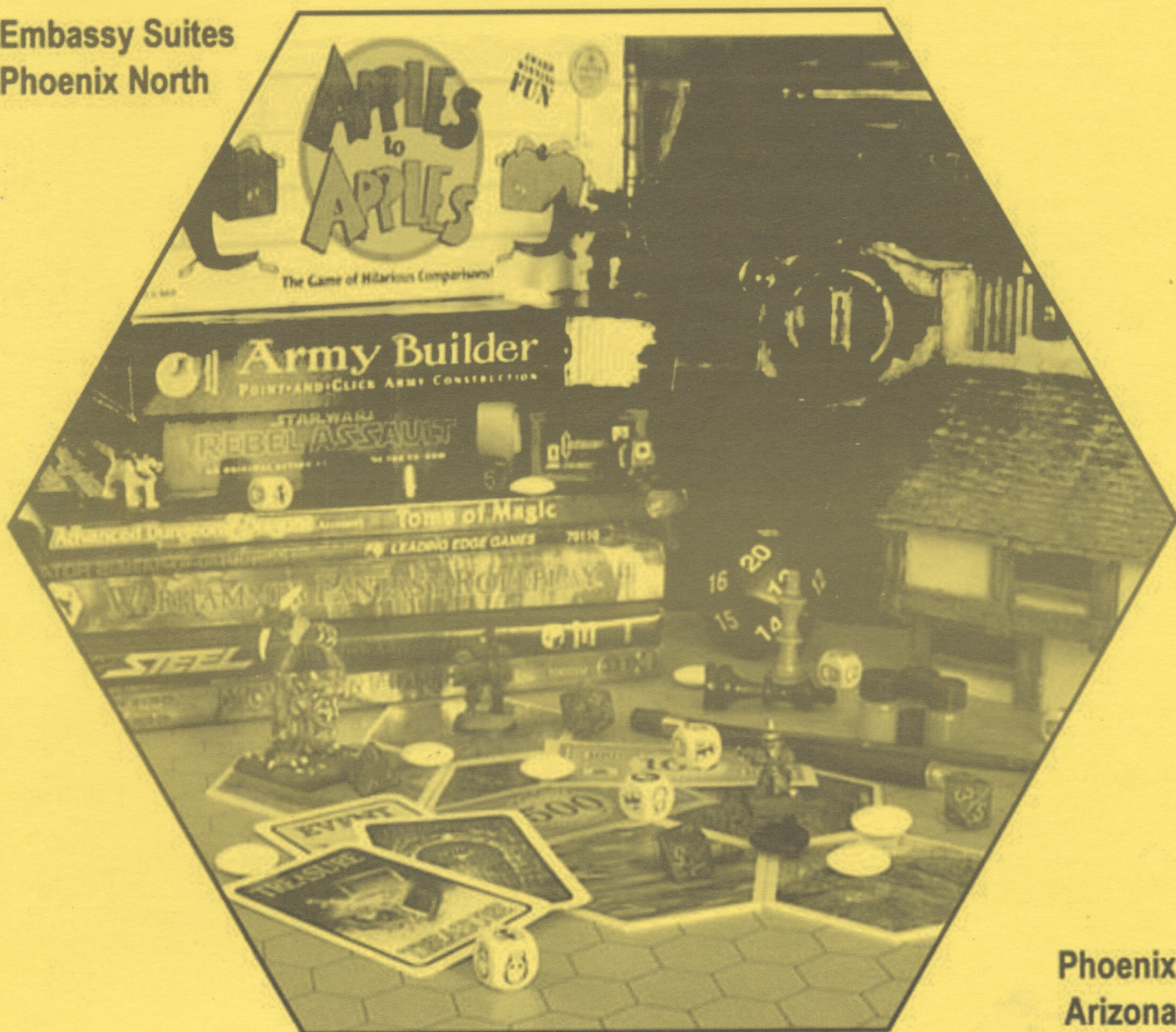


HexaCon 13

July 24th 2003 - July 27th 2003
Arizona's Largest Gaming Convention










Embassy Suites
Phoenix North



Phoenix
Arizona

HEXA CON 13

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Committee Members

Chairman	Mark Boniece	Consuite.....	Sue Uttke
Banker	Stephanie Bannon	Dealer's Room	Len Sippel
Gaming Coordinator.....	Ivan C. Erickson	Logistics.....	Darkyr
Chess -USCF.....	Myron Lieberman	Publications	Dawn Mullan
LARP(s)	Lori Herrin	Publicity	Lee Whiteside
Medieval/Live Steel Activities	Lonnie Combs	Publicity (Electronic).....	Mike Willmoth
Miniature Painting Contest	Gus Talbot	Registration.....	Gary Swaty
Minatures/Battletech	Brian Walrath	Staff Lounge.....	Stephanie Bannon
Role Playing -RPGA.....	Russ Stanley	Used Game Auction	Mark Boniece
Role Playing -Other.....	Harley Herrin	Video/Anime.....	Carlos Ross
SJ Games	Jessie Foste	Website Administrator	Ivan C. Erickson

Committee Messages

Chairman's Message

Greetings! I'm Mark Boniece, the Chairman for this year's HexaCon Convention. This will be the fourth HexaCon I've chaired, and the 13th gaming convention of its kind. HexaCon was created all those years ago by one of Arizona's most enthusiastic gamers, Robert (Ozzie) Osman. The five-year anniversary of his passing away occurred recently, and some thoughts came to mind about him.

Ozzie might be remembered by many non-gamers as that nice guy who used to give away balloons and other gifts in the con suite at various Arizona conventions in past years. He was a large fellow with a beard and a distinctive beret that lived in downtown Phoenix with his constant pal Snert. He always seemed happy, and went out of his way to cheer others up.

About fifteen years ago, he knew that many cities had successful gaming conventions, and felt that Phoenix needed a new convention. What to call a new gaming convention? Many games are played on a grid consisting of hexagonal areas that facilitate moving pieces in six directions easily. Thus, he had named the new convention HexCon, but later found out that there was an existing witching convention of the same name, so modified it slightly to the much smoother-sounding HexaCon.

He approached the membership of CASFS (the Central Arizona Speculative Fiction Society) in 1990 with the idea. Many other active gamers and gaming groups also supported the idea by this time. The convention didn't cost much, and could be a source of badly needed revenue, so favorable votes occurred that created the convention and elected Ozzie the first Chairman. He was very lucky that the Caravan Inn on Van Buren St. was closing for renovations soon, and the existing rates were very low. The space was procured, and he hired a few people to help him (including me for the Dealer's Room). That first convention had exactly 400 badges issued, and to many people's surprise, was very successful.

Twelve conventions later, and many lessons learned, HexaCon has become Arizona's premiere yearly gaming event attracting all types of gamers, game developers, dealers, painters, collectors, etc.

Ozzie had been enjoying a new resurgence of relief from his medical problems and chaired HexaCon 8. He was also elected as Chairman of CopperCon 19, but passed away before the convention, to be replaced by Craig Dyer

I hope that sometime this weekend you will join others for a brief remembrance for all that Ozzie has given to us. He was a good friend, and I'd been through a lot with him over the years. I will be saying a few words in his honor at the Dark Con Promotional Party Saturday night. See you there.

The people putting HexaCon in place for you are dedicated to creating the best possible convention, and are always looking for all the input and suggestions available. If you have any ideas for future conventions, drop a line to the CASFS P.O. box, or log onto the website www.casfs.org

I hope you have a great time this year!

- Mark Boniece

Anime

The Anime Room Staff is proud to announce that we will be running a twenty-four hour anime track beginning and ending with the hours of the convention. We will be featuring the latest in Japanese animation, with an emphasis on fantasy and game-related titles, such as .hack//SIGN and Angelic Layer. Please refer to your Anime Room Pocket Program for complete schedule listings. - Carlos Ross

ConSuite

HexaCon is pleased to provide a full ConSuite for our members. Stop in for munchies between games or take time to discuss your latest campaign or plot tragedy before your next game. We will have chips (Poore Brothers - #1 finest kind!), soda and lots of other munchies.

The ConSuite will be open from 8:30 am to 12:00 pm - Sue Uttke

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Registration

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 hotel, close to the gaming area. See you there – **Gary Swaty**

Registration Hours:
Thursday: 12:00PM – 9:00PM
Friday: 9:00AM - 8:00 PM
Saturday: 9:00 AM - 8:00 PM
Sunday: 9:00 AM- 2:00 PM

Dealer's Room

The following dealers are scheduled to be in our Dealer's Room: *Barry Bard, Dragon's Lair, Flying Buffalo, Game Depot, Gamers Edge, Game masters, Game Zone, Imperial Outpost, Master Gamer, Moebius Enterprises, Samurai Comics, Susan Bourque, Wolfstar Art, & Youngdale Productions.* 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. - **Len Sippel**

Dealer's Room Hours:
Friday: 10AM to 8PM
Saturday: 10AM to 8PM
Sunday: 10AM to 5PM

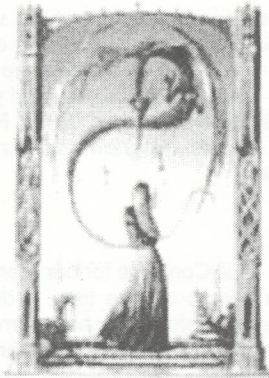
Security

As always we want everyone to have fun. You're here to game and have a good time and we want that to happen for everyone. Most problems can be avoided by being courteous and using common sense. If a behavior will get you in trouble in the real world it will probably get you in trouble here. Also please remember there will be non-gamers around the hotel during the convention and they also have a right to enjoy their time at the hotel.

1. No real or realistic looking firearms are allowed during the convention. Any blade weapons must be peace bonded and in a hard sheath. No horseplay allowed with any weapons. Security reserves the right to ban any weapons deemed inappropriate.
2. All room parties must be registered with security. Non registered parties may be shut down. To register your party come to Security / Operations in room 2003 and fill out the form. The person(s) registering the party and renting the room are responsible for what occurs during the party.
3. The pool is open until 4:00am during the convention for our use. There will be hotel security present at the pool as well as convention security. No glass is allowed in and around the pool or hot tub. Please keep noise levels appropriate for the time of day you are enjoying the pool. Remember non-convention members will also be using the pool.
4. The badge remains the property of the convention until the convention ends. Membership may be revoked at the discretion of the convention. We reserve the right to refuse membership.

The goal is to have fun gaming all weekend. Enjoy yourselves! If you have any questions or concerns during the convention please feel free to stop by and discuss it with security or operations in room 2003. – **Rick Andrews**

www.leprecon.org



LEPRECON 30

May 7-9, 2004

Sheraton Crescent Hotel, Phoenix, AZ

Annual Science Fiction & Fantasy Convention with an emphasis on Art

Artist Guest of Honor: Donato Giancola

Renowned Science Fiction and Fantasy Artist. Recipient of six ASFA Chesley Awards including the 2002 Chesley Award for Artistic Achievement. Illustrator of over 100 Science Fiction and Fantasy novels & Magic Cards for *Wizards of the Coast*.

Local Artist Guest of Honor: Sylvana Anderson-Gish

Other Guests TBA

LepreCon 30 will feature the Largest Science Fiction and Fantasy Art Show in the Southwest, Programming with Panel Discussions, Art Demos & more. Plus Dealer's Room, Gaming, LARP, Video Room, Anime Room, LAN Party, Masquerade, Hospitality Suite, and Charity Auction

Sheraton Crescent Hotel
2620 W. Dunlap Ave.
Phoenix, AZ 85021
Room Rates:
\$79 S/D, \$99 T/Q +tax
602-943-8200 or 800-423-4126

Memberships are \$25 through 8/30/03,
\$30 thru 12/31/03

Kids 7-12 half price, Kids 6 & Under Free*
* with Adult membership

Art by Donato Giancola

Contact LepreCon 30 at:

Write: LepreCon 30,
PO Box 26665
Tempe, AZ 85285
Phone: (480) 945-6890
Email: lep30@leprecon.org

Events Listed by Type and Time

Boardgame, Tabletop Games (TTG)

Boardgame & Tabletop Games (TTG) – A Boardgame is defined as a game of strategy played by moving pieces on a board. Examples are chess, checkers, and risk. We've broadened this category to include strategy games that may not require a board, but have a similar style of play.

Starting on Friday

10:00 (3631) Acquire (Avalon Hill)
12:00 (2851) Killing & Saving Dr Lucky
13:00 (3641) Learn to Play RoboRally
14:00 (1141) Axis and Allies
16:00 (3651) RoboRally
17:00 (1101) Star Fleet Battles Tournament (Round 1)
18:00 (3261) Dawn Patrol: Fast Patrol Planes
18:00 (2331) Double Blind Frag! Firezone
19:00 (3031) Capitalism 101: Kohle, Kies & Knete
19:00 (3451) Chess Club: Chess Clinic
19:00 (3441) Chess Club: Rated & Unrated Chess
19:00 (2861) Settlers of Catan
20:00 (3271) Dawn Patrol: Random Scenario
20:00 (2341) Double Blind Frag! Firezone
20:00 (4541) Plauge
20:00 (2491) Tribes
21:00 (3041) Capitalism 101: Kohle, Kies & Knete
22:00 (2351) Double Blind Frag! Firezone
23:00 (3051) Capitalism 101: Kohle, Kies & Knete
23:00 (4131) Settlers of Catan
23:00 (4191) Twilight Imperium

Starting on Saturday

06:00 (2641) Le Grand Jeu Du NOVANON
08:00 (3661) Hacker
09:00 (3621) Axis & Allies: Random Initiative Free-For-All
09:00 (3471) Chess Club: Chess Clinic
09:00 (3461) Chess Club: Rated & Unrated Chess
09:00 (3281) Dawn Patrol: Late War Revisited
09:00 (2581) King Oil
09:00 (3111) Star Fleet Battles Tournament (Round 2)
10:00 (2871) Civilization: The Board Game
10:00 (2361) Double Blind Frag! Deadlands
12:00 (3291) Dawn Patrol: Balloons Galore
12:00 (2371) Double Blind Frag! Deadlands
14:00 (3481) Chess Club: USCF Tournament
14:00 (2821) Zombies!!!
15:00 (2381) Double Blind Frag! Firezone
16:00 (2981) Deadwood
17:00 (2601) A Boardgaming Triathlon
17:00 (3301) Dawn Patrol: British Offensive
17:00 (2391) Double Blind Frag! Firezone
18:00 (2891) Civilization: The Board Game
19:00 (3501) Chess Club: Chess Clinic
19:00 (3491) Chess Club: Rated & Unrated Chess
19:00 (2401) Double Blind Frag! Firezone
21:00 (3311) Dawn Patrol: Random Scenario
22:00 (2901) Civ Advanced Game
22:00 (4201) Clans
23:00 (4211) Aliens
23:00 (4141) Settlers of Catan

Starting on Sunday

08:00 (3521) Chess Club: Chess Clinic
08:00 (3511) Chess Club: Rated & Unrated Chess
09:00 (3321) Dawn Patrol: Random Scenario
09:00 (3121) Star Fleet Battles Tournament (Round 3)
10:00 (2411) Double Blind Frag!
10:00 (3671) Dragon Delta
10:00 (3011) Ricochet Robot
10:00 (2911) Settlers of Catan
10:00 (2531) Tile Chess
10:00 (2841) Zombies!!! 3 :Maul Walkers
11:00 (3331) Dawn Patrol: Random Scenario
12:00 (2421) Double Blind Frag!
12:00 (2671) Le Grand Jeu Du NOVANON

Card/Dice Game (TCG)

Tradable Card/Dice Game (TCG) – Contains both Collectable and Non-Collectable versions of games that focus on interchangeable cards or dice to play the game with. A Tradable game is one in which the game is sold in randomly sorted packs. The intention of these games is that the players not only play the game, but also collect and trade the cards or dice to play the game with. Often the combinations of random pieces to form a set, deck, or army are determined by player according to the rules of the game or event.

Starting on Thursday

17:00 (4392) Beta Testing New Card Game.

Starting on Friday

12:00 (4442) Apples to Apples
12:00 (2922) Lunch Money
12:00 (3132) Shadowfist Demo
13:00 (4492) Munchkin Fu *New Release*
14:00 (4452) Apples to Apples
14:00 (2452) Munchkin
15:00 (4502) Munchkin Fu *New Release*
16:00 (4462) Apples to Apples
16:00 (2932) Fluxx
16:00 (2462) Star Munchkin
18:00 (4472) Apples to Apples
18:00 (2482) Car Wars: The Card Game
18:00 (3142) Shadowfist Baptism of Fire
19:00 (2942) Chrononauts
20:00 (4482) Apples to Apples
21:00 (4152) Groo: the Game

Starting on Saturday

02:00 (4172) Guillotine
08:00 (4412) Beta Testing New Card Game.
10:00 (2952) Big Idea, the
10:00 (2782) Monkeys On The Moon
10:00 (2472) Munchkin / Star Munchkin Hybrid
12:00 (2962) Button Men
12:00 (2502) Chez Grunt
12:00 (1032) Magi Nation: Duel in the Desert
12:00 (2792) Who Stole Ed's Pants
14:00 (2972) Brawl
14:00 (2512) Chez Greek
14:00 (2881) Dicoland
16:00 (4122) Magic Booster Draft (Sanctioned Tournament)
18:00 (2832) Battle of the Bands
18:00 (2992) Lord of the Fries
19:00 (4422) Beta Testing New Card Game.
20:00 (3002) Give me the Brain
21:00 (4162) Groo: the Game

Starting on Sunday

02:00 (4182) Guillotine
09:00 (3152) Shadowfist Final Brawl

Computer game (PC)

Computer game (PC) – A Computer game is played on a computer with either the computer or a network of other players and computers as adversaries and allies.

Starting on Friday

12:00 (4087) The Front: PC Gaming Free For All
14:00 (4227) PC Lan Party
18:00 (3837) The Front: Counter Strike
18:00 (3997) The Front: Warcraft III (Frozen Throne)
19:00 (3727) The Front: Open PC Gaming
20:00 (4237) PC Lan Party
20:00 (3957) The Front: Wolfenstein
21:00 (3737) The Front: Open PC Gaming
21:00 (4047) The Front: Starcraft (Broodwar)

22:00 (3847) The Front: Counter Strike
23:00 (3917) The Front: Battlefield 1942

Starting on Saturday

00:00 (4097) The Front: PC Gaming Free For All
02:00 (4247) PC Lan Party
08:00 (4257) PC Lan Party
10:00 (3857) The Front: Counter Strike
10:00 (4007) The Front: Warcraft III (Frozen Throne)
11:00 (3747) The Front: Open PC Gaming
12:00 (3927) The Front: Battlefield 1942
13:00 (3757) The Front: Open PC Gaming
13:00 (4057) The Front: Starcraft (Broodwar)
14:00 (3867) The Front: Counter Strike
14:00 (3237) Unreal Tournament 2003
15:00 (3767) The Front: Open PC Gaming
16:00 (3247) Jedi Knight 2
16:00 (3977) The Front: Unreal Tournament 2003
16:00 (4017) The Front: Warcraft III (Frozen Throne)
17:00 (3777) The Front: Open PC Gaming
18:00 (4267) PC Lan Party
18:00 (3877) The Front: Counter Strike
19:00 (3787) The Front: Open PC Gaming
19:00 (4067) The Front: Starcraft (Broodwar)
20:00 (3987) The Front: Day of Defeat
21:00 (3797) The Front: Open PC Gaming
22:00 (3887) The Front: Counter Strike
22:00 (4027) The Front: Warcraft III (Frozen Throne)
23:00 (3807) The Front: Open PC Gaming

Starting on Sunday

00:00 (4277) PC Lan Party
00:00 (3937) The Front: Battlefield 1942
01:00 (4107) The Front: PC Gaming Free For All
06:00 (4287) PC Lan Party
10:00 (4037) The Front: Warcraft III (Frozen Throne)
10:00 (3967) The Front: Wolfenstein
11:00 (3817) The Front: Open PC Gaming
12:00 (4297) PC Lan Party
12:00 (3897) The Front: Counter Strike
13:00 (3827) The Front: Open PC Gaming
13:00 (4077) The Front: Starcraft (Broodwar)
14:00 (3947) The Front: Battlefield 1942
15:00 (3907) The Front: Counter Strike
16:00 (4117) The Front: PC Gaming Free For All

Live Action Roleplaying (LARP) Game or Interactive

Live Action Roleplaying (LARP) Game or Interactive – LARPs are roleplaying games where the players interact as much as possible in character, and often dress in costumes, sort of like improvisational theater, but with rules governing the player's actions.

Starting on Friday

16:00 (3063) HLA: The Thieves of Time (Introduction)
17:00 (3223) The Symposium: Rebellion (Introduction)
18:00 (1183) The Symposium: Rebellion (Part 1)
19:00 (2683) Amtgard - Game Demo
19:00 (3073) HLA: The Thieves of Time (Tour of the Forbidden Forest with Defense Against the Dark Arts Teacher)

Starting on Saturday

10:00 (3203) HLA: The Thieves of Time (Class-Charms)
10:00 (3193) HLA: The Thieves of Time (Class-Defense Against the Dark Arts)
10:00 (3213) HLA: The Thieves of Time (Class-Elective)
10:00 (3183) HLA: The Thieves of Time (Class-Transfigurations)
10:00 (3023) The Con Game
11:00 (2693) Amtgard - Game Demo
13:00 (2703) Amtgard - Game Demo
14:00 (2633) Feng Shui
15:00 (2713) Amtgard - Game Demo
16:00 (3093) HLA: Quidditch Match
17:00 (2723) Amtgard - Game Demo
18:00 (1423) The Symposium: Rebellion (Part 2)
19:00 (2733) Amtgard - Game Demo

Starting on Sunday

10:00 (3083) HLA: The Thieves of Time (Conclusion)
15:00 (2743) Amtgard - Game Demo
17:00 (2753) Amtgard - Game Demo

Miniature Battle Game (MBG)

Miniature Battle Game (MBG) – A miniatures game is generally a battle game, and uses small figurines to represent characters in the game, and it generally uses miniature terrain to represent things like houses, trees, and fences that affect the play of the game.

Starting on Friday

13:00 (4514) Mage Knight - Conquest
19:00 (1394) CLASSIC BATTLETECH: King of the WaterHole
22:00 (4554) Battle of the Champions (Warhammer 40k)

Starting on Saturday

08:00 (4524) Mage Knight - Conquest
11:00 (2554) Hero Clix Event (Cosmic Justice)
12:00 (2294) Boot Hill, Double Blind
12:00 (3106) GW: 40K Rouge Trader Tournament
13:00 (1404) CLASSIC BATTLETECH: Dueling Skulls, 3060
14:00 (1154) Cry Havoc (Miniatures)
14:00 (2544) Mechwarrior Clix Event (Death from Above)
20:00 (2574) Siege of Castle Kreikstal
20:00 (4384) Warhammer 40K!

Starting on Sunday

11:00 (1384) CLASSIC BATTLETECH: Merc Wars, 3067
12:00 (2304) Boot Hill, Double Blind

Roleplaying game (RPG)

Roleplaying game (RPG) – Roleplaying games are games where a group story is told with one player being a kind of director, guiding the other players through a plotline, and playing the parts of the non-player characters, and the other players play the parts of the lead characters in the story. The game aspect comes in with a set of rules used to tell the players when their characters are successful at any actions they take. Even though there is a certain amount of acting in a Roleplaying game, they are generally played while sitting at a table, talking about characters in third-person.

Starting on Thursday

16:00 (4345) The Music of the Spheres

Starting on Friday

10:00 (4355) The Music of the Spheres
12:00 (2625) Aeon Trinity: "Rescue"
15:00 (1285) A lesson to remember
15:00 (1255) A walk in the park
15:00 (1275) Opportunity knocks
16:00 (1095) Beginner's Luck
16:00 (1195) The Salvages of Vulcan
19:00 (2615) Forgotten Realms
20:00 (1295) ... next of kin
20:00 (3255) The DarkCon Grand Tourney

Starting on Saturday

08:00 (2325) Corporate Takeover
08:00 (4365) The Music of the Spheres
10:00 (1085) Yearly Planar Barroom Brawl
12:00 (1325) Bitter Thorns
12:00 (2655) Double Blind Heros VS. Villains
12:00 (1305) Knight takes Rook. . .
13:00 (1165) Ghost Town
16:00 (1315) ... yes some call me a pirate
16:00 (1175) The hidden truth
16:00 (1345) Welcome to Marian Illinois
18:00 (2595) A Team Devided
18:00 (2525) Random Tangent

20:00 (1335) Project Harvest

Starting on Sunday

10:00 (2665) Double Blind Heros VS. Villains
10:00 (1135) Raiders of the Lost Ark
11:00 (1375) Snake Hunt

RPGA Event (RPGA)

Roleplaying Gameers Association (RPGA) – These events are those sponsored by the Role-Playing Gamers Association, an international organization which awards points to its members based on convention participation and tournament advancement. Note: You cannot play in two sections of the same event.

