real world through board gaming! Be a server, musician, or even unemployed. But you win the game by doing eating, watching TV, reading, or even by having pets.

### **Walk-Up Overworld Games Medley**

Fri 7 PM in Salon 1 Table 5 for 4 hours; ends in Session 1

System: Good Cop Bad Cop/New Salem/Booze Barons; 7 players

Variations: Drop in any time—each game takes an hour

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Play these games with the designer. **Good Cop Bad Cop:** The hidden identity, bluffing, and deduction game about a corrupt police district. **New Salem:** You are a Puritan who is hunting down witches during the Salem Witch Trials. **Booze Barons:** You are a bootlegger during US Prohibition delivering booze to speak-easies all over the city while exposing rival bootleggers!

## SATURDAY

### 231 Resident Evil

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

System: Resident Evil (Deck Building Game); 3 players

GM: Thomas Hanjes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The survival horror video games as a card game.

### 232 Vampire: The Eternal Struggle Demo Event

Saturday 9 AM in Salon 1 Table 7 for 5 hours; ends in Session 3

System: Vampire: The Eternal Struggle; 8 players

GM: Brett Schofield

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Learn to play this strategic multiplayer card game! You play an ancient vampire directing your minions to engage in a Machiavellian conflict spanning social, political, and physical warfare! Come anytime!

### 331 Sentinels From The Past

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

System: Sentinels of the Multiverse (Enhanced); 8 players

Variations: New Character Decks!

GM: Dennison A. Milenkaya

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Co-operative super-hero non-collectible card game. Each player controls a hero, represented by a unique pre-formed deck, and interacts with allies to defeat a super-villain and save the multiverse!

### 332 Hungry Hungry Hipsters

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

System: Hungry Hungry Hipsters; 8 players

GM: Magda Heilborn

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A card game that is easy to play, just try to eat the most pretentious food! A fun and short game for those who like quick laughs and easy rules.

### 333 Poo the Card Game

Saturday 2 PM in Salon 1 Table 10 for 4 hours; ends in Session 3

System: Poo the Card Game; 6 players

GM: Mary Russell

Rules Knowledge: Beginners Welcome

Game Content: Family

Materials provided by GM

It's been a tough day in the monkey cage and something in the food tonight wasn't quite right. In the monkey world there is only one thing that can be done about it... fling poo.

### 334 A Game of Thrones, The Card Game

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

System: A Game of Thrones, The Card Game (2nd); 4 players

GM: Jim Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

A card game of Intrigue, betrayal and Epic Battles based on the books of George R. R. Martin. We will be using the decks recommended by the game designer.

### 431 Sunset Service

Saturday 6 PM in Salon GH Tables 5 & 6 for 8 hours; ends in Session 4

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

GM: Brad Nozik

Rules Knowledge: Useful

Game Content: Mainstream

Materials may be provided by GM

Vampire the Eternal Struggle Tournament! Conspiracy and combat will determine the ruler of the night. Promos and prizes given out. Please bring your own deck.

## SUNDAY

### Walk-Up Overworld Games Medley

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

System: Good Cop Bad Cop/New Salem/Booze Barons; 7 players

Variations: Drop in any time—each game takes an hour

GM: Brian Henk

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Play these games with the designer. **Good Cop Bad Cop:** The hidden identity, bluffing, and deduction game about a corrupt police district. **New Salem:** You are a Puritan who is hunting down witches during the Salem Witch Trials. **Booze Barons:** You are a bootlegger during US Prohibition delivering booze to speak-easies all over the city while exposing rival bootleggers!

### Walk-Up Hocus

Sun 9 AM in Hall Table 5 for 5 hours; ends in Session 6

System: Hocus; 5 players

Variations: Each game runs 30 minutes

GM: Grant Rodek

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Hocus is a card game about managing a limited hand of cards and wielding spells to create ranked sets of cards. Hocus expands classic Poker elements for a fresh experience.

### 631 Resident Evil

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

System: Resident Evil ( Deck Building Game); 3 players

GM: Thomas Hanjes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The survival horror video games as a card game.

### 632 Hungry Hungry Hipsters

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

System: Hungry Hungry Hipsters; 8 players

GM: Magda Heilborn

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A card game that is easy to play, just try to eat the most pretentious food! A fun and short game for those who like quick laughs and easy rules.

### 633 A Game of Thrones, The Card Game

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

System: A Game of Thrones, The Card Game (2nd); 4 players

GM: Jim Kiefer

Rules Knowledge: Useful

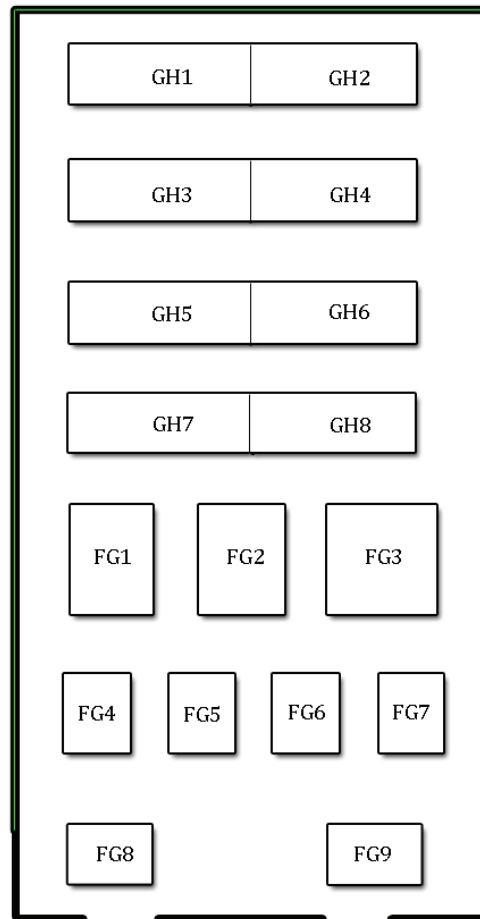
Game Content: Mainstream

All materials provided by GM

A card game of Intrigue, betrayal and Epic Battles based on the books of George R. R. Martin. We will be using the decks recommended by the game designer.



## Miniatures Games



Salon F-G-H

## Miniatures—Fantasy

### P64 The War of Wrath

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

System: Of Gods and Mortals (1st); 6 players

Variations: standard, w/some house rules

Power Level: standard

GM: Wyn Robertson

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The Battle where the Valar come to the rescue of Middle Earth. Eonwe vs. Morgoth. Balrog and Trolls, oh my! This destructive battle changed the geography of Middle Earth.

### P69 Frostgrave Mini Campaign – The Treasures of Ultima Thule

Friday 4 PM in Hall Tables 2 & 3 for 6 hours; ends in Session 1

System: Frostgrave; 8 players

Variations: minor

Beginning wizards w/500gc bands (≤10 figures)

GM: Ed Allen

Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Miniatures may be provided by GM  
An ancient sorcerous city thaws from the ice and is pillaged of its magic secrets by rival wizards and their bands of followers.

### **264 Assault on the Keep of the Borderlands**

Saturday 9 AM in Salon FG Tables 2 & 3 for 6 hours;  
ends in Session 3

System: Dragon Rampant; 8 players

GM: Charles Gomez

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The Keep of the Borderlands is under siege. The tribes from the east have been united and attacked the renowned bastion of good.

### **362 Skyrim: The One True Dovahkiin**

Saturday 1 PM in Hall Table 4 for 4 hours;

ends in Session 3

System: Homebrew Multiplayer RPG Skirmish; 6 players

GM: Wayne Rogers

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

In the land of Skyrim, several contenders have appeared to vie for the role of Dovahkiin...the Dragonborn! Which player will master the power of the Thuum first?

### **367 Skyrim: The One True Dovahkiin**

Saturday 5 PM in Hall Table 4 for 4 hours;

ends in Session 4

System: Homebrew Multiplayer RPG Skirmish; 6 players

GM: Wayne Rogers

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

In the land of Skyrim, several contenders have appeared to vie for the role of Dovahkiin...the Dragonborn! Which player will master the power of the Thuum first?

### **461 War of Ashes Skirmishes**

Saturday 6 PM in 153 (Training Room) for 4 hours;

ends in Session 4

System: Shieldbash (Car Wars Classic); 6 players

Variations: 15mm minis

Power Level: Warbands

GM: Andrew Walters

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The Elvorix, Kuld, Jaarl, and Vidar battle it out on the high seas and on a bridge over a river gorge. Exciting medieval action!

### **560 Is It Real? - A Malifaux Tournament**

Sunday 9 AM in Salon GH Tables 1-8 for 10 hours;

ends in Session 7

System: Malifaux (2nd); 30 players

GM: Joshua Fricke

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own miniatures

50SS Malifaux Tournament using 2015 Gaining Ground rules. Single faction. 3-4 rounds. Depending on player total. 2hr rounds.

## **Miniatures—Historical**

### **P68 Downtown Iraq – 2005**

Friday 3 PM in Hall Table 5 for 6 hours; ends in Session 1

System: Bolt Action Modern (1.2); 4 players

Variations: modern modification

GM: James White

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

USMC and British Army units move into a built-up area of an Iraqi city to clear out insurgent activity.

### **268 Bad Day at the Bazaar**

Saturday 10 AM in Hall Table 5 for 6 hours;

ends in Session 3

System: Homebrew Bolt Action Modern Rules; 4 players

GM: Daniel Kerrick

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Taliban fighters have taken over the town and local bazaar market. It's up to the US Army to bring peace back to the town and eliminate the Taliban threat.

### **363 Vietnam War County Fair**

Saturday 2 PM in Hall Tables 2 & 3 for 8 hours;

ends in Session 4

System: Quick Decision System - Vietnam (.09 Beta); 8 players

GM: Alex Fabros

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Echo Company 2/9th Marine Regiment conducts a sweep through a very friendly Vietnamese village. Players command elements of a Marine Rifle Company.

### **364 Sky's The Limit! – Duel Above The Desert**

Saturday 2 PM in Salon FG Tables 7-9 for 6 hours;

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

September 1942: USAAF B-25s, with P-40 escorts, are met by defending Luftwaffe Bf109s as they sortie to attack retreating Axis forces after Rommel's final offensive fails at Alam Halfa.

### **366 Fall of Kuala Lumpur**

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

System: Tractics (v 1.0); 6 players

Variations: 1/285 scale

GM: Peter Bauer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Japanese troops, originally thought to be inferior in jungle warfare, continued to surprise British troops as they moved quickly down the peninsula. Part of the Japanese secret was bicycles!

### **462 Bastard Sons of the Desert – 28mm French Foreign Legion Pulp Game**

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

System: Historical Home Brew Skirmish; 10 players

GM: Matt Hilzendrager

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

28mm Pulp Miniatures Game with minor role playing set amidst Ancient Egyptian ruins.

### **561 Sky's The Limit! - WWII Dogfights**

Sunday 9 AM in Salon FG Tables 1 & 2 for 8 hours;  
ends in Session 6

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 air combat game that hits the sweet spot between realism and playability. We'll play three scenarios with a prize awarded to the 'top gun.'

### **563 Battlecruiser Action, Battle of Jutland**

Sunday 9 AM in Salon FG Table 4 for 10 hours;  
ends in Session 7

System: Home grown 1/1200th naval rules (1st); 8 players

Power Level: Novice

GM: Lester Kawamoto & Harold Andrews

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

This is the opening phase of the Battle of Jutland, involving the battle cruisers of the two combatants, Great Britain and Germany.

