



# DunDraCon

## 47

February 16-19, 2024

**Santa Clara Marriott Hotel**

2700 Mission College Boulevard, Santa Clara, CA 95054

408-988-1500

Enjoy your stay at DunDraCon 47, our third year at the Santa Clara Marriott!

Your questions about the convention can best be answered by this program book, the folks at the Information Table (outside California Salon 1), or any DDC staff member in a green DunDraCon staff shirt.

**The Santa Clara Marriott is a non-smoking environment.**

**You must wear your DDC badge in plain sight in all function areas.**

This year we do not require masks or proof of vaccinations for our attendees. Masks may be worn at the attendee's discretion. DunDraCon will not tolerate any harassment for wearing or not wearing a mask. Do not come to the con if you feel ill or are exhibiting symptoms of any illness. There is some chance that flu symptoms and COVID symptoms will be very similar, but the flu is also a very contagious disease, so you still don't belong at the con and you may end up being too miserable to enjoy it anyway.

**Celebrating the 50th Anniversary of Dungeons & Dragons!**

## 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, Games Results, or Homepage on the DunDraCon website.

**Events Page**



**Games Registration**



**Games Results**



**DDC Homepage**



# DunDraCon Rules & Survival Tips

## Convention Rules

- **Masks:** This year we do not require masks or proof of vaccinations. You may wear a mask or not at your choice.
- **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 Bazaar.

## Hotel Tips

- Don't cook in your rooms or on a balcony! Not even with a microwave. You might set off sprinklers, cause a fire, or get thrown out of the hotel.... (But we're told that you can use the microwave in the lobby gift shop.)
- 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 non-service animals into the hotel.
- The health club and pool are for the use of registered hotel guests only.
- No gaming in the Orchard...and tips are expected!
- No gaming in our Respite Room (the Redwood Room, formerly known as the Elite Zone).
- 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 nonstop distractions. If you start a game at 2 am, you'll probably be too wasted to play in your official game when its 8 am start time rolls round.
- 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. Everyone 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.

# Table of Contents

	Page
General Announcements	Front Cover
DunDraCon Rules & Survival Tips	2
Table of Contents	3
Hotel Information	3
What to Do at DunDraCon	4
DDC Policy on Harrassment	4
Memorial Freecycle Table	4
DunDraCon Staff	5
Animé Room	5
A Note to Parents and Guardians	5
Dealers' Room	6
Seminars	7
War College Seminars	8
DDC Game Standards	11
DDC Game Policies	11
Fighting Demonstrations	12
Larry DiTillio Memorial Games Library	12
DunDraCon Protospiel	13
Convention-Sponsored Games / How to Sign Up	14
Game Registration Signup Times	15
Bazaar	15
Games Registration FAQ	16
Spotlight Games	17
Figure Painting	18
Games Auction	18
D&D 50th Anniversary Celebration	19
Live Action Role-Playing Games (LARPs)	20
Teen Room	20
By the Basics Games	22
Kids' Room & Kid-Friendly Games	23
Board & Card Games	24
Miniatures Games	24
Respite Room	24
Role-Playing Games Guidelines	25
GM index for RPGs and RPG-adjacent Games	26
Special Events	30
A Brief History of DunDraCon	31
Hotel & Event Locations Map	Back Cover

## 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

**FULL MEMBERSHIP = \$80**

**ONE-DAY MEMBERSHIP = \$50**

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

# Hotel Information

## Convention Food Service

There will be food. However, the arrangements were not set when this book went to the printer. We expect that the lobby Starbucks unit will have breakfast items for us, and that the Orchard will lay out a brunch for us all morning, perhaps with some items cooked on the spot. The rest of the day we expect the Orchard to have lunch and dinner offerings available, possibly also with some cooked just for you. Tables in the Orchard are open for eating food purchased there; please use the lobby or hall tables for your own supplies..

Check the Info Table outside Salon 1 for up-to-date info on menus and hours.

## 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.)



# What to Do at DunDraCon

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 and are listed on the DDC website. You can drop into the Protospiel room (California Salon 4) 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, Fighting Demos, Figure Painting or Animé Room; just show up at the stated times. The Dealers' Room, Auction, Game Library and Bazaar are open only at certain hours. Open Gaming rooms are open 24 hours a day. Figure Painting is in California Salon 2, with contests. We have a schedule for the younger crowd (and those with young hearts) in the Kids Room (Seattle) and the Teen Room (Prospector). If you need assistance, ask a member of the DunDraCon Committee (the Green Shirts) or go to the Information Table (California Salon 1, open 8 AM to 8 PM).

## Open Gaming

**Locations:** Sedona, Salons 8 & 9, and Grand E all weekend; Grand D Friday–Sunday; Grand A Friday and Saturday; Ponderosa Room Saturday–Monday; Portland, Santa Barbara, and Newport Beach Monday (and Hector may be able to find you a place on other days). Open gaming runs nonstop until 5 pm Monday. The Sedona Room is focused on board and card games, while the rest of the space is available for all types of games.

Note: Throughout the con, tables in Sedona will be reserved intermittently for official games or other events; check the table signs to see how much time is available for open gaming before you settle down to play something unscheduled.

No sales permitted in Open Gaming.

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 (and 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, please inform hotel staff or a Committee member.

## 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.

## Convention Crew

### There's still time to sign up and help!

Get an inside view of the Con, get a chance to register for a game with priority, and get paid by working for at least four hours. This year you must sign up for the GigSmart gig-work to be on the Crew. 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 Crew ribbon and help out (and get a Priority Slip).

## Memorial Freecycle Table

DunDraCon is continuing the 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.

**In Memoriam:** Clint Bigglestone, Steve Henderson, Dorothy Heydt, Jerry Jacks, Terry Jackson, Mike Nebeker, and Steve Perrin.

# DunDraCon Staff

**Randy Angle** – Protospiel Coordinator, Seminars Scheduling  
**Rachelle Boyd** – Social Media Publicity & Press Passes  
**Angela Brockett** – Convention Registration Deputy  
**Daniel ‘Walkyr’ Creelman** – Seminars  
**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  
**Cynthia Hilton** – Proofreader, Copy Editor  
**Tony Hughes** – Bazaar  
**Kyle Hunt** – ConReg GUI Programming  
**Bill Keyes** – Program Book, Publicity  
**Teri Keith-Torres** – Kids’ Room Deputy  
**Dana Lombardy** – War College Coordinator  
**Chad Martens** – Dealers’ Room Coordinator  
**Xander Matthews** – scheduling support; Info Table support  
**Anne Merrit** – War College Deputy  
**Rob Miles** – Animé Room, Audio-Visual Support  
**Kendra Nelson-Rury** – Figure Painting Director  
**Ryan Nelson-Rury** – Figure Painting Deputy  
**Ariel Petersen** – LARPs Liaison, Events Sched. Deputy  
**Hilary Powers** – Hotel Liaison, Board Games Coordinator  
**Ellen Robertson** – Games Reg, Print Publicity & Fliers, Sorcerer’s Apprentice, In charge of “This”  
**Roderick Robertson** – Website, Net Rep, In Charge of “That”  
**Tristan Salazar** – Badge Art  
**Kendra Schynert** – Crew Captain  
**Mark Schynert** – Events Scheduling, Protospiel Support, Master of Time and Space  
**Hector Torres** – Miniatures Liaison, Floor Manager, Scheduling Support

## Animé Room Sierra

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.



## 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 and teens must have and wear their DunDraCon badge while in the Kids’ and Teen 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.

Please provide alternative contact numbers (home, business, cell) as appropriate, in the unlikely event that an accident or health crisis gives us need to contact someone on your behalf.

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.



# 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

You **MAY NOT** eat or drink 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

**8Bit Bytes** – Journals, plushies, jewelry, mugs and steins.

**Birds of ParaDice** – Bird- and desert-themed dice for your rolling pleasure; to elevate your game.

**Black Diamond Games** – Serving the Concord area for all your gaming needs for 17 years.

**Bob Goolsby Designs** – Handmade designed and crafted jewelry.

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

**Citrus Atelier** – Maker of custom handcrafted fantasy wands, Critical Roll soap and magical oddities.

**Darkfire Treasure** – Game books, T-Shirts & Foam weapons for your LARPing needs.

**Dodecadonuts** – Artisanal pastry-themed TTRPG accessories including the world's first wooden donut dice box.

**Dream Light Jewelry** – Selling beautiful hand-crafted pieces at art & wine festivals, comic-cons, and farmer's markets all over the West.

**Flight & Fancy Co.** – Wondrous Items & Wares. Handmade fantasy and gaming accessories.

**Games of Berkeley** – Games of Berkeley has served the Bay Area gaming community for over 30 years.

**Gamescape SF** – A Bay-area game store selling painting supplies and board games.

**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!

**Griffin Stitches** – A one-woman shop specializing in tabletop gaming accessories and geeky self-care.

**House Fish Balloon** – Trick draw, the fast-paced draw on play one featuring Magic Flippin' Cowboys and the World's Most Fashionable Deck builder: Fashion Cents!

**Kobold's Keep** – A family friendly gaming store selling card games, boardgames, and more!

**Legion of Fantasy Games and Hobbies** – Independent sellers of boardgames, TTRGPs, and card games.

**Mega Negi** – Vinyl Anime decals for cars, laptops, etc.

**Megan's Mess** – Handmade hats, buttons, & accessories.

**Moonmajick Creations** – Steam-punk props, reenactment clothing & dice bags.

**Octopunx** - Steampunk, Fantasy, Gothic, Sci-fi & Just Plain Weird: Octopunx creates Mix and Match Goggles, Jewelry, and other accessories for the dapper geek.

**Peny D's Apothecary** – The simple shop of goods for your convention travel needs including soaps, oil balms, deodorant sprays, and more!

