

HEXAGON 2

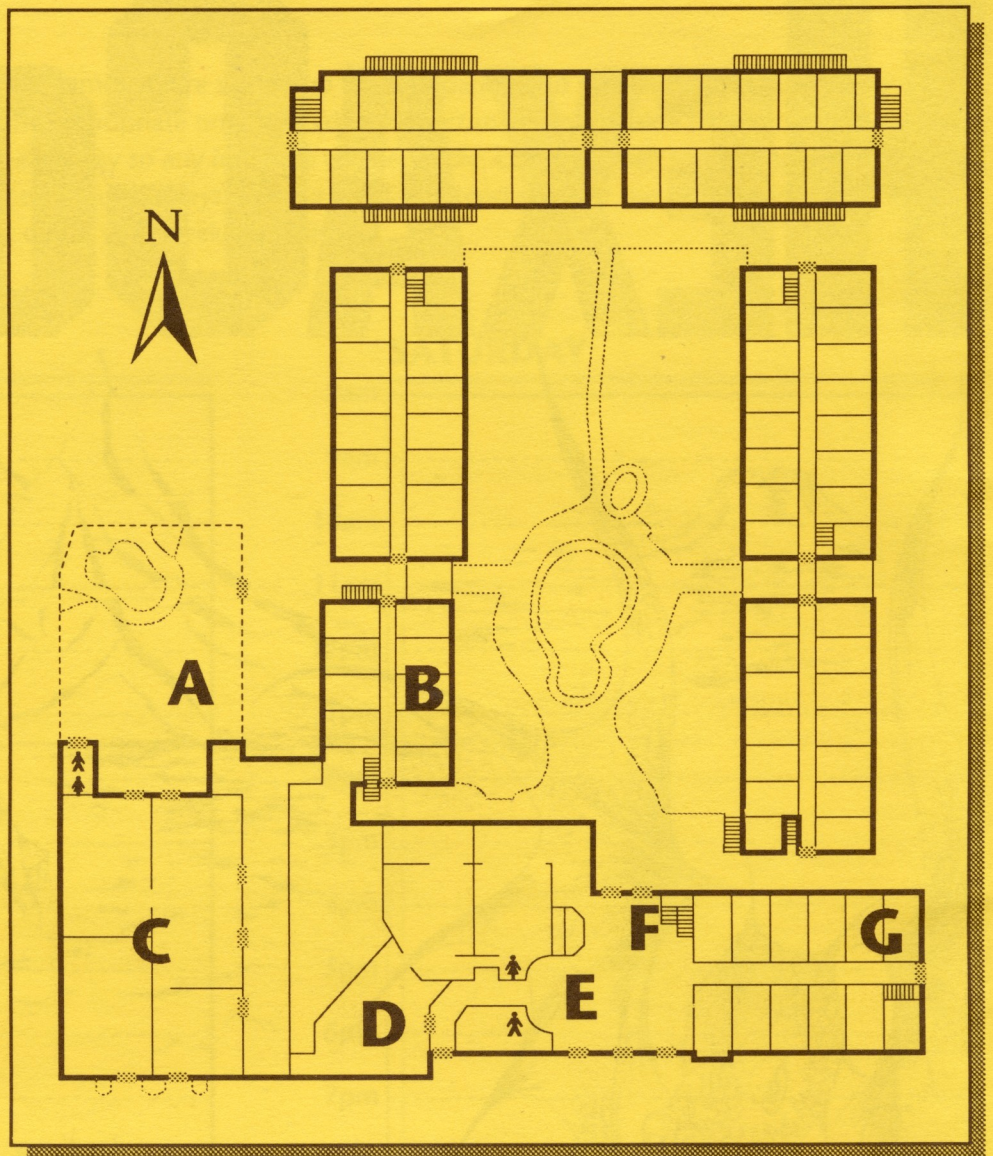
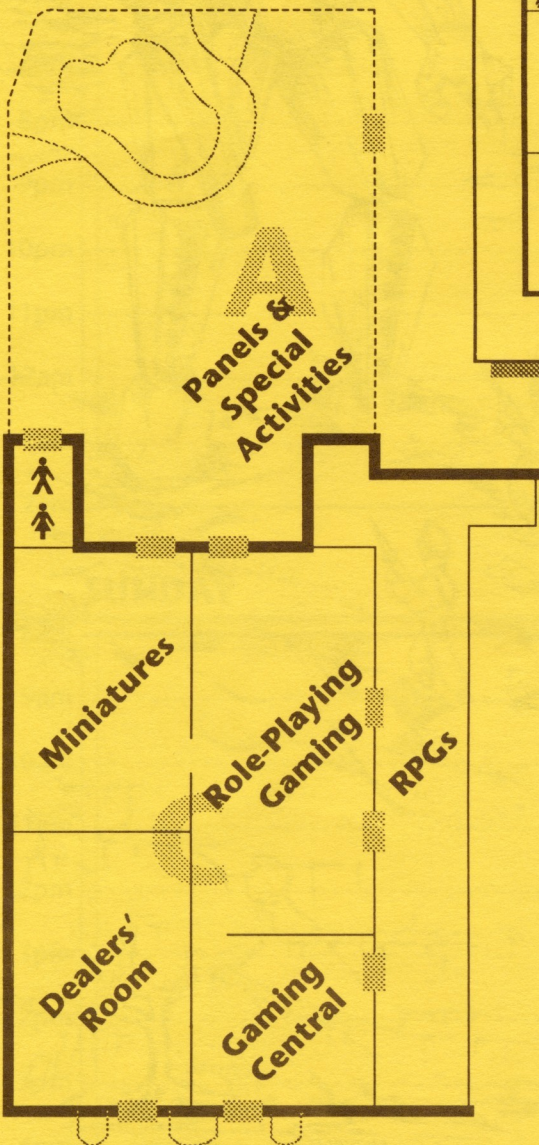


MERIBELL

Legend

- A • Panels & Activities
- B • ConSuite & Con Ops
- C • Convention Center
- D • Spinners Diner
- E • Hotel Lobby
- F • Stairs to Boardgaming
- G • Computer Room
- Doors & Gates
- ♣♣ Restrooms

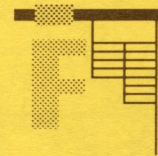
Convention Center



Suites

Con Ops	118
ConSuite	114
ConSuite	112

Stairs to Boardgaming



Computer Rooms



WELCOME TO HEXACON 2!



Greetings!

Welcome to HexaCon 2, Arizona's Premier Gaming Convention. All of us on the Committee and Staff hope you're already having a great time, but here are some pointers to help make it even better:

First, if you look to the left of this page you'll see maps of the Celebrity Hotel and of the Convention Center. Important places to note include **Gaming Central**, located in the northwest (that's upper-left for the cartographically challenged) corner of the Convention Center. Gaming Central is important because that's where you sign-up to play all the games, where Gamemasters check-in, where you submit items for the Used Game Auction, where you submit entries for the Miniatures Painting Contest (and where you can view the entries), and it's the information center for all of HEXACON's activities.

Second, look for **Convention Operations** in Suite 118, south of the Hotel Lobby. Con Ops (for short) is HEXACON's nerve center — of primary importance to you if you need the services of the Lost and Found, or if you need to report any emergency situation or are having any non-gaming-related difficulties.

Last, look near Con Ops for the **Hospitality Suite** (or ConSuite, for short) in Suites 112 and 114, also south of the Hotel Lobby. The ConSuite is where you can stop to grab a drink or snack, or watch some **Japanese Animation** (Japanimation, for short) — all included in the original price of your membership!

Here's a little general information about the convention. HEXACON 2 is sponsored by the Central Arizona Speculative Fiction Society, Inc., a 501(c)3 non-profit organization. CASFS (again, for short) sponsors conventions in Arizona throughout the year including the annual CopperCon, this year's WesterCon, and various other conventions and events (look for flyers in Gaming Central). CASFS also sponsors the quarterly magazine, CONNOTATIONS, which goes out to everyone who attends our conventions free-of-charge four times a year. If you're not already receiving CONNOTATIONS or our convention Progress Reports, your membership in HEXACON automatically puts you on our list!

HEXACON is staffed entirely by volunteers — no one working this convention makes a penny. To the right you'll see a list of this year's staff, but realize that a convention of this size has had the help of a lot of other great people also. Thank you to everyone who's helping out. Lastly, thanks to all the game stores and companies that have helped the convention — you'll see ads for many of them in this book — please help support us by patronizing these companies.