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

Sunday 9 AM in Hall Tables 7 & 8 for 8 hours;  
ends in Session 6

System: Axis and Allies; 8 players

Variations: TBD

GM: Lawrence Frazee

Rules Knowledge: Useful

Game Content: Family

All miniatures provided by GM

Now is your chance to play a rare out-of-print version on a HUGE 8 x 4-foot board! With large game pieces. Can you save the world from evil empires!

### **569 Civil War Miniatures**

Sunday 10 AM in Hall Tables 2 & 3 for 8 hours;  
ends in Session 6

System: Johnny Reb (2nd); 5 players

GM: Ron Roberts

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Civil War miniature game, an encounter between Union and Confederate forces. Rules knowledge is useful but not required, beginners looking for a friendly miniature game are welcome.

### **761 Dawn Patrol, 1918**

Sunday 6 PM in Salon FG Tables 1 & 2 for 4 hours;  
ends in Session 7

System: Wings of Glory; 8 players

GM: Craig Robertson

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Dawn, September 1918: A band of brave aviators takes to the sky to win or die in the closing months of WW I. Presented by the DunDraCon War College.

**Teens can get 'priority' registration in Room 334 before the registration deadline.**

## **Miniatures – Science Fiction**

### **P62 Imperial Pursuit!**

Friday Noon in Salon FG Table 3 for 6 hours;  
ends in Session P

System: Star Wars Miniatures (Custom D20); 8 players

Variations: non-grid system created by GM

GM: Heath Hamm

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The empire is after Han Solo and Chewbacca as they escort R2-D2 away from an alien world.

# **Q.R. Zed Engraving**

*Serving the Bay Area since 1987*

### **P63 The Vorxis Incident**

Friday Noon in Salon FG Tables 8 & 9 for 6 hours;  
ends in Session P  
System: Battlefleet Gothic (Blue Book + 2010); 10 players  
Variations: Blue Book Blast Markers  
GM: Jeff Yin  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures provided by GM  
A minor patrol incident escalates into an unexpected fleet engagement. Battlefleet Gothic is Games Workshop's game of spaceship combat in the 41st millennium. Event is scalable to the number of players.

### **P65 Space Hulk!**

Friday 2 PM in Salon FG Table 1 for 6 hours;  
ends in Session 1  
System: Space Hulk! (3rd); 8 players  
GM: David Camp  
Rules Knowledge: Beginners Welcome  
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.

### **161 Friends, OGRES, Countrymen!**

Friday 6 PM in Salon GH Table 2 for 6 hours;  
ends in Session 1  
System: OGRE Miniatures; 8 players  
Power Level: Nuclear  
GM: James 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.

### **162 Battlefleet Gothic: Defend Iskeron!**

Friday 6 PM in Salon GH Table 1 for 8 hours;  
ends in Session 1  
System: Battlefleet Gothic (2010); 6 players  
Variations: BFG Revised pt values  
GM: Tim DuPertuis  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
Incoming Chaos fleet detected. Rumors of plague outbreaks in nearby systems. Imperial fleet objective: Keep Chaos fleet from landing Chaos Marines and cultists on the garden planet of Iskeron.

### **261 Dropzone Commander Winter Tournament**

Saturday 9 AM in Salon GH Tables 1-4 for 10 hours;  
ends in Session 4  
System: Dropzone Commander (1.1); 16 players  
Power Level: >9000!  
GM: Ian Chadwick  
Rules Knowledge: Expected  
Game Content: Very Complex  
Players provide their own miniatures  
Come join us for a 1500pt/Clash level, 3 round swiss-pairing Dropzone Commander tournament! Each round will be 2 hours long and prize support will be provided to the top finishers as well as participation prizes!

### **262 Infinite Possibilities: An Infinity I.T.S. event**

Saturday 9 AM in Salon GH Tables 5-7 for 8 hours;  
ends in Session 3  
System: Infinity (3rd); 12 players  
Power Level: 300 pts w/12 pt spec ops  
GM: Reuben Timineri  
Rules Knowledge: Useful  
Game Content: Mainstream  
Players provide their own miniatures  
The rise of technology brings expansion. With expansion comes conflict. In times of conflict there is much to be gained. Within the Human Sphere there are Infinite Possibilities.

### **263 Buying Time**

Saturday 9 AM in Salon GH Table 8 & FG Table 1 for 8 hours; ends in Session 3  
System: Battletech (4th); 8 players  
GM: Nathan Kajikuri  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
The Year is 3062; The Marik Hegemony is defending the Line. Their job is to hold the line until all forces have escaped to their dropships. Marik force's job is to stop them.

### **265 Retake Tellus**

Saturday 10 AM in Salon FG Tables 4 & 5 for 6 hours;  
ends in Session 3  
System: Starguard (6th); 5 players  
Power Level: moderate  
GM: Bill Kurtz  
Rules Knowledge: Useful  
Game Content: Mainstream  
Miniatures may be provided by GM  
The bugs took the home world. It's time to get it back. Terellian lords lead their hired troops against the Dreenoi swarm.



### **266 Battle of Derra IV**

Saturday 10 AM in Hall Table 8 for 4 hours;  
ends in Session 3  
System: Star Wars: Armada; 6 players  
GM: Michael Eckert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
The Battle of Derra IV was an engagement between the Galactic Empire and a Rebel Alliance convoy near the planet Derra IV.

### **267 Battle of the Aegean II**

Saturday 10 AM in Hall Table 7 for 6 hours;  
ends in Session 3  
System: AERONEF; 8 players  
GM: Michael Price  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All miniatures provided by GM  
The Turks (and their allies) took a drubbing from the Italians (and their allies) in the last battle. Now the Turks want revenge.

### **361 Semi-Truck Take Down**

Saturday Noon in 153 (Training Room) for 4 hours;  
ends in Session 3  
System: Car Wars (Classic); 6 players  
Power Level: \$10K  
GM: Andrew Walters  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
It's a semi-truck on a dueling track, one team protecting, the other trying to destroy it. The fans will love it!

### **365 Evacuation of Sendar!**

Saturday 3 PM in Hall Table 8 for 4 hours;  
ends in Session 4  
System: Star Wars Armada; 12 players  
GM: Michael Ptak  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Special Armada event! The Rebel base on Sendar has been discovered, but in the midst of the evacuation the Empire Strikes!

### **562 The Last Stand on Devlan Prime**

Sunday 9 AM in Salon FG Table 3 for 6 hours;  
ends in Session 6  
System: NetEpic (5.1); 6 players  
GM: Richard Rodgers  
Rules Knowledge: Useful  
Game Content: Mainstream  
All miniatures provided by GM  
The Hive fleet Kraken closes in; the few defenders left fall back to the final position. The defenders are doomed unless the Knights of Gryphonne can save them from total destruction.

### **565 Raid on Syvris Shadowport**

Sunday 10 AM in Salon FG Table 9 for 4 hours;  
ends in Session 6  
System: Star Wars: X-Wing; 6 players  
GM: Michael Eckert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Death Squadron, Darth Vader's personal squadron of TIE/LN starfighters, lead a raid on a Sakiyan smuggling ring based in Syvris Shadowport.

### **566 Training Day for the Earth Defense Forces**

Sunday 10 AM in Salon FG Table 1 for 8 hours;  
ends in Session 6  
System: Star Blazers (2nd); 8 players  
Variations: Yamato 2199  
GM: Keith Holmes  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Do you have what it takes to command a squadron of warships for the Earth Defense Forces? The White Comet Empire is coming, so Earth needs to be ready.

### **567 A Whole Flock of Dread**

Sunday 10 AM in Hall Table 6 for 6 hours;  
ends in Session 6  
System: Full Thrust (2nd); 6 players  
Variations: Cinematic Action; all Fleet Books  
GM: Dennis Seiffert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All miniatures provided by GM  
Eons ago, two warring races launched killer missiles at each other's home world. Some of these missiles were misdirected and have locked onto Terra. Will this be the end?

### **568 Danger Patrol!**

Sunday 10 AM in Hall Table 4 for 4 hours;  
ends in Session 6  
System: StarGrunt (II); 8 players  
GM: Glenn M. Goffin  
Rules Knowledge: Useful  
Game Content: Very Complex  
All miniatures provided by GM  
Imperial and Zhodani infantry patrols play cat-and-mouse as they try to achieve their objectives in a warehouse/industrial district. Set in the Traveller universe on Jewell/Jewell during the Fifth Frontier War.





### Walk-Up Monster Smash

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

System: Monster Smash (play dough); 8 players

GM: Donna Livingston-Fitch

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Use your imagination and build your monster. Battle the competition and win the right to smash your way to monster supremacy. Players under 8 must have an adult partner.

### Walk-Up Family Friendly Ultimate Werewolf

Saturday 9 PM in Hall Tables 5 & 6 for 4 hours; ends in Session 1

System: Ultimate Werewolf; 40 players

GM: Summer Norton

Rules Knowledge: Beginners Welcome

Game Content: Family

Your quiet little 16th-century village has become infested with some very unfriendly werewolves...can you and the other villagers find them before they devour everyone? (Preference given to children.)

### 781 Halls of Nazir-Thun \_ Expanded

Sunday 8 PM in Tri-Valley 2 for 6 hours; ends Session 7

System: Swords & Wizardry (OD&D); 5 players

Variations: Crypts & Things

Power Level: 2nd Level

GM: Gene Lancaster

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Sword & Sorcery. Magic is a double-edge sword. Sanity Mechanics. Play as Barbarians, Warriors, and Thieves. Leave your 10ft Pole at home!

### 782 Nighttime Is for Werewolves

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

System: Werewolves of Miller's Hollow; 18 players

Variations: Numerous games, various char

GM: James Jay Fitch

Rules Knowledge: Beginners Welcome

Game Content: Family

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



# Role-Playing Games

## Session P

## FRIDAY

### P01 Sins of our Fathers

Friday Noon in 143 for 8 hours; ends in Session 1

System: Hero 5th Ed. (Champions) (5th/4th Hybrid); 6 players

Variations: Find Weakness max of 2 times

Power Level: 12-14 D6 dam, 30-40PD/ED 5-7 spd on sliding scale

GM: Jim Puder

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own characters

Last year, a rift was opened to the primal creation dimension. Now, something has come through. And a villain wants to come in from the cold?

### P02 [Metal Militia] At the Gates – Terminal Spirit Disease

Friday Noon in 147 for 4 hours; ends in Session P

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

Variations: House Rules (of course!)

Power Level: 0-1st

GM: Thom Hall

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The next installment of the DCC RPG Metal Militia; At the Gates – Terminal Spirit Disease. “An itch of thirst twisting my tortured nerves.”

### P03 Tiamat's Reign

Friday Noon in 149 for 8 hours; ends in Session 1

System: Dungeons & Dragons 5.0; 6 players

Power Level: 8th, gold and items TBD

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Save the countryside from a Dragon Terror within the woods nearby. The people live under the rule of Tiamat cultists and other conspirators. Be careful.

### P04 The Hunt for Golden Tiger

Friday Noon in 151 for 8 hours; ends in Session 1

System: Tenra Bansho Zero; 6 players

Power Level: Wired Waste Wanderers

GM: Gregory Brown

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

GOLDEN TIGER has murdered the Daimyo and several of his advisers. Now, he has begun burning villages and destroying their temples. Find and destroy him.

