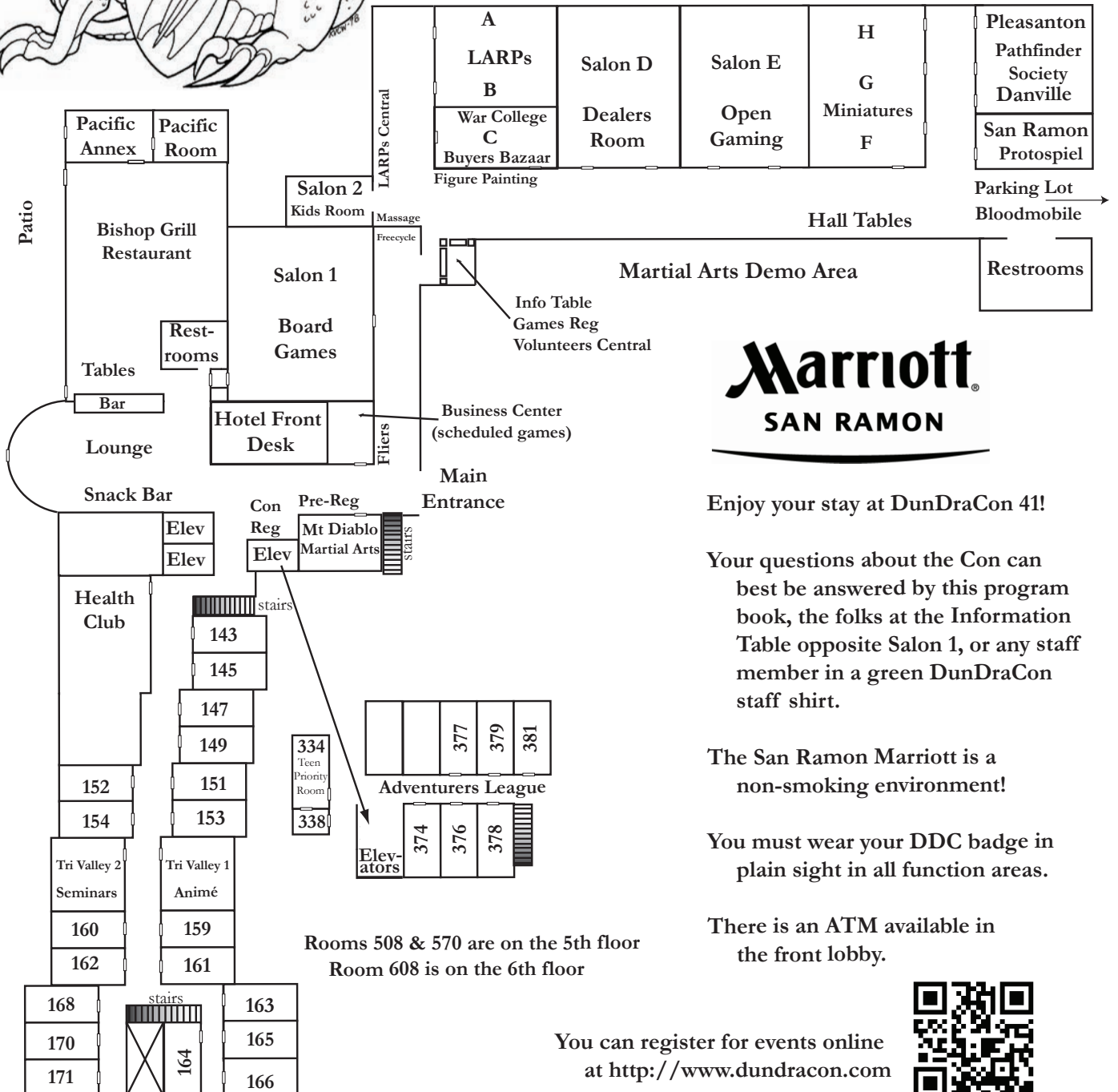




DunDraCon

41

February 17-20, 2017



Marriott
SAN RAMON

Enjoy your stay at DunDraCon 41!

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 available in the front lobby.

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



DunDraCon Rules & Survival Tips

Convention Rules

- **Wear your Con badge where it can be seen.** You cannot enter the Dealers Room or a scheduled game without it, and we will be looking for badges in other spaces, including open gaming and the board games room. There is no “public” function space in the hotel; we’ve rented it all!
- **Leave weapons in your room.** A weapon is, by definition, anything the Committee thinks is a weapon—please don’t argue. This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the martial arts demo people keep everything in their room except en route to and from scheduled demos. And it is never appropriate to wield a weapon outside of a planned martial arts demo, even in jest. This in particular is 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 you 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 **DDC 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.
- If you pay the \$100 fee to the hotel, you may keep one or two pets (up to 50 pounds each) in your room. Pets must be on leash outside your room, and you may not bring them into any DDC event rooms, the pool area, the fitness center, ice machine rooms, laundry room, or any area where food and beverages are served.
- The health club and pool are for the use of registered hotel guests only.
- 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.

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. (Industry rules do not allow for advance announcement of titles to be shown.)

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Convention Registration

Hotel Lobby, by the Mt. Diablo Room

Convention Registration Hours

Friday	10:00 AM – 9:00 PM
Saturday	9:30 AM – 7:30 PM
Sunday	9:30 AM – 7:30 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 snack bar set up in the hotel lobby lounge area again—the usual special menu, with low prices for good, quick meals and beverages. Please, **NO GAMING** in front of the bar; the space is just for eating and visiting. Between the bar block and the restaurant, gaming while eating may be OK, but be prepared to move cheerfully if the hotel staff need the space.

The full-service restaurant plans to have some special items on the menu just for us, and there will be a breakfast buffet (but no dinner buffet) this year on Saturday, Sunday, and Monday. 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!

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, they will be removed—and the hotel may slap on an extra charge for the inconvenience. And if you see any banquet-style tables or chairs in someone else's room, you can be sure they're "borrowed"—the hotel is not renting furniture for in-room gaming this year.

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, please 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. Figure Painting contests are outside Salon C. 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 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 only a block away—promotions information available at the Information 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, Con Reg Deputy
June Delane – Games Reg, Member Services, Special Events
Gigi Henderson – Signage, Youth Gaming
Hal Heydt – Chief of Convention Registration
Dorothy Heydt – Pre-Registration
Cynthia Hilton – Proofreader, Copy Editor
Tony Hughes – Buyers Bazaar, Organized Play
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
Steve Perrin – Seminars Coordinator
Ariel Petersen – LARPs Liaison, 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. Please no advertising. The Buyers Bazaar is the only location where individual sales are allowed.

See posted Buyers Bazaar Rules.

Flying Hands Massage

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

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



Dealers Room Salon D

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

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

Dealers Room Hours

Friday	5:00 PM – 8:00 PM
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.)

2CGaming LLC – Tabletop Gaming Supplements.
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.
Cardlords & Poppy Jasper Games – Card & Board Games.
d-Bag – Dice bags, dice, meeple jewelry.
DDR Steampunk – Jewelry, Sun catchers, hats, rings, decorated boxes, magnets, dice cups & bags, goggles, stone orbs, etc.
EndGame – Miniatures, RPGs, Board games & accessories.
Flying Buffalo – Makers of Box Bands, Nuclear War, Tunnels & Trolls, Lost Worlds, Death Dice, & ACE OF ACES!
Flying Hands Massage – Relax those tired muscles after defeating your foes. Located outside the Dealers Room.
Games of Berkeley – Games of Berkeley has served the Bay Area gaming community for over 30 years, with games, activities and toys from the ancient to the brand-new.
Good Luck Games – New & vintage Board Games of all kinds.
Impressions – A game distribution service that handles over 60 game publishers.
KnitNut by JL – Hand woven nerdcraftian items. From the very geek to the very chic.
Maria Berry Enterprises – Purveyors of Mad Science Devices, Robabikia Robots & Re-fabricated Finery for the Fashionable Adventurer.
Mega Negi – Tee Shirts, trinkets, & Vinyl decals for cars, laptops, etc.
Moonmajick Creations – Steam-punk props, Reenactment clothing & dice bags.
Night Owl Workshop – Purveyors of Warriors of the Red Planet, Guardians Superhero RPG, Colonial Troopers sci-fi RPG & Raiders! the pulp adventures RPG.
The Ninth Stich – 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.
Sky Relics Games – Game Mini's and Game Maps.

Seminars

Tri Valley 2

FRIDAY

Welcome to DunDraCon

Friday Noon in Tri Valley 2 for 1 hour
Presenters: Steve Perrin and DunDraCon Staff members answer questions and tell stories of past DunDraCons and speculate on the future of DunDraCon. Come to the opening event!

Game Design FUNDamentals

Friday, 2:00 PM in Tri Valley 2 for 1 hour
Presenter: Randy Angle
35+ year veteran of both tabletop and video game design covers the nitty-gritty aspects of finding the fun, brain physiology, iteration, and game loops every game designer should know. (Will be offered again on Sunday at 4:00 PM.)

Blockbuster LARPs

Friday, 3:00 PM in Tri Valley 2 for 1 hour
Presenter: Mark Mensch
A new type of LARP is hitting the scene but what is it, what can players expect, and which one(s) are in the US? Come and find out. (Will be offered again on Sunday at 2:00 PM.)

Ten Proven Tips for New RPG Players

Friday, 5:00 PM in Tri Valley 2 for 1 hour
Presenter: Scott Vancil
Number 2 is my favorite! New to RPGs? Not sure about getting started? Learn ten easy tips to make playing in your first games easier and better, or just to improve your overall game.

SATURDAY

What's new with Hero Games and the Hero System

Saturday, 9:00 AM in Tri-Valley 2 for 1 hour
Presenter: Jason Walters
With the new direction of Hero Games as a publisher, Jason Walters, the Guardian of the Hero system, presents several Hero projects coming from various independent publishers licensed to keep the 3d6 rolling.

RuneQuest 4 and Dragon Pass

Saturday, 10:00 AM in Tri Valley 2 for 1 hour
Presenters: Chris Klug & Steve Perrin
This seminar will consist of an update for RuneQuest products coming out from Chaosium during 2017 and also details about an update of the DragonPass board game.

Kickstarting – Stories of Planning & Execution

Saturday, 11:00 AM in Tri Valley 2 for 1 hour
Presenters: Jason Walters, Sean Nittner, Thomas Rafalski & Matt Byrtus
We'll discuss before, during, and after.
Disclaimer: Every Kickstarter is different, and we can only discuss our personal experiences and observations.

Time Travel, The Multiverse & You!

Saturday, Noon in Tri Valley 2 for 1 hour
Presenters: Doc Cross, Michael Blum
Join experienced reality hopper and time traveler Dr. Cross, for an informative chat about the ins and outs of temporal and dimensional travel and why you should give it a try.

What's New at Pelgrane Press

Saturday, 1:00 PM in Tri Valley 2 for 1 hour
Presenter: Kenneth Hite
Pelgrane Press staff designer Ken Hite gives you the lowdown on everything from 13th Age to the Dracula Dossier.

City Building: Post-Apocalypse

Saturday, 2:00 PM in Tri Valley 2 for 1.5 hours
Presenters: Michael Blum, Kenneth Hite, & Anders Swenson
The long-running seminar about the nuts and bolts of building and using cities in RPGs. This year we'll discuss post-apocalyptic communities, and develop one on our whiteboard.

Body: You've Got One; Now What?

Saturday, 3:30 PM in Tri Valley 2 for 1.5 hours
Presenter: Daniel Creelman
A study of funereal traditions from around the world and advice for using them in world-building. Includes afterlife management, grave goods, and ritual purity (and the lack thereof).

Indie RPGs – What Are They and What's Hot?

Saturday, 5:00 PM in Tri Valley 2 for 1 hour
Presenters: Jason Walters, Sean Nittner & Thomas Rafalski
What makes a RPG an "Indie RPG"? We'll discuss that along with seminal works and some newer games.

Barely D&D...

Saturday, 6:00 PM in Tri Valley 2 for 1.5 hours
Presenters: ASAHiCon – Jason Ebner, Mason Gearheart, Jo Estes, FionaSapp, Lance Guillory & Wisdom Washington
The members of ASAHiCon (Animé Society of Antioch High) invite you to play a very fast and loose game of improv D&D. Light on the rules, but all the fun.

SUNDAY

Hunker Down and Bug Out

Sunday, 9:00 AM in Tri-Valley 2 for 1.5 hours
Presenters: Karl Reichhold & Karen Kelley
No glam-ping here! Get survival tips for staying secure in your home or living in wilderness due to extreme weather, an end of the world meltdown or a zombie apocalypse! Bring your questions and a pen and paper to take notes. Everyone goes home with great tips, things to think about and a little goodie to start your BOB (bug out bag).

What's Cool

Sunday, 10:30 AM in Tri Valley 2 for 1 hour
Presenters: Chris Klug, Kenneth Hite & Bruce Harlick
Three icons of the gaming industry from three different viewpoints combine to present the best in current game products.

Simple vs. Crunchy

Sunday, 11:30 AM in Tri Valley 2 for 1 hour

Presenters: Randy Angle & Heather Gunn

Two designers talk about how approaches to game mechanics affect the experience for players and GMs. Do you prefer simple, rules-lite systems? Or do you prefer complicated, crunchy systems?

Inventing Language

Sunday, 12:30 PM in Tri Valley 2 for 1.5 hours

Presenter: Dorothy Heydt

Suggestions for inventing names of characters, places, tech, spells for your game that will look and sound like samples from a real language. A work in progress: questions/suggestions welcome.

Blockbuster LARPs

Sunday, 2:00 PM in Tri Valley 2 for 1 hour

Presenter: Mark Mensch

A new type of LARP is hitting the scene but what is it, what can be expected at one, and which ones are in the US? Come and find out.

Creating a Pantheon for Your Campaign

Sunday, 3:00 PM in Tri Valley 2 for 1 hour

Presenter: Daniel Creelman

Creating a consistent and appropriate set of gods for your campaign with interesting quirks and backstories.

Game Design FUNDamentals

Sunday, 4:00 PM in Tri Valley 2 for 1 hour

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35+ year veteran of both tabletop and video game design covers the nitty-gritty aspects of finding the fun, brain physiology, iteration, and game loops every game designer should know.

Ten Proven Tips for New RPG GMs

Sunday, 5:00 PM in Tri Valley 2 for 1 hour

Presenter: Scott Vancil

Number 2 is my favorite! New to RPGs? Not sure about getting started? Learn ten easy tips to make running your first games easier and better, or just to improve your overall game.

Staying Alive in the Game Publishing Biz

Sunday, 6:00 PM in Tri Valley 2 for 1.5 hours

Presenters: Aldo Ghiozzi, Rick Loomis, & Jason Walters

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

MONDAY

Tatting for the Novice

Monday, Noon in Tri Valley 2 for 2 hours

Presenter: 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.



Spotlight Games

Once again, we highlight a variety of games that are new, unusual, or have some history.

Our vintage offering is *Nuclear War*, a tournament run by the author (and owner of Flying Buffalo), Rick Loomis. This is the 50th anniversary of this game of mutually assured destruction. It will be a blast! Game 335, Salon FGH, at noon on Saturday.

From conflict to collaboration, try out one or more games in Chris Allen's *Collaborative Showcase*, to be held in the Pacific Room on Sunday from 10 AM to 6 PM, which features a variety of GM-less games with RPG elements. Multiple games will be available for start at any time; Chris is running all 4 tables in the Pacific Room, with 2-4 tables available for drop-in games and up to 2 tables for registered games. Drop in to play, or register via Games Reg for games 581, 604, or 611. See Drop-in Games & RPG Games.

Another collaborative venture is Team Woodbury's LARP, *Escape Room: The Man from D.D.C.* They are running this 2-hour mini-LARP four times on Friday in Suite 570: P72 at 4 PM; 171 at 6 PM; 174 at 8 PM; and 175 at 10 PM.

Had enough of co-operating with other players? Bring out your miniatures for a *Kings of War* tournament hosted by Clive Henrick, Sunday, starting at 10 AM in Salon GH at Tables 5 through 8.

We also have lots of demonstration games both new and not so new, scattered over the Banquet Lobby tables throughout the Convention. Board game *Manhattan Project: Energy Empire*, by Luke Laurie and Tom Jolly; RPG *Dungeon Crawl Classics* by Brendan LaSalle; board game *Dragon Brew*, by Daniel A. George; and card game *Take the Gold!* by Tucker Smedes will be offered multiple times on Hall Tables 2 and 5. Check the Drop-In section of this program book for details.

If you're into swashbuckling, Robert Johnston's 7th Sea RPG "*Detoru (Dungeon Crawl)*" may give you a chance to channel your inner Errol Flynn. Dress in appropriate costume, come prepared to play, and demonstrate *attitude*, all for advantages in the game. It's 405, at 6 PM Saturday in Room 165.

And intended especially for kids we have a D&D game by Tom and Kristi Hall, in Salon 2, Saturday at 10 AM; see the Kids' Room section for details.

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! **Prizes are awarded at every seminar!** Here is the schedule of speakers and topics:

SATURDAY

Jerusalem: City of War

Destroyed, besieged, attacked, captured, recaptured, and more!

Saturday 3:00 PM in Salon C for 1½ hours

Presenter: Darin Leviloff

Jerusalem—a unique city by any measure. Valued by the three Abrahamic religions, it features holy sites important to each. It is also the most contested piece of real estate in the history of the world. Even today, it is at the center of one of the world's most difficult and protracted controversies. The “city of peace” has been completely destroyed at least twice, besieged twenty-three times, attacked an additional fifty-two times, and has been captured and recaptured forty-four times. It has also been the scene of a number of revolts, riots, and—more recently—terrorist acts. Darin Leviloff will address the military history of the city over the last 3,000 years, including its capture by King David, the destruction of the Temple by General Titus, the Crusades, and modern fighting for the city.

We Tell Epic Stories

Wargaming and Role-Playing have a lot in common

Saturday 4:30 PM in Salon C for 1½ hours

Presenter: Chris Klug

Wargames are in many ways also Role-Playing Games; Role-Playing Games themselves evolved from Wargames. Most gamers, I think, might agree at least in part with this idea. We know D&D grew out of tabletop miniatures Wargaming; Wargaming itself grew out of pushing tiny metal men around on a table in Prussia 250 years ago. Most of us grew up playing with plastic men and tanks in our back yards (or at least ran around shooting each other with Nerf guns) playing at something that would be, at one remove, seemingly a mash-up of Wargames and Role-Playing Games. The links between these two forms are deep indeed, as is the desire to use these forms to tell stories (“OK, today I’m going to play Sgt. Rock!”). This seminar examines the story space in this intersection of seemingly disparate forms, and links them all the way back to Achilles and Patroclus.

Alternate Histories by Ken Hite, Chris Klug, and Dana Lombardy

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

Presenters: Ken Hite, Chris Klug & Dana Lombardy

The very popular War College panel discussion continues! Authors and game designers Dana Lombardy and Ken Hite are joined by DDC 41 Guest of Honor Chris Klug to examine possible alternate histories and what their impact might have been. Audience participation is encouraged.

SUNDAY

The Land of Blood-Hungry Gods

Aztec warfare before Columbus

Sunday 12:00 PM in Salon C for 1½ hours

Presenter: Leland Erickson

The Aztec Empire was at its peak in 1518. Its domain stretched, east to west, from the Gulf of Mexico to the Pacific Ocean, south almost to modern-day Guatemala, and north to the mountains of the Sierra Madre Oriental. From their humble beginnings as a wandering tribe, their later rise to prominence within the Triple Alliance, to their ultimate domination of the city states of the Valley of Mexico, the Aztec story was written in war and blood, shrewd political maneuvering, and ritual sacrifice to eternally hungry gods as a means of political intimidation—all accomplished without the benefit of large domesticated animals or metal tools, weapons, or armor. However, the sophisticated employment of Aztec technology was as precise and effective as any agrarian empire in the Western or Eastern worlds.

Freezing Eagles

The Finnish Air Force at war 1939-45

Sunday 1:30 PM in Salon C for 1½ hours

Presenter: Leland Erickson

Prior to the German invasion of the Soviet Union in 1941, Finland fought the first of two brutal wars with their much larger neighbor. In 1939, Soviet dictator Iosef Stalin’s territorial demands were rejected by Finland, and the Red Army, supported by hundreds of Red Air Force fighter and bomber aircraft of the latest types, invaded. Opposing them in the air was a tiny Finnish Air Force equipped with a collection of foreign aircraft. Although the badly outnumbered Finnish Army fought the Red Army to a standstill in the harsh arctic conditions of Finland’s vast forests, Russia’s huge numerical advantage finally forced the end of the Winter War of 1940. The Continuation War of 1941-44 saw the Finnish fighter pilots achieve kill rates of as much as 32 to 1—incredible, but still not enough to stop the Soviet juggernaut. The saga of the Finnish Air Force is a tale of courage, innovative tactics, and a grab bag of aircraft.

Sex and Spies Oh, My!

Behind the lines in the Great War

Sunday 3:00 PM in Salon C for 1½ hours

Presenter: Dana Lombardy

Wherever thousands of men have gathered to fight wars throughout history, romance—and prostitution—have followed. “They didn’t want to die virgins” was a major concern of many soldiers and affected morale in nearly every army that fought in the Great War of 1914-1918. In addition, exotic dancers and courtesans such as Mata Hari had relationships with high-ranking military officers and politicians—in her case, it led to being tried and executed as a spy. What else will be revealed?



War College Presenters:



Leland R. Erickson is an academic, military historian, author, and researcher. He is a senior faculty member of Henley-Putnam University, a private institution that specializes in degree programs for the Strategic Security profession. Professor Erickson's instructional responsibilities at HPU include a history course for undergraduate students in the evolution of strategy and tactics through the ages. He is currently working on his master's thesis in Intelligence Management, and is also developing an undergraduate level course at HPU on the radicalization process of extremist groups and individuals. Prof. Erickson has studied military history, war, and the art of war since childhood. He has spent over 35 years delving into various conflicts in depth, particularly the less well-known battles, campaigns, and wars of the Far East and the 20th century. Prof. Erickson has also acted as a researcher for numerous model and figure manufacturers, including Crusader Miniatures, Reviresco, Army Group North Miniatures, and Old Glory Shipyards.



Kenneth Hite has been a special guest at DunDraCon for many years, speaking about city building and villains and evil overlords for role-playing, what's new at Pelgrane Press, and what's currently "cool" in gaming. He is an award-winning writer and role-playing game designer with extensive books on the Cthulhu mythos, GURPS Infinite Worlds RPG, Night's Black Agents RPG, and The Nazi Occult among his many published works. He is a regular in Dana Lombardy's War College, exploring and considering alternate histories with Dana.



Chris Klug, of Simulations Publications, Inc. is a specialist in trans media storytelling and MMO development, designer of 2nd edition DragonQuest and Damocles Mission, and the award-winning James Bond 007 Role Playing Game, and other titles for Victory Games Interactive, 3W, THQ, Simon and Schuster Interactive, Target Games, h2o Interactive, Gizmo Games, Westwood Studios, EA, GT Interactive and Cheyenne Mountain Entertainment. Some of his computer game design credits include Star Trek DS9: Dominion Wars, Europa Universalis, Duke Nukem: Time to Kill, Diamond Dreams Baseball, Aidyn Chronicles: First Mage, Earth

& Beyond, and Stargate Worlds. Currently a faculty member at Carnegie Mellon University's Entertainment Technology Center teaching game design and creative writing at the ETC, Chris taught Interactive Storytelling at the Art Institute of Pittsburgh as well as the Art Institute in Phoenix. Chris is a playwright and member of the Writer's Guild of America West.



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



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



Martial Arts Demos

Mt. Diablo Room and Bishop Ranch Patio

DunDraCon is pleased to present six 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**.