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Committee List

Chairman	Mark Boniece
Hotel Liaison/Banker	Bruce Farr
Gaming Director	Gregg Fischer
Game Auction	Don Harrington
Role-Playing	Robert Barber
Miniatures	Dave Hart
Board Games	Chris Volny
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Publicity	Margaret Grady
Game Company Liaisons	Margaret Grady
Publications	Gregg Fischer
Publications	Matthew Frederick
Japanese Animation	Tom Perry
Security/Ops/Logistics/Volunteers	Stephanie Bannon
Registration	Doug Cospere
Guest Liaison	Margaret Grady
Dealers' Room	Mark Boniece
Program	Matthew Frederick
ConSuite	Robert "Ozzie" Osman
Staff Lounge	Cinder Smith
Computers	Mark Boniece
Amiga	Adam Secunda
IBM	Mike Divine

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Tracy Hickman

Tracy Raye Hickman was born in 1955 in Salt Lake City, Utah. During his youth in the mountains of the west, his reading soon centered on the science-fiction of Clarke and Asimov and the fantasy works of J.R.R. Tolkien. He served two years as a church missionary in Java, Indonesia before returning home to a number of jobs. He finally found vent for his creative genius in writing adventure games for TSR, Inc. It was there that he developed his early writing skills and met his good friend and co-author, Margaret Weis.

Tracy lives with his wife Laura and their four children in a Victorian home high in the pine trees of the Arizona mountains. When he isn't working, he enjoys composing his own music on his synthesizer or playing an occasional game. *Serpent Mage* in the *Death Gate* series is his latest release with Margaret Weis, published just this month. He is currently completing his own first science-fantasy novel for publication by Bantam sometime next year.

Tom Dowd

Tom Dowd, one of the co-designers and current FASA developer of the *Shadowrun* game, holds an advanced degree in communications/filmmaking, has worked professionally in the film and television field, and tends to write long sentences when he's not paying attention.



Alan Emrich

A published game reviewer since his 15th year, Alan Emrich has served his time in the gaming hobby as author, editor, publisher, playtester, developer, designer, convention manager, auctioneer, and Vice President of the Game Manufacturer's Association (GAMA). Still very active as a writer, editor, and auctioneer, Alan has just finished his *magnum opus* entitled *Sid Meier's Civilization or Rome on 640K a Day* with co-author Johnny Wilson. Employed as the assistant editor of *Computer Gaming World* magazine and editor of its *Computer Wargaming World* supplement, Alan is currently an active playtester of Columbia Games' *WestFront* and Microprose's *Global Conquest*, and is always busy instructing his delightful 6-year-old son, James, in the ways of adventure gaming.

Mike Stackpole

Michael A. Stackpole is a game designer and writer who first became involved with gaming in 1975 when he got a subscription to *Strategy & Tactics* magazine. Through that subscription he found out about other games, most notably the play-by-mail offering of Scottsdale's Flying Buffalo, Inc. He also started playing *Tunnels & Trolls* and, in 1978, saw the publication of *City of Terrors*, his first game product ever.

Mike went to work for Flying Buffalo in 1979 and went freelance in 1985. Since then he has worked on a number of games, including *Wasteland*, *Neuromancer* and *Legionnaire*, the *Renegade Legion Role Playing Game*. He is probably best known for his *BattleTech* novels, the *Warrior* trilogy and the *Blood of Kerensky* series, and his *Dark Conspiracy* novels. His newest *BattleTech* novel is titled *Natural Selection* and is scheduled for a July 1992 release by ROC/NAL and FASA.

Dr. Christopher Cummins

Christopher Cummins is the publisher and principal owner of Decision Games. He started playing chess at age four under the tutelage of his older brothers and played his first wargame (*Blitzkrieg*) in 1967. After several years of collecting and playing Avalon Hill games, he went on to SPI games where he found his two favorite items in wargaming, the monster WW2 game *War in Europe* and *MOVES* magazine. In 1977, he started volunteering for the Los Angeles based conventions, running boardgame tournaments and eventually heading up that division, and helping the STRATEGICON conventions go from club activity to business venture.

In 1986, he moved to Washington, D.C. to complete his doctoral training in clinical psychology at Walter Reed Army Medical Center, and the following year became the *MOVES* section editor for 3W's *Wargamer, Vol. 2* magazine. In 1988, he moved to the Monterey, California area to complete his military obligation serving as the Division Psychologist to the 7th Infantry Division (Light). That same year, he and his wife purchased *Wargamer* and *MOVES* magazines from 3W. During 1989-1990, they purchased *Fire & Movement* and *Strategy & Tactics* magazines and renamed *Wargamer, Vol. 2* to *MOVES* magazine, and found time to start their family.

Last year, Christopher finished his active military tour and took a six month break from practicing psychology to focus on building Decision Games. This year, Decision Games starts its boxed game line with three games in their *Four Battles* series, while Christopher returns to part-time practice.

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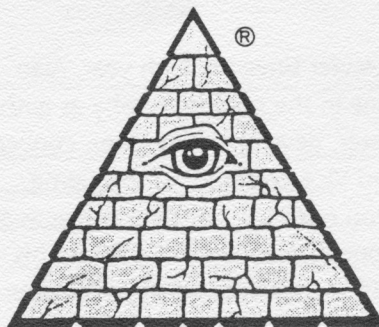
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RSI Duelmasters™ Demo

Reality Simulations, Inc. has earned a reputation for providing some of the most interesting and enjoyable Play-By-Mail gaming around. Duelmasters™ is a game of exciting man-to-man gladiatorial combat that is easy to learn and challenging to master. Duelmasters™ has been improved from its previous incarnation — RSI has added a whole new awards system, a new ranking system, and even more prizes to compete for. HEXACON and RSI have brought you a chance to check out their game in person — come by the Duelmasters™ area in the north end of the Role-Playing section of the Convention Center and check out the action.

Genie MultiPlayer MechWarrior™

Genie is General Electric's consumer computer service. With a network of local nodes worldwide, Genie provides easy and inexpensive access to a huge computer network



for users everywhere. GENIE has a whole host of products to offer and has paid special attention to bringing the best in online gaming to its users. AirWarrior™, GemStone™ and DragonsGate™ are just three of the games that offer players all the excitement of computer games with live foes on the other side of the screen.

HEXACON is proud to be providing convention members with a chance to playtest a new game being offered by GENIE. In conjunction with FASA and Dynamix, Kesmai (the creators of AirWarrior™ and Island of Kesmai™) bring you MultiPlayer MechWarrior™. If you have played the home game of that name by Dynamix, you know how much fun it is to be in the pilot's seat of a BattleMech. MP MechWarrior™ allows you to team up with up to four other players to engage in battles on the farflung worlds of the BattleTech™ Universe, or spar with each other in the arena matches on Solaris.

(BattleTech and MechWarrior are TM by FASA Corp, AirWarrior and Island of Kesmai are TM by Kesmai)

Hospitality Suite

Thirsty? Hungry? Looking for something different? Come by Suites 112 and 114 where all HEXACON attendees and gamemasters can get free drinks and snacks. The ConSuite should be open through most of the convention, with occasional closings for cleaning and restocking. While you're there, please help to keep the area clean. The ConSuite also contains the...

Japanese Animation

If you've never watched Japanese Animation before — the real stuff, before it gets butchered for American TV — then be sure and stop by the ConSuite. You're in for a treat. Animation isn't just for eight-year-olds — its for anyone who's interested in great art and superb storytelling (not to mention just plain fun).

If you're a parent, please be forewarned that our program has been selected to appeal to an audience of young adults. The levels of sex and violence in the programming are much greater than you'll find on Saturday morning TV. This is particularly true during the late-night hours.

So whether you've seen Japanese Animation before or not, stop by the ConSuite, have a snack, and enjoy some incredible animation.

Art by Liz Danforth

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General Panel & Event Information

All the panels and events below will be held in the Programming Area located just south of the Convention Center near the pool (note: in case of inclement weather, Programming will move to the covered patio just south of the hotel lobby). Most panels will last 60 to 90 minutes, but feel free to come over and sit down if you can't make it in time for the beginning (please use common courtesy and be quiet when coming or going, though).

Friday

2pm • Gamemaster Tricks That Nobody Will Tell You

Long-time gamemaster-elite Mike Stackpole puts you on the inside track with slick tricks to make your games more fun and successful. *Mike Stackpole*

4pm • What's Up at FASA?

FASA Developer Tom Dowd talks about the latest news and events at FASA Corporation. Learn the truth about VWE and the BattleTech Centers. *Tom Dowd*

6pm • Getting the Most from the Game Auction

Here's your chance to be enlightened by game auction experts from two states. Learn how to price your games to sell for the highest possible price, how much to pay for a game you want, and how to bid effectively while "shutting out" the other guy. *Alan Emrich, Donald Harrington*

7pm • Autograph Session

Bring your books to be signed by two great authors! *Tracy Hickman, Mike Stackpole*

8pm • Designing Your Own Role-Playing Game

Have you ever had a great idea for a role-playing game? Have you wondered how to go about designing one? How do you make a game fun, easy-to-play, "realistic", and marketable? Here's your chance to learn from three experts! *Tom Dowd, Tracy Hickman, Mike Stackpole*

Saturday

8am • Killer Breakfast!