**Sandwich Bag Games** – Publisher of the card game, 'Gosh Darn Bubbles!'

**Save vs. Death Ray** – Save vs. Death Ray is a wholesale liquidation company that specializes in selling deeply discounted games at conventions across the United States.

**Scallywags International** – Self-published games, art, pins.

**Serial Hobbyists** – Serial Hobbyists LLC, is a Rio Linda based veteran company. We make custom tabletop accessories specializing in laser-cut and heat-pressed items.

**The Ninth Stich** – Costume, reenactment clothing & dice bags.

**The Pouch of the Platypus** – Enamel Pins, Plushies, Stickers, and gaming related items.

**The Real Aki Neko** – Custom art and portraits while you wait!

**The Sunflower Emporium** – Your one-stop shop for handmade dice and TTRPG accessories.

**Three Dog Quest** – Representing Indie Press Revolution. Roleplaying games, Kickstarter Edition Games, game accessories.

## 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

FRIDAY

### Welcome to DunDraCon

**Friday Noon in Sequoia for 1 hour**

**Presenter:** Randy Angle

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

### How to Avoid an RPG Horror Story

**Saturday 10:00 AM in Sequoia for 1.5 hours**

**Presenter:** Arthur Gonzalez-Martin

After reading way too many Reddit subs during the pandemic, your host has broken down some common themes and mistakes that make up a horrible RPG experience and how to avoid them in your games.

### 50 Years of Dungeons & Dragons

**Saturday Noon in Sequoia for 1.5 hours**

**Presenter:** Randy Angle

2024 is the 50th anniversary of the original publication of D&D. A boatload of versions and hundreds of books and adventures since, it has created one of the most loved (and controversial) hobbies of all time. Watch the 'Secrets of Blackmoor' documentary that explains how Dave Arneson started it all.

<https://www.secretsofblackmoor.com/>

### Crafting 1-Shot Scenario Descriptions to Attract More of the Right Players

**Saturday 2:00 PM in Sequoia for 1 hour**

**Presenter:** Matt Steele

GMs: Veteran GM and professional writer Matt Steele shares his five-part framework for crafting scenario descriptions that attract more of the right Players to your game.

### Podcasters Assemble!

**Saturday 3:00 PM in Sequoia for 1 hour**

**Presenter:** Doc Cross

Are you thinking of starting up a podcast? A group of veteran podcasters are here to answer your questions and help you figure out how to get started.

### What Does Real Life Bugging Out, Hunkering Down and Sheltering in Place Have in Common with D20?

**Saturday 4:00 PM in Sequoia for 1.5 hours**

**Presenter:** Karl Reichhold, Karen Kelly

Include IRL events (a pandemic) in your game. Find out what worked, what didn't and how be better prepared in game and out. Free gift for the first 20 people.

### PlunderQuest™ Dungeon Grinder Game Show

**Saturday 6:00 PM in Sequoia for 1 hour**

**Presenter:** Randy Angle

Play in this Total Party Kill event to celebrate the

**50th Anniversary of Dungeons & Dragons.**

Roll the Giant Dice, Die a Horrible Death, Win Loot.

Everybody who Dies wins a Prize. No Crying!

Randy Angle is your Dungeon Master of Ceremonies for this silly Dungeon Crawl.

SUNDAY

### Game or Gamemaster? Game or Campaign?

**Sunday 10:00 AM in Sequoia for 1.5 hours**

**Presenter:** Glenn S. Thain

Discuss running a game or a campaign. Will answer questions concerning both.

### From beginning to award-winning: The ZU Tiles story so far

**Sunday Noon in Sequoia for 1 hour**

**Presenter:** Joshua Bakken

I created a game. People seemed to like it. Then I self-published it. This will be a 40 minute discussion about that experience (so far) plus a 20 minute Q&A.

### City Building

**Sunday 1:00 PM in Sequoia for 1.5 hours**

**Presenter:** Michael Blum, Doc Cross

The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year our two foci will be city defenses, and cities that move around.

### What even is a game? A century of definitions

**Sunday 3:00 PM in Sequoia for 1.5 hours**

**Presenter:** Randy O'Connor

In this seminar, you will make your own quick board game, and then we'll explore several definitions of the word 'game', dating back to the 1930s.

### Diversity, Equity, and Inclusion in the Context of Tabletop Gaming

**Sunday 5:00 PM in Sequoia for 1 hour**

**Presenter:** Ronald Melencio

Take a look at the state of DEI in the context of Tabletop Gaming, the progress and changes from the past, and where we're going as we look towards the future.



# War College Seminars Monterey

Dana Lombardy's War College returns! Dana's 50-plus year career as a historian, author, editor, and game designer enables him to bring some new seminars on current world affairs to DunDraCon in 2024. Here is the schedule of speakers and topics.

## SATURDAY

### **Getting Your Game Published** **Saturday 11:00 AM in the Monterey Room** **for 1.5 hours**

**Presenters:** Dana Lombardy & Seth Crofton  
Submit your game to a publisher or self-publish? Dana Lombardy has the latest feedback on whether to self-publish using crowdfunding or to approach a publisher for your creation. New speaker this year: Seth Crofton will talk about digital games from his extensive experience.

### **LUNCH BREAK** 12:30 PM to 2:00 PM

### **D-Day 80th Anniversary** **Saturday 2:00 PM in the Monterey Room for** **2 hours**

**Presenter:** Dana Lombardy  
June 2024 will see the 80th anniversary of the huge Allied invasion of Nazi-occupied Europe along the Normandy coast of France. Dana worked with acclaimed artist Keith Rocco to publish a comic and hardcover book based upon the two huge wall murals Rocco created for the First Division Museum. Hear the backstory of the murals and the books, PLUS help playtest Dana's new solitaire and 2-player board game *Bloody Omaha – The Big Red One on D-Day*.

## SUNDAY

### **Update on the Continuing War in Ukraine** **Sunday 10:00 AM in the Monterey Room for** **1.5 hours**

Panel Discussion: Professor James Armstead and Doctor Michael Baker, Retired Naval War College; Professor J. Holmes Armstead, Jr., retired Rear Admiral; and moderator Dana Lombardy examine the current situation in the War in Ukraine and other recent conflicts and their implications for the U.S.A., NATO and other American allies.

### **LUNCH BREAK** Noon to 2:00 PM

### **Who Will Own the Moon? Plus a Survey of Potential Future Conflicts (in Africa, the Indian Ocean, etc.)** **SUNDAY 2:00 PM in the Monterey Room for** **2.5 hours**

**Panel Discussion:** Professor Larry Martinez, Professor Surinder Rana, Professor J. Holmes Armstead, Doctor Michael Baker, Professor Louise Comfort, and author Natalie LeClercq form a distinguished group of professional teachers and policy experts who will explore contemporary issues about the U.S. Space Force plus recent developments in India, Africa, and other regions moderated by Morris Lum. 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.





**Doctor Michael Baker** retired after 40 years as a general and trauma surgeon. He also served 30 years in the U.S. Navy, retiring with the rank of Rear Admiral. He received three Legion of Merit awards and the Marine Corps Combat Action Ribbon, which he wears with other awards below his Riverine Warfare Pin. He has experience in strategy, contingency planning, overseas deployment operations, and multinational exercises. He teaches triage, combat casualty care, and response to complex disasters and humanitarian emergencies. He teaches Advanced Trauma Life Support for the U.S. military and recently returned from his third tour teaching ATLS in Ukraine.



**Seth Crofton** is an independent consultant with a wealth of experience in the online, virtual, and mobile gaming worlds. He has worked with Fortune 100 companies as a digital strategist and in gamification, and helped startups from Chillar Games in India to simulation companies such as Soar Technologies and Simsoft. Crofton pioneered ways to integrate products along multiple channel lines (toys, publications, video) to increase revenue and market share. He will share knowledge gained with numerous crowdfunded campaigns for companies like 1A Games, Dickeywrench Designs, Pix-Brix, and others.



**Louise K. Comfort** is Professor Emerita and former Director, Center for Disaster Management, Graduate School of Public and International Affairs, University of Pittsburgh. She is currently a Visiting Researcher, Center for Information Technology Research in the Interest of Society, University of California, Berkeley. She is a Fellow of the National Academy of Public Administration and received the 2020 Fred Riggs Award for Lifetime Achievement, Section on International Comparative Administration, American Society for Public Administration. Her recent books include *The Dynamics of Risk: Changing Technologies and Collective Action in Seismic Events*, Princeton University Press, 2019, and *Hazardous Seas: A Sociotechnical Framework for Early Tsunami Detection and Warning*, Island Press, 2023, co-edited with H.P. Rahayu. She studies the dynamics of decision making in response to urgent events: earthquakes, tsunamis, hurricanes, wildfire, and COVID-19.



**Natalie LeClercq** is an author, gifted storyteller and keen observer of the social, political and cultural life of modern African countries. She is a frequent commentator about the changing scope of African life and the role of cultural integration and exchange. She has published a series of *Snow Flower* children’s books under the name Fleurie LeClercq which highlight the role of culture in young people’s lives. She grew up in Cameroon, was educated in France, and now lives and writes in Southern California. Her works about *Africa: today and tomorrow* intersect the space between culture and philosophy.





**Dana Lombardy** began his graphic and game design career in 1972 when he started Simulations Design Corporation (SDC) in San Diego while he was still in college. He has worked on board games, card games, role playing supplements, magazines, books, battlefield guides, videos, and educational exhibits. These hundreds of projects all required collaboration with other designers, historians, and artists. Dana will share his experiences, suggestions, and explain how good art can enhance User Interface (UI) and User Experience (UX). Dana will show his most recent game under development: *Bloody Omaha – The Big Red One on D-Day*.



