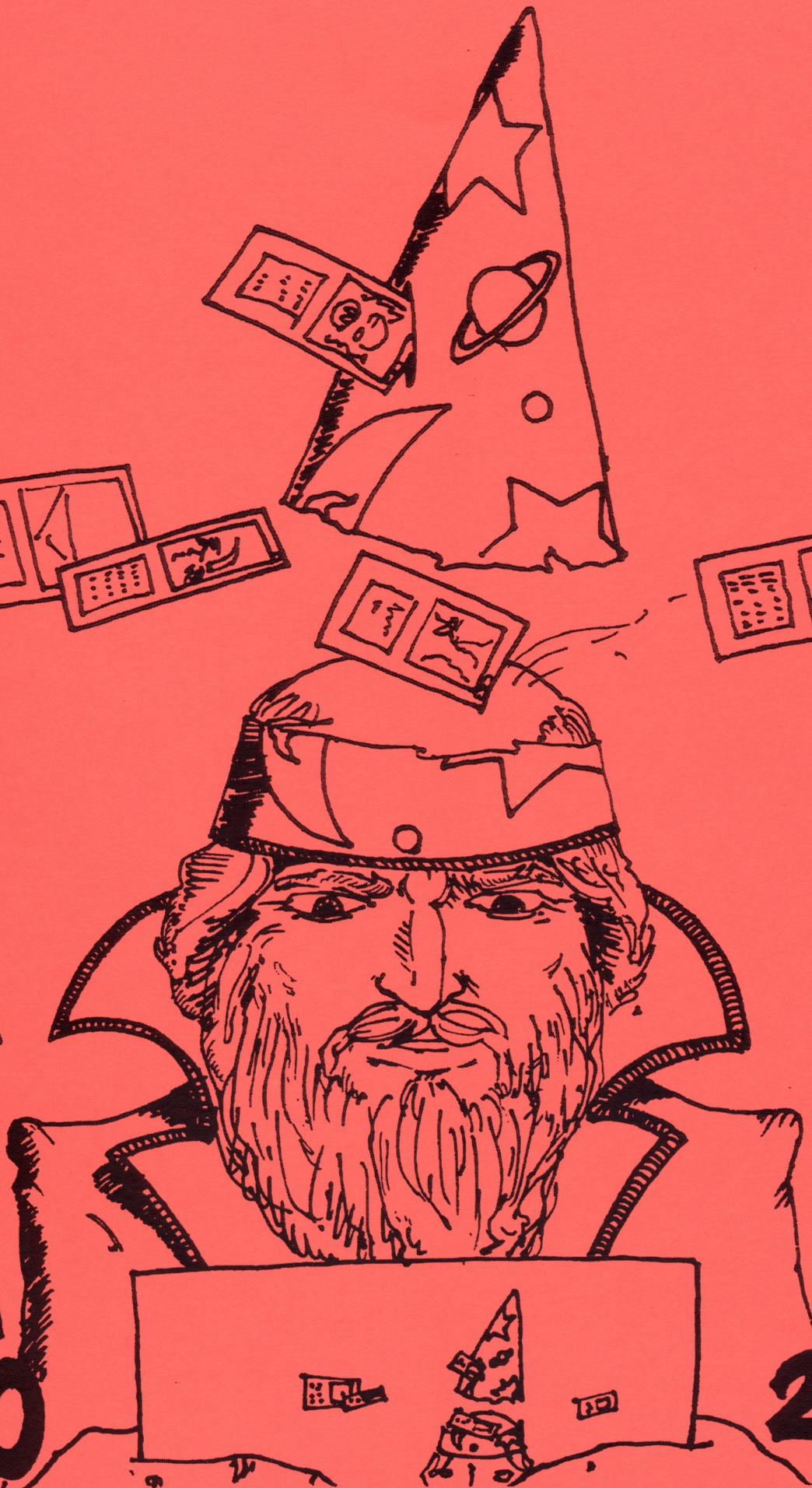


**HEXACON  
#10**



**JULY  
14<sup>th</sup>  
thru  
16<sup>th</sup>  
2000**



# HexaCon 10

## Table of Contents

## Committee

Committee	1	Chairman	Craig L. Dyer
Robert "Ozzie" Osman - A Tribute	1	Banker	David Hungerford III
Chairman's Message	2	Assistant to the Chair	Stephanie L Bannon
Guest of Honor	2	Consuite	Susan Uttke
Consuite	2	Dealer's Room	Craig L. Dyer
Dealer's Room	2	Guest Liaison	Stephanie L Bannon
Gaming Information	3	Hotel Liaison	Stephanie L. Bannon
Steve Jackson Events	3	Logistics	Benjamin Kosar
Steve Jackson Sponsored Events	3	Publications	Stephanie L Bannon
Panels & Demos	8	Publicity	Lee Whiteside
Arcade Games	10	Registration	Gary Swaty
Battletech 3025	10	Security/Ops	Bob LaPierre
Board Games	10	Staff Lounge	Stephanie L. Bannon
Chess	14	Video Room	Max Sanders
CCG & Magic	15	Gaming Coordinator	Robert Barber
Flying Buffalo	15	Assistant Coordinator	Bob LaPierre
LARP	15	Collectible Card Games	Michael Bauerlein
Miniatures	17	LARP	Brian Dynda
RPGA	17		Jessica Chepulis
RSI - Duelmaster & Forgotten Realms	21	RPGA	Craig Hier
PAReX - Mindstorm Maze Challenge	21	SJG Liaison	Jessie Foster
Miniatures Painting Contest	21	USCF	Myron Lieberman
Registration	22		Rachel Lieberman
Security	22	PAReX	John Kittlesrud
Used Game Auction	22	Arcade Games	Max Sanders
Video	23	Miniature Painting Contest	Angel Hungerford
What is HexaCon?	23	Used Game Auction	Mark Boniece
What is CASFS?	23		
Where It Is? (Maps)	24		

Robert "Ozzie" Osman  
1946-1998

On this occasion, the tenth HexaCon, it is fitting that we pay tribute to its founder, Robert "Ozzie" Osman. Ozzie worked tirelessly to bring HexaCon into existence since he felt that the gamers of Arizona deserved a venue devoted entirely to their enjoyment. Ozzie convinced CASFS to back him and he convinced the gaming community to work with CASFS. He even convinced me, a total non-gamer, that I would have a wonderful time if I showed up and helped out for the weekend. He was right on all counts. HexaCon 1 was a rousing success. The gamers gamed from the moment the doors opened on Friday until the last one staggered out late Sunday evening. A one-shot convention had become a continuing reality for Arizona's gamers. And I had a ball, this total non-gamer has now attended 7 of the 10 HexaCons, worked on 6 of them and I'm looking forward to 11 and 12 and on into infinity.

HexaCon 8 will stand out in my memory as the last time I had the privilege of working a convention with Ozzie. As chair of HexaCon 8, Ozzie was determined to give the gamers the best time possible and he succeeded. We have continued to grow each year and hopefully we will continue to grow until we rival Origins and GenCon in size and importance. What better way to memorialize Ozzie than to make his convention known nationwide as the best gaming convention around.

We miss you Ozzie, HexaCon will never be quite the same without you. But we will take care of your baby and help it to grow, prosper and succeed in your memory. - *Stephanie L Bannon*  
HexaCon 10

## Chairman's Message

Welcome Gamers.

My name is Craig L. Dyer, and I am the Chairman for HexaCon Ten.

My Committee and I have worked hard to assemble the best selection of games, tournaments and demos for your enjoyment. I would like to thank my committee and staff for their hard work and all the time they spent putting HexaCon Ten together. There are far more people than I can mention here that are responsible for the success of HexaCon Ten. Without them it would not be possible to put on a HexaCon.

In the last ten years there have been ten Chairmen to HexaCon who dedicated themselves to seeing it flourish here in the Phoenix metropolitan area. First and foremost among them was Robert (Ozzie) Osman who started this convention in 1991. We shall miss his presence this weekend but I am sure his spirit is here with us, cheering all the games and gamers and their enjoyment.

We are constantly trying to make HexaCon bigger and better than ever. Please help us to do that by giving us some feedback. We would love to hear from you. You can send your comments and suggestions for next year to [HexaCon@casfs.org](mailto:HexaCon@casfs.org). Whether you have positive or negative comments, please let us know so we know what works and what we need to change.

*Craig L. Dyer*

## Guest of Honor Steve Jackson

**Steve Jackson**, founder and editor-in-chief of Steve Jackson Games, has been playing games for over 25 years, and professionally designing since 1976. Born in Tulsa, he went to high school, and then to Rice University, in Houston. His classroom work was mediocre; he gave most of his attention to the school paper (he was editor for two years) and to late-night wargame sessions - both of which proved far more valuable than the schoolwork!

He has survived involvements with the Republican Party (alternate delegate to the 1972 convention), the SCA (former landed baron and National Chronicler) and law school (escaping before the bar exam).

Steve's first professional design work was for Metagaming, which published his *Ogre*, *G.E.V.*, *Melee*, *Wizard*, and several other games. In 1980, Steve bought *The Space Gamer* magazine from Metagaming and started his own company. Success was immediate, with his *Raid on Iran* game. The next year, Steve Jackson Games released *Car Wars* . . . followed shortly by *Illuminati*, and later by *GURPS*, the "Generic Universal Roleplaying System." In 1983, he was elected to the Adventure Gaming Hall of Fame - the youngest person ever so honored. He has personally won nine Origins Awards.

