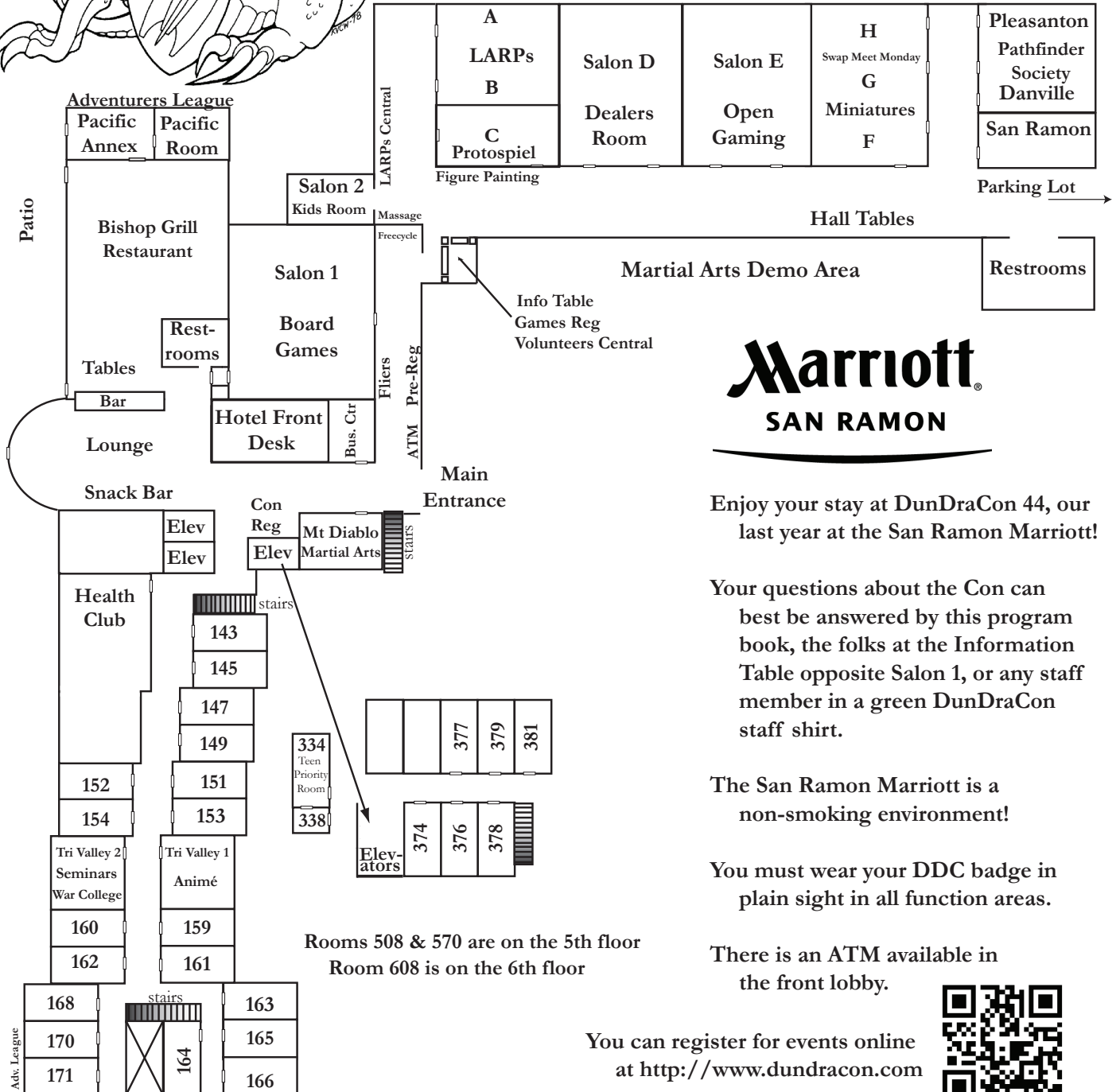




DunDraCon

44

February 14-17, 2020



Enjoy your stay at DunDraCon 44, our last year at the San Ramon Marriott!

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>



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

DDC 45 in 2021 will be held at the larger Santa Clara Marriott

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 Swap Meet.

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.
- 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.

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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 = \$70

ONE-DAY MEMBERSHIP = \$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 we expect they will have a breakfast buffet for us 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 talk to the hotel if needed.

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. However, you can talk to 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 are the Convention-sponsored games, including LARPs, board games, card games, miniatures games, and RPGs. All numbered games are registered 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 the Pacific Room. Demonstration and Drop-In games do not use the Games Reg system—just drop by and see if there is room. You can also drop into the Protospiegel room at any time—even after midnight. Games might start at any time, and designers always want your feedback.

You also don't need to sign up for the Seminars, War College, or Martial Arts demos; just show up at the stated times. The Dealers' Room and Swap Meet 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, Salon AB (Saturday only), A-C Hallway, all Games in Salon E, and the Outdoor Patio Area (weather permitting). **No sales are allowed in Open Gaming.**

Open Gaming is non-stop until 5:00 PM Monday. By special arrangement, Salon 1 or Salon E will be open for 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 FGH may have some space for open games at times, so check with the Miniatures Liaison.

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. Please remember to put trash in trash containers. If a 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 materials not related directly to playing games.
- Pets, including dragons who may or may not have been paper-trained.
- Power tools, explosives, carnivorous houseplants, broken bits, Yugo automobiles, etc.

DunDraCon Staff

Randy Angle – Protospiel Coordinator
Nichol Black – Game Reg
Rachelle Boyd – Social Media Publicity & Press Passes
Angela Brockett – Convention Registration Deputy
Dan ‘Walkyr’ Creelman – Seminars Deputy
Meg Creelman – Martial Arts, Con Reg Deputy
June Delane – 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 – Organized Play, Swap Meet
Bill Keyes – Secretary, Program Book, Publicity
Teri Keith-Torres – Kids’ Room Deputy
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
Ryan Nelson-Rury – Figure Painting Deputy
Steve Perrin – Seminars Coordinator
Ariel Petersen – LARPs Liaison, Events Scheduling Deputy
Hilary Powers – Hotel Liaison, Treasurer, Board Games Coordinator
Ellen Robertson – Sorcerer’s Apprentice, Print Publicity & Fliers, In Charge of “This”
Roderick Robertson – Chairman, 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

FREE SWAP MEET

Bring your used games and artwork to Salon FGH on Monday morning - many tables available to spread out your stuff and look at what others have to offer for sale or trade. Hours: from 9:00 AM to as long as interest lasts. No charge for participation!

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.

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

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 Vendors

(You can find their logos throughout the program book.)

Black Diamond Games—Selling a wide variety of new and remaindered board games, role playing games, and miniature games.
Bob Goolsby Designs—Handmade designed and crafted jewelry.
CCB&E Clothiers—Custom clothing & embroidery for the stylish gamer.
Chaosium Inc.—Publisher of award-winning role-playing games such as Call of Cthulhu, RuneQuest: Roleplaying in Glorantha, and King Arthur’s Pendragon.
Chesssex—All your Dice, figure cases & gaming matt needs.
Citrus Atelier—Handcrafted original fantasy wands, magical oddities, and whimsical accoutrements for your lifestyle and LARPing needs.
Creepytown Miniatures—Gaming terrain and miniature painting services.
Flying Buffalo—Makers of Box bands, Nuclear War, Tunnels & Trolls, Lost Worlds, Death Dice, & ACE OF ACES!
Flying Hands Massage—Flying Hands Mobile Massage serving the discriminating gamer since 1994. If the Dealers Room is open, chair massage is available, so come on by.
Games of Antioch—Board games, RPG’s and gaming accessories.
Games of Berkeley—Celebrating its 40th Anniversary this year, returning to DunDraCon with dice, board games, dice, plush toys, dice, RPG accessories, dice, and of course, dice!
Good Luck Games—New & vintage board games of all kinds.
Goodman Games—Roleplaying games both new and revived!
Indie Press Revolution & Blackrowan Games—IPR is a network of creator-publishers devoted to bringing you the latest innovations in tabletop roleplaying and story games.
Lorish Forrest—Custom and hand-crafted items for awesome nerdy people.
Mega Negi—Vinyl Anime decals for cars, laptops, etc.
Moonmajick Creations—Steam-punk props, reenactment clothing & dice bags.
Night Owl Workshop—Purveyors of Warriors of the Red Planet, Guardians Superhero RPG, Colonial Troopers sci-fi RPG & Raiders! the pulp adventures RPG.
The Ninth Stich—Costume, reenactment clothing & dice bags.
Octopunx—Jewelry, sun catchers, hats, rings, decorated boxes, magnets, dice cups & bags, goggles, stone orbs, etc.
Old Squire Designs—Custom Table Top RPG gaming goods and fun gaming supplies & accessories!
Pegasus Publishing—Your source for the most unusual Tee shirts available anywhere.

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



Seminars

Tri Valley 2

FRIDAY

Welcome to DunDraCon

Friday 1:00 PM in Tri Valley 2 for 1 hour

Presenters: Steve Perrin and other members of the DunDraCon Committee

Come by and be greeted for coming to the convention. Questions will be answered, some reminiscences about previous years at San Ramon and even earlier will be offered, and you'll get to know some of the faces behind the events of the convention.

Mythical Beasts—Color Me Dragon!

Friday 2:00 PM in Tri Valley 2 for 1 hour

Presenters: Karen Kelley and Karl Reichhold

Explore the origins of mythical beasts featuring a variety of dragons. Is there evidence of their existence? Are they only found in nightmares and dreams? Coloring and drawing supplies provided!

Buggin Out or Hunkering Down in D20 vs Real Life

Friday 3:00 PM in Tri Valley 2 for 1 hour

Presenters: Karl Reichhold and Karen Kelley

Practical advice for using in-game or out when disasters occur; be it fires, hurricanes, or the zombie apocalypse! The first 20 in attendance will receive a gift.

Theater and Improv: Lessons and Games

Friday 4:00 PM in Tri Valley 2 for 1 hour or more

Presenter: Elaine Clements Gettman

Want to learn about theater and improv? Come join me for theater and improv games! Stop in anytime; everyone is welcome. Theater and Improv are great ways to learn more about any part of roleplaying. Be it GM, player, or LARPer, having some improv up your sleeve can help improve a game and prevent grinding halts. Learning theater skills can help you fall into your characters, be they NPC or player, and bring them to life. Even if you're a master, a little extra practice never hurts! This seminar will include 12 basic theater and improv concepts, each attached to a game. These games are designed for all ages and skill levels. Whether it is to learn, have fun, or just watch, come join!



SATURDAY

Live Streaming Board Games and Tabletop RPGs Saturday 9:00 AM in Tri Valley 2 for 1 hour

Presenters: Thomas Koch, Amy Puzia, and Beau C. Williams

Quests and Chaos discusses the challenges and solutions to streaming Tabletop content. Board games and RPGs each have their own unique challenges.

What's New at Flying Buffalo and Rick Loomis Celebration

Saturday 10:00 AM in Tri Valley 2 for 1 hour

Presenters: Tom Rafalski, Steve Crompton, and Ken St. Andre

We'll go over What's New at Flying Buffalo and then hold an open forum for folk to recall their favorite Rick remembrances.

What's New with R. Talsorian Games

Saturday 11:00 AM in Tri Valley 2 for 1 hour

Presenter: David Ackerman

A brief overview of what R. Talsorian has in store for this next year. CD Projekt's Cyberpunk 2077 releases in April, bringing with it a wave of excitement. We'll let you know how we're working to support both our Cyberpunk and Witcher RPG lines as events unfold.

Write Your Own Darn Scenarios

Saturday 12:00 PM in Tri Valley 2 for 1.5 hours

Presenter: Arthur Stone Wallis

You (yes, you!) can write your own scenarios. I, renowned game writer Arthur Stone Wallis, free you from having to buy someone else's modules! ...well, except for mine, of course!

City Building

Saturday 1:30 PM in Tri Valley 2 for 1.5 hours

Presenters: Michael Blum, Kenneth Hite, and Doc Cross

The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year we'll have two sub-topics: underground cities, and small cities.

Start of War College

Saturday 3:00 PM until 7:00 PM

What's Up with Chaosium

Saturday 7:30 PM in Tri Valley 2 for 1 hour plus

Presenters: Steve Perrin and Todd Gardiner

Shows what is coming from Chaosium for 2020 and a bit of 2021. May include an introduction to Chaosium Organized Play for Call of Cthulhu and RuneQuest. Questions will be answered.

SUNDAY

How the World Hears of You?

Sunday 8:30 AM in Tri Valley 2 for 1.5 hours

Presenter: Arthur Gonzalez-Martin

Have you ever thought how info is spread in any given setting? Have you wondered how news gets around in a medieval setting? Are there ways to grab players other than rumors at the local bar or canteen? How would an evil space wizard subvert the space republic with media around? Well, this should shed some light on things....

What's Cool

Sunday 10:00 AM in Tri Valley 2 for 1 hour

Presenters: Kenneth Hite and Bruce Harlick

Ken Hite, national authority, and Bruce Harlick, local Hero, go over the outstanding games and gear of early 2020. Get the scoop on the new games in the Dealers' Room.

What's up with Chaosium

Sunday 11:00 AM in Tri Valley 2 for 1 hour

Presenter: Steve Perrin

Steve Perrin shows what's coming from Chaosium for 2020 and a bit of 2021. May include an introduction to Chaosium Organized Play for Call of Cthulhu and RuneQuest. Questions will be answered.

Storytelling for Games

Sunday 12:00 PM in Tri Valley 2 for 1 hour

Presenter: Randy Angle

Tabletop and video games both have unique plot structures and character designs which are different from book writing. In most games, the players create their own characters and wander around in the game "sandbox" looking for adventure. This seminar explores common techniques and ways that storytelling for games is different from writing for books, comics, or for broadcast.

War College: 1:00 PM until 7:00 PM

Preparing a Point Salad: How to Design Games with Multiple Paths to Victory

Sunday 7:30 PM in Tri Valley 2 for 1 hour

Presenter: Johnny Pac Cantin

The term "Point Salad" is often used to describe games where players gain points for completing various actions and goals. The best games of this kind offer emergent play patterns and many viable paths to victory. This seminar will cover many of the concepts used to create these kinds of systems and, most importantly, how to balance them.



Scaling: This game ain't big enough for the 2-4 of us...

Sunday 8:30 PM in Tri Valley 2 for 1 hour

Presenter: Jonny Pac Cantin

Can one size really fit all? Scaling for various player counts is one of the most difficult tasks in game design. This seminar will cover many things that work well—and not so well—in n-player, 2-player, zero-sum, multiplayer-solitaire, solo, and party games.

Special Events

It's our last year at the wonderful San Ramon Marriott, so we're celebrating with a commemorative Photo Booth! Be sure to drop by and get your picture taken; there will be props and costume bits and pieces.

We will also be shooting video for members to share their reflections on our time with this wonderful hotel, which we will show to the Hotel Staff. Please make time to drop by—the Booth will be in the A-C Corridor on Saturday the 15th from 2pm-5pm!

There will also be two large cards available to sign to thank SRM for their exceptional hospitality. One will be at the Photo Booth on Saturday, but both will be available the rest of the Con at the PreReg table in the hotel lobby.

Be sure to stay connected on Twitter and Facebook for fun give-aways throughout our fabulous Con weekend.

And as always, Member Services has deals and values from local merchants, so check the list available at the Info Table during DDC 44.

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.



War College Seminars

Tri Valley 2

Dana Lombardy—historian, author, editor, game designer—brings his War College of fascinating seminars and presentations to DunDraCon again in 2020! **Prizes are awarded at every seminar!** Here is the schedule of speakers and topics:

SATURDAY

Small Arms of World War 1

Not enough at the start, then evolving from bolt action to semi-automatic

Saturday 3:00 PM in Tri Valley 2 for 1.5 hours

Presenter: Bruce Sloan

When the war began in 1914, there were not sufficient rifles and pistols to equip the millions of soldiers who needed them. The huge casualties in men came as a shock, and there were also enormous losses in their weapons. These could not be replaced quickly. How did the warring nations cope with the massive demand for firearms in a war that wasn't supposed to last so long? How many rounds of ammunition had to be fired to obtain one casualty, and how did that compare with Korea and World War Two? Bruce Sloan, a local gun collector and historian, presents this intriguing seminar.

The “War” after the Great War

Creating and building the monuments to the American Expeditionary Forces

Saturday 4:30 PM in Tri Valley 2 for 1.5 hours

Presenter: Jim O'Donnell

Americans felt the need to commemorate their participation in World War 1 after the guns fell silent on the Western Front in 1918. General “Blackjack” Pershing was appointed Chairman of the American Battle Monuments Commission, tasked with managing the construction of the first official U.S. military monuments on foreign soil. How these memorials came into being, who designed them, what styles were used, and how they are still maintained are explained in a fascinating seminar by tour guide and lecturer Jim O'Donnell.

Alternate Histories by Dana Lombardy and Ken Hite

Saturday 6:00 PM in Tri Valley 2 for 1.5 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 impacts might have been. Audience participation is encouraged. **FREE HANDOUT:** an updated guide to sources for alternate histories will be provided to attendees.

SUNDAY

California Military History

Yes, some of it included actual combat within the state

Sunday 1:30 PM in Tri Valley 2 for 1.5 hours

Presenter: Fred Rutledge

Army Reservist, tour guide, and educator Fred Rutledge explores the little-known military history of the Golden State. There is a lot to cover, including the Spanish conquistadores, the Mexican-American War, the Indian Wars, the Spanish-American War, both World Wars, the Korean War, the Cold War, and the continuing War on Terrorism. Fred will provide an overview of some of the key historical sites available for exploration.

World War 2 Myths about Winston Churchill

Can we find the truth behind the lies?

Sunday 3:00 PM in Tri Valley 2 for 1.5 hours

Presenter: Darin Leviloff

There are many myths about Winston Churchill and his leadership in World War 2. Darin Leviloff will try to strip away some of the untruths, half truths, and misrepresentations to reveal the real prime minister and the issues he was forced to confront. Darin will reveal Churchill as a very fallible leader, with wild strategic ideas, frayed relationships with his political party, his people, and with world leaders, but a man who still was able to lead Great Britain through its greatest crisis despite his outdated ideas of Empire.

Secret Turning Points of the American Civil War

Sometimes what didn't happen is as important as the history we know

Sunday 4:30 PM in Tri Valley 2 for 1.5 hours

Presenter: Dana Lombardy

Dana Lombardy, designer and editor of the battlefield guidebook *The First Battle of Bull Run: Campaign of First Manassas*, and publisher of the map study book *Grant Rising 1861-1862*, presents one of his popular series of “secret” turning points lectures with a look at a few of the decisions (and non-decisions) that have been overlooked or downplayed in most books written about America's Civil War. What nearly happened in 1862 that could have crippled or stopped President Lincoln's war plans? What act of disobedience enabled the Union army to stay and fight at Gettysburg after its initial defeat on July 1? Audience participation is encouraged during the Q&A portion of the talk.



War College Presenters:



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



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.



Dana Lombardy was an Associate Online Editor for *Armchair General* and now does research, writing, and design through LombardyStudios.com. Dana is best known for his multiple award-winning *Streets of Stalingrad* board wargame (three separate editions since its 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 published nine issues of *World War One Illustrated*.



James O'Donnell has a background in managing sales and marketing projects at high technology companies. He has designed standup as well as online courses for adult education and business curricula for junior and senior high school in the San Francisco Bay Area. In addition, he is a guest lecturer in American history and business management for historical and civic groups. He is a member of San Francisco City Guides, presenting San Francisco history for tourists.



Fred Rutledge retired from the Army Reserve in 2007 after 38 years in the military, but was quickly picked up by the California State Guard as a historian headquartered in Sacramento. As part of his 35 years as an educator, Fred performs impressions of President Theodore Roosevelt and American soldiers of several eras. He attended UC Berkeley (History), San Francisco State University (Secondary Education), and earned a Master's in Education Leadership at Saint Mary's College, Moraga, California.



Bruce Sloan is a retired architect who grew up in the San Joaquin Valley. He is a graduate of UC Berkeley, with a degree in Architecture. He practiced in San Francisco, and then became a partner in Woodford/Sloan, AIA Architects for 33 years. Guns are a lifelong interest, having been taught by his father using a single-shot 0.22 short rifle. Since joining the Great War Society in 2008 (now the World War One Historical Association), that interest has centered around WW1 small arms. He is also a member of that "domestic terrorist group," the NRA, and the CA affiliate, the CRPA.

Martial Arts Demos

Mt. Diablo Room

DunDraCon is pleased to welcome back Amtgard and the Society for Creative Anachronism, 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*!

The schedule will be the same for both Saturday and Sunday:

Amtgard fighting demo: 11:00 AM to 12:30 PM

SCA fighting demo: 2:00 PM to 3:30 PM

Whips and Cracks demo: 4:30 PM to 5 PM

Amtgard and the SCA plan to have workshops and impromptu discussions throughout the weekend. Please check the Mount Diablo Room door for further information.

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.



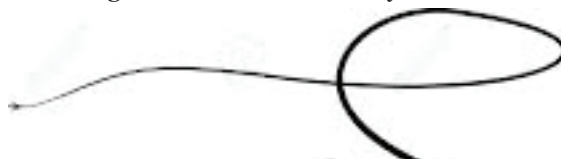
The Society for Creative Anachronism (SCA) is an international not-for-profit organization dedicated to researching and re-creating the arts and skills of pre-17th century Europe. Established in 1966, the SCA “Known World” consists of 20 kingdoms, with over 30,000 members in countries around the world. 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, celebrating its 54th year.



