

DunDraCon Rules & Survival Tips

Convention Rules

- **Wear a mask in all convention venues, except when eating or drinking.** This is a Santa Clara County requirement.
- **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.
- **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 page 4.
- **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.
- The Santa Clara Marriott has a no-pets policy, so please do not bring animals into the hotel.
- The health club and pool are for the use of registered hotel guests only.
- No gaming in the restaurant when it is open for full service...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 Santa Clara 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

Across from California Salon 3

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 = \$75

ONE-DAY MEMBERSHIP = \$45

Keep Your Badge! You'll have to show ID and pay a fee to replace your lost badge.

Hotel Information

Convention Food Service

We've been promised that food service will exist, but as we go to press with this program book, the details have yet to be decided. Check the Info Table outside Salon 1 for up-to-date info.

Need Help with the Hotel?

Let DunDraCon help settle disagreements and unsnarl questions about rooms. Do not ask the hotel to move furniture or air walls; the Santa Clara Marriott does not do same-day room resets, but we may be able to rearrange furniture informally. Talk to a Committee member—Hilary Powers (usually in the Sedona Room) if possible—she's the one the hotel people are most used to working with. However, in a pinch you can ask any Committee member 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.

PARKING

If you have a room, tell the front desk you have a car when you check in and your room key will be activated for in-and-out parking privileges; \$5/day will be added to your bill. If you're day-tripping, get your parking entry ticket validated at the front desk so you will be charged \$5 (instead of the hourly rate, up to \$15) to leave the lot. (Wear your badge, so they know you're us!)

ANIMALS IN THE HOTEL

The Santa Clara Marriott has a firm no-pets rule. However, documented service animals (but not emotional support animals) are allowed, with no fee. Acceptable documentation consists of a California standard service animal identification tag, or equivalent. (And they mean it! You don't want to think about the fee if the housekeepers report an illicit animal you haven't mentioned, and the trouble from misrepresenting a pet as a service animal is worse.)

Animé Room

Sierra Room

The Bay Area Animation Society, under Rob Miles, will host a festival of animation features in Sierra. Come enjoy the show whenever you have time.

Check the schedule posted outside the Animé Room for final times and features. The Animé Room will close from midnight to 8 AM each night.

What to Do at DDC the Perrin 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 Portland & Seattle Rooms. You can drop into the Protospiel 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 Fighting Demos; just show up at the stated times. The Dealers' Room, Auction, and Swap Meet are open only at certain hours. Open Gaming rooms are open 24 hours a day. Figure Painting contests are California Salon 2. We have a schedule for the younger crowd (and those with young hearts) in the Kids Room (Prospector) and the Teen Priority Room (Elite Zone). If you need assistance, ask a member of the DunDraCon Committee (the Green Shirts) or go to the Information Table (California Salon 1).

Open Gaming

Locations: Sedona Room (Board and Card Games), Grand A (Friday & Saturday only), Grand D & E (all days), and the Newport Beach and Santa Barbara Rooms. No sales are allowed in Open Gaming.

Open Gaming is non-stop until 5:00 PM Monday. The Sedona Room 1 is focused on board games of all kinds, with Grand A, D & E available for all open games.

Open Gaming signup sheets are available around the doors of the Open Gaming rooms and at the Information Table, if you want to plan ahead. Post them on the room doors so people can sign up to join you in your game. Note that some tables in Open Gaming rooms may be 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 the Sedona Room 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,

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.

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 outside California Salon 1 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 California 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.

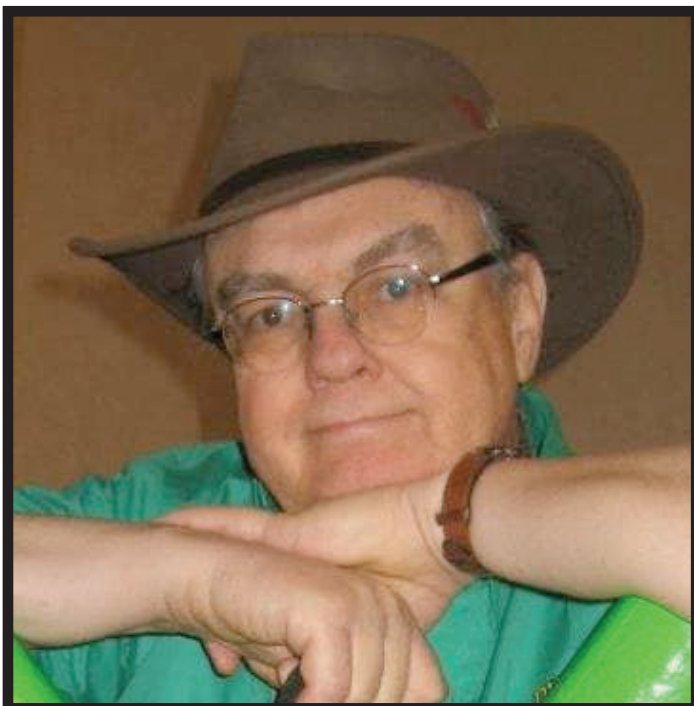
By leaving any item on the table, you relinquish ownership of it, and may not dispute its appropriation by anyone else. DunDraCon's staff members will periodically police the table, and reserve the right to remove any item or items and dispose of them for any reason.

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
Rachelle Boyd – Social Media Publicity & Press Passes
Angela Brockett – Convention Registration Deputy
Daniel ‘Walkyr’ Creelman – Seminars Coordinator
Meg Creelman – Fighting Demos, ConReg Deputy
June Delane – Member Services, Special Events, Games Library
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
Kyle Hunt – ConReg GUI Programming
Bill Keyes – 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 – Chairman of the Board
Ariel Petersen – LARPs Liaison, Events Sched. Deputy
Hilary Powers – Hotel Liaison, Board Games Coordinator
Ellen Robertson – Sorcerer’s Apprentice, Print Publicity & Fliers, In Charge of “This”
Roderick Robertson – Website, Net Rep, In Charge of “That”
Tristan Salazar – Badge Art
Kendra Schynert – Volunteers Wrangler
Mark Schynert – Events Scheduling, Protospiel Support
Becky Thomas – Teen Room Coordinator
Hector Torres – Miniatures Liaison, Floor Manager



DunDraCon 45, the Perrin Convention, Remembers Steve Perrin (1946-2021)

Memorials are a time to reflect on the wonderful people who have touched our lives. Last August we lost Steve Perrin, co-founder of DunDraCon, and he is remembered by his friends, fans, and colleagues.

Steve was a master of storytelling and an inspiration to game designers and authors everywhere, spreading wisdom, kindness, and an infectious sense of fun wherever he applied his attention. For some, he was also a loyal and dear friend who mentored our careers and helped us to reach our potential.

As one of the early founders of the SCA (Society for Creative Anachronism), he embraced historic lifestyle skills and community. As one of the founders of DunDraCon, he helped conceive of and provide an annual event for table-top gamers, role-playing, and live-action costumed play. An event that, decades later, continues to grow and flourish.

As a game designer, Steve worked for many table-top and video-game companies doing system design, adventure design, and writing. He is well known for his RPG work at Chaosium, TSR, FASA, West End Games, and many other publishers. His Perrin Convention rules were used by many DunDraCon attendees as “home-brew” rules for our D&D adventures. Hardly a computer role-playing game exists today without using Mana (or Spell Points), invented by Steve.

We do and will dearly miss Steve. This year DunDraCon is affectionately called the “Perrin Convention.”

Sunday from Noon to 3:00 pm: please come to the memorial in the Sequoia Room.

The memorial guestbook will be at the Information Table throughout the Con.

Dealers' Room

California Salons 5 & 6

California Salons 5 & 6 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

Due to COVID mandates, wearing a mask is required to enter the Dealers' Room. 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.)

- 8Bit Bytes** – Journals, plush, jewelry, mugs and steins.
- Birds of ParaDice** – Nature influenced dice and accessories.
- Black Diamond Games** – A full spectrum, hobby game store in Concord, California.
- Blackrowan Games & Indie Press Revolution** – Bringing you the latest innovations in tabletop roleplaying and story games.
- Bob Goolsby Designs** – Handmade designed and crafted jewelry.
- CCB&E Clothiers** – Custom clothing & embroidery for the stylish gamer.
- Chessex** – All your Dice, figure cases & gaming matt needs.
- Citrus Atelier** – Maker of custom handcrafted fantasy wands, Critical Roll soap and magical oddities.
- Dreamlight Jewelry** – Beautiful hand-crafted pieces of art you can wear.
- Dystopia Rising Northern California** – LARP Event promotion & registration.
- Evil Beagle Games** – A tabletop RPG development house and publisher with over 13 years of history in the adventure games space.
- Flight & Fancy Co.** – Wondrous Items & Wares. Handmade fantasy and gaming accessories.



- Flying Hands Massage** – Flying Hands Mobile Massage serving the discriminating gamer since 1994.
- Games of Antioch** – Board games, RPG's and gaming accessories.
- Games of Berkeley** – Games of Berkeley has served the Bay Area gaming community for over 30 years.
- Games of Concord** – Miniatures, Roleplaying Games, and TCGs.
- Gavin Black Writes** – Author of 'Crop Burner: The Tale of Fearn and the Deamhon.'
- Good Luck Games** – New & vintage board games of all kinds.
- Goodman Games** – Publishing the Dungeon Crawl Classics RPG & adventures for 5th Edition Roleplaying, including Original Adventures Reincarnated featuring the Temple of Elemental Evil along with other classic TSR adventures – and much, much more!
- Jinxeye Studios** – Pins, Patches, Tote Bags, Stickers, Small prints.
- Kobold's Keep** – Card Games, Board Games, TRPGs, and everything in between.
- Mega Negi** – Vinyl Anime decals for cars, laptops, etc.
- Moonmajick Creations** – Steam-punk props, reenactment clothing & dice bags.
- Nerdcraft Custom Leather** – Custom leather dice bags, accessories and more.
- 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 provide fun gaming supplies & accessories!
- Pegasus Publishing** – Your source for the most unusual Tee shirts available anywhere.
- Puzzling Pursuits** – Puzzling Pursuits creates immersive puzzle adventures where players are active protagonists in their own ever-evolving storylines.
- Sandwich Bag Games** – Publisher of the card game, 'Gosh Darn Bubbles!'
 - CCG's, Heroclix, board games and other related supplies.
- Sunflower Dice** – Handmade dice sets, jewelry, and dice bags perfect for your next game night.
- Sushito Clothing by Jan** – Clothing and future gaming accessories: playmats, deck boxes, sleeves, controller skins, and custom keyboards; all of original designs.

Flying Hands Massage

Flying Hands Massage will be outside California Salon 1 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

Sequoia Room

FRIDAY

Welcome to DunDraCon

Friday Noon in Sequoia for 1 hour

Presenters: Randy Angle 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.

SATURDAY

What's Cool

Saturday 10:00 AM in Sequoia Room for 1 hour

Presenters: Bruce Harlick and Kenneth Hite

Come see the traditional What's Cool seminar and hear what Ken and Bruce think were the best and coolest releases of the last couple of years!

GMing By the Seat of Your Pants

Saturday 11:00 AM in Sequoia Room for 1 hour

Presenter: Doc Cross and Randy Angle

Learn how to GM a game when you have little or no prep time. Amaze your friends with your mad GM skills! Questions are encouraged.

City Building

Saturday Noon in Sequoia Room for 1.5 hours

Presenters: Michael Blum and Kenneth Hite

The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year we'll have two sub-topics: utopias, and cities in areas with ice or deep snow.

Pandemics: What Went Right, Wrong, and How to Do Better

Saturday 2:00 PM in Sequoia Room for 1.5 hours

Presenter: Karl Reichhold

Survival theories have been tested recently from fire and flood evacuations to a global pandemic. What went right? Wrong? How to do better? Free gift for the first 20 people.

Professional Game Mastering

Saturday 3:30 PM in Sequoia Room for 1.5 hours

Presenter: Dave Henderson

Find out what it takes to become a professional game master from those who are currently doing it now.

What I've Learned Reading Over 100 hours of r/RPG Horror Stories

Saturday 5:00 PM in Sequoia Room for 2 hours

Presenter: Arthur Gonzalez-Martin

Learn from a man who has read and listened to a number of RPG horror stories and played in his fair share of games gone wrong. Learn what warning signs to watch out for and the meaning of "no D&D is better than bad D&D."

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 11.

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.



War College Seminars

Monterey Room

Dana Lombardy's War College is back! Dana's 50-year career as a historian, author, editor, and game designer enables him to bring some new and of fascinating seminars and presentations to DunDraCon again in 2022. Prizes are awarded at every seminar! Here is the schedule of speakers and topics. **NEW ROOM FOR 2022:** The War College will be presented in the Monterey Room at DDC's new Santa Clara Marriott hotel venue.

SATURDAY

Was the Bolshevik Success in the Russian Civil War Inevitable?

Saturday 3:00 PM in the Monterey Room for 1.5 hours

Presenter: Darin Leviloff

Darin Leviloff, the designer of Soviet Dawn Deluxe from Worthington Games, will be discussing the interesting history of the Russian Civil War that was a critical part of the First World War, using as a guideline a group demonstration of his solitaire game. Buckle up, Comrades, because you are in for a bumpy ride involving Cossacks, armored trains, political infighting, and numerous threats to Moscow. See if Bolshevism is strangled in its cradle as Winston Churchill advocated or whether the Soviet Union remains a world fixture for at least seventy more years.

How to Get Your Game or Book Published

Saturday 4:30 PM in the Monterey Room for 1.5 hours

Presenters: Dana Lombardy & Darin Leviloff
Dana successfully funded two Kickstarters in late 2020 and early 2021. He will share his experiences on self-publishing while Darin will explain the benefits and pitfalls of working with publishers as a freelancer.

Alternate Histories by Dana Lombardy and Ken Hite

Saturday 6:00 PM in the Monterey Room for 1.5 hours

Presenters: Ken Hite and Dana Lombardy

This very popular War College panel discussion continues! Authors and game designers Dana Lombardy and Ken Hite examine possible alternate histories and what their impact might have been. Audience participation is encouraged. **FREE HANDOUT:** an updated guide to sources for alternate histories will be provided to attendees.

SUNDAY

Ukraine, the Strategic Focus of Eastern Europe for 100 Years

Sunday 10:00 AM in the Monterey Room for 1.5 hours

Presenter: James Armstead

Retired Naval War College professor James Armstead will explain the current Ukraine problem, give it some historical context, and then talk about where the United States (and NATO) might go from here, given the present Russian posture.

LUNCH BREAK

11:30 AM to 2:00 PM

(Please join us at 12:00 Noon in the Sequoia Room as we remember and honor Steve Perrin.)

Strategic Planning, Past & Present

Sunday 2:00 PM in the Monterey Room for 1.5 hours

Presenter: Dana Lombardy moderates a panel with James Armstead, Surinder Rana, and Larry Martinez

Three professional teachers and policy experts will explore contemporary issues about NATO, India, and the new U.S. Space Force. What does the future hold for the United States and its allies?



War College Presenters:



J. Holmes Armstead, Jr. is a retired professor of Strategy and International Law from the U.S. Naval War College. He has taught international law, strategy, and national security policy for nearly 50 years. He has lectured at the British Joint Services Staff College and at senior staff colleges in Poland, Austria, Germany, Slovenia, Estonia, and Malawi, as well as the U.S. Army War College. Jim served as a research associate at the RAND Corp and has been Chief of Staff to a Member of Congress. Working for the Department of Defense, he served on negotiation teams enlarging NATO by adding Poland, Hungary, Montenegro, Slovenia, Slovakia, the Czech Republic, Albania, Latvia, Lithuania, and Estonia. Jim assisted in drafting constitutional reforms in Montenegro, South Africa, Poland, the Congo, and Estonia, has served **Of Counsel** to the American Bar Association Office of Human Rights, and served as legal adviser to the US–Canada Acid Rain Treaty negotiations.



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*TM system. Beyond the designed games, he has written several published articles, book reviews, and game articles for *Fire and Movement*, *Strategy & Tactics*, *World at War*, *Modern*

War, *War Diary*, and *CounterFact* magazines and has given numerous lectures at Dana's War Colleges on topics related to his game designs.