In 1990 and 1991, Steve got international press due to the Secret Service's unconstitutional invasion of his office and confiscation of equipments and manuscripts. SJ Games filed suit against the Secret Service and the US government, and won

more than \$50,000 in damages. Steve remains intermittently active with the Electronic Frontier Foundation, in hopes of preventing further intrusions against other computer users.

His most recent hit was *INWO*, a trading-card version of his 1982 *Illuminati* game. More than 63 million *INWO* cards have been sold since December 1994! His latest project is *TRIBES*, a board/roleplaying game about the development of human society, created in collaboration with award-winning SF author David Brin. His next big project is the re-release of the classic *OGRE*, with lots of new material.

Steve is a longtime SF fan, and gets away to cons when he can. He writes filksongs (adequately) and sings (very badly). He is working on an interactive computer game about running the Worldcon; the beta-test version has been due Real Soon Now for several years. He is a confirmed Internet addict. His other hobbies include gardening, dinosaurs, Lego and tropical fish. In his copious free time, he reads, eats and sleeps.

## Con Suite

HexaCon is pleased to provide you with a Con Suite for members to sit around, talk and enjoy soda, munchies, and the con guests. We will have chips (Poore Brothers - #1 finest kind!), soda and lots of other munchies.

The con suite will be open from 8:30 am to 12:00 pm or so - Sue Uttke

## Dealer's Room

The following dealers are scheduled to be in our Dealer's Room at this time: **Barry Bard, Evil Polish Brothers, Fantasy & Hobby Sales, Flying Buffalo, Game Depot, Imperial Outpost, The Master Gamer, Michael's Magic, Odd and Bodkins and Pop Culture.** Be sure to stop by and check out their merchandise.

Additionally, there will be ongoing demos in the dealer's room, stop by and see if that new game you are interested in is being demonstrated.

Hours:

Friday: 10AM to 8PM

Saturday: 10AM to 8PM

Sunday: 10AM to 5PM



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## Game Information

(The following gaming schedules are subject to change. Check the update board in Game Central for any last minute changes or additions)

### Game Central

Game Central will be open in the main gaming area (Apache Ballroom) to assist you from 9AM Friday until 3PM Sunday.

### HexaCon 10 Presents: (Game Schedules)

### Events with Steve Jackson

#### THURSDAY

For Pre-registered HexaCon 10 members only.

**6:00PM - What's New at Steve Jackson Games?**

**8:00PM: Play An Unreleased Game with Steve Jackson**

#### FRIDAY

**1:00PM: Dino Hunt** - Dino Hunt is a family game for two or more players, age 8 and up. In Dino Hunt, you travel through time, visiting the different eras where the dinosaurs lived, to capture them for your modern-day zoo. But the other players have cards that can make your hunt harder - and watch out for that charging T. Rex! Simple to learn and easy to play, Dino Hunt carries the Dinosaur Society Seal of Approval - all dinosaur information and art in the game conforms to current scientific knowledge.

A card game for two to six players. No experience necessary.  
**With Steve Jackson**

**4:00PM: Tile Chess** In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you will have to think outside the board.

A board game for up to six players. Familiarity with traditional chess rules is recommended. **With Steve Jackson and Danny Gordon**

#### SATURDAY

**1:00PM: OGRE** One player has a force of infantry and armor, and a command post he must defend. The other has only one unit - but it's an Ogre. It's an even match.

A board/wargame for two players. No previous experience necessary.

**6:00PM: What's New at Steve Jackson Games?**

**8:00PM: Play An Unreleased Game with Steve Jackson**

## Steve Jackson Games Officially Sponsored Demonstrations

#### FRIDAY

##### Tile Chess

Officially Sponsored by Steve Jackson Games

Demonstrated by Jon Bonnell (MiB)

Friday 10:00 am to 4:00 p.m.

In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you will have to think outside the board. Hone your Tile Chess skills to take on game designer Steve Jackson and chessmaster Danny Gordon in a mass tournament of Tile Chess.

A board game for up to six players. Familiarity with traditional chess rules is recommended.

##### GURPS Fantasy

Officially Sponsored by Steve Jackson Games

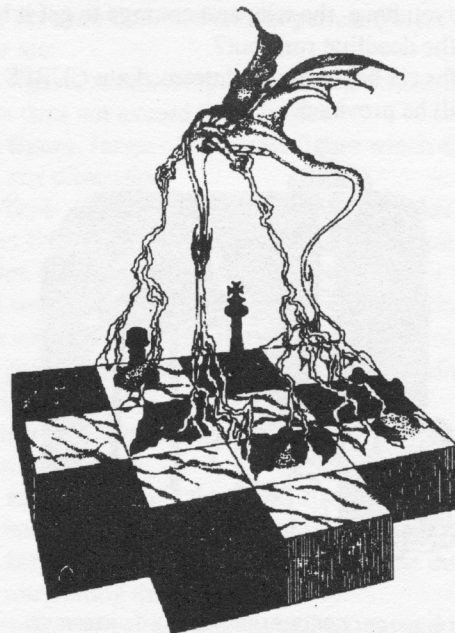
Zoltans Return

by Jessie D. Foster (MiB)

Friday 10:00 a.m. to 2:00 p.m.

A once mighty wizard must come out of retirement to help the nation of Garmoth defeat an ancient evil. At the request of the King himself, Zoltan, his apprentice Zoe and his familiar Peace will be escorted to the neighboring land by two of the Kings soldiers and a woodland ranger. The path leads through the Silkwood Forest and into the Garmoth pass under the Hornspire Mountain range. Once there he must summon forth all of his power to banish a mighty demon from the realm.

A scenario for six beginning to intermediate GURPS players. Characters will be provided.



**Tile Chess**  
Officially Sponsored by Steve Jackson Games  
Demonstrated by Kenneth New (MiB)  
Friday 12:00 p.m. to 4:00 p.m.

In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you will have to think outside the board. Hone your Tile Chess skills to take on game designer Steve Jackson and chessmaster Danny Gordon in a mass tournament of Tile Chess.

A board game for four players. Familiarity with traditional chess rules is recommended.

**GURPS Fantasy**  
Officially Sponsored by Steve Jackson Games  
Bandits of Breakneck Ridge  
by Luke Porter  
Friday 6:00 - 10:00 p.m.

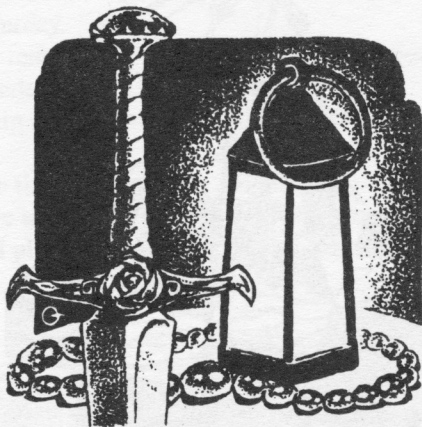
The village of Breakneck Ridge has been plagued by a marauding tribe of goblins. A troop of wandering heroes is compelled to root out this monstrous band.

A roleplaying game for six beginning GURPS players. No previous GURPS experience necessary. Characters will be provided.

**GURPS Traveler**  
Officially Sponsored by Steve Jackson Games  
Dangling by a Thread  
by Jessie D. Foster (MiB)  
8:00 p.m. to 12:00 a.m.

You and your crew of mercenary traders have been hired to repair and return a derelict freighter. The original crew disappeared mysteriously and the top-secret cargo doesn't want to be bothered. Do you have the wits and courage to get it back to safety before the deadline runs out?

A scenario for six beginning to intermediate GURPS players. Characters will be provided.



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**Car Wars Arena for Beginners**  
Officially Sponsored by Steve Jackson Games  
Demonstrated by John Bucholtz (MiB)  
Friday 8:00 p.m. to 12:00 p.m.

(Description withheld, Fnord)  
A board game for up to six beginner players. Cars will be provided. No previous experience necessary.

**4 Way Nightmare Chess**  
Officially Sponsored by Steve Jackson Games  
Demonstrated by Jon Bonnell (MiB)  
Friday 8:00 p.m. to 12:00 a.m.

This is chess .... with a difference! The goal remains the same, to checkmate your opponent's king. But the moves may be a bit unusual. Use the cards of Nightmare Chess to modify the traditional rules of the game in a surprisingly different way. Add to this a 4-way battlefield and the outcome is anyone's guess.

A board game for four players. Familiarity with traditional chess rules is recommended.

**TOON**  
Officially Sponsored by Steve Jackson Games  
Demonstrated by Chuck French (MiB)  
Friday 8:00 p.m. to 12:00 p.m.

(Description withheld, Fnord)  
A roleplaying game for six beginning TOON players. Characters will be provided, bring your own, or make them on the spot!!

**GURPS Espionage (WWII)**  
Officially Sponsored by Steve Jackson Games  
For Wine, Brie and Chocolate Mousse  
by John Niska  
Friday 10:00 p.m. to 2:00 a.m.

The Nazis have been using Chateau de Tourneau as a base of operations and as a storage facility. Your mission is to infiltrate, gather intelligence and destroy the chateau.

A roleplaying game for six beginning GURPS players. No previous GURPS experience necessary. Characters will be provided.

**Chez Geek**  
Officially Sponsored by Steve Jackson Games  
Demonstrated by Jessie D. Foster  
Friday 12:00 a.m. to 2:00 a.m.

Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends - for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies

so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game.

A card game for up to six players. No experience necessary (although, if you've gone to college or had roommates, that counts as experience!).