Starting on Thursday

14:00 (1569) Living Arcanis: Bargains of Flesh and Spirit
14:00 (1459) Living Arcanis: Character Administration
19:00 (1539) Living Arcanis: Drinking Deeply from the Chalice of Midnight
19:00 (1589) Living Arcanis: Hand of the Master
19:00 (1489) Living Arcanis: So Shall Ye Reap
19:00 (1719) Living Force: Forces of Cularin I: Force Concession
19:00 (1849) Living Greyhawk: Face Value
19:00 (1859) Living Greyhawk: Face Value
19:00 (1809) Living Greyhawk: Revenant of Rel Mord
19:00 (2209) Living Spycraft: The Tengu Conspiracy

Starting on Friday

09:00 (1499) Living Arcanis: So Shall Ye Reap
09:00 (1519) Living Arcanis: Temptations of the Flesh (2 round module)
09:00 (1609) Living Arcanis: The Serpentine Path (2 round module)
09:00 (1649) Living Dragonstar: Evacuation of Mistral
09:00 (1729) Living Force: Forces of Cularin I: Force Concession
09:00 (1879) Living Greyhawk: Face Value
09:00 (1869) Living Greyhawk: Face Value
09:00 (1819) Living Greyhawk: Revenant of Rel Mord
09:00 (2119) Living Kalamar: If I Were A Rich Man
09:00 (2159) Living Spycraft: Agent Down
14:00 (1579) Living Arcanis: Bargains of Flesh and Spirit
14:00 (1669) Living Dragonstar: Legacy of the Lost World
14:00 (1749) Living Force: Forces of Cularin II: Force Contention
14:00 (1999) Living Greyhawk: Sepulchre of the Wizard King (2 round module)
14:00 (1979) Living Greyhawk: Sepulchre of the Wizard King (2 round module)
14:00 (1989) Living Greyhawk: Sepulchre of the Wizard King (2 round module)
14:00 (2139) Living Kalamar: The Rounds
14:00 (2219) Living Spycraft: The Tengu Conspiracy
19:00 (1599) Living Arcanis: Hand of the Master
19:00 (1529) Living Arcanis: Seeds of Our Destruction
19:00 (1509) Living Arcanis: So Shall Ye Reap
19:00 (1689) Living Dragonstar: Thordin's Belt
19:00 (1789) Living Force: Forces of Cularin III: Force Convention
19:00 (2259) Living Kalamar: Hurry Up and Wait
19:00 (2169) Living Spycraft: Agent Down

Starting on Saturday

09:00 (1639) Living Arcanis: Marketplace
09:00 (1549) Living Arcanis: Reap the Whirlwind
09:00 (1709) Living Dragonstar: Thordin's Secret
09:00 (1739) Living Force: Forces of Cularin I: Force Concession
09:00 (1909) Living Greyhawk: Monkey Business
09:00 (1919) Living Greyhawk: Monkey Business
09:00 (1929) Living Greyhawk: Monkey Business
09:00 (2279) Living Kalamar: Making A Name
09:00 (2229) Living Spycraft: The Tengu Conspiracy
14:00 (1469) Living Arcanis: Freeport
14:00 (1659) Living Dragonstar: Evacuation of Mistral
14:00 (1759) Living Force: Forces of Cularin II: Force Contention
14:00 (2129) Living Kalamar: If I Were A Rich Man
14:00 (2179) Living Spycraft: Agent Down
19:00 (2109) Living Greyhawk: Interactive (Incursion from the Bone March)
19:00 (2099) Living Greyhawk: Interactive (Incursion from the Bone March)
19:00 (2089) Living Greyhawk: Interactive (Incursion from the Bone March)
19:00 (2079) Living Greyhawk: Interactive (Incursion from the Bone March)
19:00 (2069) Living Greyhawk: Interactive (Incursion from the Bone March)
19:00 (2059) Living Greyhawk: Interactive (Incursion from the Bone March)
19:00 (2049) Living Greyhawk: Interactive (Incursion from the Bone March)

19:00 (2029) Living Greyhawk: Interactive (Incursion from the Bone March)
19:00 (2039) Living Greyhawk: Interactive (Incursion from the Bone March)

Starting on Sunday

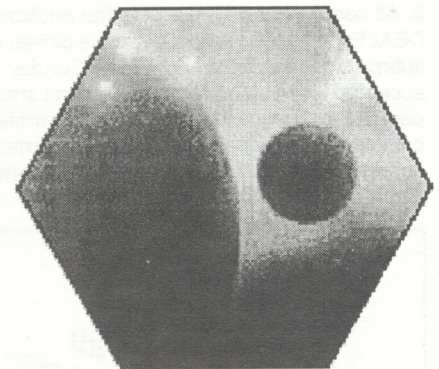
09:00 (1559) Living Arcanis: Assault on the Gate of Tears (2 round module)
09:00 (1479) Living Arcanis: Freeport
09:00 (2249) Living Arcanis: Marketplace KILLED
09:00 (1619) Living Arcanis: The Serpentine Path (2 round module)
09:00 (1629) Living Arcanis: The Serpentine Path (2 round module)
09:00 (1679) Living Dragonstar: Legacy of the Lost World
09:00 (1769) Living Force: Forces of Cularin II: Force Contention
09:00 (1939) Living Greyhawk: Monkey Business
09:00 (1829) Living Greyhawk: Revenant of Rel Mord
09:00 (2009) Living Greyhawk: Sepulchre of the Wizard King (2 round module)
09:00 (2149) Living Kalamar: The Rounds
09:00 (2189) Living Spycraft: Agent Down
14:00 (1699) Living Dragonstar: Thordin's Belt
14:00 (1799) Living Force: Forces of Cularin III: Force Convention
14:00 (1889) Living Greyhawk: Face Value
14:00 (2269) Living Kalamar: Hurry Up and Wait
14:00 (2239) Living Spycraft: The Tengu Conspiracy

Seminar/Lecture/Class (SEM)

Seminar (SEM) - A Seminar is either a lecture, class, demo, or a discussion panel.

Starting on Saturday

16:00 (3598) SCA: Rapier Demo
17:00 (3608) SCA: Hardsuit Demo



Other

Event / Unknown Type (OTH)

Other (OTH) - An event that does not fall into a defined game category and is not a Seminar

Starting on Thursday

18:00 (2436) Steve Jackson Games Presents: Gamers Choice
20:00 (4316) Barry Bards: Movie Previews and Giveaways

Starting on Friday

10:00 (2446) Steve Jackson Games Presents: Gamers Choice
17:00 (1206) Amtgard - Information Table
20:00 (3686) Gamer's Choice - Steve Jackson and Cheap Ass

Starting on Saturday

10:00 (2766) Amtgard - Information Table
10:00 (1126) On-site Painting Contest (Speed Painting)
14:00 (3716) REAPER Miniatures Presents: Paint'n'Take
14:00 (3616) SCA: Information Table
20:00 (3696) Gamer's Choice - Steve Jackson and Cheap Ass
21:00 (3356) Master Class Painting: Single Figure Fantasy
21:00 (3376) Master Class Painting: Single Figure Fantasy (Large)
21:00 (3406) Miniature Painting: Diorama / Vignettes
21:00 (3386) Miniature Painting: Group / Unit
21:00 (3346) Miniature Painting: Single Figure Fantasy
21:00 (3366) Miniature Painting: Single Figure Fantasy (Large)
21:00 (3396) Miniature Painting: Transportation

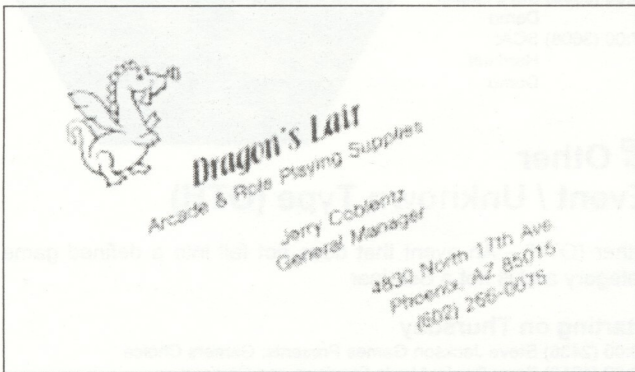
Starting on Sunday

08:00 (4326) Barry Bards: Movie Previews and Giveaways
08:00 (3706) Gamer's Choice - Steve Jackson and Cheap Ass
12:00 (4306) Used Game Auction
14:00 (2776) Amtgard - Information Table

Used/Collector Game Auction

Hexacon 13 will continue the tradition of providing the largest and best used game auction in Arizona. Last year over \$3,000 in used games changed hands including local and out-of-state buyers present. The auction will be held next to the Hexacon 13 dealer's room, allowing dealers to keep their tables open while participating in the auction process.

1. All buyers and sellers will be given a copy of these rules, and will also HEAR the rules at the beginning of the auction, and at several points within the auction. All participants in the auction are consenting to such rules by their involvement in the auction process.
2. All items intended for sale at this year's auction must be grouped into lots of no more than five (5) 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.
3. All items must be brought to the auction control table in the DEALER'S ROOM before the area closes on Saturday. No late submissions will be accepted. No Sunday submissions will be accepted. The seller fills out a control sheet and paperwork for each lot. Descriptions and seller information will be reviewed for completeness. Complete address information is required on all sellers. You must be a member of the convention to sell any items at the auction.



4. The auction will start around NOON on Sunday. All buyers will need to visit the control table and pick up their bidder number. Complete Address information is required on all Buyers. You must be a member of the convention to register for a bidder number.
5. The convention assumes no responsibility for the accuracy of the item descriptions, and/or any claims made by the seller. This specifically refers, but is not limited to claims as to completeness, condition, or merchantability. All transactions are

final. Any monies paid to the convention will not be refunded. Unfulfilled expectations about an item pertaining to description, completeness, condition, etc. will not be a basis for refunds or with holding payment of sums due.

6. In other words, buyers are fully responsible to know exactly what they are bidding on. If you don't know, or have questions, shout them out during the bidding, and we will try to address them. If you are in doubt about the item DON'T BID ON IT!
7. All decisions of the auctioneer pertaining to the sale of an item are final. It is the responsibility of the bidder to ensure that his or her intentions are known to the auctioneer. That means if the auctioneer doesn't see you, because he's looking in the wrong direction, talking, or just not paying attention, you need to stand up, shout out, wave your arms, do what you need to do to make sure your intentions are known. Once an item is SOLD, we will move on to the next item immediately.
8. All amounts due the auction will be payable immediately on the convention premises after the auction ends. NO LATE PAYMENTS will be accepted. Buyers may check out at any time after the start of the auction. Buyers may pay with cash or check (with proper ID).
9. NO post dated or third party checks will be accepted. There will be a \$25 fee added to returned checks; in addition the buyer will no longer be permitted to pay by check in the future. Credit card payments will be accepted. When you pay with a credit card a three percent (3%) processing fee will be added.
10. The convention will receive ten percent (10%) of the auction proceeds. This amount will be deducted from any monies paid to the seller. Sellers will be paid by CHECK ONLY. Seller checks will be sent via US MAIL TEN (10) BUSINESS DAYS after the auction day. Sellers will not be allowed to check out until all auction lots have been processed after the end of the auction.
11. 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.
12. Remember when you bid on an item it is your responsibility to get the auctioneer's attention with your bid. And when you win the bid on an item, hold up your bidder card high so the auctioneer can see it, and read it off for the records.

We will need volunteers to help with the auction process. Anybody wanting to participate can volunteer at the Auction control table. We hope to see you all there at the Hexacon Used/Collector Game Auction!

Computer LAN Gaming

We have the following and more in the computer gaming area:

The Half Life Series (Half Life, Counter Strike, Day of Defeat, Opera, Team Fortress Classic.), Unreal Tournament 2003, Quake 3, Red Faction, Return to Castle Wolfenstein, Jedi Knight 2, Aliens vs. Predator 2, Tribes 2, Ghost Recon, Serious Sam 1+2, Medal of Honor Allied Assault, Rune: Hall of Valhalla, Ricochet, Battlefield 1942, Starcraft Broodwar, Warcraft III Frozen throne, Diablo, and more. – **Rob Beckworth**

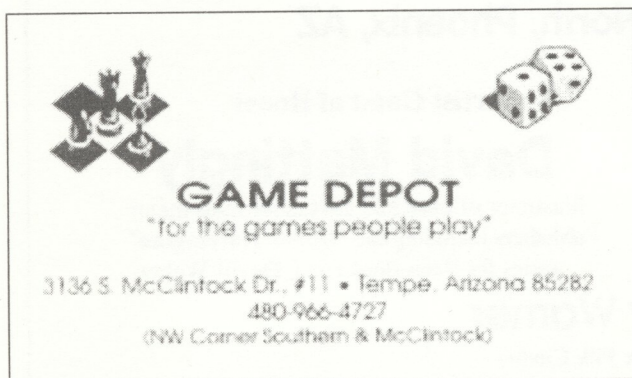
Miniature Painting!

Regardless of your gaming preference, miniatures make any game look good. Be it the hero figure in the center of the battle mat, or the hordes of creatures going to war between History book being used for a hill and the over turned flower pot tower. The miniatures make the magic happen.

This year at HexaCon we are giving you more miniatures than ever before. Not only do we have our classic miniature-painting contest. We are also proud to highlight two new miniature events that will be fun for the artists of renown from past competitions, as well as the newly forming painters that are entering items for the first time this year.

Speed Painting

The first of our new events will be a **Speed Painting** contest. Our good friends down at Game Depot have been gracious enough to donate a slew of miniatures for this contest. They cloned each and every one to look the same. So we will need you to bring your paints and brushes to make them distinguished works of art. Painters will be allowed to paint their figure, however the goal here is to do it as fast as you can. You will have less than 4 hours to turn your figure into the greatest work of art since Michelangelo.



Paint'N'Take

The second event the **Paint'N'Take** is sponsored by Reaper Miniatures (Check out there Website at www.reapermini.com). Game Depot will again host this for Reaper who will be supplying the paints and miniatures for you. All you need to do is stop by and paint a figure, then take it home with you. That's it. That's what why we called it a Paint'N'Take.

13th Annual Painting Contest

And last but so very far from least is the **13th Annual Painting Contest** at HexaCon. If you have not tried before, I would suggest you enter your best stuff into this years contest. Due to the growing number of entries we will be adding a second 6-foot case to hold all the fabulous artwork. If you don't paint be sure to stop by the dealers room and check out the entries.

13th Annual Painting Contest Rules

1. The contest will open on Friday morning inside the dealer's room. Contestants have the opportunity to submit their miniatures during the hours the dealers room is open on Friday, and Saturday.
2. Only members of the convention will be allowed to enter, including staff, guests, and merchants. A valid membership badge is used to track miniature submissions.

3. Entries are subject to review by Event Coordinator or her authorized agents.
4. Miniatures may not be Eligible if of questionable content, or the use of foul language is present in the entry.
5. The Event Coordinator and her authorized agents have final say on the category and class a miniature is entered into.
6. All work being entered must be the work of the named entrant.
7. Miniatures must remain on display from the time of submission until after judging takes place. Entries will remain stored in a locked case during the convention.
8. Miniatures will be available for pickup on Sunday from 10:00 until the close of the convention.
9. Entries left after the close of the convention are not the reasonability of the Conventions, and will most likely be auctioned at next years used game auction if you do not pick them up or make other plans to retrieve them.
10. The name of the entrant will be hidden to insure fairness in judging the contest.
11. No previous winning entries will be allowed.
12. Cheating will not be tolerated and will lead to disqualification from the contest. The event mediator keeps a hammer on call for disqualification of cheaters.
13. The Event Coordinator appoints the judges of the contest.
14. All decisions in the selection of the contest made by the Judges are final.
15. By entering the Miniatures Painting Contest, the contestant agrees to the rules as presented.
16. The contestant consents to HexaCon talking pictures of entries for use in future promotions.
17. Rules are subject to change without notice.
18. No purchase necessary. Many will enter; few will win.
19. Prizes are subject to change without notice.

Thank You

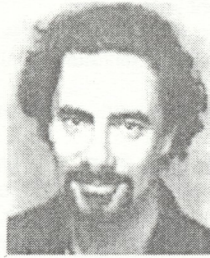
Many thanks to all the coordinator's, volunteer's, and judge's Who have freely given their time and energy to making HexaCon 13 happen

The Central Arizona Speculative Fiction Society would like to express our sincere gratitude to the following sponsors and contributors to HexaCon 13: Amtgard, Barry Bard Presents!, Beyond Gaming, Clash of Steel, Desert Rats, Dragon's Lair, Flight in the Skies Society, Flying Buffalo, Game Depot, Game Master, Game Zone, Gamers Edge, Imperial Outpost, Master Gamer, Moebius Enterprises, Our Local GW Outrider, Reaper Miniatures, RPGA: Shield of Almor Gaming Group, Samurai Comics, SCA Das Wulfs Rudel Fahnlein, Shadowedvacas HexaCon Events, Steve Jackson's MIB, Sun Pontiac GMC, Susan Bourque, The Dark Ones, The Ericksons, The Front, The Imperial Outpost Games Club, The Tempe MND League, The Wrecking Crew, Thanks for Thinkers, Tricuspa Figment Live Action Systems, US Chess Federation, Utah Game Players Association, Wolfstar Art, Youngdale Productions., and Z-Man Games. We hope we haven't missed anyone – if so, please accept our apologies and our thanks!

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Room Rates: \$79 S/D, \$89 T, \$99 Q

(plus tax - Kids 18 & under stay free!)

Online Reservation Group Code: CCC

Special Events

We have a large number of events this year (309 at the time I am writing this) and a few of them are just too good to miss. So I wanted to take an opportunity to highlight the Noteworthy events, the ones you should not miss, but might miss, as the event numbers to follow will eventually blur together. I will also list events that do not make it onto the calendar grids latter in this book. – **Ivan C. Erickson**

Noteworthy Events

These events are new to the convention, or just to cool to pass up. Even if you do not play in these events take a look at what these people have put together.

Harry Potter

The Harry Potter LARP comes to HexaCon 13. This is by the same group that brought Pokemon to us in the past, the Tricuspa Figment Live Action Systems (TFLAS) group. This event will surely be another excellent hit, see Event 3063 for an introduction to the world of Potter.

RPGA Marketplace

The RPGA has appeared in force this year with a huge number of events. The Marketplace is one not to miss! Event 1639 takes you to the far off Pirate Isle of Freeport, to plunder the magical riches of the world. If you can survive a den of thieves and murders, you might just make it out alive. So save up your Pieces of Eight and don't take the short walk into Davy Jones's Locker.

Magi-Nation

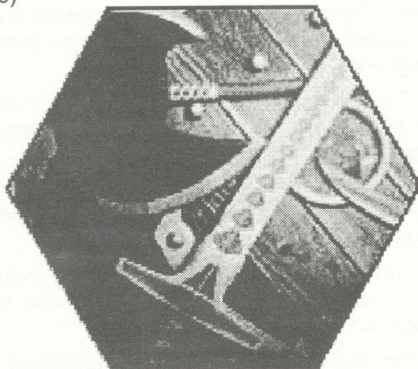
A magnificent CCG full of inspiring artwork and backed by a thought out and easy to play game system. Magi-Nation Duel is another event you do not want to miss. See Event 1032 for more details on this tournament.

The Front

Bringing you to "The Front" and keeping you there! PC Gaming at its best. The Front is a chain of Internet Computer Cafes and Paint-ball Shops. It doesn't matter if "you're game" is on the field or in VR these guys are your one stop shop for all the First Person Combat action you can take. Check them out in the Ventanas Room all weekend.

Hoo-Raa

Across the trackless depths of space, amongst a million worlds, there is only War! Warhammer 40K the game of commanding powerful armies of the 41st Millennium will be hitting the tables in the miniature room with an Official Rouge Trader Tournament. (Event 3106)



Barry Bard

More Movies Previews, more Free Stuff. This Event is a favorite, of HexaCon patrons and we have brought it back again this year. Check out the latest promotional items from Hollywood. (Event 4316)

The Grand Tourney

The Dark Ones are back, and will be running a Multi-Table, Multi-GM Role-playing Mega Event! Can you survive a mad dash accrossed the plains? This is D&D at its finest in Event 3255.

Are you Ready for a Triathlon?

Event 2601 by Foot, by Water, and by Vehicle is being pushed to the limit in this marathon event of 3 classic racing board games. How you place in each board game will dictate where you start in the next. Will you cross the finish line first?

Non-Calendar Events

These are events that are being run in areas outside the main function space, as such are not listed in the latter event calendars. (You can look them up by event number.) So I wanted to give them an extra write up to let you know what they are all about.

Balcony

Event 1183 & 1423 are located on the **Balcony** at 18:00 hours Friday night and Saturday Night. This is the Symposium Rebellion a minds eye theater LARP, who's primary Coordinator, imported it from his old game he ran in Boston. Also on the Balcony Saturday Starting at 16:00 hours will be the Barony of Avenveldt will be demonstrating Live Rapier Combat, Event 3598, as well as Hardsuit Combat in Event 3608. This will be a perfect chance for all Gamers to see a live version of what role-play, An Information table will be set up in the pre-convene to answer any questions you have on the SCA.

Grass Green

Events 2683 on Friday at 19:00, 2693, 2703, 2713, 2733 running Saturday 11:00 to 19:00, and 2743 running Sunday at 15:00 will just need to be seen. Described, as a cross between LARP's and SCA the people from Amtgard will be showing off their game, err sport. This will be taking place on the **Grass Green** west of the pool. (It sounds like Live Action Blood Bowl) Check out there demo table in the pre-convene area

Pavilion Tent

The **Pavilion Tent** will see the kick off of two events this weekend, Event 2633 a Feng Shui LARP (Shoalin Monks, Supercops, and Ghosts mix it up Honk Kong Style!). Also the TFLAS will be showing the students the Dark Forest in Event 3073 (Part of the Harry Potter LARP)

Dealers Room

In the **Dealers Room** are two non-dealer-like happenings. The first is the return of the 13th annual painting contest. See Events 3346, 3356, 3366, 3376, 3386, 3396, and 3406 for more details on what categories will be on display for this year's convention. If you paint drop off a figure for judging before closing on Saturday Night. Also a few tables away will be the Used Game Auction table. If you have given up on painting or any other game related items could be recycled at the auction.

HEXA CON 13

Events Key

How to Read an Event Listing


With so many events at HexaCon this year, we have developed a **KEY** to use this program. This will help you **understand the events** and make the most of your time here. To your right you will see the example for event number 2304. Below are the explanations, by number:


1 The first line of an event description will tell you a few very important facts. First, the **Event Number**, (#2304 in the example.)


Next to the Event Number you will see a set of **Icons**


2 The first icon represents the **TYPE OF EVENT**. The different types of events are as follows:


Event Types


 **Boardgame & Tabletop Games (TTG)** – A Very broad category that include strategy games that may or may not require a board. Basically, a tabletop game is any game that does not fit in the categories below.


 **Card / Dice Game (TCG)** – Contains both Collectable and Non-Collectable versions of games that focus on interchangeable cards or dice to play the game with.


 **Computer game (PC)** – A Computer game is played on a computer with either the computer or a network of other players and computers as adversaries and allies.


 **Live Action Roleplaying (LARP)** Game or Interactive –LARPs are games where the players interact as much as possible in character, sort of like improvisational theater with rules.


 **Miniature Battle Game (MBG)** – A games that make use of small figurines to represent characters in the game, often using scale terrain to represent things like houses and trees that affect the play of the game.

 **Roleplaying game (RPG)** – A group story with one person leading the story, and others acting out the actions of the main characters in third person. These games will often times using dice to provide uncertainty of events.

 **Roleplaying Gamers Association (RPGA)** – Events sponsored by the RPGA, an international organization that awards points to its members based on convention participation and tournament advancement.


 **Seminar (SEM)** – A Seminar is either a lecture, or a class, or a discussion panel.


 **Unknown (UNK)** – This event has not been defined at this time and can not be placed into a known category.


 **Other (OTH)** – An event that does not fall into a defined game category and is not a Seminar

3 The next icon represents the **COMPLEXITY OF THE GAME**, as follows:

Complexity


 **Basic:** Anyone can pick up this game and start playing.

 **Easy:** Requires a review of the rules before gaming can get underway.

 **Average:** This game normally requires being played once or twice before a person understands all rules.

1 2 3 4 5
 2304     

Boot Hill, Double Blind — 6
Time: Saturday 12:00 **Length:** 3:45 — 7
Location: Lower Suite D — 8
System: TSR (Version: 3.0) — 9
Description: A Wild Wild West shoot-out between two rival outlaw gangs. Rules taught, characters and minatures provided. Beginner and all ages' welcome. — 10
Capacity: This Event has room for up to 12 people.
Group: Desert Rats
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Chris C. Culver — 11

 **Complex:** Keep the rulebook(s) on hand for continual reference as the game is being played.

4 Next you will see the **EXPERIENCE LEVEL** (how well you should be able to play this game in order to join, ranging from newcomer to expert)

Experience

1: (Newcomers are welcome, rules will be taught as needed, this is a great start for new players.)


2: (Some experience is needed to play, Players should have played or been shown how to play before.)


3: (Extensive experience is needed, Players should have played and know this game.)


4: (Expert experience levels required, Players have mastered this game. Tournament level.)


5 And finally, the **Rating** icon, explained in detail below:


Rating System


 **Early Childhood** - Content may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.

 **Everyone** - Content may be suitable for persons ages 6 and older. May contain minimal violence and some comic mischief or crude language.

 **Teen** - Content may be suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes.

 **Mature** - Content may be suitable for persons ages 17 and older. May contain mature sexual themes or more intense violence or language.

 **Adult** - Content suitable only for adults. May include graphic depictions of sex and/or violence. Not intended for persons under the age of 18.

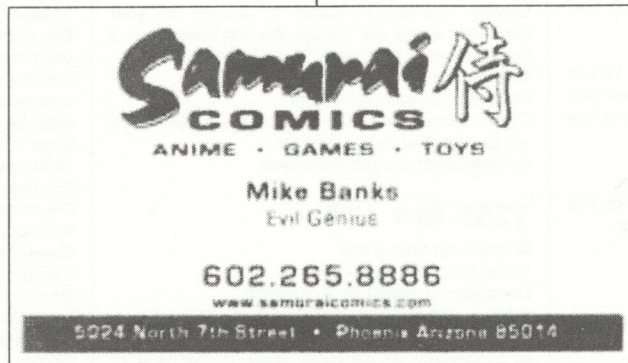
 **Rating Pending** - Product has been submitted is awaiting final rating.

6 Next you will see the **TITLE**. (In our example the event is "Boot Hill, Double Blind").

7 The third line gives the **Starting Time** for the event as well as the expected **Length**. So for Boot Hill we want to show up at High Noon on Saturday. We will be there for 3:45 minutes. As a side not all events will last 15 minutes short of a full hour. This is the time needed to clean up the event space and change between games. Often another group of people will be arriving for the next event, so please keep your area clean.

8 The **Location Of The Game**. (Refer to the Function Space Map in this Program to find out where you need to go in order to participate in this event.)