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



Larry F. Martinez is Professor Emeritus of Political Science at California State University, Long Beach. After completing his Ph.D. in Political Science at UC Santa Barbara in 1984, he joined the Federal Government where he participated in developing the "rules of the road" for the first private international satellite networks and commercial launching services. From 1988-2021, he was a member of the Department of Political Science at California State University, Long Beach, where his scholarly focus examined outer space/cyberspace law and policy. Currently, Martinez is authoring *The Great Transformation: Cyber in the Space Security Domain* for the forthcoming Oxford Handbook on Space Security.



Surinder Rana, a native of Pakistan, is the Chair of the Department of Central Asian and Middle East Languages at the Defense Language Institute and Foreign Language Center (DLIFLC) in Monterey, California. Dr. Rana was an interpreter and taught Pashto and Afghanistan/Pakistan culture to the United States military. As a News Anchor/Sub-editor, he worked for Khyber News Television from March 2006 to April 2011.

Fighting Demonstrations

California Salon 3

DunDraCon is pleased to welcome back Amtgard and the Society for Creative Anachronism, hosted in the California Salon 3, across from Convention Registration. All combat demos will be held outside in the courtyard, weather permitting.

Please note: During the demos, do not enter the courtyard by any doors except those marked as “safe” entrances. Just because you can see them does not mean *they* can see *you*!

Schedule

Saturday

SCA	11:30 AM to 1 PM
Amtgard	2:00 PM to 3:30 PM
Lux Saber Corps	5:30 PM to 6:30 PM

Sunday

Amtgard	11:30 AM to 1 PM
SCA	2:00 PM to 3:30 PM
Whips & Cracks	4:30 PM to 5:30 PM

Amtgard and the SCA plan to have workshops and impromptu discussions throughout the weekend. Please check the California Salon 3 door for further information.



Amtgard

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.



Society for Creative Anachronism

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.



Lux Saber Corps

Lux Saber Corps is a stage combat performance group that focuses on using the LED Saber to re-enact scenes from the science fiction stories that inspired us as kids – and continue to do so as adults. We’ve performed at the California Academy of Sciences, Silicon Valley Comic Con, IGX Sacramento, DNA nightclub, Chabot Planetarium, and many other venues.

Lux Saber Corps is based in San Francisco. Newcomers who are interested in learning safe stage choreography are encouraged to attend one of our monthly open studio sessions.

Whips & 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.



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 Themes), 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.

Protospiel #6 at DunDraCon 45 California Salons 7 & 8

Friday 9:00 AM – 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 4-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 Protospiel coordinator for help. Tables are always assigned ad hoc, first come-first served. Be helpful and conscientious. 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 have provided you with useful feedback.

Protospiel Schedule

Friday: 9:00 AM onwards

Informal playtesting 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 playtesting. Our first round of prizes will be drawn at 4:30 PM. Must be present to win.

Sunday: Prize Drawing at 4:30 PM

More playtesting 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 playtesting 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, ask around to find the designer and ask them when they will be playing their game. For more information about these games, including designer bios, please visit the Protospiel website at [http://www.dundracon.com/Events_Protospiel.php].

Freddy Hansen

1776 (Card)

Nearly Ready, Intermediate, 1-hour, 5-7 players
Trick-taking card game with dynamic team mechanics suitable for both casual and strategic players.

Nauvoo Games

Civilizations: Bidding Game (Board)

Early Beta Test, Party, 1-hour, 2-5 players

Grow your civilization by building its economy, culture, military, science, religion, or production in this fast-paced auction bidding game.

Raising Robots (Board)

Late Beta Test, Complex, 1-hour, 1-7 players

Precocious children design, produce, assemble, upgrade, and recycle robots. Earn the most points to win in this simultaneous, strategy game for 1-7 young inventors.

Stone Age Distractions

Lizard Army (Board)

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

Lizard warriors join forces to battle invading bug armies while completing four crystal patterns to win. Lizard and bug powers are based on real-life defense mechanisms.

Druidic Habit

Genpei (Card)

Alpha Test, Intermediate, 0.5-hour, 2 players

A samurai-themed deadly, fast-paced card game, beginning with a draft, and ending with execution.

Floyd McWilliams

Apex (Board)

Late Beta Test, Complex, 1.5-hours, 3-4 players
30 min per player Civilization Game.



James Gray

Crazier Eights: Arcadia (Card)
Early Beta Test, Casual, 0.5-hour, 4 players
A gateway fantasy card game inspired by Greek mythology. There's Hades, Persephone, Medusa, and more! Every card can be played for an ability. The first player with zero cards in hand wins. One deck is enough for four players.

Stephen Schwartz & Burning Forge Games Floyd Lu

Slash & Spells (Board)
Nearly Ready, Intermediate, 1-hour, 2-4 players
Slash & Spells is a Hero Building Battleground. Embody your Legendary Hero and grow your unique abilities using magical Relics across the realm. Command clever card play and take ever-evolving heroic actions. How will you build your victory?

Mark Schynert

Progress and the Nation (Board)
Nearly Ready, Complex, Board, 3-hours, 3-5 players
Progress and the Nation is a primarily economic civilization development game with no player elimination. You as the administrator direct bureaucrats to mobilize population, which in turn builds the nation.

Dead Alive Games

Lunar Rush (Board)
Early Beta Test, Intermediate, 1.5-hours, 4 players
Simultaneous worker placement game for 1-4 players where you build a Moon base and ship items to and from Earth for massive profit! Includes bidding, tableau building, and market pricing.

Shadows Over San Lazaro (Board)
Early Beta Test, Intermediate, 1.5-hours, 4 players
Cooperative dungeon crawl game set in the intra-apocalyptic world of Omicron Protocol.

Teddy Greer

Ghost Ship (RPG)
Alpha Test, Party, variable hours, 4-6 players
The year is 2385, and you are mercenaries for hire. Investigate a derelict starship, eliminate any dangers, and keep the salvage crew safe. Where did all the passengers go?

Floyd McWilliams

Hexpansion (Board)
Alpha Test, Intermediate, 1-hour, 3-5 players
4X worker placement game. Place hexes to expand your civilization, then take actions on those hexes.

Alex Durkee

Emotional Wreck (Card)
Alpha Test, Casual, 0.5-hour, 2-5 players
Play cards to cause different effects while collecting a set in your hand.

Spacemole Games

Gadget Grid (Board)
Nearly Ready, Casual, 0.5-hour, 2-8 players
A fast-paced free-for-all for 2-8 players. Collect gadgets and kill everyone before they kill you—or after, if you must!

David Klein and Randall Klein

Crusades: Battle for Pangaea (Board)
Late Beta Test, Intermediate, 2-hours, 2-4 players
Four factions of ancient religions battle for global control.

Isaac Mahar

Dune Empires: Great Houses of the Imperium (Board)
Late Beta Test, Complex, 3-hours, 1-6 players
A highly interactive, asymmetrical, sandbox style game set in Dune universe. Lead a Great House and forge an empire through conflict, negotiations, and schemes as you fight for control of Dune and complete missions.

Protospiel Sponsors

DunDraCon would like to thank our generous sponsors:



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 the Teen Priority Room by going there 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



GAMES AUCTION

Grand Ballroom Salon A Sunday

We will have an auction of games and game-related material for the first time in the history of DunDraCon. This will be Sunday in the Grand Ballroom Salon A. It will be going most of the day. More information will be posted outside Salon A.

FREE SWAP MEET Grand Ballroom Salons ABC Monday 9:00 AM

Bring your used games and artwork to Grand ABC on Monday morning – many tables are 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!

By the Basics Games

These are 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. All of these games employ the Dungeons & Dragons 5th Edition Basic Rules Set. All these games are also listed with RPGs.

FRIDAY

Session P

P10 Adventure: Leomund's Misplaced Manor

Friday 2 PM in 232; ends Session P. Level: 5th-7th

GM: Scott Grimberg (Scottg)

Caravan Duty again? Well, maybe something interesting will happen. Why are the woods looking so weird? What is that house in the clearing? 4-5 characters of 5-7 level. Characters provided.

P12 Hiking in Hyrule (part 1)

Friday 2 PM in 234; ends Session P. Level: 3rd

GM: Michelle Collins

In a setting inspired by a popular video game, this 5e adventure will explore both overworld and dungeons. 3rd level characters, pregens provided, can attend any game in the sequence.

Session 1

102 The Dragons of Silverymoon

Friday 6 PM in 138; ends Session 1

GM: Obi Kaufmann (The Raven King)

As dragons attack, formidable defenders of the forest are needed to unravel the mysterious connection between elven magic and dragonkind before it is too late.

114 Clockwork Riches

Friday 8 PM in 133; ends Session 1

GM: Jessica Miller (Jess)

We are heading down the rabbit hole for the heavy role-player in all of us. If you want to press the big red button, this is the table for you.

SATURDAY

Session 2

217 Hiking in Hyrule (part 2)

Saturday 10 AM in 233; ends Session 3. Level: 4th

GM: Michelle Collins

In a setting inspired by a popular video game, this 5e adventure will explore both overworld and dungeons. 4th level characters, pregens provided, can attend any game in the sequence.

Session 3

304 Robhill

Saturday 2 PM in 136; ends Session 3

Variations: some homebrew Level: 5th

GM: Mark C. Cumming (Poe)

Delora has been set up for assassination, using an upcoming raid against Robhill as cover. You must warn Delora but first, escape and make it safely to Robhill.

Session 4

406 Hiking in Hyrule (part 3)

Saturday 8 PM in 140; ends Session 4. Level: 5th

GM: Michelle Collins

In a setting inspired by a popular video game, this 5e adventure will explore both overworld and dungeons. 5th level characters, pregens provided, can attend any game in the sequence.

Larry DiTillio Memorial Game Library California Salon 9

Thanks to the amazing generosity of our friend Larry DiTillio, and his estate, his huge collection of games was bequeathed to DunDraCon. His games have become the DunDraCon Game Library, which will now bear Larry's name.

The **Larry DiTillio Memorial Game Library** will be located in California Salon 9, and will be open:

Friday: 2 PM to 7 PM

Saturday and Sunday: 11 AM to 7 PM

Monday: 11 AM to 1 PM for RETURNS only, no new borrowing

Games will be available for check-out, ONE game per member. You will need to provide a Driver's License or state ID as collateral for your game "rental." You may keep the game as long as you like during the Con, including overnight. ALL games must be returned by Monday 1 PM. In addition to your DL or ID, you will need to provide your Badge number, email address, and your "at Con" phone number. Of course, we anticipate that all of our members will treat borrowed games with care, as you would your own games. If game parts are missing, please let us know when you return the game.

The Game Library will also be the pick-up location for any social media contest prizes, and is where you will find Member Services. We hope you come by and visit our new Game Library!

Spotlight Events

Since this is the Perrin Convention, all of our Spotlight features are tied directly to Steve and his legacy.

First, we will have a remembrance book at the Info Table (California Salon 1) throughout the convention, where one and all can record their thoughts about Steve, as well as commemorating good times together with him. The book is open to anyone who wants to comment; after the Con we will pass the book on to his widow, Luise, which we hope will be a comfort in this difficult time.

There will also be a memorial for Steve, starting at noon on Sunday, in the Sequoia Room, which is home to our seminar program, Steve's usual gig at DunDraCon for quite a few years. The list of speakers is ad hoc; if you want to be one of those speakers, reach out to Randy Angle (normally in the Protospiegel Room during the Con) and he can talk to you about it. Or leave a message at the Info Table, asking Randy to get in touch. The service may last for thirty minutes, or a couple of hours...or something else. Everyone is welcome to attend; if it gets too crowded, we have a bigger venue we can move to. It will be video-taped, and a copy will go to Luise.

What about the games? Well, yes. Of course, there are games. How about RuneQuest? Steve was one of the original designers of this landmark role-playing system, which goes back to the seventies but has been periodically updated. We have three RuneQuest games on the schedule: Dan Pradanamus is book-ending the Con with an RQ game Friday at noon, Po6 **King of Chaos: Death and Mayhem** (Room 139 for 8 hours), and another on Monday at 10 AM, 814 **Day of the Runt** (Room 236 for 6 hours). Michael Blum also has an RQ game on Friday, at 8 PM (119 **Stargazers from the West**, Room 231 for 6 hours).

Meanwhile, Sean Patrick Fannon is offering a mini-campaign encompassing four games, using the Prowlers & Paragons system. While this is not one of Steve's designs, Sean means to emulate the style and presence of Steve's games, especially with 320 **THE FIRST ANNUAL STEVE PERRIN MEMORIAL BIG EPIC GAME: Crisis of Nigh-Infinite Nazis** (Saturday, 4 PM for 8 hours in the Grand Ballroom Salon A). While this is nominally an 8-hour game, for 20 players, Sean wants anyone who wants to play to show up, even for one melee; he'll slot you in! It's rare to assign a single RPG to a 900-square-foot salon, but between his mega set-up and all the players roaming around, we concluded that there needed to be a lot of space. Prove us right, if you dare.



Maybe that sort of game just isn't your style. If you prefer something a bit more intimate or less gonzo, Sean also is offering three 4-hour games: 218 **UNENDING WAR: Time Marches On 1948** (Saturday 10 AM in Room 234); 515 **PINNACLE CITY: Time Marches On 2020** (Sunday 10 AM in Room 142); and 607 **AFTERFALL LEGACIES: Time Marches On 2045** (Sunday 3 PM in Room 142).

And each of us fortunate enough to have known Steve can spotlight our time with him over the run of DunDraCon—only he remained among the founding members of the Convention, and only he has been here every year—this time in spirit, at least, as we make a place in our hearts for him.

Figure Painting California Salon 2

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

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!

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.

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 between the entrances to California Salons 2 and 3. This area contains the complete set of rules mentioned above, as well as the current schedule, posted player lists, LARP flyers, LARP Lending Library, and any other pertinent announcements.

LARPs Schedule

SESSION 1 FRIDAY

151 The Imperial Summit

Friday 6 PM in Grand Ball Room Salon BC for 8 hours; ends Session 1

System: Homebrew; 20 players

Genre: Renaissance, Fantasy, Politics; Costume: Fantasy

Troupe: Rogue's Honor Games

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Emperor is dead. The mages who rule all the great houses tire of civil war. Represent the interests of your house and your people to find compromise or blood. Will you see your dreams soar or feel the bitter agony of defeat?

152 Haunt Here Often?

Friday 7 PM in Suite 1435 for 4 hours; ends Session 1

System: Other, 14 players

Genre: Horror Comedy

Variations: Improvisational ‘Yes, and...’

GM: Antonio Morton

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Haunt Here Often? is a LARP about a group of ghosts working together to resolve personal conflicts before passing on to the after-life. We may participate in a few improv theatre games to help set the mood.

SESSION 2 SATURDAY

251 Ghost Court

Saturday 9 AM in Suite 1435 for 4 hours; ends Session 3

System: Ghost Court, 16 players

Genre: Comedy

Variations: Improvisational Comedy

GM: Antonio Morton

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Seek Justice from beyond the grave! 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, bailiff, and court clerk.



SESSION 3

351 HollyWood Knights

Saturday 2 PM in Grand Ball Room Salon BC for 8 hours; ends Session 4

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

Genre: Changeling: The Dreaming; Costume: It's a Hollywood 'glamour' party in the late 1920s

Variations: Some GM fiat

Troupe: Team Volaré

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Hollywood in the Roaring Twenties. Talkies have hit, and everyone wants a piece. Tonight, at the Independent Filmmakers Glamour Awards Night, the real powers will shape the future of HollyWood. We saved a seat for you.

352 Throne War

Saturday 2 PM in Suite 1435 for 10 hours; ends Session 4

System: Amber Diceless, 15 players

Genre: Amber; Costume: You can wear anything, but please try and look cool

Variations: Some equipment restrictions

Troupe: Peculiar Crossroads Productions

Rules Knowledge: Useful

Game Content: Mainstream

It's time for another Amber Throne War! Make your character for the game and vie with other immortals for the Throne of Amber. Knowledge of the setting and books are useful but not necessary.