## SATURDAY

### GURPS Fantasy

Officially Sponsored by Steve Jackson Games  
Ambassador's Daughter  
by Zachary Johnson  
Saturday 9:00 a.m. to 1:00 p.m.

A newly formed group of Mercenaries has been hired as additional protection for the Ambassador's eighteen-year old daughter, while he conducts diplomatic meetings in a neighboring land. This is the first time the daughter has not accompanied him, and the first time he has requested 'Mercs' for protection. They will work with the castle guards for the four-day assignment. Seems easy enough, right?

A roleplaying game for six beginning to intermediate GURPS players. Players will need to know at least GURPS Lite. Characters will be provided.

### Tribes

Officially Sponsored by Steve Jackson Games  
Demonstration by Jessie D. Foster (MiB)  
10:00 am to 2:00 p.m.

You are a member of a Tribe of primal Humans out to fulfill your basic needs. Work, eat and breed. Those wacky Neanderthals!! Your ultimate goal is to end up with more children than anyone else in the tribe has.

A role-playing/board game for four, six or eight players.

### TOON

Officially Sponsored by Steve Jackson Games  
Demonstrated by Chuck French (MiB)  
Saturday 10:00 am to 2:00 p.m.

(Description withheld, Fnord)

A roleplaying game for six beginning TOON players. Characters will be provided, bring your own, or make them on the spot!!

### Car Wars Arena for Veterans

Officially Sponsored by Steve Jackson Games  
Demonstrated by John Bucholtz (MiB)  
Saturday 12:00 p.m. to 4:00 p.m.

(Description withheld, Fnord)

A board game for up to six advanced players. Cars will be provided. Previous Car Wars experience will be necessary.

### GURPS Traveler

Officially Sponsored by Steve Jackson Games  
Bad Dawn Rising  
By Kenneth New (MiB)  
Saturday 12:00 p.m. to 4:00 p.m.

Colonists, a mining conglomerate and a group of alien squatters are an explosive mix. Each group insists their claim is valid. Sabotage and vandalism increases daily. Can an Imperial Scout and Survey crew defuse the situation before a shooting war breaks out?

A roleplaying game for six beginning GURPS players. No previous GURPS experience necessary. Characters will be provided.

### Chez Geek

Officially Sponsored by Steve Jackson Games  
Demonstrated by Monica Stevens  
Saturday 1:00 p.m. to 3:00 p.m.

Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends - for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game.

A card game for up to six players. No experience necessary (although, if you've gone to college or had roommates, that counts as experience!).

### Dino Hunt

Officially Sponsored by Steve Jackson Games  
Demonstrated by Jessie D. Foster  
Saturday 3:00 p.m. to 5:00 p.m.

Dino Hunt is a family game for two or more players, age 8 and up. In Dino Hunt, you travel through time, visiting the different eras where the dinosaurs lived, to capture them for your modern-day zoo. But the other players have cards that can make your hunt harder - and watch out for that charging T. Rex! Simple to learn and easy to play, Dino Hunt carries the Dinosaur Society Seal of Approval - all dinosaur information and art in the game

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conforms to current scientific knowledge.

A card game for two to six players. No experience necessary.

### OGRE

Officially Sponsored by Steve Jackson Games

Demonstration by John Bucholtz (MiB)

Saturday 4:00 p.m. to 6:00 p.m.

One player has a force of infantry and armor, and a command post he must defend. The other has only one unit - but it's an Ogre. It's an even match.

A board/wargame for two players. No previous experience necessary.

### GURPS Fantasy/Espionage

Officially Sponsored by Steve Jackson Games

Mission to Akheron

By Kenneth New (MiB)

Saturday 6:00 p.m. to 10:00 p.m.

A spymaster for the Elionik Empire has disappeared in the untamed lands of Akheron. A group of Imperial agents must extract him from the fortress town of Skythe before the enemy discovers just what they're holding.

A roleplaying game for six beginning GURPS players. No previous GURPS experience necessary. Characters will be provided.

### GURPS Horror

Officially Sponsored by Steve Jackson Games

Zombie Hunt

By Tabby

Saturday 6:00 p.m. to 10:00 p.m.

Everyone plays characters based on 1990's b-movie actors (Tony Todd, Tim Thomerson, and of course Bruce Campbell to name a few). Can these mighty heroes stand together to prevent all of humanity from becoming flesh-eating Zombies?

A roleplaying game for six beginning to intermediate GURPS players. Characters will be provided.



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### In Nomine (Live Action)

Unofficial rules

Demonstrated by Jon Bonnell (MiB)

Saturday 7:00 p.m. to !!!!!

Symphony (sym-pho-ny [sim-fo-nee ] )

1. A rock band with whom you are associated
2. The totality of all creation and everything within it. Angels believe this should work as one harmonious whole with each individual playing his/her/its part. Demons believe that it's a great work which each individual should attempt to twist to his/her/its best advantage.

A meeting has been convened to discuss the plans of this great band over the next year and, possibly, further into the future. Apart from the band themselves and their management, there are a number of other parties present, offering various deals and all with a strong interest in the band's future. Angels? Demons? What are you talking about?

In Nomine is a modern roleplaying game in which the players take the part of celestial beings — angels and demons — as they struggle for control of humanity and themselves. The celestials, powerful though they may be, are merely pawns in a much larger game being played by their Superiors, the Archangels and Demon Princes.

Dress the part of a rock band member, studio executive, record promoter, etc. to help set the mood. This game is for a mature audience and may present adult themes.

A live action roleplaying game for up to 23 players.

### Deluxe Illuminati card game

Officially Sponsored by Steve Jackson Games

Demonstrated by Kenneth New (MiB)

Saturday 12:00 midnight to!!

We will be using the Church of the Sub Genius expansion.

A card/board game for six beginning players. No previous experience necessary to play this game

### Chez Geek

Officially Sponsored by Steve Jackson Games

Demonstrated by John Bucholtz

Saturday 12:00 a.m. to 2:00 a.m.

Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends - for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game.

A card game for up to six players. No experience necessary (although, if you've gone to college or had roommates, that counts as experience!)



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## SUNDAY

### GURPS Fantasy

Officially Sponsored by Steve Jackson Games

#### Jailbreak

by Jessie D. Foster (MiB)

Sunday 10:00 am to 2:00 p.m.

One to many fights at the Dripping Urn and you ended up behind bars. You've heard a rumor that the King is looking for some prisoners to take on the Giant in the arena to spice up the main event. Not wanting to be in the limelight, you choose a more discreet way out. Several other prisoners have the same idea. Working together, you just might get out alive.

A scenario for up to eight beginning GURPS players. Characters will be provided.

### GURPS Supers (WWII)

Officially Sponsored by Steve Jackson Games

#### The Return of the Brass Skull

by John Niska

Sunday 10:00 a.m. to 2:00 p.m.

The infamous Brass Skull has returned to menace the Freedom Force and to threaten the American Way. Freedom Force has beaten him the last three encounters, but this time he has metahuman lackeys! Can the masked mystery men of New Avalon City triumph over this new menace.

A roleplaying game for six beginning GURPS players. No previous GURPS experience necessary. Characters will be provided.

### Chez Geek

Officially Sponsored by Steve Jackson Games

Demonstrated by Jon Bonnell

Sunday 10:00 a.m. to 12:00 p.m.

Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends - for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game.

A card game for up to six players. No experience necessary (although, if you've gone to college or had roommates, that counts as experience!).

## OGRE

Officially Sponsored by Steve Jackson Games

Demonstration by John Bucholtz (MiB)

Sunday 12:00 p.m. to 2:00 p.m.

One player has a force of infantry and armor, and a command post he must defend. The other has only one unit - but it's an Ogre. It's an even match.

A board/wargame for two players. No previous experience necessary.

## Panels & Demos

### FRIDAY

7:30PM: (Papago Room) **How to Play Legend**

### SATURDAY

10:30AM: (Papago Room) **How to Play Legend** - An introduction to a new medieval LARP - **Brian Dynda**.

12 Noon: (Dealer's Room) **Mindstorm Maze Challenge** - PAREX (Phoenix Area Robotics eXperimenters, Arizona's premiere hobbyist robotics organization) will be presenting HexaCon 10 with an interactive LEGO Mindstorms maze challenge for the convention attendees.

Your mission, should you choose to accept it, will be to program a LEGO robot to run through our maze in the least amount of time. We will also be playing video of past Bot Bashes and other robotic combat events.

PAREX is an all volunteer organization made up of engineers, programmers, technicians, students and people who just like robots. We are an organization whose goal is to promote robotics as a hobby for both young and old. PAREX has participated or helped organized a number of events including: Chandler's

Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends - for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game.

A card game for up to six players. No experience necessary (although, if you've gone to college or had roommates, that counts as experience!).



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# 2000

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CopperCon 2000 will have the following gaming activity: \* LARP \* Traveller \*D&D \* ShadowRun \* Board Games

If you really want to play something, bring it along! There is sure to be someone at the convention that will want to play it with you.

The open gaming area will be available 24x7!

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Those who pre-register for the convention and reserve a hotel room will be entered in a drawing for one of the following: One Free Hotel Room-Night, Two Seats at the Guest of Honor Dinner, or Two Memberships to CopperCon 21.

Please Register at the Hotel by Aug 1<sup>st</sup>!