Come and die early as author Tracy Hickman dungeon-masters the toughest adventure 1st-level characters have ever had to face! The game begins with 6-8 players, but as each character ~~is killed off~~ dies, a new player takes the departed one's place. The more entertaining and inventive you are, the longer you live — the player whose character has the longest elapsed-time lifespan wins! Don't miss this great event for lots of players — just stand around the table and wait for someone to die! *Tracy Hickman*

10am • Getting Into the Biz

Almost every gamer has entertained the idea of getting into the game business — now you can learn all about how it's done. Author Mike Stackpole will teach you about writing for game companies, how to get a scenario published, and how to make the right contacts. *Mike Stackpole*

12pm • Inside Decision Games

Here's your chance to find out what's happening behind-the-doors of Decision Games, where *Strategy & Tactics*, *Fire & Movement*, and *MOVES* magazines are created. Includes a question and answer session, plus your chance to give the publisher and editors feedback face-to-face.

Dr. Christopher Cummins, Joe Miranda

2pm • Filling the Gap: Novels in a Game Universe

Two great authors discuss how novels help flesh-out games, and how writing within a game's universe limits and/or spurs their creativity. They'll also discuss reactions from the games' designers about how the authors' works changed their game universes. *Tracy Hickman, Mike Stackpole*

4pm • Tracy Hickman: Role-Playing in Three Parts

Part 1: It Isn't Whether You Live or Die — how to use your character to enliven the game. Part 2: How to Be a Better DM — learn the tricks and tips that make a DM great.

Part 3: Ethics in Fantasy — good vs. evil, wrong vs. right, and the role ethics plays in RPGs. *Tracy Hickman*

6pm • Virtual Reality and Computer Gaming

Virtual Reality — a computer-generated environment you experience — is becoming real as you read this. If you've seen *The Lawnmower Man*, you've seen one version of it. Learn how this incredible technology puts you *inside* the game and how soon it's coming to your home. *Tom Dowd, Alan Emrich, Mike Stackpole*

8pm • Tracy Hickman Reads from His Latest Work

Author Tracy Hickman reads a selection from his latest novel, not yet available in stores. Here's your chance to meet the creator of the DragonLance Saga and much, much more.

Tracy Hickman

Sunday

8am • Computer Games: the Electronic Dimension

Here's your chance to talk with the assistant editor of *Computer Gaming World* and editor of *Computer Wargaming World*, Alan Emrich, regarding everything you wanted to know about computer gaming including what's hot and what's not. Plus, talk with Mike Stackpole, who worked on the creation of *Wasteland*, *Neuromancer*, *Bard's Tale III*, and the *25th Anniversary Star Trek Game*. As computers get more powerful and capable, the games just get better and better — come check out gaming in the electronic dimension.

Alan Emrich, Mike Stackpole

10am • Wargame Design

Learn the in's and out's of creating an enjoyable, realistic, and possibly most important, playable wargame from Decision Games' Joe Miranda. *Joe Miranda*

12pm • Shadowrun Q&A / Shadowrun 2nd Edition

Ask and ye shall receive (maybe). *Shadowrun* co-designer and developer Tom Dowd answers the tough questions about the *Shadowrun* game and universe. Plus, this summer FASA releases *Shadowrun: Second Edition*, a revision of the *Shadowrun* rulebook — learn the whys and whats. *Tom Dowd*

Role-Playing Event Descriptions

NOTE: If you sign up for a multiple-round game, **make certain** you will be available to play following rounds! Please do not over-book yourself and keep other players out of games they'd like to play.

- R01 • RPGA AD&D – Ravenloft Tourney** • Paul Duckworth, Robert Barber, David Knudsen • #p 18, Rd1=Fr 6p–2a, Rd2=Fr 10p–2a
“Dance of the Dead” — You are cordially invited to a revel — come and enjoy the fun. You can only die once, can't you?
- R02 • Champions** • David Cates • #p 6, Fr 6p–10p
“Avengers Assemble!” — Superhero role-playing in the Champions Universe.
- R03 • Champions** • Gilbert Peppin • #p 6, Fr 10p–2a, Sa 12p–4p
“Who Are We?” — Characters “wake up” in a hostile environment with no memory of how they got there or their powers.
- R04 • AD & D – Grand Tourney** • Jeff Jennings • #p 24, Rd1=Fr 6p–10p, Rd2=Fr 10p–2a
Teams enter a dungeon, and attempt to reach the Temple of Balance. Be the first to grab the prize, and keep it long enough to get back out and win — and that *player* gets to keep the prize!
- R05 • Vampire** • Mara Ganks • #p 6, Fr 10p–2a
“Gothic Punk on an Alternate Earth” — Can you survive as a young vampire? A quest for knowledge and survival that could lead you to a better you — or to a stake through the heart and one last terrible sunrise.
- R06 • Dark Conspiracy** • Doug Chastant • #p 6, Fr 10p–2a
Role-playing game of near-future horror! (Game novels written by HEXACON Guest Mike Stackpole.)
- R07 • Champions** • David Cates • #p 8, Sa 6p–10p
“Masters of Evil” — Play your favorite Avenger vs. the Masters of Evil! Champions in the Marvel Universe.
- R08 • Call of Cthulhu** • Jerry Bryant • #p 6, Fr 10p–2a
“Dreams Can Become Nightmares...” — Dreams are said to be the gems of the mind, but sometimes the dreams can become nightmares.
- R09 • Megatraveller** • Mitchell Robinson • #p 6, Fr 2p–6p, 6p–10p, Sa 4p–8p
“Got the Time” — PC's are recruited into the Realms Crosstime Temporal Service. PC's meet their nemesis and are told of impending doom to the Realm unless they get the Mask “out of Baldy's hands.” A journey across time and up and down when.
- R10 • Champions** • Will Watts • #p 6, Fr 4p–8p, Su 8a–12p
“New Kids on the Block” — New superheroes need to save their mentor and the world.
- R11 • Tunnels & Trolls** • Jimmie Walker • #p 6, Fr 8p–12a
“Seige” — Heroes of a small village attempt to break a seige of monsters during a time of drought.
- R12 • AD&D** • Steve Marsh • #p 6, Fr 5p–8p, Su 9a–12p
“Halls of the Magi II” — Six specialty mages of the sixth level strive to recover a magical tome.
- R13 • Champions** • David Cates • #p 6, Fr 2p–6p, Sa 2p–6p
“Beginner's Workshop” — A how-to scenario for superhero role-playing.
- R14 • Gurps Horror** • Richard Porter • #p 6, Rd1=Fr 4p–8p, Rd2=Sa 2p–6p
“Mysterious Death” — Well folks, the title says it all.
- R15 • Justice, Inc.** • T.J. Mooney • #p 6–8, Pt1=Fr 8p–12a, Pt2=Sa 2p–6p
“The Kandy Tooth, parts 1 & 2” — Join the fun and mystery in this official sequel to Hammett's “The Maltese Falcon.”
- R16 • Robotech: Sentinels** • Matt Hall • #p 8, Fr 4p–8p
“Rendez-vous with Danger” — Can you help capture a Robotech factory to help in the fight against the Invid?

KEY: #p = number of players, ∞ = no limit (infinite)