SESSION 5 SUNDAY

551 Teenagers from Outside Space (Murder Mystery)

Sunday 11 AM in Suite 1435 for 8 hours; ends Session 7

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

Genre: Teenagers from Outer Space!; Costume: '90s

Beach Wear, Aliens, MIB

Variations: Some GM Fiat

Troupe: Pangea

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's been about a year since the teenyboppers from space arrived, so the mayor has invited the whole town to the beach for the first, annual (all-inclusive) 4th of July barbecue! ...what's the worst that could happen?

SESSION 6

651 A Confluence of Rivers

Sunday Noon in Suite 1445 for 4 hours; ends Session 6

System: Custom LARP, 12 players

GM: John Hanju Kim

Rules Knowledge: Beginners Welcome

Game Content: Family

A Doctor Who LARP, where varied characters must discover what happened to the universe. However, each has the same name: River Song. A mix of mystery, drama, and improv.

SESSION 7

750 Here's My Power Button

Sunday 6 PM in Grand Ball Room Salon BC for 5 hours; ends Session 7

System: Here's My Power Button, 16 players

Genre: Science fiction, interpersonal, emotional;

Costume: No costuming, come as you like

GM: Melanie Stark

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This is a freeform LARP exploring the relationship between robots and humanity. Participants play either Users or AIs, who are paired together for research. Alternating paired dialogues and group scenes.

751 Goth Court

Sunday 8 PM in Suite 1435 for 4 hours; ends Session 7

System: Ghost Court, 16 players

Genre: Horror Comedy

Variations: Improvisational Comedy

GM: Antonio Morton

Rules Knowledge: Useful

Game Content: Mainstream

Based on Ghost Court, Goth Court is a LARP about Goths and norms who sue one another in small claims court.

Players will rotate roles as plaintiffs, defendants, judge, bailiff, and court clerk.

Unofficial—Unofficial—Unofficial—Unofficial—

DunDraCon Does Not

Officially Present

On Sunday, February 20th,

The Secret Masters Of Gaming

22nd Annual Hawaiian Shirt Day

At DunDraCon 45



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

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

Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—

Other Games

These games defy easy classification, being either hybrids of two or more genres, or just different.

FRIDAY

Session P

P81 Space Flu

Friday Noon in 135 for 8 hours; ends Session 1

System: Battlestations, Edition: 2nd, 5 players

Variations: All expansions and some home rules

Level: 1st-8th

GM: Jonah Johnson (Commodore Beardsface)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A role-playing game with board game elements. You have been dispatched to the Pumrt system. Planet Trekce is having an outbreak. You need to find a cure for the sickness or there will be a disaster in the system.

Session 1

181 Hope Inhumanity

Friday 8 PM in 135 for 4 hours; ends Session 1

System: Hope Inhumanity, Edition: 2nd, 5 players

GM: Charles Picard

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters are created for the game

Hope Inhumanity is a card-based story game. Play ordinary people surviving the extraordinary journey through a post-apocalyptic landscape. Fight off hunger, sickness, and other desperate survivors who want what you want....

SATURDAY

Session 2

Drop-in Kids' Game Day Returns

Saturday 9 AM in Kids' Room for 6 hours; ends Session 3

System: assorted games for young players, 4 players

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Eight fun and easy card and board games: a mix of favorites from last time plus some new ones. As always, prizes for winners. Come by the Kids' Room and let's play!

281 Monster Smash

Saturday 10 AM in Sedona Table 28 for 3 hours; ends

Session 3

System: Play Doh Battle, 8 players

GM: Bradford Leaser

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Players will build and customize their Play-Doh monsters and then battle each other until only one is left. Play-Doh will be provided. Game is easy to learn and appropriate for ages 5 and up. All the way up.

SUNDAY

Session 5

581 Space Flu

Sunday 8 AM in 233 for 8 hours; ends Session 6

System: Battlestations, Edition: 2nd, 5 players

Variations: All expansions and some home rules

Level: 1st-8th

GM: Jonah Johnson (Commodore Beardsface)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A role-playing game with board game elements. You have been dispatched to the Pumrt system. Planet Trekce is having an outbreak. You need to find a cure for the sickness or there will be a disaster in the system.

Drop-in Kids' Game Day Returns

Sunday 9 AM in Kids' Room for 6 hours; ends Session 6

System: assorted games for young players, 4 players

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Eight fun and easy board and card games: a mix of favorites from last time plus some new ones. As always, prizes for winners. Come by the Kids' Room and let's play!

Drop-in Monster Smash

Sunday 10 AM in Kids' Room for 3 hours; ends Session 6

System: Play Doh Battle, 8 players

GM: Bradford Leaser

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Players will build and customize their Play-Doh monsters and then battle each other until only one is left. Play-Doh will be provided. Game is easy to learn and appropriate for ages 5 and up. All the way up.

Kids' Room

Prospector Room

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. We are also planning different themes for each day, with games and activities that complement the theme. Come by and check out the new room and the new activities!

(**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

SESSION 2 SATURDAY

Drop-in Kids' Game Day Returns

Saturday 9 AM in Kids' Room for 6 hours; ends Session 3
System: assorted games for young players, 4 players
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Eight fun and easy games: a mix of favorites from last time plus some new ones. As always, prizes for winners. Come by the Kids' Room and let's play!

Drop-in The Amazing Super-Fest-a-Thon

Saturday 10 AM in Kids' Room for 4 hours; ends Session 3
System: Dungeons & Dragons 5th Ed, 5 players
Level: Beginner, 1st
GM: Jeff Dybdal
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Learn D&D 5e core mechanics in a fun team-oriented race by land, air & water. No combat, no death, lots of fun.

SESSION 5 SUNDAY

Drop-in Kids' Game Day Returns

Sunday 9 AM in Kids' Room for 6 hours; ends Session 6
System: assorted games for young players, 4 players
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family

All materials provided by GM
Eight fun and easy games: a mix of favorites from last time plus some new ones. As always, prizes for winners. Come by the Kids' Room and let's play!

Drop-in Monster Smash

Sunday 10 AM in Kids' Room for 3 hours; ends Session 6
System: Play Doh Battle, 8 players
GM: Bradford Leaser
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Players will build and customize their Play-doh monsters and then battle each other until only one is left. Play-doh will be provided. Game is easy to learn and appropriate for ages 5 and up. All the way up.

Other kid-friendly games:

281 Monster Smash

Saturday 10 AM in Sedona Table 28 for 3 hours
System: Play Doh Battle, 8 players
GM: Bradford Leaser

300 Tails of Equestria: Melody of The Waves

Saturday Noon in Teen Room (Table 1) for 8 hours; ends Session 4
System: My Little Pony: Tails of Equestria, Edition: 1st, 8 players
Level: 1st
GM: Mariana Serangice (Sparkle Durio)

261 Droid Hunt

Saturday 9 AM in California BR 4 Table 3 for 4 hours; ends Session 3
System: Fistful of Lead: Galactic Heroes, Edition: 1st, 6 players
GM: William Butler

265 Infestation

Saturday 9 AM in California BR 4 Table 16 for 6 hours; ends Session 3
System: Starguard, 6 players
GM: Peter Bauer (Dr. Smith)

361 The Smugglers

Saturday 1 PM in California BR 4 Table 3 for 4 hours; ends Session 3
System: Fistful of Lead: Galactic Heroes, Edition: 1st, 8 players
GM: William Butler

512 Secret of Karnov Manor

Sunday 10 AM in 139 for 4 hours; ends Session 6
System: Dungeons & Dragons 5th Ed, 6 players
Level: 4th-6th
GM: Scott Grimberg (Scottg)

Teen Priority Room

The Elite Zone

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

The Teen Priority Room is The Elite Zone in the main lobby. We have a great place to hang out, with a couch, at least one scheduled game at most times, and sometimes an extra table 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.

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

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
- Masks must be worn at all times in the Teen Priority Room
- All games scheduled in the room are suitable for adults and teens
- Anyone may register for Teen Priority games through the DDC Game Registration system
- Teens can get priority registration for Teen Room games by going to the Teen Room to register for the game
- Teens must get their priority registration before the game sign-up deadline
- Teen Priority is not offered for Teen-friendly games outside of the Teen Priority Room
- Teen-friendly games can be found outside of those hours in the regular gaming areas; for Teen-friendly games scheduled in other areas, follow normal Games Registration procedures.

TEEN PRIORITY GAMES

SESSION P FRIDAY

Only available via on-line pre-registration

P17 Tokyo Slayers Club: Episode 2: All Washed Up

Friday 3 PM

The Elite Zone Table 1

Hours: 8 hours

System: Home-brew

GM: Kourtney Hobart (Kourt)

Players: 8

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

A fun week at the beach becomes a full-blown Battle by the Bay. Defeat the demons and save the citizens. It's just another day for the Tokyo Slayers Club.

SESSION 1 FRIDAY

101 — Land of New Horizons

Friday, 6 PM , Elite Zone Table 2

Hours: 4

System: Dungeons and Dragons 5e

GM: John Hanju Kim

Level: 3rd

Rules Knowledge: Beginners Welcome

Game Content: Family

Provided: All characters provided by GM

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

An Incan-inspired fantasy setting that uses standard D&D elements reinterpreted. This adventure is solving a deadly crime in one of the newest trade hubs – Newgate City!

SESSION 3 SATURDAY

300 — Tails of Equestria: Melody of The Waves

Saturday, Noon, Elite Zone Table 2

Hours: 8

System: My Little Pony: Tails of Equestria

Edition: 1st

Variations: Original

GM: Mariana Serangice (Sparkle Durio)

Players: 8

Level: 1

Rules Knowledge: Useful

Game Content: Family

Provided: All characters provided by GM

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

Sail across the Singing Sea, where ancient magics create strange phenomena. Uncover mysteries and prevent a cataclysm that could affect every pony who calls the Singing Sea home.

310 — Guard Duty

Saturday, 2 PM, Elite Zone Table 1

Hours: 4

System: Paranoia

Edition: 3rd

GM: Ezra Denney

Level: Not nearly enough

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Provided: All characters provided by GM

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

Come do terrible things to your fellow players and enter the Paranoid, insane world of Alpha Complex.



SESSION 4 SATURDAY

461 — Girls & Panzers

Saturday, 7 PM, Elite Zone Table 1

Hour: 4

System: What a Tanker

MinType: Mixed Genre Miniatures

GM: John Lantz

Rules Knowledge: Beginners Welcome

Game Content: Family

Provided: All miniatures provided by GM

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

Sensha-do—the way of the tank—is one of the most popular high school sports. Choose a tank, team up with others, and lead your school to glory.

SESSION 6 SUNDAY

600 — Heresy on the Winds of Change

Sunday, noon, Elite Zone Table 1

Hours: 6

System: Fantasy AGE

GM: Chris Muoio

Level: 6th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Provided: All characters provided by GM

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

The gods have been dead for eons. Now a glimmer of the past arises. Will these new gods be a force for good or evil, tyranny or hope?

606 — Awakening at the Wizard's Tower

Sunday, 2 PM, Elite Zone Table 2

Hours: 8

System: Nugget

GM: Kevin Hobart

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Provided: Characters created at game

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

While the wizard's away, the critters will play. Wait, something's not right. Was that Fred the rat who just ran by? He's been dead for months! Better check it out.

SESSION 7 SUNDAY

700 — The Haunting

Sunday, 6 PM, Elite Zone Table 1

Hours: 6

System: Call of Cthulhu 7th ed

GM: Jenna Pohlman

Rules Knowledge: Useful

Game Content: Mainstream

Provided: All characters provided by GM

TEEN PRIORITY REGISTRATION AVAILABLE IN THE ELITE ZONE

You have been hired to investigate the Corbitt House. Your sanity and skills will be put to the test as you determine what is causing the mysterious and ghostly happenings.

Teen-Friendly Games

Find out more about each game in its main category.

D&D 5e Basic Rules Set

P10 Adventure: Leomund's Misplaced Manor Friday 2 PM, 4 hours

114 Clockwork Riches Friday 8 PM, 4 hours

304 Robhill Saturday 2 PM, 4 hours

RPG

P02 Sailors on the Starless Sea Friday Noon, 4 hours

P14 Beneath the Waves Friday 2 PM, 4 hours

110 Frozen in Time Friday 6 PM, 4 hours

111 Air Ships and Air Ways Friday 6 PM, 8 hours

112 Inhibit the Exhibit Friday 7 PM, 6 hours

113 Dogs vs. Cats Friday 8 PM, 4 hours

116 Beneath the Waves Friday 8 PM, 4 hours

119 Stargazers from the West Friday 8 PM, 6 hours

205 The Rescue of Rollo Saturday 8 AM, 6 hours

209 Tatooine Desert Training Saturday 8 AM, 6 hours

311 Investigation of the Stalking Moon Saturday 4 PM, 8 hours

408 Welcome To The Randomverse Saturday 8 PM, 4 hours

512 Secret of Karnov Manor Sunday 10 AM, 4 hours

513 Intro to Pathfinder 2e Sunday 10 AM, 6 hours

708 PUT IT BACK Sunday 8 PM, 4 hours

810 1st Years, Starting Hogwarts Monday 10 AM, 6 hours

814 Day of the Runt Monday 10 AM, 6 hours

Board

P43 Formula D Friday 1 PM, 4 hours

142 Coffee Traders Friday 7 PM, 4 hours

543 Massive Darkness Sunday 10 AM, 6 hours

643 Battlestar Galactica/Exodus Expansion Sunday 3 PM, 3 hours

Card

431 Crazier Eights: Olympus Saturday 6 PM, 3 hours

632 Crazier Eights: Elysium (preview) Sunday 3 PM, 3 hours

Miniatures (Historical)

270 The Battle of Bir El Abn - November 1942 Saturday 11 AM, 4 hours

566 Battle of the Three Sisters - 1863 American Civil War Sunday 11 AM, 4 hours

Miniatures (SciFi)

261 Droid Hunt Saturday 9 AM, 4 hours

265 Infestation Saturday 9 AM, 6 hours

361 The Smugglers Saturday 1 PM, 4 hours

367 Alien Invasion Saturday 5 PM, 4 hours



Board Games

Sedona Room

SESSION P FRIDAY

P41 Massive Darkness 3D

Friday Noon in Sedona Table 6 for 4 hours; ends Session P
System: Massive Darkness, Edition: 1st, 4 players
Variations: 3D dungeon terrain, not the usual cardboard tiles
GM: Steven Sauer (Steven)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Explore a dungeon, kill the monsters, take the loot!
A dungeon crawl co-op board game, with different character classes to choose from.

P42 War of the Ring

Friday Noon in Sedona Table 15 for 6 hours; ends Session P
System: War of the Ring, Edition: 2nd, 4 players
GM: Thomas Crawford
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
While Shadow forces (players 1 & 2) grow, should the Free People (players 3 & 4) try to get the Ring to Mount Doom or should they focus on defeating them on the battlefield?

P43 Formula D

Friday 1 PM in Sedona Table 14 for 4 hours; ends Session P
System: Formula D, 10 players
GM: Michael Tran (Mike)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Formula 1 and road races on the table top! Easy or advanced rules pending player experience. All tracks available for your racing pleasure. Vroom Vroom!

SESSION 1

141 Massive Darkness 3D

Friday 6 PM in Sedona Table 7 for 4 hours; ends Session 1
System: Massive Darkness, Edition: 1st, 4 players
Variations: 3D dungeon terrain, not the usual cardboard tiles

GM: Steven Sauer (Steven)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Explore a dungeon, kill the monsters, take the loot!
A dungeon crawl co-op board game, with different character classes to choose from.

142 Coffee Traders

Friday 7 PM in Sedona Table 4 for 4 hours; ends Session 1
System: Coffee Traders, Edition: 1st, 4 players
GM: Bart Larrenaga (Bart)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Develop coffee cooperative plantations and fulfill contracts to be the best coffee trader in this heavy Euro game.

143 Tales of Evil: Mystery of the Demon Puppet Mistress

Friday 8 PM in Sedona Table 8 for 6 hours; ends Session 1
System: Tales of Evil, 6 players
GM: Michael Ianneo (Mike)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
A group of teenagers must solve the mystery of the Demon Puppet-Mistress. However, they are in the 1980s. Four decades later, help them across time to finally break the curse.