Schedule

Saturday

Belegarth	11:00 AM – 12:00 PM
Nafsi Sief	12:30 PM – 2:30 PM
Amtgard	3:00 PM – 4:00 PM
Society for Creative Anachronism	4:30 PM – 5:30 PM
Intro to Lightsaber Choreography with the Saber Guild	6:30 PM – 8:30 PM

Sunday

Amtgard	11:00 AM – 12:00 PM
Whips & Cracks	12:30 PM – 1:30 PM
Belegarth	2:00 PM – 3:00 PM
Society for Creative Anachronism	3:30 PM – 5:00 PM
Nafsi Sief / Introduction to H.A.M.A	5:30 PM – 7:30 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 Kingdom of
Westmarch

Belegarth Medieval Combat Society is a fun, safe, and inexpensive sport where participants wear medieval or fantasy-themed clothing and fight with foam-padded weapons.



Nafsi Sief

Two-part class, The first is a freestyle sword fighting style, Adaptable. The second half is a Introduction to African Martial Arts. (H.A.M.A)

The Saber Guild is a Star Wars themed, volunteer costuming group that specializes in choreographed lightsaber shows for charity and community events. We are Lucasfilm’s preferred lightsaber club, and have over 15 chapters across the world, and are growing all the time! Golden Gate Temple is the San Francisco Bay Area chapter. Looking to bring out your inner Jedi or Sith? Join us at our weekly practices and take your first steps on the path of bringing the wonder of the Star Wars universe to life for good car



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.

DunDraSpiel 2

(The DunDraCon Protospiel)

San Ramon Room

Friday Noon – Monday 5:00 PM

Protospiel Is Back!

After a super successful premier last year, we're back with 30+ designers offering over 40 prototype games. DunDraCon is happy to host another 3-day Protospiel game event with sponsors, prizes, and the chance for all DunDraCon members to try out great new board, card, and role-playing games that haven't yet made it to a game store near you.

Game Designers

Any Convention member, from veterans to rookies, can bring in unfinished tabletop games for testing, feedback, and refinement. Your games can be at the very earliest prototype stage or polished and ready for BETA testing. We welcome all game designers and types of games. You can expect play testers from other designers, as well as plenty of eager DunDraCon members to provide useful feedback for your game. Test new player experience, rules comprehension, systems balance, fun factor, engagement, art direction, and all aspects of your game design. Tables are open on a first-come, first-served basis. If you can't find an empty spot to run your game, ask the friendly Protospiel staff to help you locate a table. Be kind to other designers, and don't "park" at tables for extended sessions.

Remember that designers are also expected to spend time testing other designers' games. This is a way of paying back and paying forward for the help you will be getting.

Play Testers

All DunDraCon members can participate in these exciting games and get a chance to meet the designers. While playing, you provide useful feedback and unique insights to designers of unpublished games. If a game has a rule you really don't like or don't understand, for once you can say so to the game designer and help influence better games! They might even change the rule right then! Of course, because you are playing a game with its designer, you will learn more and faster while providing feedback.

Play testers may drop in and play any game that has space at any time. Your participation will not only gain you the gratitude of the game designers; you also get raffle tickets to win prizes donated by the DunDraCon Protospiel sponsors. No sign-ups, no need for game registration, and likely no waiting, as new sessions are starting all the time.

DunDraSpiel 2 Schedule:

Friday – Informal play testing all day. Come in, meet up, play!

Saturday: Opening Ceremony is at 9:30 AM.

Introductions, how it all works, and a few other matters. As soon as possible after that, we'll dive right into play testing!

Raffle at about 1:30 – 2 PM: Games, accessories, maybe even a free membership to DunDraCon 42! You'll get a raffle ticket every time you play test a game.

After that: Depending on our total trove of prizes, we might have another raffle later on Saturday; we'll certainly have one in the early afternoon on Sunday, and maybe a clean-up raffle for unclaimed prizes at the end of the day on Sunday.

Monday: No more prize drawings—just play testing for its own sake as long as anyone wants to keep at it, until the Convention ends at 5 PM.

Current Offerings (Partial Listing):

There is no particular schedule for these games. If you're especially interested in one, ask around; designers like nothing better than to hear people want to play their games! For designer bios, and more details about these games, go to the Protospiel Events page on the DunDraCon website:



Mousechief Co.

Nightlife: Swing the Deal (Card game)

Alpha Test, Intensity: Intermediate

Big business, social maneuvering, at venues swank and rank in the 1950s. Each game plays like a soap opera episode, in the high pressure world of society's elite.

Matthew Byrtus

7 Dark Suns (Card game)

Alpha Test, Intensity: Intermediate

4X card game in 90 minutes

CardLords

Take the Gold! (Card game)

Nearly Ready, Intensity: Party

Take the Gold! is a 2-6 player fast-paced draw-and-play "take that" card game that plays in about 10 minutes.

Black Straw Games

Barricado (themed version) (Board game)

Nearly Ready, Intensity: Intermediate

Barricado is a strategy game of tile placement and area control where players choose on their turn between control of the board (by placing tiles) or claiming territory (by building barricades)

Oolong (Board game)

Late Beta Test, Intensity: Intermediate

Oolong is a strategy game of area control. Take turns with your opponent placing stones on areas of the board, where your play tells your opponent where they are allowed to play next.

Mark Schynert

Letters of Marque & Reprisal (Board game)

Alpha Test, Intensity: Intermediate

Age-of-sail fleet battles, privateer raids, and selling the treasure, in 30-90 minutes. Diceless.

Age of Nations (Board game)

Late Beta Test, Intensity: Complex

Each player commands a nation state advancing through multiple ages from medieval to global. Role choice like Puerto Rico, limited PvP combat, colony competition, multiple currencies, some asymmetric victory conditions.

Beautifulharmony Multimedia

I'll show them (Board game)

Alpha Test, Intensity: Casual

Card/Board game with some RPG elements where players are villains attempting to undermine each other and Society to reign supreme.

Joe Brogno

Black Market (Card game)

Nearly Ready, Intensity: Casual

Play as famous smugglers reaching for even higher fame in a new solar system. Secretly find, collect, and return rare goods for notorious contract holders.

[Untitled] (Board game)

Late Beta Test, Intensity: Party

Cooperative puzzler. Get your 6 crew members off the ship before it collapses! Collect supplies, avoid hazards, don't die. Get in the escape pod and survive the planet until help arrives.

Luke Laurie Games

Manhattan Project: Energy Empire – expansions

(Board game)

Early Beta Test, Intensity: Complex

Expansions to The Manhattan Project: Energy Empire

Asteroid Mining Game (Board game)

Alpha Test, Intensity: Intermediate

Tile building and economic game. Explore the asteroid belt, mine for resources, bring new recruits from Earth, and construct your space station.

Stormbridge (Board game)

Early Beta Test, Intensity: Intermediate

Worker placement, area control. Build bridges between floating sky islands in a fantasy world. Move your people across the bridges, and prepare for violent elemental storms.

Scott Caputo & Luke Laurie

Rising Tide (Board game)

Alpha Test, Intensity: Intermediate

Take control of a construction company and compete to build scaffolding and buildings in order to save as many people as possible from the rising sea levels.

Scott Caputo

Ruthless Pirates (Card game)

Nearly Ready, Intensity: Party

It be the plunder of a lifetime on the high seas, but how to split the treasure among so many greedy, blood thirsty pirates?

Whistle Stop (Board game)

Nearly Ready, Intensity: Intermediate

Lead your trains across America in the days of Westward expansion in this tile-laying, pick-up-and-deliver game.

Keethor Games

Shattered Realm (Board game)

Early Beta Test, Intensity: Intermediate

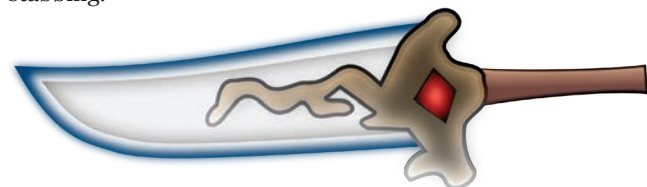
Area Control game set in the Post Apocalypse. Players Scrap and scheme to gather resources and fight threats on a changing Cityscape.

Katherine Ogden

Gotcha (Card game)

Early Beta Test, Intensity: Party

Test your friendships and family bonds with the trollish love child of Uno and Blackjack. Less card counting and more backstabbing.



BARD Games

Lost Worlds of Josh Kirby (Board game)

Early Beta Test, Intensity: Casual

Featuring never before seen art of a world renowned illustrator, the Lost Worlds is a press-your-luck dice-rolling game with a panel-flipping discovery component. Semi-cooperative play, low complexity.

Pocket General (Board game)

Early Beta Test, Intensity: Intermediate

WW2 themed strategy game. Players take turns committing military units to capture key locations and win the war.

Jay Vowles

Elements of the Gods (Board game)

Alpha Test, Intensity: Intermediate

A game of gathering worshippers, building temples, and harnessing the power of the elements.

Dying Suns (Card game)

Alpha Test, Intensity: Intermediate

A deck-building adventure card game about exploring a dying galaxy and collecting the rarest of rare goods before it's too late.

Recoculous

Magician (Card game)

Alpha Test, Intensity: Complex

It's a combat-oriented deck building game. It's a bit like a mix between Magic: the Gathering and Dominion. You buy cards for your deck and play them for free.

Crazier Eights: One Thousand & One Nights (Card game)

Alpha Test, Intensity: Party

Crazier Eights is similar to Uno except every card can be played for an effect. The first player with zero cards in hand wins.

Based on the Arabian Nights.

Crazier Eights: Olympus (Card game)

Alpha Test, Intensity: Casual

Crazier Eights is similar to Uno except every card can be played for an effect. The first player with zero cards in hand wins.

Based on Greek mythology.

Crazier Eights: Wrath of Thor (Card game)

Alpha Test, Intensity: Casual

Crazier Eights is similar to Uno except every card can be played for an effect. The first player with zero cards in hand wins.

Based on Norse mythology.

Crazier Eights: The Bible (Card game)

Alpha Test, Intensity: Casual

Crazier Eights is similar to Uno except every card can be played for an effect. The first player with zero cards in hand wins.

Based on the Hebrew Bible.

FeedMe Games

Consumption (Board game)

Nearly Ready, Intensity: Intermediate

Consumption is a game about eating! Earn points by cooking and working out to keep your body in balance and avoid disease. Easy to learn, but with good strategic depth.

Poppy Jasper Games

Potion Crafters: A Legacy Game (Board game)

Late Beta Test, Intensity: Intermediate

In **Potion Crafters** you play an apprentice who is learning how to collect ingredients and make potions. Improve your skill as the world evolves over 8 games.

Pacific Rim Publishing

Bastion (Board game)

Nearly Ready, Intensity: Casual

Four adventurers try to beat the other team(s) into the enchanted fortress.

Gabriel Taylor

Liege of the Pit (Board game)

Early Beta Test, Intensity: Casual

Benevolence or betrayal? Liege of the Pit is an RPG inspired board & card game that gives you opportunities to cooperate or back-stab. What lines are you willing to cross?

John Vang

Magical Menagerie (Board game)

Nearly Ready, Intensity: Intermediate

Magical Menagerie is a card game where players tame monsters with magical abilities to earn prestige points in the Grand Monster Tournament.

Brian Cronin & Adam Cabrera

One Last Job (Card game)

Early Beta Test, Intensity: Intermediate

A two-player asymmetric heist card game. Plan, recruit, and find the perfect window to execute that One Last Job. Featuring hidden information, bluffing, and deck building.

Ramón Talley

Strong Suit (Card game)

Late Beta Test, Intensity: Casual

Draw two cards and play the highest face value. Unlock combos for bonus points and play until the deck is gone. High score wins.

Rick Dean

The Box (Other game)

Early Beta Test, Intensity: Intermediate

A storytelling game about collective imagination and discovery.

Michael Dunsmore

Rush Hour Race (Card game)

Late Beta Test, Intensity: Casual

A fast-paced card game about driving slowly. It's a race where the catch is that you can only drive as fast as the traffic in front of you.

Real Time Slaughter (Card game)

Alpha Test, Intensity: Intermediate

It's your favorite RTS video game turned into a tabletop experience! Build units, upgrade your base, unleash special powers, and conquer the battlefield before your opponent does.

Glenn Cotter

Box Office Battle (Board game)

Late Beta Test, Intensity: Intermediate

Box Office Battle is a satirical take on the film industry where you are the head of an aspiring movie studio.

Josh & Stephanie Sawyer

Haven's Heroes (Card game)

Late Beta Test, Intensity: Casual

Assume the role of an up-and-coming super hero. Collaborate and simultaneously compete against one another in a series of whimsical catastrophes with the hope of becoming the next great hero.

Smugglers Run (Board game)

Early Beta Test, Intensity: Casual

Take control of your very own spaceship as you attempt to outsmart and outmaneuver your opponents in a desperate race of cargo delivery!



DunDraSpiel 2 Sponsors

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**ADVENTURERS
LEAGUE**
Far West Region

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.

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. Pregenerated characters are available to help you get into your chosen adventure.

The Introductory adventures will be offered in every slot. This introduction consists of five 1-hour mini-adventures or a 2-hour tier 1 adventure to help you get a new character started, to learn the system, or find out about some of the 5 Factions at play.

Join a group of heroes as the various Factions at play in the Realms band together to fight the Storm God's Thunder. Adventures from the Storm God's Thunder will be the main feature. There will also be Adventurers League Legal adventures and old favorites from earlier seasons.

The Adventurers League will be located in a cluster of 6 individual rooms on the third floor. They are rooms 376, 377, 378, 379, and 381. The schedules of games are posted on the doors. There are materials available for new players and at the beginning of each session someone will be there to assist you.

For detailed information as it becomes available, and to sign up for games, come to room 377. You can check at the Warhorn website, listed as **DunDraCon 41 – Adventurers League**, for the schedule as well. Game sign-ups during DunDraCon is walk in only. Warhorn sign-ups are closed.



Pathfinder Society Organized Play

Pleasanton/Danville Rooms

Signups are in the San Ramon Room

**Welcome to the Pathfinder Society
Roleplaying Guild!**

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

Every member shares one common dream: to contribute to the Pathfinder Chronicles, printed editions of secret lore coveted by the Society wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized.

The campaign's home base is Absalom, the so-called City at the Center of the World, which stands astride the great Inner Sea on the mountain-capped Isle of Kortos. Pathfinder's adventures range from exploring the dark alleys and political intrigues of Absalom to embarking on far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In the Pathfinder Society Roleplaying Guild, 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 seven competing factions, each with its own motivations and secret agendas.

The Pathfinder Society Roleplaying Guild is a constantly evolving mega-campaign played by thousands of players, and the adventures you experience are shared by players around the world. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline.

Each season consists of at least 28 Pathfinder Society scenarios (short, 4-hour adventures) set in a variety of exotic locations across Golarion. Game signups are in the San Ramon Room.

Pathfinder Special Events

Blood Under Absalom

The Ruby Phoenix Tournament is nigh, and organizations and individuals throughout the Inner Sea are scrambling to secure a spot in the legendary Tian fighting competition, among them the Pathfinder Society. In an underground qualifier event, overseen by an enigmatic old monk and his *Oni* spokesman, the Pathfinders must overcome the opposition to ensure that the Society can send representatives to distant Goka to compete in the Ruby Phoenix Tournament itself. Battles will rage and blood will flow under the streets of Absalom, and only the greatest combatants will emerge victorious.

This will be a huge event for up to 60 players, Levels 1-11. Join the battle Friday, February 18, at 7 PM.

Through Maelstrom Rift

A Pathfinder Society Special designed for 6th-level pregenerated characters.

Even the limitless Plane of Air is at risk of eldritch instability, and a cult dedicated to the plane's integrity has sensed an imminent calamity brewing deep within a primal storm. In this special adventure, the players portray a diverse coalition of elemental guardians that must embark on a perilous journey into the maelstrom's heart and avert a disaster that threatens the Inner Sphere.

Serpents' Ire

A Pathfinder Society Scenario designed for 8th-level pregenerated characters.

A parasitic faction known as the Korholm Agenda has tried to corrupt the upstanding Aspis Consortium from the inside out, all in the vain pursuit of revenge and profit. Now one of the powerful Aspis Patrons has learned that the Korholm Agenda has siphoned the Consortium's funding to build a base of operations in Nidal. This shall not stand. The Patron has assembled a team of top agents—including both new faces and veterans of the attack on the Grand Lodge a year ago—to infiltrate the operation and shut it down by any means necessary. In this adventure the players portray agents of the Aspis Consortium using 8th-level pregenerated characters. Content in "Serpents' Ire" also ties into a special meta-plot element from Pathfinder Society Special #6-98: "Serpents Rise." Players who have completed that special event are encouraged to bring its Chronicle sheet when playing this adventure.



Pathfinder Modules

These special adventures span several time-slots. Be sure to sign up for every time slot for that adventure if you want to play the adventure.

The Ruby Phoenix Tournament

A tournament-style adventure for 11th-level characters. Once every 10 years, the cosmopolitan city of Goka on the western coastline of Tian Xia hosts the Ruby Phoenix Tournament on an island off the coast. Infamous for its strange spectacles and exciting mix of fighting styles, the contest draws combatants and spectators from all over the world. The tournament's winner gets his choice of a single item from the legendary treasury of an ancient spellcaster and earns a reputation beyond imagining. But this year, not all who have come to compete have done so out of respect for the traditions of battle or even out of greed for the reward. They seek instead nothing so much as red revenge and political domination!

Can the PCs' team of contestants survive six bouts in the Grand Pavilion arena against the mightiest combatants and cleverest battle mages on Golarion? Can they prove their mettle in tests of mind and body? Can they foil the plans of an evil organization and its powerful allies who hope to destroy the Ruby Phoenix Tournament and see its champions dead? Step into the arena to find out! The Ruby Phoenix Tournament is an event-based adventure for 11th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. Set in the Dragon Empires of the Pathfinder campaign setting, the adventure serves as an ideal introduction to the folk and fighting styles of the lands encompassing the Eastern-inspired continent of Tian Xia, and contains a fully detailed island location and a brand-new monster sure to challenge players in any campaign setting.

Fangwood Keep

Claim the Castle!

Fangwood Keep has changed hands innumerable times since its founding decades ago on the border between the warring nations of Molthune and Nirmathas. Over the years, both countries have sacrificed money and soldiers in an effort to control the fortress along the Marideth River valley, both for its tactical location and for its secure defenses. Recently, however, the battles around Fangwood Keep have dwindled to a trickle as Nirmathas has firmly rooted itself in the surrounding valley, allowing the tide of war to shift elsewhere and peace to settle at last over Fangwood Keep. This respite was shattered by the arrival of a renegade Molthuni commander named Pavo Vos. Obsessed with capturing Fangwood Keep and unraveling the fortress's mysteries, the defecting lieutenant unlawfully used his platoon to secure the castle, much to the ire of both the Molthuni and Nirmathi governments. Now the task of bringing Vos to justice and reclaiming Fangwood Keep for Nirmathas lies solely in the PCs' able hands.

“Fangwood Keep” is an adventure of infiltration, investigation, and dungeon exploration for 4th-level characters.

From Shore to Sea

An aquatic dungeon adventure for 6th-level Pathfinder Roleplaying Game characters.
They Come from Beneath the Sea!

The deep waters of the Hellmouth Gulf have long concealed ancient mysteries, both wondrous and terrible. But these secrets have been submerged for too long, and the remote coastal village of Blackcove has accidentally awakened a slumbering horror from a bygone age. Strange creatures now venture from beneath the waves to steal townsfolk away in the dark of night. Can the PCs discover the fate of Blackcove’s lost villagers? What secrets still lie hidden on the mysterious, ruined island just offshore, and what now lurks in the flooded temples beneath the isle? And what horrific fate lies in store for those unfortunate souls who fall prey to the island’s eldritch influence?

From Shore to Sea is an adventure for 6th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world’s oldest RPG, and produced in collaboration with the patrons of Open Design. Inside you’ll find villagers slowly succumbing to the ancestral taint in their blood, tentacled abominations from the deep, debased fish-men, ancient Azlanti technology, and a secret stretching back millennia to the legendary empire of Azlant itself. This adventure is set along the mysterious Hellmouth Gulf coast in the diabolical empire of Cheliox.

Gallows of Madness

The Abyss Approaches!

Something wicked—and monstrous—stirs around the rugged Isgeri town of Saringallow, where the hated legacy of noble Chelish diabolists runs deep. With the recent disappearance of several apprentices, the nearby menace of particularly grotesque goblins, and the unsettling rumors about the old Sarini Estate, Mayor Sandra Trinelli knows that she needs help, and she needs it fast! The heroes must confront one of these crises, or all three, if they hope to stem the tide of darkness that looms. Before too long, the heroes discover that villains with ties to the Abyss have set their sights on Saringallow and won’t rest until the settlement and all its innocent inhabitants fall victim to their madness-inducing depredations!

Gallows of Madness is a 64-page, highly versatile collection of three adventures for 1st-level characters. Each adventure also includes scaling information for parties of 2nd-level characters. Written with beginning Game Masters and players in mind while also providing challenging content for veterans, these adventures can be prepared quickly and run separately or in any order.

Thornkeep: Sanctum of a Lost Age

Scholars claim the dungeons below Thornkeep were built by the Ancient Azlanti, but how do they know, really? If Rozimus of Tymon speaks true, one level of Thornkeep’s dungeon holds survivors of that long-dead empire eager to return to the world and share the lore of their glorious age. They’re not undead, Rozimus claims, or illusory phantoms, but true living and breathing High Azlanti! But why does Rozimus know so much about them, and why is he so eager to return to the dungeon he claims almost killed him five years ago?

Introductory Scenarios

We Be Goblins (T1 Pregens)
We B4 Goblins (T1 Pregens)
Honor’s Echo (T1 Pregens)
First Steps 1 (T1)
#5-08: The Confirmation (T1-2)
#7-10: The Consortium Compact (T1-2)

Low Tier Scenarios

#0-07: Among the Living (T1-5)
#6-06: Hall of the Flesh Eaters (T1-5)
#7-24: Dead Man’s Debt (T1-5)
#8-01: Portent’s Peril (T1-5)
#8-05: Ungrounded but Unbroken (T1-5)
#8-06: Reaping what we Sow (T1-5)
#8-08: Tyranny of Winds 1: The Sandstorm Prophecy (T1-5)
#8-10: Tyranny of Winds 2: Secrets of the Endless Sky (T1-5)
#0-24: Decline of Glory (T1-7)
#1-43: The Pallid Plague (T1-7)
#1-49: Among the Dead (T1-7)
#1-55: The Infernal Vault (T1-7)

Mid Tier Scenarios

#3-06: Song of the Sea Witch (T3-7)
#3-08: Among the Gods (T3-7)
#6-09: By Way of Bloodcove (T3-7)
#7-19: Labyrinth of Hungry Ghosts (T3-7)
#7-27: Beyond Azlant Ridge (T3-7)
#8-02: Ward Asunder (T3-7)
#8-07: From the Tome of Righteous Repose (T3-7)
#8-12: Tyranny of Winds 3: Caught in the Eclipse (T3-7)
#0-25: Hands of the Muted God (T5-9)
#6-21: Tapestry’s Toil (T5-9)
#7-09: The Blakros Connection (T5-9)
#7-25: Orders from the Gate (T5-9)
#8-03: Captives of Toil (T5-9)
#8-09: Forged in Flame 1: The Cindersworn Pact (T5-9)
#8-11: Forged in Flame 2: Cleansed with Fire (T5-9)

High Tier Scenarios

#1-38: No Plunder, No Pay (T7-11)
#2-12: Below the Silver Tarn (T7-11)
#2-18: The Forbidden Furnace of Forgotten Koor (T7-11)
#3-04: The Kortos Envoy (T7-11)
#7-23: Abducted in Aether (T7-11)
#7-28: Ageless Ambitions (T7-11)
#8-04: Wardens of Sulfur Gulch (T7-11)
#8-13: What Sleeps in Stone (T7-11)

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, parents 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, 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.

A Note to Parents and Guardians

DunDraCon is happy to have kids of all ages in attendance at our conventions, and we try to provide events and attractions that will appeal to a wide range of ages. We also encourage safety for kids and everyone else, which is why we have a number of rules and recommendations we hope everyone will follow. Children are expected to follow the rules of DunDraCon just as adults are, and are subject to the same penalties and restrictions if they do not.