9. The **Game System**, or set of rules this game is being run with. This is to help you find games systems you enjoy.



10 This section contains **General Information**. This includes a **Description** to let you know if this game is for you and any **Limits** or **Restrictions**. If this Event is being run by a Club or Sponsor you will see a **Group** listed. (This will help you to find other events this group is running.)

11 The last thing listed on each event is the name of the **Coordinator**. This is the

person that has donated their time and effort to make this event possible. Please be sure to thank your Event Coordinator for running this event.

Event Details by Number

Events 1000+

1032 103E

Magi Nation: Duel in the Desert

Time: Saturday 12:00 **Length:** 7:45

Location: Upper Salon E (Table 1)

System: Magi Nation Duel

Description: All region shootout, bring your hardest hitters! Promo cards for everyone and booster packs as prizes! Stop by for a demo of the game or try out our great League format!

Capacity: From 8 to 32 people.

Limits: Standard constructed deck tournament, all normal rules apply, please see a current rulebook for details. Up to date rulings can be found on web at <http://groups.yahoo.com/group/MagiNation>

Group: MND League, Tempe

Website: www.magi-nation.com

Other: This is a 6 round tournament. The Cards needed to participate in this event will be supplied by the Players.

Coordinator: Thomas Scott

1085 101T

Yearly Planar Barroom Brawl

Time: Saturday 10:00 **Length:** 3:45

Location: Lower Suite C (Table 6)

System: 3rd Edition D&D (variant)

Description: Come and fight strangers. Winners get prizes, Losers may survive to try again.

Capacity: From 4 to 8 people.

Limits: No more than 7 Class levels. ECLs no higher than 8. No demons or celestials please! See you there!

Other: Characters needed to participate in this event will be supplied by the Players. Character levels need to fall between level 2 and level 7.

Coordinator: Elizabeth Woodward

1095 101T

Beginner's Luck

Time: Friday 16:00 **Length:** 3:45

Location: Lower Suite C (Table 6)

System: D20 Modern (Genetech)

Description: You've just finished your training. Your supervisor wants you to help capture some

criminals on the loose in California. Are the moreau PCs up to the challenge?

Capacity: From 4 to 8 people.

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own. Character levels need to fall between level 1 and level 2.

Coordinator: Elizabeth Woodward

1101 102G

Star Fleet Battles Tournament (Rnd 1)

Time: Friday 17:00 **Length:** 6:45

Location: Ventanas (Table 8)

System: Star Fleet Battles, ADB (Captain)

Capacity: From 8 to 32 people.

Website: www.starfleetgames.com

Other: This is 3 round tournament.

Coordinator: Robert Snook

1126 101E

On-site Speed Painting Contest

Time: Saturday 10:00 **Length:** 3:45

Location: Upper Salon D (Table 1)

System: unconfirmed

Description: Hosted by Game Depot: Ever look at a painted figure, and say, "I could do that" if I had as much time as this person did... Think you can paint good, and quickly? Time to put your thoughts into action. This year at HexaCon 13 will be the first annual Speed Painting Contest. A timed event, everyone will be given the exact same figure, you bring the paints and brushes; we provide the stress. When the sand runs out of ...Ye Old Hourglass... will your miniature be on top of the heap, or the bottom of the pile?

Capacity: From 10 to 25 people.

Limits: This Event is being hosted by Game Depot of Tempe, they have provided the figures for the event. Remember you are required to bring the Paint and Brushes! Minatures will be judged on Sunday with the Main Miniature Painting Contest. This event will have its own categorie "Speed Painted" and may also contain an Adult and Kids section based on the entries at the Convention.

Group: Game Depot

Other: See description for more information on what is needed for this event.

Coordinator: Heather Heston

1135 102W

Raiders of the Lost Ark

Time: Sunday 10:00 **Length:** 3:45

Location: Lower Suite C (Table 1)

System: GURPS (3.0?)

Description: An adventure set in the Indiana Jones movie series. The popular cliffhanger theme lends itself to this mad race across the globe to stop the Nazis from controlling the Eye of Balrog, a devastating laser weapon created by the Tuatha de Danaan over 4000 years ago!

Capacity: From 4 to 8 people.

Group: Sun Pontiac GMC

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own. Character levels need to fall between level 150 and level 250.

Coordinator: Frank Overton

1141 101E

Axis and Allies

Time: Friday 14:00 **Length:** 3:45

Location: Lower Suite C (Table 3)

System: unconfirmed

Description: Axis and Allies is a simple fun WWII game. There are five players: Japan, Germany, Russia, Great Britain, and USA. Troops are moved and built by acquisition and greater industrial capacity.

Capacity: From 2 to 5 people.

Coordinator: Peter Couleur

1154 101T

Cry Havoc (Minatures)

Time: Saturday 14:00 **Length:** 3:45

Location: Lower Suite D (Table 10)

System: Cry Havoc

Description: One on One Medieval Battles using the Cry Havoc combat system with slight modifications to accomodate miniature figureines instead of a board game.

Capacity: From 2 to 6 people.

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael A. Cox

Events 1160+

1165 1

Ghost Town

Time: Saturday 13:00 **Length:** 5:45

Location: Lower Suite C (Table 9)

System: Call of Cthulhu (Classic)

Description: It's the late 1920's and you've hopped a train to California to start a new life. However there's an unscheduled stop along the way...

Capacity: From 2 to 6 people.

Website: www.chaosium.com

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Brian Hensley

1175 1

The hidden truth

Time: Saturday 16:00 **Length:** 4:45

Location: Lower Suite C (Table 6)

System: The riddle of Steel (2)

Description: An introduction to the game system known for being the most realistic combat system in rpg's. this will be a short adventure through the wilds of Weyrth. as the player characters try to deliver an urgent message before time runs out!

Capacity: From 3 to 5 people.

Website: www.theriddleofsteel.net

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Chris White

1183 2

The Symposium: Rebellion (Part 1)

Time: Friday 18:00 **Length:** 5:45

Location: Balcony Over Pool (Table Entire Area)

System: Mind's Eye Theater (Mage)

Description: In an alternate storyline Mind's Eye Theater world, the last bastion of the Awakened tries to subvert an evil cult. (This is a 2 part event see also Event: 1423) For Introduction and setup please refer to event 3223.

Capacity: From 10 to 60 people.

Website: symposium.vis.nu/hexacon

Other: This event has the following Optional Costume Theme: Modern. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Sam Mulvey

1195 1

The Salvages of Vulcan

Time: Friday 16:00 **Length:** 3:45

Location: Lower Suite C (Table 9)

System: Hero Games -- Star Hero (5th Ed)

Description: The Free Systems Deep Space Salvage Corporation has had recently contracted the crew of the F.S.D.S.

Capacity: From 4 to 7 people.

Group: Imperial Outpost Games Club

Website: www.herogames.com

Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level 200 Pt and level 200 Pt.

Coordinator: Alan Lindberg

1206 1

Amtgard - Information Table

Time: Friday 17:00 **Length:** 4:45

Location: Lower Pre-Convene (Table 4)

System: Live Action Role Playing (6.0)

Description: Fighters and wizards Wanted! Amtgard a nonprofit organization needs new members to come out and join the fun we are looking for anyone over the age 14 to pick a safe padded weapon and be the hero or druid of your

dreams We are safe and have chapters all thought the states and some in other countries come joins us and be apart of the Dream known as Amtgard.

Capacity: From 1 to 999 people.

Limits: Information Table to answer all your questions about our Group. We will have short 2 hour demos all weekend. Come join the Fun.

Group: Amtgard

Website: www.amtgard.com

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: James Robinson

1255 1

A walk in the park

Time: Friday 15:00 **Length:** 5:45

Location: Lower Suite E (Table 2)

System: White Wolf's Vampire game (Mixed)

Description: The Prince has formally invited you to a meeting, as paranoia claws in the back of your brain, what does he want? He asks you to do a small favor for him. He assures that you will be well compensated. He has even booked a private plane. Surely, this will be a walk in the park.

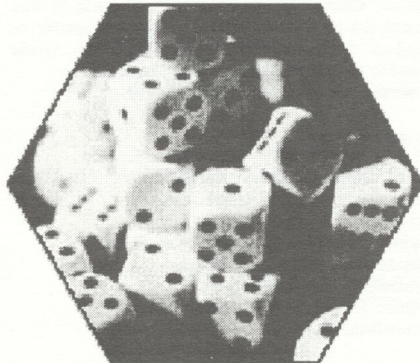
Capacity: From 3 to 6 people.

Limits: This will be an introduction to White Wolf's Vampire game. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jonathan Shepard



1275 1

Opportunity knocks

Time: Friday 15:00 **Length:** 5:45

Location: Lower Suite E (Table 6)

System: White Wolf's Famori game (Mixed)

Description: Does your job have no possibilities? Will someone die before you get promoted? Well if this is you, call 1-899-765-6837 for an exciting job in Inter Office Productions Procurements at Endron Oil. Endron Oil is looking for some motivated individuals. Preference will be given to those with Military Backgrounds, Geology, and Liberal Arts degrees. Benefits include an aggressive pay schedule with bonuses, 401k, and a high rate of travel. If this interests you please contact Bob Smith (senior VP of recruitment) at 1-899-765-6837.

Capacity: From 3 to 6 people.

Limits: This will be an introduction to White Wolf's Famori game. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Justin Quarentello

1285 1

A lesson to remember

Time: Friday 15:00 **Length:** 5:45

Location: Lower Suite E (Table 7)

System: White Wolf's Demon the Fallen game

Description: A year and a half ago one of yours went missing. It had left the court to investigate the Calamity in Victoria City. It has not sent a communiqué. What has happened? The Calamity was the believed destruction of Shaitan and his Baali followers. With Shaitan again gone the little ones have grown bold! Arise I say and bring down the very walls in which they scuttle! Show them the torment that we are most familiar with! They wish to see Hell...so be it unto them.

Capacity: From 3 to 6 people.

Limits: This will be an introduction to White Wolf's Demon the Fallen game. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Dan

1295 1

... next of kin

Time: Friday 20:00 **Length:** 7:45

Location: Lower Suite E (Table 3)

System: World of Darkness Game (Mixed)

Description: So you got a favorite Character? You got an Assamite who's badder than Fatima al-Faqadi? Has your Toreador got so much game that the Louver asks her to borrow paintings? Has your Garou got so much renown that you loan it to rank 1's at 20% vig? Do you have a Mage all of the MiB's know by sight? Well, the call has gone out...the K.O.E. can no longer be ignored! They threaten the west coast as a whole!

Capacity: From 3 to 10 people.

Limits: This is one of two stand-alone games. You are encouraged to knock the dust off your big boys and come kick some Kuei-jin ass. Prizes will be awarded at the end of the game for best performance.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: David Martin

1305 1

Knight takes Rook. . .

Time: Saturday 12:00 **Length:** 5:45

Location: Lower Suite E (Table 6)

System: Mage (and World of Darkness) (Mixed)

Description: For the last two years you and your associates have labored to track down a new node. Ever since "they" won things just haven't been the same. Life is harder and Tass has become the proverbial needle in the haystack. But all that was going to change with this new watering hole. But your not the only one who wants to quench their thirst are you ... most assuredly not. They moved first, now it is your move what will you do?

Capacity: From 3 to 6 people.

Limits: This will be an advanced White Wolf game. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Justin Quarentello

Thursday Events Calendar

Day / Time	General Gaming (Lower Suite C)						Mature Gaming Area (Lower Suite E)							RPGA Room (Lower Suite AB)									
	LC4	LC5	LC6	LC7	LC8	LC9	LE1	LE2	LE3	LE4	LE5	LE6	LE7	LAB1	Lab2	Lab3	Lab4	Lab5	Lab6	Lab7	Lab8	Lab9	
Thursday	14:00
	15:00
	16:00
	17:00
	18:00	4345
	19:00
	20:00	2436
	21:00
	22:00
23:00	

1315 1 M

... yes some call me a pirate

Time: Saturday 16:00 **Length:** 5:45

Location: Lower Suite E (Table 2)

System: White Wolfs Vampire (Mixed)

Description: An intercepted e-mail has confirmed that an incoming ship, named Age of Sorrows is hauling a load of 5 Akuma's to be loosed... a plague upon the community of Seattle and Tacoma. The prince has commanded that the Age of Sorrows is to be gutted, burned, and sunk. Let there be no witnesses.

Capacity: From 3 to 6 people.

Limits: This will be an intermediate level White Wolfs Vampire game. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Alvin the cook

Description: As the Technocracy stands poised to deliver a fatal blow to its opponents - where will you stand? Will you escape? Once free will you seek to bring down those who would force the laws of reality? Or would you seek to forever stop project "harvest"?

Capacity: From 3 to 10 people.

Limits: This will be the climax of the previous White Wolf games all levels are welcomed. The grand prize will be awarded for best role-player.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

centering on cleverness as opposed to brawn. As before, prizes will be given for best role-playing.

Limits: This is the conclusion of the White Wolf games for this weekend, the top players from the last two days will be brought back to complete this mission. Prizes will be awarded at the end of the game for best performance.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.

Coordinator: David Martin

1325 1 M

Bitter Thorns

Time: Saturday 12:00 **Length:** 5:45

Location: Lower Suite E (Table 3)

System: Werewolf (World of Darkness) (Mixed)

Description: Rumors of a rare flower that blossoms but once in a blue moon reach your ears. The whispers say that contains mystical properties from healing to death, and everything in between. They say, it shall bloom again tonight, and return to the earth when dawn's first rays fall upon its petals. Only one seems to know anything more about it, a woman that has kept to the shadows and has been missing for the last two months. Remember though, that you are not alone in this quest, and the forming of friendships, and daggers of betrayal are in your hands.

Capacity: From 3 to 6 people.

Limits: This will be an intermediate level White Wolfs Vampire game. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Dawn Andrews-Lynn

1345 1 M

Welcome to Marian Illinois

Time: Saturday 16:00 **Length:** 5:45

Location: Lower Suite E (Table 7)

System: World of Darkness (Mixed)

Description: Sonny Clark has worked for Endron Oil for 12 years before he got pinched. During this time he has seen and done it all, most of which included the things that go bump in the night. Well, 4 years ago he got caught at the scene of a home invasion. He was sending a message to the local Garou leader on behalf of his employer. Up until now he has said nothing. Last week he requested to speak with the lead investigator for the F.B.I.'s Special Affairs Division. The meeting is set for 4 days from now, he has said that he has enough dirt to trade to get him put in the Witness Protection Program. Now many of those whom he has met want to make sure that he does not make that meeting.

Capacity: From 3 to 6 people.

Limits: This will be an intermediate level White Wolfs Vampire game. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Vaughn

1384 3 T

Classic Battletech: Merc Wars, 3067

Time: Sunday 11:00 **Length:** 3:45

Location: Lower Suite D (Table 11)

System: Classic Battletech, Level 3 Rules

Description: the 13th Heavy Metal Legion will battle Team Banzai for possession of a lost Star League Era crashed Dropship on the bottom of shallow sea. Equal pre-generated Level 3 forces, matched by BV, will fight it out in and around the water for fabulous Lostech in "Merc Wars, 3067"

Capacity: From 1 to 10 people.

Limits: Pregenerated Level 3 Classic Battlemechs

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Army size needs to fall between 1 points and 100 points.

Coordinator: Brian C. Walrath

1394 3 T

Classic Battletech: King of the WaterHole

Time: Friday 19:00 **Length:** 4:45

Location: Lower Suite D (Table 11)

System: Classic Battletech, Level 3 Rules

Description: Level 3 Rules 100 tons (anything goes) Open custom mechs Free-For-All (Up to 12 Players)

Capacity: From 1 to 12 people.

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Army size needs to fall between 1 points and 100 points.

Coordinator: Brian C. Walrath

1335 1 M

Project Harvest

Time: Saturday 20:00 **Length:** 7:45

Location: Lower Suite E (Table 3)

System: World of Darkness (Mixed)

1375 1 M

Snake Hunt

Time: Sunday 11:00 **Length:** 7:45

Location: Lower Suite E (Table 3)

System: White Wolfs World of Darkness (Mixed)

Description: "... very few mongoose, however wise and old they may be, care to follow a cobra into its hole." - Rudyard Kipling, Rikki-Tikki-Tavi In Cairo the Tremere have found a snake in their midst. This will be an advanced World of Darkness game that you can bring your favorite characters

Events 1400+

1404 2 T

CLASSIC BATTLETECH: Dueling Skulls, 3060

Time: Saturday 13:00 Length: 4:45

Location: Lower Suite D (Table 11)

System: Classic Battletech, Level 2 Rules

Description: The Gray Death Legion and the Pirates of Star's End will duke it out. Identical pre-generated Level 2 forces, matched by BV, will contest possession of a city in "Dueling Skulls, 3060"

Capacity: From 1 to 10 people.

Limits: Pregenerated Level 2 Classic Battlemechs
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring their own. Army size needs to fall between 1 point and 100 points.

Coordinator: Brian C. Walrath

1423 2 M

The Symposium: Rebellion (Part 2)

Time: Saturday 18:00 Length: 5:45

Location: Balcony Over Pool (Table Entire Area)

System: Mind's Eye Theater (Mage)

Description: In an alternate storyline Mind's Eye Theater world, the last bastion of the Awakened tries to subvert an evil cult. (This is a 2 part event see also Event: 1183) For Introduction and setup please refer to event 3223.

Capacity: From 10 to 60 people.

Website: symposium.vis.nu/hexacon

Other: This event has the following Optional Costume Theme: Modern. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Sam Mulvey

1459 1 M

Living Arcanis: Character Administration

Time: Thursday 14:00 Length: 3:45

Location: Lower Suite E (Table 1)

System: Advanced Dungeon & Dragons (3.0)

Description: Interested in playing Living Arcanis? Want to know what it means to be an Arcanis Elf or a Dwarf? Who are these divinely gifted humans known as Val? Got a rules question? This is the place for you.

Capacity: From to people.

Limits: For characters of any level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA1

1469 1 M

Living Arcanis: Freeport

Time: Saturday 14:00 Length: 3:45

Location: Lower Suite E (Table 4)

System: Advanced Dungeon & Dragons (3.0)

Description: The Pirate Island itself! This series of short modules details your journey to the Freeport Marketplace, what happens while you are there, and the long boat ride home. It is only a den of cutthroats and murderers, what could possibly go wrong?

Capacity: From 4 to 6 people.

Limits: A two round Living Arcanis Adventure for Characters 1st to 5th level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA2

1479 1 M

Living Arcanis: Freeport

Time: Sunday 09:00 Length: 3:45

Location: Lower Suite E (Table 6)

Repeated: See Event 1469 for details.

1489 1 M

Living Arcanis: So Shall Ye Reap

Time: Thursday 19:00 Length: 3:45

Location: Lower Suite E (Table 5)

System: Advanced Dungeon & Dragons (3.0)

Description: An Introductory Adventure.

Capacity: From 4 to 6 people.

Limits: For Characters 1st to 2nd level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA3

1499 1 M

Living Arcanis: So Shall Ye Reap

Time: Friday 09:00 Length: 3:45

Location: Lower Suite E (Table 5)

Repeated: See Event 1489 for details.

1509 1 M

Living Arcanis: So Shall Ye Reap

Time: Friday 19:00 Length: 3:45

Location: Lower Suite E (Table 4)

Repeated: See Event 1489 for details.

1519 2 M

Living Arcanis: Temptations of the Flesh (2 round module)

Time: Friday 09:00 Length: 8:45

Location: Lower Suite E (Table 1)

System: Advanced Dungeon & Dragons (3.0)

Description: Honored to attend an Imperial hunt hosted by Coryan's Greatest General, the heroes are forced to stalk the most deadly of prey. The potent blood of divine birthright has been spilled in a quest to answer an ancient mystery, one that even the Gods fear to reveal.

Capacity: From 4 to 6 people.

Limits: A two round Living Arcanis Adventure for Characters 1st to 5th level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA4

1529 2 M

Living Arcanis: Seeds of Our Destruction

Time: Friday 19:00 Length: 3:45

Location: Lower Suite E (Table 1)

System: Advanced Dungeon & Dragons (3.0)

Description: Called upon by their Senatorial benefactor, the players are sent to investigate the theft of priceless artifacts in Sweet Savona. What at first seemed a simple mission of justice soon turns into a struggle for the very survival of humanity.

Capacity: From 4 to 6 people.

Limits: A Living Arcanis Adventure for Characters 1st to 5th level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA5

1539 3 M

Living Arcanis: Drinking Deeply from the Chalice of Midnight

Time: Thursday 19:00 Length: 3:45

Location: Lower Suite E (Table 1)

System: Advanced Dungeon & Dragons (3.0)

Description: Decimus, the PC's previous contractor, has called upon them for a task of amore personal nature. But to help him, they may have to endure trials upon doomed plane and risk capture by the minions of a Fallen Valinor in order to recover a relic of the Mythic Age.

Capacity: From 4 to 6 people.

Limits: A Living Arcanis Adventure for Characters 1st to 7th level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA5

1549 3 M

Living Arcanis: Reap the Whirlwind

Time: Saturday 09:00 Length: 3:45

Location: Lower Suite E (Table 1)

System: Advanced Dungeon & Dragons (3.0)

Description: The wheel has turned full circle and the actions of the past have come back to haunt the present. As the first Living Arcanis Story Arc reaches its penultimate chapter, the players must decide if the destruction of a great evil is worth the sacrifice of innocence. But who is it that has sowed such woe to ultimately reap the whirlwind?

Capacity: From 4 to 6 people.

Limits: A Living Arcanis Adventure for Characters 3rd to 9th level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA6

1559 3 M

Living Arcanis: Assault on the Gate of Tears (2 round module)

Time: Sunday 09:00 Length: 8:45

Location: Lower Suite E (Table 1)

System: Advanced Dungeon & Dragons (3.0)

Description: After surviving horrific combat and dire intrigue, the PCs must travel to a small island off the coast of Ymandragore to stop a madman from defeating a great Evil only to replace it with a potentially greater threat.

Capacity: From 4 to 6 people.

Limits: A two round Living Arcanis Adventure for Characters 3rd to 9th level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA6

1569 2 M

Living Arcanis: Bargains of Flesh and Spirit

Time: Thursday 14:00 Length: 3:45

Location: Lower Suite E (Table 4)

System: Advanced Dungeon & Dragons (3.0)

Description: The blades of the Dwarven Master craftsman Elabac are close to perfection, but he feels his time on this plane is almost over. With the chance that Illiir's Curse may be lifted with the completion of his final masterpiece, he seeks to extend his life unnaturally. The players are faced with a dire moral dilemma; should they assist this kindly ancient dwarf in his bid for lichdom by escorting him to Vintaka in Canceri or ally themselves with the deadly Reavers thus sealing his doom.

Capacity: From 4 to 6 people.

Limits: A Living Arcanis adventure for characters of 1st to 5th level.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LA7

1579 2 M

Living Arcanis: Bargains of Flesh and Spirit

Time: Friday 14:00 Length: 3:45

Location: Lower Suite E (Table 5)

Repeated: See Event 1569 for details.

1589 3 M

Living Arcanis: Hand of the Master

Time: Thursday 19:00 Length: 3:45

Location: Lower Suite E (Table 4)

Tournament Room & PC Events Calendar

Day / Time	SF Battles / Game Overflow (Ventanas)					Tournament Room A (Upper Salon D)				Tournament Room B (Upper Salon E)			
	V01-08	V09	V14-15, 17-18	V13,16,19-24	V25-28	UD1-2,5-6	UD11-12	UD3-4	UD7-10,13-14	UE1-2	UE5-7,10-12	UE4	UE3,8,13,14
Friday	9:00
	10:00
	11:00
	12:00
	13:00
	14:00
	15:00	4087	3132
	16:00	3063
	17:00	4227	3223
	18:00	3261	3837
	19:00	3997	3727
	20:00	1101	3957	3142
	21:00	3271	3737	3451	3441
22:00	4047	3847	4237	4402	
23:00	3917	
Saturday	0:00	
	1:00	
	2:00	
	3:00	
	4:00	
	5:00	
	6:00	
	7:00	
	8:00	
	9:00	
	10:00	3281	3857	4257	4412	
	11:00	4007	3747	1126	3471	3461	
	12:00	3927	2554	
13:00	3757		
14:00	3291	3867	3237	3716	2544	2554		
15:00	3767		
16:00	3111	3977	1032		
17:00	4017	3777	3247	2544		
18:00	3301	3877	4122		
19:00	3787		
20:00	4067	3987	4267	4422	3501	3491		
21:00	3797		
22:00	3311	3887		
23:00	4027	3807		
Sunday	0:00	3937	
	1:00	
	2:00	
	3:00	4277	
	4:00	
	5:00	
	6:00	
	7:00	
	8:00	
	9:00	4287	
	10:00	3321	3967	3521	3511	
	11:00	4037	3817	
	12:00	3331	3897	
13:00	3827		
14:00	3121	4077	3947	4297		
15:00	3907		
16:00		
17:00		
18:00	4117		

System: Advanced Dungeons & Dragons (3.0)
Description: Elabac has returned to Solanos Mor to work on the perfect item until his death. But some people may want that death to come sooner than it should. Elabac's apprentice fears that even Solanos Mor's stone walls cannot protect his master, but who would want to slay Elabac? And how far would they go to do it?
Capacity: From 4 to 6 people.
Limits: A Living Arcanis adventure for characters of 1st to 11th level.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LA7

1599 3 M

Living Arcanis: Hand of the Master
Time: Friday 19:00 **Length:** 3:45
Location: Lower Suite E (Table 5)
Repeated: See Event 1589 for details.

1609 3 M

Living Arcanis: The Serpentine Path (2 round module)
Time: Friday 09:00 **Length:** 8:45
Location: Lower Suite E (Table 4)

System: Advanced Dungeons & Dragons (3.0)
Description: Heroes are created by chance, circumstance and fate. So are martyrs. Which will be your destiny? Find out as you travel the serpentine path between Althre' and Semar.
Capacity: From 4 to 6 people.
Limits: A two round Living Arcanis soft point scenario for character levels 1-11.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LA8

2531 ♀♂1E

Tile Chess

Time: Sunday 10:00 Length: 1:45

Location: Lower Suite C (Table 4)

System: Tile Chess (1.0)

Description: Chess where you think outside the board. Up to six players can play chess with a twist. There's no chessboard!