SESSION 2 SATURDAY

241 Blood Rage

Saturday 9 AM in Sedona Table 6 for 3 hours; ends Session 2
System: Blood Rage, 5 players
Variations: All add-ons included
GM: Reuben Lopez (Reuben 'Erhoo')
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Blood Rage is a competitive game of competing Viking Clans. It involves direct competition including lots of 'take that!' actions. Play nice, but play to win.



242 Eldritch Horror: Mountains of Madness
Saturday 9 AM in Sedona Table 8 for 6 hours; ends
Session 3

System: Eldritch Horror, 6 players

Variations: Forsaken Lore & Mountains of Madness
Exp

GM: Michael Skeen

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Become an investigator and travel the world solving
mysteries in hopes of stopping the awakening of an
Ancient One. The fate of the planet is stake!

243 Axis & Allies WWI (1914)

Saturday 10 AM in Sedona Table 4 for 8 hours; ends
Session 3

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

GM: Michael O'Hara (Mike)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

8 major belligerents, 3 Axis & 5 Allies, vie for
supremacy in Europe in the "war to end all wars."

While this is war, bring your good manners, hygiene,
and battle plans to win The Great War.

244 Zombicide Green Horde

Saturday 11 AM in Sedona Table 20 for 4 hours;
ends Session 3

System: Zombicide, Edition: 1st, 6 players

Variations: Green Horde

GM: Frank Alonso

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Form a fantasy team with your friends and harness
your survivors' skills to achieve victory against
hordes of infected orcs!

SESSION 3

342 Dune Imperium

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

System: Dune Imperium, Edition: 1st, 4 players

Variations: Deluxe, Rise of Ix

GM: Reuben Lopez (Reuben 'Erhoo')

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Deck-building adds a hidden-information angle to
traditional worker placement. Defeat your rivals;

navigate politics; acquire *Spice Must Flow* cards to
lead your house to victory!

343 Euthia: Torment of Resurrection

Saturday 1 PM in Sedona Table 7 for 6 hours; ends
Session 4

System: Eurhia, Edition: 1st, 4 players

GM: Bart Larrenaga (Bart)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Brand-new, scenario-based adventure game.

Level up your character and complete quests to be
the best adventurer. Could play cooperatively or
competitively.

344 Omicron Protocol – Competitive & Cooperative Modes – Learn to Play with the Designers!

Saturday 1 PM in Sedona Table 18 for 4 hours; ends
Session 3

System: Omicron Protocol, Edition: 1st, 8 players

GMs: Bernie Lin & Brendan Kendrick

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

An 'intra-apocalyptic,' cyberpunk-themed
miniatures skirmish game for 1-4 players, where you
control a squad of unique characters to fight and
survive! The game can be played competitively or
cooperatively.

345 Betrayal at House on the Hill

Saturday 2 PM in Sedona Table 11 for 4 hours; ends
Session 3

System: Betrayal at House on the Hill, Edition: 2nd,
6 players

Variations: Includes Widow's Walk expansion

GM: Beth Krestoff (Beth K.)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

See Board Game Geek (www.boardgamegeek.com)
for details on this board game.



346 Lords of Hellas

Saturday 3 PM in Sedona Table 16 for 3 hours; ends Session 3

System: Lords of Hellas, 6 players

Variations: All expansions used

GM: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Lords of Hellas is an epic clash of heroes in an alternate ancient Greece. Asymmetric victory paths mean nobody is ever out of the running!

347 The Longest, Darkest Day

Saturday 4 PM in Sedona Table 15 for 6 hours; ends Session 4

System: Heroes of Normandie, Edition: 1st, 6 players

Variations: Shadows over Normandie

GM: Craig C. Robertson

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

While the Allies struggle to get off the beaches on June 6, 1944, the French Resistance must battle against the foulest inhuman forces the Nazis can bring to bear.

SESSION 4

441 Lords of Waterdeep

Saturday 6 PM in Sedona Table 13 for 3 hours; ends Session 4

System: Lords of Waterdeep, 6 players

GM: Thomas Crawford

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

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

442 Raccoon Tycoon

Saturday 6 PM in Sedona Table 17 for 3 hours; ends Session 4

System: Raccoon Tycoon, 5 players

GM: Michael Eckert (Mike Eckert)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Astoria is a land bustling with productivity and growth! A few savvy business tycoons (you and your opponents) are determined to make your fortunes on the crest of this wave.

443 Terraforming Mars 3D

Saturday 6 PM in Sedona Table 19 for 4 hours; ends Session 4

System: Terraforming Mars, 4 players

Variations: Prelude; alternative maps available

GM: Adam Diran

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

What's more fun than Terraforming Mars?

Terraforming Mars with cool 3D-printed pieces....

We left the cardboard back on Earth. Beginners welcome.

444 Tales of Evil: Mystery of the Demon Puppet Mistress

Saturday 8 PM in Sedona Table 10 for 6 hours; ends Session 4

System: Tales of Evil, 6 players

GM: Michael Ianneo (Mike)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

A group of teenagers must solve the mystery of the Demon Puppet-Mistress. However, they are in the 1980s. Four decades later, help them across time to finally break the curse.

SESSION 5

SUNDAY

540 Donner Dinner Party

Sunday 8 AM in Sedona Table 12 for 4 hours; ends Session 5

System: Donner Dinner Party, 10 players

GM: Douglas E. Weed (Doug)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

It's the winter of 1846 and you're a member of the ill-fated Donner Party. Snowed in and out of food. Who can you trust when everyone tastes the same?

**Puzzling
Pursuits**

541 Blood Rage

Sunday 9 AM in Sedona Table 7 for 3 hours; ends Session 5

System: Blood Rage, 5 players

Variations: All add-ons included

GM: Reuben Lopez (Reuben 'Erhoo')

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Blood Rage is a competitive game of competing Viking Clans. It involves direct competition including lots of 'take that!' actions. Play nice, but play to win.

542 Axis & Allies (1914)

Sunday 10 AM in Sedona Table 4 for 6 hours; ends Session 6

System: Axis & Allies, Edition: 1st, 8 players

GM: Carl Gonzalez-Martin

Rules Knowledge: Useful

Game Content: Very Complex

All materials provided by GM

Axis and Allies, in a WWI setting.

543 Massive Darkness

Sunday 10 AM in Sedona Table 13 for 6 hours; ends Session 6

System: Massive Darkness, Edition: 1st, 6 players

Variations: Campaign

GM: Chriss Lagge (Wolfsdottir)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Defend the realm from evil! Delve into the dark corners of the underworld for fund and profit.

Defeat monsters! Train skills! Loot treasure! Win as a team!

544 Eclipse: Second Dawn for the Galaxy

Sunday 10 AM in Sedona Table 20 for 6 hours; ends Session 6

System: Eclipse, Edition: Second Dawn, 5 players

GM: Christopher Larson (Chris Larson)

Rules Knowledge: Useful

Game Content: Family

All materials provided by GM

Control an interstellar civilization. Explore systems, research technologies, and build spaceships to wage war. Plan your strategy to the attributes of your species, but pay attention to the other civilizations!

SESSION 6

641 Terraforming Mars 3D

Sunday 1 PM in Sedona Table 19 for 4 hours; ends Session 6

System: Terraforming Mars, 4 players

Variations: Prelude; alternative maps available

GM: Adam Diran

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

What's more fun than Terraforming Mars?

Terraforming Mars with cool 3D-printed pieces....

We left the cardboard back on Earth. Beginners welcome.

642 Lost Ruins of Arnak

Sunday 2 PM in Sedona Table 18 for 3 hours; ends Session 6

System: Lost Ruins of Arnak, 4 players

GM: Michael Eckert (Mike Eckert)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

On an uninhabited island in uncharted seas, explorers have found traces of a great civilization. Explore the island, find lost artifacts, and face fearsome guardians, to learn the island's secrets.

643 Battlestar Galactica/Exodus Expansion

Sunday 3 PM in Sedona Table 6 for 6 hours; ends Session 7

System: Battlestar Galactica, Edition: 1st, 6 players

Variations: with Exodus expansion

GM: Bradford Leaser

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

An exciting game of mistrust, intrigue, and the struggle for survival. The game puts players in the role of one of ten of their favorite characters from the Battlestar Galactica show.



644 Zombicide Black Plague

Sunday 4 PM in Sedona Table 21 for 4 hours; ends Session 7

System: Zombicide, Edition: 1st, 6 players

Variations: Black Plague

GM: Frank Alonso

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Zombicide: Black Plague is a stand-alone cooperative boardgame for 1 to 6 players that brings the relentless zombie-killing action of Zombicide into a brand new fantasy setting!

SESSION 7

741 Diplomacy

Sunday 6 PM in Sedona Table 8 for 6 hours; ends Session 7

System: Diplomacy, Edition: Avalon Hill, 6 players

Variations: base game

GM: Zachary Morgan

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

Classic game of intrigue, trust, and betrayal. Your success hinges not on dice, but on your cunning and cleverness. Military forces invade, borders shift with subtle maneuvers and daring gambits.

742 The Napoleonic Wars

Sunday 6 PM in Sedona Table 17 for 6 hours; ends Session 7

System: The Napoleonic Wars, 5 players

GM: Kevin Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The year is 1805 and Europe is in flames. Napoleon makes his bid for continental domination! Play as a great power and decide the fate of empires!

743 Sheriff of Nottingham

Sunday 7 PM in Sedona Table 12 for 4 hours; ends Session 7

System: Sheriff of Nottingham, 5 players

GM: Douglas E. Weed (Doug)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

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

744 Exploration

Sunday 7 PM in Sedona Table 22 for 4 hours; ends Session 7

System: Exploration, 4 players

GM: Christopher Larson (Chris Larson)

Rules Knowledge: Useful

Game Content: Family

All materials provided by GM

In Exploration, take control of one of five corporations in the new Space Race, and perhaps go down in history serving as the Gateway to the Space Age.

SESSION 8

MONDAY

841 Battlestar Galactica: Darkness Before Daybreak

Monday 10 AM in Sedona Table 12 for 6 hours; ends Session 8

System: Battlestar Galactica, Edition: 1st, 6 players

Variations: elements from all expansions included

GM: Mike Hutchinson (Brother Cavill)

Rules Knowledge: Expected

Game Content: Very Complex

All materials provided by GM

Come and play the thrilling game of Battlestar Galactica, based on the SyFy TV series. In this game, anyone may be a Cylon! Will you save humanity or destroy it?

842 Cthulhu Wars

Monday 11 AM in Sedona Table 13 for 4 hours; ends Session 8

System: Cthulhu Wars, Edition: 1st, 8 players

GM: Jill Gelster

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

The Old Ones have risen. Monsters walk the Earth. Humanity is finished, but the struggle continues.



Card Games

Sedona Room

SESSION 4 SATURDAY

431 Crazier Eights: Olympus

Saturday 6 PM in Sedona Table 9 for 3 hours; ends Session 4

System: Crazier Eights, 6 players

GM: James Gray

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A gateway fantasy card game inspired by Greek mythology. There's Zeus, Artemis, Atlantis, and more!

Every card can be played for an ability. Playing Olympus & Pantheon.

432 Traveller Card Game – Play with Creators

Saturday 7 PM in Sedona Table 21 for 4 hours; ends Session 4

System: Traveller Customizable Card Game, 8 players

GM: Ian Lee

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Adapted from the classic RPG. Traveller Card Game's creators hosting this session to teach new players or provide insight and opponents for veterans. Playable from solo to four players.

SESSION 5 SUNDAY

531 Illuminati

Sunday 10 AM in Sedona Table 10 for 6 hours; ends Session 6

System: Illuminati, Edition: Original (1982), 8 players

Variations: Including 3 original expansions

GM: Michael O'Hara (Mike)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Want to control the world? All you have to do is strategize better, bluff, and close deals against similarly-minded Illuminati bosses.

532 Traveller CCG Casual Play

Sunday 10 AM in Sedona Table 14 for 4 hours; ends Session 6

System: Traveller Customizable Card Game, 10 players

GM: Jessie Chambers

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 Traveller CCG Tournament

Sunday 2 PM in Sedona Table 14 for 4 hours; ends Session 6

System: Traveller Customizable Card Game, 10 players

GM: Jessie Chambers

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials 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!

632 Crazier Eights: Elysium (preview)

Sunday 3 PM in Sedona Table 9 for 3 hours; ends Session 6

System: Crazier Eights, 6 players

GM: James Gray

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

A gateway fantasy card game inspired by Greek mythology. There's Gaia, Apollo, Heracles, and more!

Every card can be played for an ability.

SESSION 8 MONDAY

831 Traveller Card Game – Play with Creators

Monday 10 AM in Sedona Table 11 for 4 hours; ends Session 8

System: Traveller Customizable Card Game, 8 players

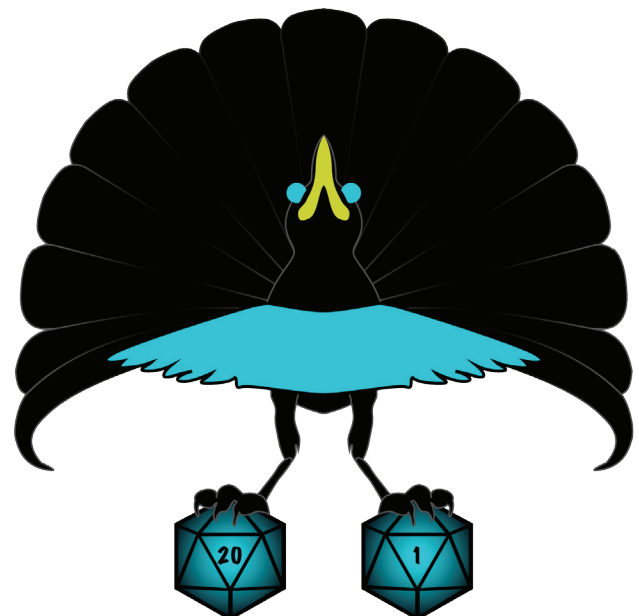
GM: Ian Lee

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Adapted from the classic RPG. Traveller Card Game's creators are hosting this session to teach new players or provide insight and opponents for veterans. Playable from solo to four players.





Seattle & Portland Rooms

Come and check out Pathfinder and Starfinder Society play at DunDraCon 45! Pathfinder Society and Starfinder Society are two worldwide living campaigns hosted by the Organized Play Foundation. These constantly evolving mega-campaigns are played by thousands of players, and the adventures you experience are shared by players around the world.

The Pathfinder Society is a legendary league of explorers, archeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. Pathfinder Society play is organized into seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing story. The current season is the third for the 2nd edition of Pathfinder, focusing on mini-story arcs set across the world of Golarion – each of which is a great jumping-off point for new players.

Similarly, the Starfinder Society is a worldwide science fantasy role-playing 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. The Starfinder Society campaign is currently in its fourth season, and action is heating up as agents race to discover why artificial intelligence across the Pact Worlds is going haywire!

The schedule includes Pathfinder 2 and Starfinder games both new and old, and a few high level PF1 games.

Flight & Fancy

Wondrous Items and Wares

Special Events

Pathfinder 3-99: Fate in the Future

A Pathfinder Society Scenario designed for levels 1–8 (subtiers 1-4 & 5-8).

The Pathfinder Society dispatches its best agents when it receives word from the Woodsedge Lodge of a mysterious anomaly in the magical pathway known as the Maze of the Open Road. Travelling through the maze, the agents find themselves a world away from home. Only by learning the source of the anomaly can the Pathfinder Society hope to regain full use of one of its most important tools for transportation. However, a secret that spans an unfathomable amount of time rests at the heart of the dangerous expedition.

This is an interactive special that leads directly into the events of Starfinder Society Special #3-99: Perils of the Past.

Starfinder 3-99: Perils of the Past

A Starfinder Society Scenario designed for levels 1-8 (subtiers 1-2, 3-4, 5-6 & 7-8).

Delve deep into frozen ruins on the planet Akiton as part of a major Starfinder Society expedition to chart the area and investigate its temporal anomalies. Encounter strange creatures, powerful artifacts, and help two time-lost companions reunite! Content in this interactive special ties in to Pathfinder Society Special #3-99: Fate in the Future.