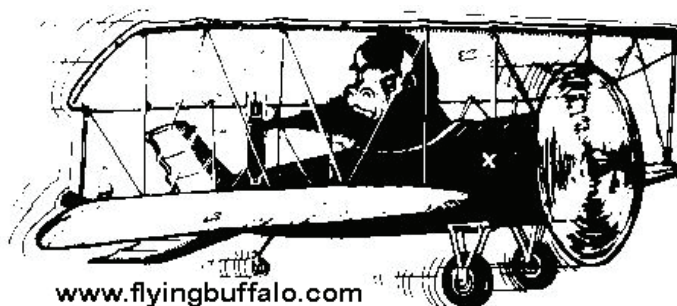
Each child must have and wear their DunDraCon badge while in the Kids and Teen Priority Rooms. One way parents and guardians can assure that minors in their charge will be as safe as possible at the Convention is to make sure an emergency contact number is included for every child. If any problem arises, it helps us and the hotel to have a way to contact you right away. Those of you in attendance at the Convention can leave room numbers, but a cell phone number is better, and both is best of all.

If you are not physically at the Convention, please try to provide alternative contact numbers (home, business, cell) as appropriate. It's a good idea for adult members to provide this information as well, in the unlikely event that an accident or health crisis gives us need to contact a relative or other person of interest.

We rate most of our events for content in order that parents, children, and other attendees will have some idea of what they can expect in a given game, and can choose events most appropriate to their enjoyment and comfort. See our **DDC Game Standards** above.

DunDraCon has neither the authority nor the resources to supervise the kids in attendance at our Convention. While we are not baby-sitters, we do want to assist parents in every way we can as they make the most appropriate decisions regarding their children's presence at the Convention. Know your child's capacity to operate autonomously and make decisions with that in mind.

Please contact any member of our staff if you need assistance at any time regarding your children (or for any other Convention-related matter). Above all else, we want to help you and yours have the best possible Convention, and will do whatever we can to make that happen.



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. Each child must have and wear their badge at all times while in the Kids Room.

(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

Army Men: Green vs. Tan

Saturday 10 AM for 4 hours; ends in Session 3

System: Fighting Plastic; 4 players

Variations: House rules/simplifications for young players

GM: William Dash

Rules Knowledge: Beginners Welcome

All miniatures provided by GM

Come play Army Men: Green vs. Tan. Machine guns, bazookas, flame throwers, all your favorite weapons will be there. Awesome toy battlefield. Prizes for the winning army. Seize the day!

Beyond the Door to Monster Mountain

Saturday 10 AM for 2 hours; ends in Session 2

System: Dungeons & Dragons (Original) (Holmes Basic [1977]); 6 players

Variations: House Rules (of course)

Power Level: 1st

GM: Thom & Kristi Hall

Rules Knowledge: Beginners Welcome

Characters created for game

In the back of the town is an old metal door fixed to the mountainside. Rumors say that beyond the door the corridors are never the same....

Monster Smash

Saturday 2 PM for 3 hours; ends in Session 3

System: Monster Smash

Variations: No tentacles, Shrinking island

GM: Donna Livingston-Fitch

Rules Knowledge: Beginners Welcome

All materials provided by GM

Monster Smash is fun for everyone. Use Play-Doh™ to build your monster and prepare to attack. Players must have basic math skills; children 7 and under will need an adult Assistant.

Army Men: Green vs. Tan

Sunday 10 AM for 4 hours; ends in Session 6
System: Fighting Plastic; 4 players
Variations: House rules/simplifications for young players
GM: William Dash
Rules Knowledge: Beginners Welcome
All miniatures provided by GM
Come play Army Men: Green vs. Tan. Machine guns, bazookas, flame throwers, all your favorite weapons will be there. Awesome toy battlefield. Prizes for the winning army. Seize the day!

Monster Smash

Sunday 2 PM for 3 hours; ends in Session 6
System: Monster Smash
Variations: No tentacles, Shrinking island
GM: Donna Livingston-Fitch
Rules Knowledge: Beginners Welcome
All materials provided by GM
Monster Smash is fun for everyone. Use Play-Doh™ to build your monster and prepare to attack. Players must have basic math skills, children 7 and under will need an adult Assistant.

Other Kid-Friendly Games:

Drop-in Carabande (Other) Friday 10 AM, Hall Table 7 & 8
P03 Big Trouble in Little Punjar (RPG) Friday Noon, 147
P05 Marshy Hollow (RPG) Friday Noon, 151
*P32 Munchkin Mania (Card) Friday 2 PM, 334
132 Crazier Eights (Card) Friday 7 PM, Salon 1 Table 4
*232 Hungry, Hungry Hipsters (Card) Saturday 10 AM, 334
332 Munchkin Mania (Card) Saturday Noon, Salon 1 Table 23
331 Resident Evil Deck Building Game (Card) Saturday Noon, Salon 1 Table 7
335 Crazier Eights: One Thousand & One Nights Playtest (Card) Saturday 2 PM, Salon 1 Table 8
361 Breaking Lances: A Tournament of Jousting for the Adventuring Knight (Miniatures – Historical) Saturday 2 PM, Salon GH Table 5 & 6
336 Hungry, Hungry Hipsters (Card) Saturday 5 PM, Salon 1 Table 17
504 Adventures in Laketown (DD5Basic) Sunday 8 AM, 151
607 The Black Road (DD5Basic) Sunday 2 PM, 147
648 Ogre 6th Edition: Smash the CP! (Board) Sunday 2 PM, 153
631 Crazier Eights: Camelot (Card) Sunday 2 PM, Salon 1 Table 3
633 Resident Evil Deck Building Game (Card) Sunday 3 PM, Salon 1 Table 8
731 Crazier Eights: Camelot (Card) Sunday 6 PM, Salon 1 Table 3
711 Adventures in Laketown (DD5Basic) Sunday 8 PM, 151

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 – Midnight
Saturday 10 AM – Midnight
Sunday 10 AM – Midnight
Monday Closed

Here's how it works:

- The Teen Priority Room is open to all attendees ages 13 and up. You must wear your badge at all times here.
- All games are suitable for adults and teens.
- Register for all Teen Priority games through the DDC Game Registration system.
- Teens can get priority registration for any 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 that 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. You can find more detailed descriptions of these games in the sections of this program for each type of game.



Teen-Friendly Games

FRIDAY

Drop-in Carabande (Other) Friday 10 AM, Hall Table 7&8
P01 The Malevolent Seven (RPG) Friday Noon, 143
P03 Big Trouble in Little Punjar (RPG) Friday Noon, 147
P05 Marshy Hollow (RPG) Friday Noon, 151
P08 Come On, Troubleshooters, Let's Jazzercise! (RPG) Friday Noon, 159
P71 Heavenly Café (LARP) Friday 1 PM, 508
*P32 Munchkin Mania (Card) Friday 2 PM, 334
P46 Chinatown (Board) Friday 2 PM, Salon 1 Table 14
*P33 Illuminati (Card) Friday 5 PM, 334
*108 Discovery on Jakku (RPG) Friday 6 PM, 334
144 The Manhattan Project: Energy Empire (Board) Friday 6 PM, Salon 1 Table 11
132 Crazy Eights (Card) Friday 7 PM, Salon 1 Table 4
116 Spade's Martian Detective Agency (RPG) Friday 8 PM, 151
120 Web of Intrigue (RPG) Friday 8 PM, 161
122 Jiangshi Jeopardy (RPG) Friday 8 PM, 171

SATURDAY

202 The Library (Cliff Notes) (RPG) Saturday 8 AM, 145
210 The Purposely Sinkable Not So Airship (RPG) Saturday 8 AM, 161
211 The Giant's Ring (RPG) Saturday 8 AM, 162
*231 Thunder Alley (Card) Saturday 10 AM, 334
*232 Hungry, Hungry Hipsters (Card) Saturday 10 AM, 334
242 Crazy Catan! (Board) Saturday 10 AM, Salon 1 Table 8
272 The End of the World? (LARP) Saturday 10 AM, Salon A
269 Car Wars Classic (Miniatures--SciFi) Saturday 11 AM, Pacific
245 Beginner's Diplomacy (Board) Saturday 11 AM, Salon 1 Table 18
*340 Big, Big, Big Galaxy Trucker (Board) Saturday Noon, 334
*303 Waking into the Unknown (RPG) Saturday Noon, 338
332 Munchkin Mania (Card) Saturday Noon, Salon 1 Table 23
331 Resident Evil Deck Building Game (Card) Saturday Noon, Salon 1 Table 7
334 Nuclear War Tournament (Card) Saturday Noon, Salon GH Table 7 & 8; FG Table 1
*304 Tower of the Black Pearl (RPG) Saturday 1 PM, 334
306 Spade's Martian Detective Agency (RPG) Saturday 2 PM, 161
335 Crazy Eights: One Thousand & One Nights Playtest (Card) Saturday 2 PM, Salon 1 Table 8
361 Breaking Lances: A Tournament of Jousting for the Adventuring Knight (Miniatures – Historical) Saturday 2 PM, Salon GH Table 5 & 6

308 Unwilling Ambassadors (FATE) Saturday 4 PM, 168
318 The Z-Team Presents The Star Wars Mega Game: Remnants of the Empire (RPG) Saturday 4 PM, Pacific
323 The Queen's Consort (RPG) Saturday 5 PM, 508
336 Hungry, Hungry Hipsters (Card) Saturday 5 PM, Salon 1 Table 17
401 Floof Adventures: Chasing the Red Spot of Doom (RPG) Saturday 6 PM, 143
404 Kobolds Ate My Haunted Chateau (RPG) Saturday 6 PM, 161
411 The Haunting (RPG) Saturday 8 PM, Tri Valley 2
412 A Family Betrayed (RPG) Saturday 8 PM, 168
445 The Manhattan Project: Energy Empire (Board) Saturday 8 PM, Salon 1 Table 11

SUNDAY

504 Adventures in Laketown (RPG) Sunday 8 AM, 151
513 The Education of Steven Universe (RPG) Sunday 9 AM, 508
*520 We B4 Goblins (RPG) Sunday 10 AM, 334
*531 Thunder Alley (Card) Sunday 10 AM, 334
602 The Haunting (RPG) Sunday Noon, 154
*603 Campeones de México (RPG) Sunday Noon, 338
641 Lost Carcosa (Board) Sunday Noon, Salon 1 Table 1
*644 Big, Big, Big Galaxy Trucker (Board) Sunday 1 PM, 334
607 The Black Road (RPG) Sunday 2 PM, 147
648 Ogre 6th Edition: Smash the CP! (Board) Sunday 2 PM, 153
610 The Littlest Prince (RPG) Sunday 2 PM, 608
632 Red Dragon Inn (Demo/Learning) (Card) Sunday 2 PM, Salon 1 Table 11
631 Crazy Eights: Camelot (Card) Sunday 2 PM, Salon 1 Table 3
633 Resident Evil Deck Building Game (Card) Sunday 3 PM, Salon 1 Table 8
*634 Munchkin Christmas (Card) Sunday 4 PM, 334
*621 Knights of Isengard (RPG) Sunday 4 PM, 334
705 Sour Spring Hollow (RPG) Sunday 6 PM, 171
731 Crazy Eights: Camelot (Card) Sunday 6 PM, Salon 1 Table 3
711 Adventures in Laketown (DD5Basic) Sunday 8 PM, 151
733 Illuminati (Card) Sunday 8 PM, Salon 1 Table 10

MONDAY

811 Dresden Files: Breaking Badlands Part II (RPG) Monday 10 AM, 145
814 Summertime Sadness (RPG) Monday 10 AM, 151

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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.
- 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). This applies to all DDC events.
- 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.
- If you have to leave during a LARP, 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 time 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 Heavenly Café

Friday 1 PM in 508 for 4 hours; ends in Session P

System: GM Fiat; 15 players

Variations: Some house rules

Genre: Scion à la world of Percy Jackson

Costume: Normal modern teenage clothes

GM: Alisha Walton

Troupe: Gamer Geekus

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Heavenly Café. That's the name on the sign of a run-down coffee shop you and your scion friends stop to eat at. Fate? Or coincidence?

P72 Escape Room: The Man from D.D.C.

Friday 4 PM in 570 for 2 hours; ends in Session P

System: Cooperative Problem Solving; 8 players

Genre: Spycraft

Costume: Modern/Contemporary

GM: Erik Woodbury

Troupe: Team Woodbury

Rules Knowledge: Beginners Welcome

Game Content: Family

A Russian spy has infiltrated DunDraCon and stolen some of its most valuable secrets. You have only an hour to break into the secure vault and retrieve the data.

171 Escape Room: The Man from D.D.C.

Friday 6 PM in 570 for 2 hours; ends in Session 1

System: Cooperative Problem Solving; 8 players

Genre: Spycraft

Costume: Modern/Contemporary

GM: Erik Woodbury

Troupe: Team Woodbury

Rules Knowledge: Beginners Welcome

Game Content: Family

A Russian spy has infiltrated DunDraCon and stolen some of its most valuable secrets. You have only an hour to break into the secure vault and retrieve the data.

173 Third Eisen Blind

Friday 7 PM in Salon AB for 8 hours; ends in Session 1
System: 7th Sea with homebrew elements; 30 players
Genre: Swashbuckling/Intrigue
GM: Max Iloff
Troupe: Blue Lotus Productions
Rules Knowledge: Useful
Game Content: Mainstream
Three regions in Eisen struggle for supremacy and influence at a noble gathering. Which region will prevail, or will someone outside ruin it for them all?

174 Escape Room: The Man from D.D.C.

Friday 8 PM in 570 for 2 hours; ends in Session 1
System: Cooperative Problem Solving; 8 players
Genre: Spycraft
Costume: Modern/Contemporary
GM: Erik Woodbury
Troupe: Team Woodbury
Rules Knowledge: Beginners Welcome
Game Content: Family
A Russian spy has infiltrated DunDraCon and stolen some of its most valuable secrets. You have only an hour to break into the secure vault and retrieve the data.

Drop-in Superhero Dance Party Karaoke

Friday 9 PM in Salon FG for 6 hours; ends in Session 1
System: Karaoke; 40 players
GM: Erik Dahl
Troupe: Dahl
Come sing karaoke at the Superhero Dance Party and mingle with superheroes and your fellow gamers all Friday night long.

175 Escape Room: The Man from D.D.C.

Friday 10 PM in 570 for 2 hours; ends in Session 1
System: Cooperative Problem Solving; 8 players
Genre: Spycraft
Costume: Modern/Contemporary
GM: Erik Woodbury
Troupe: Team Woodbury
Rules Knowledge: Beginners Welcome
Game Content: Family
A Russian spy has infiltrated DunDraCon and stolen some of its most valuable secrets. You have only an hour to break into the secure vault and retrieve the data.

SATURDAY

271 The Lost Colony

Saturday 10 AM in 570 for 6 hours; ends in Session 3
System: GM Fiat; 12 players
Genre: Colonial Fantasy
Costume: Mixture of Native American and Early American Colonists
GM: Scott Woodbury
Troupe: Team Woodbury
Rules Knowledge: Useful
Game Content: Mainstream
The colonists and natives never saw eye to eye. When the supernatural interferes, will they band together to survive in the new world in which they find themselves...or perish?

272 The End of the World?

Saturday 10 AM in Salon A for 6 hours; ends in Session 3
System: L.A.R.P.S. System; 20 players
Variations: Some GM Fiat
Genre: Death Gate Cycle
Costume: Ren Faire garb
GM: Elizabeth Clayton
Rules Knowledge: Useful
Game Content: Mainstream
Two groups of gods and mortals meet for the last time to determine who will rule the world. Will the enemies compromise, or will they sacrifice millions?

273 Cupid's Court – A Wolf and Unicorn Production

Saturday 10 AM in Salon B for 7 hours; ends in Session 3
System: GM Fiat; 20 players
Variations: Modified rules
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 affect everyone.

471 Mad Max: Imperator Rising

Saturday 7 PM in Salon A for 6 hours; ends in Session 4
System: Homebrew; 18 players
Genre: Post-apocalyptic
Costume: Punk à la Mad Max
GM: John Kim
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Imperator Mortis is dying. Who will prove worthy and inherit the mantle of Imperator? A LARP set in the world of Mad Max years before the time of Fury Road.

472 A Garden of Forking Paths

Saturday 7 PM in Salon B for 4 hours; ends in Session 4
System: GM Fiat; 12 players
Variations: Jeepform
Genre: Literary Fiction
Costume: Anything casual to semiformal that works from the 1960s through the 2000s
GM: Devon Apple
Troupe: Dreams of Deirdre
Rules Knowledge: Useful
Game Content: Mature Themes
Each year, Barbara has a garden party for her birthday: we will explore the course of her life and of those around her through the decisions made at these parties.



SUNDAY

571 Excalibur Resplendent

Sunday 10 AM in 570 for 8 hours; ends in Session 6
 System: GM Fiat/Duel of the Fates; 18 players
 Genre: Multi-Universal
 Costume: Be prepared to costume as ANYTHING
 GM: Mike Fatum
 Troupe: Ace of Geeks
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Excalibur Returned, and was claimed. Now, years later, Merlin's time has passed, and the greatest swordsmen come to his magical airship to pay tribute and find a new Sorcerer.

572 Grimm Tales: Cormac's Curse – A 7th Seas Adventure

Sunday 11 AM in Salon AB for 6 hours; ends in Session 6
 System: L.A.R.P.S. System; 30 players
 Genre: Pirate Fantasy
 Costume: Any Ren Faire/Pirate; costuming not required
 GM: Rob Allard
 Troupe: Team Volaré
 Rules Knowledge: Beginners Welcome
 Game Content: Mature Themes
 On the northern shores of the Highland Marches, a gathering is taking place to discuss business and some pleasure. Nothing in the Glamour Isles is what it seems!

771 Life on Mars

Sunday 6 PM in 508 for 6 hours; ends in Session 7
 System: GMs Fiat; 15 players
 Variations: Settlement Building
 Genre: Near future sci-fi
 Costume: Uniforms, jumpsuits, work clothes
 GM: T & Danielle Goudeau
 Troupe: Shiny Thing Games
 Rules Knowledge: Useful
 Game Content: Mainstream
 The brave astronauts of Homestead-2 are establishing Mars' first colony using ingenuity, team work, and science! Will you settle a new planet for humanity, or return to Earth in disgrace?



DDC Special Events

DunDraCon Blood Drive

DunDraCon will once again be hosting a Blood Drive, this year partnering with our friends at the Red Cross. The Bloodmobile will be parked in the same place as in years past; if you head out the doors by the San Ramon Room, it'll be parked right there. The drive will be on Saturday, February 18, at 12-5 PM. Please come join us, and help to save a life!

Poster Contest

The contest is over, but look for the Winner's poster, which will be displayed by the Info Table, along with a few of the runner-up posters. We had some excellent submissions, and give a big "Thank You" to all who participated!

Facebook Drawings!

Keep an eye on Facebook; we'll be posting requests for comments. If you reply, you'll automatically be entered into a drawing for Fabulous Prizes! We'll notify winners via Facebook, also, so you can pick up your prize.

Unofficial—Unofficial—Unofficial—Unofficial—

DunDraCon Does Not

Officially Present

On Sunday, February 19th,

The Secret Masters Of Gaming

18th Annual Hawaiian Shirt Day

At DunDraCon 41



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

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

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

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. (Do not use red ink!)

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 **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>

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



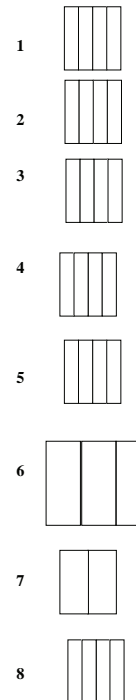
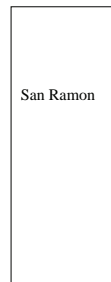
Games Registration



DDC Homepage



Hall Tables



Hall Tables

Demo and Drop-in Games

All of these are games you can simply go to and play. There's no need for registration; it's first-come, first-seated. **Demo** games are recent, new, and about-to-be published games presented by the companies or creators, and are a fine way to learn a new game while having a great time, plus you learn the games from the experts. The **Drop-in** games, due to their unique attributes, are best enjoyed this way, either because they are short, fluid, or on such a grand scale that we're not really sure how many people can enjoy them at once.

Drop-in Carabande

Friday 10 AM in Hall Table 7 & 8 for 8 hours; ends in Session P
System: Carabande; 40 players
GM: David Gabriel
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Ladies and Gentlemen. Start your fingers! All ages welcome and very easy to learn. Games take only 30-60 minutes, so it makes a great filler while waiting for something else.

Drop-in Monster Smash

Friday 2 PM in Hall Table 5 for 3 hours; ends in Session P
System: Monster Smash
Variations: No tentacles, Shrinking island
GM: Donna Livingston-Fitch
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Monster Smash is fun for everyone. Use **Play-Doh™** to build your monster and prepare to attack. Players must have basic math skills; children 7 and under will need an adult Assistant.

Demo Dungeon Crawl Classics: Hole in the Sky

Friday 6 PM in Hall Table 5 for 4 hours; ends in Session 1
System: Dungeon Crawl Classics (1st); 6 players
Power Level: Zero
GM: Brendan LaSalle
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Play with the Designer Event! Intro to Dungeon Crawl Classics. Mayhem. Cosmic. Pure fun!

Drop-in Superhero Dance Party Karaoke

Friday 9 PM in Salon FG for 6 hours; ends in Session 1
System: Karaoke; 40 players
GM: Erik Dahl
Troupe: Dahl
Come sing karaoke at the Superhero Dance Party and mingle with superheroes and your fellow gamers all Friday night long.

Demo Dungeon Crawl Classics: Neon Knights

Saturday 10 AM in Hall Table 5 for 4 hours; ends in Session 3
System: Dungeon Crawl Classics (1st); 6 players
Power Level: 2nd
GM: Brendan LaSalle
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM

Play with the Designer Event! Intro to Dungeon Crawl Classics. Mayhem. Cosmic. Pure fun!

Demo The Manhattan Project: Energy Empire

Saturday 2 PM in Hall Table 2 for 3 hours; ends in Session 3
System: The Manhattan Project: Energy Empire (1st); 5 players
GM: Tom Jolly & Luke Laurie
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources, building structures, and tapping new sources of energy.

Demo Dragon Brew

Saturday 2 PM in Hall Table 7 & 8 for 3 hours; ends in Session 3
System: Dragon Brew (1st); 8 players
GM: Daniel A. George
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Dragon Brew is a strategic fantasy beer brewing game. You and your friends take on the role of head brewers competing for prizes at the annual Dragon's Keep Beer Festival.

Demo Take the Gold!

Saturday 3 PM in Hall Table 5 for 3 hours; ends in Session 3
System: Take the Gold!; 6 players
GM: Tucker Smedes
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take the Gold! is a 2-6 player fast-paced draw-and-play "take that" card game that plays in about 10 minutes.

Demo Take the Gold!

Sunday 10 AM in Hall Table 5 for 3 hours; ends in Session 6
System: Take the Gold!; 6 players
GM: Tucker Smedes
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take the Gold! is a 2-6 player fast-paced draw-and-play "take that" card game that plays in about 10 minutes.

Drop-in COLLABORATIVE SHOWCASE

Sunday 10 AM in Pacific for 8 hours; ends in Session 6
System: GM-less Collaborative RPGs; 16 players
GM: Christopher Allen
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
We will be facilitating classic and modern GM-less collaborative games. Just drop in. If there are 4 players and an available table, you can start at any time. Players may also check out GM-less games to play elsewhere.

Demo The Manhattan Project: Energy Empire

Sunday 11 AM in Hall Table 2 for 3 hours; ends in Session 6
System: The Manhattan Project: Energy Empire (1st); 5 players
GM: Tom Jolly & Luke Laurie
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM

Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources, building structures, and tapping new sources of energy.

Demo Xcrawl: Destroy All Crawlers

Sunday 2 PM in Hall Table 5 for 4 hours; ends in Session 6

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

Power Level: 3rd

GM: Brendan LaSalle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Play with the Creator game! Xcrawl, the game of live on pay per view mayhem, enters its wild years. Don't miss it!

Demo The Manhattan Project: Energy Empire

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

System: The Manhattan Project: Energy Empire (1st); 5 players

GM: Luke Laurie & Tom Jolly

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources, building structures, and tapping new sources of energy.