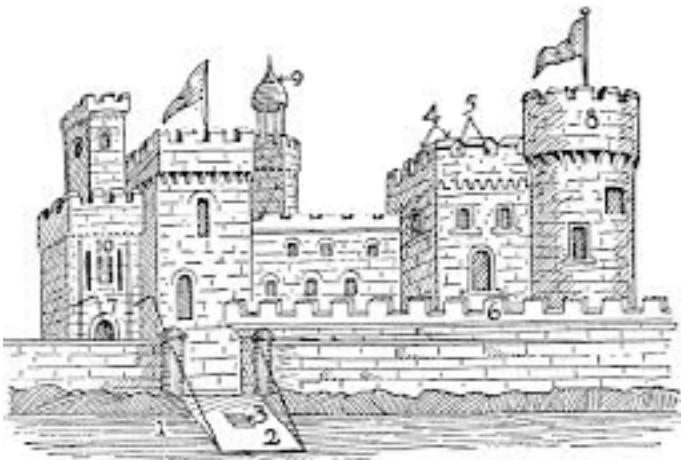
**Larry F. Martinez** is Professor Emeritus of Political Science at California State University, Long Beach. After completing his Ph.D. in Political Science at UC Santa Barbara in 1984, he joined the Federal Government where he participated in developing the “rules of the road” for the first private 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.



**Morris Lum** is a past president of, and currently sits on, the board of the Sacramento History Alliance for the Old Sac History Museum and Sacramento River Delta Historical Society. He is a Life Member of the Asian Real Estate Association of America, Greater Sacramento Area and an Emeritus NAR Real Estate Broker.



**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.



# 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 Badges and Convention Privileges

DunDraCon issues free "In-Tow" badges as a courtesy to paid members, to allow them to bring nongaming significant others, children, or care-givers to the convention at no additional cost. In-Tow badges must be associated with a paid member's badge.

All In-Tows may enter public areas of the convention as observers. They may make purchases in the Dealers Room or Bazaar, but may not take part in any other activity except the Kids' Room.

In-Tow care-givers or attendants for disabled attendees may stay with their charges in all convention areas, even those with restricted entry such as scheduled-game rooms, though they may not play.

Likewise, In-Tows who need continuing attention may stay with the member who has brought them to the convention, but may not play.

In-Tow badges can be upgraded to full memberships at Con Registration, for the fee that would have applied at the time the associated member's badge was purchased.

## 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 parking lot, weather permitting.

**Please note:** During the demos, do not go any closer to the active area of the parking lot than the seating provided for you. The participants will be focusing on each other, and just because *you* can see *them* does not mean *they* can see *you*.



### 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.



### The 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 57th year.

## Fighting Demos Schedule

	<b>Saturday</b>
SCA	11:00 AM
Amtgard	3:00 PM
	<b>Sunday</b>
Amtgard	11:00 AM
SCA	3:00 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.

## Larry DiTillio Memorial Games Library California Salon 7

The Larry DiTillio Memorial Games Library will be located in Salon 7 this year, and will be open:

Friday:	2:00 PM-7:00 PM
Saturday:	11:00 AM-7:00 PM
Sunday:	11:00 AM-7:00 PM
Monday:	11:00 AM-1:00 PM for RETURNS only, no new borrowing

Games will be available for check-out, one game at a time per member. You will need to provide a driver's license or state ID as collateral for your game "rental." In addition to your DL or ID, you will need to provide your badge number, email address, and your "at Con" phone number.

You may keep the game as long as you like during the Con, including overnight. ALL games must be returned by Monday 1:00 PM. Of course, we anticipate that all of our members will treat borrowed games with care, as they would their own games. If game parts are missing, please let us know when you return the game.

The Games 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 the Games Library!



# The DunDraCon Protospiel California Salon 4

Friday to Monday, with Opening Ceremony at  
9:30 AM, Saturday, February 17, 2024  
Prize Raffles – Saturday & Sunday at 4:30 PM

Join us again for another amazing DunDraCon Protospiel. This is the opportunity for game players to meet and game with game designers who need to get their games playtested. These are original, unpublished board games, card games, and role-playing game designs you can't buy in a store yet.

The designers are looking for your player feedback and your uncanny way of breaking their rules. This 4-day Protospiel game event will have: prize raffles (Saturday & Sunday), snacks, and the chance for all DunDraCon members to test out next year's greatest games.

## Game Designers

Any convention member, from veterans to rookies, can bring in their unfinished tabletop games for testing, feedback, and refinement. Your games can be at the very earliest prototype stage, or polished and ready for BETA testing. We welcome all game designers and types of games.

You can expect playtesters from the hundreds of eager DunDraCon members to provide useful feedback for your game. Test new player experience, rules comprehension, systems balance, fun factor, engagement, art direction, and all aspects of your game design. Tables are open in a first-come, first-served basis.

## Playtesters

All DunDraCon members can participate in the exciting games and get a chance to meet the incredible designers. While playing, you provide useful feedback and unique insights for consideration in the design of an unpublished game.

Playtesters can just drop in, meet a designer, and play any game that has space at any time. Your participation will not only gain you the gratitude of the game designers for your favorite genres, but also tickets to win prizes donated by the DunDraCon Protospiel sponsors.

No sign-ups, no need for game registration, and likely no waiting, as new sessions are starting all the time.

If a game has a rule you really don't like or didn't understand, for once you can say so, and help influence better games! Of course, because you are playing a game with its designer, you will probably learn more and faster while helping them out.

## Protospiel Community

Besides prizes, snacks, and fun games you will also be part of this amazing collection of great players and designers supporting tabletop game development.

Remember, all designers are also expected to spend time testing other designer's games. This is a way of paying back and paying forward for the help you will be getting back. If you can't find an empty spot to run your game, ask the friendly Protospiel staff to help you locate a table. Be kind to other designers and don't hog tables for extended sessions.

## Protospiel Events



## 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. The game numbers and descriptions are online. 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 game registration 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 program 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.

## Online Games Registration

This is the preferred method for registering for games. You don't run the risk of us misreading your handwriting, you are only able to select games which are still current (not cancelled), and the process is faster for you and for us. You can also submit priority slips online, or make changes to your previous choices using the Override Page. If you can't use on-line registration because you have no compatible internet access, or you have only a tiny screen with which to work, you can access terminals that will give you access at the Info Table and Convention Registration, and possibly elsewhere.

## Paper Games Registration

If you prefer to rely on paper for your registration process, paper slips will be available at the Info Table. Priority Slips (as opposed to electronic priorities) can also be used here.

The Info Table will accept slips as long as it is open: 8:00 AM to 8:00 PM on Friday, Saturday, and Sunday. 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.

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 program 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!)

## Games Registration Results

The results of each Registration session will be posted on the DunDraCon website **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 program 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 you don't see your name in your first-choice game, check your second and third choices.

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 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 Room by going to the Info Table to register for the game.

## Games Registration Sign-Up & 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. Scan the QR Codes 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



## Bazaar Grand Ballroom Salons ABCD Monday 9:00 AM

**Sellers' Set-up: 8:30 AM**  
**Entrance of the Buyers: 9:00 AM**

**Sellers:** You can offer used games and related items, as well as original art — nothing edible, living, or in original shrink wrap. Be there at 8:30 to set up. Best be on time! You'll start with half of an 8'x3' table each (that is, per person, couple, or organized group) but may spread out to a full table after 9:00 AM if space allows. There will be Green Shirts and crew members around to sort out any problems. Please listen to their instructions.

**Buyers:** We'll open the doors to buyers at about 9:00 AM, maybe a bit later. If crowds prove to be large, we will restrict the flow at the entrance to keep the fire marshals happy. Your patience is appreciated. If crowding occurs, we may restrict entry until the crowding diminishes. No large backpacks or other bulky items, please.

Sales will continue until all the vendors have either sold out, surrendered to lack of demand for their offerings, or 11:30 AM, whichever comes first. Go get a nice lunch with the proceeds of your sales!



# Games Registration FAQ

## How do I register for games?

You can register online on the DunDraCon website. Online registration lasts through the convention until the last session deadline (see below). We have kiosks available at the con if you don't have an internet-enabled device. You can also register via paper submission slips, available at the Information Table (where you will also turn them in).

There are nine sessions (P-8). Session P can only be signed up for online before the convention, as the games start early on Friday. You can sign up for up to three games per session (in case you don't get into your first choice, you might get into your second or third choice). Each session has a deadline, after which we no longer accept submissions for that session.

## What if I want to make sure I'm in a game with my partner, best friend, con friend, etc.? If my con partner gets in, can I also get into the game even if I'm not sorted into it?

There is no way (other than Priorities) to assure that you get into a game with a specific person; sorry. You can show up and ask the GM if you can play, even though you're not assigned a seat; see below.

## What are Priority Slips and how do I get one?

Priority slips are rewards for helping the convention. They are a near-guaranteed way to get into one game of your choice.

You get a priority slip for running an official game, or working a crew shift.

Priority slips bypass the lottery aspect of Games Reg.; once a priority slip is entered in the system (not just handed in), you are in the game. Unlike the lottery, however, Priority slips are first-come-first-served. If you know that you want to use a priority to get into a particular game, fill it out and submit it early.

Priority slips will get you into one game, but have space for three game choices, as it may happen that a game fills with priorities, so we give you a chance to have a second or third choice. Your game choices can be in different sessions.

GMs can use their priority online, or ask for a paper slip when they pick up their badge. Crew receive a priority slip at the end of their shift.

Priority slips do not expire, and they are transferrable, so if you have a late shift you can use it next year.

## How does use of Priorities affect subsequent requests for placement in games?

It is treated as if you had gotten into a game through normal sort process. See below.

## What happens if my Priority doesn't work?

As mentioned, Priorities are first-come, first-served, and games can (rarely) fill up with priorities. That is why we give you three choices. If you don't get into your First Choice priority game, come to the Info Table and ask (nicely!) to talk to Games Reg.

## I got a Priority Slip late in the con and there are no games I want to get into. What use is it?

Good news! You can use any Priority Slip in any future year! Save it and use it next year. They are also transferable, so you can give it to a friend.