Whips and Cracks

Randy Bartlett is a long-time attendee of DunDraCon and Mad Hatter of all trades. His other activities include leather crafts, local Fairs, and keeping our head of Convention Registration sane on Fridays at DunDraCon.



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.

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, although 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.

DunDraCon Protospiel #5

Salon C

Friday Noon – Monday 5:00 PM

What Is Protospiel?

Protospiel is a German word for a prototype game. Independent game designers have events all over the world, game designers bring their unpublished games, and game players provide much-needed testing and feedback in exchange for tickets to win prizes at the drawings on Saturday and Sunday. The Protospiel at DunDraCon is an amazing four-day event with lots of fun and plenty of Indie Game Design community boosting.

For Players

Drop in anytime and enjoy a game. Find a game table that needs players for a game you find interesting. Earn one or more sweepstake tickets for each game you play. Once on Saturday, and once on Sunday, we draw tickets to award prizes.

For Designers

Coordinate with other designers to find table space and play your game. If you can't find an empty table, please locate a helpful Protospiel coordinator to help. Tables are assigned on a first-come, first-served basis. Be helpful and considerate. Nobody likes a table-hog. Don't leave your storage on the valuable table space. Remember to track who played your games and reward them with sweepstakes tickets, after they've provided you with useful feedback.

Protospiel Schedule

Friday: Noon Onwards

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

Saturday: Opening Ceremony at 9:30 AM. Prize Drawing at 4:30 PM

Introductions, how it all works, and a few other matters. Once addressed, we return you right back to play-testing. Our first round of prizes will be drawn at 4:30 PM. You must be present to win.

Sunday: Prize Drawing at 4:30 PM

More play-testing throughout the day. The second round of prizes will be drawn at 4:30 PM. Must be present to win.

Monday: Until 5:00 PM

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

Protospiel Offerings (Partial Listing):

Games are unscheduled. If you want to find a particular game you're interested in, ask around to find the designer, and ask when s/he will be playing that game. For more information about these games, including designer bios, please visit the Protospiel website at [http://www.dundracon.com/Events_Protospiel.php]

Hoppsbusch

Kaboomkins™ – Battle Arena (RPG)

Alpha Test, Party, 1-hour, 2-4 players

The Kaboomkins™ are fearless and prone to making their wacky inventions explode. They compete in maniacal Battle Arenas for fun and the glory of 'friendly' competition.

Poppy Jasper Games

Rise (Board)

Late Beta Test, Party, 1-hour, 2-4 players

Raise your Phoenix, Battle for Gems, and make the best use of Time.

The Birchwood (Card)

Alpha Test, Intermediate, 1-hour, 2-4 players

Expand your settlement in the Birchwood and prosper.

Steve Schwartz-Burning Forge

Slash and Spells (Board)

Late Beta Test, Intermediate, 1-hour, 2-4 players

Slash and Spells is a competitive player-vs-player fantasy arena battle board game set in a shifting world. You are a unique Champion with personal motivations for battle.

Gopher the Jewels (Card)

Late Beta Test, Casual, 0.5-hour, 2-6 players

A fast-paced game of memory, luck, and Set Collection featuring cute Gophers that are racing to dig up the most Jewels to be crowned the next Royal King or Queen of Gopherlandia.

Recoculous

Crazier Eights: Elysium (Card)

Late Beta Test, Casual, 0.5-hour, 4 players

A gateway fantasy card game with a Greek mythology theme for 2-4 players. The first player with zero cards in hand wins.

Jill Heller and Tim Callender

Space Benders (Board)

Late Beta Test, Casual, 0.5-hour, 2-6 players

Spacebenders is a fast-moving game in which spaceship captains rearrange game tiles to their advantage in order to be the first ship to land on planet Terminus.

Jennifer Fosberry

Silly Snowmen (Board)

Alpha Test, Party, 0.5-hour, 2-6 players

It's a winter wonderland. Roll for resources or attack other players. Race for the best spots to build the best snowmen.

Connor Wake

Wizard Tower Construction, Inc (Board)

Alpha Test, Intermediate, 1-hour, 1-4 players

You run a construction yard that is helping to build the new wizard tower in town. Compete against other players to contribute the most in this tile sliding, recipe fulfillment game.

Michael Dunsmore

Tabriz (Board)

Nearly Ready, Intermediate, 1.5-hours, 2-5 players

You are a carpet maker buying silk dyes and ingredients to complete carpet commissions in the Iranian markets of Tabriz.

Long May They Reign (Card)

Early Beta Test, Casual, 1-hour, 1-3 players

A narrative game where you make yes and no decisions about ruling your kingdom. Keep your nation in balance to be the longest living regent.

Mousechief Co.

Whack! Robin's Arena of the Bizarre (Card)

Alpha Test, Intermediate, 1-hour, 2-8 players

A wacky card battler interspersed with quick deck-building, or is it a deck-building game interspersed with quick battles? You decide!

Nightlife: Swing the Deal (Card)

Alpha Test, Intermediate, 1-hour, 2 players

Big business, high society soap opera. Build and influence networks of relationships, to pursue capitalistic or romantic goals.

Brian Roper

Emergence (Card)

Alpha Test, Intermediate, 1-hour, 2 players

A competitive, two-player sci-fi LCG where each player plays with two pre-constructed decks: a facility deck producing plausible (yet fantastic) research; and a maker deck which uses that research to attack.

Shandy Brown

Genesis of Destiny Supreme! (Board)

Late Beta Test, Intermediate, 2-hours, 3 players

A board game about being a band of amateur musicians who make it big!

BARD Games

The Lost Worlds of Josh Kirby (Board)

Late Beta Test, Intermediate, 1-hour, 5 players

The Lost Worlds of Josh Kirby is a dice-based action point game where players race to conquer or save worlds. We will show you a stellar game which features rediscovered art from the fabled Josh Kirby.

Chris Stone, Stone Age Distractions

The Clockwork Maze of Professor Blunderbuss (Board)

Late Beta Test, Intermediate, 1.5-hours, 2-4 players

A cooperative steampunk zombie puzzle-adventure game. Play inventor/heroes who make steam-powered automata to navigate an ever-changing maze!

Jesse Durney, Carlos Rocafort

Strata (Board)

Late Beta Test, Casual, 0.5-hour, 2 players

Strata is an abstract strategy game for two players.

The goal of the game is to capture all of the opponent's strongholds on the Strataboard.

Sea Beasts & Sailors (Card)

Late Beta Test, Casual, 0.5-hour, 2-4 players

Captain a ship full of sailors equipped with harpoons hunting sea beasts as you brave the sea and weather the storms. Lead your crew to victory by capturing 6 beasts first.

Jason Green-Lowe, Independent Game Designer

Tiny Battles of World War 2 (Board)

Late Beta Test, Intermediate, 1-hour, 2-6 players

WW2 broken up into 12 regional campaigns with minimal pieces, each of which plays in an hour. Try one out from your favorite part of the world!

Galactic Dawn (Board)

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

Colonize the galaxy with simultaneous turns, taking the planets your species needs through speed, force, or technology.

Meeple Airlines (Board)

Alpha Test, Intermediate, 2-hours, 2-4 players

Build your own airline company and get rich by delivering the most important passengers with the cheapest fuel!

Don and Adrian Gilstrap

Backyard Chickens (Card)

Alpha Test, Casual, 1-hour, 2-5 players

Backyard Chickens is an accessible deck builder about caring for and growing a flock of chickens in your backyard.

Jonny Pac Cantin

Excalibur (Board)

Early Beta Test, Intermediate, 2-hours, 2-4 players
An Arthurian-themed Euro-game, centered on an I-Cut-You-Choose worker-selection mechanism.

Kenny Tracy

The Centauri Colonies (Board)

Early Beta Test, Complex, 2-hours, 2-4 players
Deck building, Role selecting, tableau building game.
Race to colonize the Alpha Centauri system.

Headcrafted Games (Glenn Cotter)

Escalation (Board)

Early Beta Test, Casual, 0.5-hour, 2-4 players
You are kids running up the wrong way on a down escalator. You'll need to dodge, shove, run, jump your way to stay on the longest.

Planet Prospectors (aka 'Space Poker') (Card)

Early Beta Test, Casual, 0.5-hour, 3-8 players
Win contracts to mine newly discovered planets, or invest in others that are more qualified. Make your fortune on the new space frontier.

Basheer Ghouse

It Was Never Yours (RPG)

Early Beta Test, Casual, 3-hours, 3-5 players
Rules light game about robbing the British Museum to return cultural artifacts to their rightful owners.

Polaris Games

Orbito (RPG)

Alpha Test, Casual, 1-hour, 4-players
A game of orbital mechanics! Weave your way through the orbits of different planets collecting resources to complete your contracts.

Whirtel Games

Queens & Kings A Checkers Game (Board)

Nearly Ready, Intermediate, 1-hour, 2 or 4 players
A Checkers/Chess-Like Abstract Strategy Game for 2 or 4 players.

Ian Norris

Kitty Committee (Card)

Nearly Ready, Casual, 1-hour, 3-6 players
Kitty Committee is about antics at CatCon 2020, where contestants are doing their best to show they truly have the best cats. But watch out—sabotage and backdoor deals are everywhere.

Bill Ward Independent Game Designer

Spelling Bees (Card)

Nearly Ready, Casual, 1-hour, 3-6 players
Bees don't travel in a straight line, and neither do the words they spell in this meandering crossword game using letter tiles in geometric shapes.

Word Evolution (Card)

Alpha Test, Intermediate, 1-hour, 2-6 players
Can you behead or curtail a word to make another word? Or insert a state postal abbreviation? Make an anagram? Use these and other rules to score points and win.

Asteroid Miners (Board)

Alpha Test, Intermediate, 1-hour, 2-5 players
It's out-of-this-world fun as you collect as much ore as possible from the asteroid while undermining your opponents to keep them from doing the same!

Pipe Scramble (Board)

Alpha Test, Intermediate, 1-hour, 2-6 players
Enter the cut-throat world of plumbing installation!
Be the player to supply water to the most houses while stopping your opponents from doing the same.

Mark Schynert

Progress and the Nation (Board)

Beta Test, Complex, 3-hours, 3-5 players
Direct your bureaucrats to increase the abilities and size of your population, annex and exploit territory, and produce commodities, all to optimize your state.

Sharks & Orca (Board)

Early Beta Test, Casual, 0.5-hour, 2-5 players
You play a shark looking for your favorite flavor of fish. Roll dice to see where they're schooling. And hope the Orca doesn't show up.

Dead Alive Games

Omicron Protocol (Sci-Fi Min)

Nearly Ready, Complex, 1.5-hours, 1-4 players
Omicron Protocol: Shadows Over San Lazaro is an intra-apocalyptic cooperative dungeon crawl game for 1-4 players, where you play a squad of heroes to uncover the mystery behind the crisis affecting the city!

Protospiel Sponsors

DunDraCon would like to thank our generous sponsors:



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Spotlight Events

It's not unusual for Valentine's Day to fall during DunDraCon. This time around, it's on Friday. So, in honor of Valentine's, David Weinstein is offering **A Perfect Day for a White Wedding (Game P09)**, using everybody's first choice for a romantic RPG system, **All Flesh Must be Eaten**. It's a great kick-off to the Con, Friday at noon in Room 160.

Not quite to your taste? Well, how about winding down the games with a nice relaxing bout of **Paranoia**? Bring out the clones in Ezra Denney's **Game 818: Some Days You Just Can't Get Rid of a Bat** (Monday 10 AM in Room 164.)

In the not-too-distant past, we have hosted a series of LARPs which were thinly-disguised karaoke (and a lot of fun); this year we have **Game 771: The Devil Went Down to the Karaoke Bar**, a LARP by Melissa Stark. Expect some really great role-play, and a song or two as well. Suite 508 on Sunday at 6 PM.

Our third featured RPG is part of a double-feature homage to the late and already much-missed Rick Loomis, founder of Flying Buffalo. Thanks to Greg Landon for running **Game P17: Soul of the Sage**, using Ken St. Andre's **Tunnels & Trolls**, long marketed by Rick. Friday Noon in Room 374. The second Flying Buffalo feature, also presented by Greg, is long-time mega-hit card game, **Game 631: Nuclear War**, Sunday 1 PM in Salon 1 Table 3.

Turning from global destruction to mayhem up close and personal, consider **Battle Arena of The Astral Tower**, a fantasy miniatures game which promises to be a visual spectacle. Matthew Decker is offering this three times: **Game P65** Friday 4 PM in Salon FG Table 7; **Game 364** Saturday 4 PM in Salon FG Table 7; and **Game 563** Sunday 11 AM in Salon FG Table 7.

Finally, thanks to Donna Livingstone-Fitch for bringing back **Monster Smash** to DDC. not once, but twice! Once for the kids 18 and under: **Kids' Room Monster Smash** Sunday 2 PM in Salon 2, and once for the kids 19-91: **Game 381: Monster Smash** Saturday 2 PM on Hall Table 4.

Figure Painting Outside Salon C

Painting Hours

Friday: 1:00 PM–8:00 PM
Saturday: 9:00 AM –8:00 PM
Sunday: 9:00 AM–8:00 PM
Monday: 9:00 AM–Noon

Game Mat Hours

Friday: 8:00 PM–9:00 PM
Saturday: 8:00 PM–9:00 PM
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 DunDraCon is going strong in its third year, and Ryan and Kendra are back to offer encouragement, enthusiasm, and all sorts of advice!

Personalized Game Mats

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 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.

Competition

We are streamlining the one-day painting competition. Figures can be picked up at any time during the day on Saturday and Sunday between 9:00 AM and 4:00 PM, 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.

Sponsors: Many thanks to our sponsors, Gamescape and Zombiesmith, for providing the figures to be painted.

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.

Teen Priority Games: Teens can get priority registration for any games scheduled in Room 334 by going to Room 334 to register for the game.

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



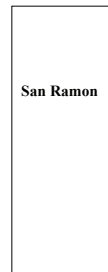
Games Registration



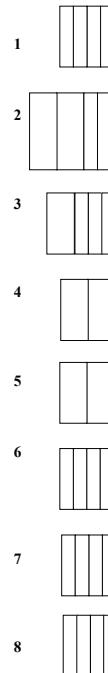
DDC Homepage



Hall Tables



Demo Area



Demo Tables

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 Drop-In Games in the Kids' Room

SATURDAY

Kid Game Day Grande Finale

Saturday 10 AM in Salon 2 for 6 hours

System: [kids' games]; 4 players

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Seven fun and easy games for young players. Last year's faves plus a few new ones. Prizes for winners! See DDC website for full descriptions. Stop by and let's play!

Beyond the Door to Monster Mountain

Saturday 10 AM in Salon 2 for 4 hours

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

GM: Thom Hall (skars)

Variations: House rules (of course!)

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

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....

A New Adventure

Saturday 10 AM in Salon 2 for 4 hours

System: Dungeon World; 5 players

GM: Kenny Tracy

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Forge your own adventure, and collaborate to tell a story as epic as your imagination.



SUNDAY

Kid Game Day Grande Finale

Sunday 9 AM in Salon 2 for 6 hours

System: [kids' games]; 4 players

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Seven fun and easy games for young players. Last year's faves plus a few new ones. Prizes for winners! See DDC website for full descriptions. Stop by and let's play!

My Little Scythe

Sunday 10 AM in Salon 2 for 3 hours

System: My Little Scythe; 6 players

GM: Steven Cox

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

My Little Scythe is a competitive, family-friendly game in which each player controls 2 animal miniatures embarking upon an adventure in the Kingdom of Pomme.

A New Adventure

Sunday 1 PM in Salon 2 for 4 hours

System: Dungeon World; 5 players

GM: Kenny Tracy

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Forge your own adventure, and collaborate to tell a story as epic as your imagination.

Monster Smash

Sunday 2 PM in Salon 2 for 3 hours

System: Monster Smash; 8 players

GM: Donna Livingston-Fitch

Variations: shrinking island

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Make your play dough monster and prepare to battle. Build, move, heal, SMASH. Play requires basic math skills. Parents/caregivers are welcome to assist.

Other Kid-Friendly Games

P21 The Mirror of Mystery

Dungeons & Dragons 5 (RPG) Friday Noon in 381

P41 The Dundracon 2000!

Formula De (Board) Friday Noon in Salon 1 Table 10



BlackDiamondGames

P24 My Little Pony: Tails of Equestria
My Little Pony: Tails of Equestria (RPG) Friday 2 PM in 334

P23 Escaping Svadifari
The Expanse (RPG) Friday 2 PM in 334

P45 Villanous
Villanous (Board) Friday 4 PM in Salon 1 Table 13

223 Something Stinky in Footsrest
Dungeons & Dragons 5 (RPG) Saturday 10 AM in 379

303 Night at the Museum
Dungeons & Dragons 5 (DD5Basic) Saturday 2 PM in 152

381 Monster Smash
Monster Smash (Other) Saturday 2 PM in Hall Table 4

411 The Wisdom Festival
Dungeons & Dragons 5 (DD5Basic) Saturday 8 PM in 376

506 Chaos in Realworldia
All Out of Bubblegum (RPG) Sunday 8 AM in 338

508 The Wisdom Festival
Dungeons & Dragons 5 (DD5Basic) Sunday 10 AM in 145

643 Orleans Stories
Orleans Stories (Board) Sunday 1 PM in Salon 1 Table 14

607 Hive of the Overmind
Mutant Crawl Classics (RPG) Sunday 2 PM in 334

Unofficial—Unofficial—Unofficial—Unofficial—

DunDraCon Does Not

Officially Present

On Sunday, February 16th,

The Secret Masters Of Gaming

21st Annual Hawaiian Shirt Day

At DunDraCon 44



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—

Teen Priority Room

Rooms 334 & 338

The Teen Priority Room is the home base for Teen-related (ages 13-19) gaming fun!

The Teen Priority Room is the suite consisting of Rooms 334 and 338 on the third floor. We have a great place to hang out, with a couch, at least one scheduled game at all times, and an extra table or two for pick-up games. We have boxes full of board games and card games available for pick-up play. You are welcome to bring your own game(s) to the room.

Room 334:

Friday 2 PM to Midnight: Scheduled Teen games and Open Gaming
Saturday 10 AM to Midnight: Scheduled Teen games and Open Gaming
Sunday 10 AM to Midnight: Scheduled Teen games and Open Gaming

Room 338:

Friday 2 PM to Midnight: Scheduled Teen or Regular games
Saturday 10 AM to Midnight: Scheduled Teen or Regular games
Sunday 10 AM to Midnight: Scheduled Teen or Regular games

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 in the Teen Priority Room
- All games scheduled in the room 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 by going to Room 334 to register for the game
- Teens must get their priority registration before the game sign-up deadline
- Teen-friendly games can be found outside these hours in the regular gaming areas
- For Teen-friendly games scheduled in other areas, follow normal Games Registration procedures
- Teen Priority is not offered for Teen-friendly games outside Rooms 334 and 338
- Teen-friendly games can be found outside of those hours in the regular gaming areas

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Teen-Room Games

SESSION P

FRIDAY

P23 Escaping Svadilfari

Friday 2 PM in 334 for 4 hours

System: The Expanse; Edition: 1st 5 players

GM: Harold Ogle (spaceseeker19)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! You and your crew have been exploring through the Rings for months, gambling on finding a valuable world, strike it rich, then everything goes wrong...

P24 My Little Pony: Tails of Equestria

Friday 2 PM in 334 for 8 hours

System: My Little Pony: Tails of Equestria; Edition: 1st 8 players

GM: Mariana Serangice (Sparkle Durio)

Variations: Original

Level: 1st

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Players adventure together and use the magic of friendship to overcome obstacles as they learn more about each other and the world around them, in the magic-filled world of Equestria.

SESSION 1

103 Knights of NorCal

Friday 6 PM in 334 for 4 hours

System: FATE Accelerated; Rules 5 players

GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Those damnable Silidorian NecroTechnoMancers are at it again, threatening the Silidor Valley and NorCal proper with their foul technodaemons! Only you brave Knights of NorCal can stop them. Yes, you.

SESSION 2

SATURDAY

218 The Pet Predicament

Saturday 10 AM in 338 for 6 hours

System: Tales of Equestria; Rules 8 players

GM: Jenna Pohlman

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! When the Mane Six are going off to their own adventure, they call on the next generation to do some pet sitting. Whatever could go wrong?

244 Unfair Isn't It?

Saturday 10 AM in 334 for 4 hours

System: Unfair; Rules 7 players

GM: Cassandra Lowe (Arya Waffle Queen)

Variations: original + expansions

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Build the city's greatest theme park, whatever it takes! But watch out—your competitors may pay off the safety inspectors to close your rides or hire hooligans to vandalize your park!

SESSION 3

304 Introduction to Humblewood

Saturday 2 PM in 334 for 4 hours

System: Dungeons & Dragons 5; Rules 5 players

GM: Charles Picard

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Come explore the Humblewood setting from Hit Point Press's fantastically successful Kickstarter! Play Humblefolk and Birdfolk fighting to defend their forest home in an enchanting realm where Nature meets Storytelling.

317 Save the Oliphant

Saturday 4 PM in 334 for 8 hours

System: Dungeons & Dragons 5; Rules 6 players

GM: Jim Gettman

Level: 4th

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Erm, Mr. Tolkien, whatever happened to that Mûmak in Ithilien? You were devastated in Pelennor, but you managed to survive. Now what? Who takes care of the things left undone?



