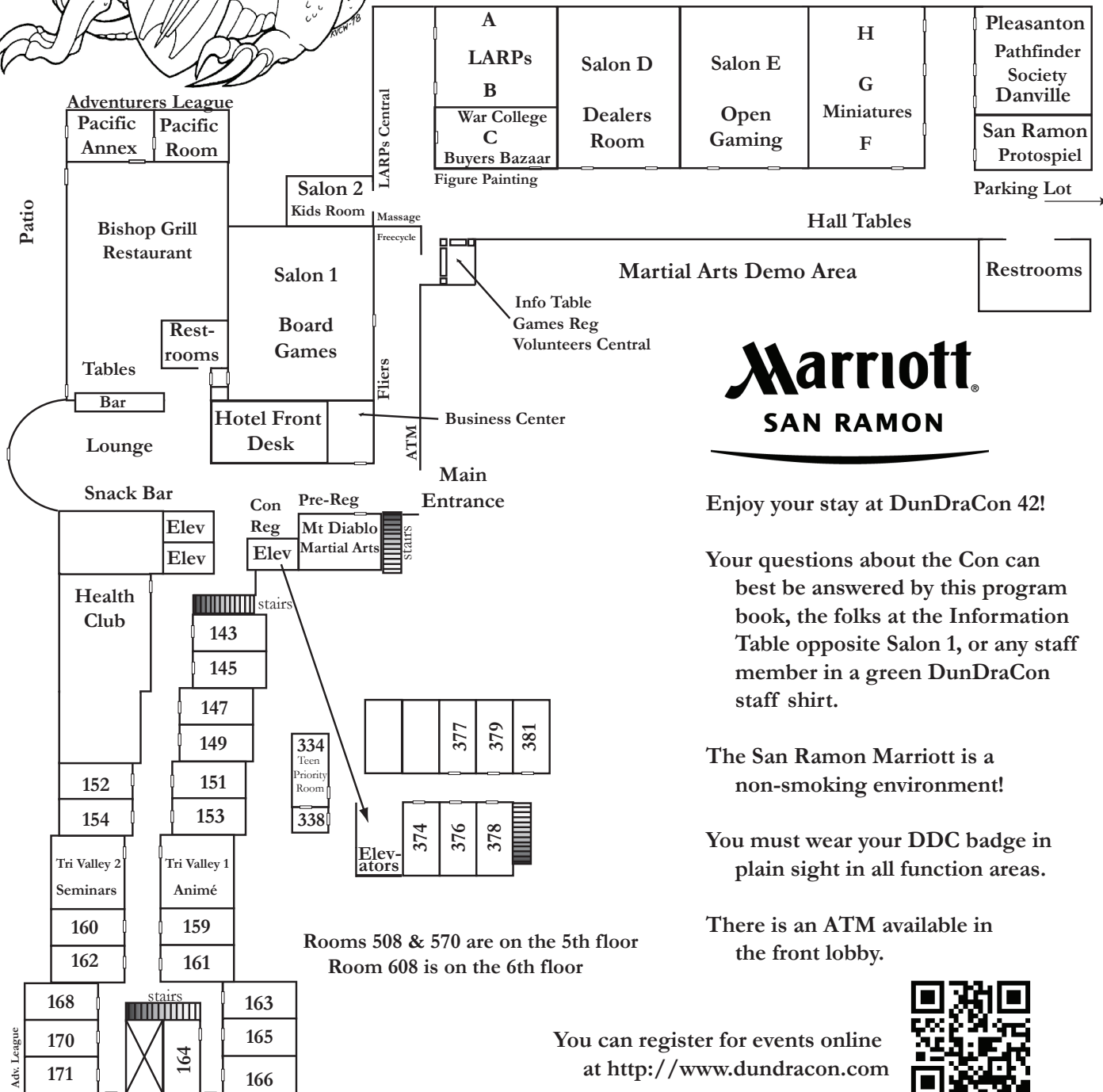




DunDraCon

42

February 16-19, 2018



Enjoy your stay at DunDraCon 42!

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, 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 Kendra Schynert 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 may or may not have not been paper-trained.
- Power tools, explosives, carnivorous houseplants, broken bits, Yugo automobiles, etc.

DunDraCon Staff

Randy Angle – Protospiel Coordinator
Randy ‘Tigger’ Bartlett – Kids Room Deputy
Nicol Black – Game Reg Deputy
Rachelle Boyd – Publicity
Dan ‘Walkyr’ Creelman – Seminars Deputy
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, Secretary
Bill Keyes – Committee Chairman, Program Book
Steve Kani – Teen Room Deputy
Dana Lombardy – War College Coordinator
Chad Martens – Dealers Room Coordinator
Anne Merrit – War College Deputy
Rob Miles – Animé Room, Audio-Visual Support
Kendra Nelson-Rury – Figure Painting Director
Steve Perrin – Seminars Coordinator
Ariel Petersen – LARPs Liaison, Events Scheduling Deputy
Hilary Powers – Hotel Liaison, Board Games Coordinator, Treasurer
Ellen Robertson – Sorcerer’s Apprentice, in charge of “This”
Roderick Robertson – Website, Net Rep, In Charge of “That”
Kendra Schynert – Volunteers Wrangler
Mark Schynert – Events Scheduling, Protospiel Support
Becky Thomas – Teen Room Coordinator
Hector Torres – Miniatures Liaison
Teri Torres – Kids Room Deputy

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.)

Black Diamond Games – A wide selection of new & used RPGs & board games.
CCB&E Clothiers - Custom clothing & embroidery for the stylish gamer.
Chessex – All your dice, figure cases & gaming mat needs.
Creepytown Miniatures – Gaming terrain and miniature painting services.
EndGame – Miniatures, RPGs, board games & accessories.
Flying Buffalo – Makers of Box Bands, Nuclear War, Tunnels & Trolls, Lost Worlds, Death Dice & ACE OF ACES!
Game Mats – Tabletop gaming mats.
Games of Antioch – Board games, RPGs and gaming accessories.
Games of Berkeley – Games of Berkeley has served the Bay Area gaming community for over 30 years with games, activities and toys from the ancient to the brand-new.
Good Luck Games – New & vintage board games of all kinds.
Impressions – A game distribution service that handles over 60 game publishers.
KnitNut by JL – Hand-woven nerdcraftian items. From the very geek to the very chic.
Mega Negi – Tee shirts, trinkets, & vinyl decals for cars, laptops, etc.
Moonmajick Creations – Steam-punk props, Re-enactment clothing & dice bags.
Nerdcraft Custom Leather – Custom leather items.
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, Re-enactment clothing & dice bags.
Octopunx – Jewelry, Sun catchers, hats, rings, decorated boxes, magnets, dice cups & bags, goggles, stone orbs, etc.
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 Miniatures and Game Maps.

Seminars

Tri Valley 2

FRIDAY

Friday 12:00 PM **Welcome to DunDraCon**

Steve Perrin

Steve Perrin and other members of the DunDraCon Committee welcome attendees to the Convention, give a quick summary of what we do and answer questions.

Friday 2:00 PM **Improv for Gamers**

Randy Angle, Ariel Petersen, Roderick Robertson, Mark Schynert

Improvisation is one skill that enhances any game playing experience as both players and game masters. Learn to riff off of other players and generate collaborative stories. One-hour discussion followed by one-hour workshop.

Friday 4:00 PM **Blockbuster LARPs**

Mark Mensch

A new type of LARP is hitting the scene but what is it, what to expect at one, and which ones are in the U.S.? Come and find out.

Friday 5:00 PM **Using Board Games in Real Life Settings**

C.J. Lowe

Real life is about learning how to apply strategies you have taken from various scenarios and using those applications to situations as needed. These can be simple, applied strategies you learn in board games.

SATURDAY

Saturday 9:00 AM **Gaming the System - Using RPG Skills to Write Novels**

Guy Riessen

Learn how to turn the same rich, imaginative worlds you create for role-playing games into tightly plotted novels.

Saturday 10:00 AM **Coming This Year from the Chaosium**

Chris Klug and Steve Perrin

Chris and Steve present the upcoming new edition of RuneQuest and a look at Call of Cthulhu and RQ products to come.

Saturday 11:00 AM **Mining the Movies For Ideas**

Doc Cross

Let's talk about getting ideas from movies. Not just plots, but characters, locations, creatures, style, and genres. From Grade Z horror to blockbusters, we'll talk about them all.

Saturday 12:00 PM **World Building: Legal and Political Systems**

Daniel Creelman

Why would your characters have necessarily known that wearing blue is forbidden except during certain religious holidays? Laws and politics are inextricably linked, so let's look at both.

Saturday 2:00 PM **City Building**

Michael Blum, Kenneth Hite

The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year we'll discuss how cities physically divide social groups, and develop examples.

Saturday 4:00 PM **Trials and Tribulations, the GM's Forum**

Glenn S. Thain

An informal discussion (audience participation encouraged), where we talk about being the GamesMaster, (players are encouraged to come too...).

Saturday 5:00 PM **Blockbuster LARPs**

Mark Mensch

A new type of LARP is hitting the scene but what is it, what to expect at one, and which ones are in the U.S.? Come and find out.

Saturday 6:00 PM **Staying Alive in the Game Publishing Biz**

Aldo Ghiozzi, Rick Loomis,

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

SUNDAY

Sunday 9:00 AM **History of Victory Games**

Chris Klug

Out of the ashes of SPI rose Victory Games, publishers of James Bond 007, and several board wargames. Chris Klug, founding member of Victory Games, will discuss how Victory came about (who first suggested the idea to whom, how we chose the original group, who got added over time, what we all tried to do with Victory).

Sunday 10:00 AM **What's Cool**

Bruce Harlick, Kenneth Hite

Two icons of the gaming industry present their unique viewpoints on the best in current game products, straight from the Dealers Room.

Sunday 11:00 AM **Cool Tools for Gaming**

Clyde Lee Graham, Bruce Harlick

Overview and recommendation of various software (and some physical) tools for a better gaming experience. Will discuss tools for character generation, map making, remote gaming, and more.

Sunday 12:00 PM **Japanese History and Culture for LARP or Re-enactment**

Lisa Joseph (Saionji no Hana)

Want to give your Legend of the Five Rings impression some flair? Draw inspiration from the culture and history of Japan with Saionji no Hana-sensei of the SCA.

Sunday 1:00 PM **LARPing in the Post-Apocalypse: An Introduction to the World of Dystopia Rising**

Ariel Petersen and a panel of players

Dystopia Rising is a post-apocalyptic, adrenaline fueled, zombie infested, fully-immersive weekend LARP. Join players as they show off costumes and props and give an introduction to the world.

Sunday 2:00 PM **Improv for Gamers**

Randy Angle, Ariel Petersen, Roderick Robertson, Mark Schynert

Improvisation is one skill that enhances any game playing experience as both players and game masters. Learn to riff off of other players and generate collaborative stories. There is no workshop with this iteration of the seminar.

Sunday 3:00 PM **Winning Isn't Everything in Board Games**

Jonathan "JonnyPac" Cantin, Sarah Graybill, and John Shulters

A lighthearted discussion about some of the the hidden joys of playing modern board games. Plus tips on avoiding "king-making," "analysis paralysis," and outright table-flipping!

Sunday 4:00 PM **Kickstarting a Board Game**

John Shulters, Jonathan "JonnyPac" Cantin, Sarah Graybill

An overview and discussion with successful Kickstarter board game project creators. Insights on the pros and cons of crowdfunding your baby. Q&A welcome.

Sunday 5:00 PM **D20 Hunker Down or Bug Out**

Karl Reichhold and Karen Kelley

What do you do when zombies, monsters, or the supernatural attack? Do you hunker down or bug out? Come find out your D20 and real-life options!

Sunday 6:00 PM **Getting Your Game Design Published**

Jeff Tibbetts, Brandon Raasch, Aldo Ghozzi

You have a Great Game Design! — Industry experts discuss what you need to know to publish your game (or have it published by someone else).

MONDAY

Monday 10:00 AM **Tatting for the Novice**

Donnamarie Fuller

Tatting combines 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 Events

Once again, we'd like to draw your attention to some intriguing and unique events among the many that comprise the Convention.

We kick off with a recently Kick Started collectible card game, Traveler CCG by Horizon Games. They are running three demos of 2 hours each—Friday at noon, Saturday at 10 AM, and Sunday at 10 AM—followed by a 5-hour tournament Sunday at noon. All games are at Table 27 in Salon 1, and all are drop-in.

Another new-game tournament is for Exodus Fleet, by Gabriel Cohn. This Euro board game features role selection with auction elements, as well as resource management; the theme is competing colony fleets leaving a post-apocalyptic Earth to find a new home for humanity. The tournament runs 6 hours on Hall Table 3 Saturday, beginning at 9 AM; this allows time to teach the game, and two rounds of about 2 hours each. The winner gets a signed copy of the game! Drop-in; no registration necessary.

In a celebration of the life of Frank Loret de Mola, Blue Lotus Productions has chosen to reprise a LARP Frank co-authored, Honor the Fallen. New content has been added, and those who have played before are encouraged to play again; they will play different characters. Game 171, Friday at 7 PM, Salon AB.

Glenn Goffin is offering a miniatures game with a difference. Covert Op: The Mine in the Desert is an RPG (Traveller) combined with sci fi miniatures (Stargrunt II). Seven players will each run a team of three characters. The game will be mostly co-operative. Game 563, Sunday at 10 AM, on Hall Table 8 for 6 hours.

Moving from the speculative future to the spectacular past, consider Game 261 Battle of Waterloo by Jay White (Saturday, 9 AM, Salon GH Tables 1-4 for 12 hours. You're all going to need this long to maneuver about 4000 miniatures on a table bigger than most suburban bedrooms.

Speaking of rooms, William Lee and Gil Trevizo will be using two of them for their Delta Green RPG The Enemy Below (Game 303, Saturday at 2 PM in Room 145 for 10 hours; 147 is the other room). The Cold War is mixed up with the cold embrace of Lovecraftian mythos as two 6-player teams strive to investigate a derelict Soviet ballistic missile submarine.

We round out this Spotlight session with a cardboard construction workshop hosted by Steve Kani, in the Teen Room (334), Sunday at noon, for 6 hours. Teens have priority for seating, but everyone is welcome. Check out the Teen Room section of this program for more 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

Israel's Missile Boats

Overlooked—but the big winner in the littoral campaign of the 1973 Yom Kippur War

Saturday 3:00 PM in Salon C for 1½ hours

Presenter: Darin Leviloff

The growth of Israel's military forces has been very impressive over years of conflict. However, the Israeli navy has received very little attention compared to the army and air force. But, in the Yom Kippur War of 1973, Israeli missile boats played a critical role in protecting Israel's shores and in fighting the littoral war against Egypt and Syria. Darin Leviloff will tell the tale of how the plucky little nation built up and used a sophisticated fleet of missile boats and overcame numerous obstacles in developing the technology and obtaining the vessels from France.

World War 1 Blame Game

Germany earned the role of villain in WW1—but is the real story that simple?

Saturday 4:30 PM in Salon C for 1½ hours

Presenter: Darin Leviloff

In the Treaty of Versailles signed in 1919, Germany was forced to accept responsibility for causing the First World War. Certainly, to a large extent, there is blame to be laid at the feet of Germany for this war. But can a case be made to accuse other countries for causing the war? Darin Leviloff will examine the argument that perhaps war guilt should be shared by Germany with Serbia, Russia, Austria-Hungary, and France.

Alternate Histories by Dana Lombardy and Ken Hite

Saturday 6:00 PM in Salon C for 1½ hours

Presenters: Ken Hite and Dana Lombardy

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



SUNDAY

Pericles Demo Game

The card-driven war-game seminar

Sunday 1:30 PM in Salon C for 2 hours

Presenters: Chris Klug, Ken Hite, Bruce Harlick and Dana Lombardy

During last year's "Best Games of 2016" Seminar, led by Ken Hite and Chris Klug, Ken made reference to how, in his mind, there existed a point in the history of war games where they became relevant again. That point was when the use of card play, in various forms, joined the arsenal of tools used by war-game designers. Exemplified at first by Mark Herman's *We the People*, these games added new life, "juice," and playability to the old counters-and-maps style war-games. Chris, it turned out, had worked for years with Mark Herman at Victory Games, and knew the history of these games and was a big fan of them as well. Thus was born this seminar's idea. Both Ken and Chris felt that the one of the latest iterations of these games, Volko Ruhnke's COIN game system presenting guerrilla warfare, asymmetric warfare, and COunterINSurgencies around the world, was perhaps the most interesting development in that type of game. This seminar will present a live "think aloud" four-player version of one of the COIN games played by four game designers who will talk while they play. Hopefully their insights into what makes these kinds of games tick, why they are a heady mix of war-game and card game, yielding something new, will be discussed between the four designers live with an attentive audience.

How to Evaluate & Review a History Book

With a handout and free books!

Sunday 3:30 PM in Salon C for 30 minutes

Presenter: Dana Lombardy

Author, editor, and publisher Dana Lombardy presents 10 steps that can be used to help decide whether a history (or other non-fiction) book is worth buying. In addition, Dana will present 8 steps that are crucial to submitting a book review on Amazon, Goodreads, or your favorite magazines and websites. BONUS: Dana will hand out free books at the end of this talk.

The Land of Blood Hungry Gods

Aztec warfare before Columbus

Sunday 4:00 PM in Salon C for 1½ hours

Presenter: Leland Erickson

The Aztec Empire was at its peak in 1518. Its domain stretched from the Gulf of Mexico to the Pacific Ocean, to the 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 rise to prominence within the Triple Alliance, to their ultimate dominance 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.



War College Presenters:



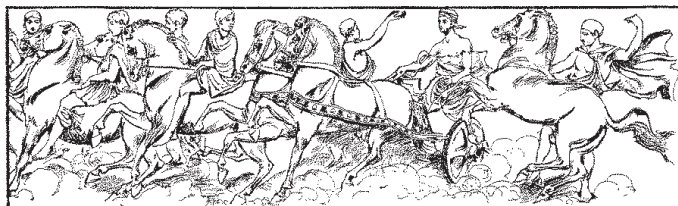
Leland R. Erickson is an academic, a military historian, author, and researcher. He is a senior faculty member of Henley-Putnam University, a private institution that specializes in degree programs for the Strategic Security profession. Professor Erickson's instructional responsibilities at HPU include a history course for undergraduate students in the evolution of strategy and tactics through the ages. He is currently working on his master's thesis in Intelligence Management, and is also developing an undergraduate level course at HPU on the radicalization process of extremist groups and individuals. Professor Erickson has also acted as a researcher for numerous model and figure manufacturers including Crusader Miniatures, Reviresco, Army Group North Miniatures, and Old Glory Shipyards.



San Francisco native and cocktail enthusiast **Bruce Harlick** is a video game designer with over 30 years of experience in his field. Bruce is best known for his contributions to the seminal role-playing game, *Champions*, and for his work on Zynga's blockbuster hit, *FarmVille*. Bruce is currently the lead systems designer on an unannounced game at Hangar 13. In his spare time, Bruce enjoys reading, board gaming, traveling, music, photography, fine food, and—of course—drinking, the last of which he occasionally blogs about at www.foxbatssecretlair.com



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 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* RPG, and other titles for Victory Games Interactive, 3W, THQ, Simon & 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, 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 its first release in 1979), and for his nearly twenty television appearances, including multiple episodes of The History Channel's "Tales of the Gun" series. He has contributed as an editor, cartographer, graphic artist, and designer on many books, games, and magazines, was Publisher of *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 four 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

Amtgard	10:00 AM – 11:30 PM
Society for Creative Anachronism	
	12:00 PM – 1:30 PM
Belegarth	2:00 PM – 4:00 PM
Whips & Cracks	4:30 PM – 5:15 PM

Sunday

Society for Creative Anachronism	12:00 PM – 1:30 PM
Whips & Cracks	2:00 PM – 2:45 PM
Amtgard	3:00 PM – 4:30 PM

Presenters:

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

Amtgard is represented at DunDraCon by the Kingdom of WestMarch.



Belegarth Medieval Combat Society is a full-contact medieval battle game that uses foam weapons and is similar to paintball with swords. We don't use magic or character classes and instead focus on fighting skill. Come fight with us!

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 52nd year.



Whips and Cracks

The History of Whips and the fundamentals of how they work. With a bit of humor about it all. One free lesson on how to crack a whip. 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 3

(The DunDraCon Protospiel)

San Ramon Room

Friday Noon – Monday 5:00 PM

Protospiel Is Back, Again!

After a successful second year, we're back with 25+ designers offering over 34 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 local game store.

Game Designers

Any Convention member, whether veteran or rookie, can bring in unfinished tabletop games for testing, feedback, and refinement. The 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 3 Schedule:

Friday: Noon onwards

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! Playtesting throughout the day and a daily Raffle.

Sunday: All day.

More playtesting throughout the day and a daily Raffle.

Monday: Until 5:00 PM.

Informal play testing all day. Come in, meet up, play until the Convention ends.

Raffle Prize Drawings at 3:30 PM on Saturday and Sunday.

Games, accessories, maybe even a free membership to DunDraCon 43! You'll get a raffle ticket every time you playtest a game.

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 that 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:



August Games LLC

Treasure Mountain (Board Game)

Nearly Ready, Casual, 1.5 hours, 2-4 Players
Worker-Placement Dwarf Mining simulation.

BARD Games

Arcane Knowledge (Card Game)

Early BETA Test, Casual, 0.5 hour, 3-5 Players
Can you mislead your fellow fairies, craft the best spells and collect the best set of magic? Only the craftiest fey can win!

Battlefield Earth (Board Game)

Alpha Test, Complex, 3 hours, 2-4 Players
The L. Ron Hubbard science fiction classic is headed to the board game table.

Duel of Dragons (Card Game)

Late BETA Test, Casual, 0.5 hour, 3-5 Players
Manipulate the elemental dragons to prepare your attack, then bid with your Dragon cards to best all players with every hand.

Lost Worlds of Josh Kirby (Board Game)

Alpha Test, Party, 1 hour, 3-5 Players
Deploy your rocket ships to explore the worlds in a race to settle—or conquer—planets.