### Guests of Honor:

**Author Poul Anderson**

*Winner of Three Nebula, Seven Hugo Awards, and Science*

*Fiction & Fantasy Hall of Fame Inductee.*

**Artist Vincent Di Fate**

*Winner of the Hugo and Frank R. Paul Awards*

**Local Author Jennifer Roberson**

**Local Author Adam Niswander**

**Music Cecilia Eng**

*(Sponsored by the Phoenix Filk Circle)*

### Contact us at:

CopperCon 20  
P.O. Box 62613  
Phoenix, AZ 85082

Phone: (602) 973-2341

Email: [cucon@casfs.org](mailto:cucon@casfs.org)

Web: [www.casfs.org/cucon](http://www.casfs.org/cucon)

### Membership Rates

\$30 thru 8/26/2000

\$35 at the door.

Children 7-12 half price\*,

6 and under free\*

\* with adult membership

CopperCon 2000 is sponsored by the Central Arizona Speculative Fiction Society, a non-profit 501(c)3 organization.

Hamilton High first and second annual science fair, Bot Bash '99' Intel Fab 12 open house, and the upcoming Bot Bash '00.

For more information on PAREX, visit our booth at HexaCon 10 or our website at: <http://www.web-robots.com/parex/index.htm>

**6:00PM: (Papago Room) What's New at Steve Jackson Games?** With Guest of Honor Steve Jackson

**8:00PM: (Papago Room) Play An Unreleased Game with Steve Jackson**

## Arcade Games From FuncoLand

FuncoLand will be providing ten arcade games for the use of our members. Check the Kchina room for hours and games.

## BattleTech 3025

The miniatures game that puts you in charge of your own futuristic mechanized warrior and allows you to roam the battlefield in search of combat with other mechanized warriors. This version of the futuristic miniatures game is meant to introduce the beginner to the game. Experienced players will become squadron leaders and help teach tactics and rules to newcomers. - **Bob & Leif Munson**

## Board Games

### FRIDAY

**1:00PM: Silverton** - Set in the historic mining areas of Colorado, New Mexico, and Utah, Silverton is a game of railroading, mining, and commodity market manipulation. Use your surveyor to plot your railroads and your prospector to find your mines. Operate your empire of mines and railroads to position your gold, silver, and other commodities in the right market and at the right time to reap maximum profit. **Referee: Ken Keller**

**2:00 PM: Dawn Patrol** - Random draw. Initial event designed to get the feet wet of any novice Dawn Patrol player. - **Referees: Mark D. Saint Cyr, Scott Staples**

**2:00PM: Successors** - Who will be the next Alexander? Will it be you or will you fall by History's wayside as well? See if there is anyone who can take the place of Alexander the Great in this game based on the ancient world after his death. **Referee: Jim Gutt**

**4:00 PM: Dawn Patrol\* Squadron game (Frank Luke)**  
Squadron games are set on a level playing. All events use the Frank Luke tailing rules. For scenarios, no surprise, can use prior experienced pilots, at your own risk - they count as only 3rd mission experienced only. For other Scenario info, see GM at the start. Twilight games end at the end of a turn, when the

GM deems it necessary. GMs may call it a Twilight game, at their discretion. **Referee: Scott Staples**

**6:00PM: Air Baron** - A fast paced business strategy game that lets you build the biggest most profitable airline in North America. Go for cash, go for market share or go for your competitor's airport.

**Referee: Ken Keller**

**6:00PM: Dawn Patrol - Referee: Russell Moulton**

**6:00PM: American Megafauna** - This is a game of ecology, evolution, and DNA. Players start as one of four nondescript archetypes, but can branch out to new species from this basic type by bidding on genotype and DNA cards as they are revealed. For auction "currency," players use gene coins from a "gene pool." DNA cards allow players to create strange animals, from cud-chewing crocodiles with antlers, to saber-tooth meat-eating camels. - **Referee: Jim Gott**

**6:30 PM: Dawn Patrol \* SCENARIO: "Retreat hell, we just got here"**. Late war scenario, Americans vs. Germans. Certificate to be given to top flyer.

**8:00PM: Battle Cry** by Avalon Hill - Battle Cry elegantly and simply recreates the Civil War experience. The game board can be setup with woods, hills, houses, and other features to recreate the specific terrain of the battle. The game system involves using cards to issue orders to units on the board. Combat dice decide the outcome of an attack, modified for terrain, distance, and other factors. Whenever a unit is completely destroyed, the victor gets the flag from that unit. Collect six flags first and win the battle. **Referee: Bill Banks**

**8:00PM: Jump Into The Unknown Demo** - A space-conquest strategy board game. Dominate the galaxy through conquest and diplomacy. **The Evil Polish Brothers**

**8:00PM: Age of Renaissance** traces western civilization from its origins in the early Middle Age to its establishment as the world's dominant culture during the Age of Enlightenment.

The western world's rise to preeminence (approximately the 1000 years from 750-1750) was the result of many factors. The game concentrates on the powerhouses of commerce (Venice, Genoa, London, Paris, Hamburg and Barcelona) which provided the financial foundation for the flowering of culture that became the Renaissance (14<sup>th</sup> through 16<sup>th</sup> centuries) and for the Enlightenment which followed. **Referee: Chris Lefevre**

**9:00 PM: Dawn Patrol\* Squadron game (Apache)** Squadron games are set on a level playing. All events use the Frank Luke tailing rules. For scenarios, no surprise, can use prior experienced pilots, at your own risk - they count as only 3rd mission experienced only. For other Scenario info, see GM at the start. Twilight games end at the end of a turn, when the GM deems it necessary. GMs may call it a Twilight game, at their discretion **Referee: Mark D. Saint Cyr**

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### SATURDAY

**8:00AM: Rio Grande's Lost Cities'** - A fast, fun, strategy based card game for two. Try to build expeditions to find lost cities on different continents by building runs of cards in different colors. The more cards in your run the better, but watch out for your opponent, he has plans of his own! **Referee: Chris Lefevre**

**10:00AM: Settlers of Catan - Qualifying Round** - Play an immigrant on the newly populated island of Catan. Build settlements, roads, and villages by taking commodities from the land around you. Turn a sheep, lumber, rocks and some grain into a settlement, bricks and wood into road, or try to complete other combinations for more advanced buildings and services. Take advantage of trades with other players, or at local seaports to get commodities you might lack. The first player to gain 10 points from a combination of roads, settlements, and special cards wins. **Referee: Ken Keller**

**10:00 AM: Dawn Patrol** - Random draw. Initial event designed to get the feet wet of any novice Dawn Patrol player. - **Referees: Mark D. Saint Cyr, Scott Staples**

**10:00AM: Risk** - Move your armies across continents, consolidate your positions and crush your opponents to rule the world in the game of global domination from Parker Brothers. A strategy game for the whole family that is easy to play but difficult to master. **Referee: Bill Banks**

**12 NOON: Settlers of Catan - Championship Round** - Play an immigrant on the newly populated island of Catan. Build settlements, roads, and villages by taking commodities from the land around you. Turn a sheep, lumber, rocks and some grain into a settlement, bricks and wood into road, or try to complete other combinations for more advanced buildings and services. Take advantage of trades with other players, or at local seaports to get commodities you might lack. The first player to gain 10 points from a combination of roads, settlements, and special cards wins. - **Referee: Ken Keller**

**12 NOON: Axis & Allies** - It is the spring of 1942. The world is at war. Five world powers are struggling for supremacy. You and your opponents control the military and economic destiny of one or more of these countries. The Axis powers are Germany and Japan. Challenging their expansionism are the Allied powers of the United Kingdom, the USSR and the United States. You must work as a team with the country or countries in your alliance. Table talk is encouraged. In this game, you'll discover that cooperation and negotiation are just as important as tactical maneuvering. **Referee: Russell Moulton**

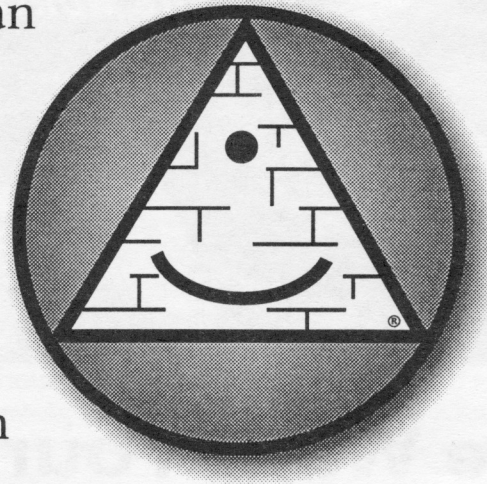
**12 NOON: Dawn Patrol \* - SCENARIO: "Balloons to the left of me... Balloons to the right, here I am..."**. Certificate to be given to top flyer.

**1:00PM: Insecta** - In Insecta, one to six players design mutated insects using bug cards — head, appendages, and abdomen. Then they try to fight their way out of an underground Hive, filled with real-world desert arthropods. Seventy Hive bugs are

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.....

Steve Jackson Games is pleased – nay, gleeful – to help support this convention by providing prizes. Check out the gaming schedule for details.

And, for games that are unspeakably, insanely, exaggeratedly good, look for the Eye in the Pyramid . . . your assurance that Everything Is Under Control.