318 Los Campeones de la Justicia contra la Maldición de la Momia

Saturday 4 PM in 338 for 8 hours
System: Hero 5th edition (Champions); Rules 6 players
GM: Vernon Putman (Dr. Plague)
Variations: Super powered Luchadores
Level: medium
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
TEEN PRIORITY REGISTRATION ROOM 334!
Luchahotep, the Egyptian god of masked Mexican wrestlers, has deeper plans than were revealed when the Técnicos defeated the Martians in the contest of planets.

SESSION 4

403 Showdown at Happy Harvest

Saturday 6 PM in 334 for 6 hours
System: Cyberpunk 2020; Rules 6 players
GM: Becky Thomas & Steve Kani
Level: 65 char pts, cybernetics subject to GM approval
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! Mayday!
All Hands! Your Nomad CB radio crackles. Demo teams attacking Happy Harvest Farms! Mayday! You'd better get moving—Happy Harvest is the only safe haven in the central valley!

SESSION 5 SUNDAY

523 The Road to Villa Rosa

Sunday 10 AM in 334 for 4 hours
System: Ryuutama; Edition: 1st English 5 players
GM: Harold Ogle (spaceseeker19)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! Traveling to Villa Rosa to visit the Animal Conservatory, or the World Art Festival, don't let the challenges of travel daunt you, for the journey is a delight in itself!

545 Arkham Horror

Sunday 11 AM in 334 for 4 hours
System: Arkham Horror; Edition: 1st 4 players
GM: Bill Mooney
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! Arkham Horror LCG. Base game scenarios unless players request otherwise. Ideally, 3 sessions to complete beginner campaign, but can run any scenario.

SESSION 6

601 Miracle Max's Mansion

Sunday Noon in 338 for 8 hours
System: K.I.S.; Edition: 1.3 8 players
GM: Kaaren Bock
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! The Princess Penelope is missing, likely held by the senile Miracle Max. Magicians failed. Special Ops failed. But you care about Penelope; might that help? Remember: Max loves puns.

607 Hive of the Overmind

Sunday 2 PM in 334 for 4 hours
System: Mutant Crawl Classics; Edition: 1st 6 players
GM: Andy Goodman
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! The Younglings' Rite of Passage is a quest for ancient artifacts and mysterious buried cities. Return or not, they will be honored for their courage by all the tribes.

648 Arkham Horror

Sunday 4 PM in 334 for 4 hours
System: Arkham Horror; Edition: 1st 4 players
GM: Bill Mooney (Bill)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! Arkham Horror LCG. Base game scenarios unless players request otherwise. Ideally, 3 sessions to complete beginner campaign, but can run any scenario.

Other Teen Friendly Games

P12 The Cult of Yum!
Feast of Legends (RPG), Friday Noon in 163

P16 Race to Freedom
Starfinder (Starfinder), Friday Noon in 168

P21 The Mirror of Mystery
Dungeons & Dragons 5 (RPG), Friday Noon in 381

P41 The Dundracon 2000!
Formula De (Board), Friday Noon in Salon 1 Table 10

P45 Villanous
Villanous (Board), Friday 4 PM in Salon 1 Table 13

104 The Avengers 1952
Pulp Adventure (RPG), Friday 6 PM in 374

131 Power Cube
Magic: The Gathering (Card), Friday 6 PM in Salon 1
Table 27

117 Of Giants and Men
Dungeons & Dragons 5 (RPG), Friday 8 PM in 162

142 Wingspan
Wingspan (Board), Friday 8 PM in Salon 1 Table 11

202 A Rescued Prince and a Mug of Mead
Savage Worlds (RPG), Saturday 8 AM in 147

214 Escape from Mos Shuuta
Star Wars (RPG), Saturday 8 AM in 165

270 Strange Gravity
Strange Gravity (LARP), Saturday 9 AM in San Ramon
Room

271 Rebels and Revolutionaries
Home Brew (LARP), Saturday 9 AM in 570

224 Castle Morthimion
Original Dungeons & Dragons (RPG), Saturday 10 AM in
381

232 Power Cube
Magic: The Gathering (Card), Saturday 10 AM in Salon 1
Table 18

361 Who Said Shopping Can't Kill You?
Car Wars (MiniaturesSciFi), Saturday Noon in Salon FG
Table 4

342 Trickerion with Dahlgaard's Academy Expansion
Trickerion (Board), Saturday 1 PM in Salon 1 Table 10

344 Barrage
Barrage (Board), Saturday 1 PM in Salon 1 Table 16

343 Talisman
Talisman (Board), Saturday 1 PM in Salon 1 Table 24

303 Night at the Museum
Dungeons & Dragons 5 (DD5Basic), Saturday 2 PM in 152

331 Magic: The Gathering
Magic: The Gathering (Card), Saturday 3 PM in Salon 1
Table 1

348 Power Grid
Power Grid (Board), Saturday 3 PM in Salon 1 Table 29

308 The Dragon at the End of the World
Dungeons & Dragons 5 (RPG), Saturday 4 PM in 154

314 Murder on the Lightning Rail Express
Dungeons & Dragons 5 (RPG), Saturday 4 PM in 165

410 The Cult of Yum!
Feast of Legends (RPG), Saturday 8 PM in 154

411 The Wisdom Festival
Dungeons & Dragons 5 (DD5Basic), Saturday 8 PM in
376

444 Zombicide: Invader
Zombicide: Invader (Board), Saturday 8 PM in Salon 1
Table 1

506 Chaos in Realworldia
All Out of Bubblegum (RPG), Sunday 8 AM in 338

508 The Wisdom Festival
Dungeons & Dragons 5 (DD5Basic), Sunday 10 AM in 145

543 Wingspan
Wingspan (Board), Sunday 10 AM in Salon 1 Table 10

544 Axis & Allies
Axis & Allies (Board), Sunday 10 AM in Salon 1 Table 20

542 Zombicide: Invader
Zombicide: Invader (Board), Sunday 10 AM in Salon 1
Table 4

546 Betrayal at House on the Hill
Betrayal at Hill House (Board), Sunday 11 AM in Salon 1
Table 15

547 Talisman
Talisman (Board), Sunday 11 AM in Salon 1 Table 26

643 Orleans Stories
Orleans Stories (Board), Sunday 1 PM in Salon 1 Table 14

650 Betrayal at House on the Hill
Betrayal at Hill House (Board), Sunday 5 PM in Salon 1
Table 26

702 We Who Are About to Die, Salute You
Dungeons & Dragons 5 (RPG), Sunday 6 PM in 160

712 Race to Freedom
Starfinder (Starfinder), Sunday 8 PM in 338

814 Redwall, 1916
Savage Worlds (RPG), Monday 10 AM in 162



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 1

FRIDAY

171 Fallout Noir: Vault 201 **Friday 6 PM in 570 for 6 hours**

System: Homebrew; 16 players

GM: Eli Black

Troupe: GamerEye Designs

Genre: Retro-Futuristic

Costume: 1950s Americana

Level: easy swapping out of bodies

Rules Knowledge: Useful

Game Content: Mainstream

The public has been invited to see the opening of Vault-tec's newest addition to survival shelters, Vault 201. Come join us and sign up for your tour today!

172 The Trials of Miller's Hollow **Friday 6 PM in 508 for 6 hours**

System: L.A.R.P.S. System; 16 players

GM: Lori Priebe

Troupe: Dreams of Dierdre

Genre: Supernatural Tongue-n-Cheek Horror

Costume: 1600s (think Witch Trials) and/or 1920s and/or 1950s

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The townsfolk of Miller's Hollow gather together to resolve personal and (supernatural?) problems. From the Witch Trials to the Jazz Age, will Miller's Hollow survive?

173 The Triumviral War Summit **Friday 7 PM in Salon AB for 6 hours**

System: 7th Sea; 30 players

GM: Max Iloff (Darksider)

Troupe: Blue Lotus Productions

Genre: Fantasy Renaissance

Costume: Renaissance fair costumes

Variations: Homebrew Rock/Paper/Scissors, Stat + Skill

Rules Knowledge: Useful

Game Content: Mainstream

With war brewing in Eisen, people are summoned to work out a peace agreement. Will they succeed, or will more die? [Note: This is a new version of a game that was run several years ago.]

SESSION 2

SATURDAY

270 Strange Gravity **Saturday 9 AM in San Ramon for 3 hours**

System: Strange Gravity; 8 players

GM: Danielle Goudeau

Troupe: Shiny Thing Games

Genre: Sci-fi space adventure

Costume: **none needed**

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Each player takes the role of an officer on a starship, with the narrative authority related to that role. We'll be scientists, explorers, and diplomats in the genre of Star Trek.

271 Rebels and Revolutionaries

Saturday 9 AM in 570 for 6 hours

System: Home Brew; 10 players

GM: John Kim

Genre: Star Wars

Rules Knowledge: Useful

Game Content: Mainstream

Just weeks after the Emperor's death, a New Republic shuttle is captured by radical insurgents who have been operating behind Imperial lines. A character-based LARP with intrigue and competing ideologies.

272 TFOS: 1st Annual Beach Bash!

Saturday 9 AM in 508 for 8 hours

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

GM: Elizabeth Clayton (ImLiZzYbEaR)

Troupe: Pangea Productions

Genre: TFOS (Teenagers From Outer Space)

Costume: '90s Beach Wear, Aliens, MIB

Variations: Some GM Fiat

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's been a year since the teenyboppers from space arrived, so the mayor has invited the town to a 4th of July beach barbecue!...what's the worst that could happen?

SESSION 3

370 Strange Gravity

Saturday 1 PM in San Ramon for 3 hours

System: Strange Gravity; 8 players

GM: Danielle Goudeau

Troupe: Shiny Thing Games

Genre: Sci-fi space adventure

Costume: **none needed**

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Each player takes the role of an officer on a starship, with the narrative authority related to that role. We'll be a hardscrabble crew trying to get by in the genre of Firefly.

371 Throne War

Saturday 4 PM in 570 for 8 hours

System: Mind's Eye Theatre; 22 players

GM: Rob Paul

Troupe: Peculiar Crossroads Productions

Genre: Vampire

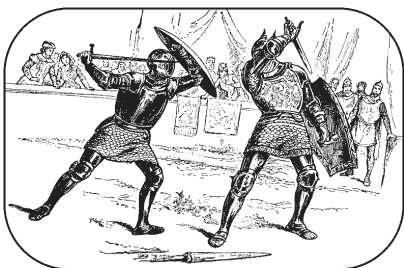
Costume: Come as your favorite time period

Variations: By Night Studios (newest published books)

Rules Knowledge: Useful

Game Content: Mature Themes

The Prince of the city has called a mandatory "come as your favorite time period" themed Gala, where new primogen will be selected and territory determined.



SESSION 4

471 The Vonderman Exhibit

Saturday 6 PM in 508 for 6 hours

System: Homebrew; 14 players

GM: Rebeka Trubowitch

Genre: Lovecraft

Costume: 1920s/1930s

Rules Knowledge: Useful

Game Content: Mature Themes

Ms. Vonderman has pulled off something spectacular with her exhibit full of artifacts. The location change—on a train headed to Arkham—just makes this more exciting!

472 Ghost Court

Saturday 6 PM in San Ramon for 4 hours

System: Ghost Court; 18 players

GM: Antonio Morton

Genre: Comedy LARP

Costume: None. Some may be provided.

Rules Knowledge: Useful

Game Content: Mature Themes

Ghost Court is a LARP about ghosts and humans who sue one another in small claims court. Players will rotate roles as plaintiffs, defendants, judge, bailiffs, and court clerks.

SESSION 5

SUNDAY

571 Of Dreams and Moonbeams - A Changeling LARP

Sunday 10 AM in Salon AB for 8 hours

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

GM: Rob Allard

Troupe: Team Volaré

Genre: Changeling

Costume: 1960's with fantasy variants

Variations: Some GM Fiat

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

July 1961. America seeks to go to the Moon, a source of inspiration and dreams. What does that effort mean for the Changelings and Glamour? A Team Volaré Production.

SESSION 7

771 The Devil Went Down to the Karaoke Bar

Sunday 6 PM in 508 for 6 hours

System: Homebrew; 18 players

GM: Melanie Stark

Rules Knowledge: Useful

Game Content: Mainstream

In a forgotten corner of America, souls both lost and found wander into a karaoke bar. Some yearn to be heard, and others have come for more than the music.

772 DUNE: Gamel's Resistance

Sunday 6 PM in Salon AB for 6 hours

System: Homebrew; 18 players

GM: Zev Trubowitch

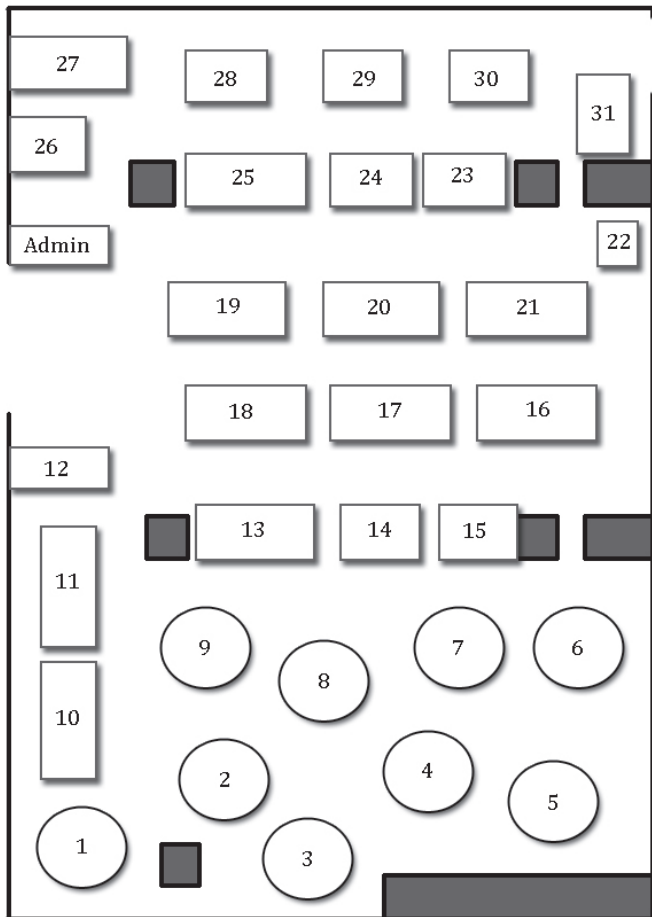
Genre: DUNE (Sci-Fi)

Costume: Sci-Fi Diplomats

Rules Knowledge: Expected

Game Content: Mature Themes

Muad'dib's jihad rages across the universe. On Gamel, House Evalon has declared independence and resisted Fremen attacks. Guild Heighliners carrying reinforcements were lost. Now the



Board Games Salon 1

ACCESS TO TABLES:

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

SESSION P FRIDAY

Drop-In Carabande

Friday 10 AM in Hall Table 7 for 8 hours

System: Carabande; 99 players

GM: David Gabriel

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Ladies and Gentlemen, **START YOUR FINGERS!**

Time for that convention favorite, Carabande. All ages welcome, easy to learn and fun to play and each game only lasts 30-60 minutes so everyone can enjoy playing!

P41 The Dundracon 2000!

Friday Noon in Salon 1 Table 10 for 4 hours

System: Formula De; Edition: 20th Anniversary 10 players

GM: Robert Glenn (Father Hans)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come and compete in the annual race to the finish! 3 laps with up to 10 racers compete for fame and actual prizes!

P42 Epic Talisman

Friday Noon in Salon 1 Table 14 for 6 hours

System: Talisman; Edition: 4th rev. 5 players

GM: Daniel Bodon (Dan)

Variations: home brew

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

A modified version of Talisman that incorporates many expansions while keeping action focused on the main board, where it should be. Logic and consistency applied to the chaos.

P43 Massive Darkness!

Friday Noon in Salon 1 Table 18 for 4 hours

System: Massive Darkness!; 4 players

GM: Steven Sauer (Steven)

Variations: all kickstarter elements included

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Join an adventuring party as you delve deep into a dungeon, face the monsters there, loot the dungeon for everything that isn't nailed down, and escape!

P44 Evil High Priest

Friday 2 PM in Salon FG Table 8 for 3 hours

System: Evil High Priest; Edition: 1st 5 players

GM: Jill Gelster

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

EHP is a worker-placement game in which the players take the part of priests of a Lovecraftian entity. All players worship the same Great Old One, but are not allies.

P45 Villanous

Friday 4 PM in Salon 1 Table 13 for 3 hours

System: Villanous; 8 players

GM: Melinda Harvey (Melinda Maru)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

SESSION 1

141 Massive Darkness!

Friday 6 PM in Salon 1 Table 18 for 4 hours

System: Massive Darkness!; 4 players

GM: Steven Sauer (Steven)

Variations: all kickstarter elements included

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Join an adventuring party as you delve deep into a dungeon, face the monsters there, loot the dungeon for everything that isn't nailed down, and escape!

142 Wingspan

Friday 8 PM in Salon 1 Table 11 for 3 hours

System: Wingspan; 5 players

GM: Michelle Ridge (feaien)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Wingspan is a competitive, medium-weight, card-driven, engine-building board game. You are bird enthusiasts seeking to discover and attract the best birds to your network of wildlife preserves!

SESSION 2 SATURDAY

241 Cthulhu: Death at Dundracon

Saturday 9 AM in Salon 1 Table 14 for 6 hours

System: Cthulhu: Death May Die; Edition: 1st 5 players

GM: Rachel Harris (Xjinx)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Come play CMON's latest game! With this high-action pulp game, characters face off against the great old ones and try to take them out. It's fast and it's deadly!

242 Root: A Woodland Game of Might and Right

Saturday 10 AM in Salon 1 Table 4 for 3 hours

System: Root; 6 players

GM: Mike Ptak (Norsehound)

Variations: Featuring the Underground expansion!

Rules Knowledge: Useful

Game Content: Family

All materials provided by GM

Take the fight to the forest! Play as one of the many factions in the woodland in this title from Leder games!

243 Tower Titan!

Saturday 10 AM in Salon 1 Table 5 for 6 hours

System: Titan! Edition: AH 6 players

GM: Chester Hendrix

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

TOWER TITAN! makes a triumphant return. Only 6 slots—sign up early! Expanded muster board and 61 different creatures. All the things you love about the ultimate monster slugfest.

244 Unfair Isn't It?

Saturday 10 AM in 334 for 6 hours

System: Unfair; 7 players

GM: Cassandra Lowe (Arya Waffle Queen)

Variations: original + expansions

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

TEEN PRIORITY GAME! Build the city's greatest theme park, whatever it takes! But watch out—your competitors may pay off safety inspectors to close your rides or hire hooligans to vandalise your park!

245 Axis & Allies

Saturday 11 AM in Salon 1 Table 20 for 8 hours

System: Axis & Allies; Edition: Anniversary 5 players

GM: Tom Kilcollins

Variations: 1941 or 1942

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Axis & Allies Anniversary Edition features the five original powers plus Italy and special rules for China. The rules include two setups, one for 1941 and another for 1942.

246 John Company

Saturday 11 AM in Salon 1 Table 26 for 6 hours

System: John Company; Edition: 1st 4 players

GM: Jefferson Krogh (Kobold Curry Chef)

Variations: Early company scenario

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

John Company attempts to tell the British East India Company's story from the inside out. Use the Company and its trade to secure your place in society back home.

247 Star Trek: Ascendancy

Saturday 11 AM in Salon 1 Table 6 for 6 hours

System: Star Trek: Ascendancy; Edition: 1st 5 players

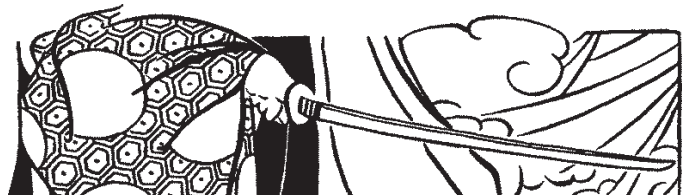
GM: Ray Vincent (Ray)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Star Trek: Ascendancy GaleForce 9



SESSION 3

341 Duel of Ages II

Saturday Noon in Salon 1 Table 3 for 4 hours

System: Duel of Ages II; Edition: 2nd 6 players

GM: Gregory Wong (Greg)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Two teams of players control heroic characters from four eras: ancient, colonial, modern, and future. To win, your team must defeat the guardians of the labyrinths. Beginners are welcome.

342 Trickerion with Dahlgaard's Academy Expansion

Saturday 1 PM in Salon 1 Table 10 for 6 hours

System: Trickerion; Edition: 1st 4 players

GM: Steven Barrow

Variations: Dahlgaard's Academy expansion

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

A worker placement game where you are a stage magician performing tricks to get the most fame. Dahlgaard's Academy adds a new area to place in and a new Assistant.

343 Talisman

Saturday 1 PM in Salon 1 Table 24 for 4 hours

System: Talisman; Edition: 2nd 5 players

GM: Blake Ogle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Talisman: The Magical Quest Game is an adventure board game for two to six players. Journey through magical lands, as you endeavor to reclaim the Crown of Command.

344 Barrage

Saturday 1 PM in Salon 1 Table 16 for 4 hours

System: Barrage; Edition: 1st 4 players

GM: Bart Larrenaga (Bart)

Variations: Full base game; no expansion content

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Generate hydroelectric power in an alt-universe early 1900s in this heavy worker placement game.