## How does the game sorting work?

Players submit requests for up to three games a session. Priority Slips are entered in the system as soon as they are received. Other requests are entered over the course of the con.

All players are assigned the same "weight" at the beginning of the con. Weight "increases" as you get into games. Weight decreases only if you don't get into your first sessions — if you put in a request for session P games and didn't get into *any* games, your weight "decreases"; if you then don't get into any of your session 1 games, it decreases further. Once you get into a game, your weight is reset to be the same as anyone else who has gotten into a game.

Players are sorted by "least weight" to "most weight." All weight 1 players are sorted into games, then all weight 2, etc. So someone who has gotten into a lot of games has a lesser chance of getting into more games (but, if you choose your games wisely, that might not matter). If there are more player requests in a particular weight class than there are remaining seats, players are randomly chosen.

Once the session deadline passes, we enter any remaining requests, then run the sorter, then the printer program to create various files that we post on the website or print out for the wall o' paper. Please be patient: there is always a crush of last-minute game requests that come in.

## When will I know if I got into a game? Where are the results posted?

Results are posted on the website and on printouts on the wall near the Info Table as soon as the results are sorted. Facebook will be informed that results are available.

## What are Session P games, and how do I register for one?

Session P games are games that start early on Friday, even before Convention Registration is open. Session P games can only be signed up for online before the convention starts, and you must have had a valid DDC ID number to register for them.

## If I don't get sorted into a game, can I still get into that game, and how?

Show up at the game and ask the GM if there is room for you. Giving you a seat at the game is solely at the discretion of the GM.

## Which types of games have official Wait Lists?

Only LARPs, and only First Choices who didn't get into another game that session. Show up early for LARPs, as there is a lot of pre-game administrative work that needs to be done. LARP GMs will give away game seats to the Wait List if a signed-up player does not show up on time!

## What happens if I get into a game and then don't play in it? Does it affect my chances of getting into subsequent games?

We have no way to know if you played or not, or your excuse for not showing up or leaving early. You were placed in the game whether you showed up or not, and the system will reflect that.

*Unofficial—Unofficial—Unofficial—Unofficial—*

## DunDraCon Does Not

## Officially Present

On Sunday, February 18<sup>th</sup>,

The Secret Masters Of Gaming

24<sup>th</sup> Annual Hawaiian Shirt Day

At DunDraCon 47



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—*

## Spotlight Games

Once again, there are some games that are interesting for a variety of reasons, and deserve a little extra attention. Generally, we use this feature to point out games of most or all subgenres, and this year we'll be sneaky by including some games from the Other category that are hybrids.

That said, our first two games are Other games that aren't really like anything else. Charlie Krauter is running two *Microscope* games. *Microscope* is often described as a role-playing game, but it's RPG-adjacent rather than an RPG; the game allows players to collaborate in world building; that world could then be the backdrop for RPG play. The game is also a lot of fun in its own right. Check out games 481 (Saturday 6 PM in Room 240) and 681 (Sunday 2 PM in Room 141).

We have two *Battlestations* (hybrid board/RPG) games to kick off the convention (Jonah Johnson's game P81 (Friday Noon in Room 146) and Dave Brubeck's game P82 (Friday 5 PM in Room 149).

Another Other game! John Castillo takes over the suite 1445 (yes, the fourteenth floor—the view is great!) to present what is a hybrid RPG/LARP, game 382 (Saturday 4 PM)—it has a small player count, but more intimate interaction than most RPGs.

Athena Woodbury heads up the Team Woodbury walk-up teen-only LARP (Saturday 10 AM in the Prospector Suite, our Teen Room this time around. A summary of the game is in this program book with the Teen Room listing.

The Kids' Room, now in the Seattle Salon, has great games and activities all weekend for our youngest members, including two *Monster Smash* games hosted by Teri Keith-Torres (Saturday 3 PM and Sunday 2 PM). Watch Play-Doh incarnate rampage across the table!

Last, and certainly not least, we have an *AD&D* three-part Norse saga by Arthur Prospero, with games 103 (Friday at 6 PM in Room 137), 319 (Saturday at 4 PM in Room 231), and 702 (Sunday at 6 PM in Room 138).

*Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—*

*Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—*

# Figure Painting California Salon 2

## Painting Hours

Friday: 1:00 PM–10:00 PM  
Saturday: 9:00 AM–10:00 PM  
Sunday: 9:00 AM–10:00 PM  
Monday: 9:00 AM–1:00 PM

## Voting Times

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

## Award Times

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

## Paint 'n Take

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

## One-Day Painting Competition

Figures can be picked up at any time in the day between 9:00 AM and 4:00 PM on Saturday and Sunday and will be accepted for entry into the contest at any time prior to 5:00 PM each day. Voting will occur from 5:00 PM until 6:15 in front of the information booth, and the winner will be announced at 7:00 PM sharp. Please vote for your favorite 2 entries in each category.

**Sponsor:** Many thanks to our sponsor, Gamescape, for providing the figures to be painted.



# Games Auction Grand Ballroom Salon A Sunday

## Intake of items:

**Saturday, 6:00-8:00 PM, in Room 131**

**Sunday, 8:00 AM in Salon A**

**Auction begins: 10:00 AM in Salon A**

Looking for the perfect game to fit that space on your game shelf? Have a dusty collectible game that no longer “sparks joy” for you but will thrill others? Then come to the DDC Auction by AuctionMania! on Sunday in the Grand Ballroom Salon A. First gavel is at 10 AM!

We have secure storage available on site for accepting lots with completed lot tags earlier than Sunday morning. Early drop off is encouraged as it allows for more accurate cataloging and will speed up set-up on the day of the event. Contact the head auctioneer at [wargameauction@yahoo.com](mailto:wargameauction@yahoo.com) to make arrangements.

To sell items in the auction, purchase lot tags from AuctionMania! staff at the convention on Saturday from 6 PM to 8 PM in Room 131, and again Sunday morning, starting at 8:00 AM, in Grand Ballroom Salon A, or contact our Head Auctioneer in advance to purchase lot tags ahead of time. A lot is whatever you decide it should be. It could be one game, or a set. It doesn't even necessarily have to be a game, but please make every effort to enter only gaming-related items for sale. Lot tags are \$1.00 each.

Please note that AuctionMania! reserves the right to refuse to accept certain items, especially if they are of dubious legality. There is a maximum number of 350 lots we can accept based on the time allowed. Refused lots will have their lot tag cost refunded.

In order to bid on games you will need to purchase a bid card for \$1.00 from AuctionMania! Staff. If you expect to purchase a large number of games we can set up a “tab” for you. Tabs require a refundable \$100.00 deposit. No additional costs such as commissions or fees are involved.

All transactions are cash only.

See you at the Auction!

# Dungeons & Dragons 50<sup>th</sup> Anniversary Celebration

DunDraCon celebrates the 50th Anniversary of the publication in 1974 of *Dungeons & Dragons*. In 1971, Dave Arneson created a new kind of game, which he called *Castle Blackmoor*, based on the fantasy miniatures supplement in the game book *Chainmail*, created by Gary Gygax and Jeff Perren and published by Guidon Games in 1971. In 1974, Gary Gygax and Dave Arneson designed the first set of rules for fantasy roleplaying gaming for the public, published by Tactical Studies Rules, Inc, as *Dungeons & Dragons*. It has been published by Wizards of the Coast since 1997.

DunDraCon has a slate of events commemorating the 50th anniversary of Dungeons and Dragons. See the *Secrets of Blackmoor* documentary, play a Trivia contest, or a PlunderQuest™ Dungeon Grinder game show to win some prizes.

## 50 Years of Dungeons & Dragons Seminar



**Seminar Saturday Noon in Sequoia for 1.5 hours**  
**Presenter:** Randy Angle

2024 is the 50th anniversary of the original publication of D&D. A boatload of versions and hundreds of books and adventures since, it has created one of the most loved (and controversial) hobbies of all time. Watch the 'Secrets of Blackmoor' documentary that explains how Dave Arneson started it all.  
<https://www.secretsofblackmoor.com/>



## PlunderQuest™ Dungeon Grinder Game Show



**Seminar Saturday 6:00 PM in Sequoia for 1 hour**  
**Presenter:** Randy Angle

Play in this Total Party Kill event to celebrate the **50th Anniversary of Dungeons & Dragons**. Roll the Giant Dice, Die a Horrible Death, Win Loot. Everybody who Dies wins a Prize. No Crying! Randy Angle is your Dungeon Master of Ceremonies for this silly Dungeon Crawl game show.

## D&D 50 Years Trivia Contest

Play the 50 Years of D&D Trivia Quiz Contest. The Quiz will be available asynchronously throughout the day on Saturday; top scores will be entered into a drawing for Fabulous Prizes! The link to Quizziz and duration of the Trivia Quiz will be posted on the DDC Web Page and Facebook.

## 50th Anniversary Dungeon Smash



**Event:** 707

Sunday 8:00 PM in 137 for 4 Hours

**Type:** RPG **GM:** Randy Angle **Players:** 6 **Content:** Family Friendly

**System:** PlunderQuest™ Heavily home-brewed D&D

50-years after the publication of the original tabletop role-playing game, play PlunderQuest™, the smaller, faster, funnier role-playing game that will remind you of that dungeon crawling & dragon stomping game we all love to hack with tongue firmly in-cheek and parody out the wazoo. Nothing is sacred, no character is too silly. Expect shenanigans. [www.plunderquesttrpg.com](http://www.plunderquesttrpg.com)



# Live Action Role-Playing Games

## LARP Rules

LARPs, or Live Action Role-Playing Games, take your role-playing experience to the next level. Instead of sitting at tables and rolling dice, the game takes place all around you. LARPing combines traditional RPGs with elements of improvisational acting, where often you are given a character and told to “be them.” How you do that is up to you.