In particular, you've got to see *Deluxe Illuminati*, the classic game of secret conspiracies. Fnord. *GURPS Traveller* is always popular. And don't forget to pick up *Ogre/G.E.V.*, along with its two supplements, plus our new release of *GURPS Ogre!*

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There will be special Thursday, July 19, events and prizes available only to those who pre-register. Gaming starts at 10:00 AM on Friday, July 20 and runs NON-STOP until Sunday, July 22 at 3PM  
**Membership Rates: \$10 Special at HexaCon 10**  
\$15 until 12/31/2000; \$20 until 06/25/2001; **\$25 at the door**

## Location Information:

**Holiday Inn SunSpree**  
7601 E Indian Bend Rd  
Scottsdale, AZ  
(480) 991-2400  
Room: \$67 S/D/T/Q  
Suite: \$100 S/D/T/Q

## Contact Information:

**HexaCon 11**  
PO Box 62613  
Phoenix AZ 85082  
Phone/FAX (602)973-2341  
Email: [the\\_lop@casfs.org](mailto:the_lop@casfs.org)  
Webpage: [www.casfs.org](http://www.casfs.org)

included, from preying mantises to centipedes. As the mutants defeat their enemies, they may eat them to get bigger, stronger, and uglier. Special rules cover projector weapons, web bolas, expendible spines, pheromones, venom, and armor. **Referee: Phil Eklund**

**2:00PM: Dawn Patrol\* Squadron game (Frank Luke)** Squadron games are set on a level playing. All events use the Frank Luke tailing rules. For scenarios, no surprise, can use prior experienced pilots, at your own risk - they count as only 3rd mission experienced only. For other Scenario info, see GM at the start. Twilight games end at the end of a turn, when the GM deems it necessary. GMs may call it a Twilight game, at their discretion. **Referee: Scott Staples**

**2:00PM: Air Baron** - A fast paced business strategy game that lets you build the biggest most profitable airline in North America. Go for cash, go for market share or go for your competitor's airport. **Referee: Chris Lefevre**

**3:00PM: Jump Into The Unknown Demo** - A space-conquest strategy board game. Dominate the galaxy through conquest and diplomacy. - **The Evil Polish Brothers**

**4:00PM: MECCG Sealed Deck** - Middle Earth Collectible Card Game from Iron Crown Enterprises. Based on J.R.R. Tolkien's Middle Earth, this game is out of print but decks will be provided for a fee of \$3.00. **Referee: Jim Gutt**

**4:00 PM: Dawn Patrol "Kill Them Where they Stand" Squadron game (Apache).**

**6:00PM: History of America Play Test** Play test an unreleased game about how people, inventions and political influences helped shape America and how the country could have been different if things hadn't happened the way they did. This game is still in development and will require a level of experience and commitment higher than average. **Referee: Phil Eklund**

**6:30 PM: Dawn Patrol\*- SCENARIO: "We few, we happy few..."**. Certificate to be given to top flyer. **Referee: Mark D Saint Cyr**

**8:30 PM: Dawn Patrol\* - Random draw**

**10:30 PM: Dawn Patrol\*- Random draw.** Twilight game midnight.

## SUNDAY

**8:00AM: Lords of the Sierra Madre** - Civilization fans and bloodthirsty wargamers will enjoy this exciting simulation taking place in the Southwest during the time of the Mexican Revolution. Players must use cunning, guile, bribes, and hired forces to outwit the competition. **Referees: Phil Eklund, Jim Gutt**

**10:00AM: Junta** - Play the game based on political incorrectness. Junta, the game of corruption and deceit in the tiny nation of Banana Republic, is a hilarious look at trying to get to the top and staying there. Do you have what it takes to be the next "El HexaCon 10

Presidente" or will you end up in front of the firing squad? Or both? **Referee: Bill Banks**

**10:00AM: Axis & Allies** - It is the spring of 1942. The world is at war. Five world powers are struggling for supremacy. You and your opponents control the military and economic destiny of one or more of these countries. The Axis powers are Germany and Japan. Challenging their expansionism are the Allied powers of the United Kingdom, the USSR and the United States. You must work as a team with the country or countries in your alliance. Table talk is encouraged. In this game, you'll discover that cooperation and negotiation are just as important as tactical maneuvering. **Referee: Russel Moulton**

**10:00AM: Robo Rally** - On a distant planet that serves as the Empire's grid-widgit factory, the various control computers went about their daily routine. But now it's party time! You and your fellow control computers have decided to race these robots across some of the factory floors. The rally relies on both luck and skill as you draw from a deck of program cards to move and turn the robots. But beware: obstacles and other robots have a nasty way of interfering with even the best program. **Referee: Steve Rowe**

**10:30 AM: Dawn Patrol\*- SCENARIO: "We few, we happy few..."**

**12:30 PM: Dawn Patrol** Random draw.

## Chess Club at HexaCon 10\*

**Danny Gordon**, a 14-year-old USCF Master from The Shelby School in Tonto Village near Payson will be doing a simultaneous exhibition against all comers as well as a Tile Chess match with Steve Jackson.

### Scheduled Chess Events

**Tile Chess - 4PM Friday** In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you will have to think outside the board. Hone your Tile Chess skills earlier in the day. The winners will take on game designer **Steve Jackson** and chessmaster **Danny Gordon** in a mass tournament of Tile Chess.

**Simultaneous Exhibition: 4PM Saturday** - The featured event

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will be a simultaneous exhibition featuring a master level player who will compete against all who want to play against him simultaneously

**Kreigspeil** - This game involves three people. It is played on three boards. The player who has the white pieces has only the white pieces on his or her board and cannot see the other two boards. The player that has the black pieces has only the black pieces and cannot see the other two boards. A referee has all of the pieces on a board placed between the players' boards. The players do not know the strength or position of each other's pieces (except before play starts). The referee allows the players to move in turn but will only allow legal moves. The referee's board keeps track of the actual game and contains both the white and black pieces. The referee will provide information that will help the players understand what is happening. This is good endgame practice and more closely resembles a true war game than traditional chess, since in a war situation the armies do not know the strength or position of their opposition.

**Double Bughouse** - This game is played by two teams of two players each. Each team plays the white pieces on one board and the black pieces on the other board. When a player captures a piece he or she gives it to their teammate, who, in turn, may put that piece in play on the other board. It is normally timed and can get very wild.

**Speed Chess** - Each player has five minutes to win. Time is kept by a chess clock that runs only for the player who has the move. As soon as each move is played, the clock times the other player. Only one clock is running at any time, so only one player can take over five minutes. If the player uses up the five minutes without finishing the game, that player loses the game. We will probably also have some games played at time odds (the stronger player having much less time than the weaker player).

**Team chess** - We will support rated or unrated team matches if players want them.

**Other Events:** Throughout the time that we are there, on all days, players can play USCF rated games. A tournament will be created that combines those games into one event for the rating report. This gives the players the flexibility of playing the rated games at a time that is convenient to them rather than on a fixed tournament schedule. Non-rated games will, of course, also be available at any time. The environment will be a "chess club" environment. We will probably have the ability for participants to play against a computer or take instruction or practice drills from a computer.



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## Collectible Card Games/Magic Sanctioned Tournaments

### FRIDAY

- 3PM: Pokemon Constructed
- 6PM: Star Wars Enhanced Sealed (\$10)
- 6:30PM: Magic ThG Sealed Deck (\$12)
- 7PM: Star Trek Constructed

### SATURDAY

- 12PM: Star Trek Sealed Deck (\$14)
- 1PM: Magic ThG Type II
- 2PM: Magic ThG Booster Draft (\$7)+
- 4PM: Legend of the Five Rings Sealed Deck (\$15)
- 5PM: Magic ThG Booster Draft (\$7) +
- 7PM: Legend of the Five Rings open constructed

### SUNDAY

- 11AM: Magic ThG Booster Draft (\$7) +

+ Single Elimination

## Flying Buffalo Computer Simulations Sponsors Nuclear War and Lost World Tournaments.

Flying Buffalo Computer Simulations Inc. is sponsoring **Nuclear War** and **Lost World** Tournaments from their table in the dealers room.

**Lost World** will be run throughout the convention as you receive your instructions and badges at the table and combat your opponents across the convention grounds. Receive points throughout the convention for placement in the tournament. First place wins a **Lost Worlds Combat Book**, and Second place receives a set of **Lost World Cards**.

Three **Nuclear War** Tournaments will be run, one on each day of the convention. **Friday** starts the tournaments off with a bang by running **Nuclear War** from **6 PM to 8PM**.

**Saturday** turns up the heat with a **Nuclear Escalation Tournament** from **10 AM to Noon**.

**Sunday** slugs the convention with **Nuclear Proliferation** from **10 AM to Noon**. All three events rewards the destruction of humanity with a **Nuclear War T-shirt** for first place, **Nuclear Proliferation Bonus Packs** for second place and **Nuclear War Booster Packs** for third place. Both run by Lisa Walker

## Live Action Role Playing (LARP)

### FRIDAY

10:00AM: **Live Action POKÉMON:** It is that time of year when new Pokémon trainers go to Professor Oak to get their first

Pokémon. He has invited the trainers to his new Pokémon Biosphere (HexaCon X), so that they can practice capturing wild Pokémon in the safety of a more controlled environment. Players may play Trainers, or Pokémon in the background of the convention. Just need to preferably attend one of the game training sessions (about an hour), or see Professor Oak. **Ongoing throughout the convention - Professor Oak (GMs) - Wayne Myers and Paul Donald Peter Tanton**

**9:00 PM: LEGEND** - A new live action role-playing game to Arizona will be running an event at HexaCon 10 We are a medieval fantasy based game that uses no cards or dice. You will perform all actions yourself from casting magic spells and picking locks to fighting in realistic combats using padded weapons. This is a brand new system that includes 28 different races and 18 different classes to choose from.