345 Under the Pyramids

Saturday 2 PM in Salon 1 Table 8 for 6 hours

System: Eldritch Horror; Edition: 1st 6 players

GM: Larry Langley

Variations: All expansions, staged difficulty

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Follow the clues to Egypt, solve the mysteries, and stop the return of the Dark Pharaoh before his power returns and he enslaves all of humanity.

346 ELEMANCERS: Light and Dark

Saturday 2 PM in Salon 1 Table 11 for 4 hours

System: ELEMANCERS; Edition: 1st 6 players

GM: Jarrett Ford (Ismortah)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

2-6 player team-based fantasy game involving the Light Faction against the Dark Faction! Incorporates area control, dice/card creature combat, resource management, secret objectives, legendary weapons, and ancient lore.

347 Tapestry

Saturday 2 PM in Salon 1 Table 28 for 3 hours

System: Tapestry; 5 players

GM: Jane Barrow (Jane)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Push your civilization through the ages in this simple yet thought-provoking civilization-building and resource management game. Move up different tracks to explore, conquer, invent, and develop scientific knowledge!

348 Power Grid

Saturday 3 PM in Salon 1 Table 29 for 3 hours

System: Power Grid; 5 players

GM: Magda Heilborn (Magda)

Variations: special bits

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Supply the most cities with power when someone's network gains a predetermined size. Strategize your way to the top of the power pyramid!

349 Diplomacy

Saturday 4 PM in Salon 1 Table 2 for 6 hours

System: Diplomacy; Edition: Avalon Hill 6 players

GM: Zachary Morgan

Rules Knowledge: Useful

Game Content: Family

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.



350 A Quest of Fire and Ice

Saturday 5 PM in Hall Table 6 for 4 hours

System: Talisman; Edition: 4th rev. 6 players

GM: Jeff Carlen (Ffej Nelrac)

Variations: Forstmarch & Firelands expansions

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The Ice Queen is transforming the realm into a desolate, frozen wasteland. The Ifrit are burning all fields to ash and taking prisoners underground to flaming caverns.

SESSION 4

441 Kingburg

Saturday 6 PM in Salon 1 Table 3 for 3 hours

System: Kingburg; Edition: 2nd 5 players

GM: Aaron Ferguson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Kingburg is a worker-placement and resource-gathering game using a dice mechanic. The game is played over a series of 20 rounds where every 4th round is a battle against invading foes.

442 Root: A Woodland Game of Might and Right

Saturday 6 PM in Salon 1 Table 4 for 3 hours

System: Root; 6 players

GM: Mike Ptak (Norsehound)

Variations: Featuring the Underground expansion!

Rules Knowledge: Useful

Game Content: Family

All materials provided by GM

Take the fight to the forest! Play as one of the many factions in the woodland in this title from Leder games!

443 Edge of Darkness

Saturday 6 PM in Salon 1 Table 7 for 4 hours

System: Edge of Darkness; Edition: AEG Games 4 players

GM: Joe Gannon (HerrDoktor)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The City of Aegis faces the forces of darkness collectively known as the Blight. Four Guilds vie for leadership of the city. One will rule. The others will fall.

442 Lords of Waterdeep

Saturday 7 PM in Salon 1 Table 23 for 3 hours

System: Lords of Waterdeep; 6 players

GM: Thomas Crawford

Variations: w/Skullport expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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

444 Zombicide: Invader

Saturday 8 PM in Salon 1 Table 1 for 3 hours

System: Zombicide: Invader; 8 players

GM: Christopher Larson (Chris Larson)

Variations: Invader, Black Ops, and Dark Side

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Zombicide: Invader takes Zombicide to a far-off planet. The mining facilities were home to workers & soldiers when the Xenos suddenly started attacking.

SESSION 5

SUNDAY

541 Fury of Dracula

Sunday 9 AM in Salon 1 Table 7 for 4 hours

System: Fury of Dracula; Edition: 4th 4 players

GM: Jarrett Ford (Ismortah)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The Fury of Dracula is a board game for 2-5 players in which a team of Hunters is pursuing Dracula before he can spread his terror across the land.

542 Zombicide: Invader

Sunday 10 AM in Salon 1 Table 4 for 3 hours

System: Zombicide: Invader; 8 players

GM: Christopher Larson (Chris Larson)

Variations: Invader, Black Ops, and Dark Side

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Zombicide: Invader takes Zombicide to a far-off planet. The mining facilities were home to workers & soldiers when the Xenos suddenly started attacking.

543 Wingspan

Sunday 10 AM in Salon 1 Table 10 for 3 hours

System: Wingspan; 5 players

GM: Michelle Ridge (feaien)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Wingspan is a competitive, medium-weight, card-driven, engine-building board game. You are bird enthusiasts seeking to discover and attract the best birds to your network of wildlife preserves!

544 Axis & Allies

Sunday 10 AM in Salon 1 Table 20 for 8 hours

System: Axis & Allies; Edition: 1914, WWI 8 players

GM: Michael O'Hara (Mike)

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

WWI recreated. 8 powers, 3 Axis and 5 Allies, vie for supremacy in Europe in the *War to End All Wars*.

[Kids' Room] My Little Scythe

Sunday 10 AM in Salon 2 for 3 hours

System: My Little Scythe; 6 players

GM: Steven Cox

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

My Little Scythe is a competitive, family-friendly game in which each player controls 2 animal miniatures embarking upon an adventure in the Kingdom of Pomme.

545 Arkham Horror

Sunday 11 AM in 334 for 4 hours

System: Arkham Horror; Edition: 1st 4 players

GM: Bill Mooney (Bill)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

TEEN PRIORITY GAME! Arkham Horror LCG. Base game scenarios unless players request otherwise. Ideally, 3 sessions to complete beginner campaign, but can run any scenario.

546 Betrayal at House on the Hill

Sunday 11 AM in Salon 1 Table 15 for 4 hours

System: Betrayal at Hill House; Edition: 2nd 5 players

GM: Dylan Suen (Drynny)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Keep a wary eye on your friends as you build the house. When the haunt starts, everything changes, as someone will betray you! Unless you're the betrayer...

547 Talisman

Sunday 11 AM in Salon 1 Table 26 for 4 hours

System: Talisman; Edition: 2nd 5 players

GM: Blake Ogle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Talisman: The Magical Quest Game is an adventure board game for two to six players. Journey through magical lands, as you endeavor to reclaim the Crown of Command.

SESSION 6

641 Leaving Earth

Sunday Noon in Salon 1 Table 1 for 5 hours

System: Leaving Earth; 5 players

GM: Gregory Wong (Greg)

Variations: base game; Mercury mini-expansion only

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

All materials provided by GM

It is 1956. Players represent rival fledgling space agencies attempting to complete space exploration missions in this game of planning and risk management. Base game plus Mercury mini-expansion.

642 1846: The Race for the Midwest

Sunday Noon in Salon 1 Table 11 for 6 hours

System: 1846: The Race for the Midwest; Edition: GMT Games 4 players

GM: Jefferson Krogh (Kobold Curry Chef)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

In this 18xx game, railroad tycoons compete to earn money and build the best stock portfolio by investing in and operating railroads within the midwestern United States.

643 Orleans Stories

Sunday 1 PM in Salon 1 Table 14 for 4 hours

System: Orleans Stories; Edition: 1st 4 players

GM: Bart Larrenaga (Bart)

Variations: First Kingdom module

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

A new variation on the Orleans bag-building system. Play through a multi-chapter scenario to be the first king!

644 Nusfjord

Sunday 1 PM in Salon 1 Table 24 for 3 hours

System: Nusfjord; 5 players

GM: Steven Barrow

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Harvest fish, feed hungry elders, build buildings! in this worker-placement Euro-style game.

645 Quacks of Quedlinburg with Herb Witches

Sunday 1 PM in Salon 1 Table 28 for 3 hours

System: Quacks of Quedlinburg with Herb Witches; 5 players

GM: Jane Barrow (Jane)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Brew your potion and prove you're not a quack! Different ingredients produce different effects, but be careful: too many cherry bombs and your potion will blow up in your face!

647 Edge of Darkness

Sunday 3 PM in Salon 1 Table 2 for 4 hours

System: Edge of Darkness; Edition: AEG Games 4 players

GM: Joe Gannon (HerrDoktor)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The City of Aegis faces the forces of darkness collectively known as the Blight. Four Guilds vie for leadership of the city. One will rule. The others will fall.

648 Arkham Horror

Sunday 4 PM in 334 for 4 hours

System: Arkham Horror; Edition: 1st 4 players

GM: Bill Mooney (Bill)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

TEEN PRIORITY GAME! Arkham Horror LCG. Base game scenarios unless players request otherwise. Ideally, 3 sessions to complete beginner campaign, but can run any scenario.

649 Dinosaur Island: When Dinos Break Loose

Sunday 4 PM in Salon 1 Table 7 for 6 hours

System: Dinosaur Island; 5 players

GM: Patrick Coleman

Variations: w/Liquid Expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Build the best dinosaur park you can, but beware of escaping dinosaurs running loose and eating parkgoers. Do you have what it takes? You bet Jurassic.

650 Betrayal at House on the Hill

Sunday 5 PM in Salon 1 Table 26 for 4 hours

System: Betrayal at Hill House; Edition: 2nd 5 players

GM: Dylan Suen (Drynny)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Keep a wary eye on your friends as you build the house. When the haunt starts, everything changes, as someone will betray you! Unless you're the betrayer...

SESSION 7

741 A Game of Thrones

Sunday 6 PM in Salon 1 Table 4 for 6 hours

System: A Game of Thrones; Edition: 2nd 6 players

GM: Kevin Yin

Variations: Mother of Dragons add-on

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

King Robert Baratheon is dead, and the lands of Westeros brace for battle. Players take on the roles of the great Houses of the Seven Kingdoms of Westeros and contend for the Iron Throne.

742 Kingburg

Sunday 7 PM in Salon 1 Table 1 for 3 hours

System: Kingburg; Edition: 2nd 5 players

GM: Aaron Ferguson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Kingburg is a worker-placement and resource-gathering game using a dice mechanic. The game is played over a series of 20 rounds where every 4th round is a battle against invading foes.

743 Lords of Waterdeep

Sunday 7 PM in Salon 1 Table 15 for 3 hours

System: Lords of Waterdeep; 6 players

GM: Thomas Crawford

Variations: w/Skullport expansion

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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

SESSION 8

MONDAY

841 Battlestar Galactica: Darkness Before Daybreak

Monday 9 AM in Salon 1 Table 2 for 6 hours

System: Battlestar Galactica; Edition: 1st 6 players

GM: Mike Hutchinson

Variations: elements of all expansions included

Rules Knowledge: Expected

Game Content: Very Complex

All materials provided by GM

Come and play the exciting board game based on the SyFy reboot of Battlestar Galactica. Adult players preferred. Rules knowledge expected. So say we all!

842 Glorantha: The Gods War

Monday 10 AM in Hall Table 2 for 4 hours

System: Glorantha: The Gods War; Edition: 1st 8 players

GM: Jill Gelster

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Play through the creation myth of Glorantha, taking the part of powerful elemental forces, battling to determine the fate of the cosmos. TGW is highly asymmetric featuring wildly different factions.

843 Harbinger of the Cataclysm

Monday Noon in Hall Table 8 for 4 hours

System: Talisman; Edition: 4th rev. 6 players

GM: Jeff Carlen (Ffej Nelrac)

Variations: Harbinger expansion /Cataclysm board

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The Talisman world has been shattered. Explore the remnants; from the ashes civilization rises once more. The Harbinger NPC heralds warnings of an apocalypse, and dark omens are revealed.

Hosted Board & Card Games

These are all drop-in games, so they are unnumbered. The host is supplying the game, and has reserved table space for what is otherwise an open game. All posted games are first-come, first-served, and the host decides who plays in the event of an overflow of players. Some games may have further information, and links, on the web site.

Hosted Star Trek Ascendancy

Friday Noon in Salon 1 Table 16 for 8 hours

System: Star Trek Ascendancy; 7 players

Host: David Jones

Variations: All expansions incl.

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Hosted Traveller CCG [prize support]

Friday Noon in Salon 1 Table 24 for 3 hours

System: Traveller CCG; 10 players

Host: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Prizes available while supplies last.

Hosted Dead of Winter

Friday 6 PM in Salon 1 Table 8 for 3 hours

System: Dead of Winter; 5 players

Host: Frank Alonso

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Dead of Winter puts players in a small, weakened colony of survivors where most of humanity is either dead or worse. Each player leads a faction of survivors.

Hosted Terraforming Mars

Friday 8 PM in Salon 1 Table 2 for 3 hours

System: Terraforming Mars; 4 players

Host: Patrick Riley

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

Hosted Codenames & Codenames: Pictures

Friday 10 PM in Salon 1 Table 3 for 3 hours

System: Codenames & Codenames: Pictures; Edition: Original & Pictures 5 players

Host: Antonio Morton

Variations: Pictures, Deep Under Cover 1 & 2

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Hosted Sherlock Holmes Consulting Detective

Saturday Noon in Salon 1 Table 2 for 3 hours

System: Sherlock Holmes Consulting Detective; 3 players

Host: Shannon McNamara

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Hosted Aristeia!

Saturday 2 PM in Salon 1 Table 27 for 3 hours

System: Aristeia!; 6 players

Host: Jonathan Greeley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Aristeia! is a 2-player wargame/boardgame hybrid. I will provide enough models and boards to run 3 simultaneous 2-player games.

Hosted Who Goes There?

Saturday 2 PM in Salon 1 Table 7 for 3 hours

System: Who Goes There?; 4 players

Host: Steven Cox

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Hosted Rumble in the Rubble

Saturday 7 PM in Salon 1 Table 6 for 3 hours

System: Giant Killer Robots: Heavy Hitters!; Edition: 1st 4 players

Host: Chad Martens

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Hosted Twilight Imperium

Sunday 9 AM in Salon 1 Table 5 for 5 hours

System: Twilight Imperium; Edition: 3rd 7 players

Host: Matthew Chasm

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Hosted New Frontiers

Sunday 9 AM in Salon 1 Table 6 for 3 hours

System: [Race for the Galaxy board game]; 4 players

Host: Jason Green-Lowe

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

A sci-fi tableau builder based on the classic Race for the Galaxy, now with extra chrome, fairer rules, and sturdy board game components.

Hosted Merchant of Venus

Monday 9 AM in Salon 1 Table 14 for 4 hours

System: Merchant of Venice; 6 players

Host: Thom Hall

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM



Card Games (Collectible or Not)

SESSION P FRIDAY

P31 Crazier Eights: Camelot **Friday Noon in Salon 1 Table 1 for 3 hours**

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 with a King Arthur theme. Every card has a unique ability. The first player with zero cards in hand wins.

P32 Hungry Hungry Hipsters **Friday 2 PM in Salon 1 Table 26 for 3 hours**

System: Hungry Hungry Hipsters; Edition: v.1.5 8 players

GM: Magda Heilborn (Magda)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

The game of eating the most pretentious food! Play at hipsters at a potluck, talk up your food and put down others with a smile. That'll put a fedora in their yapper.

P33 Crazier Eights: 1001 Nights **Friday 4 PM in Salon 1 Table 1 for 3 hours**

System: Crazier Eights; 6 players

GM: James Gray

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A fantasy card game featuring Aladdin, Princess Parizade, and other wonders from the Arabian Nights. Every card can be played for an ability. The first player with zero cards wins.

SESSION 1

131 Power Cube **Friday 6 PM in Salon 1 Table 27 for 4 hours**

System: Magic: The Gathering; 8 players

GM: Andrew Heilborn

Variations: Cube Draft

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Playing cube: Collect a group of cards together, split into packs, draft, and play. Some cards in this cube are the most powerful cards in Magic. Proxied, with Oracle Text.

SESSION 2 SATURDAY

231 Dramatic Renegotiation **Saturday 10 AM in Salon 1 Table 13 for 4 hours**

System: Traveller CCG; 12 players

GM: Ian Lee

Variations: sanctioned tournament

Rules Knowledge: Useful

Game Content: Mainstream

Materials may be provided by GM

Traveller Customizable Card Game tournament! Format dependent upon number of players. Bring your own decks or borrow decks from the game's designers. Free stuff!

232 Power Cube **Saturday 10 AM in Salon 1 Table 18 for 4 hours**

System: Magic: The Gathering; 8 players

GM: Andrew Heilborn

Variations: Cube Draft

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Playing cube: Collect a group of cards together, split into packs, draft, and play. Some cards in this cube are the most powerful cards in Magic. Proxied, with Oracle Text.

SESSION 3

331 Magic: The Gathering **Saturday 3 PM in Salon 1 Table 1 for 3 hours**

System: Magic: The Gathering; 8 players

GM: Melinda Harvey (Melinda Maru)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Play the game that started the collectible card game craze clear back in 1993.

SESSION 5 SUNDAY

531 Traveller CCG Intro **Sunday 10 AM in Salon 1 Table 13 for 4 hours**

System: Traveller CCG; 8 players

GM: Ian Lee

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Try the Traveller Customizable Card Game with the game's designers. Free stuff! Don't need to be present the whole time. If you already know how to play, you're welcome too.

SESSION 6

631 Nuclear War **Sunday 1 PM in Salon 1 Table 3 for 6 hours**

System: Nuclear War; 6 players

GM: Gregory Landon (Grikk)

Rules Knowledge: Useful

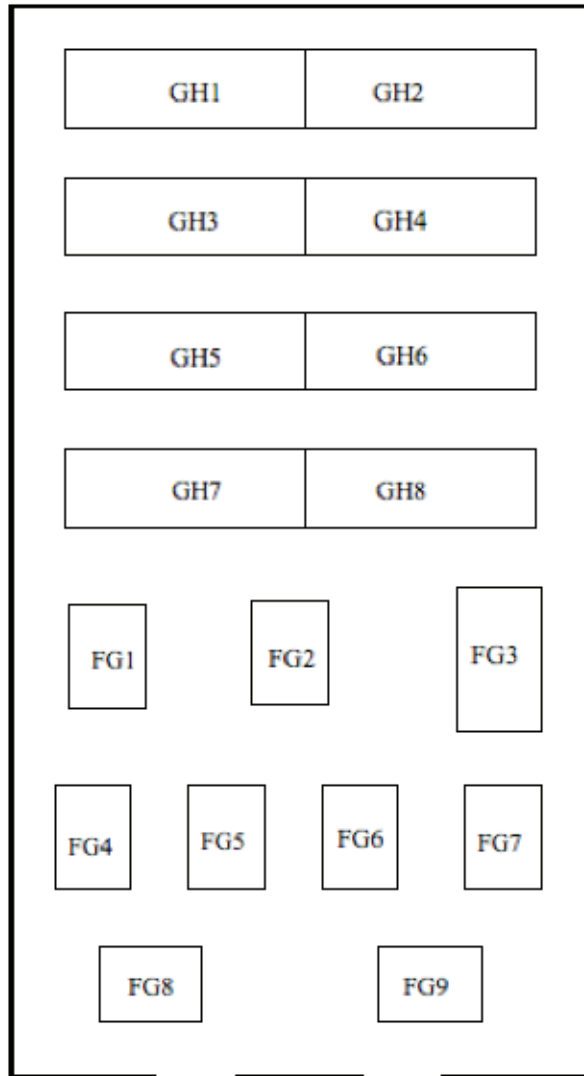
Game Content: Mainstream

All materials provided by GM

Come and play comical and fun game of The Nuclear War card game. A Flying Buffalo game.

Miniatures Games

Salons F G H



Fantasy Miniatures

SESSION P FRIDAY

P65 Battle Arena of The Astral Tower
Friday 4 PM in Salon FG Table 7 for 8 hours
 System: Dungeons & Dragons 5 Miniatures; 4 players
 GM: Matthew Decker (Deckro)
 Rules Knowledge: Useful
 Game Content: Mainstream
 Miniatures may be provided by GM
 Battle your fellows to the death in a 4-person grand melee set in a fully rendered 3d environment.

SESSION 3 SATURDAY

364 Battle Arena of The Astral Tower
Saturday 4 PM in Salon FG Table 7 for 8 hours
 System: Dungeons & Dragons 5 Miniatures; 4 players
 GM: Matthew Decker (Deckro)
 Rules Knowledge: Useful
 Game Content: Mainstream
 Miniatures may be provided by GM
 Battle your fellows to the death in a 4-person grand melee set in a fully rendered 3d environment.

SESSION 5 SUNDAY

563 Battle Arena of The Astral Tower
Sunday 11 AM in Salon FG Table 7 for 8 hours
 System: Dungeons & Dragons 5 Miniatures; 4 players
 GM: Matthew Decker (Deckro)
 Rules Knowledge: Useful
 Game Content: Mainstream
 Miniatures may be provided by GM
 Battle your fellows to the death in a 4-person grand melee set in a fully rendered 3d environment.

Historical Miniatures

SESSION P FRIDAY

P61 Wings of War/Wings of Glory
Friday Noon in Salon FG Table 6 for 6 hours
 System: Wings of War/Wings of Glory; 6 players
 GM: Whitney Lee Preston
 Variations: basic game; no altitude rules
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All miniatures provided by GM
 An Introduction to the Game of Wings of War / Wings of Glory. Players will be Allied (Entente) Pilots fighting Axis (Central Powers) Aircraft. Basic Rules. No Altitude Rules.