Demo Dragon Brew

Sunday 6 PM in Hall Table 4 & 5 for 3 hours; ends in Session 7

System: Dragon Brew (1st); 8 players

GM: Daniel A. George

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Dragon Brew is a strategic fantasy beer brewing game. You and your friends take on the role of head brewers competing for prizes at the annual Dragon's Keep Beer festival.

Demo The Manhattan Project: Energy Empire

Sunday 7 PM in Hall Table 2 for 3 hours; ends in Session 7

System: The Manhattan Project: Energy Empire (1st); 5 players

GM: Luke Laurie & Tom Jolly

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources, building structures, and tapping new sources of energy.

Demo Dungeon Crawl Classics: Inn At Five Points

Monday 10 AM in Hall Table 5 for 4 hours; ends in Session 8

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

Power Level: 2nd

GM: Brendan LaSalle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Dungeon Crawl Classics Rules – visit the Inn at Five Points, the world headquarters for adventure!

Figure Painting Outside Salon C

DunDraCon Painting Events:

This year, we offer both **Paint 'n Take** and a “slow speed” timed painting competition.

Paint 'n Take:

As with last year, we will provide paints and miniatures and basing supplies. We will have supplies and advice on hand to help assemble miniatures brought from home, too!

Competition:

This year, we are introducing a daily people's choice competition. Submit a piece painted on that day to enter. Please come to the table to receive an entry miniature or to have your personal (primed) miniature signed off during our open hours. Miniatures are due to be submitted by 5 PM on Saturday for the first round and by 5 PM on Sunday for the second round. Detailed rules at the event.

Painting Hours:

Friday 12:30 PM – 9 PM (or when the event shuts down)

Saturday 9 AM – 9 PM

Sunday 9 AM – 9 PM

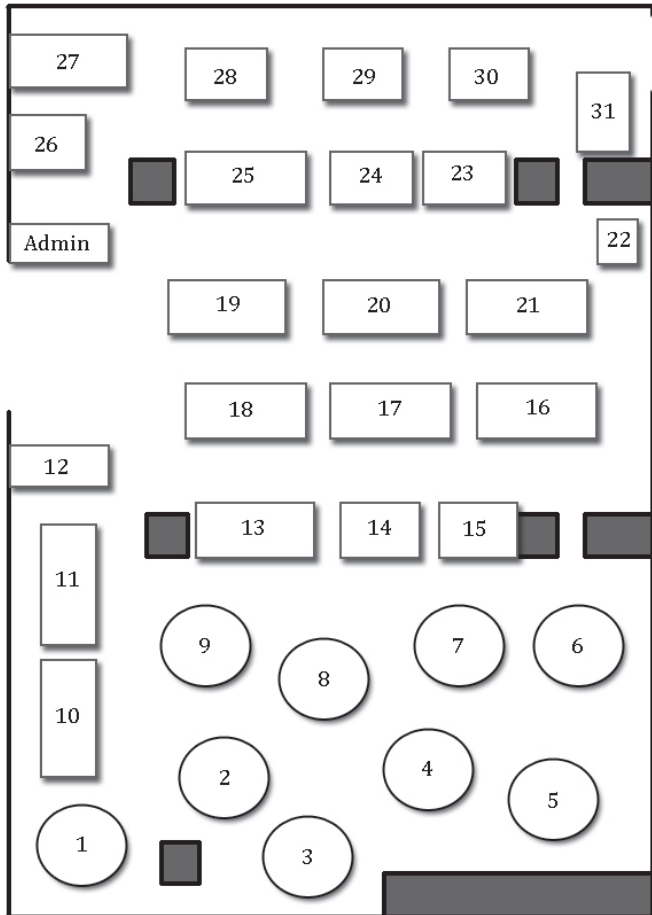
Monday 9 AM – 2 PM

Award Times:

Round One: 2 PM Sunday

Round Two: 11 AM Monday





Board Games Salon 1

ACCESS TO TABLES:

Tables 9 and 19 (near the front door) and 31 (near the back door to the restrooms) are designated for official games with participants who require wheelchair access. They are open for gaming at all other times, but occupants must trade tables if an official game needs to move there.

Session P FRIDAY

P41 Spartacus: Enter the Arena!

Friday Noon in Salon 1 Table 15 for 3 hours; ends in Session P
System: Spartacus: A Game of Blood and Treachery (1st); 6 players

GM: Mike Hutchinson

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All materials provided by GM

Enter the arena! Play the thrilling Spartacus: A Game of Blood and Treachery. You can manage your gladiators to glory if you bet and invest wisely.

P42 Zombicide: Toxic City Mall

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

System: Zombicide; 6 players

Variations: Zombicide Toxic City Mall Expansion

GM: Frank Alonso

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

You escaped the zombie hordes on the streets of the city at DunDraCon 40 and made it to the shopping mall...but why are the zombies here glowing green???

P43 Firefly: The Game

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

System: Firefly: The Game; 6 players

Variations: Timed game, with scenario based on experience of the players

GM: James Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Based on the short-lived TV series "Firefly," you and your crew travel the Big Black trying to eke out a living far from Alliance control. All expansions!

P44 Zombie Apocalypse

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

System: Zombie Apocalypse (1st); 6 players

GM: Timothy Goodwin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Dead of Winter: A Crossroads Game, puts players in a small, weakened colony of survivors in a world where most of humanity is either dead or diseased, flesh-craving monsters.

P45 Duel of Ages II

Friday 2 PM in Salon 1 Table 7 for 4 hours; ends in Session P

System: Duel of Ages (2nd); 5 players

GM: Gregory Wong

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Two teams of players control characters from four different eras (ancient, colonial, modern, and future) to face challenges and battle each other.

P46 Chinatown

Friday 2 PM in Salon 1 Table 14 for 3 hours; ends in Session P

System: Chinatown; 5 players

GM: Magda Heilborn

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

As a Chinese immigrant, you arrive in the Big Apple trying to achieve the American Dream! Use your skills to bargain and build your business. Big risks mean big success!

P47 Steam

Friday 2 PM in Salon 1 Table 26 for 3 hours; ends in Session P

System: Steam; 6 players

GM: Scott Fischbein

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Steam is a classic train game involving shipping goods to maximize your profits. A great, “thinky” strategy game. Rules taught. Beginners welcome if they have some board game experience.

P48 Portals Ho!

Friday 3 PM in Salon 1 Table 28 & 29 for 8 hours; ends in Session 1

System: Shadows of Brimstone (Current); 6 players

GM: Henry Beals

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Them there Portals are out of control. The town needs a few guns to head into the mines and close them off.

Session 1

141 Arkham Horror – The Dunwich Horror

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

System: Arkham Horror; 6 players

Variations: Extremely modified

GM: James Kiefer

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Why does it always happen in Arkham? Another Old One is awakening! Only you can save the world!

142 DUNE

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

System: Board Game: DUNE (1st); 6 players

GM: Matthew Byrtus

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Set thousands of years in the future, Dune the board game is based on the Frank Herbert novels about an arid planet at the heart of the human space empire’s political machinations.

143 40 Years of Cosmic

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

System: Cosmic Encounters (Eon); 6 players

Variations: Lucre, Moons, maybe Reverse System Hexes and Double Powers

GM: Jefferson Krogh

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Celebrating the 40th anniversary of this classic game of humor, treachery, and alien powers with the original edition. Focusing on variants not found in the current FFG edition!

144 The Manhattan Project: Energy Empire

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

System: The Manhattan Project: Energy Empire (1st); 5 players

GM: Christopher Larson

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Fresh from Kickstarter comes the new sequel to Manhattan Project! Players control nations struggling for power in the late 20th century. Build your nation’s infrastructure with resources, structures, and energy.

145 Via Nebula

Friday 6 PM in Salon 1 Table 14 for 4 hours; ends in Session 1

System: Via Nebula; 4 players

GM: Chisholm Gentry

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Gain rewards if you harvest and exploit our resources, open paths through the mists, and help our settlers build new structures. Cooperate temporarily to create paths and share goods, but do not forget your own objectives.

146 Pandemic & Pandemic: The Cure

Friday 6 PM in Salon 1 Table 15 for 4 hours; ends in Session 1

System: Pandemic (On The Brink & The Cure); 5 players

Variations: Possible Virulent Strain or Mutation

GM: Chriss Lagge

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come join a team of five specialists working together to find a cure. Truly cooperative game play; everyone wins or everyone loses. Five-player Pandemic, plus The Cure dice game.

147 Seasons

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

System: Seasons; 6 players

GM: Simon Kiefer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The greatest sorcerers of the kingdom have gathered at the heart of the Argos Forest, where the legendary tournament of the 12 seasons is taking place. Take your place, wizard!

148 Firefly: The Whole Damn Verse!

Friday 7 PM in Salon 1 Table 10 for 4 hours; ends in Session 1

System: Firefly: The Game; 6 players

Variations: Kalidasa, Blue Sun, 2 other expansions

GM: George Feil

Rules Knowledge: Expected

Game Content: Very Complex

Materials may be provided by GM

We’ll play an advanced scenario with Blue Sun & Kalidasa expansions, Pirates & Bounty Hunters cards, and advanced ships. Some experience required.

Session 2 SATURDAY

281 Thunderin’ Guns

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

System: Thunderin’ Guns (Supersized); 6 players

Variations: larger map with minis/minor rules additions

GM: Felipe Morales

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Take the roles of outlaws, lawmen, or gunfighters; round up a gang or posse and then either rob, apprehend outlaws, or challenge each other to gunfights, based on your profession.

242 Crazy Catan!

Saturday 10 AM in Salon 1 Table 8 for 3 hours; ends Session 3
System: Settlers of Catan (Mayfair 3rd); 6 players
Variations: Many, many home-brew var.
GM: Aaron M. Malek
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Voting in the Council of Catan! The Squirrel, the Boar, and the Big, Bad Wolf! Dark Times! Volcano! A mix of home-brew variations, rolled out during play!

243 Formula D: Star Wars Podracer

Saturday 10 AM in Salon 1 Table 14 for 3 hours; ends Session 3
System: Formula D; 10 players
Variations: Homebrew mods
GM: Andrew Aberle
Rules Knowledge: Beginners Welcome
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!

244 Rio Grande Mishmash

Saturday 10 AM in Salon 1 Table 16 for 4 hours; ends Session 3
System: Rio Grande board games; 8 players
GM: Ian Lee
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Bringing lesser-known Rio Grande games to the table. Assyria, Priests of Ra, Cardcassonne, and more. A sampler of whatever people want to play or want to learn.

245 Beginner's Diplomacy

Saturday 11 AM in Salon 1 Table 18 for 6 hours; ends Session 3
System: Diplomacy (Avalon Hill); 7 players
GM: Zachary 'Gareth' Morgan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials 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.

Session 3

340 Big, Big, Big Galaxy Trucker

Saturday Noon in 334 for 3 hours; ends in Session 3
System: Galaxy Trucker; 5 players
Variations: All expansions available
GM: Angelo Sphere
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM

Galaxy Trucker is the delightful game of building space ships and hoping they won't blow up. Easy to learn. All ship templates provided including the not-the-Deathstar template!

341 London Dread

Saturday Noon in Salon 1 Table 11 for 3 hours; ends in Session 3
System: London Dread; 4 players
Variations: Cooperative Victorian Horror
GM: Chisholm Gentry
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
London Dread is a co-operative game set in Victorian England. Players take on the role of investigators trying to uncover plots on the way to confronting a story-specific finale.

342 The Manhattan Project

Saturday Noon in Salon 1 Table 13 for 4 hours; ends in Session 3
System: The Manhattan Project (1st); 6 players
GM: Scott Albrecht
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The Manhattan Project makes you the leader of a great nation's atomic weapons program in a deadly race to build bigger and better bombs.

343 Merchants & Marauders

Saturday Noon in Salon 1 Table 15 for 4 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.

344 Firefly: The Game

Saturday 1 PM in Salon 1 Table 10 for 4 hours; ends in Session 3
System: Firefly: The Game; 6 players
Variations: Timed game, with scenario based on experience of the players
GM: James Kiefer
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Based on the short-lived TV series "Firefly," you and your crew travel the Big Black trying to eke out a living far from Alliance control. All expansions!

345 Splendor

Saturday 1 PM in Salon 1 Table 17 for 3 hours; ends in Session 3
System: Splendor; 4 players
GM: Magda Heilborn
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Use your gems and gold to appeal to the nobles to gain the prestige you need to win!



346 Cosmic Eons

Saturday 2 PM in Salon 1 Table 2 for 4 hours; ends in Session 3
System: Cosmic Encounters (FFG); 6 players
Variations: Hidden Alliances, others as decided by players
GM: Jefferson Krogh
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
More alien hijinks and galactic craziness! Featuring the Cosmic Eons expansion, with the first new aliens by original designers Peter Olotka and Bill Eberle in decades. 1-2 rounds.

347 Zombie Apocalypse

Saturday 2 PM in Salon 1 Table 4 for 4 hours; ends in Session 3
System: Zombie Apocalypse (1st); 6 players
GM: Timothy Goodwin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Dead of Winter: A Crossroads Game, puts players in a small, weakened colony of survivors in a world where most of humanity is either dead or diseased, flesh-craving monsters.

348 Steam

Saturday 2 PM in Salon 1 Table 14 for 3 hours; ends in Session 3
System: Steam; 6 players
GM: Scott Fischbein
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Steam is a classic train game involving shipping goods to maximize your profits. A great, "thinky" strategy game. Rules taught. Beginners welcome if they have some board game experience.

349 Rio Grande Mishmash

Saturday 2 PM in Salon 1 Table 16 for 4 hours; ends in Session 3
System: Rio Grande board games; 8 players
GM: Ian Lee
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Bringing lesser-known Rio Grande games to the table. Assyria, Priests of Ra, Cardcassonne, and more. A sampler of whatever people want to play or want to learn.

Demo Dragon Brew

Saturday 2 PM in Hall Table 7 & 8 for 3 hours; ends in Session 3
System: Dragon Brew (1st); 8 players
GM: Daniel A. George
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Dragon Brew is a strategic fantasy beer-brewing game. You and your friends take on the role of head brewers competing for prizes at the annual Dragon's Keep Beer festival.

Demo The Manhattan Project: Energy Empire

Saturday 2 PM in Hall Table 2 for 3 hours; ends in Session 3
System: The Manhattan Project: Energy Empire (1st); 5 players
GM: Tom Jolly & Luke Laurie
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources,

building structures, and tapping new sources of energy.

350 Keyflower

Saturday 3 PM in Salon 1 Table 6 for 4 hours; ends in Session 4
System: Keyflower; 6 players
GM: Simon Kiefer
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Keyflower is a farm village creation game with a seasonal turn base: spring, summer, autumn, and finally winter. Each player starts with a 'home' tile and a team of workers.

351 The Old Ones

Saturday 4 PM in Salon 1 Table 3 for 6 hours; ends in Session 4
System: Eldritch Horror; 6 players
Variations: All expansions; house scenario
GM: William Rawls
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The old ones are at it again, but this time there seem to be two warring out in the ocean.

352 Kingdom Builder Tournament

Saturday 4 PM in Salon 1 Table 11 for 3 hours; ends in Session 4
System: Kingdom Builder; 5 players
Variations: All expansions to Marshlands
GM: Angelo Sphere
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Kingdom Builder is the best fun you can have with 40 wooden houses (Heeples). There will be multiple matches, multiple heats, and the Golden Heeple trophy for the winner!

Session 4

441 Arkham Horror – The Dunwich Horror

Saturday 6 PM in Salon 1 Table 1 for 6 hours; ends in Session 4
System: Arkham Horror; 6 players
Variations: Extremely modified
GM: James Kiefer
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Why does it always happen in Arkham? Another Old One is awakening! Only you can save the world!

442 Great Western Trail

Saturday 6 PM in Salon 1 Table 14 for 4 hours; ends in Session 4
System: Great Western Trail; 4 players
GM: Scott Kovatch
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Great Western Trail incorporates elements of deck building, tile placement, and economics, and takes 2.5 hours to play, but with rule explanations, 3 hours is more likely.



444 Elder Sign

Saturday 7 PM in Salon 1 Table 4 for 3 hours; ends in Session 4
System: Elder Sign; 6 players
Variations: expansions available
GM: Angelo Martinez
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Elder Sign: A fast-paced, cooperative dice game of supernatural intrigue by the designers of Arkham Horror. Race against time to stave off the imminent return of the Ancient Ones.

445 The Manhattan Project: Energy Empire

Saturday 8 PM in Salon 1 Table 11 for 3 hours; ends in Session 4
System: The Manhattan Project: Energy Empire (1st); 4 players
GM: Christopher Larson
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Fresh from Kickstarter comes the new sequel to Manhattan Project! Players control nations struggling for power in the late 20th century. Build your nation's infrastructure with resources, structures, and energy.

Session 5 SUNDAY

541 Settlers of Catan: Cities & Knights

Sunday 8 AM in Salon 1 Table 4 for 3 hours; ends in Session 5
System: Settlers of Catan (Mayfair 3rd); 5 players
Variations: Custom 3D terrain
GM: Aaron M. Malek
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Knights protect the island of Catan from invading barbarians, and city improvements confer benefits on that city's owner. 5-6 player game on custom 3-D terrain.

542 Lords of Waterdeep

Sunday 9 AM in Salon 1 Table 7 for 3 hours; ends in Session 5
System: Lords of Waterdeep; 5 players
Variations: Skullport Expansion (optional)
GM: Thomas Crawford
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Players are lords, secret rulers of the city, vying for control of Waterdeep. Use agents to perform quests, expand the city, and sow intrigue to help or hinder other lords.

543 XCOM: The Board Game

Sunday 9 AM in Salon 1 Table 8 for 4 hours; ends in Session 6
System: XCOM: The Board Game; 4 players
GM: Barry Figgins
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
XCOM is an intense 4-player cooperative game, played in real time with an app running the aliens. It's quick to start, and as stressful as the video game!

544 Mare Nostrum: Empires

Sunday 9 AM in Salon 1 Table 10 for 4 hours; ends in Session 6
System: Mare Nostrum: Empires (2016); 6 players
GM: Matthew Byrtus
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Trading, Economy, with optional Combat in ancient Roman times. Large Map, quick play. Come and Raise an Empire!

545 Pandemic & Pandemic: The Cure

Sunday 9 AM in Salon 1 Table 15 for 4 hours; ends in Session 6
System: Pandemic (On The Brink & The Cure); 5 players
Variations: Possible Virulent Strain or Mutation
GM: Chriss Lagge
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Come join a team of five specialists working together to find a cure. Truly cooperative game play; everyone wins or everyone loses. Five-player Pandemic, plus The Cure dice game.

546 Giant 50th Anniversary Axis and Allies

Sunday 9 AM in Hall Table 6 & 7 for 8 hours; ends in Session 6
System: Axis and Allies (50th Anniversary); 8 players
GM: Laurence Frazee
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Anniversary Axis and Allies like it's never been played before—at a HUGE 4'x8' size! Can you save the world from evil empires?

547 A Feast for Odin

Sunday 10 AM in Salon 1 Table 11 for 3 hours; ends in Session 6
System: A Feast for Odin; 4 players
GM: Chisholm Gentry
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Players have to hunt, gather basic materials, refine those materials, develop their production (buildings), build/buy ships, and raid settlements.

548 Formula D: Star Wars Podracer

Sunday 10 AM in Salon 1 Table 14 for 3 hours; ends in Session 6
System: Formula D; 10 players
Variations: Homebrew mods
GM: Andrew Aberle
Rules Knowledge: Beginners Welcome
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!

Demo The Manhattan Project: Energy Empire

Sunday 11 AM in Hall Table 2 for 3 hours; ends in Session 6
System: The Manhattan Project: Energy Empire (1st); 5 players
GM: Tom Jolly & Luke Laurie
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources, building structures, and tapping new sources of energy.

Session 6

641 The King in Yellow

Sunday Noon in Salon 1 Table 1 for 6 hours; ends in Session 6
System: Eldritch Horror; 6 players
GM: Larry Langley
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The King in Yellow, the unspeakable one, tears asunder the veil between worlds, and only you stand against the tide of growing madness.

642 Evolution with Climate and Flight

Sunday Noon in Salon 1 Table 2 for 4 hours; ends in Session 6
System: Evolution; 6 players
Variations: Climate and Flight Expansions
GM: James Kiefer
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Survival of the Fittest! Can you build creatures that will not only survive but prosper in a world of climate change?

643 Elder Sign: The Gates of Arkham

Sunday Noon in Salon 1 Table 4 for 3 hours; ends in Session 6
System: Elder Sign; 6 players
Variations: Gates of Arkham Expansion
GM: Frank Alonso
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The struggle against the Ancient Ones spreads out of the museum and into the haunted city of Arkham in Elder Sign: The Gates of Arkham.

644 Big, Big, Big Galaxy Trucker

Sunday 1 PM in 334 for 3 hours; ends in Session 6
System: Galaxy Trucker; 5 players
Variations: All expansions available
GM: Angelo Sphere
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Galaxy Trucker is the delightful game of building space ships and hoping they won't blow up. Easy to learn. All ship templates provided, including the not-the-Deathstar template!

645 Firefly: The Game

Sunday 2 PM in Salon 1 Table 10 for 3 hours; ends in Session 6
System: Firefly: The Game; 6 players
Variations: Mr. Universe
GM: Magda Heilborn
Rules Knowledge: Expected
Game Content: Mainstream
All materials provided by GM
It's scary out there in the 'Verse! Get your ship and crew together to finish jobs and make your way out in the Big Black.



646 Dead of Winter: Crossroads

Sunday 2 PM in Salon 1 Table 14 for 4 hours; ends in Session 6
System: Dead of Winter; 5 players
GM: Mike Eckert
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
DoW is a new game that tests a group of survivors' ability to work together and stay alive while facing crises and challenges from both within and without.

647 Mombasa

Sunday 2 PM in Salon 1 Table 15 for 4 hours; ends in Session 6
System: Mombasa; 4 players
GM: Scott Kovatch
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Mombasa incorporates elements of programmed movement, area control, and card drafting and takes 2.5 hours to play, but with rule explanations, 3 hours is more likely.

648 Ogre 6th Edition: Smash the CP!

Sunday 2 PM in 153 for 4 hours; ends in Session 6
System: Ogre (6th); 8 players
GM: Andrew Walters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Forty years after it all began, Ogres are still rolling towards command posts! This is your chance to learn the game, refresh your skills, or beat up on noobs.

Demo The Manhattan Project: Energy Empire

Sunday 3 PM in Hall Table 2 for 3 hours; ends in Session 6
System: The Manhattan Project: Energy Empire (1st); 5 players
GM: Luke Laurie & Tom Jolly
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources, building structures, and tapping new sources of energy.

649 Keyflower

Sunday 4 PM in Salon 1 Table 4 for 4 hours; ends in Session 7
System: Keyflower; 6 players
GM: Simon Kiefer
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Keyflower is a farm village creation game with a seasonal turn base: spring, summer, autumn, and finally winter. Each player starts with a 'home' tile and a team of workers.



650 Evil Dead 2

Sunday 4 PM in Salon 1 Table 7 for 6 hours; ends in Session 7
System: Evil Dead 2 (1st); 6 players
GM: Scott Albrecht
Rules Knowledge: Useful
Game Content: Very Complex
All materials provided by GM
Play against an arcane evil-spewing portal – and each other.
Players gather pages of the Necronomicon Ex-Mortis to seal the portal before everyone gets a bad case of being dead.

Session 7

Demo Dragon Brew

Sunday 6 PM in Hall Table 4 & 5 for 3 hours; ends in Session 7
System: Dragon Brew (1st); 8 players
GM: Daniel A. George
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Dragon Brew is a strategic fantasy beer-brewing game. You and your friends take on the role of head brewers competing for prizes at the annual Dragon's Keep Beer Festival.

741 Elder Sign

Sunday 7 PM in Salon 1 Table 8 for 3 hours; ends in Session 7
System: Elder Sign; 6 players
Variations: expansions available
GM: Angelo Martinez
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Elder Sign: A fast-paced, cooperative dice game of supernatural intrigue by the designers of Arkham Horror. Race against time to stave off the imminent return of the Ancient Ones.