Because of the unique nature of LARPs, there are certain rules that must be followed for everyone to have a good time:

- No one may be turned away from any LARP based solely on age.
- All LARPs use the Games Registration system (unless otherwise noted) and may be signed up for online or at the Games Reg table.
- Each LARP that exceeds maximum capacity will be given an official overflow list, which will randomly sequence people who registered but did not get in. Drop-in players may be added to the end of the list by the GM(s) on a first-come, first-served basis. All players from the printed overflow list *must* be accommodated before Drop-ins can be considered.
- You must show up to your LARP on time or your spot will be given to someone on the overflow list.
- Don't touch anyone you don't know or don't have permission to touch. Before initiating any sort of contact, ask permission and when in doubt, don't touch. This also means don't touch anyone with anything (baseball bat, feather, whatever). This applies to all DDC events.
- LARPs are just a game. *Say* “I pull the fire alarm.” Do **not** actually pull the fire alarm. Never do anything illegal or immoral as part of the game.
- If you can, please resolve your own disputes. LARP rules are often very simple, so please try to handle in-game disagreements between yourselves before getting a GM involved. This makes the whole experience better for players and easier for GMs.
- If you have to leave during a LARP, please tell a GM—don't just disappear.

LARP Central is located 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.

# Teen Room

## Prospector Suite

The Teen Room is the home base for Teen-Run (ages 12-19) gaming fun! The Teen Room has moved to the Prospector Suite at the end of the Hall of Cities corridor.

Here's how it works:

- We will be hosting Teen run games for Teen players ONLY.
- The Teen Room is open to all attendees ages 12 through 19, with support from older folks as needed.
- You must wear your badge at all times in the Teen Room.
- Masking will follow whatever the current Convention policies are.
- All games scheduled in the Teen Room are suitable for and give preference to teens, with adults allowed at the discretion of the GM.
- Unless a game is marked as “WalkUp,” the Teen Priority games are signed up for through the DDC Game Registration system.
- Teens can get priority registration for Teen games by going to the Info Table in front of Salon 1 to register for the game.
- Teens must get their priority registration submitted before the game sign-up deadline.
- Teen Priority is not offered for Teen-friendly games outside of the Teen Room.
- Teen friendly games can be found in the regular gaming areas.
- For teen-friendly games scheduled in other areas, follow normal Games Registration procedures.

See below for the Teen Room games and other Teen-Friendly games this year.

### Teen Only LARPs

There are three walk-up LARPs for those age 12-19 only, in the Prospector Suite (the Teen Room):

#### Saturday

##### WalkUp 10:00 AM (4 hours)

##### *The Dragon's Reception - A Wings of Fire LARP*

The annual council of the dragons has met, and again they failed to address the growing threat of the magic plague. At the reception, the younger members of the royal and noble families gather to socialize after the long and tedious meeting. Up to 12 players.

No costume required, but dressing as a Sunwing, Moonwing, or Starwing is welcome.

## Sunday

**WalkUp** 11:00 AM (3 hours)

Teen Freeform Double Feature! *Sign: A Game About Being Understood*

In Sign we will work together to develop our own sign language through play. This game is based on the history of Nicaraguan Sign Language. Nicaragua in the 1970s had no official form of sign language. In 1977, something happened. Fifty deaf children from across the country were brought together to a school in Managua. Without a shared language to express themselves, the children did something remarkable—they created one. In Sign, we follow a story inspired by that journey.

**WalkUp** 2:00 PM (3 hours)

Teen Freeform Double Feature! *Strange Gravity*

A fun 3-hour LARP for a crew of 6-9 daring spacefarers hurtling through the infinite void at speeds that defy understanding in the search for something more. Star Trek meets Firefly, with narrative authority related to your character's role on the ship.

## Teen Priority Games

These three games are open to the general public, but teens can get priority over others.

## Friday

**WalkUp** 2:00 PM in Room 242 *Tokyo Slayers Club- Episode 3: Every Oni has its Day*

It is the week of the annual fundraising festival, an opportunity for the clubs to sell items for their class activities next year. The fair is open to anyone and the more money raised, the better the club's social standing. An after-school council meeting has been called to discuss what booths everyone will be running. You know your booth will be the best booth at the festival. You just aren't sure what you will be selling yet. Oh! No time for that. Here comes the class president. He tells you he needs a favor. The school basement needs to be cleaned out before the festival can be held and you are the chosen ones.

It seems a little strange the basement needs to be cleaned out before the festival. What is the urgency? Well, it was a request from the class president, so who are we to question it? I'm sure everything will be fine.

Since teen players cannot register at the convention for a P-series game, teens will be given preference as walkups in this game.

## Saturday

**Game 224** 10:00 AM in Room 243 *The Haunting*

Corbitt House lies abandoned, steeped in tragedy and rumor. But greed is not so easily stopped. So you have been hired to investigate these legends and dispel its mysterious reputation.

You must get your priority at the Info Table on Friday.

**Game 323** 4:00 PM in Room 243 *Tails of Equestria: Melody of The Waves*

Tails of Equestria: Melody of the Waves is an exciting adventure module set in the colorful world of Equestria. In this enchanting journey, players take on the roles of pony characters as they set off from the coastal town of Salt Lick City. As they delve into the adventure, players will encounter a captivating storyline, meet a variety of unique non-player characters, and face intriguing challenges that require them to use their pony's special abilities and embrace the magic of friendship to overcome obstacles. The module emphasizes teamwork and cooperation, allowing players to immerse themselves in the world of Equestria, engage in heartwarming interactions, and embark on an unforgettable quest.

You must get your priority at the Info table by Saturday at 10:00 AM.

## Other Teen-Friendly Games

On our website, go to **Events**; there is a Teen Friendly button to click on to see the full list of games.

## TEEN-FRIENDLY GAMES



## By the Basics Role-Playing Games

By the Basics games are designed with new or inexperienced players in mind. These are all lower-powered games offered by experienced game masters, running 4 hours with no more than 5 players. The rules are basic, characters are provided or created at the game, and there will also be some experienced players in many cases, since these games are open to all.

These are not Organized Play games—each scenario is crafted by the individual GM. The games are unique because of it. If you aren't sure how RPGs work, or if you want to be part of an intimate, lower-powered game, these are ideal for you. You sign up for them just like any other game, through the game registration system, either on-line, or by going to the Info Table, where you can get help. You can even drop into a game to see if there are open seats; many games throughout the convention have unexpected vacancies, and GMs love to fill every seat they offer.

### Call of Cthulhu

**Saturday 2:00 PM** *Edge of Darkness*  
GM: Steve Anderson (stevo) Room 240

**Sunday 2:00 PM** *The Lightless Beacon*  
GM: Steve Anderson (stevo) Room 146

### Deadlands, Revised

**Friday 2:00 PM** *Ghost Herd in the Sky*  
GM: Michael M. Kelly Room 236

**Sunday 10:00 AM** *Ghost Herd in the Sky*  
GM: Michael M. Kelly Room 137

### Dungeons & Dragons

**Saturday 10:00 AM** *Keys to the Golden Vault: Prisoner 13*  
GM: Onna Nelson (Onna, River City Dungeon Master) Room 241

**Saturday 6:00 PM** *The Dungeon of Countess Tylmae*  
GM: Daniel Santellan (Maddcap) Room 237

**Saturday 8:00 PM** *Keys to the Golden Vault: Prisoner 13*

GM: Onna Nelson (Onna, River City Dungeon Master) Room 137

**Sunday 8:00 AM** *Madness Below*

GM: Christopher Bruno Room 234

**Sunday 8:00 AM** *Adventures in Icespire Peak*

GM: Aaron Ferguson Room 238

**Sunday 10:00 AM** *Lightning Keep*

GM: Randy White (Melfast) Room 141

**Sunday 10:00 AM** *Moon over Graymoor*

GM: Lisa Smith Beasley Room 147

**Sunday Noon** *The Dungeon of Countess Tylmae*

GM: Daniel Santellan (Maddcap) Room 238

**Sunday 8:00 PM** *Something Wild*

GM: Arthur Gonzalez Martin (artmonso) Room 236

**Monday 10:00 AM** *Moon over Graymoor*

GM: Lisa Smith Beasley Room 148

### Savage Worlds

**Friday Noon** *The Locked Door*

GM: Scott Woodard Room 136

### By The Basics RPGs



# Kids' Room Seattle

**Friday 2:00 PM - 6:00 PM**

**Saturday 9:00 AM - 6:00 PM**

**Sunday 9:00 AM - 6:00 PM**

The Kids' Room is a place where youthful exuberance can find an outlet within the confines of the Con. We strive to create a safe and engaging space where children of all ages can come together and play.

There are plenty of games available for folks to choose from (but the games must stay in the Kids' Room; this is a private collection that is on loan, not owned by the Con). You are always welcome to bring your own game(s) to the room, and there will be scheduled games and other activities planned throughout the weekend. Anyone of any age is welcome in the room, but be prepared to play games with our youngest gamers!

Parents, your pre-teen children are welcome in the Kids' Room, but we want to remind you that the Kids' Room is not a babysitting service, and we will not take responsibility for overseeing your child while you are gaming elsewhere. Children under the age of 6 must be accompanied at all times by an adult. With the move to the new hotel, we have implemented a sign-in/sign-out process. When your child first comes to the Kids' Room, they must be accompanied by a responsible adult to sign them in and provide contact information during the Con. Children who are signed-in will not be allowed to leave until they are signed out and accompanied by an authorized adult.

The Kids' Room staff will take them to the bathroom and to get water when needed. We will contact you if there are any questions or problems. It is expected that you will provide adequate food and rest for your child throughout the Con, since a lack of either can make them cranky and unmanageable and we want everyone to have a pleasant time at the convention.

Children in the Kids' Room are still expected to follow the rules of the Con and are subject to the same penalties and restrictions as any adult. Other kid-friendly games can be found outside of the Kids' Room hours in the regular gaming areas.