SESSION 3 SATURDAY

363 Expendable Warriors–The Battle for Khe Sanh Village
Saturday Noon in Salon FG Table 6 for 6 hours
 System: Bolt Action; Edition: 2nd 8 players
 GM: Alex Fabros (Alex Fabros (SBGC))
 Variations: Modifications for Vietnam War
 Rules Knowledge: Expected
 Game Content: Mainstream
 All miniatures provided by GM
We're surrounded. They can't get away. At 00:30 on 21 January 1968, a reinforced NVA battalion attacked a Mainre Combined Action Platoon at Khe Sanh Village. The Marines won.

SESSION 6 SUNDAY

662 Freeman's Farm

Sunday 1 PM in Hall Table 4 for 8 hours

System: Rank & File; Edition: 1st 8 players

GM: Alex Fabros (Alex Fabros (SBGC))

Variations: American War of Independence

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The First Battle of Saratoga

Mixed-Genre Miniatures

SESSION 6 SUNDAY

661 Storming the Beaches of Litoreta

Sunday 1 PM in Salon FG Table 5 for 6 hours

System: Warhammer 40K; Edition: 8th 6 players

GM: Raymond Metzger

Level: 1500 pts

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Miniatures may be provided by GM

Beach invasion scenario for Warhammer 40k 8th edition.

Beginners welcome, please bring 1500pts of miniatures, but some models can be provided if necessary.

Science Fiction Miniatures

SESSION P FRIDAY

P62 Spacer Bill Ugnuck's Wacky Races Pt.IV: The Money Run

Friday 1 PM in Hall Table 5 for 6 hours

System: Full Thrust; Edition: FB1 & FB2 6 players

GM: Dennis Seiffert

Variations: Full vector movement

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The NuDrier Consortium is offering an insane amount of credits to any/all pilots who are willing to transport resources from their mining facility to a waiting ore freighter.

P63 Friends, OGREs, Countrymen!

Friday 2 PM in Salon FG Table 5 for 6 hours

System: OGRE Miniatures; 8 players

GM: Jim Kundert

Level: Nuclear!

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

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

P64 Space Hulk

Friday 2 PM in Hall Table 4 for 6 hours

System: Space Hulk; Edition: 3rd 8 players

GM: David Camp

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Space Marines walk corridors of a space hulk. They wear Terminator armor and carry heavy weaponry. The Genestealers are quick-moving monsters, with claws capable of ripping through Terminator armor.

SESSION 2 SATURDAY

261 Start of the Succession War

Saturday 8 AM in Salon FG Table 5 for 8 hours

System: Battletech; Edition: 4th 8 players

GM: Nathan Kajikuri

Variations: house rules

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Beginning of the war for the right to rule the Inner Sphere

262 Across the Apricot Desert

Saturday 10 AM in Salon FG Table 8 for 6 hours

System: Starguard; Edition: Version 7 6 players

GM: Bill Kurtz

Level: average

Rules Knowledge: Useful

Game Content: Very Complex

All miniatures provided by GM

A subspace rift opened in the Riolo system. The research station on R3 was overwhelmed. All were slaughtered. The Powered Armor's mission is pure revenge. Search and destroy. Give no quarter.

263 Battle of the Grassy Plains

Saturday 11 AM in Hall Table 5 for 8 hours

System: Sword and the Flame; 8 players

GM: Michael Price

Variations: homebrew

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Jar Jar Binks and his 300 Gungans face off against 1,000+ Battedroids. Take part in this fun game.



SESSION 3

361 Who Said Shopping Can't Kill You? **Saturday Noon in Salon FG Table 4 for 6 hours**

System: Car Wars; Edition: 4th 8 players
GM: Andreas Metzger
Level: \$20-25K per car; \$30K per person; 40 pt characters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Shopping at Uncle Al's is the high point of the month, but why are the other mall shoppers headed your way looking like they want to rip your head off?

362 The Invasion of Hyperion **Saturday Noon in Salon FG Table 9 for 6 hours**

System: Battlefleet Gothic; 10 players
GM: Jeff Yin
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Imperial ships escort a planetary invasion force to redeem the important Hive Planet Hyperion. Battlefleet Gothic is the game of space combat in the 41st Millennium.

365 Zombies on Zeta **Saturday 5 PM in Salon FG Table 9 for 6 hours**

System: Colonial Troopers; Edition: 1st 6 players
GM: Thomas L. Denmark
Variations: squad-based combat
Level: mid-level
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
On a remote space mining station, an alien plague is turning crew members into zombies! Command your Colonial Troopers to cleanse the infestation, and investigate.

SESSION 5 SUNDAY

561 Final Battle of Nomar Nas **Sunday 9 AM in Salon FG Table 8 for 8 hours**

System: Battletech; Edition: Total Warfare 8 players
GM: Jason Windham
Variations: Card based Init, Floating Crits
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
The final battle for Nomar Nas has begun. Can the rebels base be found and destroyed? Can the Freedom Fighters hold out for their reinforcements to arrive?



562 Holding the Line over Mars: Yamato 2202 **Sunday 9 AM in Hall Table 5 for 8 hours**

System: Star Blazers; Edition: 2nd 6 players
GM: Keith Holmes
Variations: Yamamoto 2202
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
The White Comet Empire approaches Mars. Gamilon forces hold a line in orbit with warp inhibitors to prevent them from jumping to Earth. Can they hold out for Earth reinforcements?

Other Games

SESSION 2 SATURDAY

[Kids' Room] Kid Game Day Grande Finale **Saturday 10 AM in Salon 2 for 6 hours**

System: [kids' games]; 4 players
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Seven fun and easy games for young players. Last year's faves plus a few new ones. Prizes for winners! See DDC website for full descriptions. Stop by and let's play!

SESSION 3

381 Monster Smash **Saturday 2 PM in Hall Table 4 for 3 hours**

System: Monster Smash; 8 players
GM: Donna Livingston-Fitch
Variations: shrinking island
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Make your play dough monster and prepare to battle. Build, move, heal, SMASH. Play requires basic math skills. Parents/caregivers are welcome to assist.

SESSION 4

481 There Be Scurvy!! **Saturday 6 PM in 152 for 8 hours**

System: Battle Stations; Edition: 2nd 5 players
GM: Jonah Johnson (Commodore No Beard)
Variations: some homebrew rules
Level: Rank 1-8
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters may be provided by GM
The Mongol Emperor was overthrown by the rebel dictator, who is now poisoning the minds of the citizens. Rescue the Emperor, and get him reinstated. Be careful but complete your mission.

SESSION 5

SUNDAY

[Kids' Room] Kid Game Day Grande Finale

Sunday 9 AM in Salon 2 for 6 hours

System: [kids' games]; 4 players

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Seven fun and easy games for young players. Last year's faves plus a few new ones. Prizes for winners! See DDC website for full descriptions. Stop by and let's play!

SESSION 6

[Kids' Room] Monster Smash

Sunday 2 PM in Salon 2 for 3 hours

System: Monster Smash; 8 players

GM: Donna Livingston-Fitch

Variations: shrinking island

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Make your play dough monster and prepare to battle. Build, move, heal, SMASH. Play requires basic math skills. Parents/caregivers are welcome to assist.



By the Basics Games

These are all ideal RPGs for beginners; all are 4-hour 5-player games, run by experienced GMs. However, experienced players are also welcome; these games are smaller, but are still independently crafted and moderated. We have three role-playing systems: Dungeons & Dragons 5.0; Fate Accelerated; and Starfinder.

More details for all these games can be found within the RPGs listed by session.

Dungeons & Dragons 5.0 Games:

P21 The Mirror of Mystery

Dungeons & Dragons 5 (DD5Basic) Friday Noon in 381

P28 We Be Goblins

Dungeons & Dragons 5 (DD5Basic) Friday 4 PM in 168

117 Of Giants and Men

Dungeons & Dragons 5 (DD5Basic) Friday 8 PM in 162

303 Night at the Museum

Dungeons & Dragons 5 (DD5Basic) Saturday 2 PM in 152

308 The Dragon at the End of the World

Dungeons & Dragons 5 (DD5Basic) Saturday 4 PM in 154

319 Return to Caliban!

Dungeons & Dragons 5 (DD5Basic) Saturday 4 PM in 376

411 The Wisdom Festival

Dungeons & Dragons 5 (DD5Basic) Saturday 8 PM in 376

508 The Wisdom Festival

Dungeons & Dragons 5 (DD5Basic) Sunday 10 AM in 145

817 We Be Goblins

Dungeons & Dragons 5 (DD5Basic) Monday 10 AM in 166

FATE Accelerated Games:

407 Starjammin' Across the Universe

FATE Accelerated Saturday 8 PM in 147

Starfinder Games:

P16 Race to Freedom

Starfinder Friday Noon in 168

712 Race to Freedom

Starfinder Sunday 8 PM in 338

Demo Games

All demos are drop-in games. They can be found in two locations.

If you are interested in **Call of Cthulhu**, Chaosium is running several demonstration games in Room 164 on Saturday and Sunday. Ezra Denney will be running a 2-hour game, starting at noon on Saturday: **The Crimson Carnivale - by Leigh Carr**: Abandoned by deserting carnies and performers, the few remaining members of the Great Romano Brothers' Circus stand at graveside. The death of the lion tamer is but one of the many blows of fate laid on the shoulders of the investigators. But is it all bad luck and misfortune? Or is something to blame? (Call of Cthulhu 7th Edition—Classic Era, beginners welcome!)

Ezra will run the same game a second time in 164, at 3 PM on Saturday.

At 7 PM on Saturday, Todd Gardiner, Director of Organized Play, is running **Blood Orgy on Vampire Island - by James Thompson**: While the investigators are enjoying a party cruise, one squall leads the yacht to a foundering fisherman's boat and his statements of doom. Warned away from the "cursed" Wolfstone Island, the decadent host can't resist heading to the shores and carrying on the party there. Pre-generated adventurers provided. (Call of Cthulhu 7th Edition - Pulp Cthulhu, 6 players per table, 4 hours long; beginners welcome!)



Todd will offer a second game Sunday at 7 PM, again in 164: **The Shooting Party - by Jonathan Mosedale**: A crisp fall day hunting in the woods and fields surrounding Highcombe House is interrupted when two men with antiquated accents confront the investigators before firing muskets and disappearing while gun smoke obscures them. And this is only the first of many strange events to occur over the weekend. Can the guests of the hunting lodge solve this mystery, or are they the ones being hunted? Pre-generated adventurers provided. (Call of Cthulhu 7th Edition - Classic Era, 6 players per table, 4 hours long; beginners welcome!)

The other place to look for demonstration games is the Bishop Ranch Lobby. Polaris Games is offering recently published **Trinity**, an abstract strategy game running 10-30 minutes. Polaris will be at Hall Table 5, Sunday at 3 PM, for 3 hours.

Another recently released game will be on display Saturday at noon at Hall Table 6, as James Gray introduces a new theme for **Crazier Eights—Olympus**. Greek Mythology comes to life with this gateway fantasy card game. Every card can be played for an ability, and the first player with zero cards in hand wins. The display will run for three hours.

Also, check out Bard Games' big display, which will be hard to miss, set up at Hall Table 3, from 10 AM to 6 PM both Saturday and Sunday. Already with a big Kickstarter success for their card game **Fickle**, they also will have **Pocket General** and **Sherlock Holmes—Vanishing Man** on display, and will be offering chances to play Jordan Nichols' **The Lost Worlds of Josh Kirby**, which is soon to go to Kickstarter. This 2-5 player space exploration and conquest game takes less than half an hour to play, and you'll get to enjoy the art of Josh Kirby whether you win or lose.

Our thanks to everyone mentioned here for spicing up the Con with these cool demos!

Role-Playing Games

SESSION P

FRIDAY

Po1 Beware the Shadow of La Sombra

Friday Noon in 143 for 8 hours

System: Hero 4th & 5th edition (Champions); 6 players

GM: Jim Puder

Variations: Find weakness 2x max, No speed chart

Level: 10-12 DC, 5-7 Speed, 25-33 PD/ED, 8-11 CVs

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own characters

La Sombra is back, and he's brought help. Can you stop his plot to turn the shadows of the world into his personal weapons of mass destruction?

Po2 The British Are Coming!

Friday Noon in 145 for 6 hours

System: Pulp Adventure; 6 players

GM: Joe Parzanese

Variations: Victorian

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Welcome to Wichita! The British band of adventurers, the Albion Society, is headed to America to locate a missing associate and thwart an evil villain. Adventure in the 1890s!

Po3 The Test of the Topaz Champion (Beginner's Box)

Friday Noon in 147 for 6 hours

System: L5R; 7 players

GM: Joel Phillippi

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Future Samurai of Rokugan! You stand here in Tsuma, having been recognized as the best of your generation. The tournament winner will be the best of the best.

Po4 Friend Computer's Mandatory Arts & Crafts Sleepover Camp

Friday Noon in 149 for 6 hours

System: Paranoia; 6 players

GM: Vylar Kaftan

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

To promote citizen happiness, the Computer orders all Troubleshooters to attend Sleepover Camp. You will learn valuable life skills like blaster repair, scrapbooking, and fleece [REDACTED]. The best campers [REDACTED].

Po5 Chow's Request

Friday Noon in 151 for 6 hours

System: Carbon 2185; Edition: 1st 5 players

GM: Clifton Sumrall

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Chow's Request is an introductory adventure for Carbon 2185. This is your first glance into the Cyberpunk dystopian corporate-run future.

Po6 City of Mist

Friday Noon in 152 for 8 hours

System: City of Mists; Edition: 1st 5 players

GM: Jon Robertson

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

In a modern City of dark mystery, mythic figures are reborn. You were a minor character in a famous tale, but now your crew can make a new story.

Po7 Operation F-409-APC

Friday Noon in 154 for 8 hours

System: Delta Green; 5 players

GM: Michele Picard (M.E. Picard)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

When a standard op turns an isolated farmhouse into a countryside crater, the closest agents are tasked to remove evidence and mislead local investigators. That's you—the cleanup crew.

Po8 Slay the Harlot Queen of Geb

Friday Noon in 159 for 8 hours

System: Pathfinder; 6 players

GM: Robert Anderson (Kaster)

Variations: Mythic

Level: 27th & Mythic 5th—3M GP equipment

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Will the New Undead Armies of Geb destroy the world of the Living?

Po9 A Perfect Day for a White Wedding

Friday Noon in 160 for 8 hours

System: All Flesh Must be Eaten; Edition: 1st 6 players

GM: David Weinstein (Zombie Wrangler)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Love is in the air! Valentine's Day is a busy day for weddings, especially at the end of a couples retreat. These couples, however, are anything but ordinary...

P10 The Silver Road

Friday Noon in 161 for 8 hours

System: Troika!; Edition: 1st 6 players

GM: Matt Morrison (Matrox Lusch)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The world is flat and nothing flies. Today an impossible road appeared, suspended by nullity. A thin silver ribbon stretching up into the sky as far as eyes could see.

P11 The Citrine Crown

Friday Noon in 162 for 8 hours

System: Dungeons & Dragons 5; 6 players

GM: Aaron Malek

Level: 5th - 7th

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The forested slopes of Shadowrose Glen have long been troubled, and evil things make it their home. Recover the Citrine Crown; perhaps friendly folk can once again tread safely there.

P12 The Cult of Yum!

Friday Noon in 163 for 4 hours

System: Feast of Legends; Edition: 1st 5 players

GM: Jason Krestoff

Level: 3rd

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Freshtovia faces a sinister threat. The Cult of Yum! (followers of the dark being TRICON) have appeared. Can the heroes stop the mysterious Colonel and his Knights of the Fiendish Chicken?

P13 Deed of Marath

Friday Noon in 164 for 8 hours

System: Dungeons & Dragons 5; 6 players

GM: Adam Johnson

Level: 8th

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.

P14 The Great and Powerful City Aqualonia

Friday Noon in 165 for 8 hours

System: Exalted; Edition: 1st 10 players

GM: Ryan Hulse (Secollyn)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Mysteries abound in Aqualonia; which of them will you find?

P15 The Keep on the Borderlands 3.5

Friday Noon in 166 for 8 hours

System: Dungeons & Dragons 3.0/3.5; 6 players

GM: Daniel Woolery

Variations: optional & house rules

Level: 3rd

Rules Knowledge: Useful

Game Content: Mature Themes

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.

P16 Race to Freedom

Friday Noon in 168 for 4 hours

System: Starfinder; 5 players

GM: Walter Manbeck

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Triune has heard your mystic's prayers and freedom from your android servitude has miraculously occurred! Now you just have to escape the mining pits.

P17 Soul of the Sage

Friday Noon in 374 for 6 hours

System: Tunnels & Trolls; Edition: 7th 6 players

GM: Gregory Landon (Grikk)

Variations: house rules

Level: 3rd

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Soul of the Sage: A powerful troll has captured the soul of a renowned sage. You must brave the troll's dungeon to free the sage's soul.

P18 Vacuum Echoes

Friday Noon in 377 for 6 hours

System: Mothership; Edition: Player's Survival Guide 6 players

GM: Keith Johnson (Rev. Keith Johnson)

Level: Average, like the crew of the Nostromo

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Scifi survival horror in space.



P19 First Year!

Friday Noon in 378 for 6 hours

System: Harry Potter The Tabletop RPG; Edition: 2.1.0 6 players

GM: Robert Johnston (Mad Capt. John)

Variations: added spells, potions & other fun details!

Level: 1st Year (exceptionally gifted)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters may be provided by GM

Going to Hogwarts! 1st Years need to buy things, make friends, board the train, get sorted, find classes, study & start a unique quest! Rules taught. Newcomers & Costumes welcomed!

P20 Melisandre's Hand

Friday Noon in 379 for 6 hours

System: Pathfinder; Edition: 2nd 6 players

GM: Gary Norton

Variations: Runequest conversion to Pathfinder 2

Level: 2nd

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Six contestants vie for prizes and fame in a variety of competitions at the annual Harvest Festival.

P21 The Mirror of Mystery

Friday Noon in 381 for 4 hours

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players

GM: Lucia Ogle (Master of Chickenry)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

In the city of Salemonet, a wizard hires you to use the most powerful artifact to save three heroes trapped in the elemental planes. Together, you must restore Naardrasil's light!

P22 The Grind

Friday Noon in Salon H for 8 hours

System: Pathfinder; Edition: 1st 6 players

GM: Jason Carpenter

Variations: 20pt buy, Half-Orcs only (no full Orcs), 315K wealth

Level: 16th

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM, (max 2)

Show mad Grumash that Half-Orcs are worthy before he annihilates them all. No spells, no spell-like abilities, no supernatural abilities. Enter the tower, fight well, prove your worth (not PvP).

P23 Escaping Svadilfari

Friday 2 PM in 334 for 4 hours

System: The Expanse; Edition: 1st 5 players

GM: Harold Ogle (spaceseeker19)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! You and your crew have been exploring through the Rings for months, gambling on finding a valuable world, strike it rich, then everything goes wrong...

P24 My Little Pony: Tails of Equestria

Friday 2 PM in 334 for 8 hours

System: My Little Pony: Tails of Equestria; Edition: 1st 8 players

GM: Mariana Serangice (Sparkle Durio)

Variations: Original

Level: 1st

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Players adventure together and use the *magic of friendship* to overcome obstacles as they learn more about each other and the world around them, in the magic-filled world of Equestria.

P25 The Gunrunner's Gauntlet

Friday 2 PM in 338 for 8 hours

System: FATE Core; 5 players

GM: Dovi Anderson

Level: Scum & Villainy

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Despite setbacks and fraying loyalties, your crew makes a run at Thespa the Hutt's Gunrunner's Gauntlet, a high-speed, high-risk gunrunning competition raging across the Outer Rim. Six million credit prize...

P26 Hecatomb of Horrors

Friday 2 PM in 376 for 6 hours

System: The Strange; Edition: 1st 6 players

GM: Shannon Prickett

Variations: Trading Damage for Effect, Lasting/Permanent Dmg

Level: Tier 3

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Office for Strategic Recursions does more than protect Earth from planetovores; some days they haul incredibly volatile exotic material through the uncharted depths of The Strange. Like today.

P27 *Lost Colony of Roanoke*

Friday 4 PM in 163 for 8 hours

System: Call of Cthulhu; Edition: 3rd 6 players

GM: Ken Moscardini (Quode)

Variations: Time frame, Early Americas

Level: Not enough

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Croatoan From beyond space and time it spoke, the madness endured was unknown 'till a small group of investigators discovered the truth and hid it for all time.

P28 *We Be Goblins*

Friday 4 PM in 168 for 4 hours

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players

GM: Kanaan Marcelino

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A band of goblins is tasked to see whether the rumors from an executed scout about a treasure trove of fireworks are true or not!

SESSION 1

100 *Savage Love Boat*

Friday 6 PM in 145 for 6 hours

System: Savage Worlds; Edition: SWADE 12 players

GM: Todd Evans & Marty Caplan

Variations: 2-table game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You are a celebrity guest star on *The Love Boat*, and one of the other passengers, Mr. Wing, says he's very concerned about finding his pet before the Midnight Buffet.

101 *Dark Tide Meets the Phantom*

Friday 6 PM in 149 for 8 hours

System: Pulp Adventure; Edition: Drive-in Pulp 6 players

GM: Gerald Betti (Jerry Betti)

Variations: Sid&Marty Krofft Movie-of-the-Week

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Dark Tide, a 1979 Rock Band (and secret super-heroes) have been booked for a Gig at Marine World Africa USA. A fan asks for help finding her missing boyfriend.