Capacity: From 2 to 6 people.

Group: MIB

Website: www.sjgames.com/tilechess/

Coordinator: Jessie Foster

2544 ♀♂1E

Mechwarrior Clix's (Death from Above)

Time: Saturday 14:00 Length: 4:45

Location: Upper Salon D (Table 4)

System: MechWarrior: Dark Age

Description: MechWarrior: Dark Age, the exciting, fast-paced collectable miniatures game of futuristic combat. MechWarrior: Dark Age takes place in the 32nd-century, a world of strong factions and dynamic personalities with long-standing allegiances and short fuses! Conflict can break out at any time, and when your battleforce is filled with three-story-high robot vehicles called BattleMechs bristling with weaponry, combat is explosive and electrifying.

Capacity: From 2 to 16 people.

Limits: Mechwarrior Clix Event: 3 Rounds before Elimination 1 Hour per round. 3 Sealed Boosters from the "Mechwarrior: Death from Above" line.

Group: Game Depot

Website:

www.wizkidsgames.com/mwdarkage/#http://www.wizkidsgames.com/mwdarkage/#

Other: This is a 5 round tournament (3 rounds before elimination). The Miniatures needed to participate in this event will be purchased at the convention (See Cost).

Cost: \$30.00, for 3 sealed boosters.

Coordinator: Game Depot

2554 ♀♂1E

Hero Clix Event (Cosmic Justice)

Time: Saturday 11:00 Length: 4:45

Location: Upper Salon D (Table 3)

System: Hero Clix: DC

Description: Will you command the hordes of horrible villains, including Superman's nemesis Lex Luthor, Wonder Woman's archenemy Circe, and monsters that have battled the entire JLA to a standstill? Or take up the fight for good on the side of Aquaman, Batman, the Green Arrow, or Superman? The cosmos will shake with battle as you command these new HeroClix characters to fight it out for true Cosmic Justice.

Capacity: From 2 to 16 people.

Limits: DC Hero Clix Event: 3 Rounds before Elimination 1 Hour per round. 3 Sealed Boosters from the "DC Hero Clix: Cosmic Justice" line.

Group: Game Depot

Website: www.wizkidsgames.com/heroclix/dc/

Other: This is a 5 round tournament (3 rounds before elimination). The Miniatures needed to participate in this event will be purchased at the convention (See Cost).

Cost: \$20.00, for 3 sealed boosters.

Coordinator: Game Depot

2574 ♀♂1T

Siege of Castle Kreikstal

Time: Saturday 20:00 Length: 2:45

Location: Lower Suite D (Table 4)

System: Clash of Steel Miniature Rules (1.0)

Description: You've seen my minis and terrain at Hexacon 12, now come play with them at Hexacon 13! Using my recently published Tabletop Miniature Rules, a castle siege battle will take place. My rules are universal, so bring your

minis too! We will get stats for them quick and incorporate them into the battle!

Capacity: From 2 to 8 people.

Group: Clash of Steel

Website: www.geocities.com/clashofsteel

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring their own. Army size needs to fall between 500 points and 1500 points.

Coordinator: Jason Youngdale

2581 ♀♂1E

King Oil

Time: Saturday 09:00 Length: 3:45

Location: Lower Suite C (Table 9)

System: unconfirmed

Description: There are fortunes to be made and lost in oil. Rich one moment and poor the next, or poor and then suddenly rich. Each player buys properties, drills for oil, invests the profits in new properties, installs pipelines, and collects royalties to become powerful enough to be KING OIL.

Capacity: From 2 to 4 people.

Coordinator: Phil McElfresh

2595 ♀♂1M

A Team Devided

Time: Saturday 18:00 Length: 9:45

Location: Lower Suite C (Table 4)

System: Mutants & Masterminds

Description: Freedom Cities heroes are disappearing at a alarming rate and the mayor wants some answers! Can your team of 2nd string raw recruits find out in time? Or will you be among the missing?

Capacity: From 8 to 10 people.

Website: www.greenronin.com

Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to be level PL10.

Coordinator: John Polack

2601 ♀♂1E

A Boardgaming Triathlon

Time: Saturday 17:00 Length: 5:45

Location: Lower Suite C (Table 8)

System: Mississippi Queen / Formula De / Hare and Tortoise

Description: A triathlon is a three-part race with swimming, bicycling, and running, so this boardgaming triathlon will feature three race games to capture that feel. The first is Mississippi Queen (the water), followed by Formula De (the wheels), and concluding with Hare and Tortoise (the feet). The finishing positions of the previous game will be used to determine the starting positions of the next game, and the overall winner will be the player who has the best overall finish in all three games.

Capacity: From 3 to 5 people.

Coordinator: Jason Sato

2615 ♀♂1T

Forgotten Realms

Time: Friday 19:00 Length: 3:45

Location: Lower Suite C (Table 2)

System: Dungeons and Dragons (3rd)

Description: A low-level but high-fun trip through the Realms, this D&D adventure is a home-prepared game. Players face a dark cult of worshippers of Loviatar, Mistress of Pain, and have to thwart their plans.

Capacity: From 4 to 8 people.

Website: www.wizards.com

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own. Character levels need to fall between level 3 and level 5.

Coordinator: Darra Clark

2625 ♀♂1E

Aeon Trinity: "Rescue"

Time: Friday 12:00 Length: 4:45

Location: Lower Suite C (Table 5)

System: Aeon Trinity (First)

Description: A humanitarian mission goes wrong and you are sent in to rescue the hostages.

Capacity: From 4 to 6 people.

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Scott Flohrschutz

2633 ♀♂1T

Feng Shui

Time: Saturday 14:00 Length: 3:45

Location: Pavilion Tent

System: Feng Shui (2nd ed)

Description: Shoalin monks, supercops and vengeful ghosts all fight for power and honor in this Hong Kong Action Live Action Role-playing game.

Capacity: From 18 to 30 people.

Other: This event has the following Optional Costume Theme: Ancient China, Futuristic, 1980's and Imperial China. Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Lori Herrin

2641 ♀♂1RP

Le Grand Jeu Du NOVANON

Time: Saturday 06:00 Length: 2:45

Location: Lower Suite C (Table 4)

System: Board. (1.0.0.1)

Description: This is a home-made game unlike any other. It is a story-driven, sentence-based game which takes the players FAR beyond grammar analysis (though this is the basis.) You need to know: Facts, Questions, States of Being, and Hopes / Wishes / Desires. Come and play -- Come and see. Door Prizes! Free CD of the game, manual, graphics etc.

Capacity: From 4 to 9 people.

Limits: Need 4 people Better with more, BEST with 9!

Coordinator: Gary F. Goodman

2655 ♀♂1T

Double Blind Heros VS. Villains

Time: Saturday 12:00 Length: 5:45

Location: Lower Suite C (Table 1)

System: Hero (5th)

Description: This is going to be a double blind heros vs villains Hero System game. Characters will be provided by me. The game will run for between 4 and 6 hours depending.

Capacity: From 8 to 16 people.

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: William Shaw

2665 ♀♂1T

Double Blind Heros VS. Villains

Time: Sunday 10:00 Length: 5:45

Location: Lower Suite C (Table 1)

Repeated: See Event 2655 for details.

2671 ♀♂1RP

Le Grand Jeu Du NOVANON

Time: Sunday 12:00 Length: 2:45

Location: Lower Suite C (Table 4)

Repeated: See Event 2641 for details.

Events 1610+

1619    3 M

Living Arcanis: The Serpentine Path (2 round module)

Time: Sunday 09:00 Length: 8:45
Location: Lower Suite E (Table 4)
Repeated: See Event 1609 for details.

1629    3 M

Living Arcanis: The Serpentine Path (2 round module)

Time: Sunday 09:00 Length: 8:45
Location: Lower Suite E (Table 5)
Repeated: See Event 1609 for details.

1639   1 M

Living Arcanis: Marketplace

Time: Saturday 09:00 Length: 3:45
Location: Lower Suite E (Table 4)
System: Advanced Dungeon & Dragons (3.0)
Description: You have journeyed to the Pirate Isle of Freeport to visit on the few places on Onara that one can purchase items of magic and antiquity. Whether it is an Altherian Rifle or a magic potion, you hope to find it here.
Capacity: From 1 to 999 people.
Limits: All Levels
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LAM

1649   2 E

Living Dragonstar: Evacuation of Mistral

Time: Friday 09:00 Length: 3:45
Location: Lower Suite E (Table S)
System: Advanced Dungeon & Dragons (3.0)
Description: The city of New Ghemenskol is one of two outposts of technology on Mistral. Only twenty years after the arrival of the Empire the bombs are falling again, only this time there is no demand for surrender, and no way to stop the invasion.
Capacity: From 4 to 6 people.
Limits: A one round Living Dragonstar adventure for characters level 1-3.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LD1

1659   2 E

Living Dragonstar: Evacuation of Mistral

Time: Saturday 14:00 Length: 3:45
Location: Lower Suite E (Table S)
Repeated: See Event 1649 for details.

1669   2 E

Living Dragonstar: Legacy of the Lost World

Time: Friday 14:00 Length: 3:45
Location: Lower Suite E (Table S)
System: Advanced Dungeon & Dragons (3.0)
Description: The characters must pit their Imperial technology and survival instinct against a primitive world with ancient secrets.
Capacity: From 4 to 6 people.
Limits: A one round Living Dragonstar adventure for characters level 1-3.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LD2

1679   2 E

Living Dragonstar: Legacy of the Lost World

Time: Sunday 09:00 Length: 3:45
Location: Lower Suite E (Table S)
Repeated: See Event 1669 for details.

1689   2 E

Living Dragonstar: Thordin's Belt

Time: Friday 19:00 Length: 3:45
Location: Lower Suite E (Table S)
System: Advanced Dungeon & Dragons (3.0)
Description: Thordin's Belt is an abandoned dwarven mining camp, has become a refugee center for those who have fled the invasion of the Rimward Barrens. But there have been strange disappearances, and the residents are forced to realize that they are not alone on the asteroid.
Capacity: From 4 to 6 people.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LD3

1699   2 E

Living Dragonstar: Thordin's Belt

Time: Sunday 14:00 Length: 3:45
Location: Lower Suite E (Table S)
Repeated: See Event 1689 for details.

1709   2 E

Living Dragonstar: Thordin's Secret

Time: Saturday 09:00 Length: 3:45
Location: Lower Suite E (Table S)
System: Advanced Dungeon & Dragons (3.0)
Description: The characters confront an ancient secret hidden in the heart of Thordin's Belt.
Capacity: From 4 to 6 people.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LD4

1719   2 E

Living Force: Forces of Cularin I: Force Concession

Time: Thursday 19:00 Length: 3:45
Location: Lower Suite E (Table 6)
System: Advanced Dungeon & Dragons (3.0)
Description: A team of builders has gone missing on Cularin, as has the first security team sent to find them. The heroes of Cularin must venture into the jungles of Cularin, to places even the Tarsin fear, and find who—or what—is responsible.
Capacity: From 1 to 6 people.
Limits: A LIVING FORCE adventure for heroes level 1 to 9. It is strongly recommended that this adventure be played before "Force Contention" and "Force Convention" (Episodes II and III of the Forces of Cularin trilogy).
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LF1

1729   2 E

Living Force: Forces of Cularin I: Force Concession

Time: Friday 09:00 Length: 3:45
Location: Lower Suite AB (Table 6)
Repeated: See Event 1719 for details.

1739   2 E

Living Force: Forces of Cularin I: Force Concession

Time: Saturday 09:00 Length: 3:45
Location: Lower Suite AB (Table 6)
Repeated: See Event 1719 for details.

1749   2 E

Living Force: Forces of Cularin II: Force Contention

Time: Friday 14:00 Length: 3:45
Location: Lower Suite AB (Table 6)
System: Advanced Dungeon & Dragons (3.0)
Description: Rumors are spreading on Cularin that the Jedi are out of control that they've turned into nothing more than thugs with lightsabers. In the midst of the furor, a Jedi has gone missing, and with him a dangerous artifact of the Tarasin. Heroes are needed to recover both, before it's too late for everyone.
Capacity: From 4 to 6 people.
Limits: A LIVING FORCE adventure for heroes level 1 to 9. We strongly recommend that this scenario be played after "Force Concession" and before "Force Convention" (Episodes I and III of the Forces of Cularin trilogy).
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LF2

1759   2 E

Living Force: Forces of Cularin II: Force Contention

Time: Saturday 14:00 Length: 3:45
Location: Lower Suite AB (Table 6)
Repeated: See Event 1749 for details.

1769   2 E

Living Force: Forces of Cularin II: Force Contention

Time: Sunday 09:00 Length: 3:45
Location: Lower Suite AB (Table 6)
Repeated: See Event 1749 for details.

1789   2 E

Living Force: Forces of Cularin III: Force Convention

Time: Friday 19:00 Length: 3:45
Location: Lower Suite AB (Table 6)
System: Advanced Dungeon & Dragons (3.0)
Description: A meeting aboard "The Luxury", a liner housing a pacifist group that has come to Cularin to discuss matters with the Jedi, threatens to turn very ugly, very quickly. You have proven your worth to Lanius Qel-Bertuk in the past, and now he needs your help.
Capacity: From 4 to 6 people.
Limits: A LIVING FORCE adventure for heroes level 1 to 9. We strongly recommend that this adventure be played after "Force Concession" and "Force Contention" (Episodes I and II of the Forces of Cularin trilogy).
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LF3

1799   2 E

Living Force: Forces of Cularin III: Force Convention

Time: Sunday 14:00 Length: 3:45
Location: Lower Suite AB (Table 6)
Repeated: See Event 1789 for details.

1809   1 E

Living Greyhawk: Revenant of Rel Mord

Time: Thursday 19:00 Length: 3:45
Location: Lower Suite AB (Table 7)
System: Advanced Dungeon & Dragons (3.0)
Description: Introductory module, new PCs only.
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 2nd level.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LG1

Events 2680+

2683 T

Amtgard - Game Demo

Time: Friday 19:00 Length: 1:45

Location: Grass Green Below Pool

System: Live Action Role Playing (6.0)

Description: Fighters and wizards Wanted! Amtgard a nonprofit organization needs new members to come out and join the fun we are looking for anyone over the age 14 to pick a safe padded weapon and be the hero or druid of your dreams We are safe and have chapters all thought the states and some in other countries come joins us and be apart of the Dream known as Amtgard.

Capacity: From 1 to 999 people.

Group: Amtgard

Website: www.amtgard.com

Other: This event has the following Optional Costume Theme: Renfair Renaissance style anything beofre 1600s. Characters needed to participate in this event will be supplied by the Players. Character levels need to fall between level 1 and level 6.

Coordinator: James Robinson

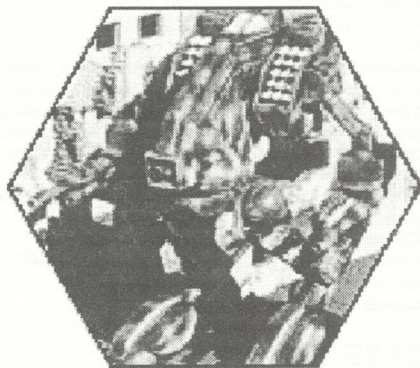
2693 T

Amtgard - Game Demo

Time: Saturday 11:00 Length: 1:45

Location: Grass Green Below Pool

Repeated: See Event 2683 for details.



2703 T

Amtgard - Game Demo

Time: Saturday 13:00 Length: 1:45

Location: Grass Green Below Pool

Repeated: See Event 2683 for details.

2713 T

Amtgard - Game Demo

Time: Saturday 15:00 Length: 1:45

Location: Grass Green Below Pool

Repeated: See Event 2683 for details.

2723 T

Amtgard - Game Demo

Time: Saturday 17:00 Length: 1:45

Location: Grass Green Below Pool

Repeated: See Event 2683 for details.

2733 T

Amtgard - Game Demo

Time: Saturday 19:00 Length: 1:45

Location: Grass Green Below Pool

Repeated: See Event 2683 for details.

2743 T

Amtgard - Game Demo

Page 26

Time: Sunday 15:00 Length: 1:45

Location: Grass Green Below Pool

Repeated: See Event 2683 for details.

2753 T

Amtgard - Game Demo

Time: Sunday 17:00 Length: 1:45

Location: Grass Green Below Pool

Repeated: See Event 2683 for details.

2766 E

Amtgard - Information Table

Time: Saturday 10:00 Length: 9:45

Location: Lower Suite C (Table 4)

System: Live Action Role Playing (6.0)

Description: Fighters and wizards Wanted! Amtgard a nonprofit organization needs new members to come out and join the fun we are looking for anyone over the age 14 to pick a safe padded weapon and be the hero or druid of your dreams We are safe and have chapters all thought the states and some in other countries come joins us and be apart of the Dream known as Amtgard.

Capacity: From 1 to 999 people.

Limits: Information Table to answer all your questions about our Group. We will have short 2 hour demos all weekend. Come join the Fun.

Group: Amtgard

Website: www.amtgard.com

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: James Robinson

2776 E

Amtgard - Information Table

Time: Sunday 14:00 Length: 3:45

Location: Lower Suite C (Table 4)

Repeated: See Event 2766 for details.

2782 E

Monkeys On The Moon

Time: Saturday 10:00 Length: 1:45

Location: Lower Suite C (Table 1)

System: Eight Foot Llama (2002)

Description: In this game, players advance monkey civilizations while also freeing monkeys from lunar isolation by launching spaceships. The player who launches the most powerful primates home to Earth by game end will claim victory. Every move that a player makes will impress one of the six monkey tribes yet anger another. Knowing when to play favorites, and when to risk incurring the scorn of a tribe, is key to success.

Capacity: From 2 to 4 people.

Limits: This will be a demo of the game Monkeys On The Moon by Eight Foot Llama's demo guy Michael Morris. Prizes will be on hand for everyone who plays.

Group: Shadowedvacas HexaCon Events

Website: eightfootllama.com/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

2792 E

Who Stole Ed's Pants

Time: Saturday 12:00 Length: 1:45

Location: Lower Suite C (Table 1)

System: Eight Foot Llama (2001)

Description: Who Stole Ed's Pants? is a friendly game of fraud, treachery and injustice. Because no one has bothered to ask Ed about the details of the crime, police have nothing but wild rumor and rampant speculation to go on. You'll be able to change the alleged facts of the case and alter the focus of the investigation, and at the same time you'll plant evidence on other players. Too much

incriminating evidence will land you in the big house for the theft of Ed's pants.

Capacity: From 3 to 4 people.

Limits: This will be a demo of the game Who Stole Ed's Pants? by Eight Foot Llama's demo guy Michael Morris. Prizes will be on hand for everyone who plays.

Group: Shadowedvacas HexaCon Events

Website: eightfootllama.com/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

2821 T

Zombies!!!

Time: Saturday 14:00 Length: 2:45

Location: Lower Suite C (Table 1)

System: Zombies (2003)

Description: What happens when you find yourself trapped in a town full of zombies? This one's a no-brainer! First to make it to the heliport or kill 25 zombies wins. Explore the military base for the latest survival gear, or go to the local shopping mall to get out of the zombie-infested town.

Capacity: From 2 to 6 people.

Limits: This will be a full game of Zombies!!! Both expansions will be used! Will have a prize for the winner!

Group: Shadowedvacas HexaCon Events

Website: www.twilightcreationsinc.com/

Coordinator: Michael Morris

2832 T

Battle of the Bands

Time: Saturday 18:00 Length: 3:45

Location: Lower Suite C (Table 1)

System: Dan Smith Industries (2000)

Description: What do you, your mom, a hip hop hottie, and a drunken gorilla with an accordion have in common? They're in your band! Get groupies, cut hit singles, do drugs, go on tour, and sabotage your competition all the way to the top with this funny and fast paced card game! Choose your band members from a collection of crazy characters! Get an instrument, get a reputation and become a star...or worse!

Capacity: From 2 to 4 people.

Limits: There will be a demo of this game to be followed by a tournament with prize support for the winners from the creator of the game.

Group: Shadowedvacas HexaCon Events

Website: www.thirdworldgames.com/html/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

2841 T

Zombies!!! 3 :Maul Walkers

Time: Sunday 10:00 Length: 1:45

Location: Lower Suite C (Table 1)

System: Zombies (2001)

Description: What happens when you find yourself trapped in a town full of zombies? This one's a no-brainer! First to make it to the heliport or kill 25 zombies wins. The only problem is, the zombies are everywhere, they appear to be very hungry and your opponents would really prefer if you didn't escape.

Capacity: From 2 to 6 people.

Limits: This will be a small game of Zombies using only the Maul Walkers expansion. The scenario is Search And Rescue!

Group: Shadowedvacas HexaCon Events

Website: www.twilightcreationsinc.com/

Coordinator: Michael Morris

2851 E

Killing & Saving Dr Lucky

Time: Friday 12:00 Length: 5:45

RPG / Board / General Gaming Events Calendar

Day / Time	RPGA Room (Lower Suite AB)									General Gaming (Lower Suite C)								
	LAB1	LAB2	LAB3	LAB4	LAB5	LAB6	LAB7	LAB8	LAB9	LC1	LC2	LC3	LC4	LC5	LC6	LC7	LC8	LC9
Friday	9:00																	
	10:00																	
	11:00			2119	1649	1869	1729	1879	2159	1819	3631							
	12:00																	
	13:00																	
	14:00										3641	2922		2446		4355		
	15:00																4442	
	16:00		2139	1141	1669			1749		2219				2452	2625		4452	4492
	17:00										3651	2932					4462	
	18:00						1999			1979						1095		1195
	19:00																	
	20:00										3031	2942	2861					
	21:00		2615	2259	1689			1789		2169				2491	2341		4482	4541
22:00										3041					4152		3686	
23:00														2351				
Saturday	0:00									3051					4131			
	1:00																	
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	9:00																	
	10:00	3621	4365														2325	3661
	11:00			2279	1709			1739		2229	2952	2782	2871	2472	2361	1085		2581
	12:00																	
13:00						1909			1919	2962	2792		2502	2371		2304	2304	
14:00																		
15:00		2655								2972	2821	2881	2512					
16:00			2129	1659			1759		2179					2381			1165	
17:00										2981								
18:00														2391	1175			
19:00																2992	2601	
20:00											2832	2891	2525	2401		3002		
21:00	2089	2099	2109	2079	2029	2039	2069	2059	2049									
22:00														4162			3696	
23:00															4201			
Sunday	0:00																	
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	11:00			2149	1679			1769		2189	1829			2531	2411	3011	3671	3152
	12:00											1135	2841	2911				
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14:00						2009			1939				2671	2421				
15:00												2304						
16:00			2269	1699			1799		2239	1889								
17:00																		
18:00																		

1819 **1 E**
Living Greyhawk: Revenant of Rel Mord
Time: Friday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 9)
Repeated: See Event 1809 for details.

1829 **1 E**
Living Greyhawk: Revenant of Rel Mord
Time: Sunday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 9)
Repeated: See Event 1809 for details.

1849 **2 E**
Living Greyhawk: Face Value
Time: Thursday 19:00 **Length:** 3:45
Location: Lower Suite AB (Table 5)
System: Advanced Dungeon & Dragons (3.0)
Description: A group of pacifist monks joined you a few days back. They seemed quite pleased to have adventurers to travel with. You wonder if they are prepared.
Capacity: From 4 to 6 people.
Limits: For Characters 2nd to 10th level.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com

Coordinator: RPGA Judge LG2
1859 **2 E**
Living Greyhawk: Face Value
Time: Thursday 19:00 **Length:** 3:45
Location: Lower Suite AB (Table 9)
Repeated: See Event 1849 for details.

1869 **2 E**
Living Greyhawk: Face Value
Time: Friday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 5)
Repeated: See Event 1849 for details.

Events 1870+

1879 2 E

Living Greyhawk: Face Value

Time: Friday 09:00 Length: 3:45

Location: Lower Suite AB (Table 7)

Repeated: See Event 1849 for details.

1889 2 E

Living Greyhawk: Face Value

Time: Sunday 14:00 Length: 3:45

Location: Lower Suite AB (Table 9)

Repeated: See Event 1849 for details.

1909 2 E

Living Greyhawk: Monkey Business

Time: Saturday 09:00 Length: 8:45

Location: Lower Suite AB (Table 5)

System: Advanced Dungeon & Dragons (3.0)

Description: Faithful citizens keep disappearing from Nyron. The Kingdom is crawling with murderous apes. Are the two events connected? Can you uncover the secrets hidden on Monkey Island?

Capacity: From 4 to 6 people.

Limits: For Characters 2nd to 10th level. 2-rnds.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LG3

1919 2 E

Living Greyhawk: Monkey Business

Time: Saturday 09:00 Length: 8:45

Location: Lower Suite AB (Table 7)

Repeated: See Event 1909 for details.

1929 2 E

Living Greyhawk: Monkey Business

Time: Saturday 09:00 Length: 8:45

Location: Lower Suite AB (Table 9)

Repeated: See Event 1909 for details.

1939 2 E

Living Greyhawk: Monkey Business

Time: Sunday 09:00 Length: 8:45

Location: Lower Suite AB (Table 7)

Repeated: See Event 1909 for details.

1979 3 E

Living Greyhawk: Sepulchre of the Wizard King (2 round module)

Time: Friday 14:00 Length: 8:45

Location: Lower Suite AB (Table 7)

System: Advanced Dungeon & Dragons (3.0)

Description: Sealed deep inside a labyrinth, behind powerful wards and terrible guardians, waits a guide to defeating hordes of ether creatures.

Capacity: From 4 to 6 people.