Adventure Path Chapters

We are also offering the first chapter of the Fly Free or Die adventure path. Be sure to sign up for every slot of an AP you want to play.



Miniatures

California Salon 4

Historical Miniatures

SESSION P FRIDAY

P60 Zulu Dawn—The Battle of Isandlwana

Friday Noon in California Salon 4 Table 10-13 for 6 hours; ends Session P

System: Battles for Empire, Edition: 2nd, 7 players

GM: Nick Stern

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Play the battle on which Zulu Dawn was based: the worst British defeat in Africa. Although historically it was a defeat, the British have a chance here to win by surviving.

P64 Ghost Division: Bridgehead at Houx, May 13, 1940

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

System: Fireball Forward WWII 15mm, Edition: 2nd, 6 players

GM: Greg Guth (Greg)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The 5th Motorcycle Battalion has crossed the Meuse! Rommel launches a river crossing to expand the bridgehead before its destruction by the French 5th Motorized. Fireball Forward rules 15mm. Rules will be taught.

P65 Test of Honour Samurai Skirmish

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

System: Test of Honor, Edition: 2nd, 6 players

GM: Clif Castle

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

28mm Samurai skirmish. Each player has retinue on one of two sides.

SESSION 1

161 Battle of Cynoscephalae

Friday 8 PM in California Salon 4 Table 5 for 4 hours; ends Session 1

System: Command and Colors, Edition: Ancients, 6 players

GM: Bob Dailey

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

This is a “Large Scale” battle between the Roman Republic under the command of Quintus and the Macedonian Empire under their “Pesky” leader Philip V of Macedon.

SESSION 2 SATURDAY

262 Ghost Division: Battle of Onhaye, May 14, 1940

Saturday 9 AM in California Salon 4 Table 4 for 6 hours; ends Session 3

System: Fireball Forward WWII 15mm, Edition: 2nd, 6 players

GM: Greg Guth (Greg)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The German 7th Mtr. Inf. Regiment and 25th Pz. Regiment attempt to seize the vital road junction of Onhaye from the French 4th North African. Fireball Forward 15mm. Rules will be taught.

263 Test of Honour Samurai Skirmish

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

System: Test of Honor, Edition: 2nd, 6 players

GM: Clif Castle

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

28mm Samurai skirmish. Each player has retinue on one of two sides.

266 Assault on the Taku Forts, 1860

Saturday 10 AM in California Salon 4 Table 6 for 6 hours; ends Session 3

System: The Men Who Would Be Kings, 6 players

GM: Nick Stern

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

French and British landing parties race each other to see who will be first into the fort. Chinese defenders use cannon, rockets, grenades, and buckets of acid to stop them.

267 Brazen Chariots: Crusader Tanks in the Western Desert

Saturday 10 AM in California Salon 4 Table 7-8 for 4 hours; ends Session 3

System: Bolt Action, Edition: 2nd, 8 players

GM: John Lantz

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

1941, Egypt. The British 8th Army takes the initiative and forces Panzergruppe Afrika to shorten its supply lines through a combination of daring raids and pitched battles.

270 The Battle of Bir El Abn – November 1942

Saturday 11 AM in California Salon 4 Table 11 for 4 hours; ends Session 3
System: Rapid Fire, Edition: 2nd, 8 players
Variations: 13 & under accompanied by parent
GM: Pete Michaels
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Italian Ariete Division against British 7th Armour's 22nd Armoured Bde during the Second Battle of El Alamein. 20mm using Rapid Fire 2nd Ed. rules in the Western Desert.

SESSION 3

362 Battle of Cynoscephalae

Saturday 2 PM in California Salon 4 Table 5 for 4 hours; ends Session 3
System: Command and Colors, Edition: Ancients, 6 players
GM: Bob Dailey
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
This is a "Large Scale" battle between the Roman Republic under the command of Quinctius and the Macedonian Empire under their "Pesky" leader Philip V of Macedon.

363 WWII Dogfights

Saturday 2 PM in California Salon 4 Table 14-15 for 8 hours; ends Session 4
System: Sky's the Limit!, 6 players
GM: Chuck Staedler
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Two 3- to 3½-hour dogfight scenarios, featuring classic fighters of the era. Fly a two-plane element, utilize your aircraft's unique characteristics, employ sound tactics & shoot down the enemy!

364 Ghost Division: The Battle of Flavion, May 15, 1940

Saturday 4 PM in California Salon 4 Table 4 for 6 hours; ends Session 4
System: Fireball Forward WWII 15mm, Edition: 2nd, 6 players
GM: Greg Guth (Greg)
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Rommel's 7th Panzer Division runs into the French 1st Armored Division while attempting to break through the French 9th Army's lines. Fireball Forward, 15mm. Rules will be taught.

366 The Spanish Ulcer

Saturday 4 PM in California Salon 4 Table 12-13 for 8 hours; ends Session 4
System: Warlord Games Black Powder, 8 players
Variations: Albion Triumphant
GM: Alex S. Fabros
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
With their Spanish allies, the British are attempting to stop a French force headed for Madrid. This non-historical game introduces players to the Black Powder game system.

SESSION 5 SUNDAY

564 Aleutian Air War: Attack on Kiska

Sunday 10 AM in California Salon 4 Table 11-14 for 6 hours; ends Session 6
System: Sky's the Limit!, 6 players
GM: Chuck Staedler
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Sept. 25, 1942. USAAF B-24 bombers & P-39 & P-40 fighters from Adak, Alaska, head for Japanese positions around Kiska harbor. IJNAF A6M2-N floatplane fighters rise to intercept them.

565 Second Battle of Cape Spartivento (WWII Naval)

Sunday 10 AM in California Salon 4 Table 15-17 for 6 hours; ends Session 6
System: Dark Seas, Edition: 1.0, 6 players
GM: Roy Scaife (Roy)
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
The Second Battle of Cape Spartivento took place in November 1940. The British have sent a task force north to intercept an Italian fleet tasked with destroying an Allied convoy.

566 Battle of the Three Sisters – 1863 American Civil War

Sunday 11 AM in California Salon 4 Table 18 for 4 hours; ends Session 6
System: Rank and File, 6 players
Variations: ACW modifiers included. 13 & under accompanied by parent
GM: Pete Michaels
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Hooker's Union forces are trying to force a path to Richmond (to the East) and Lee's Confederate forces are counterattacking in the hopes of destroying or splitting the Union army.

Mixed-Genre Miniatures

SESSION 4 SATURDAY

461 Girls & Panzers

Saturday 8 PM in Teen Room (Table 1) for 4 hours; ends Session 4

Teen Priority game! Everyone welcome; teens get priority.

System: What a Tanker, 8 players

GM: John Lantz

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Sensha-do—the way of the tank—is one of the most popular high school sports. Choose a tank, team up with others, and lead your school to glory.

Science Fiction Miniatures

SESSION P FRIDAY

P62 Friends, OGRES, Countrymen!

Friday 2 PM in California Salon 4 Table 6-7 for 6 hours; ends Session 1

System: OGRE Miniatures, 8 players

Level: Nuclear!

GM: Jim Kundert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Slug it out with nukes in the 4th, or maybe 5th (no one is counting) World War.

P63 Spacer Bill Ugnuck's Wack Races Pt.5:

Scavenger Hunt

Friday 2 PM in California Salon 4 Table 9 for 6 hours; ends Session 1

System: Full Thrust, Edition: 2nd, 6 players

Variations: Vector movement w/cards, Fleet Bk.1 & 2.

More Full Thrust

GM: Dennis Seiffert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The Scavenger Hunt will test your piloting ability to the max. Dodge floating space debris in order to find the prized 'power core.' Have fun playing a 2D Vector game.

SESSION 2 SATURDAY

261 Droid Hunt

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

System: Fistful of Lead: Galactic Heroes, Edition: 1st, 6 players

GM: William Butler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

A droid with vital information is believed to be wandering the streets of East Moss Landing. Find and retrieve it before its information ends up in the wrong hands.

264 The Assault on Bolan

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

System: Battletech, Edition: 4th, 8 players

Variations: with home rules

GM: Nathan Kajikuri (breth)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

House Steiner, assaulting the planet Bolan in House Marik space. In the first year of the Succession War.

265 Infestation

Saturday 9 AM in California Salon 4 Table 16 for 6 hours; ends Session 3

System: Starguard, 6 players

GM: Peter Bauer (Dr. Smith)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The Republic of Commerce has detected an infestation on this ice world. Establish a beachhead and send in your assault robots.

269 One of Our Planets is Running: Yamato 2205

Saturday 10 AM in California Salon 4 Table 17-18 for 8 hours; ends Session 3

System: Star Blazers, 6 players

GM: Keith Holmes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Gamilas has been destroyed and Iscandar has left its orbit for parts unknown. Dessler's fleet is chasing the planet in order to rescue civilians, but something menacing is coming.

SESSION 3

361 The Smugglers

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

System: Fistful of Lead: Galactic Heroes, Edition: 1st, 8 players

GM: William Butler

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Smugglers have landed with contraband that they are seeking to deliver to their contact. Rival gangs and law enforcement are attempting to capture the cargo.

365 Hot Zone Holiday

Saturday 4 PM in California Salon 4 Table 7-8 for 6 hours; ends Session 4

System: Zona Alpha, Edition: 1st, 6 players

Variations: Kontraband; some RPG elements

GM: John Sullens

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Your patron is bankrolling an expedition into the viral hot zone to salvage tech from a lab, offline since the outbreak. Outfit a crew—get rich or die trying.

367 Alien Invasion

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

System: Fistful of Lead: Bigger Battles, Edition: 1st, 6 players

GM: William Butler

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Government troops are being sent to clear a force of alien invaders from a town.

368 Orclands!

Saturday 5 PM in California Salon 4 Table 10-11 for 6 hours; ends Session 4

System: Gaslands Refueled, Edition: 1st, 10 players

GM: James White (Jay White)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Orclands death racing! This game uses Warhammer 40k vehicles for the Orcs and the Gaslands Refueled rules.

You may die, but playing an Orc driving crazy is a win too!

SESSION 4

462 Rumble at the Sav-Mart!

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

System: Car Wars, Edition: 6th, 4 players

GM: Chad Martens

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

“Hey, they said WHAT about your car?!?” Show everyone who has the right of way by having the biggest gun!



SESSION 5 SUNDAY

562 Desperate Defense of Iscandar

Sunday 10 AM in California Salon 4 Table 5-6 for 8 hours; ends Session 6

System: Star Blazers, 6 players

GM: Michael Price

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

The Dark Nebula Fleet hangs in menacingly close orbit attempting to bombard refugee ships on planet Iscandar. Dessler's fleet has positioned itself between the enemy and the civilians to buy time.

563 Battle of Hoth

Sunday 10 AM in California Salon 4 Table 13 for 4 hours; ends Session 6

System: Memoir '44, 6 players

Variations: homebrew Star Wars themed variant

GM: Gregory Wong (Greg)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Imperials invade the Rebel base on Hoth using SW-44, a homebrew Star Wars themed variant of Memoir '44. Players will be divided into two teams.

SESSION 6

661 Battle of Hoth

Sunday 2 PM in California Salon 4 Table 10 for 4 hours; ends Session 6

System: Memoir '44, 6 players

Variations: homebrew Star Wars themed variant

GM: Gregory Wong (Greg)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Imperials invade the Rebel base on Hoth using SW-44, a homebrew Star Wars themed variant of Memoir '44. Players will be divided into two teams.

SESSION 7

761 Davian Guard vs. the Sword of Light

Sunday 8 PM in California Salon 4 Table 1 for 4 hours; ends Session 7

System: Battletech Miniatures, Edition: Alpha Strike Commanders, 4 players

GM: Chad Martens

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Take command of a Battletech lance and stop your sworn enemies from invading.

Role-Playing Games

SESSION P FRIDAY

Po1 Atlantis Rising

Friday Noon in 133 for 8 hours; ends Session 1
System: Hero pre-5th (Champions), Edition: Some 4th, 6 players
Variations: Only 2 find weakness per target, no speed-affecting powers
Level: 12-14 DC, 5-7 Speed, 9-13 CV on sliding scale
GM: Jim Puder
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Dark omens and rising tides suggest that Atlantis is rising. Can you stop it before it's too late?

Po2 Sailors on the Starless Sea

Friday Noon in 134 for 4 hours; ends Session P
System: Dungeon Crawl Classics, 5 players
Level: Zero
GM: Ben Longman
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An introductory adventure for the Dungeon Crawl Classics RPG, Sailors on the Starless Sea pits a mob of 0-level adventurers against the legacy of the Chaos Lords and their corrupted hordes.

Po4 The Girl Lost Following a White Rabbit

Friday Noon in 137 for 8 hours; ends Session 1
System: Dungeons & Dragons 5th Ed, 6 players
Level: 5th
GM: Aaron M. Malek
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
One has to wonder about the unexpected return of the young lady in the blue dress, years after her odd disappearance. Things are not normal at her family's estate.

Po5 Kali Ghati

Friday Noon in 138 for 6 hours; ends Session P
System: Delta Green, 6 players
GM: Gennaro Kukonu
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
A fellow operative has gone missing from an Army base in a troubled province. The Agents must find him before the disappearance draws attention that Delta Green cannot afford.

Po6 King of Chaos: Death and Mayhem

Friday Noon in 139 for 8 hours; ends Session 1
System: Runequest, Edition: Chaosium, 8 players
Variations: Old school RQ tactical skirmish contest w/minor rule variations
Level: very high
GM: Dan Pradanamus
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM

Giant want best warriors for what? King Chaoz? Make no sense. Chaoz never trust Giant! But Giant has big fort, lots of big boom-boom. Chaoz make new glory for God! *RAWR*

Po7 Pilgrimage in Darkness

Friday Noon in 140 for 8 hours; ends Session 1
System: Call of Cthulhu, Edition: 7th, 6 players
Variations: Cthulhu Dark Ages
Level: Standard
GM: Daniel Woolery
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Play Call of Cthulhu in dark ages England. A group of Pilgrims tries to reach the holy island of Lindisfarne.

P81 Space Flu

Friday Noon in 135 for 8 hours; ends Session 1
System: Battlestations, Edition: 2nd, 5 players
Variations: All expansions and some home rules
Level: 1st-8th
GM: Jonah Johnson (Commodore Beardsface)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An RPG with board game elements. You have been dispatched to the Pumrt system. Planet Trekce is having an outbreak. You need to find a cure for the sickness or there will be a disaster in the system.

Po8 Laughing in the Midst of Power

Friday 1 PM in Monterey for 6 hours; ends Session 1
System: Fate Core, Edition: Horror Toolkit, 10 players
Level: Mortal
GM: Liz Ruifrok
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
When a group of unrelated people awaken in a warehouse with seemingly no exit, who knows what will happen?

Po9 The Children's Crusade, Heart of Darkness

Friday 2 PM in 231 for 6 hours; ends Session 1
System: Nugget, 6 players
GM: Michael Siverling
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Peter Pan and Tiger Lily, Arthur the Boy King, Alice, Aladdin and Mowgli; all have been magically drawn together to confront a supernatural evil during the Victorian Era.

P10 Adventure: Leomund's Misplaced Manor

Friday 2 PM in 232 for 4 hours; ends Session P
System: Dungeons & Dragons 5th Ed, Edition: Basic Rules Set, 5 players
Level: 5th-7th
GM: Scott Grimberg (Scottg)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Caravan Duty again? Well, maybe something interesting will happen. Why are the woods looking so weird? What is that house in the clearing? 4-5 characters of 5-7 level. Characters provided.

P11 Abandoned, We that Remain

Friday 2 PM in 233 for 6 hours; ends Session 1
System: All Flesh Must be Eaten, Edition: 1st, 6 players
Level: Normies
GM: David Weinstein (Zombie Wrangler)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
When Z-Day came, you survived. The others left you to die. Too old. Too fat. Too educated. Maybe that's what will save your life...

P12 Hiking in Hyrule (part 1)

Friday 2 PM in 234 for 4 hours; ends Session P
System: Dungeons & Dragons 5th Ed, Edition: Basic Rules Set, 5 players
Level: 3rd
GM: Michelle Collins
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In a setting inspired by a popular video game, this 5e adventure will explore both overworld and dungeons. 3rd level characters, preprens provided, can attend any game in the sequence.