## **Scheduled Drop-In Games in the Kids' Room**

All these games are walk-up games. No need to sign up, just show up!

### **Friday**

#### **Friday 2:00 PM Magical Kitties Save the Day**

You are a kitten suddenly imbued with magical powers as aliens have infiltrated the planet. Only you and other magically imbued kitties are aware and have the power to defeat them. It is up to you to save us all!

### **Saturday**

#### **Saturday 9:00 AM Game Day**

Ten fun and easy games for young players. Last year's favorites plus some new ones. Zombie Dice, Aztack, 3D puzzles from SmartGames, Dragon's Cave, Dragon Inferno, and many more. Prizes for winners! No sign-ups required. Come on by the Kids' Room and let's play!

#### **Saturday 10:00 AM Quest RPG: Adventure Awaits!**

Quest is a fantasy roleplaying game about the adventures of you and your friends. The rules of the game help you create a story that's totally unique. Because Quest breaks from the rigid traditions of other roleplaying games, it helps you create a character that sounds fun and interesting to you, without putting restrictions on your identity or imagination. Everyone is welcome at the table.

No two games are the same, and the possibilities are endless! Table activities will include: creating a unique setting, team map drawing, character role/skill selection, making character portraits, and, of course, a short scenario in the world the kids create!

#### **Saturday 2:00 PM Monster Smash**

You are a Monster and the island that you live on is shrinking. It's survival of the fittest! Can you escape from being 'Smashed!?!' Come join the fun!

### **Sunday**

#### **Sunday 9:00 AM Kids Game Day**

Ten fun and easy games for young players. Last year's favorites plus some new ones. Zombie Dice, Aztack, 3D puzzles from SmartGames, Dragon's Cave, Dragon Inferno, and many more. Prizes for winners! No sign-ups required. Come on by the Kids' Room and let's play!

#### **Sunday 11:00 AM Basement of Rats Hero Kids**

This is a new RPG designed specifically for players aged 4-10. All characters are pre-generated and GM will provide all materials. Simple play mechanics are weighted towards players having a good time. NO ONE DIES. Scenario is written by the game designer and lets players make straightforward choices during play. Prizes and treasure as always!

#### **Sunday 2:00 PM Monster Smash**

You are a Monster and the island that you live on is shrinking. It's survival of the fittest! Can you escape from being 'Smashed!?!' Come join the fun!

#### **Sunday 3:00 PM Kids Game Day**

Ten fun and easy games for young players. Last year's favorites plus some new ones. Zombie Dice, Aztack, 3D puzzles from SmartGames, Dragon's Cave, Dragon Inferno, and many more. Prizes for winners! No sign-ups required. Come on by the Kids' Room and let's play!

## **Other Kid-Friendly Games**

On our website, go to Events; there is a Kid Friendly button to click on to see the full list of games. There's also a button for Family Games, which may offer interesting choices.

### **Kid-Friendly Games**



# Board & Card Games

## Sedona

Come to Sedona for board and card games. The tables are all open on a first-come, first-served basis – except when they aren't. Reserved segments are marked on the table signs, so make sure there's enough time for your game before you set up your board or cards.

Need people to play with? You'll find paper **PLAYERS WANTED** signs on the admin table at the front of the room – just grab one and place it on your table. You can also post your game and table number in the DunDraCon Discord in the "Players Wanted" category.

### Discord Server



### Sedona



Hunting for a game? Check for "PLAYERS WANTED" signs around the room, or use the Discord to see what's available for the tech-savvy gamer. (Or bring your own! This is the place to give your game collection some exercise, or borrow something new-to-you from the Games Library across the hall.)

Help keep the "PLAYERS WANTED" signs real! If you use one, remember to return it to the admin table when your game is ready to start. And if the people under a sign say the game is full, offer to move the sign to the admin table for them. If you post to the Discord, post again when the game starts to keep from frustrating the hopeful.

Wheelchair access: Tables 1, 11, and 26 (two 8' x 3' rectangles and a 5.6' round) near the edges of the room have been flagged as accessible. No games are scheduled there and anyone can use them throughout the con, but be warned: if one of the room's official con-sponsored games draws a player who can't get to the scheduled table and there's no other equivalent space open, that game will move to one of these three. If that happens, anyone playing there will have to pack up (and move to the vacated official table if they want to keep playing).

NOTE: It takes a live human to hold a table. Do not leave stuff on an open table and expect to find it waiting for you when you return – unattended games may be moved to the nearest wall if another group shows up and wants to play something else.

# Miniatures

## Portland, Santa Barbara, and Newport Beach

Do you ever wonder: What if George Washington had won the Battle of Long Island, or Custer's 7<sup>th</sup> Cavalry hadn't been wiped out at Little Big Horn?

In miniature wargaming, players enact simulated battles using scale models called miniature models, which can be anywhere from 2 to 54 mm in height, to represent warriors, vehicles, artillery, buildings, and terrain. These models are colloquially referred to as miniatures or minis.

The Miniatures Room is open 24 hours a day through Monday 5 pm, but many of the tables are reserved. If you see what looks like an open table, please speak to Hector Torres (aka the Green Shirt in the room) before settling down at it.

### Miniatures



# Respite Room

## Redwood

We know that the Convention can be quite crowded and noisy. If you need a short break, the Redwood Room, off the hotel lobby, will be our designated Respite Room.

You may go in and take a break from the commotion of the convention to relax and regenerate for a bit.

Hours for the room will be

Friday 12pm - 9pm

Saturday 9am - 9pm

Sunday 9am - 9pm

Monday Closed

There are some simple rules for the room:

Absolutely **NO** game playing is allowed in the Respite Room. This includes in-person as well as digital games on personal devices.

No eating in the room, and no drinking except from spill-proof containers (to make sure your space is just as welcoming to the next respite-seeker).

No phone calls or conversations longer than a minute or two; those can be held outside (we are trying to have a calm and quiet atmosphere here).

Music/audio books only with headphones.

No sleeping (if you are that tired, then you need to find a cozier place to nap).

No camping out in the Respite Room for longer than 2 hours. We want to make sure everyone has a chance to use the room if needed.

# Role-Playing Games

Role Playing games (RPGs) are our biggest group of games (over 160 Official Games altogether), incorporating storytelling, conflict, problem-solving, combat tactics, and/or interpersonal interaction. It's a huge, complicated subgenre of table-top gaming, and it's the biggest reason we are hosting our 47<sup>th</sup> convention over the course of six decades. So, how do you get the most out of RPGs in this convention?

Getting into games might seem complicated, but it's not. You can register electronically for a chance to get into games that look exciting to you in each of nine sessions. Or you can get help at the Info Table during the convention if you're not sure about the process. And there's nothing wrong with trying to drop into any game to see if there are seats available. All of these approaches can be successful. We want all the games to be filled; our system is designed to get all games filled with players who want to be there, even if demand exceeds the supply of seats.

Here are some do's and don'ts that can guide you:

1. Do make sure you know where your chosen game is. Almost all RPGs are in break-out rooms (converted sleeping rooms) on the first and second floors of the hotel's North Tower. Games with rooms numbered 132 through 149 are on the first floor; 231-243 are on the second floor. There is also a hybrid RPG/LARP on the fourteenth floor (Suite 1445). Back to the ground floor, there are two RPGs in the Monterey Room, and another hybrid game in Ponderosa. Signs taped to game room doors list the games that will take place there during the convention, so if you're ten minutes early, you can be reassured that you are in the right place.
2. Do show up on time at the room where the game is scheduled. Because foot traffic and elevator delays can get a little crazy at times, GMs will wait up to ten minutes before starting the game, though they'll start immediately if they have a full roster of people present that signed up beforehand. If dropping in, getting there early may help you get that extra seat.
3. Do respect the GM; they want everyone to have a good time, but they also have rules, and they are entitled to enforce those rules for the good of the game. Just because an RPG comes with printed rulebooks or the electronic equivalent, it doesn't mean the GM will follow that rulebook absolutely. There's a lot of home cooking as GMs conform the rules to their setting and story. The GM's rulings are final, so take it with good grace and keep playing.
4. Do respect all of your fellow players. Having a good time often entails recognizing that another player is doing something with that goal in mind, and if you can find a way to accommodate that, it's all the better. Most players will want their cohorts to be as invested in the game as they are.
5. Don't put up with abusive behavior from anyone, although sometimes it's an unintended slip of the tongue. Ask for a pause in the play, so you can discuss the issue with whoever needs to hear it. Or the GM might notice it and deal with it. In extreme cases, call it out, or leave the game, and if you feel unsafe, contact our staff (the folk in the green shirts), to help deal with the problem.
6. Don't stay in a game if you don't want to. DunDraCon requires an Open Door Policy for all games—you may leave a game at any time for any reason or no reason. If you don't intend to return within a few minutes, make sure the GM knows.
7. Do know about safety tools the GM will employ, and if they don't say anything at the start, ask them. There are some great tools that can stave off triggers and keep the game itself on track.
8. Don't get into a game that is likely to trigger you. You can't always know the content of the game ahead of time, but if you are squeamish about spiders, you don't want to sign up for 'Onslaught of the Tarantulas' without considering the trigger.
9. Don't leave right away if the GM doesn't show. GMs are expected to be present when the game starts, but of course, they may also get caught up in foot traffic. Our duty person will come around to each game to give roster print-outs to the GMs, so we will know if they're not there, and if the GM doesn't show up fairly soon, the duty person will give Priority Slips to those who registered for the game, if they are still there.
10. Do help get the room ready for the next game when yours is over. Trash goes into bags, everyone makes sure that all the useful bits (dice, figures, coolers, binders, backpacks, portable black holes) that everyone brought go home with the owner. The next game in that same room may follow very close behind yours, so the GM is powerfully motivated to get the game over with in time to clear the room. Help them out if you can.