On Saturday at HexaCon 10 we will be hosting a game. All those who would like to participate can sign up at the LEGEND table in the convention hall. **Please sign up by 11:00PM on Friday evening.** There will be a briefing on game mechanics at the LEGEND table up until game time on Saturday morning. We will provide simple tabards for those who do not have costuming or feel free to come in your own medieval garb. We will supply all other weapons and props. You can contact us with any questions or if you would like to play in one of our monthly events by e-mailing , Brian Dynda and Jessica Chepulis at legendlarp@yahoo.com or calling (602)-310-7652.

## SATURDAY

**Noon: LEGEND** - A new live action role-playing game to Arizona will be running an event at HexaCon 10 We are a medieval fantasy based game that uses no cards or dice. You will perform all actions yourself from casting magic spells and picking locks to fighting in realistic combats using padded weapons. This is a brand new system that includes 28 different races and 18 different classes to choose from.

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**7:00PM: In Nomine (Live Action) Symphony** (sym-pho-ny [sim\_fo\_nee ] )

1. A rock band with whom you are associated

2. The totality of all creation and everything within it. Angels believe this should work as one harmonious whole with each individual playing his/her/its part. Demons believe that it's a great work which each individual should attempt to twist to his/her/its best advantage.

A meeting has been convened to discuss the plans of this great band over the next year and, possibly, further into the future. Apart from the band themselves and their management, there are a number of other parties present, offering various deals and all with a strong interest in the band's future. Angels? Demons? What are you talking about?

In Nomine is a modern roleplaying game in which the players take the part of celestial beings \_\_ angels and demons \_\_ as they struggle for control of humanity and themselves. The celestials, powerful though they may be, are merely pawns in a much larger game being played by their Superiors, the Archangels and Demon Princes.

Dress the part of a rock band member, studio executive, record promoter, etc. to help set the mood. This game is for a mature audience and may present adult themes.

A live action roleplaying game for up to 23 players. - **Demonstrated by Jon Bonnell (MiB)**

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# Miniatures

## SATURDAY

**10:00AM: Warzone & Chronopia Demonstrations** Warzone, the game of futuristic miniatures warfare and Chronopia the game of fantasy miniatures warfare will both be demonstrated during the convention so that you can see what is involved with these game systems before you buy them. These demonstrations are put on by volunteers selected by the game company to represent them in the area, but are not salesmen and are not selling the games at the convention.

**12 NOON: Warzone & Chronopia Demonstrations**

**2:00PM : Warzone & Chronopia Demonstrations**

**2:00PM: H.G. Wellian Army 54mm Miniatures**

**Demo** - In 1912, H.G. Wells wrote a rules system for combat with 54 mm figures. These "Toy Soldiers" were quite popular at the time and this system is considered by some to be the original miniatures war game. This demonstration of the game and figures will include a battle from the British colonial period, truly spectacular to look at.

**4:00PM: Warzone & Chronopia Demonstrations**

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## SUNDAY

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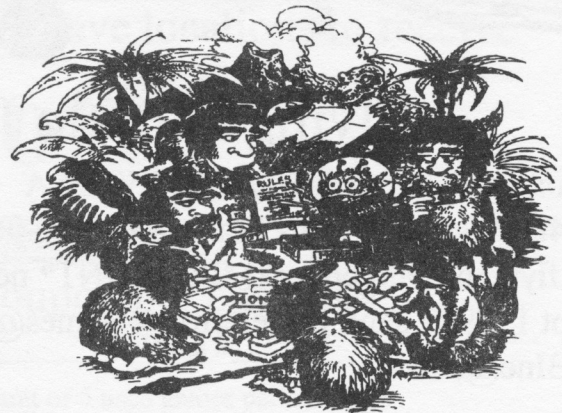
# Role Playing Games (RPG)

## THURSDAY

**6PM :For A Few Zhents More** - Once more the city is in need of adventurers. But is this more a babysitting job than anything else? What could possibly go wrong? This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will help you create one. **DM: Robert Barber**

## FRIDAY

**10AM: Where Have You Gond?** - Of all the things to get out of bed for, finding a missing priest seems far down on list. But the message did promise some action! How hard could it be to track down a cleric after all. This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will



help you create one. **DMs: Robert Barber, Craig Hier, Dennis Holmdahl**

**2PM: For A Few Zhents More** - Once more the city is in need of adventurers. But is this more a babysitting job than anything else? What could possibly go wrong? This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will help you create one. **DMs: Robert Barber, Craig Hier, John Jenks**

**4PM: Seattle Is Bleeding** - Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call?  
**GM: David Martin**

**4PM: No Tanks New York - Champions - GM: Steve Rowe**

**6PM: Aw Dad!** - Classic AD&D - Even demi-gods have parents. This module portrays the trials and tribulations of being raised on Olympus as a young demi-god and his friends. This classic RPGA module is for all levels of player and characters will be provided. **DM: Lawrence Ramirez**

**6PM: Seattle Is Bleeding** - Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call?  
**GM: David Martin**

**8PM: Where Have You Gond?** - Of all the things to get out of

bed for, finding a missing priest seems far down on list. But the message did promise some action! How hard could it be to track down a cleric after all. This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will help you create one. **DMs: Robert Barber, Craig Hier, Dennis Holmdahl**

**8PM: Seattle Is Bleeding GM:** - Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call?  
**David Martin**

**8PM: Logan's Stroll - Paranoia** - The game where everyone really is out to get you! Role-play a clone from the future where everything has gone wrong and all anyone wants is for you to be happy or dead. As part of an elite team of troubleshooters your mission, (accept it or report to the termination chamber on level 6) is to help the computer rid the world of secret societies and mutants (don't look now but you are both). Remember, don't worry, be happy. The Computer IS your friend **GM: Steve Rowe**

**10PM: Cry Little Sister - Classic Ravenloft** - A Ravenloft module. Several months have passed since you caught the murderer but now the killing has started again. Is this a new killer or have the dead risen to take vengeance on the living? Can you deal with your past actions as you track down the familiar killer. This classic RPGA module is for all levels of player and characters will be provided. **DMs: Dennis Holmdahl, John Jenks**

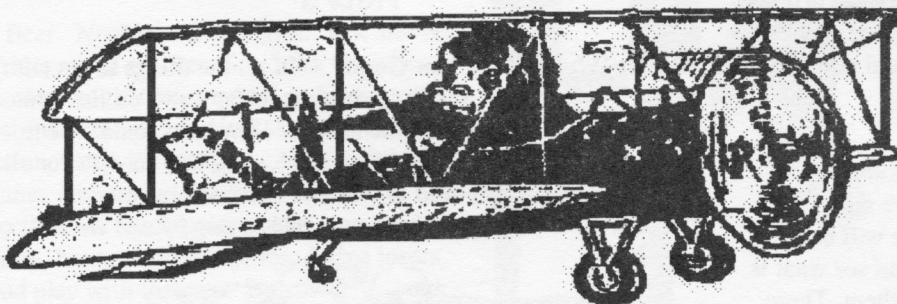
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**GM: David Martin**

## SATURDAY

**8AM: For A Few Zhents More** - Once more the city is in need of adventurers. But is this more a babysitting job than anything else? What could possibly go wrong? This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will help you create one. **DMs: Robert Barber, Craig Hier, John Jenks**

**12 Noon: Graduation Day - Classic AD&D** - Second Rate. That what everybody else thinks of Wally's School



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of Adventuring but you have known it as home for the past few years. Now you are ready to graduate! You have the tools of your trade and are ready to head out into the world. Or are you? This classic RPGA module is for all levels of player and characters will be provided. **DMs: Craig Hier, John Jenks**

**12 Noon: ??? - Cyberpunk - GM: Noah antwiler**

**2PM: Aw Dad! - Classic AD&D -** Even demi-gods have parents. This module portrays the trials and tribulations of being raised on Olympus as a young demi-god and his friends. This classic RPGA module is for all levels of player and characters will be provided. **DM: Lawrence Ramirez**

**2PM: Seattle Is Bleeding -** Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call? **GM: David Martin**

**4PM: Where Have You Gond? -** Of all the things to get out of bed for, finding a missing priest seems far down on list. But the message did promise some action! How hard could it be to track down a cleric after all. This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will help you create one. **DMs: Robert Barber, Craig Hier, Dennis Holmdahl**

**4PM: Seattle Is Bleeding -** Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call? **GM: David Martin**

**6PM: Graduation Day - Classic AD&D -** Second Rate. That what everybody else thinks of Wally's School of Adventuring but you have known it as home for the past few years. Now you are ready to graduate! You have the tools of your trade and are ready to head out into the world. Or are you? This classic RPGA module is for all levels of player and characters will be provided. **DMs: Craig Hier, John Jenks**

**6PM: Seattle Is Bleeding -** Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call? **GM: David Martin**

**6PM: Return Investment - Star Wars -** A bulk cargo ship, that disappeared 50 years ago. Shows up on the outskirts of the

galaxy, deep in Imperial held space. A small team of New Republic Operatives sets out to recover a special cargo and discover the mystery of the ship, before an Imperial salvage team shows up to take custody. When the team learns that not all of them share the same agenda things get even worse. **GM: Mike Majors**

**8PM: Seattle Is Bleeding -** Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call? **GM: David Martin**

**10PM: Cry Little Sister - Classic Ravenloft -** A Ravenloft module. Several months have passed since you caught the murderer but now the killing has started again. Is this a new killer or have the dead risen to take vengeance on the living? Can you deal with your past actions as you track down the familiar killer. This classic RPGA module is for all levels of player and characters will be provided. **DMs: Dennis Holmdahl, John Jenks**

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**Midnight: Seattle Is Bleeding -** Seattle has changed, or has it? The new Prince would crush the city's foes. But how and with whom? The rise of the Warrior's Moon has mimicked the rise of crimes on the Kindred. Crimes normally reserved for their herd. Those who know, fear that the sins of the city will awaken the evil that sleeps outside the city. Will you answer Seattle's call? **GM: David Martin**

## SUNDAY

**8AM: Where Have You Gond? -** Of all the things to get out of bed for, finding a missing priest seems far down on list. But the message did promise some action! How hard could it be to track down a cleric after all. This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will help you create one. **DMs: Robert Barber, Craig Hier, Dennis Holmdahl**

**10AM: For A Few Zhents More -** Once more the city is in need of adventurers. But is this more a babysitting job than anything else? What could possibly go wrong? This is a Living City module for all levels of player. You need to bring your own living city characters. If you do not have one, please stop by and we will help you create one. **DMs: Robert Barber, Craig Hier, John Jenks**

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**Free Demo! Duelmasters**, our award-winning game of ancient gladiatorial combat. Design your warriors, outfit them with armor, weapons, and helm, choose their strategy, and fight them against other warriors! The game will begin Friday evening and we will process turns every 2 hours throughout the weekend. You can start anytime, and it's completely free, so stop by and see us!