P13 Against the Cult of the Reptile God

Friday 2 PM in 235 for 10 hours; ends Session 1
System: Advanced Dungeons & Dragons, Edition: 2nd, 5 players
Variations: 1st Ed class options available; Forgotten Realms
Level: 1st-3rd
GM: Joe Padilla
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Terror by night! The village of Orlane is dying! Who or What is behind this doom! It will take brave Adventurers to solve this Riddle!

P14 Beneath the Waves

Friday 2 PM in 236 for 4 hours; ends Session P
System: Dungeons & Dragons 5th Ed, Edition: Forgotten Realms, 5 players
Variations: Underwater rules
Level: 5th
GM: Jason Krestoff
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Harpers have discovered a plot that could plunge all of Faerun into chaos. Will you be able to solve the mystery that awaits beneath the waves?

P15 Valentine

Friday 2 PM in 237 for 6 hours; ends Session 1
System: Pulp Adventure, 6 players
GM: Joe Parzanese
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
It's the 1890s and the Albion Society has been invited to ... a Valentine's Day party? But when murder happens at the soiree, it's clear some people aren't there just for love!

P16 What We Do in the Camerilla

Friday 2 PM in 238 for 8 hours; ends Session 1
System: Vampire: The Masquerade, Edition: 20th, 6 players
Variations: 2nd & 3rd ed. will be used
Level: New Vampire
GM: Tim Pelesky (Ninja)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
Sneak into a Primogen Council meeting to complain about your enemies and your everynight problem. A fun light-hearted game about being pretentious and petty in the Camerilla.

P17 Tokyo Slayers Club Episode 2: All Washed up

Friday 3 PM in Teen Room (Table 1) for 8 hours; ends Session 1
Teen Priority game! Everyone welcome; teens get priority.
System: Homebrew, Edition: 1st, 8 players
GM: Kourtney Hobart (Kourt)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters are created for the game
A fun week at the beach, becomes a full-blown battle by the bay. Defeat the demons and save the citizens. It's just another day for the Tokyo Slayers Club.

P18 Tomorrow's Light

Friday 4 PM in 134 for 8 hours; ends Session 1
System: Fantasy Age, 8 players
Level: 6th-8th
GM: Chris Muoio
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A young noble's request to recover her family heirloom leads to a daunting trek from desert to swamp and beyond in an attempt to thwart dark evil ploys for dominion.

P19 Up a Poodle without a Paddle

Friday 4 PM in 136 for 6 hours; ends Session 1
System: Advanced Dungeons & Dragons, Edition: 2nd, 6 players
Variations: very few
Level: 8th-11th
GM: Kymron De Cesare
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Faerie King Oberon summons you: his daughter's life depends on the Puppy of Pristine Prowess's health & happiness. It swallowed the Bauble of Borders; you're going in after it!

SESSION 1

101 Land of New Horizons

Friday 6 PM in Teen Room (Table 2) for 4 hours; ends Session 1
Teen Priority game! Everyone welcome; teens get priority.
System: Dungeons & Dragons 5th Ed, 5 players
Level: 3rd
GM: John Hanju Kim
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
An Incan-inspired fantasy setting that uses standard D&D elements reinterpreted. This adventure is solving a deadly crime in one of the newest trade hubs – Newgate City!

102 The Dragons of Silverymoon

Friday 6 PM in 138 for 4 hours; ends Session 1
System: Dungeons & Dragons 5th Ed, Edition: Basic Rules Set, 5 players

GM: Obi Kaufmann (The Raven King)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

As dragons attack, formidable defenders of the forest are needed to unravel the mysterious connection between elven magic and dragonkind before it is too late.

103 Haling Cove

Friday 6 PM in 141 for 10 hours; ends Session 1

System: Exalted, Edition: 1st, 8 players

GM: Ryan Hulse (Secolliyn)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Haling Cove, a sleepy town where strange things are happening: the blacksmith is gone, the temple is boarded up, and people cannot sleep. Which mystery will you look into first?

104 A Man May Smile and Smile and Still be a Villein

Friday 6 PM in 142 for 6 hours; ends Session 1

System: Fading Suns, Edition: New KS, 6 players

GM: Jeff Yin

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

A Questing Knight and Cohorts must determine conflicting claims to a feudal title.

105 Leverage Super

Friday 6 PM in 143 for 6 hours; ends Session 1

System: Leverage RPG, Edition: 1st, 6 players

GM: Christopher Angelini

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The super powerful get everything they want. You're here to even the score! They have superpowers. You have... Leverage.

106 Voltron-Fall of the Castle of Lions

Friday 6 PM in 144 for 8 hours; ends Session 1

System: Mekton Z, Edition: 1st, 5 players

Level: 1st

GM: Kasi Jammeh (SkeletorSally)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Continuing the adventures of Voltron Legendary Defender.

The new team has to figure out how to work together because Sendak will do whatever it takes to steal Voltron.

107 Last of the Blood

Friday 6 PM in 145 for 8 hours; ends Session 1

System: Legend of the Five Rings, 5 players

Variations: Mechanics adapted from the resistance system

GM: Greg Brown

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Lord Hiroto had five sons. Each did his duty against the evil of Fu Leng. All but one are dead. You must journey into the shadowlands and bring him home.

108 Ten Candles: Train Crash

Friday 6 PM in 146 for 8 hours; ends Session 1

System: Ten Candles, 5 players

GM: Pol Stafford

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You were in a train crash as the world began to end. No one is coming to help you. How will you spend the world's last days?

109 Green Hell

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

System: Arduin Grimoire, Edition: Original Trilogy, 5 players

Variations: enhanced w/OD&D, AD&D, B/X D&D, BECMI D&D

Level: 15th

GM: Matt Morrison (Matrox Lusch)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Lost in the tracks of the Green Hell is a bitter wound on the land that suppurates a poison that once almost slew the world.

110 Frozen in Time

Friday 6 PM in 148 for 4 hours; ends Session 1

System: Dungeon Crawl Classics, 5 players

Level: Zero-1st

GM: Ben Longman

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

The Ghost Ice has shattered, revealing hints at deeper mysteries entombed within its icy grasp. Strange machines and wonderful horrors stir beneath the ice...

111 Air Ships and Air Ways

Friday 6 PM in 149 for 8 hours; ends Session 1

System: Dungeons & Dragons 5th Ed, Edition: Eberron, 8 players

Level: 11th. 3 uncommon, 1 rare, 5K g + starting gear

GM: Christopher Bruno (Chris Bruno)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Adventure is waiting in the world of Eberron, and easily found when you have an airship at your disposal. But who knows where you will end up?

112 Inhibit the Exhibit

Friday 7 PM in Executive Board Room for 6 hrs; ends Session 1

System: Epic Fail, Edition: 1st, 6 players

Level: variable

GM: Mark Schynert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters are created for the game

You are all employed by the Indianapolis Museum of Ancient Civilization and Culture, but there's something wrong with the curator, assistant directors, and members of the Museum Board. Fix it.

113 Dogs vs. Cats

Friday 8 PM in Monterey for 4 hours; ends Session 1
System: Toon, Edition: deluxe, 10 players
Variations: Why, of course!
Level: Canine and Feline
GM: Doc Cross
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The cats and dogs have had enough of each other. Poop is about to get real, y'all! Time to fight!

114 Clockwork Riches

Friday 8 PM in 133 for 4 hours; ends Session 1
System: Dungeons & Dragons 5th Ed, Edition: Basic Rules Set, 5 players
GM: Jessica Miller (Jess)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
We are heading down the rabbit hole for the heavy role-player in all of us. If you want to press the big red button, this is the table for you.

181 Hope Inhumanity

Friday 8 PM in 135 for 4 hours; ends Session 1
System: Hope Inhumanity, Edition: 2nd, 5 players
GM: Charles Picard
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters are created for the game
Hope Inhumanity is a card-based story game. Play ordinary people surviving the extraordinary journey through a post-apocalyptic landscape. Fight off hunger, sickness, and other desperate survivors who want what you want...

116 Beneath the Waves

Friday 8 PM in 137 for 4 hours; ends Session 1
System: Dungeons & Dragons 5th Ed, Edition: Forgotten Realms, 5 players
Variations: Underwater rules
Level: 5th
GM: Jason Krestoff
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Harpers have discovered a plot that could plunge all of Faerun into chaos. Will you be able to solve the mystery that awaits beneath the waves?

117 MILK RUN

Friday 8 PM in 139 for 6 hours; ends Session 1
System: Those Dark Places, 5 players
GM: Zachary Paul (DMZacharyPaul)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters are created for the game
Bridge crew of the MV PECHORA, this is your lucky day – your mission is a Milk Run where you get 36 months of credit for just 30 days of work.

118 Trailer Park Shark Attack

Friday 8 PM in 140 for 4 hours; ends Session 1
System: Savage Worlds, Edition: SWADE, 6 players
GM: Charlie Krauter
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The trailer park is flooded with sharks! Can you survive? Pick a character at random. If you get chewed in half by a shark, pick another 'Parker and keep playing.

119 Stargazers from the West

Friday 8 PM in 231 for 6 hours; ends Session 1
System: Runequest—Roleplaying in Glorantha, Edition: 2018, 5 players
Variations: AGE system 'major & minor actions,' not strike ranks
Level: basic characters
GM: Michael Blum
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
You and your friends, former rebels all, have agreed to serve as caravan guards, protecting a group of scholars traveling across the Plains of Prax to the ruins of Pavis.

120 Avengers 52—Arctic Terror

Friday 8 PM in 232 for 6 hours; ends Session 1
System: Pulp Adventure, Edition: 2nd, 6 players
Variations: Super Pulp
Level: Pulp superhero
GM: Jeff A. Hatch
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
To anyone who can receive this transmission STOP This is Arctic Station 31 STOP Discovered something in the ice STOP Send Help immediately send The Avengers STOP

SESSION 2

SATURDAY

201 Island of the Hungry God

Saturday 8 AM in 134 for 8 hours; ends Session 3
System: 13th Age, 8 players
Level: 4th
GM: Joe O'Neil (Joe)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
You live on a beautiful living island paradise that feeds on souls. It's totally worth it, if you earn the island's favor...

202 The Well of Darkness

Saturday 8 AM in 135 for 8 hours; ends Session 3
System: The Black Hack, Edition: 2nd, 8 players
Level: normal
GM: Andy Marshall (Gnomeo)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Well of Darkness is a funhouse dungeon from the creators of the Goblins webcomic. Equal parts silly, scary, and weird.

203 Mysteries of the Baracha Isles

Saturday 8 AM in 136 for 6 hours; ends Session 3
System: Conan 2D20, Edition: 1st, 6 players
Variations: some house rules to speed combat
GM: Kirk Hendrickson
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Join the pirate crew of the Avarice as you sail the Western Sea of Hyboria looking for an ancient pirate king's treasure. No experience necessary. Pre-generated characters provided.

204 The Sentinel

Saturday 8 AM in 137 for 8 hours; ends Session 3
System: Advanced Dungeons & Dragons, Edition: 2nd, 5 players
Variations: 1st Ed class options available; Forgotten Realms
Level: 2nd-5th
GM: Joe Padilla
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
The Village of Kusnir is under attack from an unknown foe! Can adventurers save the village and rid the lands of the evil that grows? Part 1 of 2!

205 The Rescue of Rollo

Saturday 8 AM in 138 for 6 hours; ends Session 3
System: Dungeons & Dragons 5th Ed, 6 players
Level: 2nd-3rd
GM: Craig C. Robertson
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
While working a little crime job, Rollo, the crew's muscle, got herself captured by the Razor Claw tribe. Now her friends want her back. A tale of the Ragnaval.

206 The Sin Eater

Saturday 8 AM in 139 for 4 hours; ends Session 2
System: Flames of Freedom, 5 players
Variations: Based on Zweihander
Level: 1st
GM: Randy White (Melfast)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It is the dawn of the American Revolution. Agents of the occult entreat both sides, and old horrors have emerged. You are agents of the Rebellion on a secret mission.

207 A Glorious Adventure

Saturday 8 AM in 140 for 6 hours; ends Session 3
System: HeroQuest, 6 players
Variations: In Space!
GM: Jay Loucks
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You serve aboard the Glorious, which has the finest crew in the fleet. You are to investigate an anomaly with the Executive Officer and... wait, who said oops?

208 Operation New Legion

Saturday 8 AM in 141 for 8 hours; ends Session 3
System: Last Great Empire, Edition: Ghost Empire, 7 players
GM: Les Child (Papa Bear)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
An island locked research facility has lost containment of experimental subjects involved in soldier bio-enhancement modules. Two teams will deploy to eliminate subjects and recover research data.

209 Tatooine Desert Training

Saturday 8 AM in 142 for 6 hours; ends Session 3
System: Star Wars 5e, 8 players
Level: 1st
GM: Michael Smith
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
After some skill training and 1 week desert survival training, you all will level up and decide as a group what to do next.

210 Space Nazis Strike Back

Saturday 8 AM in 143 for 8 hours; ends Session 3
System: Hero 6th Ed. (Champions), Edition: some 5th, 6 players
Variations: No find weakness/lack of weakness
Level: 12DC, 8CVs 5 Spd
GM: Don Satow
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
With their defeat in 2020 by a rag tag team of superheroes, one lone Space Nazi carrier ship carries on its mission to return to the motherland (Earth).

211 The Black Glove Gambit

Saturday 8 AM in 144 for 8 hours; ends Session 3
System: Hero pre-5th Ed. (Champions), Edition: 4th w/some 5th, 6 players
Variations: minor
Level: Max 60 point attacks, Max PD 33/ ED 33
GM: David Rakonitz
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Storm the Knight of Freedom's secret base before the forces of villainy seize the prize. Meanwhile, the mysterious Black Glove makes her move in a deadly game.

212 It Wasn't What We Thought...Part 2

Saturday 8 AM in 145 for 8 hours; ends Session 3
System: Serenity, Edition: Cortex Classic, 8 players
Level: Veteran (mid)
GM: Zachary Morgan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
What's on the Agents' encrypted datapads? Why were the Alliance bioweapons teenagers in cryogenic chambers? How does this relate to Miranda and 'The Signal'? Find out in Part 2...

213 Invasion of the Binary Buccaneers

Saturday 8 AM in 146 for 6 hours; ends Session 3

System: Planet Mercenary, 6 players

Level: Explosive

GM: Stephen Quanci

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Binary Buccaneers are looking for fresh meat like you!

Travel the galaxy, meet interesting people and shoot them! The

One Percent are hiding their booty, and the contract is hot.

214 Call of the Abyss

Saturday 8 AM in 147 for 4 hours; ends Session 2

System: They came from beneath the Sea, Edition: 1st, 5 players

GM: Jason Martinez

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Armed with bad dialog and hack writing, the crew of an underwater mining habitat uncover an ancient horror beneath the sea in this homage to late '80s underwater horror movies.

215 Games Without Frontiers

Saturday 10 AM in 231 for 4 hours; ends Session 3

System: Alien, Edition: Free League, 5 players

GM: Dave Sokolowski

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Outer Veil – Two weeks ago the classified Weyland-Yutani Research Facility went dark, and now your quickly assembled section of Marines and Company Representatives has been sent to investigate.

217 Hiking in Hyrule (part 2)

Saturday 10 AM in 233 for 4 hours; ends Session 3

System: Dungeons & Dragons 5th Ed, Edition: Basic Rules Set, 5 players

Level: 4th

GM: Michelle Collins

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In a setting inspired by a popular video game, this 5e adventure will explore both overworld and dungeons. 4th level characters, preprens provided, can attend any game in the sequence.

218 UNENDING WAR: Time Marches On 1948

Saturday 10 AM in 234 for 4 hours; ends Session 3

System: Prowlers & Paragons, Edition: Ultimate, 6 players

Level: Standard

GM: Sean Patrick Fannon

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Emperor Epoch, using advanced chronotech, leads his Chrononauts across space-time, establishing strongholds and allies to command the Omniverse. The Justice Battalion must unite against many well-known foes AND the Emperor.