- R17 • Top Secret SI** • David Camarillo • #p 6, Fr 8p–12a
“Operation Snowball: Winter Kills” — Changes of scenery, beautiful women, and quick-thinking villains are in store for your band.
- R18 • Dark Conspiracy** • Bill Lee • #p 5, Fr 4p–8p, Su 8a–12p
“The Asylum” — This beginning level game centers your adventures in a mental asylum.
- R19 • Vampire** • Daniel Tech • #p 6, Fr 8p–12a, Sa 6p–10p
“The Phoenix at Night” — Modern gothic horror role-playing where you are the vampire.
- R20 • Rifts** • Doug Watt • #p 6, Fr 8p–12a
“The Obsidian Tower” — Once the tower was a source of good, now it is an evil avoided by all.
- R21 • RPGA AD&D – 3rd Tourney** • Michael Long, Keith Bernard, Robert Barber, Steven Carter, John David, Derek Freeman • #p 24, Rd1=Sa 10a–2p, Rd2=Sa 6p–10p, Rd3=Su 8a–12p
“Rats for Hire” — Down-on-their-luck adventurers must face a cantankerous crocodile.
- R22 • Shadowrun** • Jimmie Walker • #p 6, Sa 10a–4p
“Seattle Bad Medicine Run” — A run of hard luck with cyberware sends a group of runners after a street Doc gone bad. (See Shadowrun co-creator Tom Dowd here at HEXACON!)
- R23 • RPGA Top Secret SI** • Dave Camarillo • #p 6, Sa 2p–6p
“Operation Snowball: Winter Kills” — Changes of scenery, beautiful women, and quick-thinking villains are in store for your band.
- R24 • Warhammer Fantasy** • Robert Hembroock • #p 6, Fr 8p–12a
Fantasy role-playing in a grim, dark world.
- R25 • Star Wars** • Tim Morgan • #p 6, Sa 2p–6p
“Assault on Orguss” — The Imperials are planning a major assault on a factory planet — they need Orguss. Rebels need a new type of weapon to defeat them.
- R26 • Cyberpunk** • Mike Yavello • #p 6, Sa 2p–6p
“Applesed – the Prometheus Challenge” — Lots of violence and lots of mecha combat as you explore the Applesed Universe.
- R27 • AD&D** • David Camarillo • #p 8, Sa 6p–10p
“A Beginner's Workshop” — Learn the secrets of the world's most-played RPG.
- R28 • RPGA – Twilight: 2000** • Eric Caslake • #p 6, Sa 6p–10p
“Laird o' the Isles” — TW 2000 action in the U.K. in a post-WWII setting.
- R30 • Frontier & Empire** • Mike Duckett • #p 6–8, Fr 8p–12a, Sa 6p–10p
“They Didn't Come” — An original Old West RPG with this adventure set in 1890 Mexico.
- R31 • Tales From the Floating Vagabond** • Jennifer Schreiber • #p 4–6, Fr 8p–12a
“Demo Game” — Come and learn Avalon Hill's newest RPG. You'll see why it had people rolling in the aisles at GenCon. Warning! You must have a sense of humor to play this game.
- R32 • Amber** • Matthew Frederick • #p 6, Sa 10p–2a
“Shadow Stalkers” — Roger Zelazny's *Chronicles of Amber* are incredible books, and here's your chance to play a Prince of Amber or Lord of Chaos in the diceless role-playing game where your powers are limitless and your relatives are your worst enemies! In this adventure, something subtle and sinister is following you through shadow — and someone has to unravel the mystery before the universe is destroyed.
- R33 • Toon** • Paul Mehle • #p 6, Sa 10p–2a
“Doc Cross Rejects” — Funny animals in a fuzzy multi-verse.
- R34 • Shadowrun** • Eric McPickney • #p 6, Sa 10p–2a
“Cascade Run” — Who ever thought you'd ever want to be running to the Cascade Orks?! Well, welcome to the Shadows, Chummer, where you'll do anything for a cred. You must help an Elven Princess from Tir

Role-Playing Event Descriptions

KEY: #p = number of players, ∞ = no limit (infinite)

and her Troll lover get to the safety of the Cascade Mountains. Good luck, Chummer.

R35 • Vampire • *Doug Chastant* • #p 6, Sa 10p–2a

Be a vampire in role-playing's hottest new game of contemporary horror!

R37 • Dark Conspiracy • *Keith Baum* • #p 6, Sa 10p–2a

A techno-horror game set in a dark, grim slightly-future world.

R38 • Ghostbusters • *David Boop* • #p 4, Sa 10p–2a

"Teacher, Teacher" — The Ghostbusters go back to school, but instead of the three R's, they have to deal with the three S's: spooks, spuds, and slime!

R39 • Bullwinkle & Rocky • *Robert Osman* • #p 6, Sa 10p–2a

"Moosylvania Forever" — Kill Moose and Squirrel with bombs, mayhem, and Dudley Do-Right thrown in... 'nuf said?

R40 • Torg • *David Boop* • #p 6, Sa 8a–12p

"The Gathering" — For the first time since the invasion of Earth, the High Lords have gathered in one place, so why is your group of Storm Knights stuck babysitting a spoiled rock singer?

R41 • R & R • *Jennifer Schreiber* • #p 6, Sa 8a–12p

Your merry band just broke the curse and saved the kingdom from death and destruction. Now it's time for some well-deserved rest and relaxation. Right? Sure....

R42 • RPGA AD&D – Junior Tourney • *Justin Steele* • #p 6, Sa 8a–12p

"Terrible Tomb of Lumb the Mad" — You can die laughing or have the last laugh, depending on how mad you believe Lumb to be.

R43 • Gurps • *Paul Mehle* • #p 6, Sa 8a–12p, Su 8a–12p

"Crosstime" — Four heroes from pre-gunpowder societies travel to the future to save their homes.

R44 • Palladium Fantasy • *Roy Craigo* • #p 6, Sa 8a–12p, 12p–4p

"Korgon's Tower" — Characters navigate through a series of labyrinths to reach the Tower built by the Demon Korgon who has been terrorizing the land. Can you scale the tower and defeat Korgon on his own ground?

R45 • Cyberpunk • *Darrin Johnson* • #p 4–6, Sa 8p–12a

"Operation: Overkill" — When a notorious cyberpsycho, a maverick netrunner and a renegade tech band together to wreak havoc on Night City, it's up to the NCPD X Squad to deal with the problem. Their orders: terminate with extreme prejudice.

R46 • AD&D Grand Tourney • *Paul Duckworth* • #p 6,

Rd1=Sa 12p–4p, Rd2=Sa 6p–10p

"Dragon's Lair" — A quest where teamwork is essential. (Role-playing is emphasized.)

R47 • Paranoia • *John Wheeler* • #p 6, Sa 12p–4p

"Aussie Complex" — Life is fun down-under... because the computer says so. New secret societies and more, in Aussie Complex!

R48 • Gurps Cyberpunk • *Jerry Bryant* • #p 6, Sa 12p–4p

"Live Hard, Die Fast" — You and your fellow cops have been assigned the Psycho Squad duty, chasing a cybered-up, jacked-out psycho across a jumble of run-down buildings.

R49 • Morrow Project • *Robert Osman* • #p 6, Sa 12p–4p

"Ev Who?" — You have been awakened from a long sleep by a 4-ft. glowing cockroach scratching at your capsule faceplate.

R51 • Bushido • *Rich Sherman* • #p 6, Sa 12p–4p

Role-playing in feudal Japan.

R52 • Villains & Vigilantes • *Eric McPickney* • #p 6, Sa 4p–8p

"Crisis at Crusader Citadel" — With the "Crusaders" no where to be found, a "Crusher's" crime wave sweeps the city. Only you can stop them and unravel their insidious plot. This is a beginning adventure with no experience necessary.

R53 • Gurps Fantasy Tourney • *Chris Colbath* • #p 6, Rd1=Sa 4p–8p, Rd2= Su 8a–12p

"Road to Dragon Mountain" — Teams quest through the Dragon Mountains, defeat the Titan that holds the gate and wrest the prize from the Dragon himself.

R54 • RPGA Torg • *Steven Cunter* • #p 6, Sa 4p–8p

"The Storyteller" — Your band of Storm Knights must restore stolen possibility energy.

R55 • AD&D • *John David* • #p 6, Sa 4p–8p

Surprises await in this excellent adventure!

R56 • Space Opera • *Jerry Bryant* • #p 6, Sa 8p–12a, Su 8a–12p

"Judgement on Prothesus" — Can you solve the mystery surrounding Prothesus before the Warp Gates open, or will you call down harsh judgement on Prothesus?

R57 • Champions • *Jeff Schreiber* • #p 8, Sa 8p–12a

"The Scorpion Strikes" — The city's best-loved hero is accused of murder — you know this cannot be true because you are the Scorpion! Emphasis on role-playing.

R58 • AD&D • *Ron Johnson* • #p 4–6, Sa 10a–2p, 8p–12a

"Vaults of King Morwen" — Mid-level characters must recover an artifact from the lost vaults of King Morwen.

R59 • Star Wars • *Tim Morgan* • #p 6, Sa 8p–12a

"The Black River Emerald" — An Imperial officer has found an ancient parchment for an ancient power source. Rebels race to keep this power out of Imperial hands.

R60 • Rifts • *Doug Watt* • #p 6, Sa 8p–12a

"It Came from the Dark" — The new neighbor is leaving a bloody trail with all those he has visited.

R61 • Guardians • *Art Wood* • #p 6, Sa 8p–12a

"Detroit's Greatest Superheroes" — Ready to fight for truth, justice, and other things superheroes usually fight for, including money and better freeway conditions.

R62 • Dark Sun • *Matt Mall* • #p 7, Sa 8p–12a

"Freedom" — Sorcerer King Kalak promises his slaves a grand celebration when the construction of the Ziggurat is completed. Will it be freedom from bondage, or extermination?

R63 • Cyberpunk • *Darren Johnson* • #p 3–6, Sa 8a–12p

"The Arugess Equation" — An unknown fixer needs to hire a group to retrieve something, somewhere... what and when, he can't say.

R64 • AD&D • *Mark T. Doolan* • #p 6, Su 8a–12p

"Isle of the Blood Hawks" — A mage requests a team to go "clean out" an island before he moves in.