John Brieger

TBD Short Family Game (Board Game)

Early BETA Test, Casual, 0.5 hour, 2-5 Players

Surf Gods (Card Game)

Early BETA Test, Casual, 0.5 hour, 2-5 Players
The Gods are having an epic surfing competition: one where they not only pull epic tricks, but control the waves themselves.

Mars Rover & Mission Packs (Board Game)

Nearly Ready, Complex, 1.5 hours, 1-4 Players
Players are rival members of the science teams of famous real missions to Mars. At DunDraCon, we'll be playtesting some of the Mission Pack mini-expansions.

Shandy Brown (from Boardcrafting)

Deckahedron World (RPG)

Late BETA Test, Casual, 2 hours, 3 Players

A card-based, improvisational RPG (medieval fantasy setting) that takes inspiration from Dungeon World and contemporary board games.

Keith Byrd

Plutomancy (Board Game)

Late BETA Test, Intermediate, 1 hour, 5 Players

Fantasy stock market game using rondel action selection. Cast Spells and summon monsters to corner the market.

Scott Caputo

Sorcerer City (Board Game)

Nearly Ready, Intermediate, 1 hour, 2-6 Players

Play as wizard architects, building your city one tile at a time in 2 minutes. Buy new tiles with new powers, then raze your city to build it over again.

Torii (Board Game)

Alpha Test, Casual, 1 hour, 2-4 Players

Find your path in a beautiful Japanese garden. Build the twisting paths of the garden. Collect tokens with the help of characters and by passing under *torii* gates.

CGC Games

Temporal Odyssey: Boss Battles (Card Game)

Alpha Test, Party, 1 hour, 2 Players

A co-operative 2-player game with simultaneous play against a series of 20-minute boss battles. A story unfolds with light legacy mechanics that make each time you play this 3-hour campaign a unique experience.

Gabriel Cohn

Orbital Architects (Board Game)

Nearly Ready, Intermediate, 2 hours, 2-5 Players

Build a space station and populate it! Use your space ships to power your actions, but also dismantle them to gather metal. Resource management and worker placement mechanisms.

Divine Intervention (Board Game)

Late BETA Test, Complex, 2 hours, 2-5 Players

You are a god with the ability to influence ALL of the different civilizations on a planet through a dice-drafting mechanism. In the end, score based on your standing in the pantheons of the various civilizations.

Crazy Cockatoo Games

More or Less (Board Game)

Late BETA Test, Casual, 0.5 hour, 2-6 Players

Play your dice following one rule: all adjacent dice must be 1 more or 1 less than the die that is placed. The more you place, the higher your score.

Stained Glass Garden (Card Game)

Early BETA Test, Casual, 1 hour, 2-4 Players

Compete for the best growing space and the most water to make your flowers the most beautiful in the garden.

Foxtrot Games

Spy Club (Board Game)

Nearly Ready, Intermediate, 1 hour, 2-4 Players

Find clues and catch the culprit like your favorite young detectives! Unlock new content that changes the game every time you play.

Generously Awkward Games

The Truth is Out There (Card Game)

Late BETA Test, Party, 1 hour, 2-6 Players

Players are conspiracy theorists, making connections between normal everyday *Things* and common (plus some not-so-common) *Conspiracies* out of cards provided by fellow players as well as from their own hands.

Rob Greanias

Superbloom (Board Game)

Nearly Ready, Casual, 0.5 hour, 2-5 Players

Score points by placing flower tokens to match card patterns. Score points both by filling empty spaces on the board and influencing the flower count to favor secret wagers.

Floyd McWilliams

Through The Fire (Board Game)

Nearly Ready, Intermediate, 1 hour, 3-4 Players

In this co-operative game, players defend the Roman Empire from waves of barbarians.

Hybrids (Card Game)

Early BETA Test, Intermediate, 1 hour, 2 Players

Splice genes to create strange hybrid animals who battle for domination of the Earth's surface!

Keith Nemitz

Nightlife: Swing the Deal (Card Game)

Alpha Test, Intermediate, 1 hour, 2-5 Players

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

Jonny Pac

Meeples on Main (Board Game)

Nearly Ready, Intermediate, 1 hour, 1-4 Players

Meeples on Main is Mancala meets Worker Placement, set in the Wild West.

Past Bedtime Game Design

Free Luna (Card Game)

Early BETA Test, Intermediate, 1 hour, 1-4 Players

Overthrow Terra's oppressive regime and win freedom for your lunar colony by recruiting allies, staging protests, plotting to sabotage the forces of Terra, and igniting a Lunar revolution!

Recoculous

Crazier Eights: Olympus (Card Game)

Late BETA Test, Party, 0.5 hour, 2-4 Players

A gateway fantasy card game inspired by Greek mythology. There's Zeus, Atlantis, Pandora's Box, and more! The first player with zero cards in hand wins.

Crazier Eights: The Bible (Card Game)

Late BETA Test, Party, 0.5 hour, 2-4 Players

A gateway fantasy card game inspired by the Hebrew Bible. There's the Ark of the Covenant, Moses, Ashtoreth, and more! The first player with zero cards in hand wins.

Magician: One Thousand & One Nights (Card Game)

Late BETA Test, Casual, 0.5 hour, 4 Players

A combat-oriented deck-building game. You get money, spend money on buying cards, play cards for free, and attack with characters. Once you take enough damage, you lose the game.

Roving Vagabond Games

Maze of Minos (Board Game)

Early BETA Test, Intermediate, 0.5 hour, 2 Players

Players face off as an escaping Human and a pursuing Minotaur move through an ever-changing maze of tiles.

Mark Schynert

Duck Farmer (RPG)

Alpha Test, Intermediate, 1 hour, 2-3 Players

You are a duck farmer, trying to get your ducks to market, but the world is full of peril for ducks, not the least being the other duck farmers.

Secret Orbit Studios

The Box: An Object Discovery Game (RPG)

Nearly Ready, Casual, 1.5 hours, 3-6 Players

Discover a Box, unlock its mysteries! This story game will guide you and your friends on a journey of discovery, surprise, and mystery!

Dan Shields

Dwarf. Pickaxe. Mountain. (Board Games)

Early BETA Test, Intermediate, 1 hour, 2-5 Players
The Dwarves are having a mining competition! Grab your trusty pickaxe and get ready to roll some dice as you dig deep into the mountain to uncover its treasures!

Slam Games

The Hollows (Board Game)

Early BETA Test, Intermediate, 1.5 hours, 3-5 Players
The Hollows is a dark struggle against a ruthless and insidious enemy.

Toth Games

Legends of the Arena (Board Game)

Alpha Test, Intermediate, 1 hour, 2 or 4 Players
A dueling game that requires you to out-think your opponent as the battle constantly evolves. Choose your legend and prepare for combat!

Alexander Webb

Venture (RPG)

Alpha Test, Party, 3 hours, 4 Players
Fantasy RPG with a focus on give-and-take dialogues.

DunDraSpiel 3 Sponsors

DunDraSpiel 3 acknowledges the generosity of its sponsors.

Sponsor Logos:



Black Straw Games



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.

All children 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** on page 15.

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.





Far West Region

Pacific Room and Annex

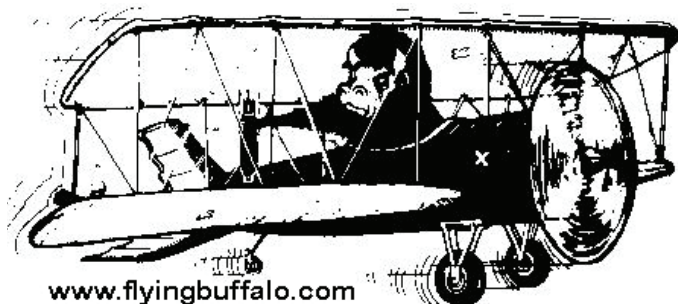
The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. It uses the new fifth edition of the Dungeons & Dragons rules, and features the Forgotten Realms setting.

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. The Introductory level adventures will be offered in every slot. The Introductory level adventures consist 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.

Adventures from the Tomb of Annihilation will be the main feature. There will also be Adventurers League Legal adventures and old favorites from earlier seasons.

The Adventurers League will be relocated to a new room - the Pacific Room, behind the restaurant, as well as a couple of separate gaming rooms. The Adventurers League Headquarters will be located by the Pacific Room. This is for Friday to Sunday. On Monday, Adventurers will be back on the Third Floor.

For detailed information as it becomes available, and to sign up for games, come to the Adventurers League Headquarters by the Pacific Room. Please check at the Warhorn website: <https://warhorn.net/events/dundracon-42-dnd> for the schedule as well. Game sign-ups during DunDraCon are walk-in sign-ups only. Warhorn sign-ups online are closed now.



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.

DDC Game Standards

or

Will my child enjoy this game?

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

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. All kids 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

DROP IN Kids Game Day

Saturday 10 AM in Salon 2 for 4 hours; ends in Session 3

System: multiple games; 4 players

GM: William Dash

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

Seven fun and easy board games for young players. As always, prizes for winners. See DDC website for full descriptions. Come on by the Kids Room and let's play!

DROP IN The Winged Monkeys of Oz

Saturday Noon in Salon 2 for 4 hours; ends in Session 3

System: Adventures in Oz (1st); 6 players

Variations: beginning

GM: F. Douglas Wall

Rules Knowledge: Beginners welcome

Game Content: Family

All characters provided by GM

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

DROP IN Beyond the Door to Monster Mountain

Sunday 10 AM in Salon 2 for 4 hours; ends in Session 6

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

Power Level: 1st

GM: Thom 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....

DROP IN From Dusk til Dawn

Sunday 11 AM in Salon 2 for 4 hours; ends in Session 6

System: MageKnight Dungeons (1.0); 4 players

GM: William Dash

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

You make camp for the night coming home from your latest adventure. You've heard tales about monsters roaming this area after dark. Post a lookout and keep your sword handy...

DROP IN Beyond the Door to Monster Mountain

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

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

Power Level: 1st

GM: Thom 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....

Other Kid-Friendly Games:

DROP IN Carabande (Other) Friday 10 AM, Hall Table 7-8

[**Demo**] **Crazier Eights: Camelot** (Card) Friday 2 PM, Hall Table 3

P34 Munchkin Zombies (Card) Friday 2 PM, Salon 1 Table 3

P27 San Fransokyo G.I.A.N.T.S. (FATE) Friday 4 PM, 166

[**Demo**] **Crazier Eights: One Thousand & One Nights (Preview)** (Card) Friday 8 PM, Hall Table 3

[**Demo**] **Ram-It Cards** (Card) Saturday 5 PM, Hall Table 3

[**Demo**] **Crazier Eights: Olympus** (Card) Saturday 5 PM, Hall Table 5

431 Resident Evil DBG (Card) Saturday 6 PM, Salon 1 Table 5

434 Timeline (Card) Saturday 6 PM, Salon 1 Table 26

[**Demo**] **Crazier Eights: Camelot & Avalon** (Card) Saturday 8 PM, Hall Table 5

[**Demo**] **Ram-It Cards** (Card) Saturday 8 PM, Hall Table 3

[**Demo**] **Ram-It Cards** (Card) Sunday 11 AM, Hall Table 2

631 Resident Evil DBG (Card) Sunday Noon, Salon 1 Table 5

606 No Thank You Evil--Take 2 (RPG) Sunday 2 PM, 338

[**Demo**] **Ram-It Cards** (Card) Sunday 2 PM, Hall Table 2

611 Dubai Future vs Zombie Horror (FATE) Sunday 4 PM, 608

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 and Friday games in Room 338.
- Teens must get their priority registration before the game sign-up deadline.
- Teen-friendly games outside these hours can be found 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. More detailed descriptions are to be found elsewhere in this program under the listed type of game, or in the Demo/Drop-In section for those games.

If the game is labeled **Teen Priority** (all games in Room 334 or Friday in Room 338), teens can get priority registration for these games by making a request in Room 334 anytime during the Con before the registration period closes for that session of games and then submitting it to Games Registration on time. The Teen Priority Room staff can submit the game online.

FRIDAY

DROP IN Carabande (Other) Friday 10 AM, Hall Table 7-8

P16 Briarwood Search (DD5Basic) Friday Noon, 166

P42 Splendor (Board) Friday 1 PM, Salon 1 Table 26

[Demo] Crazier Eights: Camelot (Card) Friday 2 PM, Hall Table 3

P17 Baby Sitting for Mutants (RPG) Friday 2 PM, 334 **Teen Priority!**

P18 One Last Job (RPG) Friday 2 PM, 338 **Teen Priority!**

P33 Munchkin Mania! (Card) Friday 2 PM, 334 **Teen Priority!**

P34 Munchkin Zombies (Card) Friday 2 PM, Salon 1 Table 3

P27 San Fransokyo G.I.A.N.T.S. (FATE) Friday 4 PM, 166

107 Skein of the Blackbone Bride (RPG) Friday 6 PM, 164

108 The Curse of the Statuettes (RPG) Friday 6 PM, 334 **Teen Priority!**

109 Disturbance in the Force (RPG) Friday 6 PM, 338 **Teen Priority!**

112 Waking up in Deadwood (RPG) Friday 6 PM, 378

131 Hungry Hungry Hipsters (Card) Friday 6 PM, Salon 1 Table 6

144 Cruising the 'Verse (Board) Friday 6 PM, Salon 1 Table 11

121 Wonderguy and Ultrawoman Go On a Date (RPG) Friday 8 PM, 334 **Teen Priority!**

[Demo] Crazier Eights: One Thousand & One Nights (Preview) (Card) Friday 8 PM, Hall Table 3

SATURDAY

207 Power to the Children (RPG) Saturday 8 AM, 154

219 Mystery in the Misty Forest (DD5Basic) Saturday 10 AM, 338

221 Marion the Swamp Fox (DD5Basic) Saturday 10 AM, 376

231 Harry Potter: Hogwarts Battle (Card) Saturday 10 AM, Salon 1 Table 7

245 Buffy, the Vampire Slayer: The Board Game (Board) Saturday 10 AM, Salon 1 Table 4

246 Star Trek Ascendancy (Board) Saturday 10 AM, Salon 1 Table 8

271 Snicker-Snack (LARP) Saturday 10 AM, 570

272 The Bitter End (LARP) Saturday 10 AM, Salon A

233 Smash Up Tournament (Card) Saturday 11 AM, Salon 1 Table 17

302 The Quick and the Undead (RPG) Saturday Noon, 334 **Teen Priority!**

331 Munchkin Mania! (Card) Saturday Noon, 334 **Teen Priority!**

346 Chinatown (Board) Saturday 1 PM, Salon 1 Table 28

305 Deadlands (Hell on Earth) (RPG) Saturday 2 PM, 152

308 Ravenloft Castle (RPG) Saturday 2 PM, 165

310 No Thank You Evil--Take 1 (RPG) Saturday 2 PM, 376

312 Agent, Secret Agent (RPG) Saturday 4 PM, 160

319 The Oriflamme (RPG) Saturday 4 PM, 334 **Teen Priority!**

320 Goblin Mania (DD5Basic) Saturday 4 PM, 374

333 Edge of Darkness (Card) Saturday 4 PM, Salon 1 Table 17

323 The Rod of Skhemet (RPG) Saturday 5 PM, 508

[Demo] Ram-It Cards (Card) Saturday 5 PM, Hall Table 3

[Demo] Crazier Eights: Olympus (Card) Saturday 5 PM, Hall Table 5

404 One-Eyed Jack (RPG) Saturday 6 PM, 334 **Teen Priority!**

406 Los Campeones de Justicia contra El Circo Diabolico (RPG) Saturday 6 PM, 377

431 Resident Evil DBG (Card) Saturday 6 PM, Salon 1 Table 5

461 Car Wars! (MiniaturesSciFi) Saturday 6 PM, Salon FG Table 7-9

412 Spies Like You (DD5Basic) Saturday 8 PM, 338

[Demo] Crazier Eights: Camelot & Avalon (Card) Saturday 8 PM, Hall Table 5

[Demo] Ram-It Cards (Card) Saturday 8 PM, Hall Table 3

SUNDAY

503 The Lighthouse Is Out (DD5Basic) Sunday 8 AM, 147

506 Which Whey Did It Come From? (RPG) Sunday 8 AM, 152

541 To Sleep, Perchance... (Board) Saturday Noon, Salon 1 Table 4

531 Illuminati (Card) Sunday 9 AM, Salon 1 Table 6

517 Steven Universe: Shattered Hearts (RPG) Sunday 10 AM, 334 **Teen Priority!**

518 Goblin Mania (DD5Basic) Sunday 10 AM, 338

519 The War King (DD5Basic) Sunday 10 AM, 374

520 Mystery in the Misty Forest (DD5Basic) Sunday 10 AM, 376

532 Harry Potter: Hogwarts Battle (Card) Sunday 10 AM, Salon 1 Table 7

547 Super Dungeon Explore (Board) Sunday 10 AM, Salon 1 Table 13

548 Battlestar Galactica: The Board Game (Board) Sunday 10 AM, Salon 1 Table 24

[Demo] Ram-It Cards (Card) Sunday 11 AM, Hall Table 2

631 Resident Evil DBG (Card) Sunday Noon, Salon 1 Table 5

603 Zombies Ate My Baby! (RPG) Sunday 2 PM, 149

606 No Thank You Evil--Take 2 (RPG) Sunday 2 PM, 338

608 Spies Like You (DD5Basic) Sunday 2 PM, 376

646 The Captain Is Dead (Board) Sunday 2 PM, Salon 1 Table 10

662 Seas of Agaptus (Miniatures Fantasy) Sunday 2 PM, Salon FG Table 1-2

[Demo] Ram-It Cards (Card) Sunday 2 PM, Hall Table 2

647 Buffy, the Vampire Slayer: The Board Game (Board) Sunday 3 PM, Salon 1 Table 7

611 Dubai Future vs Zombie Horror (FATE) Sunday 4 PM, 608

621 No (Heart) for Darkness (RPG) Sunday 4 PM, 168

702 Protect Uncle Lou's Inn! (RPG) Sunday 6 PM, 334 **Teen Priority!**

703 Under Cover of Night... (RPG) Sunday 6 PM, 334 **Teen Priority!**

704 Call the Exterminators (RPG) Sunday 6 PM, 338

709 Crypt of the Everflame (RPG) Sunday 6 PM, 379

771 A Letter at the Door (LARP) Sunday 6 PM, Salon A

712 Breaking Badlands Pt. III: Redcloak Revealed! (RPG) Sunday 8 PM, 147

MONDAY

812 The Twilight Thespian (RPG) Monday 10 AM, 145



**WORKSHOP: Building Terrain and Models -
Cardboarding, Greebling, and Kit-bashing**

Teen Room (334) Sunday at Noon

Presenter: Steve Kani

Six seats available, with teens seated first. Drop into this six-hour demo and lab, where you'll learn a few basic skills to help you on your way to crafting and detailing 3-D terrain and models. We'll touch on everything from making hills, to buildings, to vehicles (wagons, boats, and even space vessels), to larger structures such as a Mage's Tower or Deep Space Station. There will be an opportunity to try some of the techniques demonstrated. No experience necessary. Materials provided.



Unofficial—Unofficial—Unofficial—Unofficial—

DunDraCon Does Not

Officially Present

On Sunday, February 18th,

The Secret Masters Of Gaming

19th Annual Hawaiian Shirt Day

At DunDraCon 42



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—

DDC Special Events

Blood Drive

Due to the difficulties hosting a Blood Drive in recent years, DunDraCon will NOT be hosting a Blood Drive this year. However, we still want to reward our members for giving the Gift of Life. So, if you've given blood any time in 2018, send reasonable proof (donation document with date, screen shot of appointment, confirmation of donation on the web site, etc.) via email to memberservices@dundracon.com by 3:30 PM on Saturday, or bring it to Hall Table 8 on Saturday between 2 and 3:30 PM. All donors will be entered into a Fabulous Prize drawing!

42 Is Here! Special Events:

Think you know your Hitchhiker's Guide to the Galaxy? Come prove it! On Saturday, come to Hall Table 8 between 2 and 3:30 PM. You'll get a Trivia Question Sheet testing your knowledge of All the Things. Be sure to bring back your answers by 3:30 PM to be entered in a drawing for, you guessed it, Fabulous Prizes!

On Sunday, you'll have a chance to show JUST how prepared you are to hitchhike across the galaxy! We'll meet in the lobby area at 1 PM on Sunday afternoon. I'll be holding a sign (and a towel, of course). As long as you have your towel, you can join the parade! We'll take a quick turn around the Con, and then settle in at Hall Table 5 for some tea and cookies. Shiny Badge Ribbon INCLUDED! Wow!



GAMEMATS.COM

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.

LARPs Schedule

SESSION P

FRIDAY

P70 The Queen of Spades

Friday 2 PM in 508 for 4 hours; ends in Session P
System: Vermillion Games/Shifting Forest; 8 players
Genre: Modern
Costume: Modern day clothing
GM: Alisha Walton
Troupe: Gamer Geekus
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
You awaken to find yourself on a boat, having been kidnapped, with a handful of others and the woman you hate most in the world.

SESSION 1

170 Twisted Fairy Tale Politics

Friday 6 PM in 570 for 6 hours; ends in Session 1
System: L.A.R.P.S. System; 16 players
Costume: Fairy tale costuming encouraged, not required
GM: Lori Priebe
Troupe: Dreams of Deirdre
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
The peasants are getting restless with the rule of the crown. Border skirmishes and undead creatures threaten the kingdoms. Can the realms choose a new empire to keep their happily-ever-afters?

171 Honor the Fallen

Friday 7 PM in Salon AB for 8 hours; ends in Session 1
System: L5R LARP; 35 players
Variations: Some Homebrew
Genre: Fantasy East Asia
GM: Max Iloff
Troupe: Blue Lotus Productions
Rules Knowledge: Useful
Game Content: Mainstream
Two powerful and influential Unicorn Clan nobles seek to gain the upper hand through marriages, while justice seekers look to honor their fallen friend. (This is a reprised game, to honor our fallen friend/writer, Frank. See more at www.dundracon.com website.)