### **Po5 (Old) GHOATs - Greatest Heroes of All Time**

Friday Noon in 152 for 6 hours; ends in Session P  
System: Hero 5th Ed. (Champions); 8 players  
Power Level: Any (will be normalized)  
GM: Jim Gettman  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters may be provided by GM  
VSH lets older heroes use telepresence and robots to mentor newbies. Beta test volunteers are assured safety and performance. (Play a 10-12d6 newbie afield, or a GHOAT at a console.)

### **Po6 The Shadow's Dungeon**

Friday Noon in 160 for 6 hours; ends in Session P  
System: Pathfinder; 6 players  
Variations: Some home brew feats  
Power Level: 7th Level  
GM: Chris Piazza  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Play the events that bridge gap between "The Gamers: Dorkness Rising" and "Gamers: Hands of Fate" as your favorite characters from the films.

### **Po7 First, We Kill All the Writers**

Friday Noon in 161 for 6 hours; ends in Session P  
System: Primetime Adventures; 5 players  
GM: Vylar Kaftan  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
The writers are on strike, but TV still needs shows! Players cooperatively determine the characters and content of the pilot episode, then act it out. Fewer rules, more roleplaying, generally hilarious.

### **Po8 Donnybrook at DunDraCon**

Friday Noon in 162 for 4 hours; ends in Session P  
System: Feng Shui (2nd); 6 players  
Power Level: Base Characters  
GM: Andrew Walters  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Undercover investigation takes these chi warriors to DunDraCon, unbeknownst to each other! Ever wonder what an action movie sequence would look like in the middle of a game convention?

### **Po9 The Haunting**

Friday Noon in 163 for 4 hours; ends in Session P  
System: Call of Cthulhu (7th); 5 players  
GM: William Johnson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM

Intro scenario for 7th edition Call of Cthulhu. We'll make characters and then explore the haunted Corbett house. Beginner friendly!

### **P10 The Rise of a King - Chapter III**

Friday Noon in 164 for 12 hours; ends in Session 1  
System: Pathfinder; 6 players  
Variations: Paizo Sources Only, all Dwarf PC's  
Power Level: 14th Level + Mythic Tiers  
GM: Jason Windham  
Rules Knowledge: Expected  
Game Content: Mature Themes  
All characters provided by GM  
The World Wound is no more; another of the great Sky Citadels has been found. Come, my brothers; we will have a kingdom of our own. We will retake JORMURDUN!

### **P11 A Few Days Off**

Friday Noon in 165 for 4 hours; ends in Session P  
System: Dungeons & Dragons 5.0; 5 players  
GM: Mario Cole  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
After vanquishing Goblin Chieftain P'Lorck, the party needs a rest. You recall your Cousin Treolo in Hart's Vine owes you a favor. Before long though, Hart's Vine needs some heroes.

### **P12 Once Upon a Time in the 'Verse**

Friday Noon in 166 for 6 hours; ends in Session P  
System: Firefly; 6 players  
GM: John Lewis  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The crew of Ante Up have made a pretty good life for themselves. But then they receive a wave from an old friend, and the Alliance's most wanted fugitive, Malcolm Reynolds.

### **P14 My Little Pony Death Magic Island**

Friday Noon in 170 for 6 hours; ends in Session P  
System: Pathfinder (1st); 6 players  
Variations: Pathfinder Official Books only  
Power Level: 12th, 82K GP in gear, 25pt buy  
GM: Keith Fojtik  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Players provide their own characters  
Friendship Island has come under strange times; can you help save the day? Mature content; children are unlikely to enjoy this game. All characters/equipment must be approved by GM.

### **P15 Undermountain**

Friday Noon in 171 for 6 hours; ends in Session P  
System: Pathfinder; 6 players  
Variations: Pathfinder RPG Core Rulebook only  
Power Level: Pre-constructed characters, 15 pt buy, 4th level+

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 either destiny (and treasure) or your grisly death deep in Undermountain await you.

### **P16 City of Doors**

Friday Noon in 166 for 4 hours; ends in Session P  
System: Dungeons & Dragons 5.0; 5 players

GM: Daniel Soria

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A group of adventurers from any number of Prime Material worlds, are introduced to 'Sigil' (City of Doors), whence the ensuing adventure spans a multitude of dimensional realities.

### **P17 To Kill a Hatchling**

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

System: Pathfinder; 6 players

Variations: No D&D 3.5/3.0

Power Level: Cloud Giants + 10 character levels (CR~20)

GM: Jason Carpenter

Rules Knowledge: Expected

Game Content: Mature Themes

All characters provided by GM

A giant-kin dragon-egg abomination stirs and will hatch any day. Clan Griffon sends its best to destroy the hatchling and preserve all Cloud Giant kind. That clan is you.

### **P18 Goblin Quest (for Fire!)**

Friday Noon in 608 for 6 hours; ends in Session P

System: Dungeons & Dragons 4.0; 7 players

Variations: Goblin PCs from Into the Unknown

Power Level: 6th

GM: Michelle Vargas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Don, disgraced Fairy Godfather, has joined the Mighty Green Goblin Gang, on their Quest to retrieve (steal) the fabled Shinything of FIRE!(balls), from the Magnificent Middenheap of Chaos.

### **P19 The Blake House**

Friday Noon in 508 for 4 hours; ends in Session P

System: Call of Cthulhu (7th); 5 players

GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In 1974, paranormal investigators explore the mysteries of an abandoned mansion and try to validate (or disprove) the ghost stories and urban legends that have surrounded it for fifty years.

### **P20 Pirates of the Pleiades**

Friday Noon in San Ramon for 8 hours; ends in Session 1

System: FATE Core; 6 players

Variations: Uses some Mindjammer

Power Level: Beginner

GM: Shain Edge

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

You are detached from your government to do what is necessary to remove the threat of a growing pirate threat. Oh, and what are rival government agents doing here?

### **P21 Something Lost**

Friday 2 PM in 145 for 10 hours; ends in Session 1

System: Advanced Dungeons & Dragons (2nd); 8 players

Variations: No evils

Power Level: 10th

GM: Mark Dailey

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A wealthy merchant seeks adventurers to recover a family relic. Sounds simple enough....

### **P22 The Winged Monkeys of Oz**

Friday 2 PM in 154 for 4 hours; ends in Session P

System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st); 8 players

Power Level: starting

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Everything is in order for a celebration in the Emerald City. There's not a cloud in the sky...Wait a minute! Is that a flock of birds? No, it's Winged Monkeys!

### **P24 Who do Voodoo? You do!**

Friday 2 PM in 374 for 10 hours; ends in Session 1

System: Pathfinder; 6 players

Variations: Standard books, No summoners/guns, Evil only

Power Level: 6th

GM: Todd Westerlund

Rules Knowledge: Expected

Game Content: Mature Themes

Players provide their own characters

A twisted adventure down dark old streets and voodoo filled swamps. In the end you will meet the Voodoo man, who will make you all turn on each other.

### **P25 Sailors On The Starless Sea**

Friday 2 PM in 334 for 4 hours; ends in Session P  
System: Dungeon Crawl Classics RPG (3rd); 7 players  
Power Level: Zero  
GM: Justin Nelson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Delving beneath crumbling ruins, the characters discover ancient crypts, a starless sea, and an ancient ziggurat, where death and treasure await in equal measure!

**Teens can get 'priority' registration in Room 334 before the registration deadline.**

### **P26 Coming to Port**

Friday 4 PM in 338 for 8 hours; ends in Session 1  
System: D6 Zombie Homebrew (2nd); 10 players  
Power Level: Beginner  
GM: Jeff Rogers

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

While you were part of an oceanic research team, the supplies and communications stopped coming. Coming into port, you discover the world has changed drastically! Can you survive and make it back?

### **P27 Armageddon It**

Friday 4 PM in 147 for 4 hours; ends in Session 1  
System: Feng Shui (2nd); 5 players  
Power Level: Action Movie Heros  
GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Armageddon | (noun). Dramatic and catastrophic conflict, typically seen as likely to destroy the world or the human race: ex. nuclear Armageddon. Which you better stop in 10 ... 9 ...

### **P28 Super Heroes' T Time**

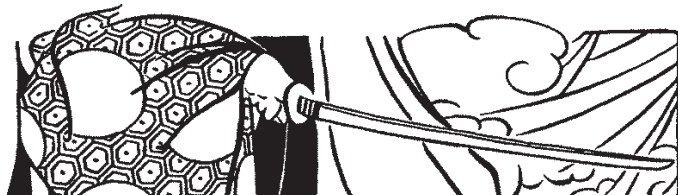
Friday Noon in 159 for 6 hours; ends in Session P  
System: BASH (UE); 6 players  
Power Level: 25-30 build pts  
GM: Robert Johnston

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

STOP the villainous 4T gang from taking hostages & making demands! You have one, too easy, tip – some of 4T is on the east side at this very moment.



## **Session 1**

### **101 Lost in Space**

Friday 6 PM in 152 for 6 hours; ends in Session 1  
System: Traveller (Classic); 6 players

GM: Michael Siverling

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Everyone knows the story of the Robinson family and the Jupiter-2. But this is the story no one knows. This is the secret test flight of the Jupiter-1.

### **102 Emergency Alert in Detention Block AA-23**

Friday 6 PM in 154 for 6 hours; ends in Session 1  
System: Stare O.R.E. (One Roll Engine); 6 players

GM: Gil Trevizo

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You are imprisoned aboard the Death Star, an Imperial soldier who failed to serve with adequate zeal and/or performance reviews. Then you hear 'boring conversation anyway'—and blaster fire.

### **103 Steam'd: A Clockwork Fairy Tale**

Friday 6 PM in 159 for 6 hours; ends in Session 1  
System: Freestyle (Revised); 10 players

Variations: Steampunk

GM: Kourtney Hobart

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Araethiel's calling its Grimm heroes to action. Save the Queen, guard the train, don't die. It's an adventure fit for a fairy tale.

### **104 Pulp Fable**

Friday 6 PM in 160 for 6 hours; ends in Session 1  
System: Dungeon Crawl Classics RPG; 6 players

Variations: All Murder Hobo Class game

Power Level: 4th-ish

GM: Jon Wilson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Vagabonds and Road Knights are confronted with anti-Chaos Skullheads — the usual suspects aren't talking, but the animals are... The Devil's Arcade rumbles; get your box of anvils ready!

### **105 Death at Winterland Water Park**

Friday 6 PM in 161 for 8 hours; ends in Session 1  
System: Call of Cthulhu (5th-6th); 8 players

Variations: Centennial City Adventure circa: 1930s

GM: Dwayne Fox

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A worker finds the body of a well known reporter in a pool at Winterland Water Park. Was it suicide? An unfortunate accident? Or something disturbing? Will you solve the mystery?

### **106 Before the Dawn**

Friday 6 PM in 165 for 8 hours; ends in Session 1

System: T.O.R.G. (1st); 6 players

Power Level: Beginner

GM: Kasi Jammeh

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Torg is set in a near future setting, known officially as the near now. At the game's starting point, this world has been subjected to a pan-dimensional invasion.

### **107 Death From A Jeep**

Friday 6 PM in 166 for 6 hours; ends in Session 1

System: GURPS (4th); 6 players

Power Level: 215-230

GM: Tom Vallejos

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

1 March 1944: Your Allied team operates behind enemy lines. Off you go for another crack at Jerry! Prizes supplied by Steve Jackson Games!