R65 • AD&D: Spelljammer • *David Knudsen* • #p 8, Su 8a–12p

"Elves Quest" — Elves have hired you to investigate rumors of an ogre Archimperator and destroy it if possible.

R66 • AD&D • *Mark Trubl* • #p 5, Sa 10a–6p

"The Destiny of Tomme" — Become an unwilling pawn in the final portions of the prophecy fulfillment to restore order to a war-torn land (and perhaps save your own skin)!

R67 • Heroes Unlimited • *Charles Cowan* • #p 6, Sa 2p–6p, Su 8a–12p
Be a superhero in this exciting role-playing game.

R68 • Synthesis • *John Finnan* • #p 6, Fr 10p–2a

"Just Another Walk in the Woods" — Set in a corporate-ruled dystopian future, this game leads adventurers to the Amazon Basin, where they attempt to defend the rain forest. Survivors will be asked to play the second Synthesis scenario.

R69 • Synthesis • *John Finnan* • #p 6, Sa 4p–8p

"You're Not from Around Here, Are You?" — New players and those surviving the previous Synthesis scenario try to prevent a cataclysmic event in the Near East.

FRIDAY ROLE-PLAYING

KEY: → = Continued to/from another page
112 = Multi-round game, 1st number is this round, 2nd number is total rounds

TABLE	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm
1					R01 • RPGA AD&D • DANCE OF THE DEAD 112				R01 • RPGA →	
2					R01 • RPGA AD&D • DANCE OF THE DEAD 112					
3					R01 • RPGA AD&D • DANCE OF THE DEAD 112				R03 • CHA →	
4					R04 • AD&D GRAND TOURNEY 112				R04 • AD&D→	
5					R04 • AD&D GRAND TOURNEY 112				R04 • AD&D→	
6					R04 • AD&D GRAND TOURNEY 112				R05 • VAMP→	
7					R04 • AD&D GRAND TOURNEY 112				R06 • DARK →	
8	R13 • CHAMPIONS • BEGINNERS' WORKSHOP				R02 • CHAMPIONS • AVENGERS ASSEMBLE!				R08 • CALL →	
9	R09 • MEGATRAVELLER • GOT THE TIME?				R09 • MEGATRAVELLER • GOT THE TIME?				R68 • SYN →	
10			R10 • CHAMPIONS • NEW KIDS ON THE BLOCK				R11 • TUNNELS & TROLLS • SEIGE →			
11				R12 • AD&D • HALLS OF THE MAGI II			R30 • FRONTIER & EMPIRE • THEY DIDN'T... →			
12			R14 • GURPS HORROR • MYSTERIOUS DEATH 112				R15 • JUSTICE, INC • THE KANDY... 112 →			
13			R16 • ROBOTECH: SENTINELS • RENDEZ-VOUS WITH DANGER				R17 • TOP SECRET • OPERATION SNOW... →			
14			R18 • DARK CONSPIRACY • THE ASYLUM				R19 • VAMPIRE • THE PHOENIX AT NIGHT →			
15							R20 • RIFTS • THE OBSIDIAN TOWER →			
16							R31 • TALES OF THE FLOATING VAGABOND→			
17							R24 • WARHAMMER FANTASY →			
18										

SATURDAY ROLE-PLAYING

TABLE	8am	9am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	
1			R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 113				R23 • RPGA TOP SECRET • OPERATION... →				
2			R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 113				R25 • STAR WARS • ASSAULT ON ORGUSS →				
3			R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 113				R13 • CHAMPIONS • BEGINNERS' WORK... →				
4			R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 113				R15 • JUSTICE, INC • THE KANDY... 212 →				
5			R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 113				R26 • CYBERPUNK APPLESEED • THE PRO... →				
6			R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 113				R14 • GURPS HORROR • MYSTERI... 212 →				
7			R66 • AD&D • THE DESTINY OF TOMME							→	
8			R58 • AD&D • VAULTS OF KING MORWEN				R67 • HEROS UNLIMITED →				
9			R22 • SHADOWRUN • SEATTLE BAD MEDICINE RUN								
10	R40 • TORG • THE GATHERING				R46 • AD&D GRAND TOURNEY • DRAGON'S LAYR 112				R52 • V&V →		
11	R41 • FANTASY HERO • R & R				R46 • AD&D GRAND TOURNEY • DRAGON'S LAYR 112				R09 • MEGA→		
12	R42 • RPGA AD&D JUNIOR TOURNEY • TERRIBLE TOMB OF...				R46 • AD&D GRAND TOURNEY • DRAGON'S LAYR 112				R53 • G.FA →		
13	R43 • GURPS CROSSTIME				R47 • RPGA PARANOIA • AUSSIE COMPLEX				R53 • G.FA →		
14	R44 • PALLADIUM FANTASY • KORGON'S TOWER				R44 • PALLADIUM FANTASY • KORGON'S TOWER				R53 • G.FA →		
15	R63 • CYBERPUNK • ARUGESS EQUATION				R48 • GURPS CYBERPUNK • LIVE HARD, DIE FAST				R54 • TORG →		
16							R49 • MORROW PROJECT • EV WHO?			R55 • AD&D→	
17							R03 • CHAMPIONS • WHO ARE WE?			R69 • SYN →	
18						R51 • BUSHIDO					

FRIDAY CONTINUED

11pm	12am	1am	2am
→ R01 • RPGA AD&D • DANCE O' DEAD 2 2			
→ R03 • CHAMPIONS • WHO ARE WE?			
→ R04 • AD&D GRAND TOURNEY 2 2			
→ R04 • AD&D GRAND TOURNEY 2 2			
→ R05 • VAMPIRE • GOTHIC-PUNK ON AN...			
→ R06 • DARK CONSPIRACY			
→ R08 • CALL OF CTHULHU • DREAMS CAN...			
→ R68 • SYNTHESIS • JUST ANOTHER... 1 2			
→ R11 • T&T			
→ R30 • F&E			
→ R15 • JUSTI			
→ R17 • TOP			
→ R19 • VAM			
→ R20 • RIFTS			
→ R31 • TALE			
→ R24 • WAR			

SUNDAY ROLE-PLAYING

8am	9am	10am	11am	12pm	1pm	TABLE
→ R21 • RPGA AD&D • RATS FOR HIRE 3 3						1
→ R64 • AD&D • ISLE OF THE BLOODHAWKS						2
→ R56 • SPACE OPERA • JUDGEMENT ON PROTHESUS						3
→ R43 • GURPS CROSSTIME						4
→ R65 • AD&D: SPELLJAMMER • ELVES QUEST						5
→ R53 • GURPS FANTASY TOURNEY 2 2						6
→ R12 • AD&D • HALLS OF THE MAGI II						7
→ R18 • DARK CONSPIRACY • THE ASYLUM						8
→ R10 • CHAMPIONS • NEW KIDS ON THE BLOCK						9
→ R67 • HEROS UNLIMITED						10
						11
						12
						13
						14
						15
						16
						17
						18

SATURDAY ROLE-PLAYING CONTINUED

5pm	6pm	7pm	8pm	9pm	10pm	11pm	12am	1am	2am	TABLE
→ R23 • TOP	R27 • AD&D • A BEGINNERS' WORKSHOP				R39 • ROCKY & BULLWINKLE • MOOSYLVANIA FOREVER				1	
→ R24 • STAR	R28 • RPGA TWILIGHT: 2000 • LAIRD O' THE ISLES				R38 • TOON • DOC CROSS REJECTS				2	
→ R13 • CHA	R07 • CHAMPIONS • MASTERS OF EVIL				R34 • SHADOWRUN • CASCADE RUN				3	
→ R15 • JUSTI	R30 • FRONTIER & EMPIRE • THEY DIDN'T COME				R35 • VAMPIRE				4	
→ R26 • CYBE	R46 • AD&D GRAND TOURNEY • DRAGON'S LAYR 2 2				R38 • GHOSTBUSTERS • TEACHER, TEACHER				5	
→ R14 • G.HO	R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 2 3				R37 • DARK CONSPIRACY				6	
→ R66 • AD&	R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 2 3				R32 • AMBER ROLE-PLAYING • SHADOW STALKERS				7	
→ R67 • HERO	R21 • RPGA AD&D 3RD TOURNEY • RATS FOR HIRE 2 3								8	
	R19 • VAMPIRE • THE PHOENIX AT NIGHT								9	
→ R52 • VILLAINS & VIGILANTES • CRISIS AT...	R56 • SPACE OPERA • JUDGEMENT ON PROTHESUS								10	
→ R09 • MEGATRAVELLER • GOT THE TIME?	R57 • CHAMPIONS • THE SCORPION STRIKES								11	
→ R53 • GURPS FANTASY TOURNEY 1 2	R58 • AD&D • VAULTS OF KING MORWEN								12	
→ R53 • GURPS FANTASY TOURNEY 1 2	R59 • STAR WARS • THE BLACK RIVER EMERALD								13	
→ R53 • GURPS FANTASY TOURNEY 1 2	R60 • RIFTS • IT CAME FROM THE DARK								14	
→ R54 • RPGA TORG • THE STORYTELLER	R61 • GUARDIANS • DETROIT'S GREATEST SUPERHEROS								15	
→ R55 • AD&D	R62 • AD&D: DARKSUN • FREEDOM								16	
→ R69 • SYNTHESIS • YOU'RE NOT... 2 2	R45 • CYBERPUNK • OPERATION: OVERKILL								17	
									18	

WARRIORS AGAINST THE DARK IN A HORRIFIC FUTURE WORLD

It is the very near future, and America is under siege by creatures of evil, creatures that feast on human suffering. Their minions spawned humanity's darkest myths—its stories of blood drinkers, flesh eaters, shape changers, and soul stealers. Legends speak of them as vampires, zombies, ogres, ghosts, and ghouls, but the reality is far worse than had been imagined. Now they haunt a ravaged nation, stalking its lonely city streets, prowling its ruined countrysides, striving always to drive humanity to madness and despair.