SESSION 2

SATURDAY

271 Snicker-Snack

Saturday 10 AM in 570 for 6 hours; ends in Session 3
System: L.A.R.P.S. System; 15 players
Genre: Alice in Wonderland
Costume: Fantastical; admired but not required
GM: Wendy Lo
Troupe: Machimi Games
Rules Knowledge: Useful
Game Content: Mainstream
The Red Queen halted your croquet game to decide one thing: Who will be Wonderland's Champion to slay the terrifying Jabberwock Invasion? She must have SOMEone, or everyone's head rolls.

272 The Bitter End

Saturday 10 AM in Salon A for 6 hours; ends in Session 3
System: Homebrew (Rumor Mill + Ability Cards); 20 players
Genre: Space Pirates
Costume: Encouraged
GM: Jarys Maragopoulos
Troupe: Ace of Geeks
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
Once, only Natives and the Pirates exiled from the Civilized Core made a home in the 5th Arm. Now Colonialism has come from the core, bringing new targets for Pirate Crews.

273 The Expanse: Titanic Machinations

Saturday 10 AM in Salon B for 6 hours; ends in Session 3
System: Homebrew; 20 players
Genre: Science Fiction; The Expanse Universe
Costume: Costumes welcome
GM: Rebeka Trubowitch
Troupe: Wolf and Unicorn Productions [Z&R Trubowitch]
Rules Knowledge: Useful
Game Content: Mature Themes
A promising mineral deposit has been discovered in the Belt: Earth, Mars, and the Outer Planetary Alliance are here to claim what is rightfully theirs. But who will win out?

SESSION 4

471 Last Seat in Storage Room G

Saturday 6 PM in Salon A for 6 hours; ends in Session 4
System: GM Fiat; 16 players
Genre: Star Wars
Costume: Look sir, Droids!
GM: Aaron Lopez
Troupe: Gamer Geekus
Rules Knowledge: Useful
Game Content: Mainstream
The luxury liner 'Princess of the Stars' has been captured by Imperial Troops. Below decks, an unlikely group of heroes lies in wait to lead the fight for freedom.

472 Music of the Night: A Prom Mask-erade

Saturday 6 PM in Salon B for 6 hours; ends in Session 4
System: Masks: The New Generation setting; 13 players
Variations: Card draw homebrew system
Genre: Super Hero Comics, with a dose of high school drama
Costume: Superhero costumes, capes, prom clothes, formal dresses, suits, masks
GM: Samantha Ketcham
Troupe: 40 Thieves Property Reclamation Agency
Rules Knowledge: Useful
Game Content: Mainstream
The villain Phantom has taken Halcyon High's Prom hostage. Teen supers in disguise must trust each other enough to work together and save the day, and their Prom night!

SESSION 5

SUNDAY

571 Under My Skin

Sunday 9 AM in 570 for 6 hours; ends in Session 6
System: Other; 8 players
Genre: Freeform
Costume: Comfortable everyday modern clothing
GM: Laurel Halbany
Rules Knowledge: Useful

Game Content: Mature Themes

Characters in relationships - and outside of them - explore love, trust, fear of loss, and betrayal within a close-knit group of friends.

572 Grimm Games

Sunday 11 AM in Salon AB for 6 hours; ends in Session 6
System: L.A.R.P.S. System; 30 players
Variations: some GM Fiat
Genre: Historical Science Fiction
Costume: not required, but any early 70's or supers costumes is fine
GM: Rob Allard
Troupe: Team Volaré
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
Greenland, 1972. The nascent metahuman government of Thule is hosting worldwide, televised Goodwill games. With world powers attending; national superpowers and true superpowers will collide. A Team Volaré production.

SESSION 6

671 Throne of Chaos

Sunday 4 PM in 570 for 8 hours; ends in Session 7
System: Amber Diceless; 20 players
Variations: Minor alterations
Genre: Fantasy
Costume: Literally anything
GM: Rob Paul
Troupe: Peculiar Crossroads Productions
Rules Knowledge: Useful
Game Content: Mainstream
Merlin is dead and the Throne of Chaos is up for grabs. Which faction will ultimately control half of the Universe? Will it be yours?

SESSION 7

771 A Letter at the Door

Sunday 6 PM in Salon A for 6 hours; ends in Session 7
System: GM Fiat; 12 players
Genre: Victorian England
Costume: 1880s England (optional)
GM: Aaron Lopez
Troupe: Gamer Geekus
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Your presence is requested at The Society. We've been betrayed at the highest levels. If you do not arrive, we can only assume that you are a traitor as well.

772 The Devil and Nikola Tesla OR Mortal Coil

Sunday 6 PM in Salon B for 6 hours; ends in Session 7
System: TAROT; 20 players
Variations: Diabolik
Genre: Science Fiction Infernal Horror
Costume: Courtroom/Science/19th-early 20th century
GM: Arthur Stone Wallis
Troupe: Chairborne Rangers
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
1943, Nikola Tesla lays dying in New York City. Satan approaches, ready to collect the promised soul of the inventor. With his dying breath, Tesla demands a fair trial.

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 eight 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 in 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	P01-P99	Online Pre-reg. only	None	Friday Noon	Friday 11:30 AM
1	100-199	FRI 4:30 PM	Salmon	Friday 6:00 PM	Friday 5:30 PM
2	200-299	FRI 8:00 PM	Pink	Saturday 8:00 AM	Friday 9:00 PM
3	300-399	SAT 10:30 AM	Blue	Saturday Noon	Saturday 11:30AM
4	400-499	SAT 4:30 PM	Gold	Saturday 6:00 PM	Saturday 5:30 PM
5	500-599	SAT 8:00 PM	Green	Sunday 8:00 AM	Saturday 9:00 PM
6	600-699	SUN 10:30 AM	Lilac	Sunday Noon	Sunday 11:30 AM
7	700-799	SUN 4:30 PM	Yellow	Sunday 6:00 PM	Sunday 5:30 PM
8	800-899	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



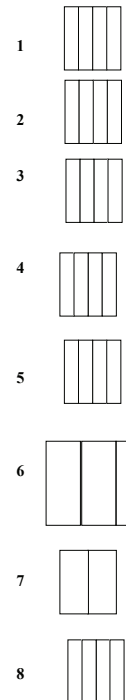
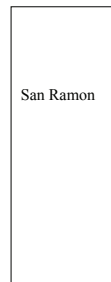
Games Registration



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.

[Demo] Traveller CCG

Friday Noon in Salon 1 Table 27 for 2 hours; ends in Session P

System: Traveller CCG; 10 players

GM: Horizon Games

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

An open demo for the Traveller CCG, an adaptation of Marc Miller's classic Sci-Fi RPG. All demo participants will receive a free Ship Deck (limit one per person.)

[Demo] Crazier Eights: Camelot

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

System: Crazier Eights; 6 players

GM: James Gray

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

A gateway fantasy card game inspired by the King Arthur stories. You can get Guinevere, Merlin, the Holy Grail, and more! The first player with zero cards in hand wins.

[Demo] Feed the Shoggoth!

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

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

GM: Badger McInnes

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

Take the role of an evil Cult Leader, and earn points by sacrificing your Minions to the furious, angry Shoggoth, lest it eat you! Win prizes!

[Demo] Crazier Eights: One Thousand & One Nights (Preview)

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

System: Crazier Eights; 6 players

GM: James Gray

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

A gateway fantasy card game inspired by Shahrzad's Arabian Nights stories. There's Aladdin, Princess Parizade, a flying carpet, and more! The first player with zero cards in hand wins.

[Demo] Mini Teach-and-play Tournament

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

System: Exodus Fleet (1st); 8 players

Variations: 20 min to teach, about 2 hours per game

GM: Gabriel Cohn

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

Learn to play the new highly-interactive role-selection/resource-management/auction euro game, Exodus Fleet, from the designer. A two-round tournament, where the winner wins a free copy of the game!

[Demo] Traveller CCG

Saturday 10 AM in Salon 1 Table 27 for 2 hours; ends in Session 2

System: Traveller CCG; 10 players

GM: Horizon Games

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

An open demo for the Traveller CCG, an adaptation of Marc Miller's classic Sci-Fi RPG. All demo participants will receive a free Ship Deck (limit one per person.)

[Demo] Feed the Shoggoth!

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

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

GM: Badger McInnes

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

Take the role of an evil Cult Leader, and earn points by sacrificing your Minions to the furious, angry Shoggoth, lest it eat you! Win prizes!



[Demo] Traveller CCG

Saturday 4 PM in Salon 1 Table 27 for 2 hours; ends in Session 3
System: Traveller CCG; 10 players
GM: Horizon Games
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
An open demo for the Traveller CCG, an adaptation of Marc Miller's classic Sci-Fi RPG. All demo participants will receive a free Ship Deck (limit one per person.)

[Demo] Ram-It Cards

Saturday 5 PM in Hall Table 3 for 2 hours; ends in Session 4
System: Ram-It Cards (1st); 6 players
Variations: A physical fitness sport played with cards
GM: Darren Ramon
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Fast paced strategic card game powered by pure adrenaline. Play a racquet and ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

[Demo] Crazy Eights: Olympus

Saturday 5 PM in Hall Table 5 for 3 hours; ends in Session 4
System: Crazy Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
A gateway fantasy card game inspired by Greek mythology. There's Zeus, Atlantis, Pandora's Box, and more! The first player with zero cards in hand wins.

[Demo] Ram-It Cards

Saturday 8 PM in Hall Table 3 for 2 hours; ends in Session 4
System: Ram-It Cards (1st); 5 players
Variations: A physical fitness sport played with cards
GM: Darren Ramon
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Fast-paced strategic card game powered by pure adrenaline. Play a racquet-and-ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

[Demo] Crazy Eights: Camelot & Avalon

Saturday 8 PM in Hall Table 5 for 3 hours; ends in Session 4
System: Crazy Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

A gateway fantasy card game inspired by the King Arthur stories. You can get Guinevere, Merlin, Sir Percival, and more! The first player with zero cards in hand wins.

[Demo] Traveller CCG

Sunday 10 AM in Salon 1 Table 27 for 2 hours; ends in Session 5
System: Traveller CCG; 10 players
GM: Horizon Games
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
An open demo for the Traveller CCG, an adaptation of Marc Miller's classic Sci-Fi RPG. All demo participants will receive a free Ship Deck (limit one per person.)

[Demo] Ram-It Cards

Sunday 11 AM in Hall Table 2 for 2 hours; ends in Session 6
System: Ram-It Cards (1st); 5 players
Variations: A physical fitness sport played with cards
GM: Darren Ramon
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Fast-paced strategic card game powered by pure adrenaline. Play a racquet-and-ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

[Demo] Traveller CCG Tournament

Sunday Noon in Salon 1 Table 27 for 5 hours; ends in Session 6
System: Traveller CCG; 10 players
GM: Horizon Games
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
A tournament for the Traveller CCG, an adaptation of Marc Miller's classic Sci-Fi RPG. Drop-in.

[Demo] Ram-It Cards

Sunday 2 PM in Hall Table 2 for 2 hours; ends Session 6
System: Ram-It Cards (1st); 5 players
Variations: A physical fitness sport played with cards
GM: Darren Ramon
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Fast-paced strategic card game powered by pure adrenaline. Play a racquet-and-ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

Figure Painting Outside Salon C

DunDraCon Painting Events:

This year, we offer both **Paint 'n Take** and a one-day timed **Painting Competition**.

Figure Painting Schedule:

Painting Hours

Friday: 1 PM - 6 PM, 7 PM - 8 PM
Saturday: 9 AM - 2 PM, 3 PM - 8 PM
Sunday: 9 AM - 2 PM, 3 PM - 8 PM
Monday: 9 AM - 2 PM

Game Mat Hours

Friday: 8:00 PM-9:00 PM
Saturday: 8:00 PM-9 :00PM
Sunday: 8:00 PM-9:00 PM

Voting Times

Saturday: 5:00 PM-6:15 PM
Sunday: 5:00 PM-6:15 PM

Award Times

Saturday: 7:00 PM
Sunday: 7:00 PM

Paint 'n Take

Ever want to make your own character for a game? Ever dream of sprucing up the figures in your board games? Feel like putting your figures in a verdant forest or a crackled sand desert? Wondering how to make lava effects for your miniatures? How about just sitting in a communal setting, talking to fellow gamers, while making something pretty awesome to keep forever? Well, you're in luck! The **Paint 'n Take** event at DunDra Con is going strong in its third year, and Ryan and Kendra are back to offer encouragement, enthusiasm, and all sorts of advice!

Personalized Game Mat

DunDraCon is known for, among other things, Role Playing Games. For those who play with game mats, it can be quite fun to have personalized, textured mats, and these are great fun to create! So, from 8:00 PM to 9:00 PM on Friday, Saturday, and Sunday, Kendra and Ryan will be giving tutorials on how to make them! As an added perk, participants will be able to make and keep a small game mat of their own. A group may make a larger gaming mat to share.

Painting Competition

We are streamlining the one-day painting competition. Figures can be picked up at any time in the day between 9:00 AM and 4:00 PM on Saturday and Sunday and will be accepted for entry into the contest at any time prior to 5:00 PM. Voting will occur from 5:00 until 6:15 PM in front of the information booth, and the winner will be announced at 7:00 PM sharp. Please vote for your favorite two entries in each category.



P47 Dune

Friday 4 PM in Salon 1 Table 4 for 6 hours; ends in Session 1
System: Dune (ScottE); 5 players
GM: Matthew Byrtus
Rules Knowledge: Useful
Game Content: Very Complex
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.

P48 Endeavor: Trade and Expansion in the 18th Century

Friday 5 PM in Salon 1 Table 5 for 4 hours; ends in Session 1
System: Endeavor; 4 players
GM: James Kiefer
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
You represent an expanding Empire trying to balance cultural, political, industrial, and financial gains.

SESSION 1

141 Plans Within Plans Within Plans

Friday 6 PM in Salon 1 Table 1 for 3 hours; ends in Session 1
System: Dune: The Dice Game (2nd); 8 players
Variations: If less than 5 players, only solo wins. No Alliance wins. Promises made, promises kept.
GM: Joy Cohn
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Dune: The Dice Game is a dice-driven game where players represent Factions vying for control of Arrakis. Each Faction has a unique characteristic that enhance its capabilities in the game.

142 Temple of Elemental Evil Board Game

Friday 6 PM in Salon 1 Table 2 for 7 hours; ends in Session 1
System: D&D Adventure System; 5 players
GM: Tim Neighbors
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Cultists are causing trouble for the town of Red Lurch. You are needed to clear them out from the Temple of Elemental Evil.

143 Merlin

Friday 6 PM in Salon 1 Table 8 for 3 hours; ends in Session 1
System: Merlin; 3 players
GM: Shantih Moriarty
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
King Arthur is searching for a worthy heir. Together with Merlin, he tries to find the best candidate among the Knights of the Round Table.

144 Cruising the 'Verse

Friday 6 PM in Salon 1 Table 11 for 4 hours; ends in Session 1
System: Firefly; 6 players
GM: Andrew Jackson Davis
Rules Knowledge: Useful
Game Content: Mainstream

All materials provided by GM
Have you got what it takes to defeat the Reavers, evade the Alliance, and talk, tech, or blast your way out of danger? Hire a crew and cruise the 'Verse.

145 Travel Battle (Napoleonic Wargame)

Friday 6 PM in Salon 1 Table 13 for 3 hours; ends in Session 1
System: Travel Battle; 6 players
Variations: Epic Travel Battle using 3 copies of base game
GM: David Horton
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
A simple but not simplistic Napoleonic battle simulation on a 3D battlefield game board using 8mm soldiers (infantry, cavalry, and artillery).

146 War of the Ring

Friday 6 PM in Salon 1 Table 18 for 4 hours; ends in Session 1
System: War of the Ring (2nd); 3 players
GM: Thomas Crawford
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
While the Shadow forces grow stronger, should the Free People try to get the Ring to Mount Doom or should they focus more on defeating the Shadow forces on the battlefield?

147 Massive Darkness!

Friday 6 PM in Salon 1 Table 25 for 4 hours; ends in Session 1
System: Massive Darkness (Kickstarter); 4 players
GM: Steven Sauer
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Want to try the new CMON board game MASSIVE DARKNESS without having to shell out the cash? Now's your chance! Delve into dungeons to face the darkness lurking there!

148 Terraforming Mars

Friday 6 PM in Salon 1 Table 26 for 6 hours; ends in Session 1
System: Terraforming Mars (1st); 5 players
Variations: Self Replicating Robots and Small Asteroid Promo Cards added to Deck
GM: Scott Albrecht
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable.

149 Betrayal at House on the Hill

Friday 7 PM in Salon 1 Table 3 for 4 hours; ends in Session 1
System: Betrayal at House on the Hill (Newest); 6 players
Variations: Expansions included
GM: Michael Basil
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
The creak of footsteps on the stairs, the feel of something crawling down your back – this and more can be found in this game of strategy and horror.

150 Donner Dinner Party: A Rowdy Game of Frontier Cannibalism!

Friday 7 PM in Salon 1 Table 10 for 4 hours; ends in Session 1
System: Donner Dinner Party; 10 players
GM: Douglas Weed
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
It's the Winter of 1846 and you are a member of the ill-fated Donner Party Wagon Train. Halfway across the Sierra Nevadas, you have been snowed in. Time for cannibalism!

SESSION 2 SATURDAY

241 Elder Signs: Streets of Arkham

Saturday 9 AM in Salon 1 Table 1 for 3 hours; ends in Session 2
System: Elder Signs (Expansion Streets of Arkham); 6 players
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 the Gates of Arkham expansion for Elder Signs.

242 Duel of Ages II

Saturday 9 AM in Salon 1 Table 3 for 4 hours; ends in Session 3
System: Duel of Ages (2nd); 6 players
GM: Gregory Wong
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Two teams of players control characters from four eras, Ancient, Colonial, Modern, and Future. Characters face challengers and fight each other.

243 Caverna

Saturday 9 AM in Salon 1 Table 5 for 4 hours; ends in Session 3
System: Caverna; 5 players
GM: Nathan Hirth
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
In Caverna, players take on the role of cave-dwelling, Dwarven farmers and miners trying to lead their families to success and prosperity.

[Demo] Mini Teach-and-play Tournament

Saturday 9 AM in Hall Table 3 for 6 hours; ends in Session 3
System: Exodus Fleet (1st); 8 players
Variations: 20 min to teach, about 2 hours per game
GM: Gabriel Cohn
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Learn to play the new, highly interactive role-selection/resource-management/auction euro game, Exodus Fleet, from the designer! A two-round tournament, where the winner wins a free copy of the game!

244 Betrayal at Baldur's Gate

Saturday 10 AM in Salon 1 Table 2 for 3 hours; ends in Session 3
System: Betrayal at Baldur's Gate (1st); 6 players
GM: Ryan Kretzer
Rules Knowledge: Beginners welcome

Game Content: Mainstream
All materials provided by GM
Betrayal at Baldur's Gate is a D&D version of Betrayal at House on the Hill.

245 Buffy, the Vampire Slayer: The Board Game

Saturday 10 AM in Salon 1 Table 4 for 4 hours; ends in Session 3
System: Buffy, the Vampire Slayer; 5 players
GM: Sigrid Harris
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Help Buffy and her friends defend Sunnydale from an onslaught of vampires and demons, while attempting to foil the Big Bad's plot and prevent the Hellmouth from opening.

246 Star Trek Ascendancy

Saturday 10 AM in Salon 1 Table 8 for 6 hours; ends in Session 3
System: Star Trek Ascendancy; 5 players
GM: David Jones
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
A strategy board game of exploration, expansion, and conflict among the United Federation of Planets, the Klingon Empire, the Romulan Star Empire, the Ferengi Alliance, and the Cardassian Union.

247 Battletech: Total War

Saturday 10 AM in Salon 1 Table 10 for 4 hours; ends in Session 3
System: Heavily modified Axis & Allies Engine (1st); 5 players
GM: Chester Hendrix
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
The entire BATTLETECH Universe presented in gorgeous detail and designed with a heavily modified A&A engine. Glory awaits the bold!

SESSION 3

340 Century Spice Road

Saturday Noon in Salon 1 Table 11 for 3 hours; ends in Session 3
System: Century Spice Road; 4 players
GM: Shantih Moriarty
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
In Century: Spice Road, players are caravan leaders who travel the famed Silk Road to deliver spices to the far reaches of the continent for fame and glory.

341 Pod Racer Formula D

Saturday Noon in Salon 1 Table 13 for 3 hours; ends in Session 3
System: Formula D; 10 players
Variations: Homebrew modifications
GM: Andrew Aberle
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Welcome to this year's DunDraCon Classic! Try to keep control of your podracer as you wind through the treacherous turns and sudden obstacles of Mos Espa Arena.

342 Dead of Winter Warring Colonies

Saturday Noon in Salon 1 Table 14-15 for 6 hours; ends in Session 3

System: Dead of Winter; 11 players

GM: Steven Irvine

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

Two colonies of survivors fight against winter, each other, and, oh yeah, the dead. Help your colony to victory any way you can, before the zombies eat you.

343 Sons of Anarchy: Men of Mayhem

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

System: Sons of Anarchy: Men of Mayhem; 4 players

GM: Bradford Leaser

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

In Sons of Anarchy: Men of Mayhem players take the role of rival gangs out to control territory, accumulate contraband, and reap the monetary rewards of illegal enterprise.

344 Terraforming Mars

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

System: Terraforming Mars; 4 players

GM: Nathan Hirth

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

In Terraforming Mars, you play a corporation overseeing the process of terraforming the planet Mars to make it habitable. The corporation that contributes the most wins!

345 Star Wars: Rebellion

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

System: Star Wars: Rebellion; 3 players

GM: Mike Ptak

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

FFG's Rebellion is the Galactic Civil War in a box. No game better captures the epic feeling of Star Wars than Rebellion!

346 Chinatown

Saturday 1 PM in Salon 1 Table 28 for 3 hours; ends in Session 3

System: Chinatown; 4 players

Variations: Main

GM: Magda Heilborn

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

1960s New York! You are a Chinese immigrant trying to build your business empire! Wheel and deal with other players to get the best combinations and make the most money.