Limits: For Characters 6th to 12th level. 2-round event, part 4 of Ether Threat.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LG4

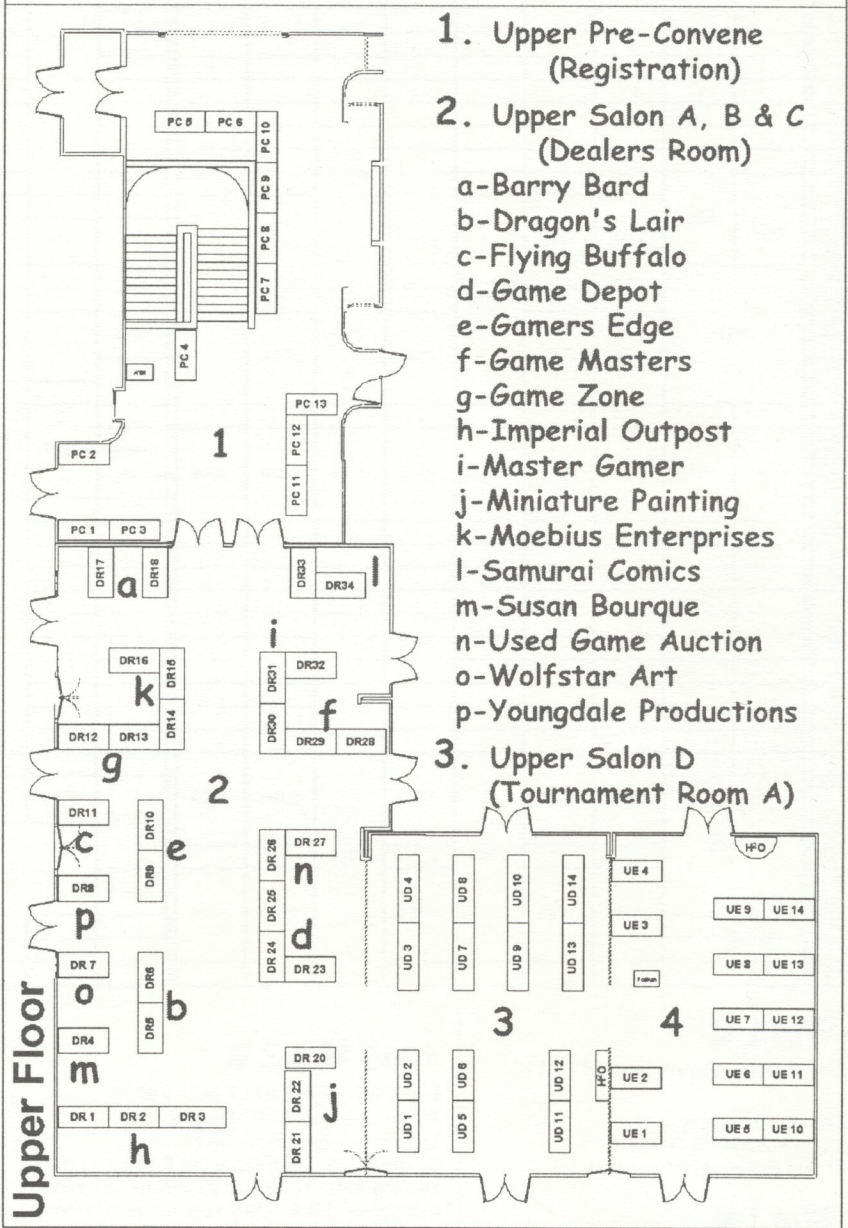
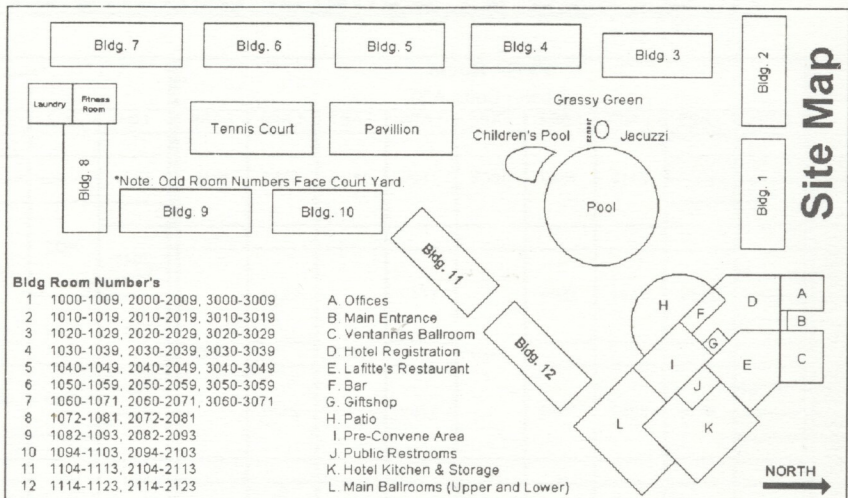
1989 3 E

Living Greyhawk: Sepulchre of the Wizard King (2 round module)

Time: Friday 14:00 Length: 8:45

Location: Lower Suite AB (Table 9)

Repeated: See Event 1979 for details.



Hotel Maps

1999 3 E

Living Greyhawk: Sepulchre of the Wizard King (2 round module)
 Time: Friday 14:00 Length: 8:45
 Location: Lower Suite AB (Table 5)
 Repeated: See Event 1979 for details.

2009 3 E

Living Greyhawk: Sepulchre of the Wizard King (2 round module)
 Time: Sunday 09:00 Length: 8:45
 Location: Lower Suite AB (Table 5)
 Repeated: See Event 1979 for details.

2029 3 E

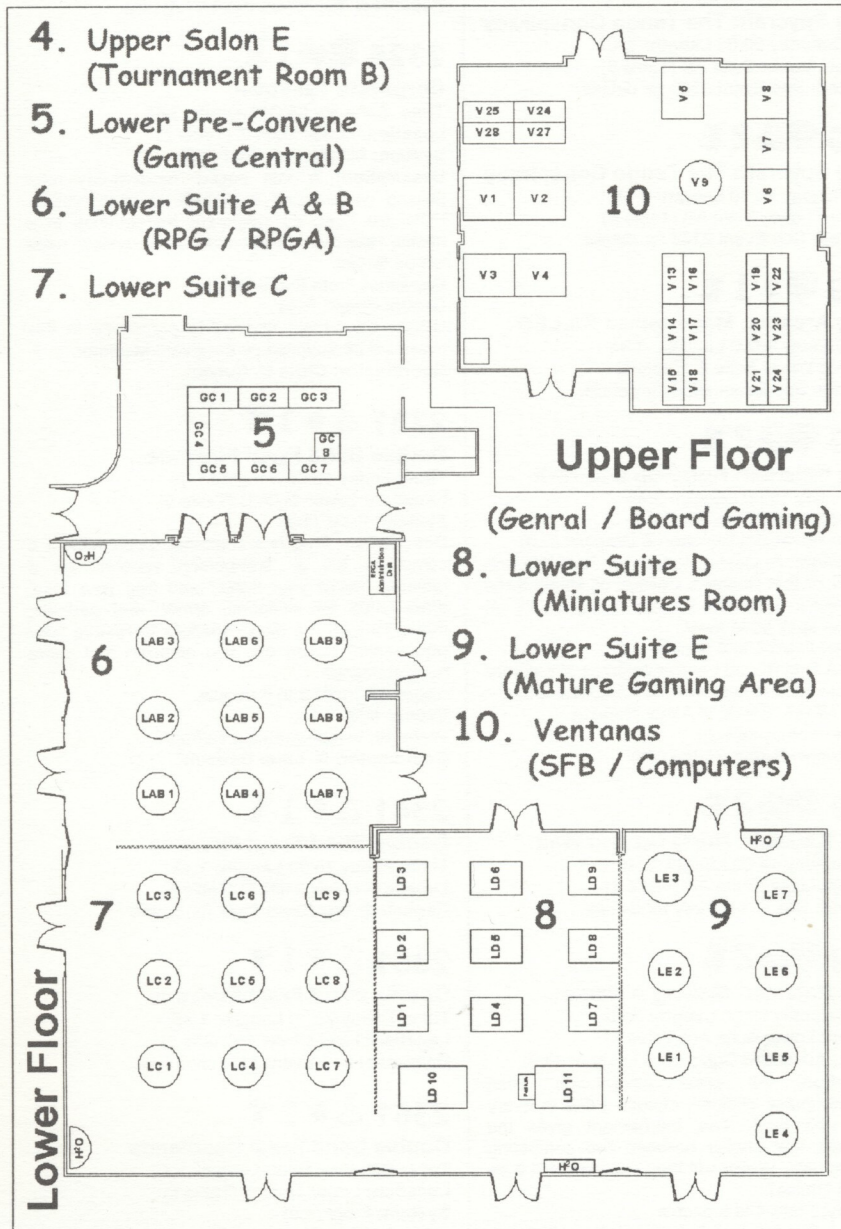
Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 5)
 System: Advanced Dungeon & Dragons (3.0)
 Description: Bands of Gnoll, Orc, and Goblinoid marauders are plaguing the Flinty Hills and the Adri Forest. Are these simply raiding parties, or a dark omen of things to come?
 Capacity: From 4 to 6 people.
 Limits: All Levels
 Group: RPGA, Shield of Almor Gaming
 Website: www.rpga.com
 Coordinator: RPGA Judge LGI

2039 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 6)
 Repeated: See Event 2029 for details.

2049 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 9)
 Repeated: See Event 2029 for details.



2059 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 8)
 Repeated: See Event 2029 for details.

2069 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 7)
 Repeated: See Event 2029 for details.

2079 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 4)
 Repeated: See Event 2029 for details.

2089 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 1)
 Repeated: See Event 2029 for details.

2099 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 2)
 Repeated: See Event 2029 for details.

2109 3 E

Living Greyhawk: Interactive (Inursion from the Bone March)
 Time: Saturday 19:00 Length: 3:45
 Location: Lower Suite AB (Table 3)
 Repeated: See Event 2029 for details.

Events 2110+

2119

Living Kalamar: If I Were A Rich Man

Time: Friday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 3)
System: Advanced Dungeon & Dragons (3.0)
Description: A nearby village needs the characters' help to turn their bad luck around.
Capacity: From 4 to 6 people.
Limits: A One Round Living Kingdoms of Kalamar Adventure for characters of 1st - 3rd level only.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LK1

2129

Living Kalamar: If I Were A Rich Man

Time: Saturday 14:00 **Length:** 3:45
Location: Lower Suite AB (Table 3)
Repeated: See Event 2119 for details.

2139

Living Kalamar: The Rounds

Time: Friday 14:00 **Length:** 3:45
Location: Lower Suite AB (Table 2)
System: Advanced Dungeon & Dragons (3.0)
Description: The characters are hired to guard a ship as it travels on Lake Eb'Sobet.
Capacity: From 4 to 6 people.
Limits: A One Round Living Kingdoms of Kalamar Adventure for characters of 1st - 3rd level only.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LK2

2149

Living Kalamar: The Rounds

Time: Sunday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 3)
Repeated: See Event 2139 for details.

2159

Living Spycraft: Agent Down

Time: Friday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
System: Advanced Dungeon & Dragons (3.0)
Description: Your team is assembled when a field agent goes missing. Can you find him and the valuable information that he possesses before it's too late?
Capacity: From 4 to 6 people.
Limits: A Living Spycraft adventure for 1st level agents.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LS1

2169

Living Spycraft: Agent Down

Time: Friday 19:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
Repeated: See Event 2159 for details.

2179

Living Spycraft: Agent Down

Time: Saturday 14:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
Repeated: See Event 2159 for details.

2189

Living Spycraft: Agent Down

Time: Sunday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
Repeated: See Event 2159 for details.

2209

Living Spycraft: The Tengo Conspiracy

Time: Thursday 19:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
System: Advanced Dungeon & Dragons (3.0)
Description: Recently acquired information holds the key to destroying a destabilizing influence in Asia. The only problem is that the informant is in police custody. The clock is ticking.
Capacity: From 4 to 6 people.
Limits: A Living Spycraft adventure for 1st level agents.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LS2

2219

Living Spycraft: The Tengo Conspiracy

Time: Friday 14:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
Repeated: See Event 2209 for details.

2229

Living Spycraft: The Tengo Conspiracy

Time: Saturday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
Repeated: See Event 2209 for details.

2239

Living Spycraft: The Tengo Conspiracy

Time: Sunday 14:00 **Length:** 3:45
Location: Lower Suite AB (Table 8)
Repeated: See Event 2209 for details.

2249

Living Arcanis: Marketplace KILLED

Time: Sunday 09:00 **Length:** -1:45
Location: Lower Suite E (Table 6)
Repeated: See Event 1639 for details.

2259

Living Kalamar: Hurry Up and Wait

Time: Friday 19:00 **Length:** 3:45
Location: Lower Suite AB (Table 3)
System: Advanced Dungeon & Dragons (3.0)
Description: A playful scavenger hunt through the halls of Bet Rogala's College of Magic turns into a frantic scramble to help a wizard fix an evocation spell gone awry.
Capacity: From 4 to 6 people.
Limits: A One Round Living Kingdoms of Kalamar Adventure for characters of 1st - 3rd level only.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LK3

2269

Living Kalamar: Hurry Up and Wait

Time: Sunday 14:00 **Length:** 3:45
Location: Lower Suite AB (Table 3)
Repeated: See Event 2259 for details.

2279

Living Kalamar: Making A Name

Time: Saturday 09:00 **Length:** 3:45
Location: Lower Suite AB (Table 3)
System: Advanced Dungeon & Dragons (3.0)
Description: All great adventurers must eventually make choices, choose sides in every fork in the road. This tournament gives the characters that choice between two competing pleas for help. Which will they choose? Will it be the right choice?
Capacity: From 4 to 6 people.
Limits: A One Round Living Kingdoms of Kalamar Adventure for characters of 1st - 3rd level only.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LK4

2294

Boot Hill, Double Blind

Time: Saturday 12:00 **Length:** 3:45
Location: Lower Suite D (Table 7)
System: TSR (3.0)
Description: A Wild Wild West shoot-out between two rival outlaw gangs. Rules taught, characters and minatures provided. Beginner and all ages welcome.
Capacity: From 6 to 12 people.
Group: Desert Rats
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Chris C. Culver

2304

Boot Hill, Double Blind

Time: Sunday 12:00 **Length:** 3:45
Location: Lower Suite D (Table 7)
Repeated: See Event 2294 for details.

2325

Corporate Takeover

Time: Saturday 08:00 **Length:** 3:45
Location: Lower Suite C (Table 7)
System: Millenium's End (2.0)
Description: A fast paced, modern-day role-playing game using a realistic combat system. PC's are hired as corporate mercenaries in a hostile take-over. Characters are provided, rules will be taught.
Capacity: From 6 to 8 people.
Group: Desert Rats
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Chris C. Culver

2331

Double Blind Frag! Firezone

Time: Friday 18:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
System: Frag! (1.0)
Description: Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!
Capacity: From 2 to 6 people.
Group: MIB
Website: www.sjgames.com/frag/
Coordinator: R. Loup DeVault

2341

Double Blind Frag! Firezone

Time: Friday 20:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
Repeated: See Event 2331 for details.

2351

Double Blind Frag! Firezone

Time: Friday 22:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
Repeated: See Event 2331 for details.

2361

Double Blind Frag! Deadlands

Time: Saturday 10:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
System: Frag! (1.0)

Events 3440+

3441 ♟️1E

Chess Club: Rated & Unrated Chess

Time: Friday 19:00 Length: 2:45

Location: Upper Salon E (Table 3)

System: Modern Chess ((USCF))

Description: Time stands for none. Kingdoms rise & fall. Realms are conquered, in a lifetime, in a heartbeat. Legends are born. Your King, Your People, Your Valor are only as strong as Your Minds Eye. Come join us for this spell binding classic, Traditional Chess and many other variations of chess will be available from the Chess Club at HexaCon XIII. Rated games must be paid for. Please join us for Chess at HexaCon - Myron and Rachel Lieberman.

Limits: The USCF rating system, developed by statistician Arpad Elo in the early 60s, rates the performance of chessplayers in sanctioned tournaments. Most ratings fall between 400 and 2600, with an average of about 1350. The highest rated active member in the US is Grandmaster Gregory Kaidanov, rated 2742 as of October 2002. In 1970, the World Chess Federation adopted the USCF rating method for international events. In 1993, World Champion Gary Kasparov achieved the highest international rating ever, 2805, breaking Bobby Fischer's 1972 record of 2785. GM Kasparov is now rated 2838, and remains the highest rated chessplayer internationally.

Group: US Chess Federation (USCF)

Website: www.uschess.org/

Coordinator: Myron Lieberman

3451 ♟️1E

Chess Club: Chess Clinic

Time: Friday 19:00 Length: 2:45

Location: Upper Salon E (Table 4)

System: Modern Chess ((USCF))

Description: Is there a doctor in the house? Does your game lack that tactical advantage? Do you want to know how to play better? We have the program for you, it will Analyze your game at what ever level you play and give you help even while your playing. So come on down and see the doctor.

Group: US Chess Federation (USCF)

Website: www.uschess.org/

Coordinator: Myron Lieberman

3461 ♟️1E

Chess Club: Rated & Unrated Chess

Time: Saturday 09:00 Length: 4:45

Location: Upper Salon E (Table 3)

Repeated: See Event 3441 for details.

3471 ♟️1E

Chess Club: Chess Clinic

Time: Saturday 09:00 Length: 4:45

Location: Upper Salon E (Table 4)

Repeated: See Event 3451 for details.

3481 ♟️1E

Chess Club: USCF Tournament

Time: Saturday 14:00 Length: 4:45

Location: Upper Salon E (Table 3)

System: Modern Chess ((USCF))

Description: The way is war, This is the only way. May your journey be blessed & may death come swift. This will be Chess at its finest, when armies collide in a 4 round "Game 30" USCF Tournament.

Capacity: From 8 to 24 people.

Limits: "Game 30" USCF Tournament.

Group: US Chess Federation (USCF)

Website: www.uschess.org/

Coordinator: Myron Lieberman

3491 ♟️1E

Chess Club: Rated & Unrated Chess

Time: Saturday 19:00 Length: 2:45

Location: Upper Salon E (Table 3)

Repeated: See Event 3441 for details.

3501 ♟️1E

Chess Club: Chess Clinic

Time: Saturday 19:00 Length: 2:45

Location: Upper Salon E (Table 4)

Repeated: See Event 3451 for details.

3511 ♟️1E

Chess Club: Rated & Unrated Chess

Time: Sunday 08:00 Length: 2:45

Location: Upper Salon E (Table 3)

Repeated: See Event 3441 for details.

3521 ♟️1E

Chess Club: Chess Clinic

Time: Sunday 08:00 Length: 2:45

Location: Upper Salon E (Table 4)

Repeated: See Event 3451 for details.

3598 ♟️4E

SCA: Rapier Demo

Time: Saturday 16:00 Length: 0:45

Location: Balcony Over Pool

System: SCA: Society for Creative Anachronism
Description: This will be a demonstration of fighting in Rapier combat currently proscribed in the SCA kingdoms. This will be a 45 minute long demonstration. Questions will be fielded and answered either at the demo or the Fahnlein recruitment table by our courteous staff.

Limits: This is a DEMO of what our group does, no actual audience participation will be allowed as these weapons are dangerous.

Group: SCA Das Wulfs Rudel Fahnlein (Barony of Atenveldt)

Coordinator: Lonnie Combs

3608 ♟️4E

SCA: Hardsuit Demo

Time: Saturday 17:00 Length: 0:45

Location: Balcony Over Pool

System: SCA: Society for Creative Anachronism
Description: This will be a demonstration of fighting in Full Armored combat currently proscribed in the SCA kingdoms. This will be a 45 minute long demonstration. Questions will be fielded and answered either at the demo or the Fahnlein recruitment table by our courteous staff.

Limits: This is a DEMO of what our group does, no actual audience participation will be allowed as these weapons are dangerous.

Group: SCA Das Wulfs Rudel Fahnlein (Barony of Atenveldt)

Coordinator: Lonnie Combs

3616 ♠️1E

SCA: Information Table

Time: Saturday 14:00 Length: 3:45

Location: Upper Pre-Convenc

System: SCA: Society for Creative Anachronism
Description: Das Wulfs Rudel Fahnlein, Barony of Atenveldt will be holding two demonstration of fighting. The first will be Rapier Combat, and the second will be full armored combat. Both are currently proscribed in the SCA kingdoms. Questions will be fielded and answered here at the Information / recruitment Table as well as at the demo by our courteous staff.

Limits: Information Table to answer all your questions about our Group. We will have 2 short 1 hour demos Saturday Night. Come join the Fun.

Group: SCA Das Wulfs Rudel Fahnlein (Barony of Atenveldt)

Coordinator: Lonnie Combs

3621 ♟️1E

Axis & Allies: Random Initiative Free-For-All

Time: Saturday 09:00 Length: 2:45

Location: Undefined (Table 1)

System: Axis & Allies

Description: Axis & Allies random initiative free-for-all. 10 turns, winner to be determined by highest National Production %. My intention is to run it as a tournament, with any prizes.

Capacity: 5 people.

Coordinator: R. E. Moulton

3631 ♟️1E

Acquire (Avalon Hill)

Time: Friday 10:00 Length: 1:45

Location: Lower Suite C (Table 1)

System: unconfirmed

Description: Try to become the wealthiest hotel baron in this great classic game. Similar to the new version by Hasbro.

Capacity: From 2 to 6 people.

Website:

www.avalonhill.com/default.asp?x=games/acquire

Coordinator: Tony Ewing

3641 ♟️1E

Learn to Play RoboRally

Time: Friday 13:00 Length: 2:45

Location: Lower Suite C (Table 1)

System: unconfirmed

Description: Program your robot though the factory maze and be the first to finish. The board will be setup for teaching beginning players.

Capacity: From 2 to 8 people.

Website: www.wizards.com/RoboRally/

Coordinator: Tony Ewing

3651 ♟️2E

RoboRally

Time: Friday 16:00 Length: 2:45

Location: Lower Suite C (Table 1)

System: unconfirmed

Description: Program your robot to be the first to capture all the flags in the factory. The board will be setup for more experienced players. A great follow on for those who learned in the first RoboRally session.

Capacity: From 2 to 8 people.

Website: www.wizards.com/RoboRally/

Coordinator: Tony Ewing

3661 ♟️1E

Hacker

Time: Saturday 08:00 Length: 2:45

Location: Lower Suite C (Table 8)

System: unconfirmed

Description: From the web site: In 1992, we made a game out of it. Hacker satirized the Secret Service, the hackers, the phone company, and (almost) the whole Net. The game puts you in the role of an elite computer criminal, competing with fellow hackers to invade and control the most systems on the Net.

Capacity: From 3 to 8 people.

Website: www.sjgames.com/hacker/stat_1.html

Coordinator: Tony Ewing

3671 ♟️1E

Dragon Delta

Time: Sunday 10:00 Length: 1:45

Location: Lower Suite C (Table 7)

System: unconfirmed

Miniature & Mature Events Calendar

Day / Time	Miniature Room (Lower Suite D)											Mature Gaming Area (Lower Suite E)						
	LD1	LD2	LD3	LD4	LD5	LD6	LD7	LD8	LD9	LD10	LD11	LE1	LE2	LE3	LE4	LE5	LE6	LE7
Friday	9:00
	10:00
	11:00
	12:00
	13:00
	14:00
	15:00
	16:00
	17:00
	18:00
Saturday	19:00
	20:00
	21:00
	22:00
	23:00
	0:00
	1:00
	2:00
	3:00
	4:00
Sunday	5:00
	6:00
	7:00
	8:00
	9:00
	10:00
	11:00
	12:00
	13:00
	14:00

Description: Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!
Capacity: From 2 to 6 people.
Group: MIB
Website: www.sjgames.com/frag/
Coordinator: R. Loup DeVault

2371 
Double Blind Frag! Deadlands

Time: Saturday 12:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
Repeated: See Event 2361 for details.

2381 
Double Blind Frag! Firezone
Time: Saturday 15:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
System: Frag! (1.0)
Description: Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your

own health! If you die, you respawn and come back shooting!
Capacity: From 2 to 6 people.
Group: MIB
Website: www.sjgames.com/frag/
Coordinator: R. Loup DeVault

2391 
Double Blind Frag! Firezone
Time: Saturday 17:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
Repeated: See Event 2381 for details.

Events 2400+

2401

Double Blind Frag! Firezone

Time: Saturday 19:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
Repeated: See Event 2381 for details.

2411

Double Blind Frag!

Time: Sunday 10:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
System: Frag! (1.0)

Description: Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!

Capacity: From 2 to 6 people.
Group: MIB
Website: www.sjgames.com/frag/
Coordinator: R. Loup DeVault

2421

Double Blind Frag!

Time: Sunday 12:00 **Length:** 1:45
Location: Lower Suite C (Table 5)
Repeated: See Event 2411 for details.

2436

Steve Jackson Games Presents:

Gamers Choice

Time: Thursday 18:00 **Length:** 5:45
Location: Lower Suite C (Table 4)
System: Steve Jackson Games

Description: We will have almost every Steve Jackson Games product available for demos. If a player or two want to play something, it will be here and the MIB will be more than happy to show you how to play.

Capacity: From 2 to 6 people.
Group: MIB
Website: www.sjgames.com/ourgames/
Other: Items needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Jessie Foster

2446

Steve Jackson Games Presents:

Gamers Choice

Time: Friday 10:00 **Length:** 3:45
Location: Lower Suite C (Table 4)
Repeated: See Event 2436 for details.

2452

Munchkin

Time: Friday 14:00 **Length:** 1:45
Location: Lower Suite C (Table 4)
System: Munchkin (1.0)

Description: Kill the Monsters, Steal their Treasure, Stab your buddy. Dungeoneering at it's finest, without all that messy role-playing stuff. A card game for 2 to 6 players.

Capacity: From 2 to 6 people.
Group: MIB
Website: www.sjgames.com/munchkin/game/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Jessie Foster

2462

Star Munchkin

Time: Friday 16:00 **Length:** 1:45
Location: Lower Suite C (Table 4)

System: Munchkin (1.0)

Description: Kill the Monsters, Steal their Treasure, Stab your buddy... in Space. Space-Adventuring at it's finest, without all that messy role-playing stuff. A card game for 2 to 6 players.