But sometimes the hunters become the hunted. Sometimes the prey stands up and fights back. Even in these dark times, there are individuals who uncover the plots behind the nation's slide into ruin and work against them.

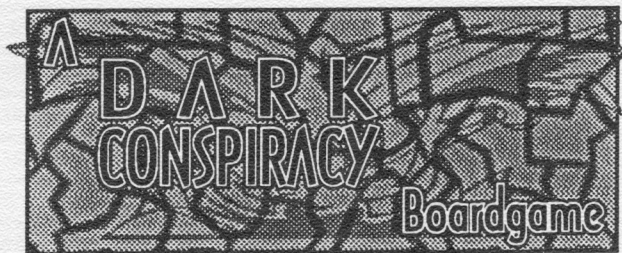
In Minion Hunter, you become one of those individuals. While the Dark Minions pursue their evil plots, you train your mental, physical, and psychic abilities for battle, collecting equipment and contacts along the way. Then, when a dark encounter alerts you to the nation's peril, you work with your fellow hunters to root out and destroy the dark minions' plots. The best among you will become the most famous minion hunter. But you have to act quickly, or the minions will complete their plots and the country

will fall completely under their shadow.

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AND HERE'S WHAT'S INSIDE!

- an 8-page rule book, complete with game encounter tables
- a full-color, mounted game board with a map of Dark America and tracks for character careers and minion plots.
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- 40 Equipment Cards
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- a tablet of character sheets
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- one 10-sided die
- and one 6-sided die

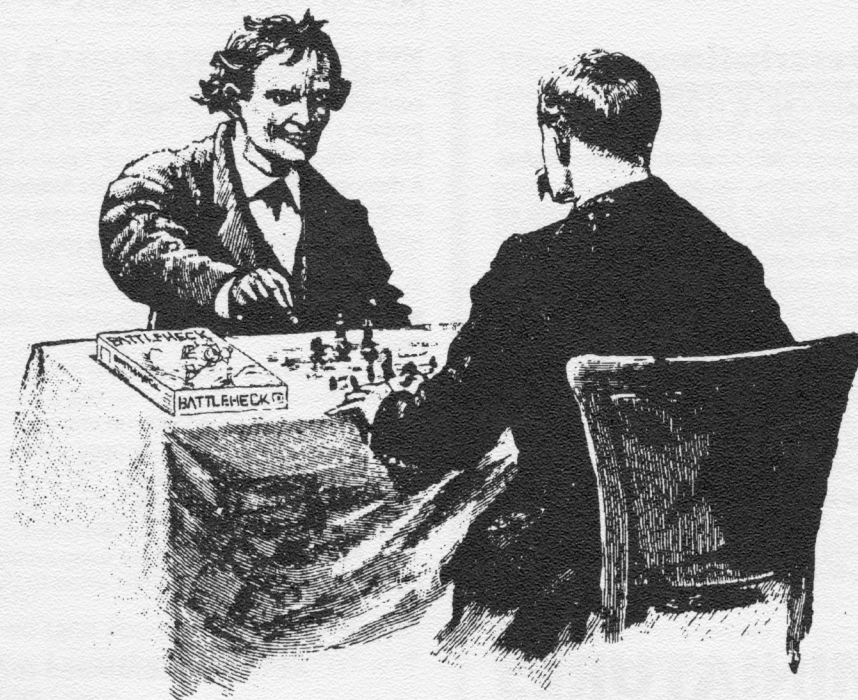


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Miniatures Gaming Event Descriptions & Schedule

KEY: #p = number of players, ∞ = no limit (infinite)

- 2) Doubles Tournament – For those hooked on DBA or just out for fun. Grab a partner and test your skill in the First Annual DBA Doubles Tournament. Great prizes, including complete 5mm armies and terrain.
- M09 • Empire 1:60 Napoleonics • #p 4, Sa 8a–4p**
Introduction to one of the world’s most widely-played Napoleonic systems.
- M10 • Warhammer Fantasy Battle Demo • Robert Hembrook • #p 4, Sa 12p–12a**
“Goblinoid Army vs. Humans” — Demonstration of Warhammer Fantasy Battle System.
- M11 • Warhammer 40K • Frank Russell • #p 5, Sa 12p–5p**
“Ore Raid on Necron 666” — Science fiction miniature combat. Beginners and own armies welcome.
- M12 • Johnny Reb • Brian Glascock • #p 8, Sa 10a–6p**
“15mm American Civil War” — It’s mid-war Virginia, Union vs. Confederates in this exciting game of the American Civil War.
- M13 • Napoleon’s Battles • Ron Messinger • #p 6, Sa 6p–2a**
15mm Napoleonics — Introductory game of Napoleonic Warfare.
- M14 • BattleTech • Bill Hall, George Holmes, Ken Lemons • #p 25, Sa 12p–2a**
“Assault on Sterope” — On the edge of Davion space lies the planet

- Sterope. A single company from the merc battalion, Waterloo Old Guard, located the Star League Castle Brian. They found that the computer was still operational and that there was a company of new Star League Mechs still in their bays. Davion High Command ordered the company to stay put and hold the fort at all costs until reinforced. Meanwhile, the Clan Jade Falcon intercepted the coded message and implemented a plan to take the computer core and the Star League Mechs from Davion. Battle will be joined.
- M16 • Centurion 2nd Edition Demo • John Bard • #p open, Sa 10a–2a**
Remake of FASA’s classic futuristic tank combat game set in their Renegade Legion world.
- M17 • Battletroops • John Bard • #p ∞, Su 8a–4p**
Demonstration games of various scenarios using the Battletroops game system.
- M18 • BattleTech • Jason Blackburn • #p 13, Su 8a–4p**
“Headbangers’ Ball” — Assault on a Nais Research Center by binary of Ice Helion Clan.

FRIDAY CONTINUED

11pm	12am	1am	2am
→ M01 • BATTLETECH • PIRATE RAID ON...			
→ M02 • ...MOHAWK			
→ M03 • 1944-1945 AMER...			
→ M04 • ...UNDEAD EXTER...			
→ M05 • NAPOLEON’S BAT...			
→ M06 • COVERED WITH...			