### **108 Terror on the Trans-Siberian Railway**

Friday 6 PM in 168 for 6 hours; ends in Session 1

System: Call of Cthulhu (7th); 5 players

Power Level: Pulp-style Cthulhu

GM: William Lee

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You are prisoners of a mad baron, trapped in his Siberian fortress. You must escape. But beware, death and insanity will be close behind.

### **109 The Robots of Doom Part One – ‘Murder Times Four!’**

Friday 6 PM in 170 for 6 hours; ends in Session 1

System: Pulp Adventure (2nd); 6 players

Power Level: Cliffhanger

GM: Jeff Hatch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A recent string of murders holds the city of Necropolis in an icy grip of terror! A corrupt police force will do nothing; will you answer the call?

### **110 Scum and Villainy - An Adventure in the Dark Underbelly of the Empire**

Friday 6 PM in 171 for 8 hours; ends in Session 1

System: Star Wars (Fantasy Flight); 6 players

Variations: Some House Rules, No Force Unleashed

Power Level: Experienced Players

GM: Karen Dombek

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Greetings, Black Sun Members! You have just finished stealing a cargo from the Hutts. It was supposed to be stolen Kuati Technology...

### **111 Buffalo Rustlers Strike**

Friday 6 PM in 334 for 6 hours; ends in Session 1

System: Abantey; 6 players

GM: Becky Thomas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

On a trade road through a vast jungle, rustlers have struck the Kwai Ranch. It is up to a group of Adventurer Investigators to see if they can find them! **Teens can get ‘priority’ registration in Room 334 before the registration deadline.**

### **112 The Black Tree**

Friday 6 PM in 334 for 6 hours; ends in Session 1

System: Cyberpunk 2020; 6 players

Variations: some house rules

GM: Steve Kani

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A new drug has hit the streets. Kids are disappearing and everyone is pointing their fingers at Petrochem. Your job? Find those kids and the source and clear Petrochem's name. **Teens can get ‘priority’ registration in Room 334 before the registration deadline.**

### **113 Jurassic Parking Lot**

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

System: Spirit of '77; 6 players

GM: David Jones

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

This land might be lost but it's nothing like you'd expect. Whoever keeps the dinosaurs from destroying this year's science fair wins first prize! (Second place gets eaten.)

### **114 We're the Government, and We're Here to Help**

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

System: All Flesh Must Be Eaten; 6 players

Power Level: Survivors!

GM: David Weinstein

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Zombies? That only happens in movies! Still, your unit has been activated, and the CO says this is no joke. Get in there and execute your orders ... whatever they are.

### **121 The Eye of Incongruous Elocution (or Tsolya'ni Poorly Pronounced)**

Friday 6 PM in 162 for 8 hours; ends in Session 1  
System: Empire of the Petal Throne (TSR 1975); 8 players  
Power Level: 1st  
GM: Matt Morrison  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
You of polite anonymity are invited to science-fantasy adventure 100,000 years in the future. On Te'kumel, demons and devils are real, magic possible, politics treacherous, slavery, sacrifice, and assassination routine.

### **Walk-Up Welcome to the Omega Zone**

Friday 6 PM in Hall Table 6 for 4 hours; ends in Session 1  
System: FATE Accelerated; 6 players  
Variations: Omega Zone  
GM: Craig Robertson  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
Characters created for game  
Los Angeles ain't what it used to be, what with the mutants and all. Join us for a night of post-apocalyptic fun. Presented by Double Exposure.

### **115 Temple of Tymora**

Friday 8 PM in 143 for 4 hours; ends in Session 1  
System: Dungeons & Dragons 5.0; 5 players  
GM: Josiah Knight  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
A curse killing the crops can be ended by a chalice. Your mission is to enter the catacombs and recover the Chalice. Healing is just outside. What could be easier?

### **116 Screw the Bothans**

Friday 8 PM in 147 for 8 hours; ends in Session 1  
System: Shadowrun (4th); 8 players  
GM: Henry Hill  
Rules Knowledge: Useful  
Game Content: Mature Themes  
All characters provided by GM  
New Empire, new rules. Same thing. This time they are going about getting the superweapons functional all at once. You are being hired by Wraith to go get the information.

### **117 Sundown**

Friday 8 PM in 149 for 4 hours; ends in Session 1  
System: Call of Cthulhu (7th); 5 players  
GM: Beth Krestoff  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
They found what was left of little Alina Hundle's remains, barely recognizable. You realized that JUSTICE is more than a word, it is a necessity—and the posse is forming.

### **118 Last Men on Earth**

Friday 8 PM in 151 for 4 hours; ends in Session 1  
System: Night's Black Agents (1st); 5 players  
GM: Gene Lancaster  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
LAST MEN ON EARTH. 1950s Memphis, Tennessee. Five men with guns ... and a plan. A bank robbery gone wrong. All hell breaks loose!

### **119 Kill Doc Cross!**

Friday 8 PM in Tri-Valley 2 for 4 hours; ends in Session 1  
System: Toon (All); 20 players  
Variations: You get to kill the Animator!  
Power Level: Wacky!  
GM: Doc Cross  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Celebrate 40 years of DunDraCon by killing Doc Cross in a Toon free-for-all. Note: Real Doc will not actually be killed.

### **120 Dresden Files: Breaking Badlands**

Friday 8 PM in San Ramon for 4 hours; ends in Session 1  
System: Hero 5th ed. (Champions); 8 players  
Variations: Set in the Dresdenverse  
Power Level: Friends of Harry Dresden  
GM: Greg Haslam  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Harry's gone (takes place during Ghost Story) and his friends (Warden, Troll, St. Giles, ex-cop, etc.) must investigate a mystery in the American Southwest.

### **181 Lasers, Tentacs, and Battleships... Oh, my!**

Friday 6 PM in 163 for 8 hours; ends in Session 1  
System: Battlestations (2nd); 9 players  
Variations: Play-tested and fresh off the press  
GM: Jonah Johnson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Just a typical day at the UREF, shinnying the brass and mopping the deck. Then a klaxon goes off and the Admiral's voice booms over the intercom. The signal with a colony has been lost and the guardian ship is not responding, either, in sector LV-426. Get out there, find out what the problem is, and fix it.



## Session 2      SATURDAY

### **201 Mythos Trek**

Saturday 8 AM in 143 for 10 hours; ends in Session 3  
System: Call of Cthulhu; 7 players  
Variations: Slight for player enjoyment  
GM: Whitney Lee Preston  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters may be provided by GM  
The USS Constitution is sent to the coldest area of known space on a rescue mission.

### **202 An Unusual Investigation**

Saturday 8 AM in 145 for 6 hours; ends in Session 3  
System: Call of Cthulhu (7th); 6 players  
GM: Kevin Glazner  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
1920s' investigators unravel a weird mystery in Arkham.

### **203 The Last Parsec: Shipwrecked!**

Saturday 8 AM in 147 for 6 hours; ends in Session 3  
System: Savage Worlds; 6 players  
Variations: The Last Parsec  
Power Level: Seasoned (20XP)  
GM: Erik Alfkin  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The nav system failed. If you're lucky, you and the other crew might just make it to that unexplored world before the ship explodes. And who is the saboteur, anyway?

### **204 Wrath of Goblinoids (Pregens Provided)**

Saturday 8 AM in 149 for 4 hours; ends in Session 2  
System: Dungeons & Dragons 5.0; 5 players  
GM: Randy White  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
In most fantasy games, the players play the role of heroes represented by 'good' races: humans, elves, dwarves, etc. This adventure turns the tables on that traditional idea.

### **205 The Beauty of Nunna's Island**

Saturday 8 AM in 151 for 4 hours; ends in Session 2  
System: Pendragon (5.1); 6 players  
Variations: Plus Book of Battle  
Power Level: Mid  
GM: Kevin Shrapnell  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
5th-century Britain. Knights of Salisbury are sent to break a siege, resolve a dispute, and rescue the beauty of Nunna's Island.

### **206 Thieves of Alexandria**

Saturday 8 AM in 152 for 8 hours; ends in Session 3  
System: Runequest (6th); 8 players  
Power Level: Low  
GM: Peter Christian  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You aren't good guys. In Roman-ruled Alexandria, you are thieves trying to steal a relic said to have belonged to a god. No worries! It's only the Bloody Romans!

### **207 The Spider's Web**

Saturday 8 AM in 154 for 6 hours; ends in Session 3  
System: 7th Sea; 6 players  
Variations: Modified for Space Opera  
GM: Jay Loucks  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Caramine Feudate intelligence has acquired system defense information for the Orion world of Aethelrode. Your intrepid crew of agents must fly in, receive it, and fly away. Nothing easier. Right?

### **208 Foxbat, President of the Jungle**

Saturday 8 AM in 159 for 8 hours; ends in Session 3  
System: Champions 4th Edition; 6 players  
Variations: Minor with some 5th  
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  
Politics are a jungle, and Foxbat wants to be President. Heroes needed for a daring, globe-trotting scavenger hunt. Fail, and Foxbat becomes President of the world.

### **209 Crisis in Vault 314**

Saturday 8 AM in 160 for 6 hours; ends in Session 3  
System: Hillfolk; 6 players  
Variations: Fallout setting  
GM: Brian E. Williams  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters created for game  
Nobody is sure when you all moved into Vault-Tec's Vault 314, but SPECIAL dwellers have ventured into the Wasteland over the generations since the Fall. Today, one has come back.

### **210 Inquisitive Minds**

Saturday 8 AM in 161 for 8 hours; ends in Session 3  
System: World of Darkness (nWoD); 6 players  
Variations: Dark Ages, God Machine  
GM: Lance Meibos  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Stop a series of witch hunts in medieval Germany as...the Inquisition?! Bet you didn't expect that.

### **211 The Festival of Arlax Blacktongue**

Saturday 8 AM in 162 for 4 hours; ends in Session 2

System: Dungeons & Dragons 5.0; 5 players

Power Level: 3rd

GM: Beth Daggert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The annual Secomber Festival has returned, bringing with it games, intrigue, and the chance to see the legendary Glass Sword of Secomber at 1st hand! Come one, come all!

### **212 Sundown at the Bullet Farm**

Saturday 8 AM in 163 for 8 hours; ends in Session 3

System: Mutant: Year Zero (Post Apocalyptic) (1st);

6 players

Variations: Sim to Gamma World—Mad Max Fury Road refs & locales

Power Level: Average

GM: David Etheridge

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The survival of the arc depends on the characters as they venture into the zone to find salvation or destruction for all within. The fate of the arc is in your hands!

### **213 The Scourge of White Plume Mountain**

Saturday 9 AM in 374 for 10 hours; ends in Session 4

System: Pathfinder; 6 players

Variations: Core Bk & APG only, Good only, 35 pt buy base stats

Power Level: 17th; 410K GP items, magic etc, 2 APG traits

GM: Duane Frederick

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

Fire Giants have raided the north, killing thousands.

Efforts to stop the Fire Giant armies have failed. Heroes are needed to eliminate the Fire Giant leadership at White Plume Mountain.

### **214 Escape from the Mines of Zander Caine**

Saturday 10 AM in 608 for 6 hours; ends in Session 3

System: BASH! Fantasy: Legends of Steel; 6 players

Variations: Supps for some fantasy/steam-tech content

Power Level: Proven (25 pt character)

GM: Chris Rutkowski

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

You awaken in the orichalchium mines of an unscrupulous robber-baron. If you can get yer sixgun or spellbook, you just might have a chance of bustin' out of here.