Capacity: From 2 to 6 people.

Group: MIB

Website:

www.sjgames.com/munchkin/starmunchkin/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2472

Munchkin / Star Munchkin Hybrid

Time: Saturday 10:00 **Length:** 1:45

Location: Lower Suite C (Table 4)

System: Munchkin (1.0)

Description: Kill the Monsters... hey you already know the rest. Wanna play an Android Wizard? How about a Dwarvish Psychic? Wield the Laser, Bobaser, Fofaser... of Doom!!!

Capacity: From 2 to 6 people.

Group: MIB

Website: www.sjgames.com/munchkin/game/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2482

Car Wars: The Card Game

Time: Friday 18:00 **Length:** 1:45

Location: Lower Suite C (Table 4)

System: Car Wars Card Game (1.0)

Description: The cheering of the crowd is but a faint whisper drowned out by the sound of screeching tires and machine gun fire. Blow away your friends in this fast paced NON COLLECTIBLE card game version of a popular classic.

Capacity: From 2 to 6 people.

Group: MIB

Website: www.sjgames.com/carwars/cardgame/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2491

Tribes

Time: Friday 20:00 **Length:** 1:45

Location: Lower Suite C (Table 4)

System: Tribes (1.0)

Description: It's 50,000 B.C. Where are your children? In Tribes, the players are cave men and women. They hunt and gather food, make their tribal laws, and deal with natural disasters. But the object of the game is simple: Look after the children! In this game, the way to win is to have the most kids, and do whatever you have to do to make sure

they survive. The players

must know when to cooperate,

and when to cut their losses and protect their own

families.

Capacity: From 2 to 6 people.

Group: MIB

Website:

www.sjgames.com/tribes/

Website: www.sjgames.com/tribes/

Coordinator: Jessie Foster

2502

Chez Grunt

Time: Saturday 12:00 **Length:** 1:45

Location: Lower Suite C (Table 4)

System: Chez Geek (1.0)

Description: More fun than a 40-mile hike with full pack, Chez Grunt lets you hunt for slack, better food, choice assignments ... and even Nookie ... in the barracks! Chez Grunt is compatible, of course, with its famous predecessor, Chez Geek.

Capacity: From 2 to 6 people.

Group: MIB

Website: www.sjgames.com/chezgeek/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2512

Chez Geek

Time: Saturday 14:00 **Length:** 1:45

Location: Lower Suite C (Table 4)

System: Chez Geek (1.0)

Description: Panty raids. Hazing. Many, many kegs. And, of course, beer, sleep, and nookie. It's the hit Chez Geek, moved to a frat house. (Or sorority. Or both.) Pick your major. (Botany? Babes? Beer?) Tap a keg or two. Party hard, and try not to think about Finals Week.

Capacity: From 2 to 6 people.

Group: MIB

Website: www.sjgames.com/chezgeek/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2525

Random Tangent

Time: Saturday 18:00 **Length:** 3:45

Location: Lower Suite C (Table 4)

System: G.U.R.P.S. (3.0 4th ed.)

Description: Come and play to find out just what can happen when a mad-man pulls three books off of his GURPS shelf and writes a game based on them. Be prepared. This is not your fathers role-playing game.

Capacity: From 2 to 6 people.

Group: MIB

Website: www.sjgames.com/gurps/

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

CLASH OF STEEL

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www.geocities.com/clashofsteel



Location: Lower Suite C (Table 1)

System: Cheapass (2000)

Description: Kill Dr Lucky: Why do all mystery games start just after all the fun is over? Welcome to the J. Robert Lucky mansion, a sprawling country estate just ten miles north of nowhere. It's a fine country home, chock full of unusual weapons, good hiding places, and craven killers. Killers like you. The object? Kill Doctor Lucky. Find a weapon, track the old man down, and do him in. The obstacles? For one thing, all of your friends would rather do it first. For another, Doctor Lucky is aptly named. You would think that after being stabbed, hung, poisoned, and poked in the eye, the Old Doctor would just lie down and accept his fate. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. The Doctor's luck won't last forever. Before the night is over, someone is going to kill Doctor Lucky. And it might as well be you. Save Dr Lucky: April 14, 1912. A cold night in the Atlantic. An errant iceberg, a titanic cruise ship, and one very lucky old man. Doctor Lucky is a charismatic and well-respected philanthropist in this many-years-before prequel to Kill Doctor Lucky. Of course, you secretly hate the old bastard, and you can't wait to kill him someday. But killing him aboard a sinking ship would be pointless, especially when you're probably about to die. So you've decided to save his life instead, and do it while somebody else is looking. That way, even if you go down with the ship, you'll at least go down in history. Isn't that what life is all about?

Capacity: From 3 to 10 people.

Limits: This is an open ended game session full of saving Dr Lucky only to kill him later.

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Coordinator: Michael Morris

2861 1 E

Settlers of Catan

Time: Friday 19:00 **Length:** 2:45

Location: Lower Suite C (Table 1)

System: Mayfair Games (1995)

Description: In Settlers of Catan players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine the current production on the island. Players collect raw materials to build up their civilizations to gain enough victory points to win the game. This game is a Spiel des Jahres (German game of the year) winner, primarily because of its amazing ability to appeal to non-gamers and gamers alike.

Capacity: From 3 to 6 people.

Limits: Settlers with the 5-6 players expansion

Group: Shadowedvacas HexaCon Events

Website: www.die-siedler.com/index2.htm

Coordinator: Michael Morris

2871 1 E

Civilization: The Board Game

Time: Saturday 10:00 **Length:** 2:45

Location: Lower Suite C (Table 1)

System: Eagle Games

Description: Finally, a boardgame version of this award-winning PC strategy game. Create a civilization to stand the test of time! The game begins in 4000 BC where the players found the first small settlements of a fledgling people.

Capacity: From 4 to 6 people.

Limits: This will be a simple demo of the game using the basic rules and ending after the ancient era or the medieval era if time permits. If you enjoy this try the Civilization game that will be running Saturday night using the Advanced rules and going until the end of the game.

Group: Shadowedvacas HexaCon Events

Website: www.eaglegames.net/

Coordinator: Michael Morris

2881 1 E

Diceland

Time: Saturday 14:00 **Length:** 2:45

Location: Lower Suite C (Table 1)

Repeated: See Event 2871 for details.

2891 1 E

Civilization: The Board Game

Time: Saturday 18:00 **Length:** 2:45

Location: Lower Suite C (Table 1)

Repeated: See Event 2871 for details.

2901 2 E

Civ Advanced Game

Time: Saturday 22:00 **Length:** 9:45

Location: Lower Suite C (Table 1)

System: unconfirmed

Description: Finally, a boardgame version of this award-winning PC strategy game. Create a civilization to stand the test of time! The game begins in 4000 BC where the players found the first small settlements of a fledgling people.

Capacity: From 4 to 6 people.

Limits: This will be using the advanced rules and going until the end of the game, either thru modern technology or last man standing. Except a minimum playing time of 4 hours. May end up being around 10.

Group: Shadowedvacas HexaCon Events

Coordinator: Michael Morris

2911 1 E

Settlers of Catan

Time: Sunday 10:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

Repeated: See Event 2861 for details.

2922 1 E

Lunch Money

Time: Friday 12:00 **Length:** 3:45

Location: Lower Suite C (Table 1)

System: Atlas Games (1996)

Description: This card game simulates being little girls running around the playground beating up each and stealing their lunch money. Once you get past the strange theme, there's a fun little game where players beat each other senseless with cards like 'Poke in the Eye', 'Uppercut', and 'Humiliation.' Not for the weak willed, this game is mean. The last player still standing wins.

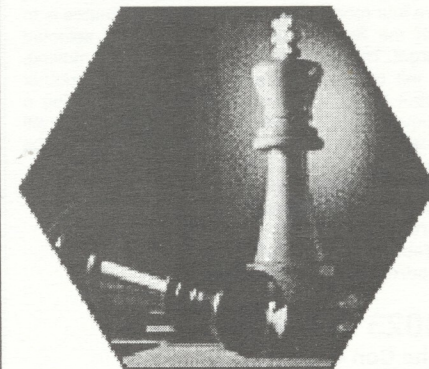
Capacity: From 1 to 999 people.

Limits: Open Ended Lunch Money Demo! For as many as want to play!

Group: Shadowedvacas HexaCon Events

Other: Cards needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Michael Morris



2932 1 E

Fluxx

Time: Friday 16:00 **Length:** 2:45

Location: Lower Suite C (Table 1)

System: Looney Labs (1997)

Description: A card game where the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win. There are 84 cards in the deck with additions available. It is not a collectable card game.

Capacity: From 2 to 6 people.

Limits: Open Ended Fluxx Demo! Will have version 2.0 & 3.0 on hand to demo!

Group: Shadowedvacas HexaCon Events

Website:

wunderland.com/LooneyLabs/Fluxx/Fluxx.html

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

2942 1 E

Chrononauts

Time: Friday 19:00 **Length:** 2:45

Location: Lower Suite C (Table 1)

System: Looney Labs (2000)

Description: In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through history, doing all those things people have always dreamed of using a time machine to do: Visiting the great moments of the past, peeking into the future, collecting up impossible artifacts and priceless works of art (at the moment just before history records their destruction), coming to grips with the paradoxes of time travel, and of course, changing pivotal events and altering the course of history itself. How would the timeline be different if Lincoln and JFK had not been assassinated? And is that the version of reality that you came from originally... the one you must return to in order to win? It's all packed into a fast and easy Fluxx-style card game that will take you to the beginning of time and back again.

Capacity: From 1 to 6 people.

Limits: Open Ended Chrononauts Demo!

Group: Shadowedvacas HexaCon Events

Website: www.wunderland.com/LooneyLabs/Chrononauts/About.html

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

2952 1 E

Big Idea, the

Time: Saturday 10:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

System: Cheapass (2000)

Description: The Big Idea is a smashingly fun and simple little card game that simulates the frenzied environment of pre-IPO investing. Okay, that sounds remarkably dull, but it's actually a lot of fun. The deck is composed of adjective cards like "Accelerated" and noun cards like "Chicken" that let you compose new products like "Accelerated Chicken." (It's like a farm animal, but twice as fast!) Players vote with their money, deciding which new products are going to be successful: the products with the most investors usually give the best return.

Capacity: From 3 to 12 people.

Limits: Hoping for a nice big game of Big Idea. A very fun group interaction game!

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

Events 2960+

2962 1 E

Button Men

Time: Saturday 12:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

System: Cheapass (1999)

Description: This game gained a quick following after one of the major gaming conventions of '99. It features several characters, represented on actual stickpin buttons, that each have a unique allowance of polyhedral dice. These dice endow each character with fairly unique combat abilities. Players roll the dice against each other and take their opponents' dice as casualties. The object of the game is take out the most die 'sides' during the combat. It's quite simple, quite inventive, and quite brainless.

Capacity: From 2 to 30 people.

Limits: Will start with a short demo of Button Men to be followed by a tournament with a couple rare buttons up for prizes!

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Other: Cards needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Michael Morris

2972 1 E

Brawl

Time: Saturday 14:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

System: Cheapass (1999)

Description: BRAWL is a fast-paced, real-time 2-player game featuring lightning-fast play and exceptional artwork. A full-speed game of BRAWL takes less than a minute to play!

Capacity: From 1 to 9 people.

Limits: Will start with a short demo of Brawl to be followed by a tournament with a rare deck up for the grand prize! Can hold as many as want to play (Only have 9 decks for people to use so if more than 9 show they need to bring their own decks).

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Other: Cards needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Michael Morris

2981 1 E

Deadwood

Time: Saturday 16:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

System: Cheapass (1999)

Description: The world's worst "hack" actors gather on the set of the latest western from Deadwood Studios. All the special roles are up for grabs, "Man falling off roof", "Crying Woman", "Stagecoach Driver" and "Dead Man". Yes they're all available and, if you're good enough, you may even get to play that complicated character part "Rear-end of Horse"! The higher budget the scene that you're in has, the more takes needed to wrap it up, but the more money you'll get for your part at the end of it. So do you take that "big role", or just the small parts (in the hope that your dollar a take salary builds up)?

Capacity: From 3 to 8 people.

Limits: The Cheapass board game Deadwood. Will have all 4 expansions on hand.

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Coordinator: Michael Morris

2992 1 E

Lord of the Fries

Time: Saturday 18:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

Page 28

System: Cheapass (1998)

Description: Game Synopsis: Lord of the Fries is a thematic sequel to Give Me The Brain. It takes place at the same restaurant, has the same cast of characters, and requires roughly the same equipment. But the game is entirely different. Players choose orders (sometimes randomly, sometime not) from the figuratively colorful Friedeys menu, and try to fill them with cards from their hands. Some orders are easy, like the Cowabunga. One Cow Meat, one Bun. Some are a little harder, like the Chickabunga Conga: same as a Chickabunga (Bird Meat plus Bun), plus Fries and a Drink. Sound easy? Now try your hand at a Lord of the Fries, a Meat Munch, or the infamous Patriarch (Fish Meat, Cheese, Bun, Fries, Drink, and the oft-maligned Strawberry Pie).

Capacity: From 3 to 8 people.

Limits: Open Ended Demo of Lord Of The Fries a good game that was nominated for the Origins Award for Best Traditional Card Game of 1997.

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

3002 1 E

Give me the Brain

Time: Saturday 20:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

System: Cheapass (1996)

Description: Working in fast-food is hell. All the employees are zombies, and you can't find a single brain amongst them. Except for the brain part - there is, in fact, one brain - that's the premise of Give Me the Brain, a card game in which players take on the roles of zombies in a fast-food restaurant in hell. They all have to complete a number of tasks before leaving work, and the work keeps piling on. Even worse, some of the tasks require basic intelligence and there's only one brain to go around. Played with the right group, this game is a riot.

Capacity: From 3 to 8 people.

Limits: Open Ended Demo of Give Me The Brain.

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

3011 1 E

Ricochet Robot

Time: Sunday 10:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

System: Rio Grande Games (1999)

Description: This game more of a puzzle, which explains why there's such an odd number of players possible. There's a four-piece modular board that forms a large room with walls spread around the board. There are also color-coded targets on boards. Placed on top of the surface are four robots. The idea for each turn/puzzle is to get the like-colored robot to randomly selected target. The trick is that once a robot starts moving, it will continue to move until a wall or another robot stops it. Therefore, players are seeking a sequence of moves for the robots which will enable them to move the required robot to the target in the fewest moves.

Capacity: From 4 to 10 people.

Limits: Open Ended Demo of Ricochet Robot.

Group: Shadowedvacas HexaCon Events

Website: www.riograndegames.com/

Coordinator: Michael Morris

3023 1 E

The Con Game

Time: Saturday 10:00 **Length:** 11:45

Location: Lower Suite C (Table 1)

System: Cheapass

Description: Basically everyone gets 10 cards with their name on them, numbered from 1 to 10. They write paper, rock or scissors on each card and wear something on their shirt that shows that they are playing... People can trade cards freely, and can fight each other person once. They can fight more if both parties agree. To fight each person picks 1 card and whoever wins (paper, rock & scissors ties broken by a number) gets both cards. If there is a tie both people keep their cards. At the end of the game, everyone adds up their score with other people's cards and the winner is the person with the highest score.

Capacity: From 2 to 100 people.

Group: Shadowedvacas HexaCon Events

Website: www.cheapass.com/

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

3031 1 T

Capitalism 101: Kohle, Kies & Knete

Time: Friday 19:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

System: Kohle, Kies & Knete board game by Sid Sackson, 1994

Description: Rarely is a game broken down to its bare essence as cleanly as this game is. Up to sixteen deals can be made over the course of the game, and a player who successfully makes a deal is given a certain amount of money. In order to close the deal, however, he will need to seek help from the other players in exchange for a piece of the payoff. Complicating matters quite bit, each player has a hand of action cards which can be used to derail negotiations. After ten deals have been made, a die is rolled each turn to determine if the game is over, with the victory going to whoever has the biggest bankroll.

Capacity: From 4 to 6 people.

Website: [www.boardgamegeek.com/](http://www.boardgamegeek.com/viewitem.php3?gameid=115)

viewitem.php3?gameid=115

Coordinator: Michael K Prator

3041 1 T

Capitalism 101: Kohle, Kies & Knete

Time: Friday 21:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

Repeated: See Event 3031 for details.

3051 1 T

Capitalism 101: Kohle, Kies & Knete

Time: Friday 23:00 **Length:** 1:45

Location: Lower Suite C (Table 1)

Repeated: See Event 3031 for details.

3063 1 E

HLA: The Thieves of Time (Introduction)

Time: Friday 16:00 **Length:** 0:45

Location: Upper Salon D (Table 3)

System: Hogwart's Live Action (HLA)

Description: The Thieves of Time is a live action [game] based on the Harry Potter series. In the Thieves of Time another school of magic has been ransacked by Dark Wizards. The story takes place after the fall of Lord Voldemort, but before Harry Potter arrives on the scene.

Capacity: From 1 to 40 people.

Limits: Character will be provided by the mediators, ideally the characters represent year 1 through year 7 at Hogwart's School of Witchcraft & Wizardry (Ages 11-18) though there is no restricting players based on age if they would be "too old" or "too young" for Hogwart's as we have need for folks of all ages. If you feel that you are too old to be a student at Hogwart's we have other roles for you. These roles would include faculty,

Events 4200+

4201 1 E

Clans

Time: Saturday 22:00 Length: 0:45

Location: Lower Suite D (Table 6)

System: Winning Moves (2002)

Description: The game is set in late prehistory, a time of transition - when our distant ancestors, who had struggled and barely survived for ages in very small nomadic groups, began to feel that their lives would be more secure and less arduous if they formed larger groups. This led to the formation of the first villages. Clans is an abstract game with easy to learn rules and very quick play. Much deeper and more strategic than it looks.

Capacity: From 1 to 4 people.

Group: The Ericksons

Coordinator: Ivan Erickson

4211 1 E

Aliens

Time: Saturday 23:00 Length: 1:45

Location: Lower Suite D (Table 6)

System: unconfirmed

Description: Recapture all of the Movie Aliens excitement as you take control of the colonial marines in the reactor room. Can you make it out alive? Fast paced and action packed, but remember that in Space only the GM can hear you scream.

Capacity: From 1 to 9 people.

Group: The Ericksons

Coordinator: Ivan Erickson

4227 1 M

PC Lan Party

Time: Friday 14:00 Length: 5:45

Location: Ventanas

System: unconfirmed

Description: Open PC Gaming, the following games will be available for solo and team play: Tribes 2, Quake 3, Red Faction, Ghost Recon, Jedi Knight 2, Serious Sam 1 + 2, Unreal Tournament, Unreal Tournament 2003, Aliens vs. Predator 2, Rune: Hall of Valhalla, Return to Castle Wolfenstein, Medal of Honor Allied Assault, The Half Life Series: (Half Life, Counter Strike, Day of Defeat, Opera, Team Fortress Classic), Scorched Earth, and Space Empires III

Capacity: From 1 to 8 people.

Limits: Open game PC's are first come first serve.

Coordinator: Rob Beckworth

4237 1 M

PC Lan Party

Time: Friday 20:00 Length: 5:45

Location: Ventanas

Repeated: See Event 4227 for details.

4247 1 M

PC Lan Party

Time: Saturday 02:00 Length: 5:45

Location: Ventanas

Repeated: See Event 4227 for details.

4257 1 M

PC Lan Party

Time: Saturday 08:00 Length: 5:45

Location: Ventanas

Repeated: See Event 4227 for details.

4267 1 M

PC Lan Party

Time: Saturday 18:00 Length: 5:45

Location: Ventanas

Repeated: See Event 4227 for details.

4277 1 M

PC Lan Party

Time: Sunday 00:00 Length: 5:45

Location: Ventanas

Repeated: See Event 4227 for details.

4287 1 M

PC Lan Party

Time: Sunday 06:00 Length: 5:45

Location: Ventanas

Repeated: See Event 4227 for details.

4297 1 M

PC Lan Party

Time: Sunday 12:00 Length: 5:45

Location: Ventanas

Repeated: See Event 4227 for details.

4306 1 C

Used Game Auction

Time: Sunday 12:00 Length: 4:45

Location: Upper Salon D (Table 1)

System: unconfirmed

Description: Hexacon 13 will continue the tradition of providing the largest and best used game auction in Arizona. Last year over \$3,000 in used games changed hands, with both local and out-of-state buyers present. The auction will be held next to the Hexacon 13 dealer's room, allowing dealers to keep their tables open while participating in the auction process.

Capacity: From to people.

Limits: See Game Auction Rules. Bring your stuff to the dealers room prior to the event to auction it.

Coordinator: Mark Boniece

4316 1 M

Barry Bards: Movie Previews and Giveaways

Time: Thursday 20:00 Length: 2:45

Location: Undefined

System: unconfirmed

Description: Barry Bard will be here showing the latest movie previews. Check them out to insure you stay up on what's going on in the world of movie's. After the Previews stick around for free promotional items beyond description.

Capacity: From to people.

Limits: You have to be here to be present!

Group: Barry Bard Presents!

Coordinator: Barry Bard

4326 1 M

Barry Bards: Movie Previews and Giveaways

Time: Sunday 08:00 Length: 2:45

Location: Upper Salon D

Repeated: See Event 4316 for details.

4345 1 T

The Music of the Spheres

Time: Thursday 16:00 Length: 3:45

Location: Lower Suite C (Table 6)

System: D20 Swashbuckling (3.0)

Description: Long forgotten melodies have awoken danger beneath the streets of Charouse. A band of brave heroes must save a young prodigy from her own talent before she unknowingly unleashes the Music of the Spheres! This adventure is an introduction to the world of the 7th Sea; Theah!

Capacity: From 3 to 6 people.

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Ben G. Mandall

4355 1 T

The Music of the Spheres

Time: Friday 10:00 Length: 3:45

Location: Lower Suite C (Table 6)

Repeated: See Event 4345 for details.

4365 1 T

The Music of the Spheres

Time: Saturday 08:00 Length: 3:45

Location: Lower Suite AB (Table 6)

Repeated: See Event 4345 for details.

4384 1 W

Warhammer 40K!

Time: Saturday 20:00 Length: 6:45

Location: Undefined

System: Warhammer 40,000 (3rd)

Description: Mix and match, painted or not, here they come. We will be have several small fast Warhammer 40K games. 1500 points to the side, who will be standing when the smoke clears?

Capacity: From 2 to 16 people.

Limits: 1500 pts - standard missions

Group: WH40K from Thinkers Tucson

Website: www.gamesworkshop.com

Other: Miniatures needed to participate in this event will be supplied by the Players. Army size needs to fall between 1500 points and 1500 points.

Coordinator: Kurt Raush

4392 1 E

Beta Testing New Card Game.

Time: Thursday 17:00 Length: 2:45

Location: Upper Salon D (Table 1)

System: unconfirmed

Description: Players needed for beta testing of a new Card Game. Designer is looking to get feedback of a new custom card game.

Capacity: From 3 to 12 people.

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne West

4412 1 E

Beta Testing New Card Game.

Time: Saturday 08:00 Length: 2:45

Location: Upper Salon D (Table 3)

Repeated: See Event 4392 for details.

4422 1 E

Beta Testing New Card Game.

Time: Saturday 19:00 Length: 2:45

Location: Upper Salon D

Repeated: See Event 4392 for details.

4442 1 E

Apples to Apples

Time: Friday 12:00 Length: 1:45

Location: Lower Suite C (Table 1)

System: out of the Box

Description: Apples to Apples consists only of two decks of cards: Things and Descriptions. Each turn, the current referee selects a Description and players try to pick, from the cards in their hands, the Things that best match that Description. The referee then chooses the Thing that appeals to him most and awards the card to the player who played it. The unusual combinations of Things and Descriptions are humorous to the extreme, and will quickly have the entire room in an uproar.

Capacity: From 3 to 7 people.

Group: Shadowedvacas HexaCon Events

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Morris

staff, visiting adults etc. Ideally these folks need to get a hold of us before the con.

Group: Tricuspa Figment Live Action Systems (TFLAS)

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

3073 301E

HLA: The Thieves of Time (Tour of the Forbidden Forest with Defense Against the Dark Arts Teacher)

Time: Friday 19:00 **Length:** 1:45

Location: Pavilion Tent

System: Hogwarts's Live Action (HLA)

Description: Character will go around practicing spell casting with the Defense Against the Dark Arts Teacher in the Forbidden Forest.

Capacity: From 1 to 40 people.

Limits: See Event 3063 for more details.

Group: Tricuspa Figment Live Action Systems (TFLAS)

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

3083 301E

HLA: The Thieves of Time (Conclusion)

Time: Sunday 10:00 **Length:** 5:45

Location: Balcony Over Pool

System: Hogwarts's Live Action (HLA)

Description: The Thieves of Time is a live action game based on the Harry Potter series. In the conclusion will the students be able to prevent the Dark Wizards from gaining control of the artifact.

Capacity: From 1 to 40 people.

Limits: See Event 3063 for more details.

Group: Tricuspa Figment Live Action Systems (TFLAS)

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

3093 301E

HLA: Quidditch Match

Time: Saturday 16:00 **Length:** 1:45

Location: Upper Salon D

System: Hogwarts's Live Action (HLA)

Description: The Thieves of Time is a live action game based on the Harry Potter series. The Quidditch Cup match pits a special Double Header of all the Teams at Hogwarts. All Beaters, Chasers, Keepers and Seekers should attend in order to give their team the best chance.

Capacity: From 1 to 40 people.

Limits: See Event 3063 for more details.

Group: Tricuspa Figment Live Action Systems (TFLAS)

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

3106 403T

GW: 40K Rouge Trader Tournament

Time: Saturday 12:00 **Length:** 7:45

Location: Lower Suite D (Table 1)

System: Warhammer 40K (3rd)

Description: Official Rouge Trader Tournament.

Capacity: From 2 to 18 people.