Demo The Manhattan Project: Energy Empire

Sunday 7 PM in Hall Table 2 for 3 hours; ends in Session 7
System: The Manhattan Project: Energy Empire (1st); 5 players
GM: Luke Laurie & Tom Jolly
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Each player takes control of a nation vying for power in the second half of the 20th century. They build up their nation's industry, commerce, and government by acquiring resources, building structures, and tapping new sources of energy.

Session 8 MONDAY

842 Star Trek Double Feature: 5-Year Mission and Panic!

Monday 9 AM in Salon 1 Table 1 for 4 hours; ends in Session 8
System: Star Trek Five Year Mission and Star Trek Panic!; 5 players
GM: Thomas Crawford
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Two cooperative Star Trek themed games, one played right after the other. Players can play crew members from the original Star Trek (and from Next Generation series in Year 5).

843 Firefly: Into the Big Black

Monday 10 AM in Salon 1 Table 10 for 6 hours; ends in Session 8
System: Firefly: The Game (1st); 6 players
GM: Mike Hutchinson
Rules Knowledge: Expected
Game Content: Very Complex
All materials provided by GM
Find a crew. Find a job. Keep flying. Come be a Captain in Joss Whedon's Firefly universe. Rules knowledge and mature players preferred. Possible homebrew rules and scenario.

844 Thebes

Monday 10 AM in Salon 1 Table 13 for 3 hours; ends in Session 8
System: Thebes; 3 players
GM: Shannon McNamara
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Thebes is a game of competitive archeology.

845 Shadows over Camelot

Monday 1 PM in Salon 1 Table 13 for 3 hours; ends in Session 8
System: Shadows over Camelot; 6 players
GM: Shannon McNamara
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Each player represents a Knight of the Round Table; knights must collaborate to complete a number of quests.



Card Games (Collectible or Not)

Session P FRIDAY

P31 Munchkin Cthulhu

Friday 1 PM in Salon 1 Table 2 for 3 hours; ends in Session P
System: Munchkin; 6 players
Variations: Cthulhu
GM: Brian O'Hara
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Munchkins now face their greatest challenge...Cthulhu! Will they survive? Will they retain their sanity? Will they...level up?

P32 Munchkin Mania

Friday 2 PM in 334 for 3 hours; ends in Session P
System: Munchkin; 6 players
Variations: Planty
GM: Charles Victor Walters
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Steve Jackson's Munchkin is a game of gleeful mayhem as players compete to kill the monsters and grab the loot while stabbing each other in the back!

P33 Illuminati

Friday 5 PM in 334 for 4 hours; ends in Session 1
System: Illuminati (Delux); 6 players
Variations: Secret
GM: Chester Hendrix
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Secret conspiracies are trying to take over the world. Players take on the major conspiracies, one of which is the Servants of Cthulhu...who win by destroying other groups.

Session 1

131 The Red Dragon Inn

Friday 6 PM in Salon 1 Table 26 for 3 hours; ends in Session 1
System: The Red Dragon Inn: Battle for Greypport; 4 players
GM: Berta Gannon
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Your beloved Tavern (and the city it resides in) is under attack! It's time to raise a militia, gather equipment, and fight off the bad guys!

132 Crazy Eights

Friday 7 PM in Salon 1 Table 4 for 3 hours; ends in Session 1
System: Crazy Eights (1st); 5 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Crazier Eights is a gateway fantasy card game that has some similarities to Uno, but every card can be played for an effect. James Gray is the game designer.

Session 2 SATURDAY

231 Thunder Alley

Saturday 10 AM in 334 for 3 hours; ends in Session 3
System: Thunder Alley; 6 players
GM: Patrick Riley
Rules Knowledge: Beginners Welcome
Game Content: Family
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; highest-scoring team wins.

232 Hungry, Hungry Hipsters

Saturday 10 AM in 334 for 2 hours; ends in Session 2
System: Hungry, Hungry Hipsters; 8 players
GM: Magda Heilborn
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Hungry Hungry Hipsters, the game of eating the most pretentious food!

233 Groo!

Saturday 10 AM in Salon 1 Table 3 for 4 hours; ends in Session 3
System: Groo: The Game (Expanded); 6 players
Variations: Miniatures
GM: Arthur Stone Wallis
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Come play Groo! Build a city and make great plans, only to see them laid waste when Groo the Wanderer comes to town! Cheese Dip! Winners get free GROOS!

Session 3

331 Resident Evil Deck Building Game

Saturday Noon in Salon 1 Table 7 for 4 hours; ends in Session 3
System: Resident Evil Deck Building Game; 5 players
Variations: Some minor house rules
GM: Thomas Hanjes
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Back from last year, the Resident Evil DBG!

332 Munchkin Mania

Saturday Noon in Salon 1 Table 23 for 3 hours; ends in Session 3
System: Munchkin; 6 players
Variations: Planty
GM: Charles Victor Walters
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Steve Jackson's Munchkin is a game of gleeful mayhem as players compete to kill the monsters and grab the loot while stabbing each other in the back!

333 The Red Dragon Inn

Saturday Noon in Salon 1 Table 26 for 3 hours; ends Session 3
System: The Red Dragon Inn: Battle for Greyport; 4 players
GM: Berta Gannon
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Your beloved Tavern (and the city it resides in) is under attack!
It's time to raise a militia, gather equipment, and fight off the bad guys!

334 Nuclear War Tournament

Saturday Noon in Salon GH Table 7 & 8; FG Table 1 for 3 hours; ends in Session 3
System: Nuclear War (50th Anniversary); 20 players
GM: Rick Loomis
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
If you haven't played Nuclear War, you haven't blown up the world yet. Crazy fun. Easy to learn (Beginners welcome). Prizes will be given.

335 Crazier Eights: One Thousand & One Nights Playtest

Saturday 2 PM in Salon 1 Table 8 for 3 hours; ends in Session 3
System: Crazier Eights (1001 Nights); 5 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A high quality prototype of Crazier Eights: 1001 Nights, a gateway fantasy card game that is similar in some ways to Uno, but every card can be played for an effect.

Demo Take the Gold!

Saturday 3 PM in Hall Table 5 for 3 hours; ends in Session 3
System: Take the Gold!; 6 players
GM: Tucker Smedes
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take the Gold! is a 2-6 player, fast-paced draw-and-play "take that" card game that plays in about 10 minutes.

336 Hungry, Hungry Hipsters

Saturday 5 PM in Salon 1 Table 17 for 2 hours; ends in Session 4
System: Hungry, Hungry Hipsters; 8 players
GM: Magda Heilborn
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Hungry Hungry Hipsters, the game of eating the most pretentious food!



BlackDiamondGames

Session 4

431 Red Dragon Inn

Saturday 6 PM in Salon 1 Table 7 for 3 hours; ends in Session 4
System: Red Dragon Inn; 7 players
GM: Thomas Crawford
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
You are adventurers who have returned from your latest expedition and are at the Red Dragon Inn to drink, gamble, and engage in other acts of fun and rough-housing.

432 Public Vilification

Saturday 6 PM in Salon 1 Table 8 for 8 hours; ends in Session 4
System: Vampire: The Eternal Struggle (Current); 12 players
Variations: Tournament
GM: Brad Nozik
Rules Knowledge: Useful
Game Content: Mainstream
Materials may be provided by GM
Ancient Methuselahs manipulate mortals and immortals as they use guile, cunning, and outright violence to gain dominion over their rivals. Standard tournament constructed decks. Prizes and demos.

433 Commander Cube

Saturday 6 PM in Salon 1 Table 10 for 6 hours; ends in Session 4
System: Magic: The Gathering; 8 players
Variations: Commander, Cube, Conspiracy
GM: Andrew Heilborn
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Commander Cube. Draft and build a Commander deck and play it—on the spot! Conspiracy and Unglued cards are included. Proxies abound! Middle Power cube.

Session 5 SUNDAY

531 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: Family
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; highest-scoring team wins.

532 Modern Naval Battles: Global Warfare

Sunday 10 AM in Salon 1 Table 3 for 3 hours; ends in Session 6
System: Modern Naval Battles: Global Warfare (2008); 5 players
GM: Gregory Wong
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Light wargame featuring ships from nine different navies from the Cold War and post-Cold-War eras.

533 Big Trouble in Little China

Sunday 10 AM in Salon 1 Table 23 for 4 hours; ends in Session 6
System: Big Trouble in Little China (1st); 5 players
GM: Scott Albrecht
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
In the deck-building game *Legendary: Big Trouble in Little China*, players work their way through the co-op game trying to defeat Lo Pan and the three storms!

534 The Red Dragon Inn

Sunday 10 AM in Salon 1 Table 26 for 3 hours; ends in Session 6
System: The Red Dragon Inn (all); 6 players
GM: Berta Gannon
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
You and your companions have spent all day killing monsters and taking their stuff! Now it's time to party and gamble away all your new loot!

Demo Take the Gold!

Sunday 10 AM in Hall Table 5 for 3 hours; ends in Session 6
System: Take the Gold!; 6 players
GM: Tucker Smedes
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Take the Gold! is a 2-6 player, fast-paced draw-and-play "take that" card game that plays in about 10 minutes.

Session 6

631 Crazier Eights: Camelot

Sunday 2 PM in Salon 1 Table 3 for 3 hours; ends in Session 6
System: Crazier Eights (Camelot); 5 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A preview of *Crazier Eights: Camelot*, a gateway fantasy card game that is similar in some ways to *Uno*, but every card can be played for an effect.

632 Red Dragon Inn (Demo/Learning)

Sunday 2 PM in Salon 1 Table 11 for 3 hours; ends in Session 6
System: Red Dragon Inn; 8 players
GM: Barry Figgins
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The adventure is over, but the party is just getting started! Learn to play this great card game, or just come by for a quick 20-minute demo.

633 Resident Evil Deck Building Game

Sunday 3 PM in Salon 1 Table 8 for 4 hours; ends in Session 7
System: Resident Evil Deck Building Game; 5 players
Variations: Some minor house rules
GM: Thomas Hanjes
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Back from last year, the Resident Evil DBG!

634 Munchkin Christmas

Sunday 4 PM in 334 for 3 hours; ends in Session 7
System: Munchkin (1st); 6 players
Variations: Christmas
GM: Brian O'Hara
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
It's a Munchkin Christmas tradition: Use the Candy Cane and Tannenbomb to fight off the Snow Angels and Holiday Spirits! Spike the Egg Nog to Go Up a Level!

Session 7

731 Crazier Eights: Camelot

Sunday 6 PM in Salon 1 Table 3 for 3 hours; ends in Session 7
System: Crazier Eights (Camelot); 5 players
GM: James Gray
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
A preview of *Crazier Eights: Camelot*, a gateway fantasy card game that is similar in some ways to *Uno*, but every card can be played for an effect.

732 Red Dragon Inn (Experienced)

Sunday 6 PM in Salon 1 Table 11 for 3 hours; ends in Session 7
System: Red Dragon Inn; 8 players
GM: Barry Figgins
Rules Knowledge: Expected
Game Content: Mainstream
All materials provided by GM
The adventure is over, but the party is just getting started! If you know how to play, come and challenge your fellows! A learning session for new players is scheduled during Session 6.

733 Illuminati

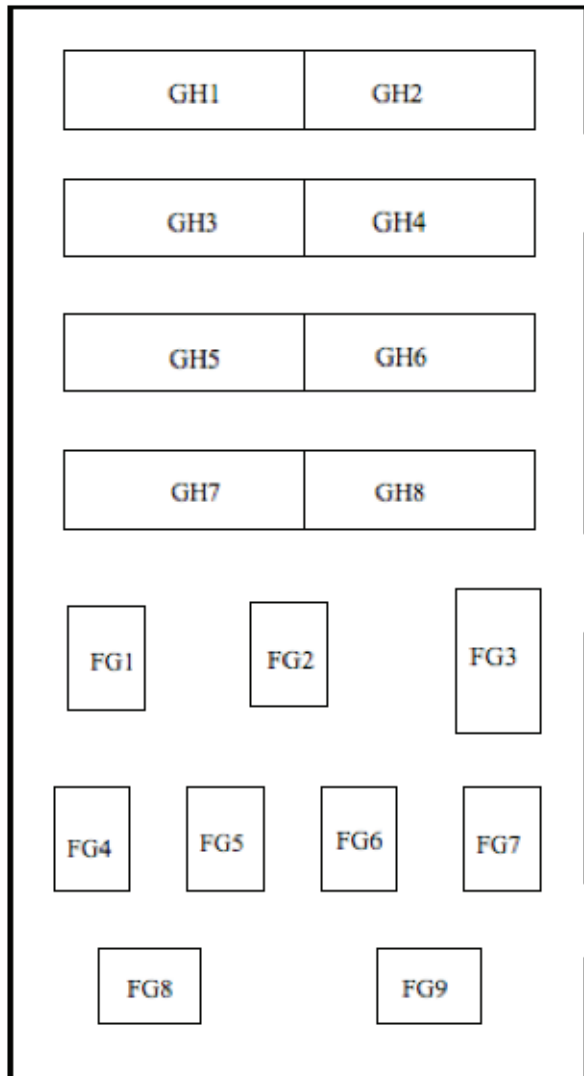
Sunday 8 PM in Salon 1 Table 10 for 4 hours; ends in Session 7
System: Illuminati (Delux); 6 players
Variations: Secret
GM: Chester Hendrix
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Secret conspiracies are trying to take over the world. Players take on the major conspiracies, one of which is the Servants of Cthulhu...who win by destroying other groups.



NIGHT OWL WORKSHOP

Miniatures Games

Salons F G H



Fantasy Miniatures

562 Kings of War Tournament!

Sunday 10 AM in Salon GH Table 5-8 for 8 hours; ends in Session 6

System: Kings of War (2nd); 8 players

Variations: Standard Armies + Uncharted Empires – KOW Tournament Rules 2016

Power Level: 2000 pts

GM: Clive Henrick

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own miniatures

Please join us for a small KOW Tournament. We will be using the Clash of Kings rule modifications (Flyers can lose flying when disrupted, etc.).

Historical Miniatures

P61 Air War over Malta

Friday Noon in Salon FG Table 5-7 for 6 hours; ends Session P

System: Sky's the Limit; 6 players

GM: Chuck Staedler

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

24 Aug 1940: Italian SM79s bombers, covered by CR42 fighters, raid Hal Far airfield. RAF Hurricanes rise to intercept. WW II air combat in 1/144 scale.

264 Battle of Ceylon

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

System: Home Grown 1/1200 Naval Miniatures (1st); 8 players

Power Level: Entry level

GM: Les Kawamoto & Harold Andrews

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

IJN Fleet battling the British forces for control of Ceylon in 1942.

266 World War II Dogfights

Saturday 10 AM in Salon GH Table 3 & 4 for 8 hours; ends in Session 3

System: Sky's the Limit; 8 players

GM: Chuck Staedler

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Take to the sky in the WW II air combat game that hits the sweet spot between realism and playability. We'll play two different historical scenarios in 1/144 scale.

361 Breaking Lances: A Tournament of Jousting for the Adventuring Knight

Saturday 2 PM in Salon GH Table 5 & 6 for 4 hours; ends in Session 3

System: Breaking Lances (1st); 10 players

GM: Thomas Foss

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Breaking Lances jousting rules recreate the fast-paced and awe-inspiring engagements of knights charging at each other with lances couched, shields up, and horses thundering down the field.

462 Battle of the Beasts

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

System: Treadheads Tank & Infantry Combat System; 8 players

GM: Steve Hagarty

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Using an innovative turn system, Russian and German heavy tanks will battle each other in a brutal slug fest. See how your tank commander skills stack up against your opponent's. (Will repeat on Sunday: Game 665.)

561 Wind and Rock

Sunday 9 AM in Hall Table 8 for 6 hours; ends in Session 6
System: Captaincy; 8 players
Variations: Run by designer
GM: John Carnahan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
September 1631 – Outdated Spanish galleons are caught by newer Dutch ships at Albrolos, a notorious navigation hazard off Brazil. Big (1/500) models, unique rules, a rarely gamed period.

563 Pickett's Charge, July 3rd, 1863

Sunday 10 AM in Salon FG Table 4-6 for 6 hours; ends in Session 6
System: This Hallowed Ground (1.0); 4 players
GM: James White
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Pickett's Charge is a famous (futile) action at Gettysburg. Will you stand with the blue wall or throw in with the grey while it attempts to win an honorable defeat?

662 How Finland Lost World War II to the Soviets, But Won Peace

Sunday 2 PM in Salon FG Table 2 for 4 hours; ends in Session 6
System: Spearhead; 5 players
Variations: Homebrew
GM: Peter Bauer
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Befuddled Soviet riflemen floundering through deep snow and sub-zero temperatures while they froze to death. Russian tanks and their hapless crews set ablaze by Molotov cocktails.

663 Aerodrome 1.1 – World War I Aerial Combat

Sunday 2 PM in Salon FG Table 7-9 for 4 hours; ends Session 6
System: Aerodrome 1.1 – World War I Aerial Combat Game (1st); 10 players
GM: Stan Kubiak
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
The renowned convention game of WW I fighters over the battlefields of France! Fun, easy to learn and play, with awards! Spouse- and female-friendly game.

665 Battle of the Beasts

Sunday 5 PM in Salon GH Table 1-4 for 6 hours; ends Session 7
System: Treadheads Tank & Infantry Combat System; 8 players
GM: Steve Hagarty
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Using an innovative turn system, Russian and German heavy tanks will battle each other in a brutal slug fest. See how your tank commander skills stack up against your opponent's.

761 The Menaced Phantoms

Sunday 6 PM in Salon FG Table 4 & 5 for 8 hours; ends in Session 7
System: Check Your 6 – Jet Age; 8 players
Variations: House rules emphasize spotting and formation
GM: John Carnahan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Vietnam, May 1972 – F4 Phantoms move toward what they think are friendly aircraft. It's actually the punishing first encounter with the USSR's MiG-19 supersonic dogfighter. 1/144th scale Jet Age mayhem.

Mixed-Genre Miniatures

267 Escape from Atlanta

Saturday 10 AM in Salon FG Table 2 for 6 hours; ends in Session 3
System: The Walking Dead All Out War; 6 players
GM: David Jones
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Your survivors have become trapped in the city after the Army abandoned it. Lead your people, gather supplies, and try to escape. Beware the walking dead but fear the living!

664 Battlefleet Gothic: Chaos Breakthrough!

Sunday 3 PM in Salon FG Table 3 for 6 hours; ends in Session 7
System: Battlefleet Gothic; 6 players
GM: Tim DuPertuis
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Battlefleet Gothic is GW's 40K-based space combat game. The Imperial fleet will need to stop the incoming Chaos fleet. Take command and blow some stuff up!

Science Fiction Miniatures

P62 Star Wars Miniatures: Rogue Chronicles

Friday Noon in Salon FG Table 8 & 9 for 6 hours; ends in Session P
System: Star Wars Miniatures (WotC); 10 players
Power Level: All
GM: Heath Hamm
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
This is a module in the continuing story. The Empire has cornered the Rebels once again! But this time the Rebels have a secret weapon—you!

P63 Friends, OGRES, Countrymen!

Friday 1 PM in Salon GH Table 5 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.

P64 Space Hulk!

Friday 2 PM in Salon GH Table 3 & 4 for 8 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 Raid on Zeta Prime

Friday 6 PM in Salon GH Table 1 & 2 for 4 hours; ends in Session 1
System: Rogue Stars (Osprey); 6 players
GM: Ed Allen
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Rogue Stars – *Skirmish Wargaming in a Science Fiction Underworld*, new from Osprey, by Andrea Sfiligoi. Three linked 1 vs 1 pair scenarios.

162 Intro to Battletech

Friday 7 PM in Hall Table 3 for 4 hours; ends in Session 1
System: Battletech (4th); 8 players
GM: Nathan Kajikuri
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Introduction to Battletech, using all unit types.

261 Salvage Run

Saturday 8 AM in Salon FG Table 3 for 8 hours; ends Session 3
System: Battletech (Total Warfare); 8 players
Variations: card-based initiative
GM: Jason Windham
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
The race is on! Recover Clan mechs lost during Clan Steel Viper's raid on Mkuranga. Play as members of Bannockburn's Bandits or Vanguard Legion, and collect the spoils of war.

262 Spacer Bill Ugnucks's Wild Races

Saturday 8 AM in Salon FG Table 8 & 9 for 6 hours; ends in Session 3
System: Full Thrust (Fleet Book 1 & 2); 8 players
Variations: Full Vector Movement
GM: Dennis Seiffert
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
You have an old freighter, space hulk, or last year's military grade ship currently mothballed? Then bring it to Spacer Bill Ugnucks's midnight race around the Phoenix Shipyards.

263 Death of the Dedrickson's Devils

Saturday 8 AM in Hall Table 6 for 8 hours; ends in Session 3
System: Battletech (4th); 8 players
Variations: Advance Rules
GM: Nathan Kajikuri
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Dedrickson's Devils are trying to escape from their current location. The merc unit is hunting the Dedrickson's Devils to get the bounty on them. The world is Silver.

265 Ralnai Slave Raid

Saturday 10 AM in Salon GH Table 1 & 2 for 6 hours; ends in Session 3
System: Starguard (V7); 6 players
Power Level: Intermediate
GM: Bill Kurtz
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Slaves for the empire, slaves for the clan. Capture as many as you can, avoid killing, if you can.

268 Guardian's Last Stand

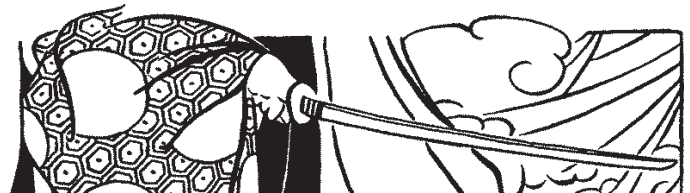
Saturday 10 AM in Hall Table 3 for 8 hours; ends in Session 3
System: Star Wars Armada; 8 players
GM: Michael Price
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
The Last remaining SUPERSTAR DESTROYER Guardian and its Fugitive Fleet are fleeing the Republic Armada. Take part in this thrilling adventure.

269 Car Wars Classic

Saturday 11 AM in Pacific for 4 hours; ends in Session 3
System: Car Wars Classic; 8 players
GM: Andrew Walters
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
It's Friday night at the arena! Choose a car design, then it's pedal to the metal, mines dropping, guns firing, last driver moving wins (if you're right side up).

362 Operation Overlord

Saturday 5 PM in Salon FG Table 8 & 9 for 8 hours; ends in Session 4
System: Battletech; 8 players
Power Level: Medium
GM: Robert Owens
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Drakonn Separatists have taken control of the Spaceport. Counter terrorist action on the Planet Nebula III.



Other Games

461 Operation Marathon

Saturday 7 PM in Salon FG Table 2 for 6 hours; ends Session 4
System: Mutant Chronicles/Siege of the Citadel; 6 players
GM: Anthony Rodgers
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
A new Dark Legion Citadel has been discovered. Operation Marathon will deliver five teams of Doomtroopers into the Citadel. The Doomtroopers' mission is to destroy the summoning portal.

564 Battle of Endor

Sunday 10 AM in Hall Table 3 for 6 hours; ends in Session 6
System: Star Wars Armada; 8 players
GM: John Lantz
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Will Admiral Piet successfully defend the 2nd Death Star from rebel scum, or will Admiral Akbar beat the odds and manage to produce a movie-accurate outcome?

661 Relic Knights

Sunday 2 PM in Salon FG Table 1 for 6 hours; ends in Session 7
System: Relic Knights (1st); 4 players
GM: Kasi Jammeh
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
The Darkspace Calamity engulfs the universe. Inexorably, it devours galaxies whole. Relic Knights is your chance to combat the Calamity and determine the fate of the universe!

861 Battles on Hoth (Playtest)

Monday 11 AM in Hall Table 1-3 for 4 hours; ends in Session 8
System: Memoir '44; 6 players
Variations: SW'44, home-brew variant
GM: Gregory Wong
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
This is a Star Wars themed variant of Memoir '44 depicting battles on Hoth. This is a playtest session, so there may be a few issues to be worked out.