SUNDAY MINIATURES

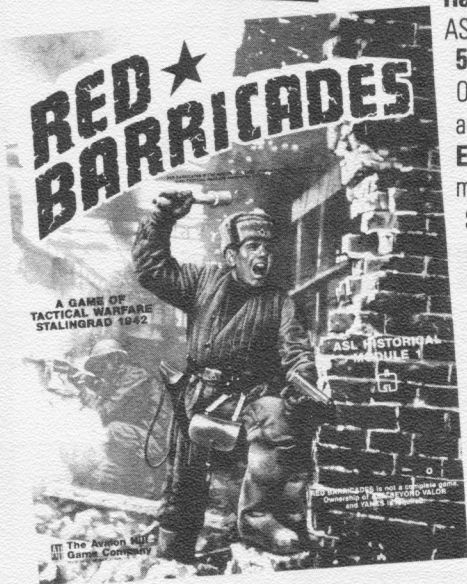
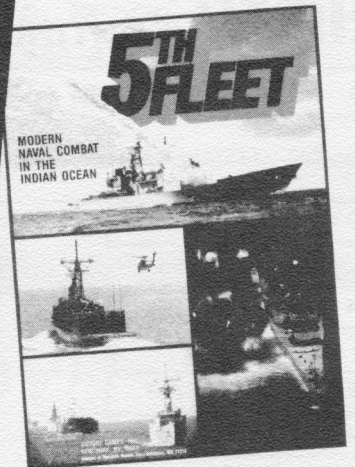
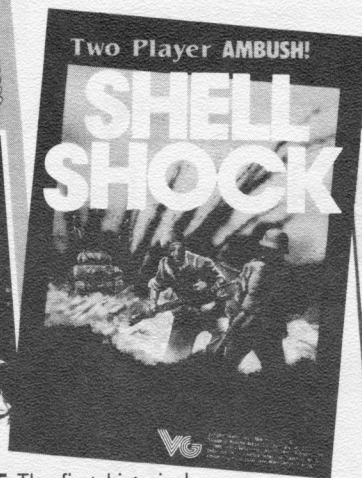
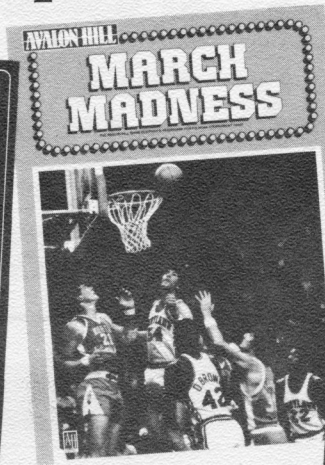
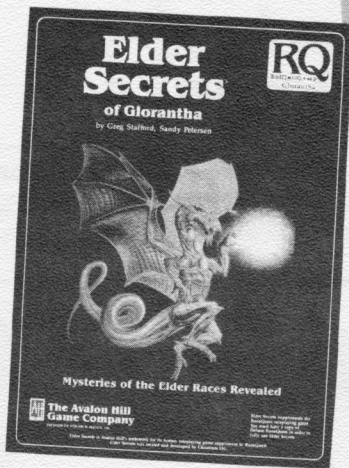
8am	9am	10am	11am	12pm	1pm	TABLE
R17 • BATTLETROOPS DEMO					To 4pm →	1
						2
R18 • BATTLETECH • HEADBANGERS’ BALL					To 4pm →	3
						4
						5
						6
						7
						8
						9
						10
						11

SATURDAY MINIATURES GAMING CONTINUED

5pm	6pm	7pm	8pm	9pm	10pm	11pm	12am	1am	2am	TABLE
→ M07 • BATTLETECH SINGLE ELIMINATION TOURNEY										1
										2
→ M08 • DE BELLES ANTIQUITATIS (DBA)										3
			M03 • MICROARMOR/FIREFLY							4
→ M10 • WARHAMMER FANTASY BATTLE DEMO • GOBLINOID ARMY VS. HUMANS										5
M06 • COVERED WITH GLORY • 1:20 SCALE NAPOLEONICS										6
→ M12 • JON		M13 • NAPOLEON’S BATTLES								7
→ M14 • BATTLETECH • ASSAULT ON STEROPE										8
→ M16 • CENTURION DEMO										9
										10
										11

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KEY: #p = number of players, ∞ = no limit (infinite)

Boardgaming Event Descriptions

B01 • Star Fleet Battles • Ken Burnside • #p ∞, Fr 12p – Su 1p
Multi-round tournament of Task Force Games classic game of ship-to-ship combat in the Star Fleet universe.

B02 • Junta • Bill Banks • #p 7, Fr 8p–12a
El Presidente has been shot! There's a coup! Who's got the money? Find out in this fast-moving tongue-in-cheek games of politics in the Banana Republic of South America. No experience required.

B03 • Circus Maximus • Bill Banks • #p 6, Fr 8p–12a
Chariot racing in Ancient Rome (any Ben Hurs out there?). No experience required.

B04 • Modern Naval Battles • Rich Sherman • #p 6, Fr 6p–12a
Fast-paced card game of Modern Naval Battle. No exper. required.

B05 • Kingmaker • Kevin Herthorn • #p 7, Fr 6p–12a
Introductory version of this classic Avalon Hill game. Power politics and war during the English War of the Roses. No experience required.

B06 • Nuclear War • Rick Loomis • #p 6, Fr 8p–12a, Sa 9p–12a
The classic card game of Nuclear Destruction! Play with the publisher and gamer extraordinaire, Rick Loomis (founder of Flying Buffalo). No experience required.

B07 • Acquire • Jason Sato • #p 6, Fr 8p–12a
A fun boardgame of amassing fortunes. The player with the mostest wins.

B08 • Campaign Trail • Jason Sato • #p 6, Fr 8p–12a
So you want to be President? Seems appropriate to play this exciting game of racing for the White House.

B09 • Great Battles of Alexander • Vince Aken • #p 8, Fr 6p–12a, Su 8a–1p
Multi-round tournament of the battles of Alexander the Great. This game system is an excellent study of the Macedonian art of war. Wargaming experience required.

B10 • Diplomacy • Mike Majeski • #p 7, Fr 6p–12a
Is backstabbing, lying, and domination your idea of a good time? Then join the guys at this table for Avalon Hill's classic game of alliances and intrigue. No experience required.

B11 • Fortress America • Bill Hall • #p 8, Fr 6p–12a
Milton Bradley's introductory level game of the assault on America. No experience required.

B12 • Wahoo! • Dave Chapel • #p 4, Fr 6p–12a
What would have happened had Lee won at Gettysburg? In Wahoo! you get to find out. (Hint: there is a Lincoln counter.)

B13 • Shattered States • Jeff Weltsch • #p 6, Fr 8p–12a
The United States has broken up (Dan Quayle became President)! There's food riots, anarchy, chaos! Only you can save the day. Can you reunify the fragmented Union? Shattered States lets you try with every imaginable force. Try it — you'll love it. No experience required.

B14 • Cropredy Bridge • Jeff Gaydish • #p 4, Fr 6p–12a
Can you, as King Charles I, crush the rebel armies and thus change history (and save your neck)? Or, as the rebel, prevent the King from destroying you and thus live to fight another day.

B15 • World in Flames • Brian Norem • #p 8, Fr 6p – Su 1p
The game of strategic level WWII combat. Play the war from 1936–1946 in this massive game. Experienced gamers only, please.

B16 • Four Battles of the Ancient World - Quad • #p open, Fr 6p – Sa 12a
Demonstration of this new product by our guests, Decision Games.

B17 • Advanced Squad Leader • Steve Basseur • Avalon Classic Tournament • #p ∞, Sa 8a–12a
Multi-round tournament of ASL.

B18 • Axis & Allies • Dan Kockheiser & Rod Brakeen • #p open, Sa 8a – Su 1p
Multi-round tournament of another of the Milton Bradley series of introductory level games.

B19 • Advanced Civilization • Glen Gieske • #p 8, Sa 9a–5p
The game of rising civilizations.

B20 • Turning Point: Stalingrad • Dave Chapel • #p 4, Sa 9a–5p
In the summer of 1942, Hitler ordered the Sixth Army to take the city of Stalingrad. In the winter of 1943 the Sixth Army surrendered, encircled in the city. Can you change history and fulfill the Führer's directive, or go down in defeat?

B21 • Battle of the Bulge • Ray Davis • #p 8, Sa 8a–2p
The newest version of this fast-moving classic by Avalon Hill. Multi-round tournament. Excellent for novice and expert gamers alike. No experience required.

B22 • West Front/East Front Demo • Alan Emrich • #p open, Sa 9a–4p
Columbia Games' unique system of gaming, utilizing their wooden blocks, makes for a fast-paced and wonderfully challenging system. Demonstrated by one of the industry's leading personalities, Alan Emrich.

B23 • Black Gold • Chris Volny • #p 4, Sa 5p–12a
The Japanese and the Germans have won WWII. Now the showdown begins... a fun alternate history game.

B24 • Hougamont • Chris LeFevre • #p 4, Sa 5p – Su 1p
The French assault on the Chateau of Hougamont during the Battle of Waterloo. A wonderfully fresh system by XTR.

B25 • Midway • Chris LeFevre • #p 4, Sa 5p – Su 1p
Can you, as the Japanese, fulfill Yamamoto's plan and destroy the American fleet and occupy Midway island? As the American, can you stop this plot and snatch victory from the jaws of defeat? Lots of fun from XTR.

B26 • Royalists & Roundheads • Jeff Gaydish • #p 8, Sa 5p – Su 1p
Quad game of the English Civil War, with an emphasis on maneuvers.

B27 • Assorted Mayfair Rail Games • Jimmie Walker • #p 12, Sa 4p–12a
Mayfair Rail Games are the standards for the industry, with players choosing from the four games of Empire Builder, EuroRails, British Rails and Express Rails. Also being played is the never-released Mexican Rails. Lots of fun. No experience required.

B28 • Advanced Civilization • Ken Keller • #p 8, Sa 6p–12a
Same game as B19, different referee — lots of fun!

B29 • Cosmic Encounter • Alan Emrich • #p 6, Sa 8p–12a
Absolute mayhem in the cosmos with the new edition of this immortal game. A must-try if you've never played (it's known to be very addictive). No experience required.