### **215 Fitzthulhu**

Saturday 10 AM in 164 for 8 hours; ends in Session 3

System: Call of Cthulhu (7th); 6 players

Power Level: Not enough

GM: Ezra Denney

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Brazil, 1922. It's been 6 months since that madman took a boat down the Amazon to build an opera house. You've been hired by the insurance company to find him.

### **216 White Lady of West Wood**

Saturday 10 AM in 165 for 8 hours; ends in Session 3

System: Numenera; 6 players

GM: David Jones

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

She lurks near crystal orchards by the town of West Wood. Those mindful best not stray far on moonlit nights or the White Lady may gather you up.

### **217 Avengers Assemble!**

Saturday 10 AM in 166 for 8 hours; ends in Session 3

System: Marvel Superhero (TSR Advanced); 5 players

GM: Michael Skeen

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Play as one of your favorite Avengers: Captain America, Thor, Iron Man, Black Widow, and more, as you work together to save the world.

### **218 Cinderella-Chan**

Saturday 10 AM in 168 for 6 hours; ends in Session 3

System: Golden Sky Stories; 5 players

GM: Michael Garcia

Rules Knowledge: Beginners Welcome

Game Content: Family

Characters created for game

Cute henge shall help/ girl who was born a boy/ find beauty and joy

### **219 Pulp by Gaslight**

Saturday 10 AM in 170 for 6 hours; ends in Session 3

System: Pulp Adventure; 6 players

GM: Joe Parzanese

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

1890 London - the daughter of an Earl has been kidnapped, but is this just part of something bigger? Pulp Adventure by Gaslight!



### **220 Quantum Flux**

Saturday 10 AM in 171 for 8 hours; ends in Session 3  
System: 6D6 (1st); 6 players  
Power Level: Beginner  
GM: Danny Idryo  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Several weeks ago the Wuland-Yelani Corporation hired a crack salvage team to recover their missing science ship. While en route, disaster strikes and you are forced to abandon ship.

### **221 More Than Dead**

Saturday 10 AM in 334 for 4 hours; ends in Session 3  
System: 4D; 6 players  
GM: Jon Wilson  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
As the tires screamed and smoked, the flaming glass bottles flew and broke, survivors barely jumped into the truck, and zombie flesh burned ... **Teens can get 'priority' registration in Room 334 before the registration deadline.**

### **222 Force and Destiny Beginner Game**

Saturday 10 AM in 338 for 6 hours; ends in Session 3  
System: Star Wars (Fantasy Flight); 4 players  
Variations: Force and Destiny  
Power Level: Beginner  
GM: Kasi Jammeh  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
As a Force-sensitive outcast struggling to survive, you can bring justice to the galaxy, search for the lost remnants of the Jedi order, or fall victim to the Dark Side's temptations. **Teens can get 'priority' registration in Room 334 before the registration deadline.**

### **281 Cooperative Trinity: Microscope, Kingdom, Fiasco**

Saturday 9 AM in Pacific for 5 hours; ends in Session 3  
System: Microscope, Kingdom, Fiasco; 7 players  
Walk-ups welcome; the game works with 7, 11 or 15 players  
GM: Christopher Allen  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters created for game  
Microscope, Kingdom and Fiasco are all GM-less cooperative games. We will be exploring three of the most popular systems, braiding their stories together as a composite RPG.

## **Session 3**

### **301 Sumer Prime - Redefine**

Saturday Noon in 149 for 8 hours; ends in Session 4  
System: Dungeons & Dragons 5.0; 6 players  
Variations: Some variant rules from PHB and DMG  
Power Level: 10th  
GM: Dylan Blair  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
Excavations at a temple site for an ancient, extinct race of giants have led to a chamber at the bottom of a vast cenote.

### **302 Dark Legacy – Act II – Darkness Rises**

Saturday Noon in 151 for 8 hours; ends in Session 4  
System: Hero 5th (Fantasy); 8 players  
Power Level: 200 pts  
GM: Chris Muoio  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Anekoji village has been destroyed. The Demon Hand have raised their ancient master, and Oguri Prefecture is his next target; home of the legendary diamond lotus his prize.

### **303 The Wizard's Amulet**

Saturday Noon in 162 for 4 hours; ends in Session 3  
System: Dungeons & Dragons 5.0; 5 players  
GM: Thomas F. McVey  
Rules Knowledge: Beginners Welcome  
Game Content: Family  
All characters provided by GM  
Investigate a mysterious amulet from the wizard Eralion who sought immortality using fell powers. Pregen characters will be provided.

### **304 Mission on L5**

Saturday 1 PM in 334 for 4 hours; ends in Session 3  
System: Dread (1st); 5 players  
GM: Harold Ogle  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Unspecified issues on the space station at L5 have required you to be sent to investigate. Will you survive, or fall to perils in space? Come play Dread with us!  
**Teens can get 'priority' registration in Room 334 before the registration deadline.**



### **305 The Phantoms of Black Knight Ridge**

Saturday 2 PM in 145 for 6 hours; ends in Session 4

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

Variations: some house rule mods

Power Level: Sharp-eyed, calloused & weathered

GM: Badger McInnes

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

This is the Wild Weird West: a little bit of murder, quite a bit of snake oil, and a whole lotta corruption. Slap on those smoke wagons, grab your deputy badge...oh, and pocket that Elder Sign, too.

### **306 Terror on Ajax VII**

Saturday 2 PM in 147 for 10 hours; ends in Session 4

System: GURPS (3rd); 6 players

Variations: Prime Directive

Power Level: 150 character points

GM: Daniel Woolery

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A standard Starfleet mission turns into a fight for your lives as the characters solve a mystery with far-reaching consequences for the federation. Many Premade characters to choose from.

### **307 Under a Golden Moon: A Tale of Whiskey, Cards, and Claws**

Saturday 2 PM in 154 for 6 hours; ends in Session 4

System: Werewolf: The Wyld West (20th Anniversary); 8 players

Power Level: Fostern-Adren

GM: Liz Ruifrok

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

1847: The Gold Rush is underway. In San Pascual, our heroes gather. Can they stop the rash of suicides from infecting the town, and break the cycle of the Storm-Bringer?

### **308 A Menace at Dennis the Menace Park**

Saturday 2 PM in 160 for 4 hours; ends in Session 3

System: Fate Core; 5 players

GM: Saul Morales

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A troubling death: a homeless man at a popular park in Monterey; the condition of the body: terrifying. Then another, a young student. What is menacing Dennis the Menace Park?

### **309 Kill Doc Cross: Round 2**

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

System: Toon (All); 20 players

Variations: You get to kill the Animator!

Power Level: Wacky!

GM: Doc Cross

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Celebrate 40 years of DunDraCon by killing Doc Cross!

The second round of a Toon tournament. I'm doomed.

### **310 Oh, The Unspeakable Things**

Saturday 4 PM in 159 for 8 hours; ends in Session 4

System: Call of Cthulhu (7th); 6 players

Variations: Luck Points

GM: Matt Steele

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

27 June 1918, the Hospital Ship HMHS Llandovery Castle is bound from Canada to England to pick up wounded soldiers. One never knows what nightmares might rise from the deep.

### **311 The Curse of the Labyrinth Part II – The Oubliette**

Saturday 4 PM in 161 for 8 hours; ends in Session 4

System: Hero 5th ed. (Fantasy); 10 players

Power Level: 200 pts.

GM: Kourtney Hobart

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Trapped in the Oubliette, the party must navigate through dark tunnels and escape in time to save Sarah and the Kingdom. Goblins and puzzles and traps - Oh my!

### **312 Crimson Letters**

Saturday 4 PM in 162 for 4 hours; ends in Session 4

System: Call of Cthulhu (7th); 5 players

GM: Ian Grey

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Poor Professor Leiter is dead. Worse, the Witch-Trial Papers he was working on have gone missing. But you WANT to help. Even if your motives are less than pure....

### **313 Kellian's Fist**

Saturday 4 PM in 163 for 8 hours; ends in Session 4

System: FATE (Core); 5 players

Variations: Star Wars

GM: Dovi Anderson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Intense role-playing in a prequel-free galaxy.

Five students of the Force must overcome their differences, complete their training, and fulfill their destiny of delivering a mighty blow against the Empire.

### 314 No Lesser Evil

Saturday 4 PM in 168 for 8 hours; ends in Session 4  
System: Warhammer Fantasy Roleplay (v2); 6 players  
Power Level: 2000XP  
GM: Tye Rempfer  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
An empire in flames, a town on the edge, and upon the shoulders of a small group of strangers so much rests. Join us on a journey of dark fantasy.

### 315 The Golem of Antioch

Saturday 4 PM in 170 for 10 hours; ends in Session 4  
System: Call of Cthulhu (7th); 5 players  
Variations: minor (some optional CoC7th)  
Power Level: Fragile Fleshies  
GM: Shannon Mac  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
Investigators face magic, monsters, murder, and madness as they try to find a way to stop what has no soul and will not die. Roman Empire meets the Mythos.

### 316 The Horse Race of Paris

Saturday 4 PM in 608 for 6 hours; ends in Session 4  
System: Pendragon; 6 players  
Variations: Charlemagne  
Power Level: Experienced Knight  
GM: Roderick Robertson  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
The Emperor Charlemagne has decreed a horse race to see who has the best horse in all his realm. Everyone who is anyone will be there.

### 317 Dancing on the Edge of the World

Saturday 5 PM in 508 for 8 hours; ends in Session 4  
System: Compleat Arduin (Editor's Cut); 6 players  
Variations: 1940's tech—except when it's not  
Power Level: 6th-8th  
GM: Mark Schynert  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The Princess must find the Sword; the Sword must find the Princess. You, on the other hand, are expendable. Yeah, well, maybe not....



## Session 4

### 401 The Stolen Adventure

Saturday 6 PM in 143 for 8 hours; ends in Session 4  
System: Dungeon & Dragon (Original) (2nd); 6 players  
Variations: Some house rules  
Power Level: 1st  
GM: Keith Garton  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Posted on the tavern wall 'Adventurers Wanted.' The lucky 6 are chosen. You are not among the chosen. We could do this adventure ourselves. More than just hack and slash.

### 402 Space Orchids

Saturday 6 PM in 152 for 6 hours; ends in Session 4  
System: GURPS; 7 players  
Variations: Light on rules  
Power Level: Low  
GM: Jean-Luc Brouillet  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
You've been sent to explore a newly discovered planet! Will you find fame, fortune, or danger? Focus on role-playing and discovery. Characters with background provided.

### 403 Summer of SyFy

Saturday 6 PM in 160 for 8 hours; ends in Session 4  
System: Hero 6th ed.; 6 players  
Variations: Teen Champions  
Power Level: 9d6, 8 CV, 5 Spd (5th ed chars ok; no Find Weakness)  
GM: Don Satow  
Rules Knowledge: Useful  
Game Content: Mainstream  
Characters may be provided by GM  
It's Summer Break! Time for a break for teen supers at the beach. Everyone's headed to the Amity Island for the amusement park, bikinis and Camp Crystal Lake.

### 404 My Library Was Dukedom Large Enough

Saturday 6 PM in 164 for 6 hours; 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  
The Acolytes are desperately needed to suppress a cult leader on Aistan's Fall. Unfortunately, they are trapped on a nearby planet currently quarantined due to a lethal and virulent plague.