Drop-in Carabande

Friday 10 AM in Hall Table 7 & 8 for 8 hours; ends in Session P
System: Carabande; 40 players
GM: David Gabriel
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Ladies and Gentlemen. Start your fingers! All ages welcome and very easy to learn. Games take only 30-60 minutes, so it makes a great filler while waiting for something else.

Drop-in Monster Smash

Friday 2 PM in Hall Table 5 for 3 hours; ends in Session P
System: Monster Smash
Variations: No tentacles, Shrinking island
GM: Donna Livingston-Fitch
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Monster Smash is fun for everyone. Use Play-Doh™ to build your monster and prepare to attack. Players must have basic math skills; children 7 and under will need an adult Assistant.

281 Thunderin' Guns

Saturday 9 AM in Hall Table 7 for 4 hours; ends in Session 3
System: Thunderin' Guns (Supersized); 6 players
Variations: Larger map with minis/minor rules additions
GM: Felipe Morales
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Take the roles of outlaws, lawmen, or gunfighters; round up a gang or posse and then either rob others, apprehend outlaws, or challenge each other to gunfights, based on your profession.

Drop-in Monster Smash

Saturday 2 PM in Salon 2 for 3 hours; ends in Session 3
System: Monster Smash
Variations: No tentacles, Shrinking island
GM: Donna Livingston-Fitch
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Monster Smash is fun for everyone. Use Play-Doh™ to build your monster and prepare to attack. Players must have basic math skills; children 7 and under will need an adult Assistant.

481 Nighttime Is for Werewolves!

Saturday 9 PM in Salon C for 6 hours; ends in Session 4
System: Werewolves of Miller's Hollow (Standard); 18 players
Variations: Numerous games - various Characters added
GM: James "Jay" Fitch
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Are You A Werewolf or just simple Villager trying not to be lynched by the mob? Rumors and Bloody Killings are happening around your Hamlet. Who's to Blame? Mob Rule!

Drop-in COLLABORATIVE SHOWCASE

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

System: GM-less Collaborative RPGs; 16 players

GM: Christopher Allen

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

We will be facilitating classic and modern GM-less collaborative games. Just drop in. If there are 4 players and an available table, you can start at any time. Players may also check out GM-less games to play elsewhere.

581 Microscope

Sunday 11 AM in Pacific for 3 hours; ends in Session 6

System: Microscope; 4 players

GM: Christopher Allen

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Microscope is a GM-less collaborative game where you explore an epic history of your own creation, all in an afternoon. Mock chronological order. Defy time and space. Build worlds and destroy them.

Drop-in Monster Smash

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

System: Monster Smash

Variations: No tentacles, Shrinking island

GM: Donna Livingston-Fitch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Monster Smash is fun for everyone. Use Play-Doh™ to build your monster and prepare to attack. Players must have basic math skills; children 7 and under will need an adult Assistant.

881 The Monks of Peace

Monday 8 AM in 164 for 8 hours; ends in Session 8

System: Battlegrounds (2nd); 9 players

Power Level: Ranks 1-6

GM: Jonah Johnson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You have been called to negotiate a deal between a planet of monks and the U.E.R.F. I hope you have your brown pants...no, I mean red shirt. Maybe both?

Role-Playing Games

Session P

FRIDAY

P01 The Malevolent Seven

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

System: Hero 5th Edition (Champions); 6 players

Variations: some house rules

Power Level: 12-14 DC, 30-35 PD/ED, Spd 5-7 sliding scale

GM: Jim Puder

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own characters

Seven super villains have joined forces and are wreaking havoc on San Francisco. Can your group put a stop to MechKnight and his crew? Are you up for the challenge?

P02 The Dyson Gambit KIC8462852

Friday Noon in 145 for 8 hours; ends in Session 1

System: Storyboard; 6 players

Variations: Combat pool ≤10 dice (open-ended D10)

Power Level: 20 traits 10 preselected

GM: Duane Frederick

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

The Galactic Federation won the Hyper War but 90% of the outer rim worlds were lost. The enemy retreated toward KIC8462852, a possible Dyson Sphere. Your mission, take it out!

P03 Big Trouble in Little Punjar

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

System: Dungeon Crawl Classics; 6 players

Variations: Zero-Level Funnel

GM: Jon Wilson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

The Lords of Deepwater gang has busted up a couple of your best buddies, and that can't stand! But this is no ordinary day in the Little Favela.... Strangeness Ahead!

P04 Upset the Balance of Power

Friday Noon in 149 for 4 hours; ends in Session P

System: Dungeons & Dragons 5th Edition (Basic Rules);

5 players

Power Level: 20th

GM: Mario Cole

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A realm of the Abyss, Androlynne has long been a battleground between the Forces of Good & Evil. As a lvl20, the time has come to make your mark there.

P05 Marshy Hollow

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

System: Dragon Strike (Original); 8 players

Variations: introducing lvl up

Power Level: 1st-3rd

GM: Steve Marsh

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM



The original Dragon Strike game features warrior, wizard, elf, and thief completing quests before the red dragon appears.

P06 Mystery Men – Liberia, 1925

Friday Noon in 152 for 8 hours; ends in Session 1
System: Hero 5th Edition (Pulp)
Variations: equipment costs points
Power Level: 100+100, 9DC@4SPD&6CV, 3*DEF+STN≤84
GM: Jim Gettman
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
America meets Africa in the golden age of jazz, planes, and bananas. Trouble lurks, and President King needs a few extraordinary souls. Powers are subtle, guns aren't.

P07 Trouble on the Sequoyah Star

Friday Noon in 154 for 4 hours; ends in Session P
System: FATE (Accelerated); 5 players
GM: Elizabeth Krestoff
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
At last, the infamous Gray Jackal, former Confederate cavalry officer Colonel Samuel Ferris, has been apprehended. But will his extradition go off without a hitch?

P08 Come On, Troubleshooters, Let's Jazzercise!

Friday Noon in 159 for 6 hours; ends in Session P
System: Paranoia; 6 players
Variations: Zap
Power Level: Red (aka 'pathetic')
GM: Vylar Kaftan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
All Troubleshooters in Alpha Complex must get in shape. Sweating is clean and mandatory. Failure to do 500 reps is treasonous behavior.

P09 The Thing That Eats Only Hippies!

Friday Noon in 160 for 8 hours; ends in Session 1
System: Call of Cthulhu (7th); 6 players
GM: Frank A. Figoni
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
It's December 1967 in San Francisco, and free love has been replaced by drugs and crime. What to do but join a new commune?

P10 The Mad Ljosalfar of Alfheim

Friday Noon in 161 for 8 hours; ends in Session 1
System: Helheim RPG; 6 players
Power Level: Beginner
GM: Nathaniel Skinner
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Lead your force, along with other players, through the human Alfwyrd Forest and deep into the forests of Alfheim. New Players and Beginners are welcome!

P11 Aeroship Down

Friday Noon in 162 for 8 hours; ends in Session 1
System: Unhallowed Metropolis (Revised); 6 players
Variations: Unhallowed Necropolis
Power Level: Slightly experienced
GM: Enedino Fernandez
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
You are cordially invited to participate in the maiden voyage of LZ-142 as she travels from Berlin to London. Please give no heed to recent reports of anarchist activities.

P12 Escape from Colditz Castle

Friday Noon in 163 for 6 hours; ends in Session P
System: Operation White Box (WW2); 6 players
Variations: Colditz Prison
Power Level: 1st
GM: Thom Hall
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The German prisoner of war camp, Oflag IV-C, was housed in Colditz Castle perched on a mountain overlooking a small town; many attempts were made to escape – some successful.

P13 The Liberation of Dundenborough

Friday Noon in 164 for 6 hours; ends in Session P
System: Savage Worlds; 5 players
Variations: Faster combat, dramatic magic, etc
Power Level: Moderate-high
GM: Alexander Jaxon
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The five most powerful Dwarven heroes from the city of Dundenborough must venture forth into the Plagued Lands to stop the imminent threat of destruction from an undead lich.

P14 Sailors on the Starless Sea

Friday Noon in 165 for 6 hours; ends in Session P
System: Dungeon Crawl Classics; 5 players
Power Level: Zero
GM: Xander Piper
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Rumors abound about the abandoned keep. Treasure is there, but also death. Play 3 villagers each, not yet heroes. Those who survive will win glory and begin the road to adventure.

P15 The Dance in the Blood

Friday Noon in 166 for 6 hours; ends in Session P
System: Trail of Cthulhu; 5 players
GM: Steven Drouin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In a forgotten, secluded place, in the North of England, lies a village of many secrets and terrors. Join this gumshoe tale of Mystery & Horror loaded with realia!

P16 Family Ties

Friday Noon in 168 for 6 hours; ends in Session P
System: Don't Rest Your Head (1st); 6 players
Variations: Don't Lose Your Mind expansion
GM: Liz Ruifrok
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
A new husband and his bridal party must find out what happened to his new wife before it's too late.

P17 Tales of the Demon Lord

Friday Noon in 170 for 6 hours; ends in Session P
System: Shadow of the Demon Lord (D20); 6 players
Power Level: Low
GM: Randy White
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
These are dark times for Urth. A shadow creeps across the land to corrupt, warp, and destroy whatever it touches. Will you stand against the Demon Lord?

P18 Where Has All the Water Gone?

Friday Noon in 171 for 8 hours; ends in Session 1
System: Pathfinder; 6 players
Power Level: 5th
GM: Timothy Baldwin
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Irrigation time is fast approaching and the river has all but dried up. Can you take the helm of an iconic PC and find the water in time for planting?

P19 The Oath

Friday Noon in Pacific for 10 hours; ends in Session 1
System: Pathfinder; 6 players
Variations: No D&D 3.5/3.0. 25pt buy, 315k gp, NO custom races/psi/chaotic
Power Level: 16th + 2 Mythic, Lawful only (any lawful)
GM: Jason Carpenter
Rules Knowledge: Expected
Game Content: Mature Themes
Characters may be provided by GM
You swore an oath on blood and soul, and now the bell begins to toll. An ancient oath to Abadar compels you to save his herald, The Lawgiver. Any Lawful.

P21 Adventures in Blackmoor

Friday 2 PM in the Business Center for 6 hours; ends Session 1
System: Pathfinder; 6 players
Power Level: 6th-10th
GM: John Livingston
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The great empire of Thonia plots to end Blackmoor's independence and reclaim its lost prominence.

P22 Dragon War of Dark Sky

Friday 2 PM in 374 for 10 hours; ends in Session 1
System: Pathfinder; 6 players
Variations: No summoners/gunslingers/evils. Max 140k equip.
Power Level: 13th
GM: Todd Westerlund

Rules Knowledge: Useful
Game Content: Mature Themes
Players provide their own characters
As the 300-day night comes to an end, so do the Dragon wars. You are the last of the Epica Elite Dragon Riders. DIVE! DIVE! DIVE!

P23 The Unsinkable

Friday 4 PM in 147 for 8 hours; ends in Session 1
System: Vampire The Masquerade (V20); 6 players
Variations: Sabbat Inquisition w/Demon the Fallen
Power Level: Ancilla
GM: Thomas Berry
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
You are the Vampire Inquisition. You have found an Earthbound demon. All that is left is to destroy a creature as old as creation, and how hard can that be?

P24 What Lies Beneath

Friday 4 PM in 149 for 8 hours; ends in Session 1
System: 13th Age; 8 players
Power Level: 4th
GM: Joseph O'Neil
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
You have been chosen to represent Valenth (Venice with magic) for a mission of great importance. What lies beneath the glittering lights of the world's most prosperous city?

P25 Dead in the Water

Friday 4 PM in 154 for 8 hours; ends in Session 1
System: Star Wars (Fantasy Flight); 6 players
Power Level: Starting
GM: Tim Cook
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A team of elite Rebel Alliance operatives is sent off the flagship Shadow Raptor to oversee resupply efforts along the rimward sectors of the Hydian way....

Session 1

101 White Plume Mountain

Friday 6 PM in 159 for 6 hours; ends in Session 1
System: Pathfinder; 6 players
Variations: Pathfinder version of Greyhawk scenario
Power Level: 6th-9th
GM: Karen Kelley
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
This will be a Pathfinder variation of Greyhawk's White Plume Mountain. There will be a lot of problem solving, riddles, puzzles, etc. Please bring dice and pencils.

102 Cyberhell

Friday 6 PM in 163 for 8 hours; ends in Session 1
System: Dungeons & Dragons 1st/3rd Hybrid; 8 players
Variations: Will accommodate 1st, 2nd, 3rd, 5th Ed chars
Power Level: 10th-15th
GM: Matt Morrison

Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Old high-level character gathering dust? Sigil has vanished, the Multiverse dissolving from an Evil and corrosive Astral Plane. Lucifer is rumored free of his icy prison. Answers lie in Hell....

103 Lights! Camera! Aaaargh!

Friday 6 PM in 164 for 6 hours; ends in Session 1
System: All Flesh Must Be Eaten (1st); 6 players
Power Level: Norms
GM: David Weinstein

Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
It's not just another day on set. Can the intrepid cast and crew of the show "Myth Hunters" survive the real thing when the Zombies come knocking?

104 The Nacht Zirkus

Friday 6 PM in 165 for 8 hours; ends in Session 1
System: Nemesis | One Roll Engine; 6 players
Variations: WWII, minor hacks, no Madness Meter
Power Level: Experienced
GM: Jack Young

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Winter 1944. Separated during the Ardennes Offensive, a ragged group of Allied soldiers discovers the relative safety of a village nestled deep behind enemy lines. Then the killings start.

105 Death Comes to Duvall

Friday 6 PM in 166 for 6 hours; ends in Session 1
System: Cypher System – The Strange (1st); 6 players
Power Level: Estate Agents
GM: Matt Steele

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The Estate dispatches operatives to Duvall, Michigan. Residents report odd sounds, weird lights, and a rash of suicides. Investigate to learn if the activity is Strange related, and stop it.

106 Cruise Ship of the Damned

Friday 6 PM in 168 for 6 hours; ends in Session 1
System: Spirit of '77 (1st); 6 players
GM: David Jones

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Join an all-star cast of celebrities on the maiden voyage of the SS Tangerine, the first civilian ship to use the experimental Eldridge drive. Romance! Action! Blood-Curdling Horror!

107 Variations on a Theme

Friday 6 PM in 170 for 8 hours; ends in Session 1
System: Call of Cthulhu (7th); 6 players
Power Level: Not enough
GM: Ezra Denney

Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
If it weren't happening to you, you'd think it was a cliché. Trapped in an isolated hotel, pouring rain, surrounded by strangers – it's gonna be a long night.

108 Discovery on Jakku

Friday 6 PM in 334 for 6 hours; ends in Session 1
System: Star Wars (Fantasy Flight)
Variations: The Force Awakens
GM: Mike Eckert

Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The GALACTIC EMPIRE is gone, with the loss of the Emperor. Its remnants have slunk into the shadows. A NEW REPUBLIC has arisen, bringing peace to the galaxy...yeah, right!

109 The Planet of Peril

Friday 6 PM in 338 for 6 hours; ends in Session 1
System: Traveller (Classic); 6 players
Variations: Planetary Romance/ Non Imperium
GM: Michael Siverling

Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It's 1939, and America launches a desperate attempt to follow the path of Flash Gordon to the mysterious planet Mongo.

110 The Homelands

Friday 6 PM in 508 for 6 hours; ends in Session 1
System: FATE (Accelerated); 6 players
Variations: Some house rules
Power Level: Great (+4)
GM: Mike Bogan

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Little Boy Blue's heroic sacrifice has finally revealed the Adversary's true identity. And the time has come to reclaim the Homelands. Once more into the breach, dear friends, once more.

111 The Three Rings of Doom

Friday 6 PM in Salon C for 6 hours; ends in Session 1
System: Dungeons & Dragons 5th Edition; 18 players
Variations: Ultramodern 5
Power Level: 6th
GM: Saul Morales

Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Three Rings of Doom are on the verge of destroying all! Are you the One to make the sacrifice? Do you have the skills to save your world?

113 Slushpile of the Gods

Friday 7 PM in 608 for 6 hours; ends in Session 1
System: Compleat Arduin (Editor's Cut); 6 players
Variations: Cross-gen
Power Level: 6th-8th
GM: Mark Schynert

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
CLA Publishers is about to have a bad day. You, as characters in unpublished manuscripts, are going to feel much worse about this than they do.

Demo: Dungeon Crawl Classics: Hole in the Sky

Friday 6 PM in Hall Table 5 for 4 hours; ends in Session 1
System: Dungeon Crawl Classics (1st); 6 players
Power Level: Zero
GM: Brendan LaSalle
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Play with the Designer Event! Intro to Dungeon Crawl Classics.
Mayhem. Cosmic. Pure fun!

114 Zombie Cthulhu

Friday 8 PM in 143 for 6 hours; ends in Session 1
System: Pulp Adventure (2nd); 6 players
Variations: Cthulhu Pulp
Power Level: Cliffhanger
GM: Jeff A. Hatch
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You have reached the end of a great campaign against the Great Old Ones and you screwed up. Now, you must face Eldritch horror and the Zombie Apocalypse!

115 What the Oracle Sees – Persecution (Part 1)

Friday 8 PM in 145 for 4 hours; ends in Session 1
System: Urban Shadows (1st); 5 players
Power Level: Beginning
GM: Paul Banda
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
2166 CE, LA basin. Human-cyborg transcendence is a reality which shakes the pillars of the city's power. New players encouraged! First part of two-part game. (Part 2 scheduled as Game 502, Sunday 8 AM in 147.)

116 Spade's Martian Detective Agency

Friday 8 PM in 151 for 4 hours; ends in Session 1
System: FATE Accelerated; 5 players
GM: David Wainio
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It's a 1955 retro sci-fi. You are detectives in a domed city on Mars. Story dice rolled before we start will flesh out further details.

117 Cthulhu Trek – The Derelict

Friday 8 PM in 152 for 6 hours; ends in Session 1
System: Trail of Cthulhu (1st); 5 players
Power Level: Low
GM: Gene Lancaster
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Yorktown has received a distress ping from a derelict starship. A damage control team is sent via shuttlecraft to the derelict to assess the situation.

118 Settlers of Cartoon

Friday 8 PM in Tri Valley 2 for 4 hours; ends in Session 1
System: Toon (Deluxe); 8 players
Variations: Probably
Power Level: Varied
GM: Doc Cross

Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your band of numbskulls is tasked by the king with settling the island of Cartoon. Gather resources, build homes and farms, and bring civilization to the island. Or not.

119 The Final Episode

Friday 8 PM in 160 for 6 hours; ends in Session 1
System: Unknown Armies (3rd); 6 players
Power Level: Fan Mail, Dramatic Irony
GM: Bryanna Hitchcock
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Six wannabes compete in this send-up of Internet culture and true believers. Play focuses on role-playing and investigation with a side of movie tropes and screaming, bloody death for dessert.

120 Web of Intrigue

Friday 8 PM in 161 for 6 hours; ends in Session 1
System: Star Trek RPG (Decipher) (1st); 8 players
Variations: Homebrew Rules – influenced by Dread
GM: Andrew J. Davis
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
The USS Enterprise D has been captured by unknown agents, and is rapidly being converted to a flying deathtrap. Your mission is to retake Enterprise and defeat an interstellar conspiracy.

121 Crisis Mode

Friday 8 PM in 162 for 6 hours; ends in Session 1
System: Spycraft (D20) (2nd); 6 players
Power Level: Medium
GM: Robert Owens
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A Meeting of College Alumnae turns into a mystery and thriller. Chases and Pursuits are stumbled upon.

122 Jiangshi Jeopardy

Friday 8 PM in 171 for 4 hours; ends in Session 1
System: Feng Shui (2nd); 5 players
GM: Mario Cole
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The local Buddhist Temple has been robbed and vandalized. Dark figures were seen around the place 'hopping around,' whatever that means. Anyway, you need to check it out.

123 The Wobegone Winter

Friday 8 PM in the Business Center for 6 hours; ends Session 1
System: Call of Cthulhu (7th); 6 players
GM: John Castillo
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
A family treks to lay claim to a plot of land bursting with gold, but what they find once the snow starts to fall should have stayed buried.

Session 2 SATURDAY

201 Mythos Trek

Saturday 8 AM in 143 for 10 hours; ends in Session 3
System: Call of Cthulhu; 7 players
Variations: Slight for player enjoyment
GM: Whitney Lee Preston
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The Crew of the USS Constitution is on a mission to find the lost vessel SS Veritas. But will they, in fact, discover the truth?

202 The Library (Cliff Notes)

Saturday 8 AM in 145 for 8 hours; ends in Session 3
System: Dungeons & Dragons 5th Edition; 6 players
GM: Emily Gardner
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
This is a silly place filled with gender-swap potions, riddles, Orcs reading Shakespeare. Join us in a rapid-leveling adventure! 8 levels, 8 hours.

203 Demons Within

Saturday 8 AM in 147 for 8 hours; ends in Session 3
System: Dungeons & Dragons 3.5; 6 players
Variations: Eclipse Point Buy system
Power Level: 10th
GM: Conor Milan Gordin-Rhone
Rules Knowledge: Useful
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 didn't always stay hidden?

204 Jewel of the Mole King

Saturday 8 AM in 149 for 8 hours; ends in Session 3
System: Hero pre-5th Edition (Champions) (4th w/some 5th); 6 players
Variations: Minor variations
Power Level: Max 60 pt Attacks, max: 33 PD; 33 ED
GM: David Rakonitz
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
The earth trembles, and an ancient enemy of man returns. It steals children. The Black Hat offers help, but dare you trust her? A lost gem holds the key.

205 Your Adventure

Saturday 8 AM in 151 for 4 hours; ends in Session 2
System: Dungeons & Dragons 5th Edition (Basic Rules); 5 players
GM: Andy Marshall
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
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?

206 Silent Running

Saturday 8 AM in 152 for 8 hours; ends in Session 3
System: Numenera; 5 players
Power Level: Medium
GM: Pol Stafford
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
The City of Boodah needs your help to find out what has happened to the Mountain City of Pesht. What will you find on your way through the mountains?

207 The Stench over Summerton

Saturday 8 AM in 154 for 8 hours; ends in Session 3
System: Advanced Dungeons & Dragons (2nd); 8 players
Variations: Segmented movement
Power Level: 4th-5th
GM: Dwayne Fox
Rules Knowledge: Expected
Game Content: Mature Themes
All characters provided by GM
Crops are withering, livestock grow sick, the air has become foul. The Priestess of Demeter calls for the help of true heroes to save the People of Summerton.

208 Dance of the Monkey King

Saturday 8 AM in 159 for 6 hours; ends in Session 3
System: Feng Shui (2); 6 players
GM: Marc Willner
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your boss has sent you to Peng-Lai to investigate strange happenings. It might be corrupt officials, Korean intrigue, or a conspiracy of Weretigers. Or it might be something else.

209 Safari on the Island of Doom!

Saturday 8 AM in 160 for 4 hours; ends in Session 2
System: Hollow Earth Expedition (1.0); 7 players
Power Level: Slightly larger than life
GM: Todd Furler
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An uncharted island! Mysterious natives! Big-game hunters! A cash prize for being the first to bag a creature of legend! Good hunting, and may the best person win!

210 The Purposely Sinkable Not So Airship

Saturday 8 AM in 161 for 6 hours; ends in Session 3
System: Homebrew (Not the Last); 6 players
Power Level: Low
GM: Joseph Silveira
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Now that the skies were safe, our adventurers could rest. At least until city blocks started to collapse. How quickly can we make an airship work in a sewer?

211 The Giant's Ring

Saturday 8 AM in 162 for 8 hours; ends in Session 3
System: Mythras-Classic Fantasy (1st); 8 players
Power Level: ~90% range
GM: Peter Christian
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Count of Mourningvale wants his bride back. The only way is to steal the giant's ring! A dungeon crawl in the grand tradition, using the Classic Fantasy D100 system.