B30 • Quebec 1759 • Randy Johnson • #p 4, Sa 6p–12a
Utilizing the elegant block system developed by Columbia Games, you can recreate the difficulties that led to battle upon the Plains of Abraham that decided whether North America would be French or English. No experience required.

B31 • Sicily/Salerno Demonstration • Decision Games • #p open, Su 8a–1p
The newest game system on the Italian campaign by our guests, Decision Games. Come and learn this excellent game system.

B32 • Air Superiority • Kevin Lunceford • #p 6, Fr 12p–6p
Extremely realistic aerial combat in the jet age. Familiarity with aircraft games required.

B33 • Advanced Civilization • David Chapel • #p 8, Su 8a–1p
Same game as B19, different referee — lots of fun!

FRIDAY BOARDGAMING

KEY: → = Continued to/from another page
112 = Multi-round game, 1st number is this round, 2nd number is total rounds

TABLE	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm
1										→
2	B01 • STARFLEET BATTLES (begins at 12pm)									→
3										→
4										→
5									B02 • JUNTA	→
6									B03 • CIRCUS MAXIMUS	→
7						B04 • MODERN NAVAL BATTLES				→
8						B05 • KINGMAKER				→
9									B06 • NUCLEAR WAR	→
10									B07 • ACQUIRE	→
11									B08 • CAMPAIGN TRAIL	→
12										→
13						B09 • GREAT BATTLES OF ALEXANDER				→
14						B10 • DIPLOMACY				→
15						B11 • FORTRESS AMERICA				→
16						B12 • WAHOO!				→
17										→
18									B13 • SHATTERED STATES	→
19						B14 • CROPREDY BRIDGE				→
20						B15 • WORLD IN FLAMES				→
21										→
22						B16 • FOUR BATTLES OF THE ANCIENT WORLD				→

SATURDAY BOARDGAMING

TABLE	8am	9am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	
1										→	
2	B01 • STARFLEET BATTLES									→	
3										→	
4										→	
5										→	
6	B17 • ADVANCED SQUAD LEADER									→	
7										→	
8										→	
9	B18 • AXIS & ALLIES									→	
10										→	
11							B19 • ADVANCED CIVILIZATION			→	
12							B20 • TURNING POINT STALINGRAD			→	
13	B21 • BATTLE OF THE BULGE										→
14										→	
15										→	
16										→	
17										→	
18										→	
19										→	
20										→	
21	B15 • WORLD IN FLAMES									→	
22	B16 • FOUR BATTLES OF THE ANCIENT WORLD DEMO									→	

FRIDAY CONTINUED

11pm	12am	1am	2am
→			
→ B01 • SFB			
→			
→ B02 • JUN			
→ B03 • CIR			
→ B04 • MN			
→ B05 • KM			
→ B06 • NW			
→ B07 • AC			
→ B08 • CT			
→ B09 • GBA			
→ B10 • DIP			
→ B11 • FA			
→ B12 • WA			
→ B13 • SHS			
→ B14 • CR			
→ B15 • WIF			
→ B16 • 4BA			

SUNDAY BOARDGAMING

8am	9am	10am	11am	12pm	1pm	TABLE
						1
B01 • STARFLEET BATTLES						2
						3
						4
B31 • SICILY/SALERNO DEMO						5
						6
						7
B33 • ADVANCED CIVILIZATION						8
						9
B18 • AXIS & ALLIES						10
B09 • GREAT BATTLES OF ALEXANDER						11
B24/25 • HOUGAMONT/MIDWAY						12
B26 • ROYALISTS & ROUNDHEADS						13
						14
						15
						16
						17
						18
						19
B15 • WORLD IN FLAMES						20
						21
						22

SATURDAY BOARDGAMING CONTINUED

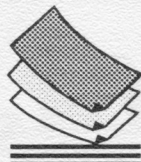
5pm	6pm	7pm	8pm	9pm	10pm	11pm	12am	1am	2am	TABLE
										1
→ B01 • STARFLEET BATTLES										2
→										3
										4
→										5
→ B17 • ADVANCED SQUAD LEADER										6
→										7
										8
→ B18 • AXIS & ALLIES										9
										10
B23 • BLACK GOLD										11
B24/25 • HOUGAMONT/MIDWAY										12
										13
B26 • ROYALISTS & ROUNDHEADS 112					B26 • ROYALISTS & ROUNDHEADS 212					14
B06 • NUCLEAR WAR										15
→ B27 • ASSORTED MAYFAIR RAIL GAMES 112 212										16
B28 • ADVANCED CIVILIZATION										17
										18
B29 • COSMIC ENCOUNTER										18
B30 • QUEBEC 1759										19
→ B15 • WORLD IN FLAMES										20
→ B16 • FOUR BATTLES OF THE ANCIENT WORLD DEMO										21
										22

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Gamemaster Instructions

HEXACON 2 is a gaming convention run for the enjoyment of its participants — we welcome all who wish to participate by running a game. A few guidelines are necessary to ensure that conflicts are minimized and create a smoothly running convention.

1. All Gamemasters must fill out a green **Control Sheet** for each event they plan to run.
2. All Gamemasters must obtain prior approval and scheduling for their events — check Gaming Central. Impromptu games in the Open Gaming area need not be scheduled, but Gamemasters won't receive credit for running the game (in regards to Item 3, below).
3. Gamemasters must pay a \$10 deposit instead of an entry fee, half of which (\$5) will be refunded after verification of event completion by the gaming Area Coordinators. The completion of a minimum of eight hours is required to receive the \$5 refund.
4. Disputes between Gamemasters and Players concerning the running of the game or the awarding of prizes will be resolved by the respective Area Coordinator.
5. Disputes between Gamemasters and Area Coordinators will be resolved by the Gaming Director.
6. Sign-up sheets will be provided by the convention and maintained by the convention staff. No other sign-up sheets will be allowed in Gaming Central.
7. Upon completion of an event, the Gamemaster will record (on the respective sign-up sheet) the result of the game, the winner(s) of the game, and the disposition of any prizes awarded. The Area Coordinators will ensure that all items provided to the convention for the purpose of serving as prizes will be awarded to winners of a gaming event.
8. Gamemasters must check-in at Gaming Central a minimum of fifteen minutes before their event is scheduled to begin. There they will receive a table assignment and any last-minute instructions. Events that do not start on time will not be allowed to run at all.
9. Special needs and space requirements will be accommodated as well as possible. However, the Area Coordinator has final say on material and space.

Game Auction

The HEXACON 2 Game Auction is a great place to get some money for that game you don't want anymore, and a great place to pick up that rare treasure you always wanted. The

Auction will begin at 1:00pm on Sunday and will be held in the Role-Playing area of the Convention Center. Game Auction submissions should be made at Gaming Central and must be submitted by 6:00pm on Saturday in order to be included in the Auction. All submissions must be written on a Lot Control Form, which can be obtained at Gaming Central. All lots must have a minimum bid attached. Please try to group as many items as possible into single lots in order to cut down on time requirements. Everyone wishing to participate in the Auction bidding must obtain a number by presenting their HEXACON 2 Badge to the auctioneers. Bidding will proceed in increments of no less than one dollar (\$1.00). The convention will receive a low 10% of the final sale price.

Miniatures Painting Contest

Show your craftsmanship and win a prize! Judging for the HexaCon 2 Miniatures Painting Contest will be held Sunday morning beginning at 11:00am and the winners will be announced after 1:00pm during the Game Auction. Each miniature must be entered into one of two classes and one of four categories. The classes are:

Open Masters

The categories are:

Small Figures Large Figures Mechs/Vehicles Diorama

All submissions to the Contest must be brought to Gaming Central by 6:00pm on Saturday. Figures will be on display there in a locked glass case, which will have security on a continuous basis. A first prize and a second prize will be awarded in each category along with a really nice prize for best overall. After the contest ends, all entries must be picked-up by 4:00pm on Sunday. Good luck!



Art by Liz Danforth

Your Schedule

Here's a simple way to keep track of the games you're signed-up for, and panels and special events you'd like to attend. Enter the name of each item in the appropriate time slots (don't forget to set space aside for multi-round events). Shade in the time bar on the left side of each day so any free time will be visible. Leave yourself some time to visit the Dealers' Room and check out some of the various displays. Make a point to attend some of the panels and special events that interest you and you'll get the most out of your weekend. Enjoy!

FRIDAY

12pm	
1pm	
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6pm	
7pm	
8pm	
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SATURDAY

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SUNDAY

8am	
9am	
10am	
11am	
12pm	
1pm	
2pm	
3pm	
4pm	

SAMPLE

8am	COMPUTER GAME PANEL with Emrich & Stackpole at the program area by the pool.
9am	
10am	AD&D - Destiny of Tromme - table 14 in the Role-Playing Area BRING DICE!
11am	
12pm	