347 Beginners Diplomacy

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

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.

348 Plans Within Plans Within Plans

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

System: Dune: The Dice Game (2nd); 8 players

Variations: If less than 5 players, only solo wins. No Alliance wins. Promises made, promises kept.

GM: Joy Cohn

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Dune: The Dice Game is a dice-driven game where players represent Factions vying for control of Arrakis. Each Faction has a unique characteristic that enhance its capabilities in the game.

349 Battlestar Galactica for Nuggets

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

System: Battlestar Galactica (Core); 5 players

Variations: No Sympathizer Variant

GM: Gregory Wong

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

This event is geared toward players who are new to Battlestar Galactica. We'll be playing the core game with the Investigative Committee from the Pegasus expansion.

350 The Whole Gorram 'Verse

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

System: Firefly; 4 players

GM: Jane Barrow

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

Fly around the 'Verse, hire a crew, work a job, and aim to misbehave. Try not to get hit by Reavers! Firefly the game with all the expansions!

351 Dream a Little Dream with Me

Saturday 3 PM in Salon 1 Table 21-22 for 6 hours; ends in

Session 4

System: Eldritch Horror (1st); 5 players

Variations: More than one board

GM: William Rawls

Rules Knowledge: Beginners welcome

Game Content: Very Complex

Materials may be provided by GM

Sweet dreams 'til sunbeams find you, Sweet dreams that leave a piece of you behind, But in our dreams whatever they be, Dream a little scream with me

352 OUTREACH

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

System: OUTREACH (25th Anniversary); 9 players

Variations: KickStarter Extras

GM: Chester Hendrix

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

This is The One! OUTREACH with the KickStarter extras! Nine-player mayhem you can only get at a Con - isn't this why you came?! Get your money's worth!

353 Twilight Imperium Fourth Edition

Saturday 5 PM in Salon 1 Table 8 for 8 hours; ends in Session 4
System: Twilight Imperium (4th); 6 players
GM: Barry Figgins
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
The Twilight Wars have ended, and the ancient Lazax throne sits empty. Can you prove the worth of your great race, and become the new galactic Emperor?

SESSION 4

441 Last Night on Earth

Saturday 6 PM in Salon 1 Table 2 for 4 hours; ends in Session 4
System: Last Night on Earth (Newest); 8 players
Variations: Last Night at the Mall
GM: Michael Basil
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Last Night on Earth is a fast-paced game of brain-eating Zombies, small town Heroes, and horror movie action. To survive, players must work together and use their cunning and ingenuity.

442 Merchants & Marauders

Saturday 6 PM in Salon 1 Table 23 for 4 hours; ends Session 4
System: Merchants & Marauders; 3 players
Variations: Seas of Glory expansion
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.

443 Defenders of the Realm

Saturday 6 PM in Salon 1 Table 28 for 3 hours; ends Session 4
System: Defenders of the Realm (1st); 4 players
GM: Jeff Wood
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
As the dark generals lay waste to the land, marching in on Monarch City, the Realm calls on its Heroes to save the day! Fantasy cooperative similar to Pandemic.

444 Oath of the Brotherhood

Saturday 8 PM in Salon 1 Table 14-15 for 3 hours; ends in Session 4
System: Oath of the Brotherhood; 5 players
GM: CJ Lowe
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
A famous captain has arrived at the island. He seeks a “few good men” to add to his crew, but will accept only members of the Brotherhood of Pirates.

Q.R. Zed Engraving

Serving the Bay Area since 1987

SESSION 5

SUNDAY

541 To Sleep, Perchance...

Saturday Noon in Salon 1 Table 4 for 6 hours; ends in Session 3
System: Eldritch Horror; 6 players
Variations: Staged Difficulty
GM: Larry Langley
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Under Hypnos' spell, dreamers never awake and the waking world draws ever closer to madness. Can you stop this ancient God in time?

542 Are You Afraid of the Dark?

Saturday Noon in Salon 1 Table 8 for 6 hours; ends in Session 3
System: Massive Darkness; 6 players
Variations: Story Mode
GM: Andy Marshall
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Defend the realm from the forces of evil! Delve into the dark corners of the underworld for fun and profit. Defeat monsters! Train skills! Loot treasure! Win as a team!

543 Black Plague Zombicide

Sunday 9 AM in Salon 1 Table 1 for 4 hours; ends in Session 6
System: Zombicide (Black Plague); 6 players
GM: Frank Alonso
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Black Plague is a cooperative game where players face hordes of Zombies. The goal is simple: fulfill the objectives of the Quest, survive and kill as many Zombies as possible!

544 Axis & Allies Anniversary Edition

Sunday 9 AM in Salon 1 Table 26 for 8 hours; ends in Session 6
System: Axis and Allies (Anniversary Edition); 4 players
GM: David Hill
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
WWII recreation

545 Scythe

Sunday 10 AM in Salon 1 Table 2 for 6 hours; ends in Session 6
System: Scythe (1st); 6 players
Variations: Invaders from Afar
GM: Matthew Byrtus
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Scythe is an engine-building game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation, and valor.



546 Betrayal at Baldur's Gate

Sunday 10 AM in Salon 1 Table 3 for 3 hours; ends in Session 6
System: Betrayal at Baldur's Gate (1st); 6 players
GM: Ryan Kretzer
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Betrayal at Baldur's Gate is a D&D version of Betrayal at House on the Hill.

547 Super Dungeon Explore

Sunday 10 AM in Salon 1 Table 13 for 4 hours; ends in Session 6
System: Super Dungeon Explore (Forgotten King); 6 players
Variations: Classic mode
GM: Kasi Jammeh
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Bring the video game console to your tabletop with Super Dungeon Explore! Build a party of brave Heroes to battle through classic hack-and-slash dungeons and defeat the villainous boss.

548 Battlestar Galactica: The Board Game

Sunday 10 AM in Salon 1 Table 24 for 4 hours; ends in Session 6
System: Battlestar Galactica: The Board Game; 6 players
GM: Bradford Leaser
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series.

SESSION 6

641 Terraforming Mars

Sunday Noon in Salon 1 Table 11 for 4 hours; ends in Session 6
System: Terraforming Mars; 4 players
GM: Shantih Moriarty
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to make the environment habitable.

642 Ikusa

Sunday Noon in Salon 1 Table 14 for 6 hours; ends in Session 6
System: Ikusa/Samurai Swords; 4 players
GM: Mike Ptak
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Battle over the fate of Japan in the latest edition of this Gamemaster series wargame!

643 Sheriff of Nottingham

Sunday 1 PM in Salon 1 Table 6 for 4 hours; ends in Session 6
System: Sheriff of Nottingham; 5 players
GM: Douglas Weed
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM

Robin Hood needs your help getting in contraband into Nottingham to fuel the rebellion. All you have to do is get past the crooked Sheriff of Nottingham.

644 The Palace of Mad King Ludwig

Sunday 1 PM in Salon 1 Table 28 for 3 hours; ends in Session 6
System: The Palace of Mad King Ludwig; 4 players
GM: Jane Barrow
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Build a castle with your fellow mad kings! Complete rooms, complete the moat, and collect your points in this tile-laying game.

645 Time of Crisis

Sunday 2 PM in Salon 1 Table 3 for 4 hours; ends in Session 6
System: Time of Crisis (1st); 3 players
GM: Ezra Denney
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
The Roman Empire in the 3rd Century AD is collapsing. Can you lead your family to Rome and ensure that your name is remembered by history.

646 The Captain Is Dead

Sunday 2 PM in Salon 1 Table 10 for 3 hours; ends in Session 6
System: The Captain is Dead (1st); 7 players
Variations: Episode 1
GM: Jeff Wood
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
The season finale for your favorite sci-fi show! Aliens attacking, drama, explosions, but the Captain has a plan! Whoops, he's dead! Now what? Cooperative.

647 Buffy, the Vampire Slayer: The Board Game

Sunday 3 PM in Salon 1 Table 7 for 4 hours; ends in Session 7
System: Buffy, the Vampire Slayer; 5 players
GM: Sigrid Harris
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Help Buffy and her friends defend Sunnydale from an onslaught of vampires and demons, while attempting to foil the Big Bad's plot and prevent the Hellmouth from opening.

648 Is That Bird Flu Or Are You Sick of Seeing Me?

Sunday 3 PM in Salon 1 Table 15 for 4 hours; ends in Session 7
System: Pandemic (English International award-winning edition 2012); 4 players
GM: Jason Unck
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
The players are disease-fighting specialists whose mission is to treat disease hot spots while researching cures for each of four plagues before they get out of hand.

649 Arkham Horror

Sunday 5 PM in Salon 1 Table 2 for 6 hours; ends in Session 7
System: Arkham Horror; 6 players
Variations: Dunwich Horror
GM: James Kiefer
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Something unbelievable is awakening in Arkham, Mass. Your help is needed. Highly modified.

SESSION 7

741 Thunder's Edge

Sunday 6 PM in Salon 1 Table 1 for 6 hours; ends in Session 7
System: Thunder's Edge; 4 players
GM: Kevin Yin
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Thunder's Edge is Fantasy Flight's game of colonial conflict. Play as one of five factions in a struggle for planetary dominance!

742 Ain't No Cure for the Smuggler's Blues!

Sunday 6 PM in Salon 1 Table 4 for 4 hours; ends in Session 7
System: Firefly: The Game; 6 players
Variations: Blue Sun, Kalidasa, Pirates & Bounty Hunters, Crime & Punishment
GM: Geo Feil
Rules Knowledge: Expected
Game Content: Very Complex
All materials provided by GM
When life gets hard, it's time to start misbehaving. We will play the Smuggler's Blues scenario with all expansions & ships!

743 Xia: Embers of a Forsaken Star

Sunday 6 PM in Salon 1 Table 6 for 6 hours; ends in Session 7
System: Xia: Legends of a Drift System (1st); 5 players
Variations: Xia: Embers of a Forsaken Star + Custom
GM: Christopher Larson
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
From BGG: This is a sandbox style competitive space adventure. Each player starts as a lowly but hopeful captain of a small starship.

744 Lords of Waterdeep

Sunday 6 PM in Salon 1 Table 8 for 3 hours; ends in Session 7
System: Lords of Waterdeep; 5 players
Variations: Scoundrels of Skullport expansion
GM: Thomas Crawford
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
The players are lords, secret rulers of the city, vying for control of Waterdeep. Use agents to perform quests, expand Waterdeep, and sow intrigue to help or hinder other lords.



745 Imperial

Sunday 6 PM in Salon 1 Table 14 for 3 hours; ends in Session 7
System: Imperial; 5 players
GM: Mike Ptak
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Imperial is a Roundel economic wargame set at the turn of the 20th century. Buy nations, go to war, protect your investment!

746 Fief: France 1429

Sunday 7 PM in Salon 1 Table 3 for 6 hours; ends in Session 7
System: Fief: 1429 (French Ruleset); 5 players
Variations: Politics/Base Game
GM: Matthew Byrtus
Rules Knowledge: Useful
Game Content: Very Complex
All materials provided by GM
Fief: France 1429 is a game of dynastic ambition in which players assume the roles of nobles in the 15th century kingdom of France.

SESSION 8 MONDAY

841 Battlestar Galactica: Darkness Before Daybreak

Monday 10 AM in Salon 1 Table 1 for 6 hours; ends in Session 8
System: Battlestar Galactica (1st); 6 players
Variations: Some expansions used
GM: Mike Hutchinson
Rules Knowledge: Expected
Game Content: Very Complex
All materials provided by GM
Are you a Human or a Cylon? Try to save or destroy humanity in the thrilling semi-cooperative game Battlestar Galactica (based on the Science Fiction TV series).



Card Games (Collectible or Not)

SESSION P FRIDAY

[Demo] Traveller CCG

Friday Noon in Salon 1 Table 27 for 2 hours; ends in Session P

System: Traveller CCG; 10 players

GM: Horizon Games

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

An open demo for the Traveller CCG, an adaptation of Marc Miller's classic Sci-Fi RPG. All demo participants will receive a free Ship Deck (limit one per person).

P31 Evolution/Climate

Friday Noon in Salon 1 Table 4 for 3 hours; ends in Session P

System: Evolution/Climate; 6 players

Variations: Special rules to include the Flight Expansion

GM: James Kiefer

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

Can your creatures survive in an ever-changing climate?

P32 The Red Dragon Inn

Friday Noon in Salon 1 Table 10 for 3 hours; ends in Session P

System: The Red Dragon Inn (1st-5th); 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] Crazier Eights: Camelot

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

System: Crazier Eights; 6 players

GM: James Gray

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

A gateway fantasy card game inspired by the King Arthur stories. You can get Guinevere, Merlin, the Holy Grail & more! The first player with zero cards in hand wins.

P33 Munchkin Mania!

Friday 2 PM in 334 for 3 hours; ends in Session P

System: Munchkin; 6 players

GM: Victor Walters

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

Kill the monsters, loot their stuff, and stab your buddy in the back! Prepare for wild adventures, and no two games are alike!



P34 Munchkin Zombies

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

System: Munchkin (1st); 6 players

GM: Brian O'Hara

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

You know what they say: You don't have to run faster than the Zombies, you just have to be able to run faster than your friends. Bring your munchkin paraphernalia.

SESSION 1

131 Hungry Hungry Hipsters

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

System: Hungry Hungry Hipsters; 8 players

GM: Magda Heilborn

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

A game about hipsters eating pretentious food at a potluck! Talk up your own food, and put down other poseurs' food. This will play several times throughout the scheduled time.

132 Sheriff of Nottingham with Merry Men Expansion

Friday 6 PM in Salon 1 Table 7 for 3 hours; ends in Session 1

System: Sheriff of Nottingham; 6 players

GM: Steven Irvine

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

There are now two deputies that you need to convince of your absolute sincerity in this bribing and bluffing game. Bring the most valuable cargo you can into Nottingham; the player with the most money at the end wins!

[Demo] Feed the Shoggoth!

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

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

GM: Badger McInnes

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

Take the role of an evil Cult Leader, and earn points by sacrificing your Minions to the furious, angry Shoggoth, lest it eat you! Win prizes!

[Demo] Crazier Eights: One Thousand & One Nights (Preview)

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

System: Crazier Eights; 6 players

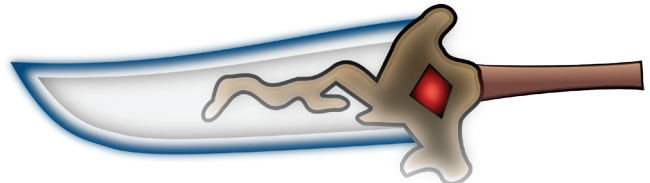
GM: James Gray

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

A gateway fantasy card game inspired by Shahrzad's Arabian Nights stories. There's Aladdin, Princess Parizade, a flying carpet, and more! The first player with zero cards in hand wins.



SESSION 2

SATURDAY

231 Harry Potter: Hogwarts Battle

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

System: Harry Potter: Hogwarts Battle; 4 players

GM: Alexander Harris

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

In this cooperative deck-building game, play through the movies/books and relive the action as you gather items, allies, and spells in your attempt to stop Voldemort and save the day.

232 The Red Dragon Inn - The Black Dragon Depths

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

System: The Red Dragon Inn 6; 4 players

GM: Berta Gannon

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

You and your wicked companions have spent the day pillaging the countryside and “dealing” with meddling adventurers. It’s about time you kicked back with a pint!

[Demo] Traveller CCG

Saturday 10 AM in Salon 1 Table 27 for 2 hours; ends Session 2

System: Traveller CCG; 10 players

GM: Horizon Games

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

An open demo for the Traveller CCG, an adaptation of Marc Miller’s classic Sci-Fi RPG. All demo participants will receive a free Ship Deck (limit one per person).

233 Smash Up Tournament

Saturday 11 AM in Salon 1 Table 17 for 4 hours; ends Session 3

System: Smash Up (Current); 20 players

Variations: All expansions, World rules

GM: CJ Lowe

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

Smash up is a Shuffle Builder based upon factions and victory point winning. This is a competitive game and this particular game is a tournament. Six rounds with eliminations.



NIGHT OWL WORKSHOP

SESSION 3

331 Munchkin Mania!

Saturday Noon in 334 for 3 hours; ends in Session 3

System: Munchkin; 6 players

GM: Victor Walters

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

Kill the monsters, loot their stuff, and stab your buddy in the back! Prepare for wild adventures, and no two games are alike!

332 Nuclear War Card Game Tournament

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

System: Nuclear War; 60 players

GM: Rick Loomis

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

If you haven’t blown up the world yet, you haven’t played Nuclear War! Classic game of destruction. Prizes awarded.

333 Edge of Darkness

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

System: Edge of Darkness (1st); 3 players

GM: CJ Lowe

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Edge of Darkness combines Card Crafting, Worker Placement, shared deck-building, and a Threat Challenge system in a medium-weight Euro-style boardgame of 60 to 120 minutes for 2 to 4 players.

[Demo] Feed the Shoggoth!

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

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

GM: Badger McInnes

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

Take the role of an evil Cult Leader, and earn points by sacrificing your Minions to the furious, angry Shoggoth, lest it eat you! Win prizes!

[Demo] Ram-It Cards

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

System: Ram-It Cards (1st); 6 players

Variations: A physical fitness sport played with cards

GM: Darren Ramon

Rules Knowledge: Beginners welcome

Game Content: Family

All materials provided by GM

Fast-paced strategic card game powered by pure adrenaline. Play a racquet and ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

[Demo] Crazy Eights: Olympus

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

System: Crazy Eights; 6 players

GM: James Gray

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All materials provided by GM

A gateway fantasy card game inspired by Greek mythology. There’s Zeus, Atlantis, Pandora’s Box, and more! The first player with zero cards in hand wins.

SESSION 4

431 Resident Evil DBG

Saturday 6 PM in Salon 1 Table 5 for 5 hours; ends in Session 4
System: Resident Evil; 5 players
Variations: All the Expansions
GM: Thomas Hanjes
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Gear up and kill zombies! Back for the third year in a row!

432 Beyond Reproach

Saturday 6 PM in Salon 1 Table 6-7 for 8 hours; ends in Session 4
System: Vampire: The Eternal Struggle; 8 players
GM: Brad Nozik
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own materials
Vampire: the Eternal Struggle. Two rounds and a final. Bring your deck, though some may be available for loan. Promos and prizes! All standard rulings and tournament rules apply.

433 Rick and Morty

Saturday 6 PM in Salon 1 Table 24 for 4 hours; ends Session 4
System: Munchkin (1st); 6 players
GM: Scott Albrecht
Rules Knowledge: Useful
Game Content: Adult Themes
All materials provided by GM
Fuses the classic card game fun of monster-slaying and role-playing with cyborgs, aliens, and demons from the popular television series Rick and Morty. Adult Theme Age 17+ only.

434 Timeline

Saturday 6 PM in Salon 1 Table 26 for 3 hours; ends Session 4
System: Timeline; 8 players
GM: Magda Heilborn
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Was the light bulb invented after or before glasses? With Timeline, learn the answer to this question and thousands of others by comparing your knowledge or hunches to historic reality.

435 Buffet Master

Saturday 7 PM in Salon 1 Table 11 for 3 hours; ends in Session 4
System: Buffet Master (1st); 6 players
GM: Joel Clark
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Can you eat the most at this buffet to become the Buffet Master?!



[Demo] Ram-It Cards

Saturday 8 PM in Hall Table 3 for 2 hours; ends in Session 4
System: Ram-It Cards (1st); 5 players
Variations: A physical fitness sport played with cards
GM: Darren Ramon
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Fast-paced strategic card game powered by pure adrenaline. Play a racquet and ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

[Demo] Crazier Eights: Camelot & Avalon

Saturday 8 PM in Hall Table 5 for 3 hours; ends in Session 4
System: Crazier Eights; 6 players
GM: James Gray
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
A gateway fantasy card game inspired by the King Arthur stories. You can get Guinevere, Merlin, Sir Percival, and more! The first player with zero cards in hand wins.

SESSION 5

SUNDAY

531 Illuminati

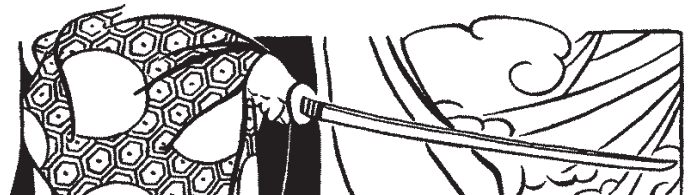
Sunday 9 AM in Salon 1 Table 6 for 4 hours; ends in Session 6
System: Illuminati (1st); 6 players
GM: Brian O'Hara
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
The dreaded Men in Black are perhaps their best-known agents. No one knows whether the MIBs are androids, golems, or something even worse. Perhaps they were once human...

532 Harry Potter: Hogwarts Battle

Sunday 10 AM in Salon 1 Table 7 for 4 hours; ends in Session 6
System: Harry Potter: Hogwarts Battle; 4 players
GM: Alexander Harris
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
In this cooperative deck-building game, play through the movies/books and relive the action as you gather items, allies, and spells in your attempt to stop Voldemort and save the day.

533 The Red Dragon Inn - The Black Dragon Depths

Sunday 10 AM in Salon 1 Table 10 for 3 hours; ends Session 6
System: The Red Dragon Inn 6; 4 players
GM: Berta Gannon
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
You and your wicked companions have spent the day pillaging the countryside and "dealing" with meddlesome adventurers. It's about time you kicked back with a pint!



[Demo] Traveller CCG

Sunday 10 AM in Salon 1 Table 27 for 2 hours; ends Session 5
System: Traveller CCG; 10 players
GM: Horizon Games
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
An open demo for the Traveller CCG, an adaptation of Marc Miller's classic Sci-Fi RPG. All demo participants will receive a free Ship Deck (limit one per person.)