212 The Queen's Cup

Saturday 8 AM in 163 for 6 hours; ends in Session 3
System: 7th Sea (2nd); 6 players
GM: Jay Loucks
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Privateers of Avalon, you sail for Queen and Country, fortune and glory. The first Queen's Cup competition promises rich rewards, but what are those sinister figures lurking in the shadows?

213 Trail to Jick'son, Search for the Red Cross

Saturday 9 AM in 374 for 8 hours; ends in Session 3
System: Gamma World (D20); 8 players
Variations: Based on D20 Modern
Power Level: Medium
GM: Patrick Hamilton
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The colonies have been stricken by an unknown illness. Your team of Restorationists will scout the Emerald City, Jick'son, in search of medical supplies.

214 Pre-eminent Paradox: Prison Break

Saturday 9 AM in 508 for 8 hours; ends in Session 3
System: Doctor Who Adventures in Time & Space; 6 players
GM: Ryan Walton
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Last time, the Doctors discovered what caused the paradox. But what of their companions? A mixed Companion group discover themselves surrounded by the Doctors' enemies! Can they survive?

215 The Breakfast Cult

Saturday 10 AM in 164 for 6 hours; ends in Session 3
System: FATE (Accelerated); 6 players
Power Level: Good (+3)
GM: Mike Bogan
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Part comedy, part drama, part horror. Isn't that what high school is all about? Welcome to Occultar Academy, where gifted students come to learn all about occult sciences.

216 Fiacho's Dinner Party

Saturday 10 AM in 165 for 8 hours; ends in Session 3
System: Hero 6th Edition (Champions) (6th); 6 players
Power Level: 80 AP Cap Attacks, Std Superheroic Caps
GM: Ryan Kent
Rules Knowledge: Expected
Game Content: Mature Themes
Characters may be provided by GM
Fiacho's scheme to take over Europe starts with a dinner party of influential Hungarians. You must attend under cover to find out what he is up to and stop him.

217 The Order Has Come to Join the Warden Commander at Ostagar

Saturday 10 AM in 166 for 8 hours; ends in Session 3
System: Dragon Age RPG (Green Ronin); 6 players
Variations: Set 2-3/Core Book
Power Level: Intermediate
GM: Lisa A. Disterheft-Eichler
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 Lothing Village, then head 100 miles south – but Maker's Breath! Where is he?

218 Pulp 1899

Saturday 10 AM in 168 for 6 hours; ends in Session 3
System: Pulp Adventure; 6 players
Variations: Victorian Pulp
GM: Joseph Parzanese
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The British Museum is unveiling artifacts recovered in Brazil. Artifacts that defy any scientific comprehension. What is the meaning of these artifacts, and why are people trying to steal them?

219 Gotham Needs Heroes

Saturday 10 AM in 170 for 6 hours; ends in Session 3
System: BASH! (Ultimate); 6 players
Variations: Bring or Create 30 Point BASH! UE Characters at table
Power Level: 30 pts
GM: Chris Rutkowsky
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Batman disappeared fighting the Joker. Now new heroes have come to protect Gotham. But so has a new threat. Will the heroes be able to save the city?

220 Norman Munchkin Goes to the Sunless Citadel

Saturday 10 AM in 171 for 6 hours; ends in Session 3
System: Dungeons & Dragons 3.0/3.5; 5 players
Variations: Play intelligent magic items, not standard PCs
Power Level: 100 on Table 730 in the DMG, no special purpose
GM: Sherman Cater
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own characters
A commoner found his heroic ancestor's gear and is trying to be an adventurer. The intelligent items were bored, and helping him is at least something to do.

221 Ruins of the Traldar

Saturday 10 AM in the Business Center for 6 hours; ends in Session 3

System: Dungeons & Dragons 5th Edition; 6 players

GM: George Gardea

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A wealthy mage has decided to build a mansion near the river's banks. Ruins have been discovered. Explore and clear the ruins of danger for the workers to continue construction.

Demo: Dungeon Crawl Classics: Neon Knights

Saturday 10 AM in Hall Table 5 for 4 hours; ends in Session 3

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

Power Level: 2nd

GM: Brendan LaSalle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Play with the Designer Event! Intro to Dungeon Crawl Classics. Mayhem. Cosmic. Pure fun!

Drop-In: Beyond the Door to Monster Mountain

Saturday 10 AM in Salon 2 for 2 hours; ends in Session 2

System: Dungeons & Dragons (Original) (Holmes Basic [1977]); 6 players

Variations: House Rules (of course)

Power Level: 1st

GM: Thom & Kristi Hall

Rules Knowledge: Beginners Welcome

Game Content: Family

Characters created for game

In the back of the town is an old metal door fixed to the mountainside. Rumors say that beyond the door the corridors are never the same....

222 The Mythos Mishaps of the Miskatonic Glee Club

Saturday 11 AM in 608 for 6 hours; ends in Session 3

System: Monster of the Week (2nd); 5 players

GM: William Lee

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Monster of the Week is a narrative-focused RPG about monster hunters based on Apocalypse World.

Session 3

301 Gettysburg Redux

Saturday Noon in 151 for 4 hours; ends in Session 3

System: GURPS (4th); 6 players

Variations: minor for player enjoyment

Power Level: 175-200 pts

GM: Tom Vallejos

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

It's the 1920s and psychic time travel is possible! Observe the Battle of Gettysburg as it happens. Stop an evil group of Time Travelers trying to change history!

302 Always/Never/Now

Saturday Noon in 160 for 6 hours; ends in Session 3

System: Lady Blackbird variant; 6 players

GM: Charles Picard

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Always/Never/Now is Will Hindmarch's reskinning of the Lady Blackbird RPG for lean, mean cyberpunk action. Features pre-generated characters and player empowerment.

303 Waking into the Unknown

Saturday Noon in 338 for 6 hours; ends in Session 3

System: Savage Worlds; 6 players

Variations: Sci-Fi Supers

Power Level: Low-powered (300/60)

GM: Tom Rafalski

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You went into hibernation on the colony ship a normal human. You wake up with superpowers. All is not well.

304 Tower of the Black Pearl

Saturday 1 PM in 334 for 4 hours; ends in Session 3

System: Dungeon Crawl Classics; 6 players

Power Level: 2nd

GM: Jon Wilson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Once in a generation the ocean recedes and the undersea Tower of Sezrekan—where the fabled Black Pearl lies waiting—is revealed to the brave!

305 The Grand Bavarian

Saturday 2 PM in 159 for 4 hours; ends in Session 3

System: The Strange (Monte Cook's Cypher System); 6 players

Power Level: Low

GM: Randy White

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You're Estate Agents assigned to investigate the so-called 'Denver Hum.' Recently, the Estate was able to pinpoint its source as somewhere on or near the grounds of the Grand Bavarian Hotel.

306 Spade's Martian Detective Agency

Saturday 2 PM in 161 for 4 hours; ends in Session 3

System: FATE Accelerated; 5 players

GM: David Wainio

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

It's a 1955 retro sci-fi. You are detectives in a domed city on Mars. Story dice rolled before we start will flesh out further details.



307 Sumer Prime – The Redemption of Glasya

Saturday 2 PM in 163 for 8 hours; ends in Session 4
System: Dungeons & Dragons 5th Edition; 6 players
Variations: Some variant & optional rules from core books
Power Level: 13th
GM: Dylan Blair
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
A plan to overthrow Asmodeus has derailed just before culmination. The permanent destruction of Glasya was meant to play a key role. You have been tasked with finding her.

308 Unwilling Ambassadors

Saturday 4 PM in 168 for 4 hours; ends in Session 4
System: FATE Accelerated; 5 players
GM: Craig Robertson
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A group of strangers has been abducted by aliens and given an unusual mission: bring peace to a warring planet. Are you up for a job as an intergalactic ambassador?

309 Hell Is Invading

Saturday 4 PM in 170 for 4 hours; ends in Session 4
System: FATE (Accelerated); 5 players
GM: Erik Alfkin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It used to be your typical fantasy world. Now, a monstrous army is invading, enforcing its sadistic will with superior technology. Save your world, and don't end up in Hell.

310 Hero Origins

Saturday 4 PM in 145 for 8 hours; ends in Session 4
System: Mutants & Masterminds (3rd); 6 players
Power Level: Low
GM: Dennison A. Milenkaya
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Every hero has a beginning. Every power has an awakening. Every nemesis a first encounter. Experience the early years, growing up with weird abilities alongside other potential supers. Drama; improvisation!

311 Destroy the Demon Staff

Saturday 4 PM in 147 for 8 hours; ends in Session 4
System: Original Dungeons & Dragons (1st); 6 players
Variations: House rules
Power Level: 1st+
GM: Keith Garton
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Destroy the demon staff. It was stolen from a demon prince and placed in a box sealed with powerful glyphs. Trust no one; you are being hunted.

312 Don't You Just Love It When a Wizard Leaves Out Some Mission Details...

Saturday 4 PM in 149 for 10 hours; ends in Session 4
System: Advanced Dungeons & Dragons (1st); 7 players
Variations: House rules, mainly roleplay, limited combat
Power Level: 4th-7th
GM: Les Child
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
The wizard's mission is to capture or kill another wizard. How and where he was kind of vague about, but he assured us we were up to the task.

313 Fallen Out

Saturday 4 PM in 152 for 8 hours; ends in Session 4
System: Dungeons & Dragons 3.0/3.5; 8 players
Variations: Gamma World/Omega World
Power Level: 5th
GM: Christopher Bruno
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The Apocalypse happened. Civilization collapsed, chaos ensued. But who cares about all that when there's Treasure to hunt and Money to be made!

314 The Tomb of Sorrows

Saturday 4 PM in 154 for 8 hours; ends in Session 4
System: Pathfinder; 6 players
Power Level: 5th
GM: Chad Lynch
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Your adventuring party seeks its fortune as you set out to explore an ancient, forgotten tomb in Golarion. Heavy use of Dwarven Forge terrain and miniatures.

315 Suicide Squad – Beyond

Saturday 4 PM in 162 for 8 hours; ends in Session 4
System: Hero 6th Edition (Champions); 6 players
Variations: Set in the Batman Beyond Universe
GM: Jason Krestoff
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In 2046, an NSA black-op has gone wrong and needs to be cleaned up ASAP. Unfortunately, this mission has a very low chance for survival. That's where you come in.

316 Good Samaritans

Saturday 4 PM in 164 for 8 hours; ends in Session 4
System: Call of Cthulhu (7th); 7 players
Variations: Low SAN
GM: Leon C. Glover III
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The local authorities have run out of leads in the recent disappearance of all persons at the Stanley estate. Can your group of nearby amateur detectives crack the case?

317 The 13th Hour

Saturday 4 PM in 171 for 12 hours; ends in Session 4
System: Vampire The Masquerade/Requiem; 7 players
Variations: content/rules x-over Masquerade to Requiem
GM: Glenn S. Thain
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
In the beginning, there came a 13th hour.... (This is a mix of content, Masquerade and Requiem, with minor rules crossover.)

318 The Z-Team Presents The Star Wars Mega Game: Remnants of the Empire

Saturday 4 PM in Pacific for 8 hours; ends in Session 4
System: Star Wars (Fantasy Flight); 16 players
Variations: FFG Edge of the Empire & some house mechanics
Power Level: A Little Short for a Stormtrooper
GM: Lisa Gordon
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
It's a year after the Concordance following the defeat at Jakku. Someone is infiltrating, putting what remains of your beloved Empire at risk. It's up to you to stop it.

319 Eilyd

Saturday 4 PM in the Business Center for 10 hours; ends in Session 4
System: Exalted D10 (1st); 10 players
GM: Ryan Hulse
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The World of Darkness in the beginning. Save the town or Doom it.

320 Shadows and Sand

Saturday 5 PM in 374 for 6 hours; ends in Session 4
System: Infinity the Roleplaying Game; 5 players
GM: Sean Schoonmaker
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your O-12 team has tracked a Shasvastii infiltration to the desert planet of Bourak. Quick wits and quick hands will be needed to root out the aliens.

321 Absent Empire

Saturday 5 PM in 608 for 6 hours; ends in Session 4
System: FATE Core; 6 players
Variations: Setting Aspects, Ø Stunts, Racial/Career Xtras
Power Level: Superb
GM: Anton Dovydaitis
Rules Knowledge: Useful
Game Content: Mature Themes
Characters created for game
The Great Annihilator no longer feeds the Empire. The Sky Palaces of Summer Throne have fallen. Starless Horoscopes. Even our ancestors knew fear. A Prelude to Tekumel.

322 The Raft

Saturday 5 PM in 570 for 6 hours; ends in Session 4
System: Marvel Heroic RPG; 6 players
GM: Christine Lorang
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Under the Sokovia Accords, Captain America's teammates Falcon, Ant-Man, Hawkeye, and Scarlet Witch have been imprisoned undersea. Cap came to break them out. But what else is lurking down there?

323 The Queen's Consort

Saturday 5 PM in 508 for 8 hours; ends in Session 4
System: Space: 1889 (1st); 6 players
Power Level: low
GM: Michael Blum
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
An ancient piece of liftwood was discovered in central Africa; a previous expedition to locate its source went missing. You are asked by the Explorers' Club to investigate!

Session 4

401 Floof Adventures: Chasing the Red Spot of Doom

Saturday 6 PM in 143 for 6 hours; ends in Session 4
System: Pathfinder; 6 players
Power Level: 4th
GM: Joe Gannon
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
The town of Furness is cursed. Can the Floofs find the source of the Red Spot and bring peace back to their home?

402 Emergency Alert in Detention Block AA-23

Saturday 6 PM in 159 for 6 hours; ends in Session 4
System: One Roll Engine; 6 players
Variations: Star Wars
GM: Gil Trevizo
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
You are an Imperial soldier imprisoned on the Death Star for failing to serve with adequate zeal and/or bad performance reviews. Then you hear boring conversation and blaster fire.

403 Avengers Assemble

Saturday 6 PM in 160 for 8 hours; ends in Session 4
System: Marvel Heroic RPG (Advanced [TSR] Rules); 6 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 will be playable as you work together to save the world (yet again).

404 Kobolds Ate My Haunted Chateau

Saturday 6 PM in 161 for 6 hours; ends in Session 4

System: Kobolds Ate My Baby; 8 players

Variations: (In Color!)

Power Level: Beginner

GM: Scott Vancil

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

King Torg (All Hail King Torg!) demands that you (his kobold subject) fetch delicious treats from the Haunted Chateau. Your life is now sure to be silly, brutal, and short.

405 Detoru (Dungeon Crawl)

Saturday 6 PM in 165 for 6 hours; ends in Session 4

System: 7th Sea (2nd); 6 players

Power Level: Beginning

GM: Robert Johnston

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

The Necromancer's attack backfired! Clearing caverns of traps (and worse) will now free those imprisoned here! Exciting 17th Century Fantasy Swashbuckling fuels this game. Rules will be taught!

406 Welcome Humans to DunDraCon 41...Now Die!

Saturday 6 PM in 166 for 6 hours; ends in Session 4

System: End of the World (Fantasy Flight); 7 players

Variations: Revolt of the Machines

Power Level: Look in the mirror

GM: Mike Eckert

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

"Welcome to DunDraCon," said Hal Heydt. Wait...did he just stutter like Max Headroom? Now all hell breaks loose.

407 Call to Action!

Saturday 6 PM in 334 for 6 hours; ends in Session 4

System: Cyberpunk 2020; 6 players

Variations: some house rules

Power Level: 70 pts, gear & cybernetics need GM approval

GM: Becky Thomas

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

* Shemp Pirrudy's Freedom Network * / * CALL TO ACTION!

* / People abducted for Corporate experimentation! /

Strike Team: Solos, Netrunners, Techs, Medtech! / Contact

Stinchcomb @1s.iz.wox.4id / Leave résumé and secure contact info for screening.

408 Operation: Fortress

Saturday 6 PM in 334 for 6 hours; ends in Session 4

System: Cyberpunk 2020; 6 players

Variations: some house rules

Power Level: 70 pts, gear & cybernetics need GM approval

GM: Steve Kani

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

The PZ1-D4 virus is ravaging poor communities worldwide. BioTechnica is sponsoring a free-clinic in Bayview-Hunter's Point. Your job: secure the clinic and patients from a potential extremist attack.

409 Mecha vs. Kaiju: Sensational Sentei Squad GO!

Saturday 6 PM in 338 for 6 hours; ends in Session 4

System: FATE Core; 6 players

Variations: Mecha vs. Kaiju

GM: Johnathan Wright

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Six young people gain magical powers & colorful costumes, uniting to defeat insane bikers, malevolent ogres, and giant monsters as the Super Sentei Squad! IKIMASU!!!

410 They!

Saturday 8 PM in 151 for 6 hours; ends in Session 4

System: Pulp Adventure (2nd); 6 players

Variations: Drive-In Pulp

Power Level: Cliffhanger

GM: Eric Moore

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Who or what is destroying the forests of Oregon? Is the rise of saucer sightings related? Can you and your Army trouble-shooting team members solve the mystery?

411 The Haunting

Saturday 8 PM in Tri Valley 2 for 4 hours; ends in Session 4

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

GM: Dave Sokolowski

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Boston, 1925 – You have been hired to investigate a run-down house. The money is good, and it seems like a milk run to check out an old property. What could go wrong?

412 A Family Betrayed

Saturday 8 PM in 168 for 6 hours; ends in Session 4

System: Dungeon World (1st); 5 players

Power Level: 1st

GM: Justin Nelson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Your party serves a noble house that has suffered bandit attacks. You have been ordered to find the source of these raids, no matter where the trail leads....

413 If We Discover Aliens, What's Our Protocol for Making Contact?

Saturday 8 PM in 170 for 4 hours; ends in Session 4

System: Traveller (1.0); 5 players

GM: Peter Bauer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Intelligent extraterrestrial beings have traveled from a distant star system and taken up residence in the Solar System. They might be living in an underground base or they could ...



414 Adrift on the Dark

Saturday 10 PM in 163 for 4 hours; ends in Session 4
System: Ten Candles; 5 players
GM: Elizabeth Daggert
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
Ten Candles is a collaborative role-playing game of tragic horror. The goal for all involved is to work together to make the journey as memorable and meaningful as possible.

415 The Incident at Hall House

Saturday Midnight in 145 for 4 hours; ends in Session 4
System: Pulp Adventure (2nd); 6 players
Variations: Cthulhu Pulp
Power Level: Cliffhanger
GM: Jeff A. Hatch
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
An infamous house once belonging to an evil man named Emil Hall is up for sale. The Investigators have been called in to investigate Hall House and report back.

Session 5 SUNDAY

500 The 'Kindly Fellows'

Sunday 8 AM in 143 for 6 hours; ends in Session 6
System: Dungeon World; 5 players
Power Level: Overwhelming
GM: Alexei Ryan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Uses the Powered by the Apocalypse engine. Story heavy, rules light. Beginners and veterans alike love this fast-paced wild adventure where failures give XP and players have narrative input.

501 Future Crimes

Sunday 8 AM in 145 for 6 hours; ends in Session 6
System: 7th Sea (2nd); 6 players
Variations: Modified for Space Opera
Power Level: 25-50 XP
GM: Larry Lynch-Freshner
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You've done security work before, but now you're a 'Star Marshal,' and leaving on your first case. Nothing difficult to start with, just some smugglers dealing in illegal AI's...

502 What the Oracle Sees – Persecution (Part 2)

Sunday 8 AM in 147 for 6 hours; ends in Session 6
System: Urban Shadows (1st); 5 players
Power Level: Beginning
GM: Paul Banda
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
2166 A.D., LA basin. Human-cyborg transcendence is a reality which shakes the pillars of the city's power. New players encouraged! Second part of two-part game. (Part 1 is scheduled as Game 115, Friday 8 PM in 145.)

503 Howls in the Dark

Sunday 8 AM in 149 for 6 hours; ends in Session 6
System: Pugmire (Early Release/1st); 8 players
Power Level: Beginning
GM: Liz Ruifrok
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Free Dogs are starting to rally; the outlaw Lorna Doone is starting to gather them together. The city of Pugmire is prime for the taking. Can you stop them?

504 Adventures in Laketown

Sunday 8 AM in 151 for 4 hours; ends in Session 5
System: Dungeons & Dragons 5th Edition (Basic Rules); 5 players
GM: Randy White
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Play the world's favorite role-playing game in the greatest fantasy setting of all time—Middle Earth! Answer the call of King Bard at Laketown for adventurers after the Battle of Five Armies.

505 The Curse of the Labyrinth: The 13th Hour

Sunday 8 AM in 152 for 8 hours; ends in Session 6
System: Hero 5th Edition (Fantasy); 10 players
Power Level: 200 pts
GM: Kourtney Hobart
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Time is almost up. The Goblin King awaits your arrival. Who will be crowned ruler of the Goblin Kingdom? Only the strong will survive.

506 Supply Run, With Vatclones and Cyborgs

Sunday 8 AM in 154 for 4 hours; ends in Session 5
System: FATE (Accelerated); 5 players
GM: Erik Alfkin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A starship crash lands on a Sword & Sorcery world. A sentient AI and brain-in-a-jar survive. Their plan: send out agents to retrieve materials. Their agents: clones, robots, and cyborgs.

507 Race for the Last Piece

Sunday 8 AM in 159 for 8 hours; ends in Session 6
System: Pathfinder; 6 players
Power Level: 15th
GM: Geoffrey Nicholls
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
Tensions between Alexandria and Enthor have never been worse. Getting the last piece of the silver dragon orb will make thousands and thousands of people safer.



508 Patronage – Light of the Kaliphate

Sunday 8 AM in 160 for 8 hours; ends in Session 6
System: Rolemaster (Classic); 5 players
Power Level: Medium
GM: Pol Stafford
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You helped to kindle the Light of the Kaliphate and for many years peace and prosperity reigned. Now you are called back to save what you have made.

509 Mythic Realms: ‘The Black Desert’

Sunday 8 AM in 161 for 8 hours; ends in Session 6
System: Pathfinder; 6 players
Variations: High Level Mythic
Power Level: 15th, & Mythic 4: 44 pt buy, start 500K gold
GM: Robert Anderson
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
House Shraen are on the verge of creating an Avatar of Urgathoa and bringing a rift of the Negative Plane to the World of Golarion...or will Adventurers prevail?

510 House Party!

Sunday 8 AM in 162 for 8 hours; ends in Session 6
System: Hero 6th Edition (Teen Champions) (5th ed welcome); 6 players
Variations: No find weakness, no unique martial maneuvers
Power Level: 9d6, 8CVs, 4 Spd
GM: Don Satow
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
The parents are away and Kid Champion is trying to impress a girl by hosting a House Party!

512 Solar Patrol '55 – It's Them Again !

Sunday 8 AM in 608 for 4 hours; ends in Session 5
System: FATE Core (2013); 6 players
Variations: Home Grown Solar Patrol '55 Mods
Power Level: Begging
GM: David Wainio
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The good news: you just graduated from the Solar Patrol Academy. The bad news: your first assignment is not to a ship but to rural Mexico on a Bug Hunt.

513 The Education of Steven Universe

Sunday 9 AM in 508 for 8 hours; ends in Session 6
System: FATE (Core); 6 players
Variations: Custom Initiative, & other hacks
Power Level: Human to Fusion
GM: Michael Garcia
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
At Beach City Junior High, Steven gets to experience music courses and dodgeball! However, due to many potential pitfalls, those substitute positions look really tempting to the increasingly worried Gems.

514 Savage Island

Sunday 10 AM in 164 for 8 hours; ends in Session 6
System: 6D6 (1st); 6 players
Power Level: Pregen characters
GM: Danny Idryo
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Shipwrecked on an deadly island filled with strange creatures and mysterious ruins, you must find a way to escape—if you can survive long enough!

515 Pulp Horror on the Orient Express

Sunday 10 AM in 165 for 6 hours; ends in Session 6
System: Pulp Adventure; 6 players
Variations: Cthulhu Pulp
Power Level: Cliffhanger
GM: Gerald Betti
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Investigators travel via the Orient Express across Eurasia to collect evil artifacts for destruction. The classic Call of Cthulhu adventure ‘Horror of the Orient Express’ run using Pulp Adventure rules.