## GM index for RPGs and RPG-adjacent Games

This tentative listing of role-playing game masters gives you the day and time, game system, and title of all the RPGs each is running at the convention. Used in conjunction with the web site, especially the Game Index by System, you can easily prioritize your choices if you want to play in a particular GM's games. Here is the QR Codes for the Game Index by System and by GM:

### By System



### By GM



All listings are subject to change, especially because of cancellations.

### Albert, Norm

Sunday 10 AM John Carter of Mars *In the court of Talu, Jeddak of the Okar*

### Alexander, Alan T.

Saturday 4 PM World of Darkness *The House of Velasco*

### Anderson, Steve

Saturday 2 PM Call of Cthulhu *Edge of Darkness*  
Sunday 2 PM Call of Cthulhu *The Lightless Beacon*

### Angle, Randy

Sunday 8 PM PlunderQuest™!  
*50th Anniversary Dungeon Smash*

### Bauer, Peter

Saturday 4 PM Traveller *Relic Hunters*

### Blair, Dylan

Saturday 10 AM Dungeons & Dragons *Sumer Prime: They Took Our Jobs!*  
Sunday 10 AM Genesys *Sumer Prime Surreal*

### Blum, Michael

Sunday 4 PM ModernAge/Expanse *The Grimaldi Circus*

### Boles, Jeff

Saturday 8 AM Dungeons & Dragons *Are You Dead Yet?*

### Brown, Greg

Friday 6 PM FATE *FATE: Freeport*  
Saturday 6 PM DREAD *DREAD: Bleak Havest*

### Brubeck, David

Friday 5 PM Battlestations *Interdimensional Ketchup: a Battlestations Adventure*  
[RPG/board game mix]

### Brubeck, Helen

Friday Noon Dungeons & Dragons  
*Harry Potter: 5 Years After Voldemort*  
Sunday 10 AM Dungeons & Dragons  
*Harry Potter: 6 Years After Voldemort*

### Bruno, Christopher

Friday 6 PM Dungeons & Dragons  
*Between the Rock and a Hard Place*  
Sunday 8 AM Dungeons & Dragons *Madness Below*

### Carpenter, Jason

Friday Noon Pathfinder *Unholy Night on Bald Mountain*

### Carter, Stephanie

Friday 4 PM Dungeons & Dragons  
*DRAGONLANCE Saga Part One: Dragons of Despair*

### Castillo, John

Saturday 4 PM RPG/LARP mix  
*A New Lease on Death*

### Child, Les

Saturday 2 PM Advanced Dungeons & Dragons  
*Will We Need to be Rescued from Our Heroes?*  
Sunday 8 AM Advanced Dungeons & Dragons  
*Where am I?...Who am I?...What am I?*

### Cochran, Derek

Sunday 2 PM Dungeons & Dragons *So Comes Drow after Fire, and even Dragons have their Endings*

### Correll-Feichtner, Ron

Monday 8 AM Buffy the Vampire Slayer *A Time to Slay!*

### Cross, Doc

Friday 8 PM TOON *Petey Penguin In Fruit Bear's Arena Of DOOOOOM!*

### Cumming, Mark

Sunday 8 AM Pathfinder *Wake Up Call*

### Dailey, Mark

Saturday 8 AM Advanced Dungeons & Dragons  
*The Lost Vale*

### Daitsman, Jeff

Saturday 2 PM Dungeons & Dragons *The Lightning War - Into the Blue Dragon's Lair*  
Sunday 4 PM Dungeons & Dragons *D&D Intrigue - Halflings & Dragonborn*

### Dash, William

Sunday 11 AM Hero Kids (by Justin Halliday)  
*Basement of Rats*

### De Cesare, Matt

Saturday 4 PM Dungeons & Dragons  
*Big Trouble in Willowhaven*

**Drouin, Steven**

Saturday 8 AM TORN *Torn: The University*

**Durio, Sparkle**

Saturday 4 PM My Little Pony: Tails of Equestria  
*Tails of Equestria: Melody of The Waves*

**Eckman, Heather**

Monday 10 AM Call of Cthulhu  
*Unrest in Stardew Valley*

**Etheridge, David**

Friday Noon Alien *Sundown on LV137*

**Ferguson, Aaron**

Sunday 8 AM Dungeons & Dragons  
*Adventures in Icespire Peak*

**Fleming, Jonathan**

Monday 10 AM Dungeons & Dragons  
*We Who Are About To Die Salute You!*

**Fowler, Colin**

Friday Noon Pathfinder *The Forgotten Citadel*

**Gannon, Joe**

Sunday 6 PM Dungeons & Dragons  
*Muppets Ado About Nothing*

**Gettman, Aaron**

Friday 2 PM Hero (Champions)  
*Champions 2099: Retribution*

**Gettman, James**

Monday 8 AM Hero (Champions) *HAND—*  
*Allied Heroes, Aiding National Defenders*

**Glazner, Kevin**

Sunday 4 PM Dungeons & Dragons  
*The Dark Dungeon*

**Gorman, Matt**

Friday 2 PM Advanced Dungeons & Dragons  
*Subterranean Dreamstick*

**Grimberg, Scott**

Saturday 10 AM Dungeons & Dragons  
*Down Comes a Blackbird*

**Guon, David**

Monday 8 AM Traveller *Liberty Port: Revonis*

**Hall, Thom**

Friday Noon Original Dungeons & Dragons

**Hanner, Nathan**

Sunday 10 AM GURPS  
*Stuff as Dreams are Made On*

**Hansen, Alicia**

Sunday 4 PM Call of Cthulhu  
*Why Does That Prop Have Tentacles?*

**Hansen, Scott**

Friday 8 PM Call of Cthulhu *Pyramid Scheme*  
Saturday 8 PM Call of Cthulhu  
*Space Between Time*  
Sunday 8 PM Call of Cthulhu  
*The Thirteenth Bak'tun*

**Harder, Jesse**

Monday 8 AM City of Mist *Shark Tank*

**Harget, Chris**

Sunday 8 PM Ars Magica *Too Many Wizards!*

**Hatch, Jeff A.**

Friday 6 PM Pulp Adventure  
*Cyber-Action Heroes 'The Gamma Gambit'*  
Saturday 6 PM Pulp Adventure  
*Dr. Cthulhu vs Frankenstein's Army*

**Hazan, Matthew**

Sunday 10 AM Pathfinder *Battle of the Bog*

**Hildebrand, Kyle**

Sunday 10 AM Dungeons & Dragons  
*Krenko's Way*

**Hobart, Kourtney**

Friday 2 PM Homebrew *Tokyo Slayers Club-*  
*Episode 3: Every Oni has its Day*

**Holmes, John**

Saturday Noon Runequest *Cattle Raid*

**Hua, Morgan**

Friday Noon & Monday 10 AM Cthulhu Dark  
*A Place for Wellness*

**Hulse, Ryan**

Friday 2 PM Exalted  
*The Lost Vault of Hephaestus*

**Hunt, Kyle**

Saturday 6 PM Dungeons & Dragons  
*Freebaker Picnic*

**Jammeh, Kasi**

Friday 1 PM Star Wars Imperial Assault  
*Star Wars Imperial Assault*  
[board game/RPG/LARP mix]

**Johnson, Adam**

Saturday 4 PM Dungeons & Dragons  
*Deed of Marath*  
Sunday 4 PM Dungeons & Dragons *Bad Water*

**Johnson, Dan Curtis**

Friday Noon Paranoia *The Worst Form Of*  
*Treason Except For All The Others*  
Saturday 4 PM Free League ALIEN  
*Hard Rock, Dark Moon*

**Johnson, Jonah**

Friday Noon Battlestations *Welcome to Planet X*  
[RPG/board game mix]  
Sunday 4 PM Star Trek: Original Series  
*The Flesh is Weak*

**Johnston, Bob**

Friday 2 PM 7th Sea *Dangers at Sea!*

**Jones, David**

Friday 8 PM Year Zero *The Wolves Den*  
Saturday 10 AM Old Gods of Appalachia  
(Cypher System) *The Luthier's Folly*

**Jones, John**

Saturday 10 AM Pirate Borg *Buried in the Bahamas*

Sunday 8 AM Vast Grimm *Hostility Engram*

**Kani, Steve**

Sunday 4 PM Cyberpunk 2020

*Raid on the Clinic*

**Keith-Torres, Teri**

Friday 2 PM FATE Accelerated

*Magical Kitties Save the Day*

**Kelly, Michael M.**

Friday 2 PM Deadlands, Revised

*Ghost Herd in the Sky*

Sunday 10 AM Deadlands, Revised

*Ghost Herd in the Sky*

**Kim, J Hanju**

Friday 8 PM Dungeons & Dragons

*Land of New Horizons*

Saturday 6 PM Savage Worlds

*Galadriel's Fellowship*

**Konrad, Karl-Heinz**

Friday 2 PM, Saturday 4 PM, & Monday 8 AM  
Dungeons & Dragons

*Curious Case of the Xen'Drik Sphinx*

**Krauter, Charlie**

Saturday 6 PM & Sunday 2 PM Microscope

*Introduction to Microscope [world building]*

**Krestoff, Beth**

Saturday 10 AM Prowlers & Paragons *Justice*

*League by Gaslight - A SEAKOG Production*

**Krestoff, Jason**

Friday 2 PM Betrayal at House on the Hill

*SEAKOG present: Betrayal at House on the Hill*

**Lawson, Brett**

Monday 8 AM Cyberpunk 2020

*Escape from Night City*

**Lee, Bill**

Friday 8 PM Desperation *Desperation:*

*Dead House & The Isabel*

**Lopez, Ben**

Sunday 6 PM Pulp Adventure

*The Popcorn Girls Jump the Shark*

**Lynch, John**

Friday 8 PM Vaesen *The Seance*

**Manbeck, Walter**

Friday Noon Hero (Champions) *Invitation Day*

**Marshall, Andy**

Sunday 10 AM The Black Hack

*Terror in the Gloom*

**Martin, Arthur Gonzalez**

Sunday 8 PM Dungeons & Dragons

*Something Wild*

**Matyas, Nick**

Saturday 10 AM Pathfinder

*The Enchanted Keg of Torag*

**Merrill, Christopher John**

Friday 6 PM Stargate D20 *Ju Ju's Game*

**Morales, Saul**

Saturday 6 PM Cohors Cthulhu (2D20)

