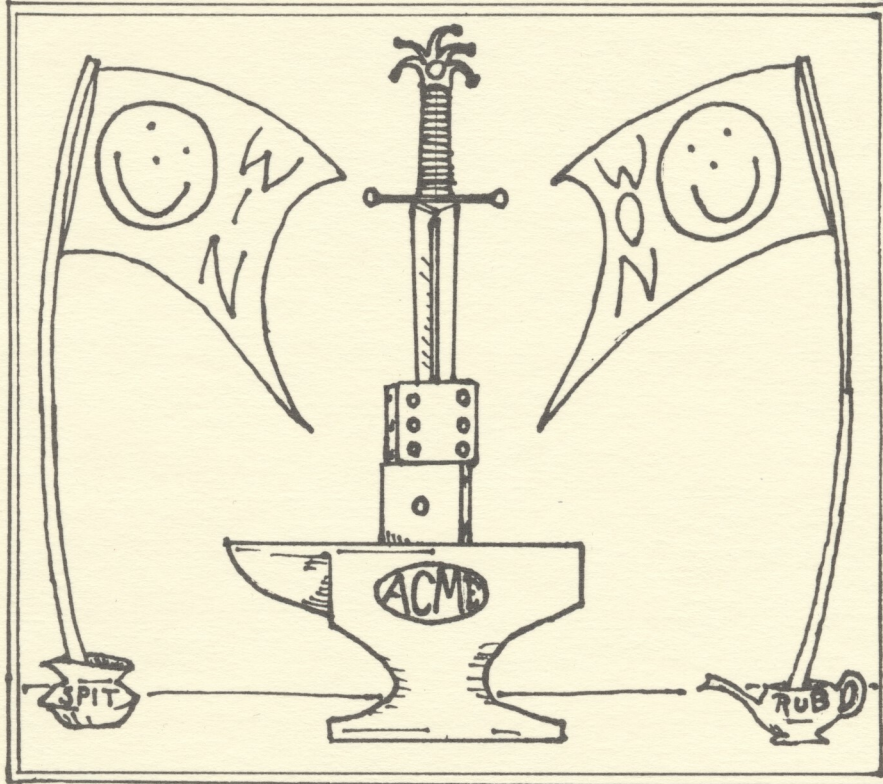


HEXACON 7

SWORD IN THE DICE

7^{3/8}



ARTIFACT

YE WHØ PULLETH THE SWØRD
FRØM THE DICE, YE CAN LØSE NØ
GAME, CAN DØ NØ WRØNG, VERILY
THY PHARTS STINKETH NØT.

"Would you like an apple turnover with
that?" Jack

ILLUS. SCOTT MUIR

JULY 11-13, 1997

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WELCOME



Hello everyone. My name is Jerry Edwards, and I am the Chairman for Hexacon Seven. I and my staff are here to see you have a great time in the creative, adventurous world of gaming. We are constantly trying to make Hexacon bigger and better than ever. Help us to do that by giving us some feedback. We would love to hear from you, whether you have positive or negative comments.

I would like to thank my staff for their hard work and energy in putting Hexacon Seven together. This effort was made easy because most of them are my friends. And those that weren't, are my friends now. Such is the power of this unique hobby, and the great people who are dedicated to seeing it flourish here in the Phoenix metropolitan area. Below are just the names of people who wear an official "hat"; remember there are far more people than I can mention here that are responsible for the success of Hexacon Seven:

- Chairman - Jerry Edwards
- Banker - Bill Scott
- Gaming Coordinator - Jesse Foster
- Live-Action Role Playing - Jon Bonnell
- Program Book - Stephanie Bannon
- Game Auction - Don Harrington
- Dealer's Room - Bill Scott
- Venue/T.H.E.M. Liaison - Brian Korn
- Miniatures Contest - Don Harrington

I can't mention everyone who helped, mainly because they were still popping out of the woodwork as this went to press, but I thank all of them for their hard work and generous donation of time.

Of course, special thanks go out once again to Kevin Chase and our on-campus sponsor, T.H.E.M., the A.S.U. science-fiction club. Special recognition should go to Brian Korn, our liaison with T.H.E.M., for his work over the past several months. This convention would not be possible without T.H.E.M.. If you should see T.H.E.M., you should thank T.H.E.M..