[Demo] Ram-It Cards

Sunday 11 AM in Hall Table 2 for 2 hours; ends in Session 6
System: Ram-It Cards (1st); 5 players
Variations: A physical fitness sport played with cards
GM: Darren Ramon
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Fast-paced strategic card game powered by pure adrenaline. Play a racquet and ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

SESSION 6

631 Resident Evil DBG

Sunday Noon in Salon 1 Table 5 for 5 hours; ends in Session 6
System: Resident Evil; 5 players
Variations: All the Expansions
GM: Thomas Hanjes
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
Gear up and kill zombies! Back for the third year in a row!

632 Rick and Morty

Sunday Noon in Salon 1 Table 23 for 4 hours; ends in Session 6
System: Munchkin (1st); 6 players
GM: Scott Albrecht
Rules Knowledge: Useful
Game Content: Adult Themes
All materials provided by GM
Fuses the classic card game fun of monster-slaying and role-playing with cyborgs, aliens, and demons from the popular television series Rick and Morty. Adult Theme Age 17+ only.

[Demo] Traveller CCG Tournament

Sunday Noon in Salon 1 Table 27 for 5 hours; ends in Session 6
System: Traveller CCG; 10 players
GM: Horizon Games
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
A tournament for the Traveller CCG, an adaptation of Marc Miller's classic Science-Fiction RPG. Drop-in.



633 Red Dragon Inn

Sunday 2 PM in Salon 1 Table 1 for 3 hours; ends in Session 6
System: Red Dragon Inn; 7 players
GM: Thomas Crawford
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All materials provided by GM
You are adventurers at the Red Dragon Inn who have returned from your latest expedition. The last player who remains conscious and who has gold wins.

[Demo] Ram-It Cards

Sunday 2 PM in Hall Table 2 for 2 hours; ends Session 6
System: Ram-It Cards (1st); 5 players
Variations: A physical fitness sport played with cards
GM: Darren Ramon
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Fast paced strategic card game powered by pure adrenaline. Play a racquet and ball game with cards that you can play anywhere and anytime. 140 cards for serving and defending.

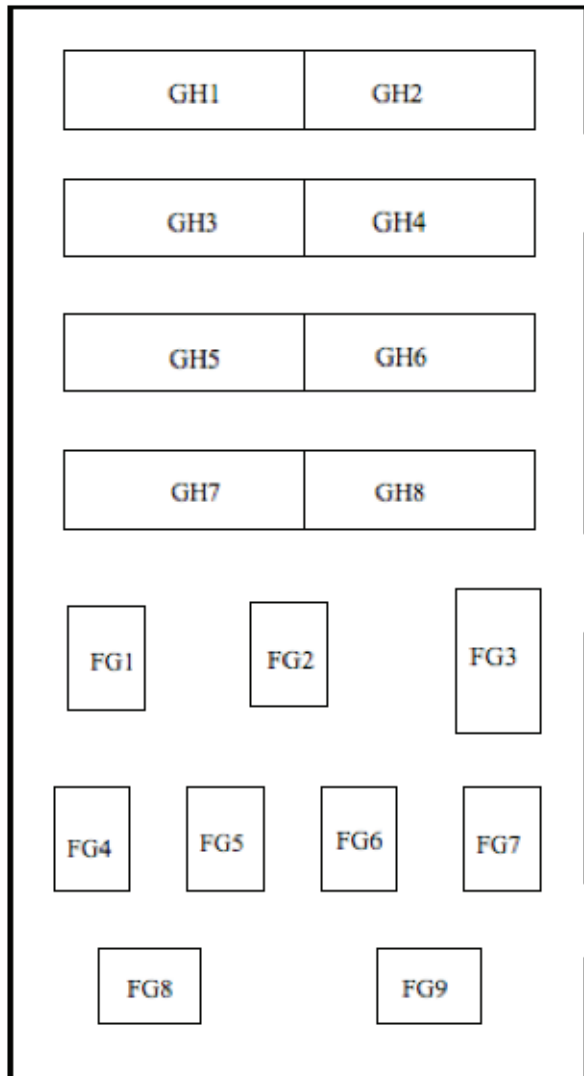


BlackDiamondGames



Miniatures Games

Salons F G H



FANTASY

SESSION P FRIDAY

P64 In The Shadow of Dol Guldur

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

System: Lord of the Rings; 6 players

GM: Wyn Robertson

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The Elven forces are trying to break through hordes of Orcs (with some meaner stuff thrown in) in order to attack the Necromancer.

SESSION 5

SUNDAY

DROP IN From Dusk 'til Dawn

Sunday 11 AM in Salon 2 for 4 hours; ends in Session 6

System: MageKnight Dungeons (1.0); 4 players

GM: William Dash

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

You make camp for the night while coming home from your latest adventure. You've heard tales about monsters roaming this area after dark. Post a lookout and keep your sword handy...

SESSION 6

662 Seas of Agaptus

Sunday 2 PM in Salon FG Table 1-2 for 4 hours; ends Session 6

System: Shieldbash; 6 players

GM: C. Andrew Walters

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

The Elvorix, Vidaar, Ki-kak, Jaarl, and the dreaded Kuld struggle in desperate ship-to-ship fighting in the War of Ashes! Come help with the bashing!

HISTORICAL

SESSION P

FRIDAY

P61 OPERATION DAWN REMOVAL - AFGHANISTAN 2007

Friday 2 PM in Hall Table 5 for 4 hours; ends in Session P

System: Spectre Operations: Modern Warfare (V.2); 6 players

Power Level: mainstream

GM: Matt Hilzendrager

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Players can either command a small unit of NAVY SEAL, BRIT SBS, or Taliban in a modern small arms firefight. Fun, play as you learn 28mm modern warfare skirmish.

P67 WW II Air Combat: Get Eisenhower!

Friday 5 PM in Salon FG Table 5-7 for 6 hours; ends in Session 1

System: Sky's The Limit!; 6 players

GM: Chuck Staedler

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Feb 1945: Eisenhower flies to confer with Zhukov. Allied fighters fly escort in a multi-national show of force. Can the Luftwaffe's latest fighters, including jet and rocket interceptors, shoot him down?



SESSION 2 SATURDAY

261 Battle of Waterloo - 1815

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

System: Empires at War (v.1.8); 16 players

GM: James White

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Waterloo was one of the most iconic battles in history. This is a massive 28mm game with roughly 4,000 models presented on a massive table representing the historically accurate battlefield.

268 Loubino 1812

Saturday 11 AM in Salon FG Table 4-6 for 8 hours; ends in Session 4

System: Napoleon's Battles (2nd); 4 players

GM: David Moody

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Loubino 1812—After the battle of Smolensk, French troops under Ney and Murat try to cut off retreating Russians.

SESSION 3

361 World War II Dogfights

Saturday Noon in Salon GH Table 7-8 & Salon FG Table 1 for 8 hours; ends in Session 4

System: Sky's The Limit!; 8 players

GM: Chuck Staedler

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Two 3-hour dogfight scenarios featuring classic fighters. Fly a two-plane element, use your fighter's unique characteristics, employ sound tactics, and shoot down the enemy. So strap in and happy hunting!

SESSION 5 SUNDAY

565 Team Yankee: Battle of Rinteln

Sunday 10 AM in Hall Table 3-4 for 8 hours; ends in Session 6

System: Flames of War (Team Yankee); 6 players

Power Level: 250 pts per side

GM: Clive Henrick

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Please come and join us for a massive 200 to 300 point per side battle with the forces of the Warsaw Pact attacking the city of Rinteln while NATO forces rush to its defense.

SESSION 6

661 OPERATION DAWN REMOVAL - AFGHANISTAN 2007

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

System: Spectre Operations: Modern Warfare (V.2); 6 players

Power Level: mainstream

GM: Matt Hilzendrager

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Players can either command a small unit of NAVY SEAL, BRIT SBS, or Taliban in a modern small arms firefight. Fun, play as you learn 28mm modern warfare skirmish.

SESSION 7

761 Dog Fight over the Front

Sunday 6 PM in Hall Table 2 for 4 hours; ends in Session 7

System: Wings of Glory; 10 players

GM: George Gardea

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

Wings of Glory is a WWI fighter game. You will fly your plane against the enemy and try to achieve different objectives over the front lines of France.

MIXED GENRE

SESSION P FRIDAY

P65 Gunfighters of Gehenna Gap

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

System: Dracula's America, Shadows of the West (1st); 6 players

Power Level: Posses provided

GM: Ed Allen

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

The six factions of Dracula's America fight to control the dusty streets of Gehenna Gap. Dracula's America, Shadows of the West is Osprey's new Old West/Gothic Horror skirmish wargame.

P66 WAAAAAGHs roll down hill

Friday 2 PM in Salon FG Table 8-9 for 4 hours; ends Session P

System: Through the Breech; 10 players

Variations: No 360° blast markers, alternate attack craft

GM: Jeff Yin

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

The ork warlord Grogface leads his WAAAAAGH across the stars. A ramshackle alliance of Imperial and Eldar ships are all that stand in the way.

SESSION 5 SUNDAY

561 Artificium Venari

Sunday 10 AM in Salon GH Table 3-4 for 8 hours; ends in Session 6

System: Warhammer 40K (7th); 8 players

Variations: minor house rules

Power Level: 1500 pts

GM: Raymond Metzger

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Miniatures may be provided by GM

Fight on a forgotten planet for control of a long-lost artifact.

Please bring own miniatures but, if a beginner, GM can provide.

568 Battle of Biscay Bay

Sunday 11 AM in Salon GH Table 1-2 for 8 hours; ends in Session 7

System: Home Grown Naval Miniatures Rules; 8 players

GM: Lester Kawamoto & Harold Andrews

Rules Knowledge: Beginners welcome

Game Content: Family

All miniatures provided by GM

Germany to intercept Great Britain's VIP travel to Gibraltar.

SCIENCE FICTION

SESSION P

FRIDAY

P62 Friends, OGRES, Countrymen!

Friday 2 PM in Salon GH Table 8 for 6 hours; ends in Session 1

System: OGRE Miniatures (1st); 6 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.

P63 Spacer Bill Ugnuck's Demolition Derby

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

System: Full Thrust (MFT, FB1 & FB2); 6 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 a mothballed military grade ship? Then bring it to Spacer Bill Ugnuck's Demolition Derby. Work hard, play harder, and race till you die.

SESSION 2

SATURDAY

263 Battle for Monolith

Saturday 9 AM in Hall Table 5 for 4 hours; ends in Session 3

System: StarCruiser 2300AD (1st); 8 players

Variations: Modified house rules

GM: William Butler

Rules Knowledge: Beginners welcome

Game Content: Family

All miniatures provided by GM

Federation star ships defend Monolith system from attacking Domain fleet.

264 Bug Hunt

Saturday 10 AM in Salon GH Table 5-6 for 6 hours; ends in Session 3

System: Starguard (7th); 6 players

Power Level: Average

GM: Bill Kurtz

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

A classic Starguard scenario. SG versus Bugs.

265 Relic Knights

Saturday 10 AM in Hall Table 7 for 4 hours; ends in Session 3

System: Relic Knights (2nd); 4 players

GM: Kasi Jammeh

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

The Darkspace Calamity engulfs the universe. It devours galaxies whole, their lights extinguished one by one. A single galaxy remains, desperately staving off extinction through the might of its heroes.

266 Assault on Phoenix Shipyard

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

System: Full Thrust (MFT, FB1 & FB2); 6 players

Variations: Cinematic Movement

GM: Dennis Seiffert

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

After battling the NSL, the surviving ESU fleet escapes for repairs. The NSL have seized vital information: the location of their shipyards and design of a experimental ship there.

267 Extreme Marine

Saturday 11 AM in Salon FG Table 2-3 for 6 hours; ends in Session 3

System: Extreme Marine (1st); 8 players

GM: Joel Clark

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

In a post-apocalyptic world of sewage and sea level rise, join us for a game of Water World/Mad Max inspired ship-to-ship combat.

SESSION 3

363 Milk Run to Boonville

Saturday 3 PM in Hall Table 7 for 8 hours; ends in Session 4

System: Car Wars Classic (Deluxe); 8 players

Power Level: \$130K total for group, \$20-25k max per car

GM: Andreas Metzger

Rules Knowledge: Useful

Game Content: Mainstream

Miniatures may be provided by GM

Boonville needs medical supplies urgently. Quick two-day milk run should be an easy chance to pick up cash. A trip down some isolated roads - what could go wrong?

SESSION 4

461 Car Wars!

Saturday 6 PM in Salon FG Table 7-9 for 4 hours; ends in Session 4

System: Car Wars Classic; 6 players

Power Level: Division 10

GM: C. Andrew Walters

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

It's Saturday night at the arena, choose a car and let the mayhem commence. Prizes and giveaways from SJ Games!

SESSION 5

SUNDAY

560 Mech Dropships on the Horizon

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

System: Battletech (Star League Tech); 8 players

GM: Samuel Horton

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Davion has landed on a Kurita world to take back control. Year 3040 timeline. 8 mechs vs 8 mechs will battle it out.

562 Infinity Tournament - Season 9 ITS Direct Action Tournament

Sunday 10 AM in Salon GH Table 3-4 for 8 hours; ends in Session 7

System: Infinity (N3); 8 players

Power Level: 300 pts/mid-tier

GM: Joseph T. Yull

Rules Knowledge: Expected

Game Content: Very Complex

Players provide their own miniatures

3-round ITS Season 9 tournament for the Infinity miniatures game by Corvus Belli. Direct Action missions. See Convention website www.dundracon.com for specifics.

563 Covert Op: The Mine in the Desert

Sunday 10 AM in Hall Table 8 for 6 hours; ends in Session 6

System: Stargrunt II/Traveller; 7 players

GM: Glenn M. Goffin

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Imperial special forces mission on a Zhodani-occupied world. Psionics, robots, and stranger things – and so much combat that this Traveller game has to be on a Hall table.

564 1st attack of the 1st Succession War

Sunday 10 AM in Hall Table 6 for 8 hours; ends in Session 6

System: Battletech (4th); 8 players

Variations: home

GM: Nathan Kajikuri

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Opening shots of the war, with House Kurita attacking House Steiner. On the world of Bolan.



566 Aturi Cluster: Retribution

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

System: X-Wing Miniatures (HOTAC); 6 players

Power Level: PS 9

GM: Dovi Anderson

Rules Knowledge: Expected

Game Content: Mainstream

All miniatures provided by GM

Co-op X-wing! The Empire has dispatched the Imperial Star Destroyer RETRIBUTION to annihilate your recently uncovered rebel outpost. Can you disable the bridge in time to allow for the evacuation?

567 Battle of Hoebos VI

Sunday 11 AM in Salon FG Table 4-6 for 8 hours; ends in Session 7

System: Federation Commander (1st); 8 players

GM: David Moody

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The Battle of Hoebos VII, a key battle of the General War, pitting Federation and Klingon forces fighting for control of a key system.

SESSION 8

MONDAY

861 Battles on Hoth Playtest

Monday 11 AM in Salon FG Table 1-6 for 4 hours; ends in Session 8

System: Memoir '44; 6 players

Variations: SW-44

GM: Gregory Wong

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All miniatures provided by GM

Three separate 2-player games will be run in parallel using SW-44, a Star Wars themed variant of Memoir '44. This is a playtest, so games may not be balanced.



Other Games

SESSION P FRIDAY

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.

SESSION 2 SATURDAY

281 This Cruise Liner Is Ready to Explode!

Saturday 10 AM in 379 for 8 hours; ends in Session 3
System: Battlestations (2nd); 6 players
Power Level: 1st
GM: Gregory Frank
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
A space passenger liner has been hijacked by terrorists with a list of demands. You and your team are being sent to negotiate and bring the passengers back safely. An RPG with board game elements.

SESSION 5 SUNDAY

DROP IN Kids Game Day

Saturday 10 AM in Salon 2 for 4 hours; ends in Session 3
System: multiple games; 4 players
GM: William Dash
Rules Knowledge: Beginners welcome
Game Content: Family
All materials provided by GM
Seven fun and easy board games for young players. As always, prizes for winners. See DDC website for full descriptions. Come on by the Kids Room and let's play!

SESSION 6

681 Goliath Starbase

Sunday 4 PM in 164 for 8 hours; ends in Session 7
System: Battlestations (2nd); 7 players
GM: Jonah Johnson
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters may be provided by GM
The war has not been going well for the UREF. There is a chance to end the war, if your crew can take out a starbase in the Casedy sector. RPG with board game elements.

Role-Playing Games

By the Basics:

Introductory Role-Playing Games at DunDraCon

Brand new to role-playing games (RPGs) at conventions? Want to try out an RPG title you have not played before? Or do you just want to get into a low-powered, relatively short RPG with a veteran GM and a smaller roster of players? Sign up for (or even drop into) any of our **By the Basics** 4-hour, 5-player games. They are intended to be accessible to beginners, but they are original, hand-crafted adventures, run by the GMs who wrote or adapted them.

This is not organized play (though we do have organized play scenarios at DunDraCon); there are no ratings, standardized scripts, or dealing with character registration. Every **By the Basics** game is scheduled into a private room; it is simply a shorter, more intimate variety of independently crafted RPGs, much like the thousands of RPGs that DunDraCon has scheduled over the years.

This year, we have **By the Basics** games using three major systems: Dungeons & Dragons 5th Edition (12 games), the new Starfinder game by Paizo (1 game), and FATE Accelerated (3 games).

By the Basics games have been popular the last couple of years, and are great for new players and long-time role-players alike. Check the index by title to see which games are part of the event schedule.

SESSION P FRIDAY

P01 The Place Where You Die

Friday Noon in Salon H for 10 hours; ends in Session 1
System: Pathfinder (No earlier eds.); 6 players
Variations: No custom races/guns/pets/summoners
Power Level: 16th 25pt buy, 315k gp.
GM: Jason Carpenter
Rules Knowledge: Expected
Game Content: Mature Themes
Characters may be provided by GM
You specialize in fighting very big things, which you did last night. Today it continues, and your gut tells you it may be your last day. Fight hard, die well.

P02 Will You Save Dark Seraph?

Friday Noon in 143 for 8 hours; ends in Session 1
System: Hero 5th. ed. (Champions) (w/some 4th); 6 players
Variations: Only 2 levels 'Find Weakness' on 1 target
Power Level: 80 Active Pt powers; no cosmic power pools
GM: Jim Puder
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Black Paladin has stolen Dark Seraph's crown. He seeks five mystic artifacts to awaken Krim. Can you stop him? Will you return the crown to Dark Seraph before he dies?



P03 Ghosts of Hosnian Prime

Friday Noon in 145 for 8 hours; ends in Session 1
System: Star Wars (Force & Destiny); 6 players
Power Level: 600-800 xp Jedi
GM: Walter Manbeck
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Rebalance the Force after the destruction of the Republic capital. Enter the maelstrom at the heart of the system to battle the dark side terrors about to ravage the galaxy.

P04 Desperation to the Plight

Friday Noon in 147 for 8 hours; ends in Session 1
System: Werewolf the Apocalypse (20th Anniversary); 8 players
Power Level: Fostern-Adren
GM: Liz Ruifrok
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
One night in Golden Gate Park is usually enough to last a lifetime for some people. For the Garou, however, it tends to be deadly serious.

P05 Time to Relax

Friday Noon in 149 for 8 hours; ends in Session 1
System: Eclipse Phase (2nd); 6 players
Power Level: standard
GM: Jimmy Caadium
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Before 'The Fall,' disease was nonexistent, poverty gone, and death eliminated. Now, ten years later, you count yourself lucky to struggle on a partially terraformed Mars. At least you exist.

P06 Omens of the Sybil: A Light in the Dark

Friday Noon in 151 for 6 hours; ends in Session P
System: Dungeon World; 6 players
Power Level: Low
GM: John Lewis
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Paladins of the Knights Radiant must not find the lost Codex Necrotis! You are an Omen, a skilled agent of the mysterious Sybil, tasked with reweaving the threads of destiny!

P07 The Great Alpha Complex Bake-Off

Friday Noon in 152 for 6 hours; ends in Session P
System: Paranoia; 6 players
Variations: Zap
Power Level: feeble
GM: Vylar Kaftan
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters created for game
The Computer orders you to prepare delicious baked goods for the citizens of Alpha Complex. Failure to grease your pans is treasonous behavior. Troubleshooters must provide their own grease.

P08 Moreaxe's Mercenaries

Friday Noon in 154 for 6 hours; ends in Session P
System: Planet Mercenary (1st); 6 players
GM: Stephen Quanci
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Welcome to the Moreaxe Mercenaries, family owned and operated since the 22nd century! Travel the galaxy, meet interesting people, and kill them! Join the family for money, murder, mayhem!

P09 Shroud for a Cell

Friday Noon in 159 for 6 hours; ends in Session P
System: D20; 6 players
Power Level: High, w/unique superhuman benefit
GM: Brady Hight
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
A handful of paranormal survivors from a shattered modern world, aided by magic, technology, and mysticism, delve into a surreal and perilous exploration of their apocalypse.

P10 The Hills Are Alive

Friday Noon in 160 for 6 hours; ends in Session P
System: All Flesh Must Be Eaten (1st); 6 players
Power Level: Norms
GM: David Weinstein
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
The family that slays together, stays together! However, once the dead wake up and start walking, they might want a little payback. Can you make it off the homestead?

P11 Superheroes Fight the Third Reich Part 1

Friday Noon in 161 for 4 hours; ends in Session P
System: BASH! Basic Action Super Heroes (Ultimate); 6 players
Variations: Awesome Powers supplements are allowed.
Power Level: 30 Char pts (Street Level Heros)
GM: Chris Rutkowski
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters may be provided by GM
1944. A cadre of super-powered recruits undertake a vital mission to destroy a secret Nazi base high in the mountains. The fate of the world may depend upon it.

P12 Deployment to the Tao Dao V - A SEAKOG Production

Friday Noon in 162 for 4 hours; ends in Session P
System: Starfinder; 5 players
GM: Beth Krestoff
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The crew of the Secom received a docket from Intrepid Ventures Industries concerning 'missing personnel' at the Tao Dao V. And you're always ready to make a quick credit.

P13 Undermountain

Friday Noon in 163 for 6 hours; ends in Session P
System: Pathfinder; 6 players
Variations: Core rule book only
Power Level: 4th; 15 pt buy
GM: Ian Maurer
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Beneath the streets of Waterdeep lie the Underhalls of Halaster Blackcloak. Filled with high adventure and peril - where destiny (and treasure) await you, or grisly death deep in Undermountain.