102 *America's Secret Squadron Returns Again*

Friday 6 PM in 151 for 6 hours

System: Nugget; 6 players

GM: Michael Siverling

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Calling all Rocket Men, Jungle Queens, Masked

Detectives and all other adventurers! The Sinister Six are on the prowl!

103 *Knights of NorCal*

Friday 6 PM in 334 for 4 hours

System: FATE Accelerated; 5 players

GM: Brian Isikoff

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Those damnable Silidorian NecroTechnoMancers are at it again, threatening the Silidor Valley and NorCal proper with their foul technodaemons! Only you brave Knights of NorCal can stop them. Yes, you.

104 *The Avengers 1952*

Friday 6 PM in 374 for 6 hours

System: Pulp Adventure; Edition: 2nd 6 players

GM: Jeff Hatch

Variations: Super Pulp

Level: Pulp Hero

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Discover the true origins of The Mighty Avengers! Play the 1950s versions of these Marvel icons!

105 *SKILLSHOT*

Friday 6 PM in 377 for 8 hours

System: Delta Green; Edition: Arc Dream 2016 5 players

GM: Andy Hull

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Unlikely companions search for the people who faded from their lives. A filthy stranger promises them answers if they keep quiet. It's 1992. Something awful is about to happen.

106 *Going Inside*

Friday 6 PM in 378 for 4 hours

System: Shadowrun; Edition: 5th 5 players

GM: Kasi Jammeh (SkeletorSally)

Level: medium

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Infiltrate Renraku Corporation and leave a replica.



107 Trouble at Day's Rest**Friday 6 PM in 379 for 6 hours**

System: Runequest Glorantha; Edition: 4th Chaosium 6 players

GM: John Holmes (1093)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Sent on a mission by one of his ancestors, Vishi Dunn and his companions travel to Day's Rest in Prax to find what has made the spirit disquiet.

108 Borderlypse World or Apocolands**Friday 6 PM in 381 for 6 hours**

System: Apocolypse World; Edition: 1st 5 players

GM: Dennison A. Milenkaya

Variations: Borderlands character playbook

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Life's hard on Pandora, but mercifully short. With Vault Hunters raising hell, the ex-convicts inhabiting the planet are going hog-wild trying to hold onto what's theirs—they stole it first.

109 Murders on the Disoriented Express**Friday 7 PM in 608 for 6 hours**

System: Compleat Arduin; Edition: Editor's Cut 6 players

GM: Mark Schynert

Level: 6th-8th

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

None of the trains were scheduled to stop in Wichita.

Only one of them was even supposed to go through Wichita. And all have a murder victim on board.

110 Zombie World!**Friday 8 PM in 143 for 4 hours**

System: Powered by the Apocalypse; 8 players

GM: Charles Picard

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

When there's no more room in Hell the dead will walk the Earth... Zombie World features card-driven Powered by the Apocalypse gaming designed for easy, quick, and intense play.

111 Who Said Fun Land Is Fun?**Friday 8 PM in 152 for 8 hours**

System: Hero 5th edition (Champions); 8 players

GM: Maria Caballero

Level: 60 active pt attacks (max 50 OK) CV 8-10 mutants

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Mutants are missing. They all have one thing in common, they went to Fun Land.

112 The Great Toonish Baking Show**Friday 8 PM in Tri Valley 2 for 4 hours**

System: Toon; Edition: Deluxe 10 players

GM: Doc Cross

Variations: YEAST! BAKING! JUDGES!

Level: Puff Pastry

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Compete, in teams of two, in The Great Toonish Baking Show. Bake the best pies, cookies, cakes and whatever; you could win 10,000,000,000,000 simoleons and the title of Master Bakers.

113 Brinkwood—A Forged in the Dark Game**Friday 8 PM in 154 for 4 hours**

System: Forged in the Dark; 5 players

GM: Erik Bernhardt

Variations: Brinkwood: The Blood of Tyrants

Level: Tier 0

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In Brinkwood, you take on the role of renegades, thieves, and rebels struggling for freedom and liberation in a castylpunk world controlled by vampires.

114 Cthulhu Trek**Friday 8 PM in 159 for 6 hours**

System: Trail of Cthulhu; Edition: 1st 5 players

GM: Gene Lancaster (Mean Gene)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The USS Yorktown has received orders to answer a distress ping from the USS Kongo. A damage control team is sent via shuttlecraft to the derelict to assess the situation.

115 The Weird, Weird West Part 1**Friday 8 PM in 160 for 4 hours**

System: BASH! Basic Action Super Heroes; Edition:

Ultimate 8 players

GM: Chris Rutkowski (BASHMAN)

Level: 30 character pts

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Dodge City, 1877. Dinosaurs, zeppelins & aliens, oh my!

Can our superheroes manage to patch the fabric of reality before time (literally) runs out in this time-traveling adventure?



116 Been Hurt—A Sporting Adventure for Mostly Bots

Friday 8 PM in 161 for 4 hours

System: Paranoia; Edition: XP 6 players

GM: Ian Norris

Level: CLASSIFIED

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Greetings, troubleshooters! This experimental group of mostly-bots has been sent on a most important mission—one that may require going to the Great Outside. Watch out for—ERROR! INFORMATION NOT FOUND!

117 Of Giants and Men

Friday 8 PM in 162 for 4 hours

System: Dungeons & Dragons 5; Ed.: Basic Rules Set 5 players

GM: Obi Kaufmann (The Raven King)

Level: 4th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Players provide their own characters

A mysterious blight is destroying the northern lands of Uldenheim. Escort the Druid of the Golden Eye through perilous territory to learn the blight's source. Fail, and the blight might devastate all.

118 Jailbreak

Friday 8 PM in 164 for 8 hours

System: Unknown Armies; Edition: 3rd 9 players

GM: Josh Clark & John Castillo

Variations: some customization

Level: Street level investigation

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Escaped convicts have hostages inside a farmhouse, while a storm rages outside. They need to wait out the night, and they can forget this happened. Mature themes, heavy role-playing expected.

119 A Pound of Flesh

Friday 8 PM in 165 for 4 hours

System: Mothership; 5 players

GM: Adrian Romero

Level: Mid

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Cyberpunk/transhuman/sci-fi/horror/adventure on a noir metropolis space station using the 2019 Ennie award winner for Best Game, very easy to learn elegant rules, make your crewmember in 5 minutes, save vs. panic!

121 Coronation of the Goblin Queen

Friday 8 PM in 168 for 4 hours

System: Savage Worlds; Edition: Adventure 5 players

GM: Joseph Benkuel (Joe Benkuel)

Level: Rank 3 (novice)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Inside the goblin hall, a grand celebration is prepared.

You and a handful of other prisoners will be providing the entertainment during the festivities!

122 Ancient Skin

Friday 8 PM in 376 for 4 hours

System: Mork Borg; Edition: doom 6 players

GM: Thom Hall (skars)

Variations: Domkraft - Flood (LP) & Kobold - CLT

Level: beginning

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Ancient Skin by Pelle Nilsson using Mork Borg. Perhaps it was ill-advised to forcefully, and alone, turn over the lid to old king Frestil's sarcophagus?

123 Zombie Cthulhu—Raiding the Y-Files

Friday Midnight in 374 for 4 hours

System: Pulp Adventure; Edition: 2nd 6 players

GM: Jeff Hatch

Variations: Cthulhu Pulp

Level: Cliffhanger

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Armed with a partial vaccine, our brave Investigators raid a coastal installation which once housed the government's Paranormal Studies team.

SESSION 2

SATURDAY

201 Mythos Trek

Saturday 8 AM in 145 for 10 hours

System: Call of Cthulhu; Edition: classic 7 players

GM: Whitney Lee Preston

Variations: slight for Player enjoyment

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

The Crew of the USS Constitution have a problem. The Command Staff of the Ship stand accused of murder. A Whodunit! Is Nyarlathotep smiling? Gather Clues! Find the Killer!



202 A Rescued Prince and a Mug of Mead

Saturday 8 AM in 147 for 6 hours

System: Savage Worlds; Edition: Adventure 6 players

GM: Tammy Pressman

Variations: seasoned

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A group of bandits has kidnapped Prince Aster. Local street heroes face their greatest challenge—and it may not be just bandits in their way—in this medieval fantasy game.

203 P-Tek Party

Saturday 8 AM in 149 for 6 hours

System: Call of Cthulhu; Edition: 7th 6 players

GM: Jill Stapleton (Jill)

Variations: COC rules, Monster Hunter International Setting

Level: Extremely large guns

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Your team is celebrating success at AA Bar & Grill. Beer is flowing and the steaks on the way when you hear a voice in your head scream “RUN!”

204 Who Are You? Who Am I?

Saturday 8 AM in 151 for 8 hours

System: Dungeons & Dragons 5; 8 players

GM: Jeff Boles

Level: 6th

Rules Knowledge: Useful

Game Content: Mainstream

Players provide their own characters

Adventurers needed to protect a whisper. Devils, dragons and beholders don't worry you, right? Oh, there also might be Illithids, Drow, and Elementals. Are we still good here? Heavy role-playing.

205 Ghostbusters: Valentine's Day Bummer

Saturday 8 AM in 152 for 6 hours

System: Ghostbusters; 6 players

GM: Andrew Beahm

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Fire up your unlicensed nuclear accelerator and take the role of a paranormal investigator/eliminator as you race against time to prevent the end of the world.

206 Doctor Who: Legacy of the Doctor

Saturday 8 AM in 154 for 8 hours

System: Doctor Who Adventures in Time and Space; 6 players

GM: Ryan Walton (Gamer Geekus Alpha)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The story continues. The Doctor(s) and companions have escaped the Noctifer though the Void and into another Universe that holds the secrets to the Noctifer's defeat! But at what cost?

207 Grabbing the Dark

Saturday 8 AM in 159 for 8 hours

System: City of Mists; 6 players

GM: Pol Stafford

Variations: adapted for Fantasy RPG

Level: Medium

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

On a mission to undermine the wretched High Kingdom, the heroes stumble into a supernatural threat that could be the ultimate fate of humanity.

208 Collateral Diplomacy

Saturday 8 AM in 160 for 8 hours

System: Homebrew; 6 players

GM: Joseph Silveira

Variations: Card drafting for character creation

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Both sides are abusing the leniency and immunity that was given to diplomats. At this point they're little more than war machines with bureaucrats feeding them more ammo.

209 Lost Anthem

Saturday 8 AM in 161 for 8 hours

System: Hero pre-5th edition (Champions); Edition: 4th 6 players

GM: David Rakonitz

Variations: some 5th ed; otherwise minor

Level: Max 60 pt attacks, max 33 PD/ED

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

With her protector in the hospital, the superhero Anthem needs your help. Race around the globe to stop the Eternal President's scheme to make his past our future.

210 A Bit of Urgency is Required

Saturday 8 AM in 162 for 8 hours

System: Advanced Dungeons & Dragons; Edition: 2nd 8 players

GM: Dwayne Paul Fox

Variations: World of Greyhawk, Segmented movement

Level: 8th-9th

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

The Hero's Journey deep within the marshes of Blackmoor to locate and recover the Lost Chalice of Heironeous, and leave before forces of IUZ make escape impossible and death probable.

213 Lich Trapped in the Tetrahedron

Saturday 8 AM in 163 for 8 hours

System: Dungeons & Dragons 5; 6 players

GM: Bob Weidman

Variations: No evil

Level: 11th; 4 healing potions; 2 uncommon/1 rare item

Rules Knowledge: Useful

Game Content: Mature Themes

Players provide their own characters

Go to another plane of existence and conquer puzzles, riddles, traps and monsters to destroy the phylactery of the Lich.

214 Escape from Mos Shuuta

Saturday 8 AM in 165 for 6 hours

System: Star Wars; Edition: Fantasy Flight 5 players

GM: Zachary Paul

Variations: Beginner's game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Never played a role-playing game before? Never played a

Star Wars RPG before? This is the perfect introduction!

Never used "Story Dice? This is the perfect way to learn!

215 Bad Water

Saturday 8 AM in 166 for 8 hours

System: Dungeons & Dragons 5; 6 players

GM: Adam Johnson

Level: 4th

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.

216 The Old Temple

Saturday 8 AM in 168 for 8 hours

System: Black Hack; Edition: 2nd 6 players

GM: Andy Marshall (Gnomeo)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Villagers have gone missing; now, vile creatures are emerging from the forest. Perhaps the old temple has something to do with it? Old-school fun, simple rules.

217 Incident at Absalom Station

Saturday 9 AM in 608 for 8 hours

System: FATE Core; 5 players

GM: Shain Edge (Eklypse)

Variations: Starfinder setting

Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Starfinder done in Fate. The five of you have been invited to join the Starfinder's society. Unboarding your shuttle was your first mistake.

218 The Pet Predicament

Saturday 10 AM in 338 for 6 hours

System: Tails of Equestria; 8 players

GM: Jenna Pohlman

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! When the Mane Six are going off to their own adventure, they call on the next generation to do some pet sitting. Whatever could go wrong?

219 The Weird, Weird West Part 2

Saturday 10 AM in 374 for 4 hours

System: BASH! Basic Action Super Heroes; Edition:

Ultimate 8 players

GM: Chris Rutkowski (BASHMAN)

Level: 30 character pts

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Dodge City, 1877. Dinosaurs, zeppelins & aliens, oh my!

Can our superheroes manage to patch the fabric of reality before time (literally) runs out in this time-traveling adventure?

220 Full Moon (direct to Video) Massacre

Saturday 10 AM in 376 for 6 hours

System: Nugget; 6 players

GM: Michael Siverling

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In the dark days of the Apocalypse of 1989, only an Alien, a Demon, an Invisible Man, a Robot, a Sorcerer, and a Time Traveler can save us.

221 Hole in the Sky

Saturday 10 AM in 377 for 6 hours

System: Dungeon Crawl Classics; 6 players

GM: Frank Alonso

Variations: 0 level funnel

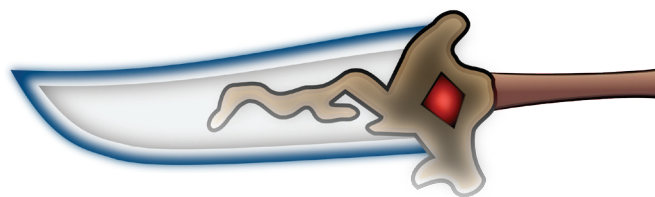
Level: Zero

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

0-level character funnel for the Dungeon Crawl Classics game. Beginners welcome!



222 Another Day in Paradise

Saturday 10 AM in 378 for 8 hours

System: Storyboard; Edition: 1st 6 players

GM: Duane Frederick

Level: 20 traits

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Runners wanted for high risk/reward run. Cyberpunk, zombies, infiltrating an Aztech facility in Caracas, the epicenter of the zombie epidemic. What could be more fun!

223 Something Stinky in Footsrest

Saturday 10 AM in 379 for 6 hours

System: Dungeons & Dragons 5; 6 players

GM: David Lowe-Rogstad

Level: 5th-8th

Rules Knowledge: Beginners Welcome

Game Content: Family

Characters may be provided by GM

Another year, another visit to Footsrest's Pastry Festival. However, things aren't as peaceful as they seem. Can you overcome the rotten evil that threatens the village?

224 Castle Morthimion

Saturday 10 AM in 381 for 4 hours

System: Original Dungeons & Dragons; Edition: Holmes

Blue Box 6 players

GM: Aron Clark (AronBC)

Level: 1st (2 char) or 2nd (1 char)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Welcome to Castle Morthimion, fool. You are not the first nor the last to brave the depths seeking fame and fortune. Mind you the Wizard Warramos expects his just due.

[Kids' Room] Beyond the Door to Monster Mountain

Saturday 10 AM in Salon 2 for 4 hours

System: Original Dungeons & Dragons; Edition: Holmes

Basic (1977) 6 players

GM: Thom Hall (skars)

Variations: House rules (of course!)

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

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....

[Kids' Room] A New Adventure

Saturday 10 AM in Salon 2 for 4 hours

System: Dungeon World; 5 players

GM: Kenny Tracy

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Forge your own adventure, and collaborate to tell a story as epic as your imagination.

SESSION 3

300 Missing!

Saturday 2 PM in 143 for 4 hours

System: GURPS; Edition: 4th 6 players

GM: Tom Vallejos

Level: 240-300

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Millions of people use the Hyper-dimensional gates every day. Perfectly safe. What happens when 10,000 people disappear? Find out! Prizes from Steve Jackson Games!

301 Sumer Prime—They Took Our Jobs!

Saturday 2 PM in 147 for 6 hours

System: Dungeons & Dragons 5; 6 players

GM: Dylan Blair

Level: 16th

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Undead automation, immigrant fey labor, and mega-farms have allowed unprecedented access to affordable food. You're a retired adventurer drawn into a political nightmare of violent protests and potential rebellion.

302 Glory Days (Good)

Saturday 2 PM in 149 for 6 hours

System: Advanced Dungeons & Dragons; Edition: 2nd 6 players

GM: Rick Cannon (Rick)

Variations: some house rules

Level: 1 M XP

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Back before feats & extra actions, we walked uphill both ways to the Colosseum, when adventuring was done with skill. Retirement is over; an old enemy has come seeking vengeance!

303 Night at the Museum

Saturday 2 PM in 152 for 4 hours

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players

GM: Andy Goodman

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You've been hired to acquire a worthless tribal token from the Museum. You find the ancient halls darkened and silent. Maybe this won't be a simple fetch quest after all.

304 Introduction to Humblewood

Saturday 2 PM in 334 for 4 hours

System: Dungeons & Dragons 5; 5 players

GM: Charles Picard

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Come explore the Humblewood setting from Hit Point Press's fantastically successful Kickstarter! Play Humblefolk and Birdfolk fighting to defend their forest home in an enchanting realm where Nature meets Storytelling.

305 A Glitch in the Matrix

Saturday 2 PM in 374 for 4 hours

System: Unknown Armies; Edition: 3rd 6 players

GM: Todd Furler

Level: street level

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Sometimes reality skips a groove. Usually when this happens, no one notices. But now and again, the effects are much too big to be ignored.

307 Sigil, Nobles, and an Angry Demigod on the Infinite Staircase

Saturday 4 PM in 151 for 8 hours

System: Dungeons & Dragons 5; 5 players

GM: Anthony O'Con

Variations: Extensive use of Planescape 2E

Level: 11th

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

Be Clueless Berks, Planar Elitist or Cager, the dark's this; it may sparkle your kip, get scragged or lost. Lann it poorly, we can get Mazed.

308 The Dragon at the End of the World

Saturday 4 PM in 154 for 4 hours

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players

GM: Obi Kaufmann (The Raven King)

Level: 8th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Players provide their own characters

In the far north, white dragons torment the community of Uldenheim. Protect the town; you may be thwarted by elements from within that don't wish the dragons to be defeated.



309 Fortune Awaits Beyond Aegyptus

Saturday 4 PM in 159 for 8 hours

System: Call of Cthulhu; Edition: 7th 6 players

GM: Leon C Glover III (Nodens)

Variations: Cthulhu Invictus

Level: Mid-level

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Alleius Nigidius Maius (merchant) is seeking bold veterans, sailors and traders for an expedition to Aksum. Sacrifices made; augury and omens are favorable. Strange gods, creatures, and untold wealth await.

310 Desperation Breeds Courage

Saturday 4 PM in 160 for 6 hours

System: Alien RPG; Edition: Free League 6 players

GM: Saul Morales

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Desperate space truckers looking for the next big haul, this one hauling Helium 3 to Sutter's World, a frontier colony, will do. A small pay haul but a sure and easy payday.

311 See No Monkey, Hear No Monkey, Speak No Monkey

Saturday 4 PM in 161 for 8 hours

System: Feng Shui; Edition: 2nd 6 players

GM: Marc Willner

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

The Eaters of the Lotus plan a summoning for the top of the Royal Victoria. Elevators are off; stairways are blocked. Fight your way to the roof and stop them.

312 3:10 to Malfeas

Saturday 4 PM in 162 for 8 hours

System: Werewolf the Wild West; 8 players

GM: Liz Ruifrok

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The train arrives through the Redlands of California. Only a team of criminals can save the world. Or can you?

313 Death Pit of the Ancient Ones

Saturday 4 PM in 163 for 6 hours

System: Mutant Crawl Classics; Edition: Original 6 players

GM: Kevin Glazner

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Mutants explore an ancient bunker looking for high-tech gadgets.

314 Murder on Lightning Rail Express

Saturday 4 PM in 165 for 8 hours

System: Dungeons & Dragons 5; 8 players

GM: Chris Bruno ()

Variations: Eberron

Level: 9th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Welcome to Eberron's newest line of luxurious travel.

See the lovely sites of Khorvair in comfort, at least until something goes.... Pulp adventure and mystery in a new setting.

315 Woebegone Winter

Saturday 4 PM in 166 for 6 hours

System: Call of Cthulhu; Edition: 7th 6 players

GM: John Castillo & Josh Clark

Variations: some customization

Level: Entry-level investigator

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Year 1845. The Darrow family strikes out West aboard a covered wagon, seeking fortune. It's a late start, but they have the best guide in the Territories.

316 Shadows of Nobility

Saturday 4 PM in 168 for 8 hours

System: Traveller; Edition: Mongoose 1st 6 players

GM: Michael Blum

Variations: Easier stat effects, and other minor changes

Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Humanity struggles to resist the Vaylen worms; rebels, nobles, and star-spanning empires strive for power; and you ... you must live through a series of mysterious assassination attempts.