#### **405 Into Ringworld**

Saturday 6 PM in 165 for 8 hours; ends in Session 4

System: Larry Niven's Ringworld; 6 players

GM: Kris Miller

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

It will take decades to explore Ringworld: an artificial world with a surface area three million times larger than Earth's. And your ship has just arrived.

#### **406 The Giggler Strikes Again**

Saturday 6 PM in 166 for 8 hours; ends in Session 4

System: Dungeons & Dragons (Original) (Lamentations of the Flame Princess); 6 players

Variations: house rules—will teach

Power Level: 1st-3rd

GM: Craig Dixon

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Save the Festival of the Silken Veils from homicidal terror! This nightly rampage of tittering death must end, by sword or spell! Mature players, really. Shamir needs heroes again, alas.

#### **407 The Two Trees Part I: Seeds of Doubt**

Saturday 6 PM in 171 for 8 hours; ends in Session 4

System: 13th Age; 8 players

Power Level: 4th

GM: Joseph O'Neil

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

What do you do when the forest you're in tries to turn you to mulch? There ain't mulch you can do.

#### **408 The Iron Beast**

Saturday 6 PM in 334 for 4 hours; ends in Session 4

System: Cypher System (Monte Cook); 5 players

Power Level: Beginner

GM: Chris Piazza

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Set in the world of the '80s cartoon Thundarr the Barbarian, determine what the iron beast in the sky is and why it's abducting the local inhabitants.

**Teens can get 'priority' registration in Room 334 before the registration deadline.**

#### **409 I Hate Sequels - Part 2**

Saturday 6 PM in 338 for 8 hours; ends in Session 4

System: Cyberpunk 2020; 6 players

Variations: Some home brew - special abilities revised

Power Level: Mid movers

GM: Brett Lawson

Rules Knowledge: Useful

Game Content: Mature Themes

Characters created for game

The legendary cast from one of the most influential films of its generation is re-united to discuss a sequel, and everyone wants a piece of the action.

#### **410 Sailors On The Starless Sea**

Saturday 6 PM in 334 for 4 hours; ends in Session 4

System: Dungeon Crawl Classics RPG (3rd); 7 players

Power Level: Zero

GM: Justin Nelson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Delving beneath crumbling ruins, the characters discover ancient crypts, a starless sea, and an ancient ziggurat, where death and treasure await in equal measure!

**Teens can get 'priority' registration in Room 334 before the registration deadline.**

#### **411 The Sunder of O'Sai**

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

System: FATE; 8 players

Variations: Ehdrigohr

Power Level: Starting level

GM: Rallie Murray

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An island in the Sunder has been used as a place of exile. Legends of evil spirits find their way back to the D'Zul, who gather heroes to investigate.

#### **412 The Robots of Doom Part Two – 'Doctor Scarlet Strikes!'**

Saturday 7 PM in 374 for 6 hours; ends in Session 4

System: Pulp Adventure (2nd); 6 players

Power Level: Cliffhanger

GM: Jerry Betti

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The evil plaguing Necropolis has a name, but Dr. Scarlet hides in a secret base, plotting to take over the city using his deadly Robots of Doom!

#### **413 The Cold Hard Truth**

Saturday 8 PM in 149 for 8 hours; ends in Session 4

System: Call of Cthulhu (7th); 6 players

GM: Frank A. Figoni

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

The communication center GTMO has gone dark and communications have ceased. The 'Specials Squad' has been activated. Can they find out what's happening on the base before it's too late?

#### **414 City of Doors**

Saturday 8 PM in 151 for 4 hours; ends in Session 4

System: Dungeons & Dragons 5.0; 5 players

GM: Daniel Soria

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A group of adventurers, from any number of Prime Material worlds, is introduced to 'Sigil' (City of Doors), from which the ensuing adventure spans a multitude of dimensional realities.

#### **415 Last Men on Earth**

Saturday 8 PM in Tri-Valley 2 for 4 hours; ends in Session 4

System: Night's Black Agents (1st); 5 players

GM: Gene Lancaster

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

LAST MEN ON EARTH. 1950s Memphis, Tennessee. Five men with guns...and a plan. A bank robbery gone wrong. All hell breaks loose!

#### **416 Mastodon**

Saturday 8 PM in 162 for 4 hours; ends in Session 4

System: The Strange RPG; 6 players

Power Level: Low

GM: Randy White

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Mastodon is an adventure for The Strange suitable for beginning players. Someone is killing former members of a secret military program code-named Mastodon, and the PCs are next.

#### **417 3:10 to Yuggoth**

Saturday 8 PM in 145 for 6 hours; ends in Session 4

System: Deadlands Reloaded; 6 players

Variations: Cosmic Horror

Power Level: Townies

GM: Bryanna Hitchcock

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A train's stopping in New Providence this afternoon.

Folks got an itchy feeling, like a killer storm's coming.

You're one of them. A local. Just like you've always been, right?

#### **418 The Weight of Sorrow**

Saturday 8 PM in 154 for 8 hours; ends in Session 4

System: Dungeons & Dragons 3.5; 8 players

Variations: 3.0 power attack

Power Level: 153K XP; 440K GP

GM: Daniel Alves

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

The Weight of Sorrow must be destroyed. You must make your way to the White-Hot Room, but the only entrance is controlled by a mighty necromancer.

## **Session 5**

## **SUNDAY**

#### **501 Raid on Xibadu**

Sunday 8 AM in 143 for 8 hours; ends in Session 6

System: 7th Sea; 6 players

Variations: Modified for Space Opera

Power Level: 200+ exp.

GM: Larry Lynch-Freshner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Tasked with clearing a research facility before the attacking Caraminea can sack it, can you handle their advance team? And did a traitor call them in?

#### **502 Return to the Duchy of Bloodstone**

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

System: Dungeons & Dragons 3.0/3.5; 8 players

Variations: Epic, Divine, NO PSIONICS or PATHFINDER

Power Level: Epic; potential Demi-Gods

GM: Earl Ogden

Rules Knowledge: Expected

Game Content: Mature Themes

All characters provided by GM

70 years after the BloodStone wars. The EVIL Powers have found a way to use the White Tree to resurrect two evil gods on Toril. Can you stop them?

#### **503 Mutant Cali: Save Whistlin' Pete**

Sunday 8 AM in 147 for 6 hours; ends in Session 6

System: FATE (Core); 6 players

GM: Erik Alfkin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

California is overrun: mutants and cyborgs in the south, Fae in the north, and road gangs in the middle. Survival is tough. And now ol' Pete's gone missing.

#### **504 The Blighted Forest**

Sunday 8 AM in 149 for 8 hours; ends in Session 6

System: Dungeons & Dragons 5.0; 8 players

Variations: Fast and furious

Power Level: 5th, a magic weapon, 3 potions

GM: Michael Smith

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

This was just a simple caravan escort mission. So how did we end up doing someone else's job of trying to clean up the Blighted Forest?

### **505 Your Adventure**

Sunday 8 AM in 151 for 4 hours; ends in Session 5

System: Dungeons & Dragons 5.0; 5 players

GM: Andy Marshall

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You are not satisfied with the status quo. Exploring the dangerous wilderness is the only way to elevate your status. But will you live long enough to enjoy it?

### **506 Mecha vs. Kaiju**

Sunday 8 AM in 152 for 6 hours; ends in Session 6

System: FATE (Core); 6 players

Variations: Mecha vs Kaiju setting

GM: Johnathan Wright

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Giant monsters fight giant robots as Tokyo burns! The Mecha Assault Force faces the might of the unstoppable kaiju, and the fate of Japan hangs in the balance!

### **507 The Windy City**

Sunday 8 AM in 154 for 6 hours; ends in Session 6

System: Changeling the Lost (1st); 8 players

Power Level: beginning

GM: Liz Ruifrok

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Your group has found themselves allying with local Fae sent to rescue newly escaped from the hedge. But when mortals start to see through the veil, trouble arises....

### **508 Ominous Olfactory Omens**

Sunday 8 AM in 159 for 8 hours; ends in Session 6

System: Dungeons & Dragons 3.5; 6 players

Variations: Gringold Campaign var., homegrown creatures, magic

Power Level: 9+

GM: Jeff Brain

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Has a corner been turned against Scent Mages? Heroes will find searing new challenges as they perambulate perfumed paths. Victors will smell the spoils or sniff sanguine spills.

### **509 The Winged Monkeys of Oz**

Sunday 8 AM in 160 for 4 hours; ends in Session 5

System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st); 8 players

Power Level: starting

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Everything is in order for a celebration in the Emerald City. There's not a cloud in the sky...Wait a minute! Is that a flock of birds? No, it's Winged Monkeys!

### **510 The Ghost Train**

Sunday 8 AM in 161 for 6 hours; ends in Session 6

System: Aces and Spades (Playtest); 6 players

GM: Ashton Saylor

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In 1909, the little town of Fairfield is one of the last holdouts of the West. But when the night train stops stopping at Fairfield, things begin to get strange.

### **511 Attack on the Tower of Time**

Sunday 8 AM in 162 for 6 hours; ends in Session 6

System: Dungeons & Dragons 3.5; 8 players

Variations: Homebrew D20: Character creation & rules

Power Level: Low

GM: Joseph Silveira

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

The finest airship crew was put together to defend their home, and they died! But thanks to some creative magic they're back. Anyone remember how to drive this thing?

### **512 The Planets of the Ape**

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

System: Champions 4th Edition; 6 players

Variations: some mods and 5th ed. flavor

Power Level: 10-14 DC

GM: Joe Di Lellio

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

Amazing. A planet \*STATIC\* children. We should \*CRACKLE\* visit violence \*LONG STATIC\* take advantage \*RANDOMTONES\* many would die \*HISS\* as they \*HIGH TONE\* should. \*TONE DROP\*

### **513 The Department**

Sunday 8 AM in 508 for 6 hours; ends in Session 6

System: Fear Itself; 6 players

GM: Alexis George

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Please wait for your number to be called. No smoking in the facility. If you are not present when called, we will move to the next available number.

### **524 Plague!**

Sunday 8 AM in 153 (Training Room) for 8 hours; ends in Session 6

System: Pathfinder; 6 players

Variations: Max 33k GP, Epic ability scores, PFS restrictions

Power Level: 8th

GM: Geoffrey Nicholls

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

A plague is killing citizens of Nirvon. Paladins can only save so many. Historians say the Red Crown of Health can help. The kingdom needs you to find it.

### **514 So the Military's Done With Me. Now What?**

Sunday 9 AM in 608 for 10 hours; ends in Session 7

System: Last Great Empire (Original); 7 players

Power Level: Beginning

GM: Les Child

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Freshly mustered out of your respective armed force unit, you now grab whatever they'll give you as benefits and go make your fortune as a mercenary. Best of luck, soldier!

### **515 Weird Anomalies and Conspiracy Kook Society**

Sunday 9 AM in 374 for 8 hours; ends in Session 6

System: Call of Cthulhu d20; 8 players

Variations: Modern times

Power Level: Low

GM: Patrick Hamilton

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A bunch of online misfits meet up at the local conspiracy convention.

### **[Assigned only] Kill Doc Cross: Final Round**

Sunday 9 AM in Pacific for 3 hours; ends in Session 5

System: Toon (All); 12 players

Variations: You get to kill the Animator!

Power Level: Wacky!

GM: Doc Cross

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Celebrate 40 years of DunDraCon by killing Doc Cross!