219 Shadow of the Cowlossus

Saturday 10 AM in 235 for 8 hours; ends Session 3

System: Homebrew, 6 players

Variations: card drafting for character creation

GM: Joseph Silveira

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters are created for the game

Small homunculi band together to defeat an aggressive cow that is terrorizing their community. Will they defeat the towering colossus, or be crushed by the mooing tyrant?

SESSION 3

300 Tails of Equestria: Melody of The Waves

Saturday Noon in Teen Room (Table 1) for 8 hours; ends Session 4

Teen Priority game! Everyone welcome; teens get priority.

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

Variations: Original

Level: 1st

GM: Mariana Serangice (Sparkle Durio)

Rules Knowledge: Useful

Game Content: Family

All characters provided by GM

You must sail across the troubled waters of the Singing Sea if you are to uncover the mysteries awaiting, and prevent a cataclysm that could affect every pony who calls this home.

301 Fury of the Volcano God

Saturday Noon in 133 for 6 hours; ends Session 3

System: Pulp Adventure, Edition: 2nd, 6 players

Level: Cliffhanger

GM: Jeff A. Hatch

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Returning home from a long mission in a new experimental aircraft, Team Baron crash-lands on a mysterious deserted island...or is it?!

303 Sundered Waves

Saturday 1 PM in 139 for 4 hours; ends Session 3

System: Pathfinder, Edition: 2nd, 5 players

Level: 5th

GM: Joshua White

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

After years apart, four members of a doomed pirate ship gather to celebrate the life of their former captain and undertake one final mission to uncover his missing treasure.

304 Robhill

Saturday 2 PM in 136 for 4 hours; ends Session 3

System: Dungeons & Dragons 5th Ed, Edition: Basic Rules Set, 5 players

Variations: some homebrew

Level: 5th

GM: Mark C. Cumming (Poe)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Delora has been set up for assassination, using an upcoming raid against Robhill as cover, you must warn Delora but first, escape and make it safely to Robhill.

305 Dawn of the Clan of the Cave Hare

Saturday 2 PM in 140 for 6 hours; ends Session 4
System: Dungeons & Dragons 5th Ed, 8 players
Variations: House rules & limitations befitting a party of rabbits
GM: Norm Albert
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
It's Watership Down, but in the Pleistocene! Survive via wits & trickery to forge an alliance and rid the land of the scourge of Man!

307 Sumer Prime – The Coming of Age

Saturday 2 PM in 231 for 8 hours; ends Session 4
System: Dungeons & Dragons 5th Ed, 6 players
Level: 18th
GM: Dylan Blair
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
Persephone hadn't regretted her frivolous life until finding out she could've saved her home world from annihilation during the Blood War. Now she gathers some old adventuring pals for drinks.

308 Bad Water

Saturday 2 PM in 233 for 8 hours; ends Session 4
System: Dungeons & Dragons 5th Ed, 6 players
Level: 4th
GM: Adam Johnson
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Your underdark community looks to the underground river for water. Now it's become fouled. What's upstream that could be causing it? Your elders have asked you to find out.

309 Endless Caravan: The Night Driver's Task

Saturday 2 PM in 234 for 8 hours; ends Session 4
System: Exalted, Edition: 2nd, 6 players
Level: Low
GM: Pol Stafford
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The Endless Caravan is arriving in the shadow of the West. The Night Driver grows strange; his end is near.

310 Guard Duty [second Iteration]

Saturday 3 PM in Teen Room (Table 2) for 4 hrs; ends Session 4
Teen Priority game! Everyone welcome; teens get priority.
System: Paranoia, Edition: 3rd, 6 players
Level: not nearly enough
GM: Ezra Denney
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Come do terrible things to your fellow players and enter the Paranoid, insane world of Alpha Complex.



*Sandwich
Bag
Games*

311 Investigation of the Stalking Moon

Saturday 4 PM in 134 for 8 hours; ends Session 4
System: Traveller, Edition: 1, 8 players
GM: Peter Bauer (Dr. Smith)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your team member of the system defense force is called upon to investigate a suspicious asteroid space station.

312 Big Dog Security

Saturday 4 PM in 135 for 8 hours; ends Session 4
System: Cyberpunk, Edition: 2020 & Red, 5 players
Level: Street
GM: Brett Lawson (Zanni)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters are created for the game
NO, you won't be a mall cop, mostly. You ARE that desperate. Put in an application. It IS the perfect place to lie low while I find a buyer.

313 A Swamp...A Desert...A Race!

Saturday 4 PM in 136 for 8 hours; ends Session 4
System: Dungeons & Dragons 5th Ed, 5 players
Variations: minor
Level: 4th-6th. APL 5
GM: Matt de Cesare
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Race to recover Lord Charmant's family heirloom through a dismal swamp or arid desert. A pile of gold awaits if you make it back before the other team! Go!

314 Venture Vacation

Saturday 4 PM in 137 for 8 hours; ends Session 4
System: Dungeons & Dragons 3.5, 8 players
Level: 18th
GM: Christopher Bruno (Chris Bruno)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Finally afforded some time to yourselves, you and your friends decide to vacation at a tropical island. However, you quickly realize not all is as it seems.

315 That Infectious Melody (Reprise)

Saturday 4 PM in 141 for 8 hours; ends Session 4
System: Dark Heresy, Edition: 2nd, 8 players
GM: Daniel Alves (D Human)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Your team of acolytes is looking to redeem themselves. Your friends Trinary Code suspect another act could be using heretical sound engineering, and this could be your chance!



316 Best Damn Job I Ever Had

Saturday 4 PM in 143 for 6 hours; ends Session 4
System: War Stories, 6 players
Variations: Uses Year Zero Engine
GM: Saul Morales
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Weeks after D-Day. What's left of your squad gets a new assignment from the top brass. Find a missing Private and bring him in for Court Martial for going AWOL.

317 Badger

Saturday 4 PM in 144 for 8 hours; ends Session 4
System: Call of Cthulhu, Edition: 7th, 6 players
Variations: Down Darker Trails
Level: Veteran Cowpokes
GM: Badger McInnes
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Saddle up for a Weird West adventure in Black Knife Ridge, Oklahoma! Singer Daisy Nash arrives today to put on a performance for the ages.

318 Secrets of the Stone Oasis

Saturday 4 PM in 146 for 4 hours; ends Session 4
System: Dungeon World, 6 players
Level: 3rd
GM: Glenn Boswell
Rules Knowledge: Useful
Game Content: Family
All characters provided by GM
Escape the wasteland of the Great Western Desert! Mystery awaits as stone ruins rise from the sand. Will you find solace in the ruins, or will the desert claim you?

319 The Candlekeep Multiverse

Saturday 4 PM in 232 for 6 hours; ends Session 4
System: Dungeons & Dragons 5th Ed, 5 players
Level: 7th
GM: Obi Kaufmann (The Raven King)
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own characters
Investigative heroes are required to find a secret hidden somewhere inside the world's largest library that may be the key to saving the structure of reality from collapsing.

320 THE FIRST ANNUAL STEVE PERRIN MEMORIAL BIG EPIC GAME: Crisis of Nigh-Infinite Nazis

Saturday 4 PM in Grand Ball Room Salon A for 8 hours; ends Session 4
System: Prowlers & Paragons, Edition: Ultimate, 20 players
Variations: Special Big Epic Rules
Level: Standard
GM: Sean Patrick Fannon
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The Final Reich have returned in greater numbers, power, and exalted glory than ever before. Will your hero answer the call to stop them? Drop-ins accepted.

SESSION 4

401 Legacies

Saturday 6 PM in 133 for 6 hours; ends Session 4
System: Hero 5th Ed. (Champions), Edition: 4th/5th blend, 6 players
Variations: Max 2 lvls find weakness; no speed affecting powers
Level: 12-14 DC, 5-7 speed, 9-13 CV sliding scale
GM: Jim Puder
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Ursus has retired from Superhero life. But is he having second thoughts? It's up to you to find out...

402 The Crawl Into the Place of the Thing

Saturday 6 PM in 138 for 6 hours; ends Session 4
System: Advanced Dungeons & Dragons, Edition: Old School Essentials, 8 players
Variations: Easy-to-use rules based on early 1980s AD&D
Level: 5th
GM: Adrian Romero
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Old school delve into one of several old or new classic dungeons depending on player interest/familiarity. Streamlined D&D rules, creative play encouraged, some mangling expected.

403 The Hum: Welcome to the Grand Bavarian

Saturday 6 PM in 139 for 4 hours; ends Session 4
System: The Strange, 5 players
GM: Randy White (Melfast)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You are agents of the Estate, sent to investigate reports of a haunted hotel, a weird hum, and mysterious suicides—are they connected?

404 MILK RUN

Saturday 6 PM in 145 for 6 hours; ends Session 4
System: Those Dark Places, 5 players
GM: Zachary Paul (DMZacharyPaul)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters are created for the game
Bridge crew of the MV PECHORA, this is your lucky day – your mission is a Milk Run where you get 36 months of credit for just 30 days of work.

406 Hiking in Hyrule (part 3)

Saturday 8 PM in 140 for 4 hours; ends Session 4
System: Dungeons & Dragons 5th Ed, Edition: Basic Rules Set, 5 players
Level: 5th
GM: Michelle Collins
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In a setting inspired by a popular video game, this 5e adventure will explore both overworld and dungeons. 5th level characters, preprens provided, can attend any game in the sequence.

407 Ten Candles

Saturday 8 PM in 142 for 4 hours; ends Session 4
System: Ten Candles, 6 players
Variations: Will be played in dim light
GM: Beth Krestoff (Beth K.)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters are created for the game
These things are true: Ten days ago the world went dark. And then THEY showed up. THEY are afraid of the light. Stay. In. The. Light. And we are alive.

408 Welcome To The Randomverse

Saturday 8 PM in 146 for 4 hours; ends Session 4
System: The *Pulled Out Of Thin Air* System, Edition: 1st, 6 players
Variations: Rory's Story Cubes, maybe a Tarot deck
GM: Doc Cross
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters are created for the game
This entire game will be pretty much randomly generated. Who knows what interesting adventures the PC's will get up to? We'll all find out together!

409 Grimtooth's Tomb of the Warhammer

Saturday 8 PM in 147 for 4 hours; ends Session 4
System: Dungeon Crawl Classics, 6 players
Variations: There always are...
Level: 4th
GM: Jon Wilson (bygrinstow)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
Elves killed Grimtooth's father long ago, entombing his body and his mystic warhammer where no Troll may enter. Grimtooth has a simple job for you—your services or your life!

410 Malakai's Manor

Saturday 8 PM in 148 for 4 hours; ends Session 4
System: Dungeons & Dragons 5th Ed, 5 players
Level: 2nd-4th
GM: Jessica Miller (Jess)
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
A mysterious house appears before you. You feel drawn to it. When you open the gate, what will you find? There is only one way to find out.

SESSION 5

SUNDAY

501 The Monkey's Pause

Sunday 8 AM in 231 for 6 hours; ends Session 6
System: Feng Shui, Edition: 2nd, 8 players
GM: Marc Willner
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
There is chaos in the Netherworld. The New Simian Army and the Jammers are tearing up the place. You have been 'requested' to investigate. You dare not refuse.

502 Guard Duty [first Iteration]

Sunday 8 AM in 232 for 4 hours; ends Session 5
System: Paranoia, Edition: 3rd, 6 players
Level: not nearly enough
GM: Ezra Denney
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters are created for the game
Brave Troubleshooters serve the Computer by guarding this important item. With your life (or, preferably, someone else's...).

503 The Gauntlet

Sunday 8 AM in 234 for 8 hours; ends Session 6
System: Advanced Dungeons & Dragons, Edition: 2nd, 5 players
Variations: 1st Ed class options available; Forgotten Realms
Level: 3rd-6th
GM: Joe Padilla
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
The Village of Kusnir was saved! But can brave adventurers liberate the ancient Keep of Alderweg and thwart the dark forces once and for all? Part 2!

504 Trenchcoat Brigade: When memories outnumber dreams

Sunday 8 AM in 235 for 8 hours; ends Session 6
System: Hero 5th Ed. (Champions), 6 players
Variations: some 4th Ed mods
Level: 8-12DC; Appropriate CVs & defenses
GM: Joe Di Lellio
Rules Knowledge: Expected
Game Content: Mature Themes
All characters provided by GM
You awaken and remember your success in hell. The memory has an odd, dreamlike quality...and now that you ponder, which was it?

505 The Fungi of Fear IV 'Mind Prison'

Sunday 8 AM in 236 for 6 hours; ends Session 6
System: Pulp Adventure, Edition: 2nd, 6 players
Variations: Cthulhu Pulp
Level: Pulp hero
GM: Jeff A. Hatch
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
You awaken in a prison cell. You have vague memories of an evil doctor and his deformed mutant alien minions. What is real? What is a manifestation of your growing insanity?

581 Space Flu

Sunday 8 AM in 233 for 8 hours; ends Session 6
System: Battlestations, Edition: 2nd, 5 players
Variations: All expansions and some home rules
Level: 1st-8th
GM: Jonah Johnson (Commodore Beardsface)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An RPG with board game elements. You have been dispatched to the Pumrt system. Planet Trekce is having an outbreak. You need to find a cure for the sickness or there will be a disaster in the system.

507 Hairy Thing Food Small You. Go Bang!

Sunday 10 AM in 135 for 6 hours; ends Session 6
System: Og, Edition: Unearthed, 5 players
GM: Jason Unck (Jason U)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Someone/thing has made off with the newest member of the tribe, and it's up to your crack team to retrieve them.

508 Games Without Frontiers

Sunday 10 AM in 136 for 4 hours; ends Session 6
System: Alien, Edition: Free League, 5 players
GM: Dave Sokolowski
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Outer Veil – Two weeks ago the classified Weyland-Yutani Research Facility went dark, and now your quickly assembled section of Marines and Company Representatives has been sent to investigate.

509 Up A Poodle Without A Paddle II; No One Left Behind

Sunday 10 AM in 137 for 6 hours; ends Session 6
System: Advanced Dungeons & Dragons, Edition: 2nd, 6 players
Variations: few
Level: 8th-11th
GM: Lance De Cesare
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
The Bauble recovered, Lord Oberon bellows, *Inept FOOLS! You left one of your own behind! When the corpse enlarges, the Puppy dies as does my child; You're going back in!*

511 Who are you? Who am I?

Sunday 10 AM in 138 for 8 hours; ends Session 6
System: Dungeons & Dragons 5th Ed, 8 players
Variations: Core books only; no evil characters
Level: 6th
GM: Jeff Boles
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.

512 Secret of Karnov Manor

Sunday 10 AM in 139 for 4 hours; ends Session 6
System: Dungeons & Dragons 5th Ed, 6 players
Level: 4th-6th
GM: Scott Grimberg (Scottg)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
An invitation to dinner from a prominent family. Sounds great! What is on the menu and are there any after-dinner games?

513 Intro to Pathfinder 2e

Sunday 10 AM in 140 for 6 hours; ends Session 6
System: Pathfinder, Edition: 2nd, 5 players
Level: 1st
GM: Nick White
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Here is your chance to try Pathfinder 2e! Will include limited character creation and all aspects of adventure to get the full feel of the game. New players preferred.

514 Kobold Kaos

Sunday 10 AM in 141 for 8 hours; ends Session 6
System: Dungeons & Dragons 5th Ed, 6 players
Level: 3rd
GM: Adam Johnson
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
As newcomers to the city you have hired on with an experienced group to explore Kara'Dun. What could go wrong?

515 PINNACLE CITY: Time Marches On 2020

Sunday 10 AM in 142 for 4 hours; ends Session 6
System: Prowlers & Paragons, Edition: Ultimate, 6 players
Level: Standard
GM: Sean Patrick Fannon
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Emperor Epoch, using advanced chronotech, leads his Chrononauts across space-time, establishing strongholds and allies to command the Omniverse. The Heroes of Pinnacle City unite against well-known foes AND the Emperor.

516 Fire in the Jungle

Sunday 10 AM in 143 for 8 hours; ends Session 6
System: Rolemaster, Edition: Standard, 5 players
Level: Moderate (8th)
GM: Pol Stafford
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The People have lived since the dawn of time in peace with the jungle. Now fire moves in the jungle's night and strangers come. The Dreaming calls you to action!