**Free Demo! Forgotten Realms**, our strategic game of conquest in the Savage North. Who is stronger: The Dwarves or the Orcs? You will play a

realm of either orcs or dwarves; your mission is to conquer communities, build armies, and lead your race to victory! Up to 100 realms can play. The game will begin Friday evening and we will process turns every 2-3 hours throughout the weekend. You can start anytime, and it's completely free, so stop by and play! — Reality Simulations, Inc

## PAReX Mindstorm Maze Challenge

PAReX (Phoenix Area Robotics eXperimenters, Arizona's premiere hobbyist robotics organization) will be presenting HexaCon 10 with an interactive LEGO Mindstorms maze challenge for the convention attendees.

Your mission, should you choose to accept it, will be to program a LEGO robot to run through our maze in the least amount of time. We will also be playing video of past Bot Bashes and other robotic combat events.

PAReX is an all volunteer organization made up of engineers, programmers, technicians, students and people who just like robots. We are an organization whose goal is to promote robotics as a hobby for both young and old. PAReX has participated or helped organized a number of events including: Chandler's Hamilton High first and second annual science fair, Bot Bash '99' Intel Fab 12 open house, and the upcoming Bot Bash '00.

For more information on PAReX, visit our booth at Hexacon 10 or our website at: <http://www.web-robots.com/parex/index.htm>


## Miniatures Painting Competition

Due to the overwhelming popularity of last year's contest, the miniature painting competition is back!

Miniatures will be accepted until the close of the Dealers'



HexaCon 10

# Michael's Magic



## Games & Collectibles

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Room on Saturday. Judging will take place immediately afterwards, and prizes will be awarded at 12:00 noon on Sunday before the Used Game Auction.

### CLASSES:

**Master Class:** Those people who have won two first-place ribbons or Best-of-Show prizes in previous miniatures competitions. Also included are people who have painted miniatures professionally, or who, in the opinion of the judges, display Master Class quality in their work. Anyone who wishes may enter as a Master.

**Open Class:** All those entrants who do not fall in the Master Class.

### CATEGORIES:

All entries must be in 25mm scale or less, the scales most commonly used in wargaming or fantasy gaming. Each entrant may enter no more than two entries per category. The seven categories are:

- 1) **Single figure, small.** Any single figure whose largest dimension does not exceed three inches.
- 2) **Single figure, large.** Any single figure which exceeds three inches in any dimension.
- 3) **BattleTech.** Any figure associated with BattleTech, including but not limited to Mechs, Aerospace, and Tanks.
- 4) **Vehicles.** Any war machine for science fiction, fantasy, or historical wargaming that is not associated with BattleTech. Elaborate vehicles involving three or more other miniatures (Drivers, passengers, etc.) may be classified as a diorama at the judge's discretion.
- 5) **Vignettes and Dioramas.** Two or more individual figures on a common scenic base.
- 6) **Units, small.** Multiple figures in 20mm scale or less on a common non-scenic base, for use in wargaming.
- 7) **Units, large.** Multiple figures in 25mm scale that form a common wargaming unit.

Only members of the convention will be allowed to enter,

including staff, guests, and merchants. All work must be the work of the named entrant. All miniatures entered will be placed on display. The entrant's name will be hidden for fairness in judging. No previous winning entry will be allowed.

Judges are appointed by HexaCon. Judges will award all prizes for which there are suitable entries. The judges have the final say on acceptance or rejection of figures for the competition. The judges have the final say on the appropriate category and class.

## Registration

Thanks go out to Randal Whitlock who created the badge art from my idea.

Please remember to keep track of your badge during the convention. If you lose it, you will need to pay the full current at the door price to replace it. The convention badge remains the property of the convention until the convention ends. Membership can be revoked at the discretion of the convention and we reserve the right to refuse membership to anyone. A \$25 charge will be assessed to all returned checks. We will be located in the lobby of the convention center. See you there - **Gary Swaty**

### Hours:

Friday: 9AM - 8PM  
Saturday: 9AM - 8PM  
Sunday: 9AM- 2PM

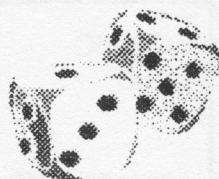
## Security

The Security staff is present to help make your convention experience as pleasant and safe as possible. We act as a buffer between you and the hotel security staff but we are not a police force and will not be acting as one. Please use common sense and we will all have an enjoyable weekend.

### The Rules:


1. No real or realistic firearms will be allowed.
  2. All bladed weapons must be peace bonded.
  3. No glass containers around the pool area. Plastic cups are available from the Consuite.
  4. All parties must be registered with Security prior to 8PM on Friday or Saturday.
  5. The badge remains the property of the convention until the convention ends.
  6. Membership may be revoked at the discretion of the convention.
  7. We reserve the right to refuse membership.
- As always, we will need volunteers to help with security. If you are interested please contact the head of Security. - Bob LaPierre





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## Used Game Auction

HexaCon 10 will continue the tradition of providing the largest and best used game auction in Arizona. Last year, over \$2,000 in used games changed hands, with both local and out-of-state buyers present. The auction was held adjoining the HexaCon 9's Dealer's Room, which allowed the dealer's freedom to bid in the auction, while running their tables. This made for a lot of happy dealer's and auction patrons, and will be done again this year.

All items intended for sale at this year's auction must be grouped into lots of not more than three items. Cards and/or gaming pieces will be regarded collectively as an item, as long as they are grouped (packaged) together. Items must be packaged securely, so that there is no opportunity for small pieces to be lost. The convention assumes no responsibility for the accuracy of the item descriptions, and/or any claims made by the seller.

All items must be brought to the Auction Control Table in the Dealer's Room before 7PM on Saturday. The seller fills out a control sheet and paperwork for each lot. Item descriptions and seller information will be reviewed for completeness. Address information is required on all sellers. Late submissions will not be accepted. You must be a member of the convention to sell any items at the auction.

The auction will start at noon on Sunday. All buyers need to visit the Control Table to fill out paperwork and pick up their bidder number. You must be a member of the convention to register for a bidder number.

All decisions by the auctioneer pertaining to the sale of an item are final. It is the responsibility of the bidder to ensure that his/her intentions are known to the auctioneer.

The convention will receive 10% of the auction proceeds. This amount will be deducted from any monies paid to the seller. Sellers will be paid by check only. Sellers will not be allowed to check out until all auction lots have been processed. Buyers may check out at any time after the start of the auction. Buyers may pay with cash or check (with proper ID). No post dated or third party checks will be accepted. There will be \$25 fee added to returned checks. Credit card payments may be accepted, check prior to the auction for availability of credit card charges.

In order to complete the auction in a timely manner, the event will run continuously until all items have been dispositioned. No breaks will be taken.

We will need volunteers to help with the auction process.



Anybody wanting to participate can volunteer at the Control Table.

We hope to see you all there at the HexaCon 10 Used/Collector Game Auction! - Mark Boniece

## Video

Max has put together a great schedule for the video room - films, TV stuff, and Japan-imation. Stop into the video room and check out their schedule - this is a 24 hour room, so enjoy it in your spare time.