*Where Legions Fear to Tread*

**Morgan, Zachary**

Sunday 4 PM Serenity

*It Wasn't What We Thought: Part 2*

**Morrison, Matt**

Friday 6 PM Arduin *Dragon's Throat*

**Mosier, Christopher**

Saturday 8 AM Earthdawn *Runvir's Tomb*

**Muoio, Chris A**

Friday 4 PM Fantasy Age *Folly, Fortune & Fate*

**Murphy, Travis**

Monday 8 AM Dungeons & Dragons

*Dungeons & Doggies: The Golden Retrieval*

**Nelson, Onna**

Saturday 10 AM & Saturday 8 PM Dungeons &  
Dragons *Keys to the Golden Vault: Prisoner 13*

**Nicholls, Geoffrey**

Sunday 8 AM Pathfinder *The Silver Sliver*

**O'Neil, Joe**

Sunday 10 AM 13th Age

*Jungle Village - Rumble in the Jungle*

**Paul, Zachary**

Saturday 8 AM Star Wars

*A Complicated Profession*

**Pérez-Bergquist, Andreas Santiago**

Monday 10 AM Exalted

*Four Weddings and a Funeral*

**Picard, Charles**

Friday Noon Cthulhu Dark

*Cthulhu Dark - The Cable*

Saturday 10 AM Quest RPG

*Quest RPG: Adventure Awaits!*

Sunday 10 AM Psi\*Run

*Psi\*Run: One Chance to Escape*

**Pohlman, Jenna**

Saturday 10 AM Call of Cthulhu *The Haunting*

**Pohlman, Kristopher**

Monday 10 AM Scum and Villainy

*Vacation Break*

**Preston, Whitney Lee**

Saturday 8 AM Mythos Trek *Will the real*

*Captain Sean O'Donahue please stand up?*

**Prospero, Arthur**

Friday 6 PM Advanced Dungeons & Dragons

*Terror from the Frozen North Pt. 1: The Creature of Mount Khelegor*

- Saturday 4 PM Advanced Dungeons & Dragons  
*Terror from the Frozen North Pt. 2:  
In the Hall of the Mountain Queen*
- Sunday 6 PM Advanced Dungeons & Dragons  
*Terror from the Frozen North Pt. 3:  
The Gleam in the Eye of Ymir*
- Puder, Jim**  
Friday Noon Hero (Champions)  
*In the Shadow of Dr. Destroyer*
- Quinteros, Topac**  
Sunday 8 AM Werewolf: The Apocalypse  
*Ride to Ruin: Bone Gnawers, 2nd chapter*
- Rakonitz, David**  
Saturday 8 AM Hero (Champions)  
*The Marriage of Foxbat*
- Ray, Alex**  
Sunday 8 AM Star Trek Adventures  
*Star Trek RPG: Edge of the Abyss*
- Riley, Patrick**  
Saturday 8 AM Wildcard RPG prototype  
*Space Wizards with Laser Swords*  
Monday 10 AM Wildcard RPG prototype  
*Elemental Warriors of Xhin*
- Rogers, Jeff**  
Monday 8 AM Dungeons & Dragons *Adventure  
Awaits in the Red Dragon Inn*
- Romero, Adrian**  
Saturday Noon Original Dungeons & Dragons  
*The Incandescent Grottoes - The Crawl Into the  
Place of the Thing*
- Ruifrok, Liz**  
Saturday 8 AM Werewolf: The Apocalypse  
*Music Makes the Heart Grow Fonder*  
Sunday 8 AM FATE *Oooh Lah No*
- Rutkowski, Chris**  
Saturday 4 PM BASH! Basic Action Super  
Heroes *Megapolis Needs Heroes!*  
Sunday Noon Honor+Intrigue *The Lark &  
The Nightingale: A Highwayman's Tale*  
Sunday 4 PM Honor+Intrigue *Star Wars:  
The Old Republic: A Fist Full of Dust*
- Ryker, Gregory**  
Saturday Noon Dungeons & Dragons  
*We Be Goblins*
- Santellan, Daniel**  
Saturday 6 PM & Sunday Noon Dungeons &  
Dragons *The Dungeon of Countess Tylmae*
- Satow, Don**  
Saturday 4 PM Hero  
*What happened to the L.O.S.E.R.S*
- Schichnes, Wally**  
Friday Noon Mutants & Masterminds  
*Uncanny X-Men: Avenging the Avengers*
- Schynert, Mark**  
Sunday 7 PM Arduin *This Seems Familiar*
- Silveira, Joseph Michael**  
Saturday 8 AM Homebrew  
*bureaucraticus maximus*
- Simon, Liam**  
Sunday 4 PM Mists and Mischief  
*The Gathering Begins*
- Simon, Robert**  
Saturday 8 AM Shadow of the Demon Lord  
*Saving Face*
- Singh, Kavita**  
Sunday 4 PM Vaesen *A Winter's Tale*
- Siverling, Michael**  
Friday Noon Nugget *Sherlock Holmes and the  
Spiders from Mars*  
Saturday 2 PM Nugget  
*On Their Monstrous Secret Service*  
Sunday 2 PM Nugget *Sherlock Holmes against  
the World Crime League*
- Smith Beasley, Lisa**  
Sunday 10 AM & Monday 10 AM Dungeons &  
Dragons *Moon over Graymoor*
- Stafford, Pól**  
Saturday 8 AM Palladium RPG *True Sight*  
Saturday 8 PM Cypher System *Trouble  
in the Ziggurat – Sacramento*  
Sunday 4 PM Old Gods of Appalachia  
*Down in the Holler...*
- Steele, Matt**  
Friday 6 PM Old Gods of Appalachia (Cypher  
System) *BEST LEAVE THEM GHOSTS ALONE*  
Sunday 10 AM Coyote & Crow *WHISPERS  
FROM THE WELL*  
Sunday 6 PM Old Gods of Appalachia (Cypher  
System) *BEST LEAVE THEM GHOSTS ALONE*
- Thain, Glenn S.**  
Sunday 2 PM Changeling *May be a Price to Pay*
- Uhlig, Nick**  
Sunday 2 PM Call of Cthulhu *Hunter/Killer*
- Vallejos, Tom**  
Friday 6 PM & Saturday 2 PM GURPS  
*William Wallace versus the Klingons!*
- Wallis, Sam**  
Saturday 8 AM Savage Worlds  
*Dreams of the Conquistadors*
- Walters, Andrew**  
Friday 8 PM The Fantasy Trip  
*Heist In The Elven Vault*
- Walters, Charles Victor**  
Friday Noon Paranoia  
*Me and My Shadow Mark IV*

**Weidman, Robert**

Saturday 6 PM Dungeons & Dragons  
*Infernal Death*

**Wells, Emily**

Saturday 10 AM Feng Shui *Red Packet Rumble*

**Wells, Mark**

Monday 8 AM Dungeons & Dragons  
*The Mansion of Mad Matthias*

**White, Randy**

Saturday 10 AM Mutant Crawl Classics  
*Sky High Tower*

Sunday 10 AM Dungeons & Dragons  
*Lightning Keep*

**Willner, Marc**

Sunday 10 AM Feng Shui *Daisies in the Snow*

**Wilson, Jon**

Friday 2 PM Dungeon Crawl Classics *DCC  
RPG DEMO – Come learn the Dungeon Crawl  
Classics RPG*

Saturday 6 PM Dungeon Crawl Classics *IT  
CONSUMES!*

**Wolf, Bo**

Sunday 6 PM Deathmatch Island  
*Death on Rails – A Deathmatch Island game*

**Woodard, Scott**

Friday Noon Savage Worlds *The Locked Door*

**Woolery, Daniel**

Saturday 4 PM Dungeons & Dragons  
*The Keep on the Borderlands*

**Wright, Jonathan**

Saturday 10 AM The 5th Engine  
*Mecha Vs Kaiju 202X*

**Yin, Jeff**

Saturday 4 PM Fading Suns  
*Pilgrim's Progress*

**Zisch, Alex**

Friday Noon Dungeons & Dragons  
*50th Anniversary of D&D*  
Saturday 2 PM Paranoia *The Shaft*



# Special Events!

DDC 47 will host two Special Events:

## Pin Trading

DunDraCon will be hosting our first Pin Trading Event at the Santa Clara Marriott this year! This will be a trading-only event, and all commercially available and home-made pins are welcome. We will gather on Sunday afternoon, in the hotel lobby (official time TBD) and trading will commence. More details forthcoming, but we're hoping for a good turnout and a super fun pin trading experience for all!

## Dungeons and Dragons Trivia Game

Special Events will also be celebrating 50 Years of D&D with a Trivia Quiz Contest. The Quiz will be available asynchronously throughout the day on Saturday; top scores will be entered into a drawing for Fabulous Prizes! The link to Quizziz and duration of the Trivia Quiz will be posted on the DDC Web Page and Facebook.

More information about these events is available on the DunDraCon web site, as well as social media.



# 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 distracted 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 Pacifcon, 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 30 years (2/3 of the life of the Con) we found a venue in the San Ramon Marriott that seemed to please both committee and attendee. **Update:** There was no con in 2021 due to COVID-19. In 2022 we 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, Dorothy Heydt, Jerry Jacks, Terry Jackson, Mike Nebeker, and Steve Perrin.