The official hours of the convention are:

- Friday 12:00 AM to 12:00 PM
- Saturday 9:00 AM to 12:00 PM
- Sunday 9:00 AM to 6:00 PM

The Dealer's Room will be open at the following times:

- Friday 1:00 PM to 7:00 PM
- Saturday 10:00 AM to 6:00 PM
- Sunday 10:00 AM to 5:00PM

CONVENTION RULES AND SAFETY

We hope everybody has a great time here at Hexacon Seven. We have some rules to help us facilitate a safe and enjoyable convention. We don't have a lot of rules, but we do need you to follow them.

1. The Memorial Union has a strict no-weapons policy, and thus no weapons are allowed in the convention. We have absolutely no latitude or discretion in this matter. This includes edged weapons of all kinds. We understand that this might put the damper on those of you who like to "dress up", but I believe this is a small concession in return for the use of the venue.
2. No horseplay or other behavior, such as running through the halls, that could result in injury to others or damage to property.
3. Although you can bring in food for yourself, no deliveries from food vendors outside the Memorial Union are allowed; nor is the sale of food by anyone other than the M.U. vendors.
4. Yes, you do need a stinking badge. Convention badges are to be worn at all times. Badge numbers are required to sign up for games, and to participate (both buying and selling) in the Game Auction. If you have a photo ID proving who you are, and our books show you as registered, we will consider replacing lost badges for free. Other than that, you'll have to buy a new one.
5. Unlike many conventions, we have absolutely no problem with you eating right there at the gaming tables. Heck, we do it at home, why not here? But just like home, you need to pick up after yourselves. All trash should be placed in trash receptacles after you are through with your game session. No, Gamemasters, you are not their mother, but a simple reminder to your players to police up after themselves is the minimum standard of conduct. The Convention will place suitable sanctions on repeatedly, flagrantly messy individuals.

Other than that, let the law of common sense prevail. If you see an unsafe act, suspicious behavior, or an alien abduction, please notify any of the Hexacon staff.

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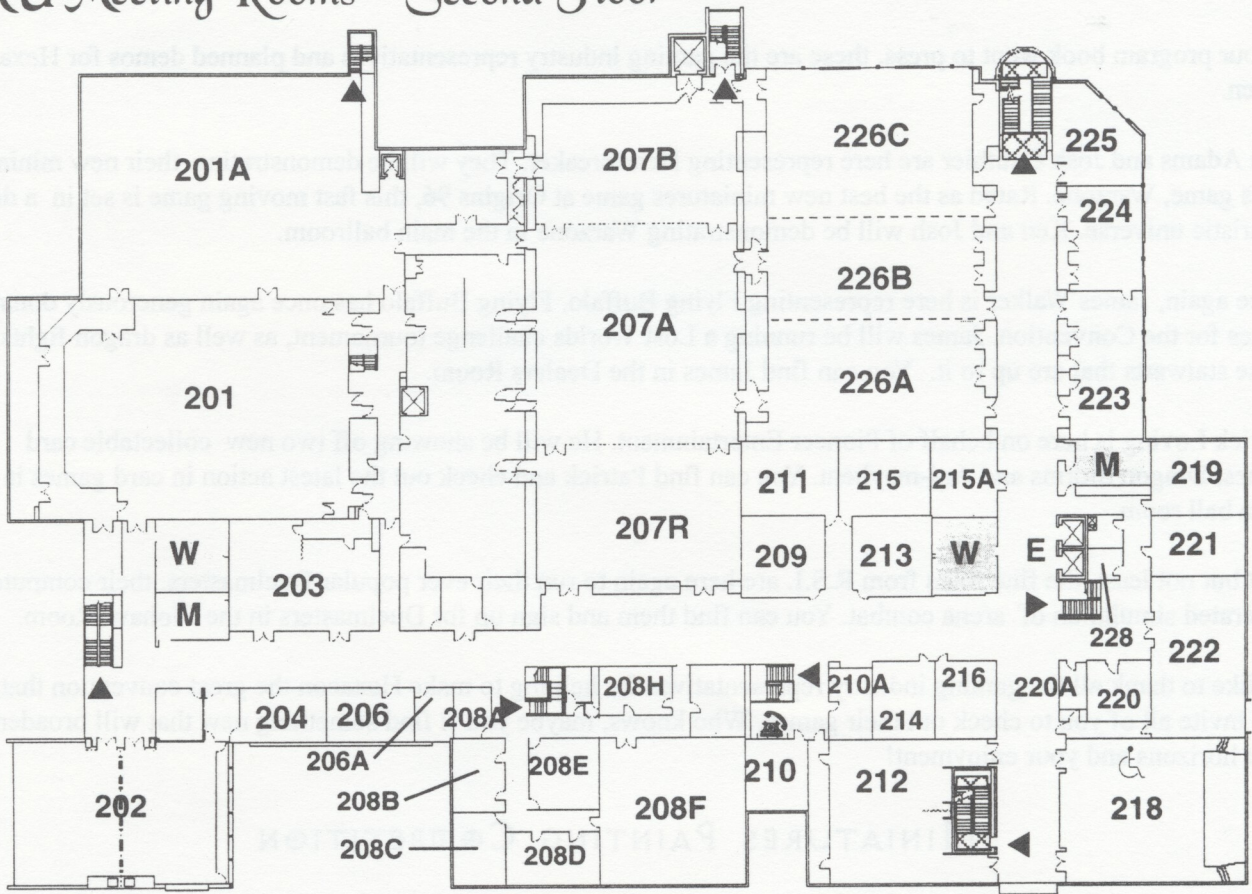
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MU Meeting Rooms - Second Floor