## What is HexaCon?

HexaCon is Arizona's largest gaming convention with a ten year tradition of bringing you the best in gaming. Contact us at HexaCon, PO Box 62613, Phoenix, AZ 85082 for information or if you would like to help with HexaCon 11

## What is CASFS?

What is really behind putting on a convention? What are the funds raised by a convention used for? Why not attend a meeting and find out? We're the sponsor of ConNotations, CopperCons, HexaCons, SmerfCons and other conventions. We are a charitable, non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. CASFS currently meets at the JB's Restaurant at 2560 W Indian School Rd in Phoenix (NW corner of I-17 and Indian School). The meetings begin at 8PM and are held on the last Friday of the month Jan. through Sept. And on the second Friday of the month Oct through Dec. Everyone is invited to attend two meetings as a guest (non-member). Membership rates are \$12/year plus an initial \$3 application fee and rates are pro-rated for the amount of the year remaining. For more info Call: Stephanie L. Bannon (602)973-2341 Webpage: [www.casfs.org](http://www.casfs.org) Email: [casfs@casfs.org](mailto:casfs@casfs.org)



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John B. '93

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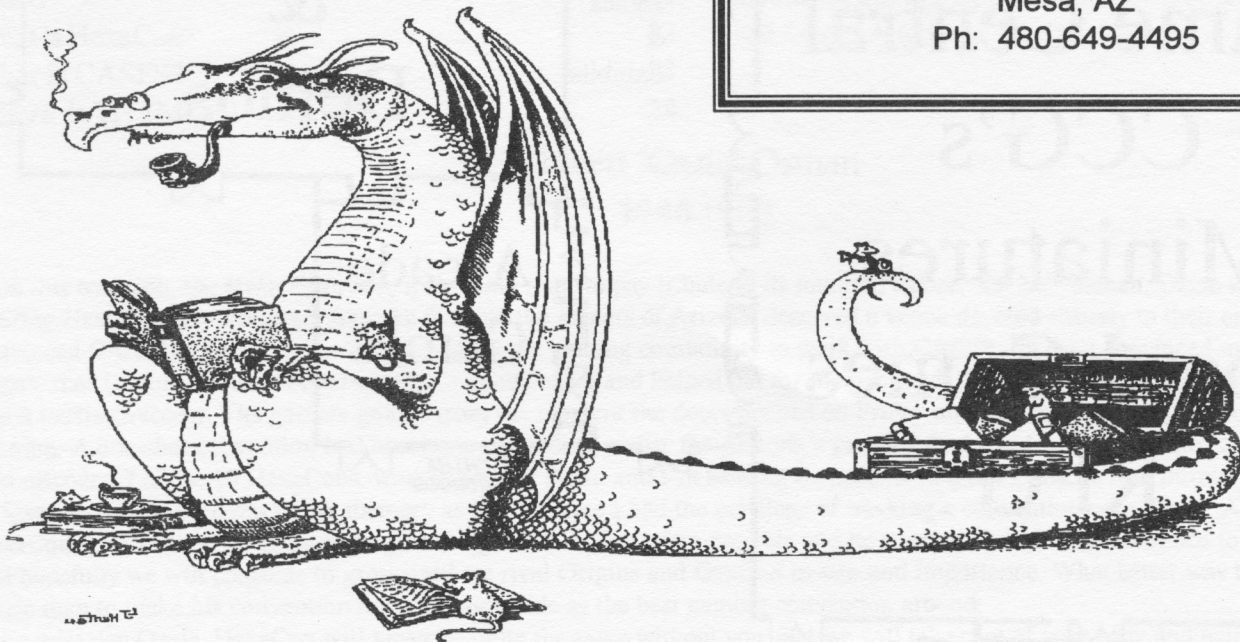
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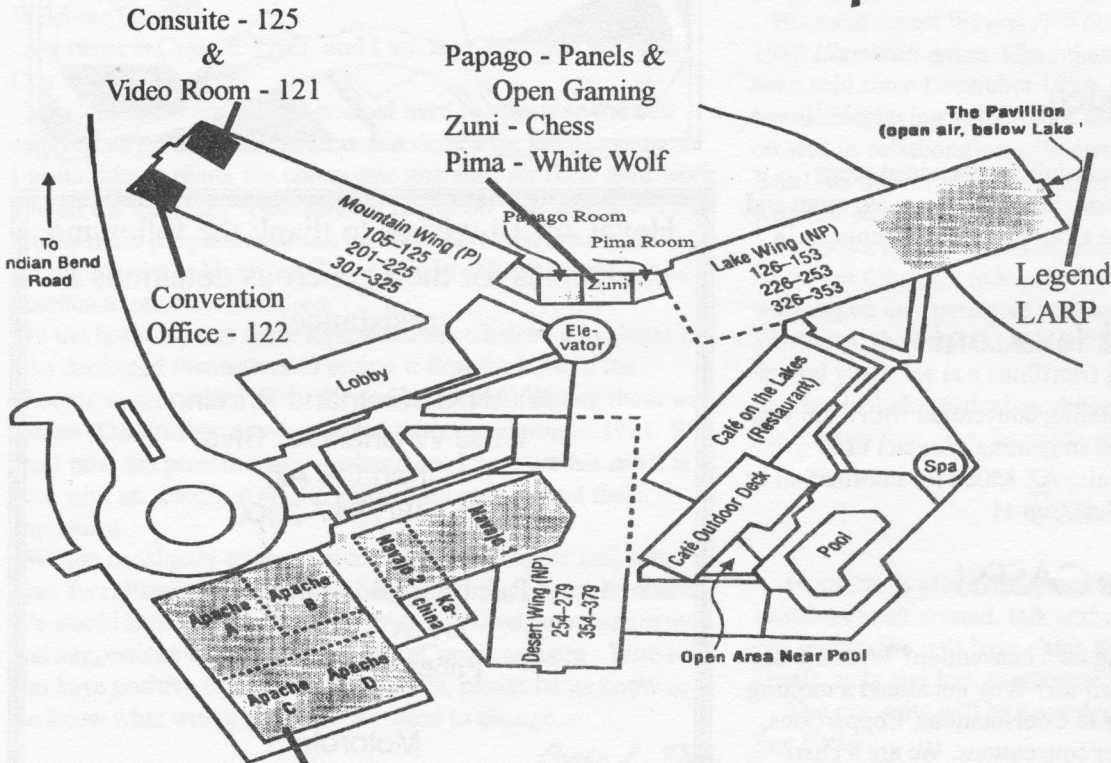
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# Area Maps



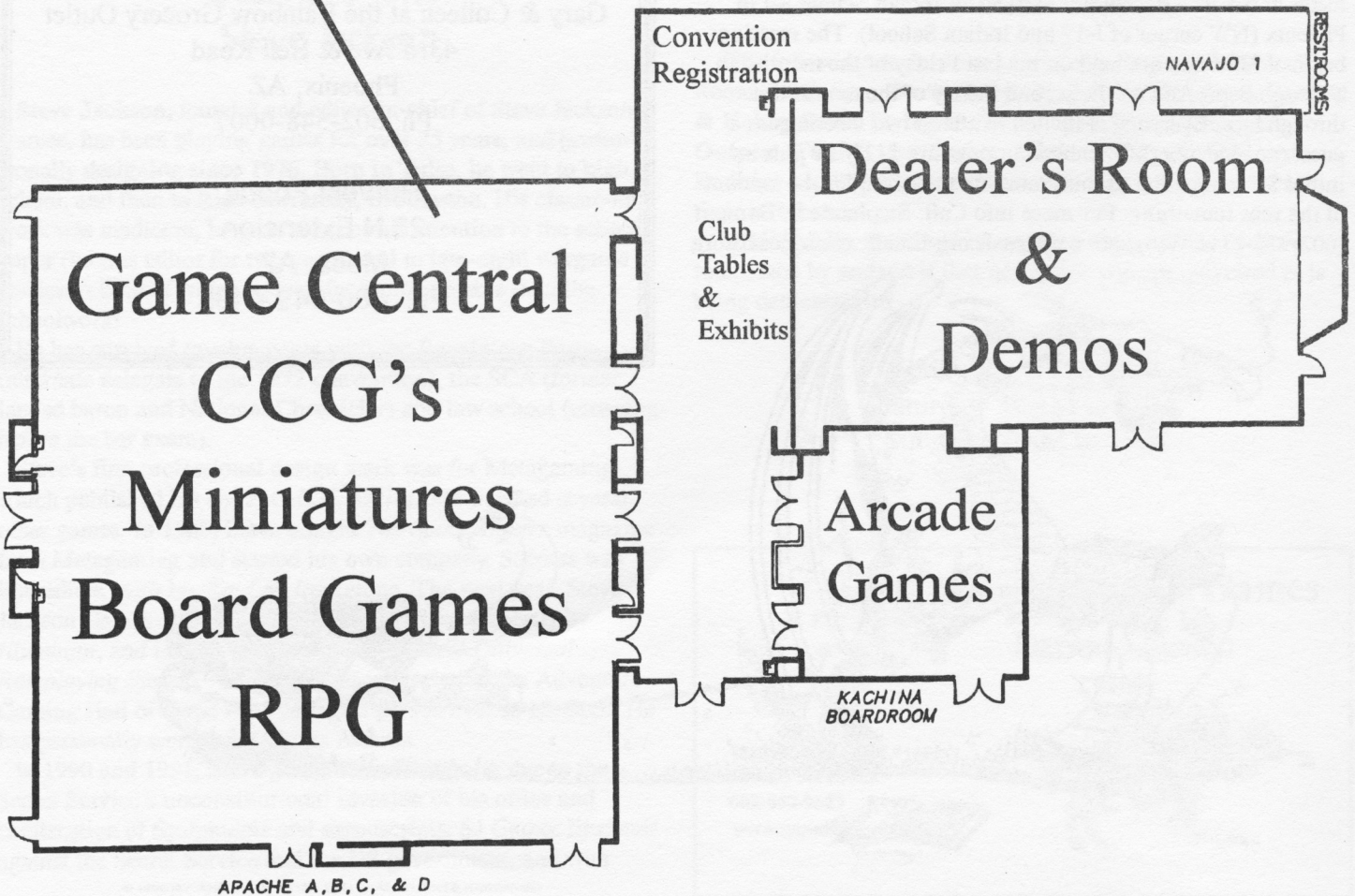
## Hours:

Gaming  
Friday 9AM  
to  
Sunday 3PM


Consuite  
Friday: 9AM- Midnight  
Saturday: 9AM- Midnight  
Sunday: 9AM - ?

Registration  
Friday: 9AM - 8PM  
Saturday: 9AM - 8PM  
Sunday: 9AM - 2PM

Dealer's Room  
Friday: 10AM - 7PM  
Saturday: 10AM - 7PM  
Sunday: 9AM - 5PM







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