516 Monster Hunters: Colorado Kush

Sunday 10 AM in 166 for 6 hours; ends in Session 6
System: Feng Shui (2nd); 5 players
GM: Aaron Lopez
Troupe: Gamer Geekus
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Fresh off their mission on the Mexican border, the Monster Hunters move on to Boulder, CO where a rash of mysterious disappearances has the locals and law enforcement spooked.

517 Liberation of Deshelim

Sunday 10 AM in 168 for 8 hours; ends in Session 6
System: Dungeons & Dragons 5th Edition; 8 players
Power Level: 11th
GM: Sean Maletsky
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Deshelim has been cut off since winter hit. The Church's divinations hint at a rebellious god-child imposing his tyrannical will on the kingdom. The Church seeks help for her people.

518 Tales from The Borderlands: Guns of the Revolution

Sunday 10 AM in 170 for 8 hours; ends in Session 6
System: FATE Core; 5 players
Variations: Custom Modes, Weapons, Stunts & Chars
Power Level: High
GM: Ryan Burton
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Welcome to Pandora! As the newest Vladof ‘Loss Prevention Specialists,’ you and your fellow Vault Hunters will face bandits, get loot, and maybe save the world!

519 The Summer of Our Discontent

Sunday 10 AM in 171 for 8 hours; ends in Session 6
System: Buffy the Vampire Slayer (Eden Studio Unisystem); 6 players
Variations: 4th Season Core Chars, Non-show chars as well
Power Level: Between 4th & 5th seasons
GM: Ron Correll
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It's Summer in Sunnydale and nothing can go wrong; right? Come and play Buffy, Willow, or another of the Scoobies in the Buffy RPG. Non-Show-specific characters are available.

520 We B4 Goblins

Sunday 10 AM in 334 for 6 hours; ends in Session 6
System: Pathfinder; 4 players
Power Level: 0-1st
GM: Corwin Beliz
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
We B4 Goblins is an adventure for four goblin characters just beginning their careers of mischief and mayhem. The adventure is a prequel to other We Be Goblins modules.

521 Against the Slave Lords

Sunday 10 AM in 374 for 6 hours; ends in Session 6
System: BASH! (Fantasy: Legends of Steel); 6 players
Variations: High Fantasy magic, race; fantasy items added
Power Level: 25 pt. heroes
GM: Chris Rutkowski
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Recently, the realm has been raided by slavers. A band of heroes has been dispatched to infiltrate their lair and eliminate this scourge once and for all.

522 The Last Mission

Sunday 10 AM in the Business Center for 4 hours; ends in Session 6
System: GURPS (4th); 6 players
Variations: Minor for player enjoyment
Power Level: 220-250 pts
GM: Tom Vallejos
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
As the Third Reich dies, some are trying to escape. Your new assignment is to stop a group of SS from escaping to parts unknown with a superweapon.



Session 6

601 Ruby, My Dear

Sunday Noon in 151 for 8 hours; ends in Session 7
System: Dungeons & Dragons 3.5; 6 players
Variations: Cinematic; Gringold Campaign, some Pathfinder
Power Level: 9th-13th
GM: Jeff Brain
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Sibilant sussurations, sly winks, scintillating scimitars, soaring spells, snakes, and sabers, as you sail the River of Sand. The Source may be threatened. Join the ride.

602 The Haunting

Sunday Noon in 154 for 4 hours; ends in Session 6
System: Call of Cthulhu (7th); 5 players
GM: Dave Sokolowski
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Boston, 1925 – You have been hired to investigate a run-down house. The money is good, and it seems like a milk run to check out an old property. What could go wrong?

603 Campeones de México

Sunday Noon in 338 for 6 hours; ends in Session 6
System: Hero 5th Edition (Champions); 6 players
Variations: Superpowered Luchadores
Power Level: 350 pts
GM: Vernon Putman
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
What calamity has Doctor Devastación created? And who are the Campeones de México going to have to suplex to put things right? Superpowered luchadores, bringing justice from the top rope!

604 Fiasco

Sunday 1 PM in Pacific for 3 hours; ends in Session 6
System: Fiasco; 4 players
Variations: Choose from a number of playbooks
GM: Christopher Allen
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Fiasco is a GM-less collaborative RPG of small-time capers gone disastrously wrong. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

605 Chaos in SouthEast City

Sunday 2 PM in 143 for 8 hours; ends in Session 7
System: BASH! (Ultimate); 6 players
Power Level: 35 character pts
GM: Heather McDonald
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Panic has arisen in SouthEast City as some of its residents have gone into unexplainable fits of violent rage. A team of unusual Superheroes has assembled to figure out why.

606 Casablanca Chaos

Sunday 2 PM in 145 for 10 hours; ends in Session 7
System: Dresden Files; 6 players
Power Level: Up to your Waist/modified
GM: Morgan Rivers
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
It is 1943 in Casablanca. Many are trying to flee Europe, but you have a reason to be here. However, there is more going on than you bargained for.

607 The Black Road

Sunday 2 PM in 147 for 4 hours; ends in Session 6
System: Dungeons & Dragons 5th Edition (Basic Rules); 5 players
Power Level: 1st-4th
GM: Tom McVey
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The rumors about goblins and hobgoblins raiding along the Black Road is nothing to worry about. This will be a dull escort gig, no doubt about it....

608 Montsegur 1244: Burning for Your Beliefs

Sunday 2 PM in 149 for 6 hours; ends in Session 7
System: Montsegur 1244: Burning for Your Beliefs; 6 players
Variations: Very minor
Power Level: Mortals
GM: Shannon McNamara
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
There are no dice in this shared narrative driven game.

609 Afterparty

Sunday 2 PM in the Business Center for 12 hours; ends in Session 7
System: Werewolf: The Apocalypse (3rd); 10 players
Power Level: Adren or advanced Fostern
GM: Topac Quinteros
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
And so the Caern was raised, corrupted, and then cleansed. Time for the 6-month delayed PARTY! Just where does one go to celebrate, though? SAN FRANCISCO!

610 The Littlest Prince

Sunday 2 PM in 608 for 6 hours; ends in Session 7
System: Pendragon; 6 players
Variations: Charlemagne
Power Level: Knight Bachelor
GM: Roderick Robertson
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Ah, knight errantry. Breathing the fresh air of the countryside, seeing new sights, meeting new people, wooing maidens. And the occasional fight to the death....

Demo: Xcrawl: Destroy All Crawlers

Sunday 2 PM in Hall Table 5 for 4 hours; ends in Session 6
System: Dungeon Crawl Classics (1st); 6 players
Power Level: 3rd
GM: Brendan LaSalle
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Play with the Creator game! Xcrawl, the game of life on pay per view mayhem, enters its wild years. Don't miss it!

611 It's a Wrap

Sunday 3 PM in Pacific for 3 hours; ends in Session 6
System: It's a Wrap (playtest); 4 players
GM: Christopher Allen
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
It's a Wrap! is a GM-less collaborative RPG of cinematic storytelling. If you've enjoyed the movies, now you can be in them, creating a story one scene at a time!

612 The Z-Team Presents: A Force Truce

Sunday 4 PM in 152 for 10 hours; ends in Session 7
System: Star Wars (Force & Destiny); 6 players
Power Level: Knight Level play
GM: Benjamin Neel
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
At the Clone War's dawn newly knighted Jedi must forge peace among feuding forces to secure Republic ships. Amidst displays of opulence, violence, and intrigue, only the Force may guide you.

613 The Cold Hard Truth

Sunday 4 PM in 154 for 8 hours; ends in Session 7
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?

614 Sandcrawlin'

Sunday 4 PM in 159 for 8 hours; ends in Session 7
System: FATE (Core); 5 players
Variations: Star Wars (prequel free!)
Power Level: Jawa
GM: Dovi Anderson
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
A once great Jawa clan must scavenge and swindle its way out of debt before the tracks of the clan's dilapidated Sandcrawler come grinding to a halt. Hijinks and hilarity await!



615 Eyes of the Abyss

Sunday 4 PM in 160 for 8 hours; ends in Session 7
System: Call of Cthulhu (7th); 6 players
Variations: Wild Weird West era
Power Level: Seasoned, weathered cowpokes
GM: Badger McInnes
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
21 years ago, you attempted to save Bannack, CA, from a mysterious malady that threatened to destroy the entire town. You failed. And now that threat has come back....

616 The Power of the Lich-King: Final chapter

Sunday 4 PM in 161 for 8 hours; ends in Session 7
System: Advanced Dungeons & Dragons (1st); 6 players
Variations: House rules
Power Level: 5th-10th
GM: Gregory Landon
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Five years have passed, a new evil is expanding, all five artifacts are back? Did you bring this evil about? The Circle of Light 'invites' you to stop the evil menace!

617 Chapter 8: Ten Fold Spiral of the Wu-Lung

Sunday 4 PM in 162 for 8 hours; ends in Session 7
System: Hero 5th Edition (Pulp); 8 players
Power Level: 200 pts + 10 pt bonus
GM: Chris Muoio
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Osaka: The Brigade must rescue its employer from Red Claw Ninjas and protect Japan from falling into civil war. Only then can the scroll return to Mother China and safety.

618 It Wasn't What We Thought

Sunday 4 PM in 163 for 8 hours; ends in Session 7
System: Serenity (Cortex Classic); 8 players
Power Level: Veteran
GM: Zachary 'Gareth' Morgan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You're in a bar on Boros when 'The Signal' comes over the Cortex feed. Some believe the unknown woman; others think it's Anti-Alliance propaganda. What do you think?

619 Bring 'Em Back Alive

Sunday 4 PM in 165 for 4 hours; ends in Session 7
System: Dungeons & Dragons 5th Edition; 6 players
Variations: no
Power Level: 3rd
GM: Doc Cross
Rules Knowledge: Useful
Game Content: Family
All characters provided by GM
Your employer has decided to stock a private zoo, so now you must go find animals and bring them back alive and unharmed, starting with a mated pair of owlbears.

620 The Mechanical City of Ash and Rust

Sunday 4 PM in 166 for 6 hours; ends in Session 7
System: Project Biomodus (Pre-Release Playtest); 5 players
Variations: Character Gen: 600xp, \$2K
GM: Joseph 'Bear' Thompson
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters may be provided by GM
You are Transhuman hunters, brought together by your collective power, to face a derelict city of biomechanical monsters and murderous raiders. Can you bring home your renegade Lord Huntress?

621 Knights of Isengard

Sunday 4 PM in 334 for 8 hours; ends in Session 7
System: The Lord of the Rings RPG; 5 players
GM: Jack Lawson
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Before the Fellowship of the Ring, the lands of Middle Earth were kept safe under the white wizard of Isengard. Heroes have been summoned by Saruman for a great quest.

622 Orcs on the Border

Sunday 4 PM in 374 for 8 hours; ends in Session 7
System: Original Dungeons & Dragons (2nd); 8 players
Variations: Segmented combat
Power Level: 3rd-5th
GM: Samuel Horton
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
You are being sent to help out the local guards with a meeting of Orc tribes. Sounds simple enough; right? Just don't start a war. Some home rules.

Session 7

701 Goodness in Disguise

Sunday 6 PM in 147 for 8 hours; ends in Session 7
System: Dungeons & Dragons 3.5; 8 players
Variations: No evils
Power Level: 1-3 power levels
GM: Mark Dailey
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Help someone you don't know, of questionable morals, who will possibly get you killed. If you succeed, you're most likely not going to get anything for it. What an opportunity!

702 The Orcish Brigade XIII: Jurassic Snark

Sunday 6 PM in 164 for 6 hours; ends in Session 7
System: Orcish Brigade (1st & only); 7 players
Variations: Connell+Crichton+H.G. Wells=Fabulous
Power Level: Middle / low end of food chain
GM: Arthur Stone Wallis
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Several former Orcish special forces members are offered jobs acting as game warden to a private monster preserve. Being monsters themselves, the whole proposition seems too good to be true.

703 The Pyramids of Uranus

Sunday 6 PM in 168 for 6 hours; ends in Session 7
System: The Void (1st); 5 players
Power Level: Wardens
GM: Matt Steele
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Your Warden team is dispatched to Uranus to investigate a hydrogen miner's distress call. The ship's captain's last message was, 'What the...are those...? There are pyramids on Uranus.'

704 A Blessing and a Curse

Sunday 6 PM in 170 for 6 hours; ends in Session 7
System: Dungeons & Dragons 5th Edition; 6 players
Power Level: 3rd
GM: Wayne Ogle
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Your village burned to the ground. Its inhabitants have been put to the sword. A handful of you remain, but between pursuing Orcs and freezing temperatures, hope is running out.

705 Sour Spring Hollow

Sunday 6 PM in 171 for 6 hours; ends in Session 7
System: Dungeon Crawl Classics (4th); 6 players
Power Level: 0-Level Funnel
GM: Justin Nelson
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Go to a vale that was once home to a sinister clan of witches and evil-doers. PCs must decipher clues to banish an evil and return to their normal world.

706 Representatives on Mission

Sunday 6 PM in Pacific for 8 hours; ends in Session 7
System: Call of Cthulhu (7th); 6 players
Power Level: Far too much
GM: Ezra Denney
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Post-Revolution France. You are sent to the Vendée to release prisoners and make peace. The locals are reluctant to let some monsters out, but you have your orders....

707 Scales of Conflict

Sunday 6 PM in Salon C for 8 hours; ends in Session 7
System: Dungeons & Dragons 5th Edition (Basic Rules); 6 players
Variations: Setting specific bonuses
Power Level: 3rd
GM: Brady Hight
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Long has the Mageocracy of Men kept the lands safe. You are at the very fringe of civilization, a soon-to-be center of remarkable history-shaping events.

708 That Infectious Melody

Sunday 6 PM in 338 for 8 hours; ends in Session 7
System: Dark Heresy (2nd); 8 players
Power Level: Starting
GM: Daniel Alves
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Inquisitor Forescythe has disappeared. Your mission is to find him. You have no clues and no support, and failure is not an option. Just like every mission.

709 Consequences

Sunday 7 PM in 570 for 8 hours; ends in Session 7
System: Star Wars (Fantasy Flight); 8 players
Variations: Fantasy Flight dice or equivalent
Power Level: Fast Paced – references provided by GM
GM: Karen Dombek
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Several important people or groups are angry with you. Half your contacts are burned.... Where are you going now?

710 Google Bus out of Little China

Sunday 8 PM in 149 for 6 hours; ends in Session 7
System: Star Wars (Fantasy Flight); 6 players
Variations: Edge of the Empire Hack
Power Level: Experienced
GM: Andy Wang
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
When MUNI line construction disturbs centuries-old creatures below San Francisco's Chinatown, a band of unlucky strangers is united by fate to prevent the ascent of the unknown....

711 Adventures in Laketown

Sunday 8 PM in 151 for 4 hours; ends in Session 7
System: Dungeons & Dragons 5th Edition (Basic Rules); 5 players
GM: Randy White
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Play the world's favorite role-playing game in the greatest fantasy setting of all time—Middle Earth! Answer the call of King Bard at Laketown for adventurers after the Battle of Five Armies.

712 Jailbreak!

Sunday 8 PM in Tri Valley 2 for 8 hours; ends in Session 7
System: Unknown Armies (3rd); 9 players
GM: Joshua Clark
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Four Convicts. Five Hostages. One Gun. A stormy night, a remote farmhouse, and some unexpected visitors. This is the classic 'Jailbreak' scenario, perfect for newcomers and experienced players alike.

713 Safari on the Island of Doom!

Sunday 8 PM in 165 for 4 hours; ends in Session 7

System: Hollow Earth Expedition (1.0); 7 players

Power Level: Slightly larger than life

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An uncharted island! Mysterious natives! Big-game hunters! A cash prize for being the first to bag a creature of legend! Good hunting, and may the best person win!

714 Adrift on the Dark

Sunday 10 PM in 143 for 4 hours; ends in Session 7

System: Ten Candles; 5 players

GM: Elizabeth Daggert

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Ten Candles is a collaborative role-playing game of tragic horror. The goal for all involved is to work together to make the journey as memorable and meaningful as possible.

Session 8 MONDAY

801 Infinite Crisis at the Edge of Forever

Monday 8 AM in 152 for 8 hours; ends in Session 8

System: GURPs (4th); 6 players

Variations: Star Trek

Power Level: 200+

GM: Nathan Hanner

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Your wing is ordered deep into the Klingon/Kzinti Neutral zone to rescue a ship that was supposedly lost years ago. Starfleet wants the ship secured at all costs.

802 Shards of Shadow

Monday 8 AM in 154 for 8 hours; ends in Session 8

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

Variations: Criticals/Fumbles w/confirmation

Power Level: 5th, + added proficiencies

GM: David Guon

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

In an abandoned city are three enchanted decanters. Your job is to find them and return. You even have an idea where in the city to look. Simple; right?

803 Every Silver Lining Has A Touch of Grey

Monday 8 AM in 159 for 8 hours; ends in Session 8

System: Hero 5th Edition (Champions) (Dr. Prof. Rev. Foxbat's Hardcover); 7 players

Variations: Some 4th ed & house rules

Power Level: Super-heroic!

GM: B J Goukler

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Join Mr. Dependable, Early Bird, HotFlash, SpeedWalker, and others to defend Centennial City against a new wave of criminals, all before 3pm dinner. Today is the Rise of the Geri-Activists!

804 Bad Water

Monday 8 AM in 160 for 8 hours; ends in Session 8

System: Dungeons & Dragons 5th Edition; 6 players

Power Level: 4th

GM: Adam Johnson

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Your underdark community looks to the underground river for water. Now it's become fouled. What's upstream that could be causing it? Your elders have asked you to find out.

805 Z-Team Presents: Rogue Trader

Monday 8 AM in 161 for 8 hours; ends in Session 8

System: Rogue Trader; 8 players

Power Level: Rank 2

GM: Adam Bredt

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A Rogue Trader in the 41st millennium has wealth, power, and freedom far beyond the comprehension of the masses. It may be just enough to survive.

806 The Star Tower of Vekheen

Monday 8 AM in 162 for 8 hours; ends in Session 8

System: Pathfinder; 6 players

Variations: Mythic

Power Level: 15th, & Mythic 4

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Can you Free the Star Tower, Defeat the Dragon, and Free what is left of the Maimed Legion before Rovagug can be freed or Sarenrae's faith destroyed?

807 It's Just a Baby...What Could Possibly Go Wrong?

Monday 8 AM in 163 for 8 hours; ends in Session 8

System: 13th Age; 6 players

Power Level: 1st

GM: Craig Robertson

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A newborn Living Dungeon has been discovered. Your patron icon has 'asked' you to help investigate. What could possibly go wrong?

881 The Monks of Peace

Monday 8 AM in 164 for 8 hours; ends in Session 8

System: Battlestations (2nd); 9 players

Power Level: Ranks 1-6

GM: Jonah Johnson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You have been called to negotiate a deal between a planet of monks and the U.E.R.F. I hope you have your brown pants...no, I mean red shirt. Maybe both?

808 Purge the Unclean!

Monday 8 AM in 165 for 8 hours; ends in Session 8
System: Warhammer 40K: Deathwatch (1.1); 10 players
Variations: Core, Living Errata, House Rules
Power Level: Rank 2-3
GM: Aaron Johnson
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Killteam Doomus is needed to purge a Space Hulk from some chaos marines before they can salvage a ship. Arm yourselves well, brothers.

809 Cat's in the Cradle and the Silver Spoon

Monday 8 AM in 570 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
No matter how far we run, or how well we hide, the past catches up eventually.

810 Delirium Tremens

Monday 10 AM in 143 for 6 hours; ends in Session 8
System: Fudge; 6 players
Variations: Corruption
GM: Patrick Riley
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
After the night of their lives, the world of six teenagers turns inside out and brings them face-to-face with hidden horrors lurking on the edges of reality and inside themselves.

811 Dresden Files: Breaking Badlands

Monday 10 AM in 145 for 4 hours; ends in Session 8
System: Hero 5th Edition (Pulp)
Power Level: Friends of Harry
GM: Greg Haslam
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Harry's friends (Warden, Troll, St. Giles, Cop, etc.) continue their investigation into the Anasazi threat and the mysterious adversary Red Cloak. Dresden knowledge useful, but not necessary.

812 Sailors on the Starless Sea

Monday 10 AM in 147 for 6 hours; ends in Session 8
System: Dungeon Crawl Classics (1st); 5 players
Power Level: Zero
GM: Kasi Jammeh
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An introductory adventure for the Dungeon Crawl Classics RPG, this game pits a mob of 0-level adventurers against the legacy of the Chaos Lords and their corrupted hordes.

813 A Slight Accounting Error

Monday 10 AM in 149 for 6 hours; ends in Session 8
System: Through the Breach; 6 players
GM: Jeff Yin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Fated are hired to investigate a shortfall in the Soulstone shipments. Through the Breach is a game of Victorian Horror/Steampunk set in Malifaux.

814 Summertime Sadness

Monday 10 AM in 151 for 6 hours; ends in Session 8
System: Golden Sky Stories; 5 players
Power Level: Shapeshifting Benevolent Animal Spirits
GM: Michael Garcia
Rules Knowledge: Beginners Welcome
Game Content: Family
Characters created for game
When the rains won't fall / the villagers are desperate / so you bring respite

Demo: Dungeon Crawl Classics: Inn At Five Points

Monday 10 AM in Hall Table 5 for 4 hours; ends in Session 8
System: Dungeon Crawl Classics (1st); 6 players
Power Level: 2nd
GM: Brendan LaSalle
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Dungeon Crawl Classics Rules – visit the Inn at Five Points, the world headquarters for adventure!



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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A Brief History of DunDraCon

Steve Perrin

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

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

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

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

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

It was fun, it was successful, and we didn't go broke. We decided to do it again. We decided that guests and non-gaming emphasis just distracted from the central purpose, so we have avoided such things ever since. We added a dealers' area at DunDraCon 2 and individual game rooms at DunDraCon 3. Presidents' Day weekend

seemed to work fine, so we settled into it and haven't left. Except once. The mathematicians in the group may have realized that if we started in 1976, our 41st convention should have been in 2016.

In 1980 we had assembled a good team, many of whom are still on the Convention committee to this day, and incorporated. Unfortunately, the hotel we had set up for DunDraCon in February of 1981 suddenly changed ownership and policy three months before the Convention and abruptly informed us that they were not hosting conventions anymore. (They went out of business soon afterwards.)

There was no way we could find a venue on our date in the time available. We had to cancel DunDraCon. On the scheduled first day of the convention, the committee met outside the front doors of the hotel to catch anyone who hadn't gotten the word and tell them the convention was cancelled. It was pouring rain, but fortunately there was a long covered promenade to the front door. Equally fortunately, the word had apparently gotten out. The only people who showed up were the committee. We played a lot of Ace of Aces....

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

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

Since then, DunDraCon has thrived. Our crowds get bigger, rain or sun, and for over 25 years (more than half the life of the con) we have found an effective venue in the San Ramon Marriott that seems to please both Committee and attendees. Our only sorrow has been the inevitable loss of some of our committee stalwarts over the years.

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



DunDraCon Games Planner

Name: _____

Events Page

Games Reg

Games Results



Badge Number: _____

<p style="text-align: center;">Session 1. 100 Series games Sign up by Friday 4:30 PM The registration forms for this session are Salmon</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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<p style="text-align: center;">Session 2. 200 Series games Sign up by Friday 8:00 PM The registration forms for this session are Pink</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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<p style="text-align: center;">Session 3. 300 Series games Sign up by Saturday 10:30 AM The registration forms for this session are Blue</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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<p style="text-align: center;">Session 4. 400 Series games Sign up by Saturday 4:30 PM The registration forms for this session are Gold</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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<p style="text-align: center;">Session 5. 500 Series games Sign up by Saturday 8:00 PM The registration forms for this session are Green</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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<p style="text-align: center;">Session 6. 600 Series games Sign up by Sunday 10:30 AM The registration forms for this session are Lilac</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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<p style="text-align: center;">Session 7. 700 Series games Sign up by Sunday 4:30 PM The registration forms for this session are Yellow</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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<p style="text-align: center;">Session 8. 800 Series games Sign up by Sunday 4:30 PM The registration forms for this session are White</p>	Number _____ _____ _____	Times _____ _____ _____	Room _____ _____ _____
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