### **516 Web of Intrigue**

Sunday 10 AM in 164 for 8 hours; ends in Session 6

System: Star Trek RPG (Decipher); 10 players

Power Level: Introductory

GM: Andrew Jackson Davis

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

A Federation Envoy Vessel, the Ontario, carrying a crew of 73 and 26 Federation delegates to a vital strategic conference, has disappeared without a trace en route.

### **517 Undermountain**

Sunday 10 AM in 165 for 6 hours; ends in Session 6

System: Pathfinder; 6 players

Variations: Pathfinder RPG Core Rulebook only

Power Level: Pre-constructed characters, 15 pt buy, 4th level+

GM: John Yanushefsky

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 await you.

### **518 Preeminent Paradox: Six Doctors, One Box**

Sunday 10 AM in 166 for 8 hours; ends in Session 6

System: Doctor Who Adventures in Time and Space; 6 players

Power Level: You are playing the Doctor

GM: Ryan Walton

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

A massive Paradox is tearing apart the universe. Only the Doctor is brilliant enough stop it. Is one doctor enough? Brilliant, we've got six!

### **519 Throne War (of CHAOS)**

Sunday 10 AM in 168 for 8 hours; ends in Session 6

System: Amber Diceless; 12 players

Power Level: 300 pts

GM: Robert Paul

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

It's an Amber Throne War set in the courts of Chaos. What else do you need to know?

### **520 Escape From Delta Pavonis!**

Sunday 10 AM in 170 for 6 hours; ends in Session 6

System: GURPS (4th); 6 players

Power Level: 150-200

GM: Tom Vallejos

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Klingon Empire invaded the Federation. You were captured and transported to Delta Pavonis Colony. Now, it's time to escape! Prizes from Steve Jackson Games.

### **521 The Defenders – The Book of Counted Sorrows**

Sunday 10 AM in 171 for 8 hours; ends in Session 6

System: Hero 6th ed.; 6 players

Variations: Set in the Marvel Cinematic Universe

GM: Jason Krestoff

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Life in Hell's Kitchen is hard, but it's become a malignant horror. Now more than ever Hell's Kitchen needs its DEFENDERS, but can they withstand The Book of Counted Sorrows?

### **522 The Frozen Widget**

Sunday 10 AM in 334 for 8 hours; ends in Session 6

System: Dungeons & Dragons 4.0; 6 players

Power Level: 1st

GM: Jack Lawson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Our shipment of survey equipment has been stolen from the caravan sending it to us. Go into their warren and get it back—or freeze to death this winter.

**Teens can get 'priority' registration in Room 334 before the registration deadline.**

### **523 Be Careful What You Wish For**

Sunday 10 AM in 338 for 8 hours; ends in Session 6

System: Buffy the Vampire Slayer (Core); 6 players

Variations: 5th season; pre-gen char.

Power Level: 5th

GM: Ron Correll

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Come and play Buffy, Willow or another of the Scoobies in the Buffy RPG. An easy to learn role-playing game based on Eden Studio's Unisystem and the hit show.

## **Session 6**

### **601 Lost in Space**

Sunday Noon in 151 for 6 hours; ends in Session 6

System: Traveller (Classic); 6 players

GM: Michael Silverling

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Everyone knows the story of the Robinson family and the Jupiter-2. But this is the story no one knows. This is the secret test flight of the Jupiter-1.

### **602 The Order Has Come to Join the Warden**

Commander at Ostagar

Sunday Noon in 160 for 6 hours; ends in Session 6

System: Dragon Age RPG by Green Ronin (Set 2-3/Core Book); 6 players

Power Level: Intermediate

GM: Lisa Disterheft

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Commander of the Grey expects you at Ostagar. You are to meet Warden Boane in Lothering village, then head 100 miles south—but Maker's Breath, where is he?

### **603 The Pride of the Herd**

Sunday 2 PM in 147 for 4 hours; ends in Session 6

System: Runequest (6th); 6 players

Variations: Glorantha

Power Level: Low/Mid

GM: Kevin Shrapnell

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The clan's prize ram, promised as a wedding gift, must be protected from enemy cattle rustlers.

### **604 Watch Your Tail**

Sunday 2 PM in 154 for 6 hours; ends in Session 7

System: FATE Core (1st); 6 players

Variations: The Secrets of Cats

Power Level: beginning

GM: K.A. Green-Wall

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Supernatural peril is on the rise. Your new allies are all as inexperienced as you are. And...you're a kitty?

### **605 New Heroes of the Super City**

Sunday 2 PM in 161 for 6 hours; ends in Session 7

System: BASH! Basic Action Super Heroes; 6 players

Variations: Will be using Awesome Powers supplement

Power Level: 30 pt Characters

GM: Chris Rutkowski

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Collaborate with other players to design your own superheroes, plots, and setting. Use your own hero, or create one at the table. Co-create a unique adventure experience!

### **606 Lady Blackbird - Tales from the Wild Blue Yonder**

Sunday 2 PM in Pacific for 4 hours; ends in Session 6

System: Lady Blackbird; 5 players

GM: Charles Picard

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Lady Blackbird is on the run! Can she trust the crew of The Owl to keep her safe? And what will happen when she finally meets her true love?

### **607 I Come from a Land Down Underdark**

Sunday 2 PM in 152 for 10 hours; ends in Session 7

System: Pathfinder (Current); 6 players

Power Level: 13th

GM: Derek Cochran

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Light thinks it travels faster than anything but it is wrong. No matter how fast light travels, it finds the darkness has always got there first, and is waiting for it.

### **608 The Haunting**

Sunday 4 PM in 145 for 4 hours; ends in Session 7

System: Call of Cthulhu (7th); 5 players

GM: William Johnson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Intro scenario for 7th edition Call of Cthulhu. We'll make characters and then explore the haunted Corbett house.

Beginner friendly!

### **609 The Robots of Doom Part Three – ‘War on Wall Street West!’**

Sunday 4 PM in 149 for 8 hours; ends in Session 7

System: Pulp Adventure (2nd); 6 players

Power Level: Cliffhanger

GM: Eric Moore

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Can you survive an all-out war against the minions of Dr. Scarlet and thwart him before he conquers the universe?

Find out in this, the final thrilling chapter!

### **610 Chapter 8: The Thousand Doors**

Sunday 4 PM in 143 for 8 hours; ends in Session 7

System: Hero 5th (Pulp); 8 players

Variations: Horror Hero Variant

Power Level: 200 pts

GM: Chris Muoio

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The thousand doors are open and only the Freedom Brigade can close them before ninja, nazi, and an ancient Japanese feud release something far worse into the waking world.

### **611 Future Echoes**

Sunday 4 PM in 159 for 8 hours; ends in Session 7

System: Hero 5th Ed. (Champions); 5 players

Power Level: Experienced Superheroes are fine, GM final authority

GM: David Weinstein

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

It starts with the last words of a dying woman: "To save the past, you have to save the future." You have to do what must be done....

### **612 Weird Woods of Baron Orchid**

Sunday 4 PM in 162 for 8 hours; ends in Session 7

System: Dungeons & Dragons (Original); 8 players

Variations: Segmented combat

Power Level: 5th-7th

GM: Samuel Horton

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A druid has become a danger to a nearby town, and it's not safe to walk in the forest. Experienced people are needed to investigate what is happening.

### **613 No Job Too Small**

Sunday 4 PM in 163 for 8 hours; ends in Session 7

System: Pathfinder; 6 players

Power Level: 9th

GM: Joe Gannon

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Your business card said 'No Job Too Small.' Your paladin took that literally. Now, instead of investigating a series of disappearances, you're guarding an 8-year-old from The Boogeyman.

### **614 Our Little Town**

Sunday 4 PM in 165 for 8 hours; ends in Session 7

System: Nemesis (One Roll Engine); 6 players

Power Level: Competent Normal People

GM: Matt Steele

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You awaken in a quaint hotel in a quaint little town. You don't remember checking in or who you are. Why is the door locked? A game of psychological horror.

### **615 Secrets of the Elder Temple**

Sunday 4 PM in 170 for 8 hours; ends in Session 7

System: Dungeons & Dragons 5.0; 6 players

Power Level: New characters

GM: Ken Moscardini

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

The Guardian Moon will put to rest the Elder Gods for one night. Time enough to complete the ritual of binding, sealing them away for all eternity. GM home campaign.

### **616 Fallen Out: Hold Back The Night**

Sunday 5 PM in 374 for 8 hours; ends in Session 7

System: Dungeons & Dragons 3.5; 8 players

Variations: Omega World

Power Level: 14th

GM: Christopher Bruno

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Apocalypse came and went, and you survived.

Something is trying to Devour the Sun, join forces with Robots, Mutants, and Much more in order to stop it!

## Session 7

### 701 Orcish Brigade XII: Flan Air

Sunday 6 PM in 147 for 6 hours; ends in Session 7  
System: Dungeon something or other (6th); 6 players  
Variations: Hand/Eye coordination required  
Power Level: Rudimentary but still significant  
GM: Arthur Stone Wallis  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The Orcish special forces are tasked with guarding an airship transporting a crucial shipment of flan. Can our anti-heroes be trusted around so tasty a dessert? Deliciousness ensues.

### 702 Sky Pirates of the Seven Seas

Sunday 6 PM in 151 for 6 hours; ends in Session 7  
System: 7th Sea (1st); 6 players  
Variations: Streamlined mech, roll & keep, exploding D10s  
Power Level: Starting plus  
GM: Wayne Ogle  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Swash-buckling adventure across the skies of Theah. A lost map found, a key to decipher, and a treasure to steal under the nose of the Montaigne air fleet.

### 703 The Two Trees Part II: The Root of the Problem

Sunday 6 PM in 160 for 8 hours; ends in Session 7  
System: 13th Age; 8 players  
Power Level: 4th  
GM: Adam Diran  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
The War between Oak and Maple rages on. The future may hinge on an unexpected plant. Warning: Game may contain unacceptable levels of nightmare fuel.

### 704 Death in Freeport

Sunday 6 PM in 164 for 6 hours; ends in Session 7  
System: Dungeons & Dragons 3.5; 6 players  
Power Level: 1st-3rd  
GM: Zachary Morgan  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters may be provided by GM  
Upon arriving in Freeport the party is commissioned to investigate the disappearance of Brother Lucius. A mixture of intelligence, cunning, and brawn will be required to unravel the mystery.

### 705 An Imperial Request

Sunday 6 PM in 166 for 8 hours; ends in Session 7  
System: Bethorm : A Plane of Tekumel; 6 players  
GM: Saul Morales  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
The Imperial Janshana has requested your presence. It has been a year since you last saw her. An Imperial request cannot be denied, and can only mean trouble.

### 706 Giant Alien Spiders are No Joke!

Sunday 6 PM in 168 for 8 hours; ends in Session 7  
System: Eclipse Phase (1st); 6 players  
Variations: Minor Streamlining of Rules  
GM: Sam Silbory  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Archeologists on L443X3 have sent a distress signal. So back up your brain and grab a spare body, because Giant Alien Spiders are No Joke! (Expect Investigation, Combat, and maybe Intrigue.)

### 707 Rod of Dark Fate: Fates Warning

Sunday 6 PM in 171 for 8 hours; ends in Session 7  
System: Pathfinder; 6 players  
Variations: 25 pt buy, 82K GP, Official Paizo only, no evil  
Power Level: 11th  
GM: Bob Weidman  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Characters may be provided by GM  
The Rod has been recovered and the party is now on a mission to travel across the desert sands of Katapesh to destroy the evil artifact in the bowels of the Brazen Peaks.