517 Doctor Who: Legacy of the Doctor

Sunday 10 AM in 144 for 6 hours; ends Session 6
System: Doctor Who: Adventures in Space & Time, Edition: 2nd, 6 players
GM: Ryan Walton
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Last Time the Doctor(s) lost a companion to one of the Noctifers control. Now what? Back to their universe? Visit another one? Go into the void to collect their comrade?

518 HeroQuest: Kellars Keep

Sunday 10 AM in 145 for 6 hours; ends Session 6
System: Hero 6th Ed. (Other), Edition: the new one, 5 players
Variations: I also have return of the witch lord quest pack
Level: not too powerful
GM: Deveraux Tirapelle
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In this exciting fantasy adventure game, you and your fellow players must work together to battle and save the day!

519 A Wake for Benjamin Britten

Sunday 10 AM in 146 for 8 hours; ends Session 6
System: DREAD, 5 players
GM: Greg Brown
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters are created for the game
What he did wasn't right, but Ben got his last wish. We're back together and headed into the woods. But, what if Ben was right about what's out there?

SESSION 6

600 Heresy on the Winds of Change

Sunday Noon in Teen Room (Table 1) for 6 hours; ends Session 6
Teen Priority game! Everyone welcome; teens get priority.
System: Fantasy Age, 8 players
Level: 6th
GM: Chris Muoio
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The gods have been dead for eons. Now a glimmer of the past rises. Will these new gods be a force for good or evil, tyranny or hope?

601 The Wild, Wild Planet of the Vampires

Sunday Noon in 232 for 6 hours; ends Session 6
System: Traveller, Edition: Classic, 6 players
Variations: Non-Imperium
GM: Michael Siverling
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It's a Retro-Futuristic race to the stars in the World of Tomorrow of 1969!

603 AH Ah ah AHHH - Flaying Alive. Flaying Alive.

Sunday 2 PM in 139 for 10 hours; ends Session 7
System: Dungeons & Dragons 5th Ed, 6 players
Variations: Official WoTC sources only
Level: 13th
GM: Derek Cochran (Mortis Tortoise)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
All you have known is peace. Peace in service to the Elder Brain. Years have rolled past. And then...freedom?! One chance. One exit. One race to freedom.

604 Survival of the Fittest

Sunday 2 PM in 231 for 6 hours; ends Session 7
System: Shadows of the Demon Lord, 5 players
GM: Robert Simon (Father Rob)
Rules Knowledge: Useful
Game Content: Mainstream
Characters are created for the game
Vicious bandits waylaid your caravan. You are one of the few survivors, trapped and lost in a hostile wilderness. Can you make it to safety?

605 What Happens Here Stays Here

Sunday 2 PM in 236 for 4 hours; ends Session 6
System: Werewolf: the Apocalypse, Edition: 20th Anniversary, 8 players
GM: Liz Ruifrok
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Las Vegas, a city of lights, hides so much darkness. A strange wasting disease is starting to swallow what seems like life itself; you must be there to push back.

606 Awakening at the Wizard's Tower

Sunday 2 PM in Teen Room (Table 2) for 8 hours; ends Session 7
Teen Priority game! Everyone welcome; teens get priority.
System: Nugget, 8 players
GM: Kevin Hobart (Landstander)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters are created for the game
While the wizard's away, the critters will play. Wait, something's not right. Was that Fred the rat who just ran by? He's been dead for months! Better check it out.

607 AFTERFALL LEGACIES: Time Marches On 2045

Sunday 3 PM in 142 for 4 hours; ends Session 7
System: Prowlers & Paragons, Edition: Ultimate, 6 players
Level: Standard
GM: Sean Patrick Fannon
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Emperor Epoch, using advanced chronotech, leads his Chrononauts across space-time, establishing strongholds and allies to command the Omniverse. The Heroes of Phoenix Rising unite against well-known foes AND the Emperor.

608 Terror Stalks Barsoom

Sunday 4 PM in 134 for 8 hours; ends Session 7
System: John Carter of Mars, Edition: Modiphuis 2D20, 8 players
GM: Norm Albert
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Join an expedition to the mysterious lands west of Bantoom and encounter more horrors than most would care to swash their buckle at!

609 Liberation at Riverton

Sunday 4 PM in 135 for 6 hours; ends Session 7
System: Twilight:2000 (Free League)), Edition: 4th, 5 players
Variations: T:2000 lightly hacked to run Morrow Project
GM: Charles Picard
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Getting turned into a human popsicle seemed like a good idea at the time.... Come play old school Morrow Project content with Free League's new Twilight: 2000 engine. (Mask may be required.)

611 Tsunami

Sunday 4 PM in 140 for 8 hours; ends Session 7
System: Pathfinder, Edition: 1st, 6 players
Level: 12th. 108K GP. Epic Fantasy 25 pt Stat Buy.
GM: Geoffrey Nicholls (Geoff)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
The beautiful city of Alexandria has been crippled by a massive tidal surge, wiping out docks and destroying houses. Then dolphins began beaching themselves. Something has gone terribly wrong.

612 Runvir's Tomb

Sunday 4 PM in 144 for 8 hours; ends Session 7
System: Earthdawn, Edition: 4th, 6 players
Level: 1st Circle
GM: Christopher Mosier (Mogre)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Introductory adventure into the world and system of Earthdawn. Standard RPG plot involving retrieving a MacGuffin and a dungeon dive. Dark subject matter including slavery.

613 AHAND—Allied Heroes, Aiding National Defenders

Sunday 4 PM in 145 for 7 hours; ends Session 7
System: Hero 5th Ed. (Champions), 7 players
Level: Max. 80AP@5SPD, 65AP@6SPD, Max. 12 CV
GM: Jim Gettman
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own characters
You've done it all. Villains fear you. Heroes respect you. Your country needs you.

614 Sumer Prime – What Do These Stories Matter, Anyway?

Sunday 4 PM in 233 for 8 hours; ends Session 7
System: Dungeons & Dragons 5th Ed, 6 players
Level: 20th
GM: Dylan Blair
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
You fought a god, and the god won. Your soul now resides in a prison plane until your eventual destruction. Maybe you'll see a few friends from your past.

615 Memories of Holdenshire

Sunday 4 PM in 234 for 8 hours; ends Session 7
System: Dungeons & Dragons 5th Ed, Edition: with Level UP, 5 players
Level: 1st-2nd
GM: Joshua White
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The adventurers awaken in catacombs below Northminster, and must unravel a mystery and escape the law! After wagon chases, a wilderness journey, and friendly hags, can they recover their memories?

SESSION 7

700 The Haunting

Sunday 6 PM in Teen Room (Table 1) for 6 hours; ends Session 7
Teen Priority game! Everyone welcome; teens get priority.
System: Call of Cthulhu, Edition: 7th, 6 players
GM: Jenna Pohlman
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
You have been hired to investigate the Corbitt House. Your sanity and skills will be put to the test as you determine what is causing the mysterious and ghostly happenings.

701 A Simple Delivery

Sunday 6 PM in 138 for 6 hours; ends Session 7
System: Starfinder, 6 players
Level: 11th
GM: Joe Gannon (HerrDoktor)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
The crew of the Plausible Deniability have been hired for a simple job. Pick up the cargo, deliver it to its destination, get paid. What could go wrong?

702 Stalking the Night Fantastic – Come For The Reaping

Sunday 6 PM in 141 for 6 hours; ends Session 7
System: Stalking the Night Fantastic, Edition: D20, 6 players
Level: 1st
GM: Kasi Jammeh (SkeletorSally)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The heroes are fresh recruits of Bureau 13. They left the academy on their first assignment – save Agent Amy Heseltine at Ogdoad Research Facility.

703 The Gentlemen's Guild of Amateur Criminologist and the Kidnapped Queen

Sunday 6 PM in 143 for 6 hours; ends Session 7
System: FATE, 6 players
Variations: Steampunk Heroes in Victorian England
Level: Great-Superb Level Skills
GM: F. Bogart Wolf (F BOGART WOLF)
Rules Knowledge: Useful
Game Content: Mainstream

All characters provided by GM
The Gentlemen (and Ladies) of the Guild return from toppling the Manchurian Menace to find Queen Victoria seized ... by faeries? Negotiate her return without causing war with the Fae.

704 A Fine Planet to Orbit

Sunday 6 PM in 232 for 6 hours; ends Session 7

System: Kapow/Zap!, Edition: All, 5 players

Variations: Traveller-esque, very steamlined

Level: crew

GM: Chris Harget

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You got a lucrative gig delivering gear to Seti-Alpha Krakatoa Prime. It should be a blast. Race options include Human, Aslan, Vargr, Hiver, Kree. Many visual aids. Light and collaborative.

705 Secrets of the Stone Oasis

Sunday 6 PM in 236 for 4 hours; ends Session 7

System: Dungeon World, 6 players

Level: 3rd

GM: Glenn Boswell

Rules Knowledge: Useful

Game Content: Family

All characters provided by GM

Escape the wasteland of the Great Western Desert! Mystery awaits as stone ruins rise from the sand. Will you find solace in the ruins, or will the desert claim you?

706 Feast of Kings

Sunday 8 PM in 142 for 6 hours; ends Session 7

System: Kobolds Ate My Baby, Edition: 2nd, 6 players

Level: Beginner

GM: Clifton Sumrall (Rurik)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Play as Kobolds trying to make King Torg's ALL HAIL KING TORG birthday special.

707 The Popcorn Girl Hangover

Sunday 8 PM in 146 for 8 hours; ends Session 7

System: Pulp Adventure, 7 players

Variations: Drive-In Pulp

GM: Ben Lopez (Evilben Nefarious)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

What happened? The Gang woke with no memory of last night! Oh well, time to get ready for Frampton tonight! Gimpy, what do you mean, you can't find the tickets?



708 PUT IT BACK

Sunday 8 PM in 147 for 4 hours; ends Session 7

System: Dungeons & Dragons 5th Ed, 8 players

Variations: Just the PG, DMG, & MM

Level: 3rd

GM: Doc Cross

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

You stole that jewel-encrusted helmet from the Royal Museum. But then the curse kicked in and you have to put it back in the ruins where it was found.

709 As the Wyrms Turn

Sunday 8 PM in Executive Board Room for 6 hours; ends Session 7

System: Wyrmslayer, Edition: 1.1, 8 players

Level: beginner

GM: Randy Angle

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters are created for the game

Play a silly but heroic Pooky Wyrmslayer, a gnomish-sized faun, hunting dangerous Wyrms in missions for Pyewacket & Nyxx in this slapstick and grimdark kaosverse. Bring a sense of humor.

SESSION 8

MONDAY

801 Leverage Super

Monday 8 AM in 133 for 6 hours; ends Session 8

System: Leverage RPG, Edition: 1st, 6 players

GM: Christopher Angelini

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The super powerful get everything they want. You're here to even the score! They have superpowers. You have... Leverage.

802 Have Fun Storming the Castle

Monday 8 AM in 134 for 8 hours; ends Session 8

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

Variations: core characters

Level: Post-Season 4

GM: Ron Correll-Feichtner (Ron 'Watcher' Correll-Feichtner)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Adam and the Initiative have been defeated! Time to rest. But this is Sunnydale. Where did that Castle come from? Time to sharpen those stakes and storm the castle.



803 Demons in Cross End

Monday 8 AM in 135 for 8 hours; ends Session 8
System: City of Mist, 5 players
Level: Starter characters
GM: Jesse Harder
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Super powered people, driven by forces of myth and legend, must investigate a series of murders while grappling with the question of what 'good' and 'evil' truly mean.

804 Shards of Shadow

Monday 8 AM in 136 for 8 hours; ends Session 8
System: Original Dungeons & Dragons, 6 players
Variations: AD&D 2.5 with a few house rules
Level: 5th/6th
GM: David Guon
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
In an abandoned city are three enchanted decanters. Your job is to find them and return. You even have an idea where in the city to look. Simple, right?

805 Troubles with Tiamat

Monday 8 AM in 137 for 8 hours; ends Session 8
System: Dungeons & Dragons 5th Ed, 8 players
Level: 20th
GM: Jeff O. Rogers
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Tiamat is rising and Faerun needs her greatest heroes to stand together and save our world. Bring your Level 20 adventurer (UA not allowed). I will also have characters available.

806 Deed of Marath

Monday 8 AM in 138 for 8 hours; ends Session 8
System: Dungeons & Dragons 5th Ed, 6 players
Level: 8th
GM: Adam Johnson
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
King Gerrick seeks adventurers to help him reclaim the ruined city of Kara'Dun. Find the deed, and the King's favor will truly be yours.

807 The Crawl Into the Place of the Thing

Monday 8 AM in 139 for 6 hours; ends Session 8
System: Advanced Dungeons & Dragons, Edition: Old School Essentials, 8 players
Variations: Easy-to-use rules based on early 1980s AD&D
Level: 5th
GM: Adrian Romero
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Old school delve into one of several old or new classic dungeons depending on player interest/familiarity. Streamlined D&D rules, creative play encouraged, some mangling expected.

820 Sing Me Back Home

Monday 8 AM in Suite 1435 for 8 hours; ends Session 8
System: Changeling: The Dreaming, Edition: 2nd, 10 players
Variations: some house rules
GM: Alisha Walton (Alisha)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The Lost Boys Motley has been caught. But how did this come to be?

809 Aurora Cove

Monday 10 AM in 231 for 6 hours; ends Session 8
System: Big Eyes Small Mouth, Edition: 2nd, 6 players
GM: Patrick Riley
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
When ruthless outsiders disrupt the tranquility of this sleepy, seaside village, its humble residents must unlock forgotten secrets and unleash hidden powers to protect their idyllic home.

810 1st Years, Starting Hogwarts

Monday 10 AM in 232 for 6 hours; ends Session 8
System: Harry Potter Tabletop RPG, Edition: HPTRPG2.0, 6 players
Variations: Modified to increase playability
GM: Robert Johnston (Mad Capt. John)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Receiving your Hogwarts letter, you have to buy, travel, be 'sorted,' study & be pulled into a mystery! Newcomers welcomed, Rules taught, Pre-Gens provided! 1st book or movie familiarity suggested.



Index of Games

This index is arranged to give you the game numbers for each rules set listed. The letter P or the first digit indicates the **game session**. P & 1 are on Friday; 2, 3, and 4 are on Saturday; 5, 6, and 7 are on Sunday; 8 is on Monday. Drop-in games in the Kids' Room are not included here.

811 The Morning Star Crew in the HOA War: the Rising of the Karen

Monday 10 AM in 233 for 6 hours; ends Session 8
System: MAID, Edition: 1st, 5 players
Variations: maids & butlers
Level: starting
GM: Arthur Gonzalez-Martin (artguy)
Rules Knowledge: Useful
Game Content: Mainstream
Characters are created for the game
As the master is away to pick up his mother from the airport, the United Empiral group, the leading HoA management corp, moves to set up a neighborhood HoA.

812 Losers Club

Monday 10 AM in 234 for 6 hours; ends Session 8
System: Masks: A New Generation, 5 players
Variations: all official playbooks
GM: Jon Robertson
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters are created for the game
Of all the teen heroes in the city, you're the bottom of the barrel. But with work and luck, maybe you can beat your reputation and save the day.

813 They're with the Bride

Monday 10 AM in 235 for 4 hours; ends Session 8
System: Fading Suns, Edition: New KS, 6 players
GM: Jeff Yin
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A Questing Knight and Cohorts are charged with ensuring that a cousin of the emperor's new Vuldrok wife is safe in the capital during a state visit.

814 Day of the Runt

Monday 10 AM in 236 for 6 hours; ends Session 8
System: Runequest, Edition: Chaosium, 6 players
Variations: minor technical variations
Level: medium
GM: Dan Pradanamus
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
(In Honor of Steve Perrin and Greg Stafford) Bugdoctor Zais protected you and your cohorts, expending extensive political capital to keep you off the menu in your homeclan of UZ. Maybe now's the time to use all that learnin'...



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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 30 years (2/3 of the life of the Con) we found a venue in the San Ramon Marriott that seems to please both committee and attendee. In 2022 we have moved 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, and Steve Perrin.

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	_____	_____