P14 My Little Sister Wants You To Suffer

Friday Noon in 164 for 6 hours; ends in Session P
System: Call of Cthulhu; 6 players
GM: Steven Drouin
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Lost and onboard a doomed spaceship, a disparate group of investigators must try to remember who they are and why they are here...

P15 The Secret of Silver Ford

Friday Noon in 165 for 4 hours; ends in Session P
System: FATE Core (w/Secret of Cats); 6 players
Power Level: Cats w/magical powers
GM: ian Norris
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters created for game
It's the day after Halloween, and something evil is stirring in Silver Ford. Can our feline heroes put an end to the menace before townsfolk start disappearing?

P16 Briarwood Search

Friday Noon in 166 for 4 hours; ends in Session P
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
GM: Cindy Spann
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
INTRODUCTORY scenario based on The Fey Sisters' Fate for those brand new to D&D and role-playing games. Game will demonstrate skills, combat, and play styles. Characters provided

P29 MEGABALL

Friday 1 PM in 608 for 4 hours; ends in Session P
System: Paranoia (That's privileged information, citizen, outside your clearance.); 6 players
GM: Thom Hall
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Gambling is strictly prohibited in Alpha Complex, but MEGABALL is not gambling, it's simply a means for citizens to enjoy a game of chance while supporting critical infrastructure...

P17 Baby Sitting for Mutants

Friday 2 PM in 334 for 6 hours; ends in Session 1
System: Hero 5th. ed. (Champions); 6 players
Power Level: 10D6 Avg
GM: Callie Goukler

Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters may be provided by GM
Our heroes have been shrunk to six inches tall and then thrown to the mutant toddlers of Super Villains; can they get to the shrink ray across the house and change back?

P18 One Last Job

Friday 2 PM in 338 for 4 hours; ends in Session P
System: Firefly RPG; 6 players
GM: Harold Ogle
Rules Knowledge: Beginners welcome
Game Content: Family
All characters provided by GM
The crew of the Defiant Cadillac figure that, if they can just finish this last job, they'll have enough cash to buy off their loan and finally own their ship.

P19 Eaves of Mirkwood (Adventures in Middle Earth)

Friday 2 PM in 374 for 4 hours; ends in Session P
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
Power Level: 2nd
GM: Randy White
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The dragon Smaug is dead, slain by Bard the Bowman, now King of Dale. Now is a time of great exploration and discovery, a time to sally forth for adventure!

P20 Legend of the 7 Ninjas

Friday 2 PM in 376 for 10 hours; ends in Session 1
System: Pathfinder (Paizo only); 6 players
Variations: No pets/guns/mounts/summoners
Power Level: 10th (5 EL min as ninja); 25pt buy
GM: Todd Westerlund
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
We have heard the tale of the 7 Samurai and the 13 Assassins, but have you heard the legend of the 7 Ninjas?

P21 Fortunado's Tower

Friday 2 PM in 377 for 4 hours; ends in Session P
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
Power Level: 5th
GM: Mario Cole
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The Great Wizard Fortunado has passed of extreme old age. When his heir comes to claim the wizard tower, only one thing stands in his way - the apprentice Alphie.

P22 Bad Water

Friday 2 PM in 379 for 8 hours; ends in Session 1
System: Dungeons & Dragons 5.0; 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.

P23 Sumer Prime

Friday 2 PM in 381 for 8 hours; ends in Session 1
System: Dungeons & Dragons 5.0; 6 players
Variations: Some optional/variant rules from official books
Power Level: 6th
GM: Dylan Blair
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Rolling plains at the frontier of civilization, monsters and villains outnumber friends and allies, and evil gods eat the souls of mortals. How did you end up in this forsaken place?

P24 At the Heart of Evil

Friday 4 PM in 161 for 6 hours; ends in Session 1
System: Pathfinder (Core Rules); 6 players
Variations: Advanced Players Guide
Power Level: 6th-8th
GM: David Dernier
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Come to the aid of the Order of the Sanguine Star. The Town of Kelen is no longer safe. Discover what is at the heart of this new Evil.

P25 Once More unto the Breach

Friday 4 PM in 162 for 8 hours; ends in Session 1
System: Dragon Age; 8 players
Power Level: 6th
GM: Chris Muoio
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The Breach closed. Corypheus has fled. But a plot brews to cause ruin and death. You've been selected for a mission determining the fate of both Inquisition and Herald of Anstraste.

P26 Psychoneira: From Madness into the World

Friday 4 PM in 165 for 8 hours; ends in Session 1
System: Cypher: The Strange; 5 players
Power Level: Starting
GM: Pól Stafford
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Residents of the Psychoneira Institute are confronted by a world-bending choice between reality and salvation.

P27 San Fransokyo G.I.A.N.T.S.

Friday 4 PM in 166 for 4 hours; ends in Session 1
System: Fate Accelerated; 5 players
GM: Jim Gettman
Rules Knowledge: Beginners welcome
Game Content: Family
All characters provided by GM
The Genetically Integrated Android Neural Transfer System was created in 2020. You grew up with a living alter ego, and a secret mission to save San Fransokyo. It's 2033; Fukushima horrors are spawning.



P28 It Wasn't What We Thought Part 2

Friday 4 PM in 168 for 8 hours; ends in Session 1
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
What's on the Agents' encrypted data pad? Why were the Alliance bioweapons teenagers in cryogenic chambers? How does this relate to Miranda and 'The Signal'? Find out in Part 2...

SESSION 1

101 League of Nicholas Cages: Trailer Park Shark Attack

Friday 6 PM in 151 for 6 hours; ends in Session 1
System: Savage Worlds; 7 players
Variations: Lose your \$#!%' setting rule
GM: Todd Evans
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
The flood waters are rising in the Red Rock West trailer park. Find the National Treasure and escape before the sharks get you. One more thing.... Everyone plays as Nicholas Cage.

102 Sky Pirates of Theah

Friday 6 PM in 152 for 6 hours; ends in Session 1
System: 7th Sea (1st); 6 players
Variations: Heavily modified to allow for airship combat
Power Level: moderate
GM: Wayne Ogle
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
As gentleman pirates of Theah, harassing Montaignean shipping is all in a day's work. The Compte de Grasse has other plans. Who will prevail in the skies over Theah?

103 Reverberations

Friday 6 PM in 154 for 6 hours; ends in Session 1
System: Delta Green (Arc Dream Publishing); 6 players
GM: Steven Kaye
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
A Nineties drug called Reverb is back on the streets. Now, its users and dealers have started vanishing. The Agents must identify and stop the source of the unnatural drug.

104 Aren't You Dead Yet?

Friday 6 PM in 159 for 6 hours; ends in Session 1
System: Dungeons & Dragons 5.0; 6 players
Variations: Core Books only, non-evil
Power Level: 7th
GM: Jeff Boles
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
It started out to be such a good day. You chased the Evil Priest to these ruins. You had him cornered. Then, things went sideways. It's a race against time. Active ROLEPLAYING.

105 MonsterHearts: The Academy

Friday 6 PM in 160 for 6 hours; ends in Session 1
System: Monster Hearts (2nd); 5 players
GM: June Garcia
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
Characters created for game
You are teenage monsters at the oldest boarding school in North America.

106 Night of the Walking Wet

Friday 6 PM in 163 for 8 hours; ends in Session 1
System: Dungeons & Dragons (hybrid) (see web desc.); 6 players
Variations: d6 'party' initiative, various homebrew rolls
Power Level: 5th
GM: Matt Morrison
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Scum Swamp is desolate, unmolested by annoying villagers and pillaging heroic types. Since the appearance of 'Sky God's Footprint,' it has gone from lonely outpost to foreboding place of evil...

107 Skein of the Blackbone Bride

Friday 6 PM in 164 for 6 hours; ends in Session 1
System: Numenera (Cypher System) (1st); 6 players
Power Level: 1st tier
GM: Matt Steele
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Clever Mercenaries, the Slying Seskiis travel into the Black Riage mountains to bring home a patron's deceased daughter. Almost beneath your skills, but perhaps there's more to this commission?

108 The Curse of the Statuettes

Friday 6 PM in 334 for 4 hours; ends in Session 1
System: My Little Pony (1st); 6 players
Power Level: 1st
GM: Kasi Jammeh
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
All over Equestria, ponies are turning into figurine versions of themselves. It's up to you to travel to distant lands, overcome terrifying danger and save Equestria, neigh, the world!

109 Disturbance in the Force

Friday 6 PM in 338 for 6 hours; ends in Session 1
System: Star Wars (Edge of the Empire/FFG); 7 players
Variations: Some AoR, too
Power Level: ~100XP
GM: Jon Wilson
Rules Knowledge: Beginners welcome
Game Content: Family
All characters provided by GM
You're scraping by in a Galaxy run by madmen. The Hutt doesn't hire fools — what's that in the smoke? Is this a chink in the Empire's armor?

110 Hell Follows

Friday 6 PM in 374 for 8 hours; ends in Session 1
System: 13th Age; 8 players
Power Level: 4th
GM: Joe O'Neil
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
A fanatical crusade has nearly conquered your home. But when 'heaven' is against you, hell follows...13th Age combines D&D with a strong role-playing mechanic; each character is unique.

111 X Marques the Spot

Friday 6 PM in 377 for 8 hours; ends in Session 1
System: Call of Cthulhu (7th); 6 players
Variations: 1820's
Power Level: Minimal Mythos Exposure
GM: Leon C Glover III
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Letters of marque granted to dislodge the Danes, establish a permanent trading post with a deep-water harbor, survey local spices, and secure access to local spice production.

112 Waking Up in Deadwood

Friday 6 PM in 378 for 8 hours; ends in Session 1
System: Home Brew Zombie Apocalypse (Current); 6 players
GM: Jeff Rogers
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Waking up in the town of Deadwood, how did we get here, and why are the doors chained from the inside? Things are not as they should be...

113 Experimental Forks Aren't People

Friday 6 PM in Salon C for 6 hours; ends in Session 1
System: FATE Core; 8 players
Variations: Transhumanity's Fate
GM: Samuel Silbory
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The last thing you remember is having your brain backed up. You're revived in a strange body on an unknown space station. Has this experiment ever had an ethics review?

114 Buster Wonder Who Wash the Lion

Friday 7 PM in 608 for 6 hours; ends in Session 1
System: Compleat Arduin (Editor's Cut); 5 players
Variations: All the stuff. All of it.
Power Level: This is Arduin. It won't matter.
GM: Mark Schynert
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Operating the untested nuclear laser, the man who can, the doctor, always pays his debts, a leaf on the wind, they are. Or more precisely, you are.

115 The Esoteric Order of Dagon vs I.L.W.U., Local 22

Friday 7 PM in 508 for 6 hours; ends in Session 1
System: Nemesis; 6 players
Variations: Innsmouth, 1925
Power Level: Regular hardworking Janes & Joes
GM: Jack Young
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
The tides are right!! Tonight, after countless botched attempts, the Order will ascend their dread fishy lord from the cold Atlantic depths. What could possibly thwart their carefully prepared rituals?!

116 Wickedness Abound

Friday 8 PM in 145 for 8 hours; ends in Session 1
System: Dungeons & Dragons 3.0/3.5; 8 players
Variations: mostly 3.5; some 3.0
Power Level: 18th; 160k xp; 500K GP
GM: Chris Bruno
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
Something is stirring in the town of Delosa, and the aid of the most powerful adventurers in the land seems to be needed.

118 Archives of the Sky

Friday 8 PM in 149 for 4 hours; ends in Session 1
System: Archives of the Sky; 5 players
GM: Aaron A. Reed
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters created for game
Immortal galactic wanderers a million years in the future face epic dilemmas that put their long-held values into conflict. Galaxy and characters created in play. Storytelling-focused.

119 The Perilous Paranormal Predicament of Petey Penguin

Friday 8 PM in Tri Valley 2 for 4 hours; ends in Session 1
System: TOON (Deluxe); 10 players
Variations: Maybe
Power Level: Wacky
GM: Doc Cross
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Once again, Petey Penguin has been split into a bunch of versions of himself. Will he be able to find the secret to reunification in a haunted house?

120 Buzzkill

Friday 8 PM in 166 for 8 hours; ends in Session 1
System: Shadowrun (4th); 6 players
Power Level: beginner
GM: Joel P. Bisby
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Corp wars and branding mean everything. Y'all get to decide who stays on top chummer if you got guts. Oh, and there might be an extraction, no big deal.

121 Wonderguy and Ultrawoman Go On a Date

Friday 8 PM in 334 for 4 hours; ends in Session 1
System: Gadgets Are Great! (1st); 6 players
Variations: Superhero
Power Level: variable
GM: Tom Rafalski
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Dinner, dancing, and...dodging bullets? 2 play the dating superheroes, 4 play Cupid Concierges tasked with keeping 'distractions' to a minimum.

122 Zombie Cthulhu--Reboot!

Friday 8 PM in 143 for 6 hours; ends in Session 1
System: Pulp Adventure (2nd); 6 players
Variations: Cthulhu Pulp
Power Level: Noir
GM: Jeff A. Hatch
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
There was a disturbance in Boston a while back. Then strange things began to happen in Arkham. Now the whole town is either dead or evacuated. What will you do?

SESSION 2

SATURDAY

201 Briarwood Search

Saturday 8 AM in 143 for 4 hours; ends in Session 2
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
GM: Cindy Spann
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
INTRODUCTORY scenario based on The Fey Sisters' Fate for those brand-new to D&D and role-playing games. Game will demonstrate skills, combat, and play styles. Characters provided.

202 It's My Party, and I'll Die if I Want to

Saturday 8 AM in 145 for 6 hours; ends in Session 3
System: 7th Sea (2nd); 6 players
Variations: Modified for a Space Opera setting
Power Level: Experienced
GM: Larry Lynch-Freshner
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Swash-buckling space opera! It's Queen Persephone's 20th Birthday! And with a cease-fire in place, even the Orion crown prince is invited!

203 Crashing a Harvest Festival Kobold Style

Saturday 8 AM in 147 for 6 hours; ends in Session 3
System: Kobolds Ate My Baby (2nd); 6 players
Power Level: Beginner-You just left the Cave
GM: Clifton Sumrall
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Humans went to a silly Harvest Festival leaving their babies alone. Time to gather the Delicious Treats for King Torg (ALL HAIL KING TORG!!).

204 Been Hurt: A Sporting Adventure for Mostly Bots

Saturday 8 AM in 149 for 4 hours; ends in Session 2

System: Paranoia (XP); 6 players

Power Level: classified

GM: Ian Norris

Rules Knowledge: Beginners welcome

Game Content: Family

All characters provided by GM

Someone has stolen a CLASSIFIED thing of most importance for [RESTRICTED organization]. Retrieving it is crucial for alpha complex. Robot and human troubleshooters, time to go!

205 Call of the Labyrinth

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

System: Monster of the Week; 6 players

GM: Erik Alfin

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

It is a myth; something the old people in some forgotten Midwestern town dimly recall. The labyrinth. Now a child, dead 80 years, has returned with tales of it.

206 Physically Painful Figments of Your Imagination

Saturday 8 AM in 152 for 6 hours; ends in Session 3

System: Homebrew; 6 players

Variations: Uses card drafting & bartering

GM: Joseph Silveira

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters created for game

They said the attackers conjured fighters from thin air with a wave of a staff? Sounds like they had too much to drink... and, speaking of sound, what was that?

207 Power to the Children

Saturday 8 AM in 154 for 6 hours; ends in Session 3

System: Lights Out; 6 players

GM: Heather McDonald

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

All the adults of Applewood have disappeared. However, all the children gained superpowers that enable them to survive the horrors of their changing world.

208 Mythos Trek

Saturday 8 AM in 159 for 10 hours; ends in Session 3

System: Call of Cthulhu (Classic); 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 suddenly finds that it is useful to have knowledge of Colonial American history...?

209 Q-Ship Nostromo

Saturday 8 AM in 160 for 8 hours; ends in Session 3

System: Eclipse Phase (1st); 8 players

GM: Samuel Silbory

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

The CFI has hired the freighter Nostromo to act as bait to flush

out pirates. Surely it's just your run of the mill Carbon Reavers. (Investigation/Combat/Intrigue/Horror)

210 The Dread Forge

Saturday 8 AM in 161 for 8 hours; ends in Session 3

System: Hero pre-5th ed.(Champions) (mostly 4th ed.,w/some 5th); 6 players

Variations: minor

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

GM: David Rakonitz

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

In outer space, the Time Emperor activates an ancient army.

He has crippled the Galactic Guardians. Only the heroes of Earth can stop the coming threat. The galaxy needs you.

211 The Sewers of the Rat Lord

Saturday 8 AM in 162 for 8 hours; ends in Session 3

System: Hackmaster (5th); 6 players

Variations: Core Rules

Power Level: Low (4-5)

GM: Jacob Wright

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Sickness and disease have gripped the city of Bet Seder. Delve into the sewers, to hunt down the source of this insidious plague.

212 Clash of the Titans!

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

System: Pathfinder; 6 players

Power Level: 4th

GM: Geoff Nicholls

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

Why does guarding a caravan guard end up more than you bargained for? Such is the plight of heroes. Epic Fantasy ability scores, PFS class/spell restrictions. Max 6k gold.

213 Big Rig

Saturday 8 AM in 164 for 6 hours; ends in Session 3

System: Genesys (FFG) (1st); 6 players

Variations: Car Wars Skin

Power Level: medium

GM: Sean Schoonmaker

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

What's in the semi-trailer you've been hired to transport? Who will stop at nothing to prevent its delivery? LEGO cars and mini-figures will be used. Fun emphasized!

214 The Street Urchins Try to Survive

Saturday 8 AM in 165 for 6 hours; ends in Session 3

System: Pathfinder; 6 players

Variations: Thieves' World

Power Level: 3rd

GM: Paul Coulter

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A gang of young street urchins tries to survive the streets of Sanctuary, the city of thieves.

215 Up Brown Creek without a Security Clearance

Saturday 8 AM in 166 for 8 hours; ends in Session 3
System: Paranoia; 5 players
Power Level: Dangerous
GM: Brett Lawson
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Wil-O has gone Wonky. Of course you want a mission. For your treason they will give you one. It will be a priority mission written on a golden ticket.

216 Anime Girls Battle Tournament

Saturday 8 AM in 168 for 8 hours; ends in Session 3
System: D20; 10 players
GM: Sparkle Durio
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Choose from 20 Anime girls to fight on your behalf to be the Queen of the Tournament.

217 The Black Razer

Saturday 9 AM in 508 for 8 hours; ends in Session 3
System: Starfinder (1st Core rulebook); 6 players
Variations: 66K credits. No evil alignment
Power Level: 10th
GM: Duane Frederick
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Your ears hurt as you awaken to proximity alert klaxons and emergency lighting. Last thing you remember was the Punk Drive engaging. Just another day on board the Razer.

218 Shadows over New Brighton

Saturday 9 AM in 608 for 8 hours; ends in Session 3
System: Advanced Dungeons & Dragons (2nd); 8 players
Variations: segmented movement
Power Level: 5th-6th
GM: Dwayne Fox
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
War rages across the Flannes, New Brighton defends Greyhawks southern border of Bright desert, Bandits attacking caravans, can you recover the supplies before people starve? Set in World of Greyhawk.

219 Mystery in the Misty Forest

Saturday 10 AM in 338 for 4 hours; ends in Session 3
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
GM: Glenn Boswell
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
With the dying breath of a Elven Ranger, tragedy and mystery confront our heroes. What evil power could assault the realm of the Elves, and how can it be stopped?



220 When the Worm Turns

Saturday 10 AM in 374 for 6 hours; ends in Session 3
System: Pulp Adventure; 6 players
Variations: Victorian Pulp
GM: Joe Parzanese
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
It is 1890-something and the Albion Society is invited to the US for a dedication of the inaugural ride of the Kingsburg Train. But a villain has other ideas.

221 Marion the Fox Swamp

Saturday 10 AM in 376 for 4 hours; ends in Session 3
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
GM: David Wainio
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The halflings of Bogwallow are being harassed by minions of Marion the Fox Swamp. One way or another the attacks must be halted.

222 Justice League: The Cat's Paw - A SEAKOG Production

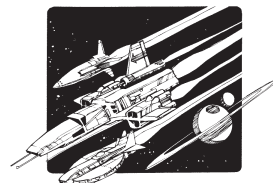
Saturday 10 AM in 377 for 8 hours; ends in Session 3
System: Hero 6th. ed. (Champions); 6 players
GM: Jason Krestoff
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
There's something foul in the state of Tuapse and a call for help goes out. Did someone cry wolf or has the JL grabbed a sleeping tiger by the tail?

223 Sweet Revenge in Footsrest

Saturday 10 AM in 378 for 6 hours; ends in Session 3
System: Dungeons & Dragons 5.0; 6 players
Variations: All magic items require approval by DM
Power Level: 1st-4th [AL Tier 1]
GM: David Lowe-Rogstad
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters may be provided by GM
The village of Footsrest is legendary for their annual pastry festival, but a sinister tale of revenge lies beneath. Are you hero enough to discover the truth and save the village?

224 The Revenge of the Popcorn Girls

Saturday 10 AM in 381 for 6 hours; ends in Session 3
System: Pulp Adventure; 6 players
Variations: Drive-In Pulp
GM: Ben Lopez
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Set to Awesome Mix One and Two, the Popcorn Girls return with a vengeance! Join the Popcorn Girls in a '70s adventure filled with Action, Danger, and Comedy!



SESSION 3

300 The Last Spire

Saturday Noon in 143 for 4 hours; ends in Session 3
System: GURPS (4th); 6 players
Variations: GURPS Prime Directive w/some changes
Power Level: 200-275 pts; -100 pts disadds/quirks
GM: Tom Vallejos
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The U.S.S. Exeter, NCC-1706, is back after three years of decontamination and refurbishing with a new captain and crew. Roleplay in the Star Fleet Universe! Prizes from Steve Jackson Games!