### 708 Carrion Call

Sunday 6 PM in 334 for 6 hours; ends in Session 7  
System: Warhammer Fantasy Roleplay (2nd); 6 players  
Power Level: First career  
GM: Kris Miller  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
The death of a nobleman leads the adventurers to a remote mansion. A reward was promised, but now you're not so sure it is worth it.

### Teens can get 'priority' registration in Room 334 before the registration deadline.

### 709 Missing in Oaktown

Sunday 6 PM in 334 for 6 hours; ends in Session 7  
System: Cyberpunk 2020; 6 players  
Variations: house setting/some house rules  
Power Level: beginner  
GM: Becky Thomas  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM

In a dark future, corporations run the world. Children in Oaktown are born with powers, growing up, and disappearing. Will you be able to save your friends, and possibly yourself?

**Teens can get 'priority' registration in Room 334 before the registration deadline.**

### **710 A Call in the Dark**

Sunday 6 PM in 338 for 6 hours; ends in Session 7

System: Serenity; 6 players

GM: Steve Kani

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A curious distress signal from deep in the black. Doesn't sound like Reavers. Pirates? A scavenger? A smuggling vessel? Not too many who would venture this far out.

**Teens can get 'priority' registration in Room 334 before the registration deadline.**

### **711 Superheroes of the Soviet Union**

Sunday 6 PM in Pacific for 8 hours; ends in Session 7

System: Hero 5th Ed. (Champions); 6 players

Variations: Some House Rules, No VPPs

Power Level: Super Heroic 200 base 150 disads

GM: Aaron Clements Gettman

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Welcome to your first day as a party-sanctioned Super Hero comrade! If you've ever wondered what the flip side of Cold War Superheroism was like, this is it.

### **712 Fivie Does the Village of Hommlet**

Sunday 8 PM in 154 for 4 hours; ends in Session 7

System: Dungeons & Dragons 5.0; 5 players

GM: Tony Vargas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

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

### **713 The Festival of Arlax Blacktongue**

Sunday 8 PM in 161 for 4 hours; ends in Session 7

System: Dungeons & Dragons 5.0; 5 players

Power Level: 3rd

GM: Beth Daggert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The annual Secomber Festival has returned, bringing with it games, intrigue, and the chance to see the legendary Glass Sword of Secomber at first hand! Come one, come all!

### **714 The Most Fabulous Object in the World**

Sunday 8 PM in 145 for 4 hours; ends in Session 7

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

Variations: House Rules (of course!)

Power Level: 2nd

GM: Thom Hall

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The Most Fabulous Object in the World is to be found thanks to this map stolen from the Supreme Being.... A pub crawl through time awaits.

## **Session 8**

## **MONDAY**

### **801 Demonic Shores 2**

Monday 8 AM in 143 for 8 hours; ends in Session 8

System: Pathfinder Mythic - Epic; 6 players

Variations: Epic

Power Level: 20th w/2nd Mythic Tier: & 1m gp in gear

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

There are only a few places to safely teleport into the city of Demonic Queen. Other than magical teleportation or flight, the army itself is using landing craft. Beware: a city can be more dangerous than any dungeon.

### **802 Shoals of Fire**

Monday 8 AM in 145 for 8 hours; ends in Session 8

System: Mega-Traveller (GDW); 6 players

Power Level: standard

GM: David Guon

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The crew of the Blood Phoenix are headed to their new home-port, with leave time on a resort world. What could possibly go wrong? Come find out.

### **803 (Zteam Presents) Angelus Ostrus: Shadows of Sountyr**

Monday 8 AM in 147 for 8 hours; ends in Session 8

System: Homebrew; 8 players

Power Level: High level D&D equiv.

GM: Adam Bredt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Angels and criminals in the eyes of heaven, you have been sent to Prime to work for forgiveness. Now a darkness grows behind enemy lines, making investigation a dangerous order.

### **804 Indoctrination**

Monday 8 AM in 149 for 8 hours; ends in Session 8  
System: Pathfinder; 6 players  
Variations: 25 pt buy; Paizo books only; no evil  
Power Level: 7th; 23.5K GP  
GM: Nick Matyas  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Players provide their own characters  
A mysterious cult is indoctrinating local youth into their group.

### **805 The Bel-Aire Witch Project II - Coupon Book of Shadows**

Monday 8 AM in 151 for 8 hours; ends in Session 8  
System: Hero 5th Edition (Champions); 6 players  
Variations: Some 4th edition rules, TEENAGE HEROES EXPECTED  
Power Level: 12-16dc, Brick def 35, Power Pools shot on site  
GM: B J Goukler  
Rules Knowledge: Expected  
Game Content: Mature Themes  
Characters may be provided by GM  
The Mall had been closed for years, ever since the 'Incident' happened. But now there is a new owner, a Grand Opening planned, and the disappearances have started once again....

### **806 Within the Fortress of the Bloodless Thane**

Monday 8 AM in 152 for 8 hours; ends in Session 8  
System: Adventurer Conqueror King; 8 players  
Power Level: 6th  
GM: Ian Grey  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
You have been hired by the Merchant Dortho Pax to loot the fortress of the long dead Thane of Venth, Othgar the Bloodless. It shouldn't be too dangerous. Really.

### **807 For the Greater Evil**

Monday 8 AM in 154 for 8 hours; ends in Session 8  
System: GURPS (4th); 6 players  
Variations: Wild Weird West  
Power Level: 200+  
GM: Nathan Hanner  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
All characters provided by GM  
Rockefeller/Edison are trying to take over the 1888 Worlds Fair, and you, as part of the Pinkerton's working for Morgan/Tesla, are tasked with making sure the lights stay on.



### **808 The Power of the Lich-King Part 3: The Death Cloak**

Monday 8 AM in 338 for 8 hours; ends in Session 8  
System: Dungeons & Dragons (Original); 6 players  
Variations: house rules/Ravenloft/d6  
GM: Gregory Landon  
Rules Knowledge: Useful  
Game Content: Mainstream  
All characters provided by GM  
The aged sage Malik has hired you to find and retrieve the powerful artifacts of a bygone lich-King, before evil can find and use them.

### **809 The Demons Within**

Monday 8 AM in 374 for 8 hours; ends in Session 8  
System: Dungeons & Dragons 3.5; 6 players  
Variations: Eclipse: Codex Persona  
Power Level: 6th  
GM: Conor Rhone  
Rules Knowledge: Beginners Welcome  
Game Content: Mainstream  
Characters may be provided by GM  
Everyone has demons that haunt them in their sleep, or in the back of their minds. But what if those demons don't always stay hidden?

### **811 It Ain't Me**

Monday 8 AM in 508 for 8 hours; ends in Session 8  
System: Changeling: The Dreaming (2nd); 10 players  
Variations: Some house rules  
GM: Alisha Walton  
Rules Knowledge: Beginners Welcome  
Game Content: Mature Themes  
All characters provided by GM  
1969 has seen a resurgence of the fabled Sidhe. The changeling motley is about to find out how political the Sidhe have become.

### **812 Undermountain**

Monday 10 AM in 160 for 6 hours; ends in Session 8  
System: Pathfinder; 6 players  
Variations: Pathfinder RPG Core Rulebook only  
Power Level: Pre-constructed characters, 15 pt buy, 4th level+  
GM: Andrew Bullene  
Rules Knowledge: Expected  
Game Content: Mainstream  
All characters provided by GM  
Beneath the streets of Waterdeep lie the Underhalls of Halaster Blackcloak. Filled with high adventure and peril – where destiny (and treasure) or your grisly death deep in Undermountain await you.

### **813 Fivie Goes in Search of the Unknown**

Monday 10 AM in 161 for 4 hours; ends in Session 8  
System: Dungeons & Dragons 5.0; 5 players  
GM: Tony Vargas  
Rules Knowledge: Beginners Welcome

Game Content: Mainstream

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.)

### **814 O'er the Hills and Far Away**

Monday 10 AM in 162 for 4 hours; ends in Session 8

System: Ryuutama; 6 players

Power Level: Beginning Travelers

GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Monday morning traveling, with a game that captures the feeling of a heart-warming Hayao Miyazaki animé.

Travel down the road with your friends, and experience adventure, wonder, exploration, and companionship.

### **815 The Blake House**

Monday 10 AM in 163 for 4 hours; ends in Session 8

System: Call of Cthulhu (7th); 5 players

GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In 1974, paranormal investigators explore the mysteries of an abandoned mansion and try to validate (or disprove) the ghost stories and urban legends that have surrounded it for fifty years.

### **816 Silva Nigre**

Monday 10 AM in 164 for 6 hours; ends in Session 8

System: Call of Cthulhu (7th); 5 players

Variations: some optional CoC7th

Power Level: Imperial Roman Legionnaires

GM: Shannon McNamara

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A tiny detachment of Imperial Roman Legionnaires is sent to the Dark Forest of Germania to deal with bandits. Far from heroic fantasy, people.

### **817 Saving Miles**

Monday 10 AM in 165 for 6 hours; ends in Session 8

System: Serenity (Cortex); 8 players

Power Level: Veteran

GM: Robert Johnston

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

They're in a world of misery and hurt. You and yours have come together to rescue your sibling Miles, who is now a part of a slaver's poker tournament prize assortment.



### **818 Whereof What's Past Is Prologue**

Monday 10 AM in 166 for 6 hours; ends in Session 8

System: Through the Breach; 6 players

Power Level: Standard

GM: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Fated are hired to help a lone miner uphold a claim against greater powers. Through the Breach is Wyrd's RPG of Victorian steampunk horror, set in the Malifaux universe.

### **819 Riverboat Blues**

Monday 10 AM in 168 for 4 hours; ends in Session 8

System: Call of Cthulhu (7th); 5 players

GM: Peter Christian

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Jazz Age. Your agent booked you to play the River Palace. In the swamp. For mobsters and molls. But Hey! You're professionals. A gig's a gig. Right?

### **820 Gimme Water**

Monday 10 AM in 170 for 6 hours; ends in Session 8

System: Metamorphosis Alpha (1st); 6 players

GM: Kevin Glazner

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Post-apocalyptic mutants help their village find clean water.

### **821 Return to Wonderhome**

Monday 10 AM in 171 for 4 hours; ends in Session 8

System: HeroQuest (Glorantha); 5 players

Power Level: Starting

GM: William Johnson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

You play Dark Trolls, sentient creatures of Darkness, who seek to return to Wonderhome – their name for the Underworld!

### **822 Aren't You Dead Yet?**

Monday 10 AM in 159 for 6 hours; ends in Session 8

System: Dungeons & Dragons 3.0/3.5; 6 players

Variations: Core rule bks only; save the weird stuff for another game

Power Level: 7th-9th

GM: Jeff Boles

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own characters

It started as such a good day. But, you were alive then.

HEAVY ROLE-PLAYING, puzzle-solving race against time to restore what was most precious to you – when you were alive.

# 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 Priority 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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# DunDraCon Game Planner

Name: \_\_\_\_\_

Events Page

Games Reg

Games Results



Badge Number: \_\_\_\_\_

<p style="text-align: center;"><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 style="text-align: center;"><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 style="text-align: center;"><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 style="text-align: center;"><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 style="text-align: center;"><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 style="text-align: center;"><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 style="text-align: center;"><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 style="text-align: center;"><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 _____	_____	_____	_____