317 Save the Oliphant

Saturday 4 PM in 334 for 8 hours

System: Dungeons & Dragons 5; 6 players

GM: Jim Gettman

Level: 4th

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! Erm, Mr. Tolkien, whatever happened to that Múmák in Ithilien? You were devastated in Pelennor, but you managed to survive. Now what? Who takes care of the things left undone?



318 Los Campeones de la Justicia contra la Maldición de la Momia

Saturday 4 PM in 338 for 8 hours

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

GM: Vernon Putman (Dr. Plague)

Variations: Super powered Luchadores

Level: medium

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334!

Luchahotep, the Egyptian god of masked Mexican wrestlers, has deeper plans than were revealed when the Técnicos defeated the Martians in the contest of planets.

319 Return to Caliban!

Saturday 4 PM in 376 for 4 hours

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players

GM: Joseph Matthew James

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Brave adventurers from all realms raided the universe's most evil tower. Whether they wanted gold, adventure, or justice, most perished. Those who survived are returning more powerful than ever.

320 Cyberpunk Red: Going Downtown

Saturday 4 PM in 377 for 8 hours

System: Cyberpunk ; Edition: Red Jumpstart 6 players

GM: David Ackerman

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Cyberpunk Red Jumpstart: The Team has a lead on some prime salvage in the radioactive ruins of Night City, but can they beat the neocorps and radical gogangers to it?

SESSION 4

401 The Planet of Storms

Saturday 6 PM in 143 for 8 hours

System: Traveller; Edition: 1st 10 players

GM: Peter Bauer (Dr. Smith)

Variations: High Guard

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

This is a Traveler High Guard situation where the High Guard is called in to deal with a troubling situation planetside.

402 The Sorcerer's Planet

Saturday 6 PM in 145 for 6 hours

System: Basic Role Playing; 6 players

GM: Arthur Stone Wallis (Don Fanucci)

Variations: Star Trek; using percentiles

Rules Knowledge: Useful

Game Content: Mainstream
All characters provided by GM
The USS Charlemagne, operating with a skeleton crew, is hastily sent on a scouting mission to investigate piracy... within Federation Space!

481 There be Scurvy!!

Saturday 6 PM in 152 for 8 hours

System: Battle Stations; Edition: 2nd 5 players
GM: Jonah Johnson (Commodore No Beard)
Variations: some homebrew rules
Level: Rank 1-8

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters may be provided by GM

The Mongol Emperor was overthrown by the rebel dictator, who is poisoning the minds of the citizens.

Rescue the Emperor, and get him reinstated. Be careful but complete your mission. *A role-playing gamee with some board game elements.*

403 Showdown at Happy Harvest

Saturday 6 PM in 334 for 6 hours

System: Cyberpunk 2020; 6 players
GM: Becky Thomas & Steve Kani
Level: 65 char pts, cybernetics subject to GM approval
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! Mayday!
All Hands! Your Nomad CB radio crackles. Demo teams attacking Happy Harvest Farms! Mayday! You'd better get moving—Happy Harvest is the only safe haven in the Central Valley!

404 Doubletime

Saturday 6 PM in 374 for 6 hours

System: Red Markets - Profit System; 5 players
GM: Colin Thompson
Level: Beginner
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The zombie apocalypse came, rent's still due. To pay your bills you go into the wasteland. Today you're escorting a toddler and clearing an old bunker along the way.

405 Morrow Project World War Zombie—Part 1

Saturday 6 PM in 378 for 6 hours

System: Savage Worlds SWADE ; 6 players
GM: Paul Coulter (Reinar)
Variations: some house variants
Level: Seasoned/Veteran
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
5 Year Cryotube sleep, wake up, save the world.
Something went wrong, 150 years passed, zombies roam the world. Can it be saved? Are you the ones to do it?

406 Kayfabe and Cthulhu

Saturday 6 PM in 608 for 6 hours

System: Call of Cthulhu; Edition: 7th 6 players
GM: Ezra Denney
Level: Regional Championships
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
It's rough on the road for a wrestler in 1970s Florida. Traveling from town to town, show to show. Never heard of this next town, but it's a gig.

413 The Corpse that Love Built

Saturday 6 PM in 381 for 6 hours

System: Dungeon Crawl Classics; 6 players
GM: Jon Wilson (bygrinstow)
Level: 2nd
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A town living in fear, corpses found with missing limbs, the faceless attack! Time to raise swords and spells and storm the castle in this Gothic adventure!

407 Starjammin' Across the Universe

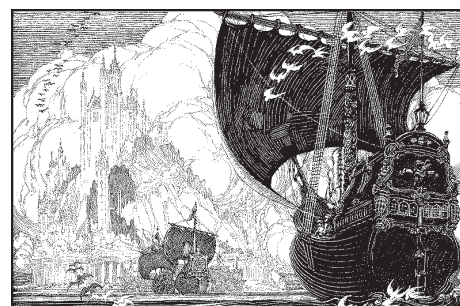
Saturday 8 PM in 147 for 4 hours

System: FATE Accelerated; 5 players
GM: Ian Norris
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A new vampiric threat emerges from another dimension. The A-team, defeated but not without leaving a message. Can our heroes unite the divided forces of Realmspace?

408 The Seven Magnificents

Saturday 8 PM in 149 for 12 hours

System: Dungeons & Dragons 3.5; 7 players
GM: Glenn S. Thain
Variations: Spell pts, Unearthed Arcania, no Tome of Battle!
Level: ~8th-10th
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
You will play one of the heroes on the quest that made them Legendary. This is a brand new campaign and the character you play will be included in the campaign history.



410 The Cult of Yum!

Saturday 8 PM in 154 for 4 hours

System: Feast of Legends; Edition: 1st 5 players

GM: Jason Krestoff

Level: 3rd

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Freshtovia faces a sinister threat. The Cult of Yum!

(followers of the dark being TRICON) have appeared. Can the heroes stop the mysterious Colonel and his Knights of the Fiendish Chicken?

411 The Wisdom Festival

Saturday 8 PM in 376 for 4 hours

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players

GM: Jessica Miller

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Every 18 years Molar Village has its Wisdom Festival, but this year strange things are occurring. Can you save the day in this punny adventure?

412 Quest for Zug Zug

Saturday 11 PM in 166 for 4 hours

System: OG; Edition: Unearthed 7 players

GM: Todd Evans

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

You are a caveman. You know those cavemen who invented fire, the wheel, and civilization? You're not that kind of caveman.

SESSION 5

SUNDAY

500 The Crawl into the Place of the Thing

Sunday 8 AM in 374 for 6 hours

System: Advanced Dungeons & Dragons; 6 players

GM: Adrian Romero

Level: 5th-7th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An old school delve into one of several old or new classic dungeons, depending on player interest/familiarity.

Streamlined D&D rules, creative play rewarded!

501 What Happened to the Astronauts?

Sunday 8 AM in 376 for 6 hours

System: End of the World; Edition: Base 6 players

GM: Zachary Morgan

Variations: homebrew setting

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

This is the story of the 6 brave souls aboard the International Space Station the day the world ended. Heavy Role Play. Rules Light System.

502 Out with the New, In with the Old

Sunday 8 AM in 377 for 8 hours

System: Pathfinder; Edition: 1st 6 players

GM: Geoffrey Nicholls (Geoff)

Variations: Generally in line w/PFS restrictions

Level: 16th, 315K Gold, 90 Stat pts

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

When good King Roger was kidnapped, Seaton fell to the evil empire of Enthor. King Roger was lost until now. A clue on his whereabouts has finally come to light.

503 Shadows on the Sea of Grass

Sunday 8 AM in 378 for 8 hours

System: Exalted; Edition: 3rd 6 players

GM: Pol Stafford

Level: Low

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Working for the Night Driver of the Endless Caravan, the characters are sent across the Sea of Grass in advance of the Caravan to find out why traders from the Coastal City of Boarport have not returned.

504 Leverage S

Sunday 8 AM in 379 for 6 hours

System: Leverage RPG; Edition: 1st 5 players

GM: Christopher Angelini

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Ordinary criminals become the good guys and help out the less fortunate in a world of superheroes and villains!

505 Hotel Mansion Mystery

Sunday 8 AM in 381 for 8 hours

System: Pathfinder; Edition: 1st 6 players

GM: Nick Matyas

Variations: Paizo books only

Level: 7th; 20pt buy; 23,500g

Rules Knowledge: Expected

Game Content: Mature Themes

Players provide their own characters

Enjoy a Pathfinder game that honors the last DunDraCon at the San Ramon Marriott.

506 Chaos in Realworldia

Sunday 8 AM in 338 for 4 hours

System: All Out of Bubblegum; 6 players

GM: Lucia Ogle (Master of Chickenry)

Level: be a normal person, please

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game
Everyone makes their own character and tries to do normal things (for example, make cake for a friend), but soon these become too extreme for even the most simple of actions.

507 Hello, World—Memory Crash
Sunday 10 AM in 143 for 4 hours

System: Forged in the Dark; 5 players
GM: Erik Bernhardt
Level: standard
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM

Hello, World is a tabletop roleplaying game set in a post-scarcity digital utopia, where enfranchised *Users* such as yourself hoard the only thing that cannot be manufactured: precious Memories.

508 The Wisdom Festival
Sunday 10 AM in 145 for 4 hours

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players
GM: Jessica Miller

Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM

Every 18yrs Molar Village has their Wisdom Festival, but this year strange things are occurring. Can you save the day in this punny adventure?

509 The Inheritors
Sunday 10 AM in 147 for 4 hours

System: FATE Base Raiders; Edition: Strange FATE 5 players
GM: Colin Thompson

Level: Beginning
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM

The missing Hourglass left warnings about the end of the world. It's up to a gang of hero-worshipping teenagers led by phone calls from a trapped super hero's janitor.

511 The Fungi of Fear III *Mind Trap*
Sunday 10 AM in 151 for 6 hours

System: Pulp Adventure; Edition: 2nd 6 players
GM: Jeff Hatch
Variations: Cthulhu Pulp

Level: Cliffhanger
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM

A near-fatal car crash leaves the lives of a group of friends shattered. Can they pick up the pieces and discover the secret of Dr. Blood?!

512 Streets of Fire
Sunday 10 AM in 152 for 6 hours

System: Monsterhearts 2; 5 players
GM: Michael Garcia
Variations: Streets of Fire Challenge, Gang Moves, Bliss City Moves

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
In a city where violence and passion are the only laws and Rock and Roll is king you're one of the gangs that rule the streets.

513 Lords of Mars
Sunday 10 AM in 154 for 4 hours

System: Lords of Mars; 6 players
GM: Aron Clark (AronBC)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream

Characters created for game
High adventure on old Mars with a light d6 RPG & wargame by Ray Otus. Scenario combines intrigue, role-playing, and big & fast battles on both land & air.

514 Body Hopping for Fun and Profit
Sunday 10 AM in 159 for 6 hours

System: Homebrew Transhuman Space; 6 players
GM: Chris Harget

Level: PCs are formidable in the game world
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
A Billionaire wants you to stop 4 illegal copies of his brain (downloaded into rental bodies) from sabotaging a competitor and killing thousands. You wanted to visit Venus anyway.

515 Beyond the Wall: A Game of Thrones Story
Sunday 10 AM in 160 for 8 hours

System: One Roll Engine; 6 players
GM: Gil Trevizo

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Brynden "Bloodraven" Rivers, Lord Commander of the Night's Watch, has disappeared. The men of the Watch and the women of Clan Bloodsister unite to search for Bloodraven beyond the Wall.



**516 Trenchcoat Brigade: The Long Undreamed Future
Sunday 10 AM in 161 for 8 hours**

System: Hero 5th edition (Champions); 6 players
GM: Joe Di Lellio ((not) Adam Savage)
Variations: minor imports from 4th ed.
Level: 8-12 DC; appropriate CVs/defenses
Rules Knowledge: Expected
Game Content: Mature Themes
Players provide their own characters
The voice quavers, an odd mash and cacophony of male & female, young & old. "Please... help me... for I do not wish to awaken but the world intrudes..."

**517 Jungle Village—Rumble in the Jungle
Sunday 10 AM in 162 for 8 hours**

System: 13th Age; 9 players
GM: Joe O'Neil (Joe)
Level: 4th
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Jungle Village is a troubled place; there is conflict between the clans. Expect a meteor strike, a mysterious swordswoman, ninja aliens (obviously), and gratuitous physics-defying martial arts.

**518 The Butcher of Belgravia
Sunday 10 AM in 163 for 8 hours**

System: Call of Cthulhu; Edition: 7th 8 players
GM: Kourtney Hobart (KoKo)
Variations: Cthulhu by Gaslight
Level: Starting plus XP bonus
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Extra, Extra! Read all about it! Some bloke's murderin' fancy nobs. You read it here first. *April Showers Bring May Flowers... and the Butcher rains blood on them all.*

**519 The Donner Party
Sunday 10 AM in 164 for 8 hours**

System: Call of Cthulhu; Edition: 3rd 6 players
GM: Ken Moscardini (Quode)
Variations: time frame, journey west
Level: Not enough
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Trapped by a sudden snow storm, the pioneers struggle against madness, hunger, and the words of the Dark Bible smuggled from the east.

**520 Cult of Personality
Sunday 10 AM in 165 for 8 hours**

System: Advanced Dungeons & Dragons; Edition: 1st 6 players
GM: Les Child (Papa Bear)
Variations: some house rules
Level: 7th-12th

Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
A high priest of Nabei, an unknown god from beyond the southern mountains, is gathering many followers. A stealthy force is needed to enter their stronghold and discover their secrets.

**522 Avengers Assemble!
Sunday 10 AM in 168 for 8 hours**

System: Marvel Superheroes; Edition: Advanced (TSR rules) 6 players
GM: Michael Skeen
Variations: Some rules mods to improve gameplay
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Play as one of Earth's Mightiest Heroes: Iron Man, Thor, Captain America, Captain Marvel, Black Widow, and more. Humanity is once again in danger; you must save humanity!

**523 The Road to Villa Rosa
Sunday 10 AM in 334 for 4 hours**

System: Ryuutama; Edition: 1st English 5 players
GM: Harold Ogle (spaceseeker19)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
TEEN PRIORITY REGISTRATION ROOM 334! Traveling to Villa Rosa to visit the Animal Conservatory, or the World Art Festival, don't let the challenges of travel daunt you, for the journey is a delight in itself!

SESSION 6

**600 The Quiet Elders of Saltmarsh
Sunday Noon in 374 for 6 hours**

System: Dungeons & Dragons 5; 5 players
GM: Anthony O'Con
Variations: Players Guide, Volo's, Xanathar's only (no UA)
Level: 20th
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
When a new threat rises in Saltmarsh, the Quiet Elders rise again! If they remember where they put their artifacts.

**601 Miracle Max's Mansion
Sunday Noon in 338 for 8 hours**

System: K.I.S.; Edition: 1.3 8 players
GM: Kaaren Bock
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! The Princess Penelope is missing, likely held by the senile Miracle Max. Magicians failed. Special Ops failed. But you care about Penelope; might that help? Remember: Max loves puns.

602 Castaway

Sunday 1 PM in 608 for 6 hours

System: Cypher System; Edition: 2nd 6 players

GM: Matt Steele (Matthulhu)

Level: 1st tier

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Marooned on a deadly planet without weapons, supplies, or memories. Hunted by unknown forces and deadly predators. Can you escape, and discover who you are, in this gritty sci-fi mystery?

[Kids' Room] A New Adventure

Sunday 1 PM in Salon 2 for 4 hours

System: Dungeon World; 5 players

GM: Kenny Tracy

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Forge your own adventure, and collaborate to tell a story as epic as your imagination.

603 Missing!

Sunday 2 PM in 143 for 4 hours

System: GURPS; Edition: 4th 6 players

GM: Tom Vallejos

Level: 240-300

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Millions of people use the Hyper-dimensional gates every day. Perfectly safe. What happens when 10,000 people have disappeared? Find out! Prizes from Steve Jackson Games!

604 Tales from the Lost Spectres: Enemy Mine

Sunday 2 PM in 145 for 10 hours

System: Mass Effect; Edition: 5th 6 players

GM: Derek Cochran

Level: 8th

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

You were hired to mine palladium-rich asteroids in the Nubian Expanse. Taking orders from a Spectre wasn't in the Eldfell-Ashland Energy Handbook. Survival shouldn't be an employee perk.

605 Glory Days (Evil)

Sunday 2 PM in 147 for 6 hours

System: Advanced Dungeons & Dragons; Edition: 2nd 6 players

GM: Rick Cannon (Rick)

Variations: some house rules

Level: 1 M XP

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Back before feats & extra actions, we walked uphill both ways to the Colosseum, when adventuring was done with skill. Retirement is over, an old enemy has come seeking vengeance.

606 The Burning Stars

Sunday 2 PM in 154 for 6 hours

System: Call of Cthulhu; 5 players

GM: Steven Drouin

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

You awake, suffering from blackouts. You cannot remember the previous seven days. It is the late 1930s. You are in Haiti, famous for Voodoo, African magic, violence... now what?

607 Hive of the Overmind

Sunday 2 PM in 334 for 4 hours

System: Mutant Crawl Classics; Edition: 1st 6 players

GM: Andy Goodman

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

TEEN PRIORITY REGISTRATION ROOM 334! The Younglings Rite of Passage is a quest for ancient artifacts and mysterious buried cities. Return or not, they will be honored for their courage by all the tribes.

608 The Lamenting Heart

Sunday 2 PM in 374 for 4 hours

System: Atlantis: The Second Age; 5 players

GM: Brian Isikoff

Level: Heroes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In the great city of Atlantis, adventure and danger await! The Heroes are asked to retrieve an artifact of a rural temple: the heart of their saint!



609 Beneath the Black Pyramid**Sunday 2 PM in 376 for 8 hours**

System: Mythras; 8 players

GM: Peter Christian

Level: mid range

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Enter the Labyrinth of Egypt to capture or kill the priest of Sobek: God of Crocodiles. Beware the sacred crocodile mummies!

611 Space Nazis from the Moon**Sunday 4 PM in 149 for 8 hours**

System: Hero 6th edition; Edition: 5th & 6th 6 players

GM: Don Satow

Variations: No Find Weakness/Lack of Weakness

Level: 12 DC, 8 CVs, 5 Spd

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Projekt: Weltraummonster - Stop the Space Nazis! They have evil plans for the Bay Area!

612 Little Lost Ladies**Sunday 4 PM in 151 for 8 hours**

System: Original Dungeons & Dragons; Edition: 2nd 8 players

GM: Samuel Horton

Level: 5th-6th

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

After two young girls have gone missing, a plea for help is sent out to find the ones behind it before another is taken. Segmented combat, some home rules.

613 Caterwauler of Carnival Row**Sunday 4 PM in 152 for 6 hours**

System: Savage Worlds SWADE ; 6 players

GM: David Jones

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Death stalks victims on the Row. The constabulary, save for a very few, turn a blind eye. Can you seek out the killer and bring them to justice?

614 All the Love in the World**Sunday 4 PM in 159 for 8 hours**

System: Dark Heresy; Edition: 2nd 8 players

GM: Daniel Alves (D-Master)

Level: starting acolytes

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Touring entertainers are suspected of using heretical sound engineering technology; the Adeptus Mechanicus want you to investigate. This is the perfect chance to redeem yourselves after the “Infectious Melody” incident.

615 Where the Wind Howls, Ancient Secrets Whisper**Sunday 4 PM in 377 for 8 hours**

System: Fantasy Age; 10 players

GM: Chris Muoio

Variations: Steampunk Rules: Age of Alchemy supp

Level: 6th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Darkness rises once more and stretches its hand across ancient Ambermere. Only a band of unlikely companions can quell it before old feuds rise up into global devastation once more.

616 The Knight, the Wolf & Everything**Sunday 4 PM in 378 for 8 hours**

System: King Arthur Pendragon; Edition: 5.2 6 players

GM: Shannon McNamara (Shannon Mac)

Variations: tiny

Level: Quite low (anti power gaming)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A hunting expedition leads to a mystery during the peak of Arthur’s Camelot. Character interactions & “dialogue investigation” focuses on KAP’s lethal combat.

617 Calling All Demigods**Sunday 4 PM in 379 for 8 hours**

System: Dungeons & Dragons 5; 6 players

GM: Jeff O. Rogers (Jeff Rogers)

Variations: Home Brew Demigod Templates

Level: 10th

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Something is wrong with the Deities of Faerun. Their children are the key. Save the Gods and right the Fates. Sheets provided, or template available to update your level Ten.

618 Smuggler’s Cove**Sunday 4 PM in 381 for 8 hours**

System: Pathfinder; 8 players

GM: Jeff Brain

Variations: Gringold campaign elements; see web desc. for more

Level: 5th-7th

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Like sheepherder said, one day's march; smoke from hearths mixed with coastal fog marked Golinas. You've been together since the calling, now familiar with each other's foibles, itching for adventure.

SESSION 7

701 The Monuments Orcs

Sunday 6 PM in 143 for 6 hours

System: Orcish Brigade; Edition: 7th 7 players

GM: Arthur Stone Wallis (Don Fanucci)

Variations: Bribing the GM now encouraged

Level: Orcish Special Forces

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Troubling reports from the warzone report that important human statues and other works of art have survived our terrible campaign intact! The Orcish Brigade are sent to rectify the matter...