Limits: Your army should be 1500 points from all legal army lists. No special characters, no VDR.

Group: Local GW Outrider

Other: This is 3 round tournament. Miniatures needed to participate in this event will be supplied by the Players.

Cost: Cost \$10.00 entry fee to pay for the rated tournament.

Coordinator: Bryan Wade

3111 302C

Star Fleet Battles Tournament (Rnd 2)

Time: Saturday 09:00 **Length:** 14:45

Location: Ventanas (Table 8)

Repeated: See Event 1101 for details.

3121 302C

Star Fleet Battles Tournament (Rnd 3)

Time: Sunday 09:00 **Length:** 9:45

Location: Ventanas (Table 8)

Repeated: See Event 1101 for details.

3132 101T

Shadowfist Demo

Time: Friday 12:00 **Length:** 4:45

Location: Upper Salon D (Table 1)

System: Shadowfist CCG (Demo)

Description: Shadowfist Demo Come and learn the Rules of Engagement of the Secret War. Decks provided so you can step into the battle as the heroic Dragons, the sinister spell casters of the Lotus, the martial artists of the Guiding Hand, or one of the many other factions fighting for control of the world one Feng Shui Site at a time! Training Sequence by Michael Jackson

Capacity: From 3 to 6 people.

Limits: Shadowfist Demo Come and learn the Rules of Engagement of the Secret War. Decks provided so you can step into the battle as the heroic Dragons, the sinister spell casters of the Lotus, the martial artists of the Guiding Hand, or one of the many other factions fighting for control of the world one Feng Shui Site at a time! Training Sequence by Michael Jackson

Group: Z-Man Games

Website: www.shadowfist.com

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Michael Jackson

3142 102T

Shadowfist Baptism of Fire

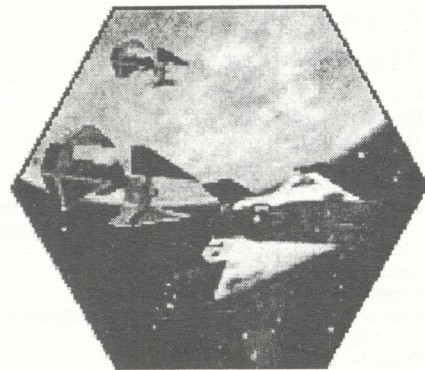
Time: Friday 18:00 **Length:** 4:45

Location: Undefined (Table 1)

System: Shadowfist CCG (Sealed)

Description: Shadowfist Baptism of Fire Purchase a 10,000 Bullets deck and receive 2 boosters free, take 15 minutes to trim your deck and begin the battle! 3 (possibly 4) player tables and double elimination! Will 10,000 Bullets be enough or will your secret weapon be needed to turn the tide of battle? Judged by Michael Jackson

Capacity: From 3 to 9 people.



Limits: Shadowfist Baptism of Fire Purchase a 10,000 Bullets deck and receive 2 boosters free, take 15 minutes to trim your deck and begin the battle! 3 (possibly 4) player tables and double elimination! Will 10,000 Bullets be enough or will your secret weapon be needed to turn the tide of battle? Judged by Michael Jackson

Group: Z-Man Games

Website: www.shadowfist.com

Other: This is 3 round tournament. Cards needed to participate in this event will be supplied using Sealed Decks from the Convention.

Coordinator: Michael Jackson

3152 102T

Shadowfist Final Brawl

Time: Sunday 09:00 **Length:** 5:45

Location: Lower Suite D (Table 8)

System: Shadowfist CCG

Description: Shadowfist Final Brawl Bring your best deck and test it against other Secret Warriors! Constructed Deck, 3 (possibly 4) player tables and double elimination! Play to win, because there's no 2nd place in this juncture! Refereed by Michael Jackson

Capacity: From 3 to 12 people.

Limits: Shadowfist Final Brawl Bring your best deck and test it against other Secret Warriors! Constructed Deck, 3 (possibly 4) player tables and double elimination! Play to win, because there's no 2nd place in this juncture! Refereed by Michael Jackson

Group: Z-Man Games

Website: www.shadowfist.com

Other: This is a 4 round tournament. The Cards needed to participate in this event will be supplied by the Players.

Coordinator: Michael Jackson

3183 301E

HLA: The Thieves of Time (Class-Transfigurations)

Time: Saturday 10:00 **Length:** 1:45

Location: Upper Salon D

System: Hogwarts's Live Action (HLA)

Description: 1st years 10:00 - 10:25; 3rd years 10:30 - 10:55; 5th years 11:00 - 11:25; 7th years 11:30 - 11:55.

Capacity: From 1 to 40 people.

Limits: See Event 3063 for more details.

Group: Tricuspa Figment Live Action Systems (TFLAS)

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

Events 3190+

3193   1 E

HLA: The Thieves of Time (Class-Defense Against the Dark Arts)

Time: Saturday 10:00 Length: 1:45

Location: Upper Salon D

System: Hogwarts Live Action (HLA)

Description: 7th years 10:00 - 10:25; 1st years 10:30 - 10:55; 3rd years 11:00 - 11:25; 5th years 11:30 - 11:55.

Capacity: From 1 to 40 people.

Limits: See Event 3063 for more details.

Group: Tricuspa Figment Live Action Systems (TFLAS)

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

3203   1 E

HLA: The Thieves of Time (Class-Charms)

Time: Saturday 10:00 Length: 1:45

Location: Upper Salon D

System: Hogwarts Live Action (HLA)

Description: 5th years 10:00 - 10:25; 7th years 10:30 - 10:55; 1st years 11:00 - 11:25; 3rd years 11:30 - 11:55.

Capacity: From 1 to 40 people.

Limits: See Event 3063 for more details.

Group: Tricuspa Figment Live Action Systems

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

3213   1 E

HLA: The Thieves of Time (Class-Selective)

Time: Saturday 10:00 Length: 1:45

Location: Upper Salon D

System: Hogwarts Live Action (HLA)

Description: 3rd years 10:00 - 10:25; 5th years 10:30 - 10:55; 7th years 11:00 - 11:25; 1st years 11:30 - 11:55 Study Hall.

Capacity: From 1 to 40 people.

Limits: See Event 3063 for more details.

Group: Tricuspa Figment Live Action Systems (TFLAS)

Website: www.geocities.com/azrazzie/HogwartsLiveAction.html

Other: This event has the following Requested Costume Theme: Harry Potter i.e. Contemporary - Sneakers with Cloaks Robes etc. Each player should have ten standard dice (D6). Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne Myers

3223   2 M

The Symposium: Rebellion (Introduction)

Time: Friday 17:00 Length: 0:45

Location: Upper Salon D (Table 1)

System: Mind's Eye Theater (Mage)

Description: In an alternate storyline Mind's Eye Theater world, the last bastion of the Awakened tries to subvert an evil cult. This is the Initial

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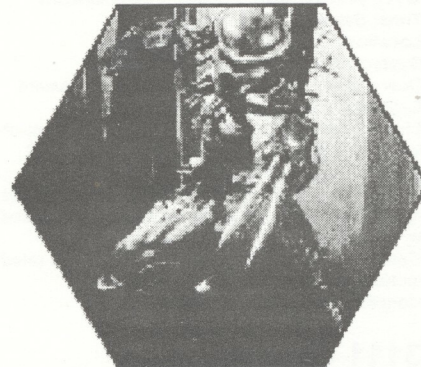
Introduction and setup to start story on its way. (This is a 2 part event see Event: 1183 and 1423 for more details.)

Capacity: From 10 to 60 people.

Website: symposium.vis.nu/hexacon

Other: This event has the following Optional Costume Theme: Modern. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Sam Mulvey



3237   1 M

Unreal Tournament 2003

Time: Saturday 14:00 Length: 1:45

Location: Ventanas

System: unconfirmed

Description: Over a century has passed since Liandri Corporation first began the Tournaments. Seventy years ago an invasion fleet appeared in human space, wiping out virtually all resistance before it could begin. Humanity, a race that had taken pride in its freedom suddenly found itself bound. Arena worlds were picked from the harshest of the prison planets, and the training began. Examples were made of the more vocal dissidents, each broken and remade in the image of the darkest nightmares, to show the scorn the Emperor felt for the weaklings who opposed him. Now that the Tournaments have become a fixture of the Empire's power, the aristocracy has begun to take part as well, in carefully orchestrated battles that pose no real danger to their lives. To kill a Highborn is to kill him forever. The only hope for mankind is that a champion will rise from the ashes of their civilization and succeed against all odds, to hold the Emperor's life in their hands.

Capacity: From 1 to 8 people.

Website: www.unrealtournament2003.com/

Coordinator: Rob Beckworth

3247   1 T

Jedi Knight 2

Time: Saturday 16:00 Length: 1:45

Location: Ventanas

System: unconfirmed

Description: In the tradition of the multi-award-winning Star Wars Jedi Knight®: Dark Forces® II, rebel agent Kyle Katarn returns in exhilarating first-person action. Several years have passed since Kyle avenged his father's death and saved the Valley of the Jedi from Jeric and his band of Dark Jedi. Allowing his Force powers to languish for fear of falling to the Dark side, Kyle set aside his lightsaber, vowing never to use it again. But when a new and menacing threat to the galaxy emerges, Kyle knows he must reclaim his past in order to save his future.

Capacity: From 1 to 8 people.

Limits: Game modes including: Capture the Flag, Free for All, Team FFA, Duel, and Jedi Master.

Website: www.lucasarts.com/products/outcast/

Coordinator: Rob Beckworth

3255   1 T

The DarkCon Grand Tourney

Time: Friday 20:00 Length: 5:45

Location: Lower Suite D (Table 1)

System: Advanced Dungeons & Dragons (3rd)

Description: Five Prime Material Planes have been destroyed... your home plane is one of them! Try to survive the Gauntlet... thru a Pocket Plane and on to the Safe Havens of your new Home Plane. Monsters will try to stop you... the very Gods seem to want you to fail... None that have tried... have survived... will you be the first to survive The DarkCon Grand Tourney?

Capacity: From 1 to 30 people.

Limits: DarkCon 2004: The Grand Tourney Returns to Phoenix Gaming. Come one Come all to the DarkCon Grand Tourney. 5 Tables - 6 GM's - 30 Players. You create the characters (We create the rules.) And all you have to do is out survive the others...

Group: The Dark Ones

Website: www.darkcon.org

Other: Characters needed to participate in this event will be supplied by the Players.

Coordinator: Mark Boniece

3261   1 E

Dawn Patrol: Fast Patrol Planes

Time: Friday 18:00 Length: 1:45

Location: Ventanas (Table 9)

System: TSR's Dawn Patrol (7th Ed.)

Description: Over the past thirty years, many historical wargames have come and gone, and quite a few have been forgotten, as well. There have been a few big sellers that have enjoyed great and lasting popularity, becoming "classics" in their own right, and deservedly so. There are a few other games that may have never enjoyed widespread notice or runaway sales, but which have nonetheless endured due to a particularly devoted following. The DAWN PATROL® game (originally entitled FIGHT IN THE SKIES) is certainly one of those. In fact, not only is the game still played despite being out of print for almost ten years (a situation that will hopefully be rectified with a new 8th Edition to be published in the future), but it also boasts its own club! The FIGHT IN THE SKIES Society, with over 100 members, dates back to 1969 -- and its player magazine, the AERODROME (now a quarterly), has published more than 120 issues since that time. What is it about this amazing wargame that accounts for this remarkable record and the loyalty of its small but devoted following? We invite you to find out, with this introductory game perfect for new players. Fly a Camel or Fokker and fight for the skies in "Dawn Patrol: Fast Patrol Planes"

Capacity: From 4 to 12 people.

Limits: We have everything you need to play, experienced players can bring the pilots. Game uses some dice (d6's and d10's)

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

3271   1 E

Dawn Patrol: Random Scenario

Time: Friday 20:00 Length: 2:45

Location: Ventanas (Table 9)

System: TSR's Dawn Patrol (7th Ed.)

Description: Dawn Patrol is a W.W.I. Aerial Combat game in its 7th edition published in 1983, by TSR. Inspired by the 1967 movie "The Blue Max" starring George Pepparo & Vrsula Anness. Original game was published as "Flight in the skies".

Capacity: From 4 to 12 people.

Limits: We have everything you need to play, experienced players can bring the pilots. Game uses some dice (d6's and d10's)

Group: Flight in the Skies Society

Website: www.dawnpatrol.org
Coordinator: Mark D. Saint CYR

3281 🎲🎲1E

Dawn Patrol: Late War Revisited

Time: Saturday 09:00 Length: 2:45

Location: Ventanas (Table 9)

System: TSR's Dawn Patrol (7th Ed.)

Description: Set on August 18th, we are flying American Newport 28's against German Pfalz XII. Dawn Patrol is a W.W.I. Aerial Combat game in its 7th edition published in 1983, by TSR. Inspired by the 1967 movie "The Blue Max" starring George Pepparo & Vrsula Anores. Original game was published as "Flight in the skies".

Capacity: From 4 to 12 people.

Limits: We have everything you need to play, experienced players can bring the pilots. Game uses some dice (d6's and d10's)

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

3291 🎲🎲1E

Dawn Patrol: Balloons Galore

Time: Saturday 12:00 Length: 3:45

Location: Ventanas (Table 9)

System: TSR's Dawn Patrol (7th Ed.)

Description: The Flight in the Skies Society presents Balloons Galore, a.k.a. Kills Galore! Come by and rack up those kills, knock down the observation balloons and chalk up the kill marks. Great for building up your pilot! Dawn Patrol is a W.W.I. Aerial Combat game in its 7th edition published in 1983, by TSR. Inspired by the 1967 movie "The Blue Max" starring George Pepparo & Vrsula Anores. Original game was published as "Flight in the skies".

Capacity: From 4 to 12 people.

Limits: We have everything you need to play, experienced players can bring the pilots. Game uses some dice (d6's and d10's)

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Scott Staples

3301 🎲🎲1E

Dawn Patrol: British Offensive

Time: Saturday 17:00 Length: 3:45

Location: Ventanas (Table 9)

System: TSR's Dawn Patrol (7th Ed.)

Description: The British are mounting there last late war offensive and German observation balloons need to come down. Join the 87th Squadron and ask yourself, do you have what it takes to bring them down? Dalpham vs. Fokker in a full force attempt to bring down three balloons. Dawn Patrol is a W.W.I. Aerial Combat game in its 7th edition published in 1983, by TSR. Inspired by the 1967 movie "The Blue Max" starring George Pepparo & Vrsula Anores. Original game was published as "Flight in the skies".

Capacity: From 4 to 12 people.

Limits: We have everything you need to play, experienced players can bring the pilots. Game uses some dice (d6's and d10's)

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Scott Staples

3311 🎲🎲1E

Dawn Patrol: Random Scenario

Time: Saturday 21:00 Length: 1:45

Location: Ventanas (Table 9)

Repeated: See Event 3271 for details.

3321 🎲🎲1E

Dawn Patrol: Random Scenario

Time: Sunday 09:00 Length: 1:45

Location: Ventanas (Table 9)

Repeated: See Event 3271 for details.

3331 🎲🎲1E

Dawn Patrol: Random Scenario

Time: Sunday 11:00 Length: 1:45

Location: Ventanas (Table 9)

Repeated: See Event 3271 for details.

3346 🎲🎲1E

Miniature Painting: Single Figure Fantasy

Time: Saturday 21:00 Length: -1:45

Location: Upper Salon ABC (Table 20)

System: unconfirmed

Description: General Painting, Single Figure Fantasy. This is for all single figure miniatures of a Fantasy, Medieval, and Ancient Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm.

Limits: Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night.

Group: HexaCon 13 Miniature Painting Contest

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: Gus Talbot

3356 🎲🎲1E

Master Class Painting: Single Figure Fantasy

Time: Saturday 21:00 Length: -1:45

Location: Upper Salon ABC (Table 20)

System: unconfirmed

Description: Master Class Painting, Single Figure Fantasy. This is for all single figure miniatures of a Fantasy, Medieval, and Ancient Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm.

Limits: Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night. Master Class is a showcase of the area's best painters winners of past contests compete here.

Group: HexaCon 13 Miniature Painting Contest

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: Gus Talbot

3366 🎲🎲1E

Miniature Painting: Single Figure Fantasy (Large)

Time: Saturday 21:00 Length: -1:45

Location: Upper Salon ABC (Table 20)

System: unconfirmed

Description: General Painting, Single Figure Fantasy. This is for all large single figure miniatures of a Fantasy, Medieval, and Ancient Theme. Oversized figures, Monsters, Dragons, and other large figures from 25mm scale thru 54mm figures are grouped here.

Limits: Figure should not exceed 6 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night.

Group: HexaCon 13 Miniature Painting Contest

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: Gus Talbot

3376 🎲🎲1E

Master Class Painting: Single Figure Fantasy (Large)

Time: Saturday 21:00 Length: -1:45

Location: Upper Salon ABC (Table 20)

System: unconfirmed

Description: Master Class Painting, Single Figure Fantasy. This is for all large single figure miniatures of a Fantasy, Medieval, and Ancient Theme. Oversized figures, Monsters, Dragons, and other large figures from 25mm scale thru 54mm figures are grouped here.

Limits: Figure should not exceed 6 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night. Master Class is a showcase of the area's best painters winners of past contests compete here.

Group: HexaCon 13 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: Gus Talbot

3386 🎲🎲1E

Miniature Painting: Group / Unit

Time: Saturday 21:00 Length: -1:45

Location: Upper Salon ABC (Table 20)

System: unconfirmed

Description: Miniature Painting: Groups, Units, Squads. A fighting force a party of adventures, an assault squad will all battle it out here. This is for small groups of figures that form a coherent group. The figures should be of a standard miniature scale ranging from 25mm to 32mm.

Limits: A groups of miniatures not to exceed 20 figures, nor be less than 5 figures in number. For best results these figures should be based on a movement tray or display stand. Limit 2 units per contestant. Entries need to be received by closing of the dealers room on Saturday Night.

Group: HexaCon 13 Miniature Painting Contest

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: Gus Talbot

3396 🎲🎲1E

Miniature Painting: Transportation

Time: Saturday 21:00 Length: -1:45

Location: Upper Salon ABC (Table 20)

System: unconfirmed

Description: Miniature Painting: From an Ass to a Stallion; from the Scooter to the Assault Grav Fast Attack Bike. If you ride in, on, behind, or in front of a vehicle this is the categorie for you. All chariots, starships, battlemechs, tanks, ships, or cars belong to this group.

Limits: Figure should not exceed 6" inches in any direction, limit 2 entries per contestant. Entries need to be received by closing of the dealers room on Saturday Night.

Group: HexaCon 13 Miniature Painting Contest

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: Gus Talbot

3406 🎲🎲1E

Miniature Painting: Diorama / Vignettes

Time: Saturday 21:00 Length: -1:45

Location: Upper Salon ABC (Table 20)

System: unconfirmed

Description: Miniature Painting: For the true miniature artist. The ability to create the whole scene. For best results these figures should be based on a movement tray or display stand.

Limits: Diorama's should not exceed 12"x12"x6", Vignettes should not exceed 4"x4"x6". Limit 2 entries per contestant. Entries need to be received by closing of the dealers room on Saturday Night.

Group: HexaCon 13 Miniature Painting Contest

Other: Items needed to participate in this event will be supplied by the Players.

Coordinator: Gus Talbot

Description: Be the first one to get home without getting caught by the dragons in the water.
Capacity: From 2 to 6 people.
Website: www.descartes-editeur.com/cata/mekong/mekonge.html
Coordinator: Tony Ewing

3686

Gamer's Choice - Steve Jackson and Cheap Ass

Time: Friday 20:00 **Length:** 2:45
Location: Undefined (Table 9)
System: Multi (1)

Description: This will be a gamer's choice between a multitude of Cheapass Games and Steve Jackson games. I will be bringing supplies for all games, but anyone who has a spare Munchkin/Chez Geek/Grunt/Greek/Lunch Money set of cards should be encouraged to bring them, so we can support as many people as possible.

Capacity: From 1 to 6 people.
Limits: Games have different Maximum Limits, so will differ as per game chosen by players.
Other: See description for more information on what is needed for this event.
Coordinator: Antonio Contrisciani

3696

Gamer's Choice - Steve Jackson and Cheap Ass

Time: Saturday 20:00 **Length:** 2:45
Location: Undefined (Table 9)
Repeated: See Event 3686 for details.

3706

Gamer's Choice - Steve Jackson and Cheap Ass

Time: Sunday 08:00 **Length:** 1:45
Location: Undefined (Table 2)
Repeated: See Event 3686 for details.

3716

REAPER Miniatures: Paint'n'Take

Time: Saturday 14:00 **Length:** 1:45
Location: Upper Salon D (Table 1)
Description: From Miniatures to Paints REAPER has what it takes. There line continues to grow each month with new releases in there 3 lines. "Dark Haven: Legends" 25mm fantasy contains all the wizards and warriors you need. "Warlord" 25mm Heroic Scale with extreme detailed fully animated figures. And "CAV" when you need that armored weapon platform. Come join REAPER and the Game Depot in the Paint'n'Take, brushes, paints, and miniatures are being supplied by REAPER. If you have ever wanted to try painting, or simply wanted to look at another line of figures for you miniature armies, Now is that time.
Limits: Miniatures must be painted at the convention during the Paint'n'Take.
Group: Game Depot
Website: www.reapermini.com
Other: Items needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Game Depot

3727

The Front: Open PC Gaming

Time: Friday 19:00 **Length:** 0:45
Location: Ventanas (Table 13)
System: unconfirmed
Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. We have the following games available for solo and team play: Counter Strike, Battlefield 1942, Wolfenstein, Unreal Tournament 2003, Day of Defeat, Half Life, Warcraft III: Frozen Throne, Starcraft: Broodwar, Diablo: Lord of Destruction,

Team Fortress, Death Match Classic, & Ricochet. Check out our scheduled tournaments for chance to play these games against other players.
Capacity: From 1 to 16 people.

Limits: Tournaments begin every few hours, Open Gaming in 1 hour slots. Signup sheets available in Game Central. Note if you and your friends all join the same open slot, you can all fight in a team match!
Group: The Front
Website: www.thefrontslan.com
Coordinator: Greg Martin

3737

The Front: Open PC Gaming

Time: Friday 21:00
Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3747

The Front: Open PC Gaming

Time: Saturday 11:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3757

The Front: Open PC Gaming

Time: Saturday 13:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3767

The Front: Open PC Gaming

Time: Saturday 15:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3777

The Front: Open PC Gaming

Time: Saturday 17:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3787

The Front: Open PC Gaming

Time: Saturday 19:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3797

The Front: Open PC Gaming

Time: Saturday 21:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3807

The Front: Open PC Gaming

Time: Saturday 23:00 **Length:** 0:45

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The Front



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Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3817

The Front: Open PC Gaming

Time: Sunday 11:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3827

The Front: Open PC Gaming

Time: Sunday 13:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3727 for details.

3837

The Front: Counter Strike

Time: Friday 18:00 **Length:** 0:45
Location: Ventanas (Table 13)
System: unconfirmed
Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. Counter-Strike is a modification (MOD) to the excellent game, Half-Life. It modifies the multiplayer aspects of Half-Life to bring to it a more team-oriented gameplay. Counter-Strike provides the player with an experience that a trained counter-terrorist unit or terrorist unit experiences.
Capacity: From 1 to 16 people.
Limits: Signup sheets available in Game Central. This is a Realtime First Person Shooter.
Group: The Front
Website: www.thefrontslan.com
Coordinator: Greg Martin

3847

The Front: Counter Strike

Time: Friday 22:00 **Length:** 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3837 for details.

Events 3850+

3857  

The Front: Counter Strike
Time: Saturday 10:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3837 for details.

3867  

The Front: Counter Strike
Time: Saturday 14:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3837 for details.

3877  

The Front: Counter Strike
Time: Saturday 18:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3837 for details.

3887  

The Front: Counter Strike
Time: Saturday 22:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3837 for details.

3897  

The Front: Counter Strike
Time: Sunday 12:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3837 for details.

3907  

The Front: Counter Strike
Time: Sunday 15:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3837 for details.

3917  

The Front: Battlefield 1942
Time: Friday 23:00 Length: 0:45
Location: Ventanas (Table 13)
System: unconfirmed
Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. In Battlefield 1942, you will experience the heat of battle as you heroically storm the beaches of Normandy, drive a tank across the deserts of northern Africa, pilot a fighter plane during the Battle of Midway, command a battleship at Guadalcanal, or parachute and commandeer a jeep in operation Market Garden. It is the only first person, team-based action game that places you in the midst of a raging WWII battlefield with 35 "machines of war" under your control. You'll pick up the sidearm of your choice and get behind the wheel of a variety of vehicles, ships, and aircraft to go to war on land, sea, and air during some of the most famous and pivotal battles of the Second World War.
Capacity: From 1 to 16 people.
Limits: Signup sheets available in Game Central. This is a Realtime First Person Shooter.
Group: The Front
Website: www.thefrontslan.com
Coordinator: Greg Martin

3927  

The Front: Battlefield 1942
Time: Saturday 12:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3917 for details.

3937  

The Front: Battlefield 1942

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Time: Sunday 00:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3917 for details.

3947  

The Front: Battlefield 1942
Time: Sunday 14:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3917 for details.

3957  

The Front: Wolfenstein
Time: Friday 20:00 Length: 0:45
Location: Ventanas (Table 13)
System: unconfirmed
Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. This is what you've been trained for. Your surroundings will be dangers and Hostile in locations throughout Germany including: villages overrun by the occult, hidden crypts, forests, air bases, secret weapon factories and genetic labs. Failure is not an option!
Capacity: From 1 to 16 people.
Limits: Signup sheets available in Game Central. This is a Realtime First Person Shooter.
Group: The Front
Website: www.thefrontslan.com
Coordinator: Greg Martin

3967  

The Front: Wolfenstein
Time: Sunday 10:00 Length: 0:45
Location: Ventanas (Table 13)
Repeated: See Event 3957 for details.