301 It Came Out of the Sky at the Drive-In

Saturday Noon in 149 for 6 hours; ends in Session 3
System: DARE; 6 players
GM: Michael Siverling
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
In 1963, six typical American teenagers went out for a night of fun. Then the strange events began to happen. Events that would shake the world.

302 The Quick and the Undead

Saturday Noon in 334 for 4 hours; ends in Session 3
System: 13th Age (1st); 6 players
Variations: No icons, homebrew setting
GM: Paige Lowe
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The town of Snakebite has a problem: The dead are rising and undertakers keep dying. As the new morticians, figure out what's going on so everyone can rest in peace.

DROP IN The Winged Monkeys of Oz

Saturday Noon in Salon 2 for 4 hours; ends in Session 3
System: Adventures in Oz (1st); 6 players
Variations: beginning
GM: F. Douglas Wall
Rules Knowledge: Beginners welcome
Game Content: Family
All characters provided by GM
Everything is in order for a celebration in the Emerald City. There's not a cloud in the sky...Wait a minute! Is that a flock of birds? No, it's Winged Monkeys!

303 The Enemy Below

Saturday 2 PM in 145 for 8 hours; ends in Session 4
System: Delta Green; 12 players
GM: William Lee & Gil Trevizo
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
1982: A Soviet submarine disappears under mysterious circumstances. It is your mission to discover its secrets. This is a multi-room game of linked parties run simultaneously.

304 The Ruins of Stone Hill - Caladon Falls

Saturday 2 PM in 151 for 4 hours; ends in Session 3
System: Savage Worlds (Deluxe); 8 players
Variations: Suzerain
Power Level: novice
GM: Sarah Lyon
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Adventurers from Milltown village get an offer from a Trader to explore nearby ruins for relics, but what things may lurk in the dark after thousands of years of isolation?

305 Deadlands (Hell on Earth)

Saturday 2 PM in 152 for 6 hours; ends in Session 4
System: Deadlands (Classic); 5 players
Power Level: beginner
GM: John Sampson
Rules Knowledge: Beginners welcome
Game Content: Family
Characters may be provided by GM
The world has been turned into a post-apocalyptic wasteland; the Reckoners walk upon it in the flesh. But all is not lost. The Reckoners in mortal form might be destroyed permanently.

306 Upon Her Silvered Face

Saturday 2 PM in 154 for 6 hours; ends in Session 4
System: Dungeons & Dragons 5.0; 6 players
Power Level: 3rd
GM: Andy Hull
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Pursue a runaway to the haunted cliffs of Ænnim and venture into the mist-shrouded realm of sleepers beneath the sea. What secrets lie amongst the bones of forgotten heroes?

307 GMLESS: It's a Wrap! Noir!

Saturday 2 PM in 164 for 4 hours; ends in Session 3
System: It's a Wrap! (Noir!); 4 players
Variations: 40's Noir Themed
GM: Christopher Allen
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters created for game
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!

308 Ravenloft Castle

Saturday 2 PM in 165 for 10 hours; ends in Session 4
System: Advanced Dungeons & Dragons (1st); 8 players
Variations: OSRIC for smoothing
Power Level: 5th-7th
GM: Trevor Sherman
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
A 100% accurate map of the Ravenloft Castle from the 1983 module. All materials supplied, including hand written character sheets, minis and dice. All experience levels.

309 The Bones of Saint Tarcisius

Saturday 2 PM in 338 for 6 hours; ends in Session 4

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

Variations: A few combat tweaks

Power Level: Medieval mundanes

GM: Jason Frankenfeld

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

The Abbot of Hagenau Monastery has not heard from the village of Walscheid in some time. He asks that you check on the relics of Saint Tarcisius kept there.

310 No Thank You Evil--Take 1

Saturday 2 PM in 376 for 4 hours; ends in Session 3

System: No Thank You Evil (1st); 6 players

GM: Melanie Stark

Rules Knowledge: Beginners welcome

Game Content: Family

All characters provided by GM

No Thank You Evil is a great game for the whole family. If you are new to RPGs, this is a great place to start! Different storyline than Take 2.

320 Goblin Mania

Saturday 4 PM in 374 for 4 hours; ends in Session 4

System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players

Power Level: 3rd

GM: Bob Weidman

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Goblins have been a menace to the markets of Verbobonc. They attack from the sewers under the leadership of the 'Rat-King.' Heroes are needed; is that you?

311 The Keep on the Borderlands 3.5

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

System: Dungeons & Dragons 3.5; 6 players

Variations: optional & house rules

Power Level: 3rd

GM: Daniel Woolery

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Play the Classic Module converted to 3.5. Starting with the Keep and searching for the legendary Caves of Chaos. No Miniatures, No Battle-maps, theater of the mind.

312 Agent, Secret Agent

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

System: [Players Choose]; 7 players

Power Level: Superspy

GM: Tom Rafalski

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A group of elite international super-spies who give their last names first must recover stolen 'stealth' aircraft in 1985. System determined by player vote.

313 The City of Brass

Saturday 4 PM in 161 for 8 hours; ends in Session 4

System: Pathfinder; 5 players

Power Level: 13th + 7 Mythic

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Save the City of Brass by saving the fire plane. Sometimes combat is not the answer, even when evil fights evil.

314 Greyhawk Hero: Hateful Things

Saturday 4 PM in 162 for 8 hours; ends in Session 4

System: Hero 6th. ed. (Fantasy); 6 players

Power Level: 450 pts

GM: Enedino Fernandez

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

81 years ago, the Hateful Wars cleansed the Lortmil Mountains of evil humanoids. Now ghostly lights near the former Hobgoblin city of Grot-Ugrat have prompted the Dwarves to seek aid.

315 Things They Don't Want You to Know

Saturday 4 PM in 163 for 6 hours; ends in Session 4

System: Delta Green; 6 players

GM: Kevin Glazner

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A Cell directs your team to debrief an informant. Investigate the information provided. Resolve any areas of interest to Delta Green. Provide an after-action report to A Cell.

316 GMLESS: It's a Wrap! Noir!

Saturday 4 PM in 164 for 4 hours; ends in Session 4

System: It's a Wrap! (Noir!); 4 players

Variations: 40's Noir Themed

GM: Christopher Allen

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters created for game

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!

317 Escape from Orkridge

Saturday 4 PM in 166 for 8 hours; ends in Session 4

System: Sylvan Storms (preliminary); 6 players

GM: Dennison A. Milenkaya

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Come experience the new high-fantasy sensation Sylvan Storms! If you already know d20, you pretty much have it, but better. Slaves of malicious orks must escape confinement. Will you succeed?

318 The Summer Leaf Tournament

Saturday 4 PM in 168 for 10 hours; ends in Session 4

System: King Arthur Pendragon (5.1); 6 players

Variations: minor

Power Level: Mortal knights & ladies & squires

GM: Shannon McNamara

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

On the surface Camelot is about glory, tournaments, and romance, but underneath it is intrigue, dark passions, and brutality. Enter this world at your own risk. Adult themes.

319 The Oriflamme

Saturday 4 PM in 334 for 8 hours; ends in Session 4

System: Pendragon; 6 players

Variations: Paladin (Charlemagne)

Power Level: Squires

GM: Roderick Robertson

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Knighthood, the dream of every squire. What you have been working towards for the last six years or more. And what better place to be knighted than the Abbey Church of St. Denis, the repository of the holy Oriflamme, by none other than Emperor Charlemagne himself?

321 Mouse Hunting in Lando

Saturday 4 PM in 378 for 8 hours; ends in Session 4

System: Mutant: Year Zero (Hardcover, 2nd printing); 6 players

GM: Jason Unck

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters created for game

In this game, you play as one of The People - heavily mutated humans living in The Ark, an isolated settlement in a sea of chaos. The outside world is unknown, and so is your origin.

322 Superheroes Fight the Third Reich Part 2

Saturday 4 PM in 381 for 4 hours; ends in Session 4

System: BASH! Basic Action Super Heroes (Ultimate); 6 players

Variations: Awesome Powers supplements are allowed.

Power Level: 30 Char pts (Street Level Heros)

GM: Chris Rutkowski

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters may be provided by GM

1944. A cadre of super-powered recruits undertake a vital mission to destroy a secret Nazi base high in the mountains. The fate of the world may depend upon it.

323 The Rod of Skhemet

Saturday 5 PM in 508 for 6 hours; ends in Session 4

System: Mythras ([RQ6]); 8 players

Power Level: beginning

GM: Peter Christian

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Recover the mace of the lion-goddess from its ancient tomb. An old-school dungeon crawl using new-school rules.

324 Gobs o' Trouble!

Saturday 5 PM in 608 for 6 hours; ends in Session 4

System: Adventurers! (A Role Playing Game in Two Pages); 6 players

Variations: Adventurers of Wor

GM: Curtis Lyon

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters created for game

When a chance encounter on the road turns out to have a more nefarious story behind it than first meets the eye, the Adventurers have Gobs o' Trouble!

SESSION 4

401 The Cold Hard Truth

Saturday 6 PM in 149 for 8 hours; ends in Session 4

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

Variations: Modern

GM: Frank A. Figoni

Rules Knowledge: Useful

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?

402 Anwe, the Last Island

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

System: Burning Wheel (Gold); 6 players

Variations: 3 pvp 3; chars advance at midpoint

Power Level: 5 lifepaths

GM: Anton Dovydaitis

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Fleeing the Corruption of Numenor, a ragged fleet arrives at the Last Island before the Undying Lands. Human Prince, Captain, and Traitor versus Elven Queen, Warden, and Martyr.

403 Noble Power

Saturday 6 PM in 159 for 8 hours; ends in Session 4

System: OSRIC (2nd); 8 players

Variations: no evils

Power Level: 1st-3rd

GM: Mark Dailey

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

A young noble, the rightful heir to a small kingdom, needs your help in claiming his throne. Old-school dungeon crawl.

404 One-Eyed Jack

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

System: Serenity RPG; 6 players

GM: Steve Kani

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Zilla Pegunang is the fixer, the wheeler dealer, the man with the plan aboard the CL-54 Distant Shore. Now he is missing. Scattered clues lead to a terrifying place.

405 Thieves of Pebblebrook

Saturday 6 PM in 376 for 4 hours; ends in Session 4

System: Mouse Guard (2nd); 6 players

Power Level: Brave mice fighting & compromising

GM: Ian Norris

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters created for game

Pebblebrook is a town that lies on the outskirts of the Territories, where danger lurks close. When mail runners stop arriving, members of the Mouse Patrol are on the job.

406 Los Campeones de Justicia contra El Circo Diabólico

Saturday 6 PM in 377 for 8 hours; ends in Session 4

System: Hero 5th. ed. (Champions); 6 players

Variations: Luchadores

Power Level: standard

GM: Vernon Putman

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Doctor Devastación is out for revenge. He has enlisted the evil circus, El Circo Diabólico. Can our heroes save Mexico City before the devil's clowns get their hands on it?

407 Under Cover of Plague

Saturday 6 PM in 379 for 8 hours; ends in Session 4

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

San Francisco, 1900. After signs of the Black Plague are found in Chinatown, an entire neighborhood is quarantined. But is it plague, or something more sinister? I'm sure you'll find out.

408 Lost in Space

Saturday 8 PM in 152 for 4 hours; ends in Session 4

System: Traveller (1st); 8 players

GM: Peter Bauer

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Your team wakes up from cold storage! Where are you? Lost in Space!

409 Deep Sleep of Dread

Saturday 8 PM in 154 for 6 hours; ends in Session 4

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

Variations: Modern

GM: Dave Sokolowski

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

A congresswoman has fallen into a coma, perspiring saltwater that covers her body, threatening to kill her. You are the Advocacy: fixers, soldiers, and researchers solving problems in Washington, DC.

410 [Your Security Clearance Is Not High Enough for the Title of This Adventure]

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

System: Paranoia (Kickstarter); 6 players

Power Level: Infrared/Red Clearance

GM: Randall Koutnik

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Congratulations, Infrared Citizen, and welcome to Alpha Complex! Your new job will be \$JOBNOTFOUND, working with the finest \$TEAMNOTFOUND in order to [REDACTED]. Good luck!

411 Jailbreak!

Saturday 8 PM in 164 for 8 hours; ends in Session 4

System: Unknown Armies (3rd); 9 players

GM: Joshua Clark

Rules Knowledge: Beginners welcome

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.

412 Spies Like You

Saturday 8 PM in 338 for 4 hours; ends in Session 4

System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players

GM: Kevin Leung

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Mission Impossible meets D&D. It's your first mission as royal spies, and you will have to be crafty, sneaky, and clever to get through it.

413 The Moon Is a Harsh Master/Mistress

Saturday 8 PM in 374 for 12 hours; ends in Session 4

System: Dungeons & Dragons 3.5; 7 players

Variations: Some house rules

Power Level: 12th

GM: Glenn S. Thain

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

In the Scarred Lands, there is a Moon the Gods have declared verboten. Why is it not acknowledged (and how did it earn the God's disfavor)?

SESSION 5

SUNDAY

501 Harajuku Night

Sunday 8 AM in 143 for 6 hours; ends in Session 6

System: Torg Eternity; 6 players

Power Level: Starting as Ords

GM: Brian E Williams

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

While the world falls apart, six strangers seek safety in Tokyo as they encounter a nightmare of otherworldly proportions.



502 Class President

Sunday 8 AM in 145 for 8 hours; ends in Session 6
System: Hero 6th. ed. (Teen Champions); 6 players
Variations: luck/unluck diff; mini ingame w/school election
Power Level: 9d6, 8 CV, 5 Spd
GM: Don Satow
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Time for class elections! Cyrus Snayle is running for class president and he must be stopped. Can you and your friends prevent Cyrus from running away with the elections?

503 The Lighthouse Is Out

Sunday 8 AM in 147 for 4 hours; ends in Session 5
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
GM: Joel P. Bisby
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Your port town is a rocky foggy place. The lighthouse guarantees trade and food. Now it's out, and the first group never returned. Guess you're next before hunger sets in.

504 Web of Intrigue

Sunday 8 AM in 149 for 6 hours; ends in Session 6
System: Star Trek the RPG (Decipher); 8 players
Variations: Homebrew Rules - influenced by Dread
GM: Andrew Jackson Davis
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The Enterprise is a flying deathtrap rigged by enemy agents. Can the Next Gen officers repel the invaders and solve the mystery of the conspiracy to take over the Federation?

505 Dragon Hunters

Sunday 8 AM in 151 for 8 hours; ends in Session 6
System: Pathfinder; 8 players
Variations: Core Rulebook; lim classes; rapid advance
Power Level: Zero @ start; advance to 2nd
GM: David Gay
Rules Knowledge: Useful
Game Content: Mainstream
Characters created for game
Children fighting dragons, wizards casting healing, mysterious crystals, teleportation, dungeons, rapid level gain -- come experience the beginning of the Dragon Hunters campaign!

506 Which Whey Did It Come From?

Sunday 8 AM in 152 for 8 hours; ends in Session 6
System: Castle Falkenstein; 6 players
Variations: Minor, mostly use of magic
Power Level: Beginning
GM: Michael Blum
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters may be provided by GM
Several large masses of flaming material recently struck England. Thought at first to be meteors, they were actually projectiles -- who is threatening Britain? Can you thwart this menace?

507 Pre-Imminent Paradox: Time of Terror

Sunday 8 AM in 154 for 8 hours; ends in Session 6
System: Doctor Who Adventures In Space And Time; 6 players
GM: Ryan Walton
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
As the Universe slowly collapses, the Doctor(s) and his companions plan for battle. Can they defeat the Dalek Doctor? Find out next episode!

508 A Star over Carleon

Sunday 8 AM in 159 for 6 hours; ends in Session 6
System: 7th Sea (2nd); 6 players
GM: Jay Loucks
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
The Kreuzritter's Knights defend against evil with blade and magic. Sent to Carleon to retrieve a Dracheneisen weapon, how can you ignore her people being slaughtered under a full moon?

509 Dead by Daylight

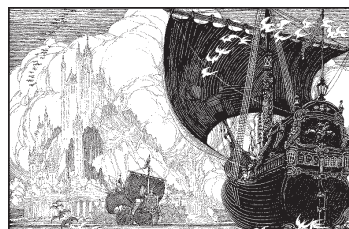
Sunday 8 AM in 160 for 6 hours; ends in Session 6
System: Shadow of the Demon Lord; 5 players
Power Level: Novice & Expert
GM: Joshua White
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
Characters may be provided by GM
Every day might be your last on the edge of the undead-infested Desolation. For one village, today is that day. Can you survive until Martyr's Point comes to your rescue?

510 My Circus, My Monkeys

Sunday 8 AM in 161 for 8 hours; ends in Session 6
System: Feng Shui (2.0); 6 players
GM: Marc Willner
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Bonobo Cholly's Greatest Show Left on Earth travels the blasted world of the Future, trying to spread a little joy. Why do people keep attacking it?

511 Sand Dreams

Sunday 8 AM in 162 for 8 hours; ends in Session 6
System: Dungeons & Dragons 3.5; 6 players
Variations: recent D&D/Pathfinder + Gringold Campaign
Power Level: 9th-12th
GM: Jeff Brain
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
You see the hazy outline of an immense labyrinth of wood, stone, rope and metal bridging the River of Sand. The ship that just, somehow, leapt over it moves inexorably northward.



512 The Future that Never Was: The Terror of the Return of MechaGodzilla

Sunday 8 AM in 163 for 8 hours; ends in Session 6
System: Hero pre-5th ed.(Champions); 6 players
Variations: some 5th ed. Adds
Power Level: 10-14+ DC & appropriate defenses & CVs
GM: Joe Di Lellio
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own characters
The hulk of what was MechaGodzilla collapses into its blackhole generator and you... hear? ... 'Kentaurus is hardly done, Solarians. You will ALL fall before our space science!'

513 Light of the Kaliphate

Sunday 8AM in 165 for 8 hours; ends in Session 6
System: Rolemaster (Classic); 5 Players
Power Level: medium-high
GM Pól Stafford
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by the GM
You helped 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. An encore game from DDC 41; new players only, please.

514 Return to Jick'son- Rank of the Fit Strikes Back

Sunday 8 AM in 164 for 8 hours; ends in Session 6
System: Gamma World (White Wolf D20); 8 players
Variations: Rules are for sissies, just play :D
Power Level: medium
GM: Patrick Hamilton
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Chapter 3- Having survived the swine flu, our adventurers are called to return to Jick'son to protect the medical facility there.

515 Prehistoric: Homo Sapiens vs Dinosaurs

Sunday 8 AM in 166 for 8 hours; ends in Session 6
System: Pathfinder; 6 players
Variations: No reading, writing, alchemy, technology
Power Level: 7th 25pt buy, 23.5k gold. Max Intell = 8
GM: Nick Matyas
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
Come with your prehistoric themed character (8 intelligence max) to save the last of homo sapiens against the tyrannical super intelligent dinosaurs. No reading, writing, alchemy, or technology.

516 The Warrior's Challenge

Sunday 8 AM in 168 for 8 hours; ends in Session 6
System: Tunnels & Trolls (7th); 6 players
Variations: house rules
Power Level: 1st
GM: Gregory Landon
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
After barely escaping from a civil war, you find yourselves passing through a dark jungle. You are captured by a tribe of primitives. Will you survive their Warriors Challenge?

517 Steven Universe: Shattered Hearts

Sunday 10 AM in 334 for 8 hours; ends in Session 6
System: FATE Core; 5 players
Variations: Rules for Fusions
Power Level: Full Functioning Gem Warriors
GM: Michael Garcia
Rules Knowledge: Beginners welcome
Game Content: Family
All characters provided by GM
Steven, Connie, and the Gems are out for summer fun when they are confronted by the mysterious Shattered Hearts, who have a deep connection with the Gems' dark past.

518 Goblin Mania

Sunday 10 AM in 338 for 4 hours; ends in Session 6
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
Power Level: 3rd
GM: Bob Weidman
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Goblins have been a menace to the markets of Verbobonc. They attack from the sewers under the leadership of the Rat King. Heroes are needed; is that you?

519 The War King

Sunday 10 AM in 374 for 4 hours; ends in Session 6
System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players
Power Level: 2nd
GM: Rick Westberry
Rules Knowledge: Beginners welcome
Game Content: Mainstream
Characters may be provided by GM
You've been taken prisoner by the King of Mercia. He needs warriors to fight the armies of Drecklyn. He promises freedom if you help; he has never broken his word.

520 Mystery in the Misty Forest

Sunday 10 AM in 376 for 4 hours; ends in Session 6
System: Dungeons & Dragons 5.0 (Basic Rules Set); 6 players
GM: Glenn Boswell
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
With the dying breath of a Elven Ranger, tragedy and mystery confront our heroes. What evil power could assault the realm of the Elves, and how can it be stopped?

521 The Fungi of Fear!

Sunday 10 AM in 377 for 4 hours; ends in Session 6
System: Pulp Adventure (2nd); 6 players
Variations: Cthulhu Pulp & Drive-in Pulp
Power Level: Cliffhanger
GM: Jeff A. Hatch
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Something is going on at the Morningside Sanitarium. Patients check in, but some are never heard from again, and some mysteriously pass away. A group of old friends must find out.

522 Dr. Quinta's Haunted Estate

Sunday 10 AM in 378 for 8 hours; ends in Session 6

System: Fate Accelerated; 5 players

Variations: Some House Rules & Game Mechanics

Power Level: Heroic

GM: Aaron Clements Gettman

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Estate of the recently deceased Dr. Quinta is full of dangerous Ghosts. A team of investigators has already gone missing, so now it's time for the professionals AKA you!

523 Protect the Royal Family

Sunday 10 AM in 379 for 8 hours; ends in Session 6

System: Dungeons & Dragons 3.0/3.5; 8 players

Power Level: Epic

GM: Earl Ogden

Rules Knowledge: Expected

Game Content: Mainstream

All characters provided by GM

A coup is underway. Can you get the Emperor and his family out alive? Betrayal at all turns. Already the military hunts you and the clerics have fallen.