702 We Who Are About to Die, Salute You

Sunday 6 PM in 160 for 6 hours

System: Dungeons & Dragons 5; 6 players

GM: Lance Meibos

Level: mid

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You are gladiators, sentenced to combat in a deadly arena for the pleasure of a dragon empress until your death or victory.

703 The Ruins of Tal-Rin, the Fungal Forest

Sunday 6 PM in 161 for 6 hours

System: Dungeon World; Edition: 1st 6 players

GM: Jesse Larson (Jesse aka kyran)

Variations: 3rd party playbook are allowed and provided

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Players will explore a twisted forest of fungi and try to survive long enough to answer "why?"

704 The Pop Corn Girls Go West

Sunday 6 PM in 162 for 6 hours

System: Pulp Adventure; Edition: Drive-in Pulp 7 players

GM: Ben Lopez (Evilben Nefarious)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The Gang spend the summer working at a dude ranch getting things ready for the Ojai County Fair. Get ready for leather, ropes, rough riding, and some old western fun!

705 The Mansion of Mad Matthias

Sunday 6 PM in 163 for 6 hours

System: Dungeons & Dragons 5; 5 players

GM: Mark Wells

Variations: zero-level funnel; no races or classes; amused skepticism toward the concept of The Rules

Level: commoners

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

A zero-level funnel adventure set in the Magic: The Gathering world of Innistrad. The local mad scientist has gone too far. You are the angry mob.

706 The Halls of Nazir-Thun

Sunday 6 PM in 165 for 4 hours

System: Crypts & Things; Edition: 1st 5 players

GM: Gene Lancaster (Mean Gene)

Variations: OD&D retro-clone

Level: low

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Play as a Barbarian, Warrior, or Thief in this fast-paced action-adventure dungeon-crawl. Battle your way through the Halls of Nazir-Thun and retrieve the potion of immortality!

707 Escape the Lab

Sunday 6 PM in 166 for 6 hours

System: BASH! Basic Action Super Heroes; 6 players

GM: Heather McDonald

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You have been trapped in a lab and are now developing superpowers. It is your goal to escape the lab. Join me for 6 hours of exploration in BASH where most of the PCs start without knowing their powers.

708 Something in the Shadows

Sunday 6 PM in 168 for 6 hours

System: FATE Horror Toolkit; 6 players

GM: Liz Ruifrok

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

What happens when your amateur ghost-hunting crew decides to take a tour of haunted areas in their city?



710 A Glitch in the Matrix

Sunday 8 PM in 147 for 4 hours

System: Unknown Armies; Edition: 3rd 6 players

GM: Todd Furler

Level: street level

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Sometimes reality skips a groove. Usually when this happens, no one notices. But now and again, the effects are much too big to be ignored.

711 We Begin at the End

Sunday 8 PM in 154 for 4 hours

System: Invisible Sun; 5 players

GM: Matt Steele (Matthulhu)

Variations: Simplified for convention play

Level: 1st Degree Visual (magic wielders)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A game of surreal fantasy. You play Vislae—magical adepts from five different magical orders—trying to stop the rebirth of an immortal who just wants to remain dead.

712 Race to Freedom

Sunday 8 PM in 338 for 4 hours

System: Starfinder; 5 players

GM: Walter Manbeck

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Triune has heard your mystic's prayers and freedom from your android servitude has miraculously occurred! Now you just have to escape the mining pits.

SESSION 8

MONDAY

800 Hello Darkness, My Old Friend

Monday 8 AM in 508 for 8 hours

System: Changeling: The Dreaming; Edition: 2nd 10 players

GM: Alisha Walton (Alisha)

Variations: some house rules

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Freshly run out of a motel, the motley is on the move and ready to try and face their troubles in New York.

801 Run for your Life, Candyman!

Monday 8 AM in 143 for 8 hours

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

GM: B J Goukler (Doc Cobalt)

Variations: Slim Goodman Approved (some 4th)

Level: 12d, 90 active, 20-30 def, Power pools shot on sight

Rules Knowledge: Expected

Game Content: Mainstream

Characters may be provided by GM

Creepy letters, a Royal Wedding, and two invites to return to the land of Candy. But all is not sweet beyond the Rainbow Bridge.

802 Heroes Needed! Undead are Back!

Monday 8 AM in 145 for 8 hours

System: Pathfinder; Edition: 1st 6 players

GM: James Carroll (Jim Carroll)

Variations: D&D 3,5 OK; Pathfinder base. Mythic used.

Level: 12th + 1 mythic tier

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

Heroes left too soon! Undead back & shadow shield over island again! Summoning & divination spells not working. Need heroes! Abilities: 18,16,14,12,10,8 & race, items & 3 lvl. 120K gp.

803 After the Fall of Atlantis

Monday 8 AM in 147 for 8 hours

System: FATE Core; 5 players

GM: Shain Edge (Eklypse)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A century after the island Empire of Atlantis was struck down by Poseidon, the world became a more barbaric place. Will you will be the heroes it needs?

804 Shoals of Fire

Monday 8 AM in 149 for 8 hours

System: Mega-Traveller; 6 players

GM: David Guon

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The crew of the Blood Phoenix are headed to their new home-port, with leave time on a resort world. What could possibly go wrong? Come find out.

806 What If...?

Monday 8 AM in 152 for 8 hours

System: Buffy the Vampire Slayer; Edition: Unisystem 7 players

GM: Ron Correll (Ron 'Watcher' Correll)

Variations: Core char available; also non-show alt char

Level: post-season

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

When the Hellgoddess Glory tried to open the gates of Hell, Buffy and our Scoobies thwarted her. If they'd failed? Welcome to Hellworld! Where Demons walk the earth once more.

807 Re-Uniting the Band**Monday 8 AM in 154 for 8 hours**

System: Cyberpunk; Edition: 2020 6 players

GM: Brett Lawson (Zanni)

Variations: Some house rules- especially for hacking

Level: Mid-high

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

Back by popular demand! Season nine finds the hottest recording artists of 2014 coming out of obscurity to protect their music, fight the machine, and most important, get some royalties!

809 The Legend of Svend Hammer**Monday 8 AM in 159 for 8 hours**

System: Cthulhu Dark Ages; 6 players

GM: Frank A. Fioni

Variations: 7th Edition variation

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

872 A.D. along the Cambrian coast of the Britain, winds have battered the Danish karvi, 'Svend Hammer,' to the point where she must make for shore into unfamiliar territory...

810 Monolith of the Hells: Adventure of Tal'Dorei**Monday 8 AM in 160 for 8 hours**

System: Dungeons & Dragons 5; 6 players

GM: Robert Anderson (Kaster)

Level: 15th, 9K GP & at least 1 uncommon item

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The K'Twall Swamp has a infestation of Orcs and a legendary Hellish Monolith.

812 Captain Baldbeard's Price**Monday 10 AM in 151 for 8 hours**

System: Dungeons & Dragons 5; 6 players

GM: Travis Murphy

Variations: Pirate Campaign Compendium

Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Up-and-coming Captain Baldbeard limped to yer island after losing a score of men fending off privateers. This be yer chance to make a name fer yerselves on the high seas!

813 Cupid Must Die! Kobolds Ate My Valentine**Monday 10 AM in 161 for 6 hours**

System: Kobolds Ate My Baby; Edition: Deluxe 6 players

GM: Shannon McNamara (Shannon Mac)

Variations: tiny

Level: Spindly Kobolds

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Your glorious monarch, King Torg, hungers for human babies, for they are a delicious delicacy. Talk of a baby with wings entices your drooling king. Funny, light-hearted & deadly.

814 Redwall, 1916**Monday 10 AM in 162 for 6 hours**

System: Savage Worlds; Edition: Deluxe Explorer 6 players

GM: Kristopher Pohlman

Level: Seasoned

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Salamandastron needs your aid! Fight with your fellow Long Patrolmen past the trenches of the stoat warlord Jarick the Cruel to deliver crucial intelligence to your commanders at Redwall Abbey.

815 The Last of Autumn Leaves**Monday 10 AM in 163 for 6 hours**

System: Ryuutama; 6 players

GM: Patrick Riley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Journey of kindness / Open roads call open hearts / Adventure awaits // Band of travelers / New sights, towns, people, dangers / Discovering love

816 Dresden Files: The Lake of the Dead - Nunismatis Part II**Monday 10 AM in 165 for 4 hours**

System: Hero 5th edition (Urban Fantasy); 8 players

GM: Greg Haslam

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Samael of the Order of the Blackened Denarian is after Angelic coins to add to his coven. Can Harry Dresden's allies stop him before it is too late?

817 We Be Goblins**Monday 10 AM in 166 for 4 hours**

System: Dungeons & Dragons 5; Edition: Basic Rules Set 5 players

GM: Kanaan Marcelino

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A band of goblins are tasked to see wheter the rumors from an executed scout about a treasure trove of fireworks are true or not!



818 Some Days You Just Can't Get Rid of a Bat

Monday 10 AM in 164 for 4 hours

System: Paranoia (hack); 6 players

GM: Ezra Denney

Variations: Aplenty

Level: Supervillain

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Rogues Gallery of Batman 66 have banded together to end the Bat once and for all. Surely this time you will be successful. Camp and silliness await.

819 The Road to Purgatory

Monday 10 AM in 168 for 4 hours

System: BASH! Basic Action Super Heroes; Edition:

Ultimate 6 players

GM: Chris Rutkowski (BASHMAN)

Variations: Wild West Steampunk + High Fantasy Magic

Level: 25 character pts

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You encounter a wounded merchant in a wrecked coach. Bandits kidnapped his daughter and he implores you to rescue her, promising a great reward for her safe return.

820 Snatch and Grab

Monday 10 AM in 170 for 4 hours

System: Shadowrun; Edition: 5th 5 players

GM: Kasi Jammeh (SkeletorSally)

Level: medium

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Abduct the guy who can use the device you stole in the Going Inside Scenario.

821 The Town that Was

Monday 10 AM in 171 for 6 hours

System: Dread; 5 players

GM: Michael Garcia

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

The year is 1992, and you're a bunch of teenagers from Ashland High who are looking to spend an unforgettable night camping in Centralia, Pennsylvania, America's greatest ghost town.



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 5th 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 adventures will be offered in every slot. These consist of four or five 1-hour mini-adventures or a 2-hour tier 1 adventure to help you get a new character started or to learn the system.

Adventures from Season 9 will be the main feature. There will also be Adventurers League Legal adventures and old favorites from earlier seasons.

Saturday night we will feature the DDEP09-02 Hellfire Requiem, an Epic for levels 1-10. Sunday night will feature DDEP-DRW01 Assault on Myth Nantar, an epic for levels 5-16. Due to space availability, sets are limited for the epics.

The first three adventures in the World of Eberron will be available. These Regional Previews are DDAL09-12 TO 09-14. These do require different characters than the ones in the current Forgotten Realms AL world. The characters are not usable in both worlds.

The Adventurers League headquarters is located in the Pacific Room behind the restaurant, plus a couple of separate gaming areas in the hotel. The main schedule and the actual locations of the games will be located here. Walk-ins are welcome as space allows. Because of the number of 2-hour adventures, and limited space and time, we will have a different looking schedule to maximize our space. Please take care as you choose games not to overlay the times.

FAI CHEN will be visiting with his traveling magic trading post.



Pathfinder Society Organized Play Pleasanton/Danville/San Ramon

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.

In the Pathfinder Society Roleplaying Guild, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. This constantly evolving mega-campaign is played by thousands of players, and the adventures you experience are shared by players around the world.

Pathfinder Society play is organized into seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing story line. The current season is the first since the launch of the 2nd edition of Pathfinder, providing a great opportunity to experience the beginning of a new campaign.

Similarly, The Starfinder Society is a worldwide science fantasy roleplaying campaign set in the distant future of the Pathfinder world. Agents work for the Starfinder Society as archaeologists, explorers, diplomats, and protectors of the Pact Worlds from threats inside and out.

Similarly organized into seasons, the Starfinder Society campaign is currently in its second season, and now is a great time to join the Society!

FRIDAY

Friday 2:00 PM-6:00 PM

Pathfinder Society (2nd Edition) Quests (1, 2, 3)
Starfinder Society Scenario 1-01: The Commencement
Pathfinder Society (1st Edition) 3-20: The Rats of Round Mountain, Part 1: The Sundered Path
Starfinder Society Scenario 2-15: The Infernal Gallery
Starfinder Society Scenario 2-01: Pact World Warriors
Pathfinder Society (2nd Edition) 1-13: Devil at the Crossroads
Pathfinder Society (2nd Edition) 1-04: Bandits of Immenwood
Pathfinder Society (2nd Edition) 1-06: Lost on the Spirit Road

Friday 7:00 PM-11:00 PM

Pathfinder Society (2nd Edition) Quests (4, 5, 6)
Pathfinder Society (1st Edition) 3-22: The Rats of Round Mountain, Part 2: Pagoda of the Rat
Starfinder Society Scenario 2-12: Colossus Heist
Starfinder Society Scenario 2-09: Bluerise Breakout
Starfinder Society Scenario 2-10: Corporate Interests
Pathfinder Society (2nd Edition) 1-09: Star-Crossed Voyages
Pathfinder Society (2nd Edition) 1-07: Flooded King's Court
Pathfinder Society (2nd Edition) 1-10: Tarnbreaker's Trail

SATURDAY

Saturday 9:00 AM-1:00 PM

Starfinder Society Scenario 2-04: Future's Fall
Pathfinder Society (2nd Edition) 1-06: Lost on the Spirit Road
Pathfinder Society (2nd Edition) 1-04: Bandits of Immenwood
Pathfinder Society (2nd Edition) Quests (1, 2, 3)
Pathfinder Society (1st Edition) 10-20: Countdown to Round Mountain
Starfinder Society Scenario 2-11: Descent into Verdant Shadow
Starfinder Society Scenario 2-06: The Stumbling Society, Part 1: Sangoro's Lament
Starfinder Society Scenario 2-03: The Withering World
Pathfinder Society (2nd Edition) 1-07: Flooded King's Court

Saturday 9:00 AM-6:00 PM

GameMastery Module Do: Hollow's Last Hope (Non-society play)

Saturday 2:00 PM-6:00 PM

Pathfinder Society (2nd Edition) Quests (4, 5, 6)
Pathfinder Society (1st Edition) 0-16: To Scale the Dragon
Pathfinder Society (1st Edition) 10-17: On Sevenfingers's Sails
Starfinder Society Scenario 2-13: Storm of the End Times
Starfinder Society Scenario 2-08: The Stumbling Society, Part 2: Sangoro's Gifts
Starfinder Society Scenario 2-07: Four for the First
Pathfinder Society (2nd Edition) 1-11: Flames of Rebellion
Pathfinder Society (2nd Edition) 1-09: Star-Crossed Voyages
Pathfinder Society (2nd Edition) 1-01: The Absalom Initiation

Saturday 6:30 PM-12:30 AM

Pathfinder Society (1st Edition) 4-00: Race for the Runecarved Key

Saturday 7:00 PM-11:00 PM

Pathfinder Society (2nd Edition) Quests (1, 2, 3)
Starfinder Society Scenario 2-15: The Infernal Gallery
Starfinder Society Scenario 2-14: Data Purge (No Pregens)
Pathfinder Society (2nd Edition) 1-08: Revolution on the River-side
Pathfinder Society (2nd Edition) 1-05: Trailblazers' Bounty

SUNDAY

Sunday 9:00 AM-1:00 PM

Starfinder Society Scenario 1-01: The Commencement
Pathfinder Society (2nd Edition) Quests (4, 5, 6)
Pathfinder Society (1st Edition) 10-14: Debt to the Quah
Starfinder Society Scenario 2-16: A Scoured Home
Starfinder Society Scenario 2-11: Descent into Verdant Shadow
Pathfinder Society (2nd Edition) 1-09: Star-Crossed Voyages
Pathfinder Society (2nd Edition) 1-08: Revolution on the River-side
Pathfinder Society (2nd Edition) 1-10: Tarnbreaker's Trail

Sunday 10:00 AM-11:00 PM

GameMastery Module D1: Crown of the Kobold King (Non-society play)

Sunday 2:00 PM-6:00 PM

Pathfinder Society (2nd Edition) 1-06: Lost on the Spirit Road
Pathfinder Society (2nd Edition) Quests (1, 2, 3)
Pathfinder Society (1st Edition) 10-19: Corpses in Kalsgard
Starfinder Society Scenario 2-12: Colossus Heist
Starfinder Society Scenario 2-05: Meeting of Queens
Starfinder Society Scenario 2-10: Corporate Interests
Pathfinder Society (2nd Edition) 1-13: Devil at the Crossroads
Pathfinder Society (2nd Edition) 1-07: Flooded King's Court
Pathfinder Society (2nd Edition) 1-01: The Absalom Initiation

Sunday 7:00 PM-11:00 PM

Starfinder Society Scenario 2-02: Waking the Past
Pathfinder Society (2nd Edition) Quests (4, 5, 6)
PFS Quest 6-1: The Silverhex Chronicles (1st Edition)
Starfinder Society Scenario 2-14: Data Purge (No Pregens)
Starfinder Society Scenario 2-07: Four for the First
Pathfinder Society (2nd Edition) 1-11: Flames of Rebellion
Pathfinder Society (2nd Edition) 1-12: Burden of Envy
Pathfinder Society (2nd Edition) 1-06: Lost on the Spirit Road

MONDAY

Monday 9:00 AM-1:00 PM

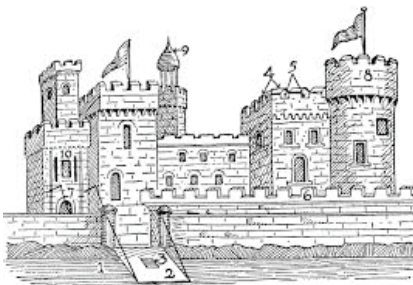
Pathfinder Society (2nd Edition) 1-13: Devil at the Crossroads
Starfinder Society Scenario 2-04: Future's Fall
Pathfinder Society (2nd Edition) 1-00: Origin of the Open Road (Pregens Only)
Pathfinder Society (2nd Edition) Quests (1, 2, 3)
Pathfinder Society (1st Edition) 3-15: The Haunting of Hinojai
Starfinder Society Scenario 2-09: Bluerise Breakout
Starfinder Society Scenario 2-06: The Stumbling Society, Part 1: Sangoro's Lament
Pathfinder Society (2nd Edition) 1-11: Flames of Rebellion
Pathfinder Society (2nd Edition) 1-06: Lost on the Spirit Road

Monday 9:00 AM-5:30 PM

GameMastery Module W2: River into Darkness (Non-society play)

Monday 2:00 PM-5:30 PM

Starfinder Society Scenario 2-16: A Scoured Home
Pathfinder Society (2nd Edition) 1-01: The Absalom Initiation
Pathfinder Society (2nd Edition) Quests (4, 5, 6)
Starfinder Society Scenario 2-13: Storm of the End Times
Starfinder Society Scenario 2-08: The Stumbling Society, Part 2: Sangoro's Gifts
Starfinder Society Scenario 2-10: Corporate Interests
Pathfinder Society (2nd Edition) 1-12: Burden of Envy
Pathfinder Society (2nd Edition) 1-08: Revolution on the River-side
Pathfinder Society (2nd Edition) 1-10: Tarnbreaker's Trail



Index of Games by Type & 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.

Kids' Room games can be found on page 18. Teen Priority Games start on page 19. Hosted board and card games can be found on page 31. For all numbered games, the first number indicates the session of the game, and they can be located in the respective genre sections (RPGs, LARPs, etc.).

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A Brief History of DunDraCon

Steve Perrin

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

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

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

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

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

It was fun, it was successful, and we didn't go broke. We decided to do it again. We decided that special guests and non-gaming emphasis just dis-

tracted from the central purpose, so we have avoided such things ever since. We added a Dealers' Room at DunDraCon 2 and individual rooms for games at DunDraCon 3. Presidents' Day weekend seemed to work fine, so we settled into it and haven't left. Except once. The mathematicians in the group may have realized that if we started in 1976, our 45th convention should have been in 2020.

In 1980 we had assembled a good team, many of whom are still on the convention committee to this day, and incorporated. Unfortunately, the hotel we had set up for DunDraCon in February 1981 suddenly changed ownership and policy three months before and informed us that they were not hosting conventions any more. There was no way we could find a venue on our date in the time available. We had to cancel DunDraCon. On the scheduled first day of the convention the committee met outside the front doors of the hotel to catch anyone who hadn't gotten the word and tell them the convention was cancelled. It was pouring rain, but fortunately there was a long covered promenade to the front door. Equally fortunately, the word had apparently gotten out. The only people who showed up were the committee. We played a lot of *Ace of Aces*...

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

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

Since then, DunDraCon has thrived. Our crowds got bigger, rain or sun, and for the last 29 years (more than half the life of the Con) we have found a venue in the San Ramon Marriott that seems to please both committee and attendee. In 2021 we will move to their larger sister hotel in Santa Clara. Our only sorrow has been the inevitable loss of some of our committee stalwarts over the years.

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

DunDraCon Games Planner

Name: _____

Events Page

Games Reg

Games Results



Badge Number: _____

<p>Session 1. 100 Series games Sign up by Friday 4:30 PM The registration forms for this session are Salmon</p>	Number	Times	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

<p>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>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>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>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>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>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>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	_____	_____
	Game 3	_____	_____