3977  

The Front: Unreal Tournament 2003
Time: Saturday 16:00 Length: 0:45
Location: Ventanas (Table 13)
System: unconfirmed
Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. Over a century has passed since Liandri Corporation first began the Tournaments. Seventy years ago an invasion fleet appeared in human space, wiping out virtually all resistance before it could begin. Humanity, a race that had taken pride in its freedom suddenly found itself bound. Arena worlds were picked from the harshest of the prison planets, and the training began. Examples were made of the more vocal dissidents, each broken and remade in the image of the darkest nightmares, to show the scorn the Emperor felt for the weaklings who opposed him. Now that the Tournaments have become a fixture of the Empire's power, the aristocracy has begun to take part as well, in carefully orchestrated battles that pose no real danger to their lives. To kill a Highborn is to kill him forever. The only hope for mankind is that a champion will rise from the ashes of their civilization and succeed against all odds, to hold the Emperor's life in their hands.
Capacity: From 1 to 16 people.
Limits: Signup sheets available in Game Central. This is a Realtime First Person Shooter.
Group: The Front
Website: www.thefrontslan.com
Coordinator: Greg Martin

3987  

The Front: Day of Defeat
Time: Saturday 20:00 Length: 0:45
Location: Ventanas (Table 13)
System: unconfirmed
Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. Day of Defeat is a World War II multiplayer game driven by the Half-life engine. DoD attempts to recreate WWII battles in both fictional and non-fictional

environments - the game puts you in the shoes (rather, combat boots!) of a British, American or German soldier circa 1944, Western Europe. Day of Defeat is a class-based, first-person shooter -- upon arrival in game, you will have the choice to play different types of soldiers -- from Rifleman to Machinegunners, to Snipers. Each class has its own mix of special abilities and weapons.
Capacity: From 1 to 16 people.
Limits: Signup sheets available in Game Central. This is a Realtime First Person Shooter.
Group: The Front
Website: www.thefrontslan.com
Coordinator: Greg Martin



3997  

The Front: Warcraft III (Frozen Throne)
Time: Friday 18:00 Length: 2:45
Location: Ventanas (Table 14)
System: unconfirmed
Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. Four years have passed since the aftermath of Warcraft III: Reign of Chaos, and a great tension now smolders throughout the ravaged world of Azeroth. As the battle-worn races begin to rebuild their shattered kingdoms, new threats, both ancient and ominous, arise to plague the world once again.
Capacity: From 1 to 8 people.
Limits: Signup sheets available in Game Central. Do you ally for resources or stab your partner in the back and go it alone in this Real Time Fantasy Strategy Game.
Group: The Front
Website: www.thefrontslan.com
Coordinator: Greg Martin

4007  

The Front: Warcraft III (Frozen Throne)
Time: Saturday 10:00 Length: 2:45
Location: Ventanas (Table 14)
Repeated: See Event 3997 for details.

4017  

The Front: Warcraft III (Frozen Throne)
Time: Saturday 16:00 Length: 2:45
Location: Ventanas (Table 14)
Repeated: See Event 3997 for details.

4027  

The Front: Warcraft III (Frozen Throne)
Time: Saturday 22:00 Length: 2:45
Location: Ventanas (Table 14)
Repeated: See Event 3997 for details.

4037  

The Front: Warcraft III (Frozen Throne)
Time: Sunday 10:00 Length: 2:45
Location: Ventanas (Table 14)
Repeated: See Event 3997 for details.

4047

The Front: Starcraft (Broodwar)

Time: Friday 21:00 Length: 2:45

Location: Ventanas (Table 14)

System: unconfirmed

Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. As the military leader for your species, you must gather the resources you need to train and expand your forces and lead them to victory.

Capacity: From 1 to 8 people.

Limits: Signup sheets available in Game Central. Do you ally for resources or stab your partner in the back and go it alone in this Real Time Science Fiction Strategy Game.

Group: The Front

Website: www.thefrontslan.com

Coordinator: Greg Martin

4057

The Front: Starcraft (Broodwar)

Time: Saturday 13:00 Length: 2:45

Location: Ventanas (Table 14)

Repeated: See Event 4047 for details.

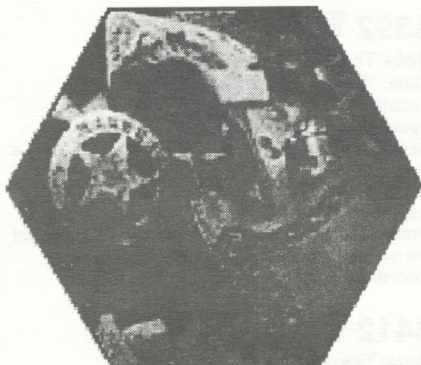
4067

The Front: Starcraft (Broodwar)

Time: Saturday 19:00 Length: 2:45

Location: Ventanas (Table 14)

Repeated: See Event 4047 for details.



4077

The Front: Starcraft (Broodwar)

Time: Sunday 13:00 Length: 2:45

Location: Ventanas (Table 14)

Repeated: See Event 4047 for details.

4087

The Front: PC Gaming Free For All

Time: Friday 12:00 Length: 5:45

Location: Ventanas (Table 13)

System: unconfirmed

Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. We have the following games available for solo and team play: Counter Strike, Battlefield 1942, Wolfenstein, Unreal Tournament 2003, Day of Defeat, Half Life, Warcraft III: Frozen Throne, Starcraft: Broodwar, Diablo: Lord of Destruction, Team Fortress, Death Match Classic, & Ricochet. Check out our scheduled tournaments for chance to play these games against other players.

Capacity: From 1 to 24 people.

Limits: During off peak hours, The Front brings you all your favorite games for team or head to head play.

Group: The Front

Website: www.thefrontslan.com

Coordinator: Greg Martin

4097

The Front: PC Gaming Free For All

Time: Saturday 00:00 Length: 9:45

Location: Ventanas (Table 13)

Repeated: See Event 4087 for details.

4107

The Front: PC Gaming Free For All

Time: Sunday 01:00 Length: 8:45

Location: Ventanas (Table 13)

Repeated: See Event 4087 for details.

4117

The Front: PC Gaming Free For All

Time: Sunday 16:00 Length: 2:45

Location: Ventanas (Table 13)

Repeated: See Event 4087 for details.

4122

Magic Booster Draft (Sanctioned Tournament)

Time: Saturday 16:00 Length: 5:45

Location: Upper Salon D (Table 1)

System: Magic the Gathering

Description: Magic the gathering Booster Draft bringing the best from MtG: Scourge, MtG: Legions, and MtG: Onslaught. Scourge, Legions, and Onslaught. Each player will be drafting from the above boosters then competing in the tournament.

Capacity: From 16 to 24 people.

Limits: This will be a Sanctioned Event, if your not registered we will have the required forms on hand. Signup and paper work will start at 16:00, each round will be about 45 minutes with a few minutes for setup, tear down, and breaking between the rounds.

Group: Beyond Gaming

Website: www.beyondgaming.net

Other: This is a 4 round tournament. The Cards needed to participate in this event will be supplied using Sealed Decks from the Convention.

Cost: \$12.00 for 3 booster.

Coordinator: Beyond Gaming

4131

Settlers of Catan

Time: Friday 23:00 Length: 2:45

Location: Lower Suite C (Table 6)

System: Mayfair Games (1995)

Description: In Settlers of Catan players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine the current production on the island. Players collect raw materials to build up their civilizations to gain enough victory points to win the game. This game is a Spiel des Jahres (German game of the year) winner, primarily because of its amazing ability to appeal to non-gamers and gamers alike.

Capacity: From 3 to 6 people.

Limits: Settlers with the 5-6 players expansion

Group: The Ericksons

Website: www.die-siedler.com/index2.htm

Coordinator: Mary Erickson

4141

Settlers of Catan

Time: Saturday 23:00 Length: 2:45

Location: Lower Suite C (Table 5)

Repeated: See Event 4131 for details.

4152

Groo: the Game

Time: Friday 21:00 Length: 1:45

Location: Lower Suite C (Table 6)

System: Archangel Entertainment

Description: Based off the comics of the same name with are by Sergio Argones. In Groo: the Game, players compete to be the first to build a large town. Of course, this is no picnic, hindered as it is by other players' rampaging armies and the frequent bumbling visitations of Groo.

Capacity: From 4 to 7 people.

Group: The Ericksons

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Mary Erickson

4162

Groo: the Game

Time: Saturday 21:00 Length: 1:45

Location: Lower Suite C (Table 5)

Repeated: See Event 4152 for details.

4172

Guillotine

Time: Saturday 02:00 Length: 0:45

Location: Lower Suite C (Table 6)

System: Wizards of the Coast (1998)

Description: Set during the French Revolution, you play executioners trying to behead the least popular nobles. Which luck and skill you can manipulate the line before 'harvesting' heads. Sure it's a macabre subject for a light card game, but this is what makes the game interesting. Get out there and chop a few heads.

Capacity: From 4 to 5 people.

Group: The Ericksons

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Mary Erickson

4182

Guillotine

Time: Sunday 02:00 Length: 0:45

Location: Lower Suite C (Table 5)

Repeated: See Event 4172 for details.

4191

Twilight Imperium

Time: Friday 23:00 Length: 9:45

Location: Lower Suite D (Table 2)

System: Fantasy Flight's TI (Second Edition)

Description: To most, Armin Hai was better known as "Hope's End." Calling Hope's End a "harsh" place would be a severe understatement. Like a circle of blood in the bleakness, Moll Primus was not a topic of casual conversation. It was the imperial penal colony; the last stop for those damned by the empire. It was a rare sight to see science vessels here. Yet it was near Hope's End that a Sol exploratory force first observed the area of the galaxy that would become known as the "Mahact Plateau." Held in equilibrium between two wormholes, it held a wealth of rich planetary systems. After months of study Sol scientists were happy to report, it held life. Wonderful life. Life ready for exploitation.

"The theme - management of a space civilization in an attempt to become galactic emperor. Is perfectly simulated and ambitious in scope. Politics, diplomacy, military, strategy, resource management, battle tactics, space battles and planet invasions, everything is here and it all meshes beautifully."

Capacity: From 3 to 5 people.

Limits: This game will be using the following optional rules: Manifest Destiny, Distant Suns, Hope's End, Race Leaders, Shock Troops, and Extended Technology Tree. Get a jump on the rules, check out the Website below for the game rules. We will be playing all night until someone is declared the new emperor, so be ready to play.

Group: The Ericksons



Coordinator: Ivan Erickson

4452   **1 E**
Apples to Apples
 Time: Friday 14:00 Length: 1:45
 Location: Lower Suite C (Table 1)
 Repeated: See Event 4442 for details.

4462   **1 E**
Apples to Apples
 Time: Friday 16:00 Length: 1:45
 Location: Lower Suite C (Table 1)
 Repeated: See Event 4442 for info.

4472   **1 E**
Apples to Apples
 Time: Friday 18:00 Length: 1:45
 Location: Lower Suite C (Table 1)
 Repeated: See Event 4442 for details.

4482   **1 E**
Apples to Apples
 Time: Friday 20:00 Length: 1:45
 Location: Lower Suite C (Table 1)
 Repeated: See Event 4442 for details.

4492   **1 E**
Munchkin Fu *New Release*
 Time: Friday 13:00 Length: 1:45
 Location: Lower Suite C (Table 4)
System: Munchkin
Description: New Release!!! The Munchkins are back! Now the game is chop-socky Hong Kong action. The characters are Samurai, Ninja, Yakuza, and Monks. The foes are mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles to build up your character's powers.
Capacity: From 1 to 5 people.
Group: MIB
Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: MIB Secret Agent

4502   **1 E**
Munchkin Fu *New Release*
 Time: Friday 15:00 Length: 1:45
 Location: Lower Suite C (Table 4)
 Repeated: See Event 4492 for details.

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Susan Landerman ★ (602) 973-8799
 loren_wolfstar@yahoo.com
 aaron_wingfield@yahoo.com



4524   **1 RP**
Mage Knight - Conquest
 Time: Saturday 08:00 Length: 3:45
 Location: Undefined
 Repeated: See Event 4514 for details.

4541   **1 RP**
Plague
 Time: Friday 20:00 Length: 1:45
 Location: Lower Suite C
System: Barsky
Description: The Black Death was no Weekend Special. Plague! Is a germ-free board game, we hope, for those of you who dare to transport wagon loads of infected victims to their final resting place, a deep pit at Clarks Hill. Rather you than me, indeed, I'd avoid this game like the Lurgi.
Capacity: From 2 to 4 people.
Website: www.gamesworkshop.com
Coordinator: Kurt Rausch

4554   **1 RP**
Battle of the Champions (Warhammer 40k)
 Time: Friday 22:00 Length: 2:45
 Location: Lower Suite D
System: Warhammer 40,000 (3rd)
Description: At the heart of the empire, an arena awaits the champions of the races. The rules are simple, survive. Only one will walk out alive.
Capacity: From 2 to 12 people.
Limits: One Single Warhammer 40K Figure and all the Gear that he can carry! Choice from any of the official Games Workshop Army Books.
Group: WH40K from Thinkers for Thinkers in Tucson
Website: www.gamesworkshop.com
Other: Miniatures needed to participate in this event will be supplied by the Players. Army size needs to fall between 1500 points and 1500 points.
Coordinator: Kurt Rausch

4514   **1 RP**
Mage Knight - Conquest
 Time: Friday 13:00 Length: 3:45
 Location: Undefined
System: Mage Knight (Conquest)
Description: This will be a pre-determined scenario using the Conquest rules, allowing large-scale armies into the game. Scenario may feature Castle, Titans and large vehicles, in addition to lots of cannon fodder.
Capacity: From 4 to 8 people.
Website: www.wizkidsgames.com/mageknight/
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring their own. Army size needs to fall between 500 points and 2000 points.
Coordinator: Mark DiBlasi

FAQ's

The Questions We Cannot Answer

We cannot answer question regarding specific event information such as what optional rules features or modifications will be made to a game. If its not in the event description than you'll find out just before the event starts, like everyone else!

How do I register for an event?

Go down stairs to Game Central in the Lower Pre-Convene. There will be tables setup with event registration sheets for all the events listed in this book. These sheets will be supervised by the Game Central Staff to assure people do not double book events. Any double booking will result in being removed from both sign up sheets.

I've never been to HexaCon before

If you've never attended a gaming convention before, you may want some advice as to how difficult an event is and if it would be a good fit for you. You will find most games can be learned easily with the experienced coordinators that are running them. When looking at the event list however look at the Experience and Complexity of the event. When first starting out keep to the basic events so not to be overwhelmed. We are sure you will pick up the game soon enough.

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 14.

What is CASFS?

To put the definition simply, CASFS, the Central Arizona Speculative Fiction Society, is the sponsor of ConNotations, CopperCons, HexaCons, SmerfCons and other conventions. CASFS is 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 September 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 Email: casfs@casfs.org

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Services

Banks

For your Banking Needs the following Banks are within a few miles of the hotel:

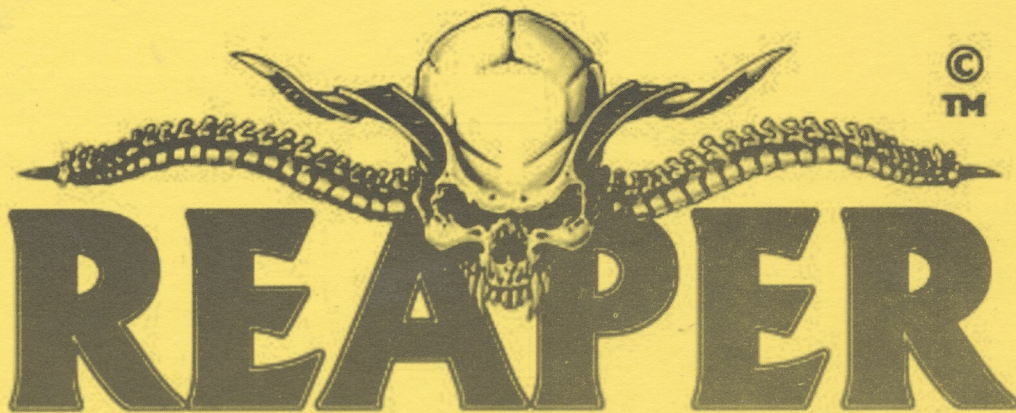
- Bank of America** - 1.02 mi - 2727 W Bell Road - Phone:(602)564-8344
- M & I Thunderbird Bank** - 1.04 mi - 2839 W Bell Rd - Phone:(602)548-6020
- Wells Fargo Bank** - 3.00 mi - 630 E Bell Rd - Phone:(602)547-4788
- Compass Bank** -5.23 mi - 18411 N Cave Creek Rd - Phone:(602)485-5162
- 1st National Bank of Arizona** - 7.75 mi - 4617 E Bell Rd. -Phone: (480)857-5621
- Fifth Third Bank** - 7.78 mi - 4574 E Cactus Rd -Phone: (602)765-7805

Restaurants

For your Eating Needs the following Restaurants are within 2 miles of the hotel:

- Laffite's Restaurant** - 0.00mi - This is the Hotel's Restaurant Great Food!
- Domino's Pizza** - 0.43 mi - 1855 W Greenway Rd - 602.863-6400
- Taco Bell** - 0.43 mi - 1920 W Thunderbird Rd - 602.863-2778
- Valle Luna Mexican Restaurant** - 0.43 mi - 3336 W Bell Rd - 602.993-3108
- Waffle House Restaurant** - 0.43 mi - 2516 W Bell Rd - 602.942-7320
- Top Shelf** - 0.84 mi - 3301 W Greenway Rd - 602.993-5463
- Famous Sams** - 0.89 mi - 3353 W Greenway Rd - 602.375-3639
- Lennys Burgers & Shakes** - 0.89 mi - 15414 N 19th Ave - 602.993-7472
- Cousins Subs** - 0.90 mi - 3361 W Greenway Rd - 602.375-9800
- Taco Bell** - 0.96 mi - 4209 W Bell Rd - 602.978-9181
- Trails End Chuckwagon** - 0.97 mi - 3434 W Greenway Rd - 602.843-5883
- Wendy's** - 0.99 mi - 2640 W Thunderbird Rd - 602.548-2217
- Barros Pizza** - 1.00 mi - 2510 W Thunderbird Rd - 602.866-8336
- Magic Bowl Chinese Restaurant** - 1.00 mi - 2510 W Thunderbird Rd - 602.866-1788
- Denny's Restaurant** - 1.02 mi - 2717 W Bell Rd - 602.993-3263
- Santisi Brothers Pizzeria & Sports Grill** - 1.03 mi - 2710 W Bell Rd - 602.789-7979
- Applebee's** - 1.03 mi - 2720 W Bell Rd - 602.789-9449
- Hometown Buffet** - 1.03 mi - 2730 W Bell Rd - 602.863-1112
- Chill Out Yogurt & Ice Cream** - 1.03 mi - 2734 W Bell Rd - 602.375-3760
- Native New Yorker** - 1.03 mi - 2740 W Bell Rd - 602.863-1417
- Fazoli's** - 1.04 mi - 2902 W Thunderbird Rd - 602.866-3130
- Cafe Italy** - 1.04 mi - 2814 W Bell Rd - 602.993-1333
- Kyoto Bowl** - 1.04 mi - 2814 W Bell Rd - 602.993-8888
- Peruchios Pizza & Wings** - 1.05 mi - 3502 W Greenway Rd - 602.978-4000
- R & K Cafe** - 1.05 mi - 3502 W Greenway Rd - 602.938-1990
- Sizzier** - 1.06 mi - 2903 W Bell Rd - 602.375-1133
- Villa Deli** - 1.06 mi - 15610 N 35th Ave - 602.938-8074
- Waffle House Restaurant** - 1.07 mi - 2516 W Bell Rd - 602.942-7320
- Coco's Restaurant** - 1.08 mi - 2410 W Bell Rd - 602.942-7229
- Good Egg the** - 1.08 mi - 2957 W Bell Rd - 602.993-2797
- Caramba Fresh Mexican Food** - 1.09 mi - 2340 W Bell Rd - 602.863-7777
- Quizno's Classic Subs** - 1.09 mi - 2340 W Bell Rd - 602.993-1951
- Ladolce Vita Restaurant** - 1.09 mi - 15820 N 35th Ave - 602.298-2233
- Burger Mania** - 1.09 mi - 2302 W Bell Rd - 602.896-2723
- Subway** - 1.23 mi - 3210 W Bell Rd - 602.993-5887
- David Kwans Chinese Buffet** - 1.24 mi - 3220 W Bell Rd - 602.896-8899
- Streets of New York** - 1.28 mi - 1930 W Thunderbird Rd - 602.866-7666
- Jack-In-the Box** - 1.28 mi - 1935 W Thunderbird Rd - 602.993-8810
- Big Apple Restaurants** - 1.28 mi - 16810 N 19th Ave - 602.863-7921

- Taco Bell** - 1.29 mi - 1920 W Thunderbird Rd - 602.863-2778
- Pong Pong Fine Chinese Cuisine** - 1.30 mi - 3332 W Bell Rd - 602.863-1126
- Valle Luna Mexican Restaurant** - 1.30 mi - 3336 W Bell Rd - 602.993-3108
- Village Inn** - 1.31 mi - 17017 N 33rd Ave - 602.993-4177
- Arby's** - 1.31 mi - 3348 W Bell Rd - 602.942-6819
- MacAyo's Mexican Kitchen** - 1.32 mi - 1909 W Thunderbird Rd - 602.866-7034
- D & J Subs** - 1.32 mi - 13853 N 19th Ave - 602.942-9278
- Golden Panda** - 1.32 mi - 13849 N 19th Ave - 602.789-8488
- Subway** - 1.32 mi - 13853 N 19th Ave - 602.866-0115
- International House of Pancakes** - 1.32 mi - 1920 W Bell Rd - 602.942-8890
- Dairy Queen** - 1.32 mi - 13803 N 19th Ave - 602.863-2086
- Long John Silver's** - 1.35 mi - 1906 W Bell Rd - 602.866-0167
- Napoli Pizza** - 1.35 mi - 3425 W Thunderbird Rd - 602.863-1881
- Subway** - 1.35 mi - 3425 W Thunderbird Rd - 602.866-8353
- Blimpie Subs and Salads** - 1.36 mi - 1902 W Bell Rd - 602.548-1211
- Chen & Wok** - 1.36 mi - 3431 W Thunderbird Rd - 602.548-9233
- Peter Piper Pizza** - 1.39 mi - 3430 W Bell Rd - 602.942-0750
- McDonald's Restaurants** - 1.40 mi - 1851 W Bell Rd - 602.866-8525
- Baskin-Robbins** - 1.42 mi - 1827 W Bell Rd - 602.866-7182
- Ding How Restaurant** - 1.42 mi - 16816 N 35th Ave - 602.896-9009
- Touch of Thai** - 1.42 mi - 16816 N 35th Ave - 602.896-9009
- Taylor's Chowder House** - 1.43 mi - 3540 W Calavar Rd - 602.978-1815
- Carls Jr** - 1.44 mi - 3470 W Bell Rd - 602.863-3129
- Jack-In-the Box** - 1.44 mi - 1802 W Bell Rd - 602.866-9048
- Jack-In-the Box** - 1.46 mi - 3512 W Thunderbird Rd - 602.938-8340
- Abacus Inn** - 1.46 mi - 3509 W Thunderbird Rd - 602.938-0528
- China Gardens** - 1.47 mi - 17201 N 19th Ave - 602.993-7340
- Sonic Drive In** - 1.48 mi - 17238 N 19th Ave - 602.942-2201
- Dicostanzo Vincent** - 1.50 mi - 3539 W Bell Rd - 602.978-5507
- Lavigna Ristorante** - 1.50 mi - 3539 W Bell Rd - 602.978-5507
- KFC** - 1.50 mi - 3550 W Thunderbird Rd - 602.938-5010
- Amelios Pizza & Wings** - 1.51 mi - 1726 W Bell Rd - 602.863-7774
- Burger King** - 1.51 mi - 3549 W Bell Rd - 602.978-2845
- Gallaghers Food & Fun** - 1.51 mi - 3549 W Thunderbird Rd - 602.938-0396
- Stanleys Polish Deli** - 1.52 mi - 1712 W Bell Rd - 602.375-3999
- Burger King** - 1.54 mi - 13635 N 35th Ave - 602.863-1329
- Pizza Hut** - 1.55 mi - 13624 N 35th Ave - 602.993-6150
- Lennys Burger Shop** - 1.55 mi - 13616 N 35th Ave - 602.978-8959
- Ramios Taco Shop** - 1.61 mi - 1618 W Bell Rd - 602.942-6699
- Ramios Mexican Food** - 1.62 mi - 2757 W Windrose Dr - 602.942-2416
- Sno ToGo** - 1.62 mi - 2757 W Windrose Dr - 602.375-0403
- Bumble Bee Soul Food Company** - 1.64 mi - 12801 N 28th Dr Ste 6 - 602.866-6909
- Chuy's Mesquite Broiler** - 1.68 mi - 1546 W Bell Rd - 602.504-9682
- Barros Pizza** - 1.70 mi - 40th St & Greenway - 602.788-7470
- Tiffanis Cafe** - 1.70 mi - 1520 W Bell Rd - 602.789-6297
- Mings Express** - 1.71 mi - 1512 W Bell Rd - 602.548-8108
- Oltime Sausage** - 1.83 mi - 12816 N 19th Ave - 602.997-4644
- Dairy Queen** - 1.84 mi - 12456 N 28th Dr - 602.942-1496
- Anzios** - 1.86 mi - 12418 N 28th Dr - 602.375-1221
- Blimpie Subs & Salads** - 1.86 mi - 12419 N 28th Dr - 602.942-4144
- Denny's Restaurant** - 1.87 mi - 12407 N 28th Dr - 602.942-9620
- Manuels Mexican Food** - 1.95 mi - 1111 W Bell Rd - 602.993-8778
- North Lane Bagel & Deli** - 1.99 mi - 2209 W Wethersfield Rd - 602.943-0455
- Sierra Grille & Bar** - 1.99 mi - I 17 & Cactus - 602.866-7000
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