524 The Soaring Palace of Talmandor

Sunday 10 AM in 381 for 8 hours; ends in Session 6

System: Pathfinder; 5 players

Power Level: 13th + 7 Mythic

GM: Robert Anderson

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Defend the Soaring Palace of Talmandor the Golden before all is lost.

525 Mutant Year Zero - Beyond the Ark

Sunday 10 AM in 608 for 6 hours; ends in Session 6

System: Mutant: Year Zero; 5 players

GM: Charles Picard

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

The Ark gave you everything: safety, food, shelter...but for your People to survive, you have to leave all of that behind and face The Zone.

526 War of the Wing Men

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

System: Traveller (Classic); 8 players

Variations: Slight

GM: Michael Siverling

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

A new chapter in the Stars Like Grains of Wheat adventures.

Based on Poul Anderson's *Trader to the Stars* series.

DROP IN Beyond the Door to Monster Mountain

Sunday 10 AM in Salon 2 for 4 hours; ends in Session 6

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

Power Level: 1st

GM: Thom 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....

SESSION 6

601 The Animals - We Gotta Get Out Of This Place

Sunday Noon in 147 for 8 hours; ends in Session 7

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

Power Level: not enough

GM: Ken Moscardini

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

During the battle of Hué in the Vietnam War, a patrol was sent to scout for a weapons drop. The last message received was 'The Jungle has eyes.' Then nothing.

602 Starship Repo!

Sunday 2 PM in 143 for 4 hours; ends in Session 6

System: GURPS (4th); 6 players

Variations: GURPS Prime Directive w/some changes

Power Level: 200-250 pts; -100 pts disadds/quirks

GM: Tom Vallejos

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

You repossess starships! It's lucrative and fun. What's Next?

Roleplay in the Star Fleet Universe which is based on Classic Star Trek. Prizes are from Steve Jackson Games!

603 Zombies Ate My Baby!

Sunday 2 PM in 149 for 6 hours; ends in Session 7

System: Adventurers! (A Role Playing Game in Two Pages); 6 players

Variations: Adventurers of Wor

GM: Curtis Lyon

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters created for game

When local homesteaders are attacked by flesh-eating monsters, it's up to the Adventurers to put things right. But a Dark God might have different ideas...

604 Humankind's Future Relies on You, and What Help You Can Find

Sunday 2 PM in 159 for 10 hours; ends in Session 7

System: Advanced Dungeons & Dragons (1st); 7 players

Variations: house rules

Power Level: 5th-7th

GM: Les Child

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

We're sending you to humankind's far future to hunt down a rogue necromancer bent on its destruction. You will pick up some special help along the way.

605 A Simple Rescue Mission

Sunday 2 PM in 160 for 10 hours; ends in Session 7

System: Pathfinder; 6 players

Variations: No Occults, No Summoners, 20pt buy, 16k GP

Power Level: 6th

GM: Jason Windham

Rules Knowledge: Expected

Game Content: Mature Themes

Players provide their own characters

Children have gone missing, and you've been asked to find them. Sounds simple enough, but it never seems to work out that way. Maybe it will be different this time?

606 No Thank You Evil--Take 2

Sunday 2 PM in 338 for 4 hours; ends in Session 6

System: No Thank You Evil (1st); 6 players

GM: Melanie Stark

Rules Knowledge: Beginners welcome

Game Content: Family

All characters provided by GM

No Thank You Evil is a great game for the whole family. If you are new to RPGs, this is a great place to start! Different storyline than Take 1.

607 Not Yet Heroes

Sunday 2 PM in 374 for 4 hours; ends in Session 6

System: Dungeons & Dragons 5.0; 6 players

Variations: Level 0 PCs

Power Level: low

GM: Doc Cross

Rules Knowledge: Useful

Game Content: Family

All characters provided by GM

What are Player Characters like before they reach 1st level? How do they learn to fight, cast spells and other stuff? And how do they get their stuff? Come find out!

608 Spies Like You

Sunday 2 PM in 376 for 4 hours; ends in Session 6

System: Dungeons & Dragons 5.0 (Basic Rules Set); 5 players

GM: Kevin Leung

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Mission Impossible meets D&D. It's your first mission as royal spies, and you will have to be crafty, sneaky, and clever to get through it.

609 Eliyid (Part 2)

Sunday 2 PM in 377 for 10 hours; ends in Session 7

System: Exalted (1st); 10 players

GM: Ryan Hulse

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

Continue to save or doom the city for which you fight: You have arrived at the River Stix. Will the players continue to save the city or leave it in ruins?

DROP IN Beyond the Door to Monster Mountain

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

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

Power Level: 1st

GM: Thom 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....

610 Hostages

Sunday 4 PM in 508 for 6 hours; ends in Session 7

System: The Strange (Cypher System) (1st); 6 players

Power Level: 1st tier

GM: Matt Steele

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

An introductory adventure for The Strange. Six bank hostages seek a way out, but their escape leads to unexpected consequences and perilous adventures.

611 Dubai Future vs Zombie Horror

Sunday 4 PM in 608 for 4 hours; ends in Session 7

System: Fate Accelerated; 5 players

GM: Jim Gettman

Rules Knowledge: Beginners welcome

Game Content: Family

All characters provided by GM

Gulf State wealth has fueled life-saving genetics and technology. Your variety of immortal lifestyles is endless. But the zombie apocalypse is spawning chaos. Defend the caliphate; crush the undead.

612 The Cawder Complex

Sunday 4 PM in 145 for 4 hours; ends in Session 7

System: Cypher System; 5 players

Variations: Numenera, The Strange

Power Level: low

GM: Randy White

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

A little sci-fi. A little post-apocalypse. A whole lot of dinosaurs. Welcome to the Cretaceous. Do you have what it takes to survive a world on the brink of extinction?

613 Where the Federation Fears to Tread

Sunday 4 PM in 151 for 6 hours; ends in Session 7

System: Star Trek Adventures; 6 players

GM: Saul Morales

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Arriving at your new post, Narendra Station, in the Shackleton Expanse, you're quickly assigned a new mission. A science probe has malfunctioned and you're sent to fix it.

614 Day One: Invasion

Sunday 4 PM in 152 for 8 hours; ends in Session 7

System: Torg Eternity; 6 players

Power Level: 1st

GM: Terry Bernard

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Six people meet while on a boat trip in the East River near Manhattan when the first maelstrom bridge falls in Queens. Will you be hero enough to survive?



615 The Z-Team Presents: Operation Raid

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

System: Only War (Fantasy Flight); 6 players

Power Level: starting

GM: Tim Cook

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

There is only war. The thin line between order and absolute chaos is the Imperial Guard. Then there's you, trying to make the cut. You got what it takes?

616 It Ain't Over 'til the Fat Lady Sings

Sunday 4 PM in 161 for 8 hours; ends in Session 7

System: Hero 5th. ed. (Pulp); 0 players

Variations: Horror Hero Psychological Effects

Power Level: 200 pts

GM: Chris Muoio

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The brigade finally arrives in Berlin for their employer's singing debut but all manner of dark shadows wait for the inevitable note that will beckon forth the end.....of everything.

617 Planet of Blood

Sunday 4 PM in 162 for 8 hours; ends in Session 7

System: Black Crusade; 8 players

Variations: some Dark Heresy 2nd

Power Level: advanced classes

GM: Daniel Alves

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Sanguinus 4 has been brought into the light of the Imperium.

This cannot stand! A conspiracy has formed to return the world to the embrace of Chaos. You are that conspiracy!

618 Curse of the Labyrinth: Only Time Will Tell

Sunday 4 PM in 163 for 8 hours; ends in Session 7

System: Hero 5th. ed. (Fantasy); 10 players

Power Level: 225 pts

GM: Kourtney Hobart

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

The 13th hour is almost up. Will our heroes make it out alive?

Only time will tell...

619 The Fall of Atlantis

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

System: FATE Core; 6 players

Power Level: Heroes

GM: Shain Edge

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Several heroes tracked down a rising tyrant, the general of the army of the island city-state of Theodoros, and are now in the process of routing his forces with their small band: An unmatched archer of Athens, a mounted myrmidon of Atlantis, the night-skinned Amazon blessed by Nyx, an oracle of Poseidon, a not too careful alchemist, and the captain of the Sea Splitter along with his colorful crew. Putting down an upstart tyrant is just the beginning of their adventure.

620 Bartleby and Ratch's Fantastical Carnival of Shadows

Sunday 4 PM in 166 for 8 hours; ends in Session 7

System: Deadlands Reloaded; 6 players

Power Level: Freaks & Geeks

GM: Greg Brown

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

Bartleby and Ratch's Carnival of Shadows returns to the West from its SOLD OUT tour! Gunslingers! Freaks! Savages! Magic! Miracles! Run away with the circus in this horror-inspired Deadlands hootenanny!

621 No (Heart) for Darkness

Sunday 4 PM in 168 for 4 hours; ends in Session 7

System: Epyllon (1st); 5 players

Power Level: normal

GM: Dan Shimizu

Rules Knowledge: Beginners welcome

Game Content: Family

All characters provided by GM

Play as a clutch of young drakes who must use the power of friendship to save Dragonia from a growing Darkness.

SESSION 7

701 Heroes Needed!

Sunday 6 PM in 143 for 8 hours; ends in Session 7

System: Pathfinder; 6 players

Variations: Paizo only

Power Level: 12th + 1 mythic tier

GM: Jim Carroll

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

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

702 Protect Uncle Lou's Inn!

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

System: Tunnels & Trolls (Deluxe); 6 players

Power Level: starting

GM: Tom Rafalski

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters may be provided by GM

Protect Uncle Lou's Inn! and clean up the loose ends while you're at it...

703 Under Cover of Night...

Sunday 6 PM in 334 for 6 hours; ends in Session 7

System: Cyberpunk 2020; 6 players

GM: Becky Thomas

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Corporate espionage, the spice of modern business. Xoma and Einfachstern Genetik race to perfect a vaccine for PZ1-D4. Xoma hires you to intercept EG medical samples before they get to the spaceport. Simple.

704 Call the Exterminators

Sunday 6 PM in 338 for 4 hours; ends in Session 7

System: The Taint (PLUS); 6 players

GM: Harold Ogle

Rules Knowledge: Beginners welcome

Game Content: Family

All characters provided by GM

'The Taint' is a superhero RPG set in an alternate universe in which a mutant gene is present in most of humanity. So far outbreaks in town have been contained.

705 Where O Where Did My Teela Go?

Sunday 6 PM in 374 for 6 hours; ends in Session 7

System: Dungeons & Dragons 5.0; 6 players

Variations: all current books

Power Level: 8th

GM: David Wainio

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

A teenaged noble is missing. Might be an elopement or could be kidnapping. Four days later the Watch has proved useless. Viscount MacQueen is asking you to find his daughter.

706 Temple of the Frog

Sunday 6 PM in 376 for 6 hours; ends in Session 7

System: Pathfinder; 6 players

Power Level: 10th-14th

GM: John Livingston

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

In **Temple of the Frog**, the player characters must rescue a captive baroness from the evil Temple of the Frog, deep in the Great Dismal Swamp.

708 The Spring Offensive

Sunday 6 PM in 378 for 8 hours; ends in Session 7

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

Variations: Luck & Sanity

Power Level: WWI Soldiers

GM: John Castillo

Rules Knowledge: Beginners welcome

Game Content: Mature Themes

All characters provided by GM

1918: The Americans began arriving in France to engage the German forces, but nothing could have prepared them for the horrors they would face.

709 Crypt of the Everflame

Sunday 6 PM in 379 for 6 hours; ends in Session 7

System: Pathfinder, Core Rules, 6 Players

Power Level: 1st

GM: David Dernier

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

The young heroes of the town of Kassen are ready for their coming-of-age ceremony, an old tradition in which they retrieve a piece of the eternal flame burning in the tomb of the town's founder. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat

a menace that seeks vengeance against Kassen and its people. This is your chance to adventure with fellow gamers. Come enjoy the fun!

710 Deed of Marath

Sunday 6 PM in 381 for 8 hours; ends in Session 7

System: Dungeons & Dragons 5.0; 6 players

Power Level: 8th

GM: Adam Johnson

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

King Gerrick seeks adventurers to help him reclaim the ruined city of Kara'Dun. Find the deed and the King's favor will truly be yours.

711 Mark V is Alive (a Documentary)

Sunday 8 PM in 145 for 4 hours; ends in Session 7

System: Paranoia (White Box); 6 players

Variations: Classified

Power Level: not enough

GM: Ezra Denney

Rules Knowledge: Beginners welcome

Game Content: Mainstream

Characters created for game

You troubleshooters will create a tri-vid of the glorious unveiling of the unstoppable new Comboid Mark V. Capture its majesty cinematically, but don't use all the effects budget.

712 Breaking Badlands Pt. III: Redcloak Revealed!

Sunday 8 PM in 147 for 4 hours; ends in Session 7

System: Hero pre-5th ed.(Champions); 8 players

Variations: Friends of Harry

GM: Greg Haslam

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Harry Dresden's associates track down the mysterious Redcloak and try to stop his machinations involving the ancient Anasazi civilization. Recap of prior games will be provided.

713 Idol Hands

Sunday 8 PM in 149 for 4 hours; ends in Session 7

System: Adventurers! (Mirrorshades); 6 players

Power Level: oXP

GM: Sarah Lyon

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Our Cyberpunk heroes are called upon to make an extraction. However, things get complicated when the characters realize the 'person' they're extracting isn't what they expected.

714 [Your Security Clearance Is Not High Enough for The Title of This Adventure]

Sunday 8 PM in Tri Valley 2 for 4 hours; ends in Session 7

System: Paranoia (Kickstarter); 6 players

Power Level: Infrared/Red Clearance

GM: Randall Koutnik

Rules Knowledge: Beginners welcome

Game Content: Mainstream

All characters provided by GM

Congratulations Infrared Citizen and welcome to Alpha Complex! Your new job will be \$JOBNOTFOUND, working with the finest \$TEAMNOTFOUND in order to [REDACTED]. Good luck!

SESSION 8 MONDAY

801 House of the Rising Sun

Monday 8 AM in 508 for 8 hours; ends in Session 8
System: Changeling: The Dreaming (2nd); 10 players
Variations: Some house rules
GM: Alisha Walton
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
After a near escape in DC, our interracial motley has landed in 1969 New Orleans hoping for a change of luck.

802 The Thing That Only Eats Hippies!

Monday 8 AM in 570 for 8 hours; ends in Session 8
System: Call of Cthulhu (7th); 6 players
GM: Frank A. Figoni
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
It's December 1967 and the Summer of Love is over. Haight-Ashbury just doesn't have the same vibe! What's a group of hippies to do, but join a new commune!

803 For Tal'dorei - The Headless Horse-man

Monday 8 AM in 160 for 8 hours; ends in Session 8
System: Dungeons & Dragons 5.0; 5 players
Variations: Campaign Setting Tal'dorei
Power Level: 9th
GM: Robert Anderson
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Adventurers have been summoned to deal with a Cursed Clan of Skeletal Centaur wandering the forest of the Parchwood Timberlands outside of Whitestone.

804 Exclusion Zone

Monday 8 AM in 161 for 8 hours; ends in Session 8
System: Numenera (Cypher System); 8 players
Variations: homebrew setting
Power Level: low
GM: Gary Fleming
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
It's a dangerous and dirty job no one wants, clearing the undead. Good thing we also have all these dangerous and dirty people no one wants!

805 Be Careful What You Wish For

Monday 8 AM in 162 for 8 hours; ends in Session 8
System: Buffy the Vampire Slayer (Buffy Unisystem); 7 players
Variations: Equiv versions of NonCore Characters available
Power Level: Core Chars Post 4th Season
GM: Ron Correll
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
A new evil has arisen in Sunnydale or, as you know it, just another Tuesday! Come and play as Buffy, Willow, or another of the Scoobies in the Buffy RPG.

806 Avengers Assemble!

Monday 8 AM in 163 for 8 hours; ends in Session 8
System: Marvel Superhero (TSR rules); 6 players
GM: Michael Skeen
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The battle never ends! Play as Iron Man, Thor, Captain America, or other Avengers as you battle the forces of evil with the fate of the Earth hanging in the balance.

807 The Dawning of the Age of Aquarium

Monday 8 AM in 164 for 8 hours; ends in Session 8
System: Hero 5th. ed. (Champions) (Dr. Foxbat's Limited Hardcover); 7 players
Variations: VPPs shot on sight. Comix Code will be enforced, gosh darn it.
Power Level: 8-12DC, 25Def, 7spd max. Low-powered, gents.
GM: B J Goukler
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Something fishy is happening on Aquarius. Dick Dynamo has been kelp-napped, the local urchins have clammed up, and the cods are floundering without porpoise. Can you fathom out D.I.V.E.'s plan?

808 Fate of the Ad-Astra

Monday 8 AM in 165 for 6 hours; ends in Session 8
System: Mega-Traveller; 8 players
Variations: Set outside the 3rd Imperium
Power Level: beginning
GM: David Guon
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
You've booked passage from Gateway Prime to Cresta on Salurian Lines starship, the Ad-Astra. It should be a short and relaxing cruise. The reality will be something quite different.

809 Battle of the Bards

Monday 8 AM in 166 for 8 hours; ends in Session 8
System: Dungeons & Dragons 5.0; 6 players
Power Level: 9th
GM: Lance Meibos
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Dude, you should come to my concert. Iron Angel's putting it on, gonna be a wild party! Best live band on set! A Knights of the 4th Wall Game.

810 Scavenger Hunt

Monday 8 AM in 168 for 8 hours; ends in Session 8
System: Star Wars (Fantasy Flight); 6 players
Variations: some house rules
GM: Karen Dombek
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Astrid Erickson presents: Scavenger Hunt 'You're Jedi, right? So where's your lightsaber, huh? Huh?' This is a scavenger hunt for parts and plans for your own lightsaber.

811 The Riddle of the Moon Gate

Monday 10 AM in 143 for 6 hours; ends in Session 8
System: Savage Worlds; 6 players
GM: Patrick Riley
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
In a lost city of the Inca, hidden away and inaccessible for centuries, a team of archaeologists and explorers encounters wonders, mysteries, and dangers both ancient and modern (for 1951).

812 The Twilight Thespian

Monday 10 AM in 145 for 6 hours; ends in Session 8
System: Golden Sky Stories; 5 players
Variations: The Colors of the Sky
GM: Michael Garcia
Rules Knowledge: Beginners welcome
Game Content: Family
Characters created for game
An ailing actress recalls her long lost muse that inspired her career that lasted for five decades. Will the henge help her reunite with her lost love?

813 Stranger Aeons

Monday 10 AM in 147 for 6 hours; ends in Session 8
System: Call of Cthulhu (7th); 6 players
Variations: AD&D 1st ed (for magic)
GM: Gil Trevizo
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Lovecraft meets Spielberg by way of Gygax with some King and Cronenberg, as 80s kids speak the Unspeakable, escape Men in Black, and roll for THACO.

814 Undermountain

Monday 10 AM in 149 for 6 hours; ends in Session 8
System: Pathfinder; 6 players
Variations: Core rule book only
Power Level: 4th; 15 pt buy
GM: Jude Rowe
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Beneath the streets of Waterdeep lie the Underhalls of Halaster Blackcloak. Filled with high adventure and peril - where destiny (and treasure) await you, or grisly death deep in Undermountain.

815 In the Name of Love

Monday 10 AM in 151 for 6 hours; ends in Session 8
System: Shadow of the Demon Lord; 5 players
Power Level: Expert
GM: Nick White
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Dark fantasy world with d20 mechanics. This is the full experience: role playing, combat, leveling up characters, and more. There will be extra characters.

816 No, Mr. Bond, I expect you to die!

Monday 10 AM in 152 for 4 hours; ends in Session 8
System: Fate Accelerated; 5 players
GM: William Lee
Rules Knowledge: Beginners welcome
Game Content: Mature Themes
All characters provided by GM
Instead of telling 007 his plans for world domination, a villain has simply killed James Bond. Now, it's your job to save the world and look good doing it.

817 A Porcine Proposition

Monday 10 AM in 154 for 6 hours; ends in Session 8
System: Malifaux; 6 players
GM: Jeff Yin
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
Skrannik the Gremlin hires the Fated to help him recover his pig farm, stolen by a mean rival! Malifaux is Wyrld Game's Victorian Steampunk/Horror setting.

818 Mince Pies & Murder

Monday 10 AM in 159 for 6 hours; ends in Session 8
System: 6D6 RPG (1st); 6 players
Power Level: Basic
GM: Danny Idryo
Rules Knowledge: Beginners welcome
Game Content: Mainstream
All characters provided by GM
You are the world's six best detectives, so what's up with this mysterious invitation to spend Christmas with the world's most notorious crime boss? Come well-prepared and you might survive the night!



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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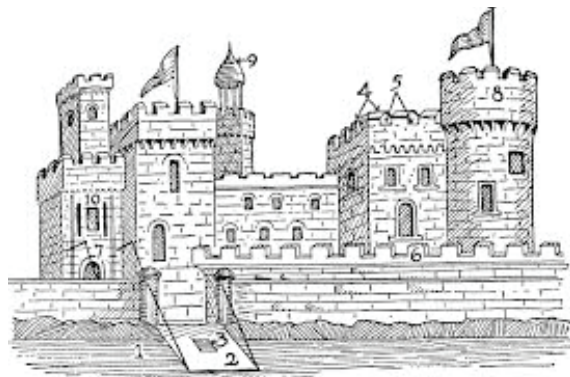
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DunDraCon Games Planner

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Games Reg

Games Results



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Game 1 _____			
Game 2 _____			
Game 3 _____			

<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
Game 1 _____			
Game 2 _____			
Game 3 _____			

<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
Game 1 _____			
Game 2 _____			
Game 3 _____			

<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
Game 1 _____			
Game 2 _____			
Game 3 _____			

<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
Game 1 _____			
Game 2 _____			
Game 3 _____			

<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
Game 1 _____			
Game 2 _____			
Game 3 _____			

<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
Game 1 _____			
Game 2 _____			
Game 3 _____			

<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
Game 1 _____			
Game 2 _____			
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