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E	Elevators Restrooms
▲	Exits
☎	Telephones
⊠	Area of Refuge
♿	Wheel Chair Access

ROOM	NUMBER
Alumni N/S	202
Apache	221
Arizona Ballroom	207
Chrysocola	206
Coccnino	224
Cochise	212
Copper	204
Gila	214
Gold N/S	203
Graham	216
Havasupai	208D
Hohkam	208B
Hopi	208C
Kaibab	208E
La Paz	223
Maricopa	201
Mohave	222
Navajo	219

ROOM	NUMBER
Pima	215
Pinal	215A
Plata	206A
Rincon	225
Santa Cruz	213
Starlight	201A
Turquoise	208F
Ventana Ballroom	226
Yavapai	209
Yuma	211
Zuni	208A

GAME INDUSTRY REPRESENTATIVES AND GAME DEMONSTRATIONS

As our program book went to press, these are the gaming industry representatives and planned demos for Hexacon Seven.

Ken Adams and Josh Gauthier are here representing Heartbreaker. They will be demonstrating their new miniatures game, Warzone. Rated as the best new miniatures game at Origins 96, this fast moving game is set in a dark, futuristic universe. Ken and Josh will be demonstrating Warzone in the main ballroom.

Once again, James Walker is here representing Flying Buffalo. Flying Buffalo has once again generously donated prizes for the Convention. James will be running a Lost Worlds challenge tournament, as well as dragon fights for those stalwarts that are up to it. You can find James in the Dealers Room.

Patrick Loving is here on behalf of Pioneer Entertainment. He will be showing off two new collectable card games, Dragon Storms and Ani-mayhem. You can find Patrick and check out the latest action in card games in the main ball room.

Last but not least, the fine folks from R.S.I. are here again to run their ever popular Duelmasters, their computer generated simulation of arena combat. You can find them and sign up for Duelmasters in the Mohave Room.

I'd like to thank all the gaming industry representatives for helping to make Hexacon the great convention that it is. I invite all of you to check out their games. Who knows, maybe you'll find something new that will broaden your horizons and your enjoyment!

MINIATURES PAINTING COMPETITION

Entries will be accepted all day Friday and Saturday at Gaming Central. Judging will take place at a time to be determined by the judges, based on the entries received, but no earlier than Saturday evening. Prizes will be awarded immediately following.

DEFINITIONS: There are two classes and seven categories per class in this competition. Classes refer to the entrant, categories refer to the miniatures.

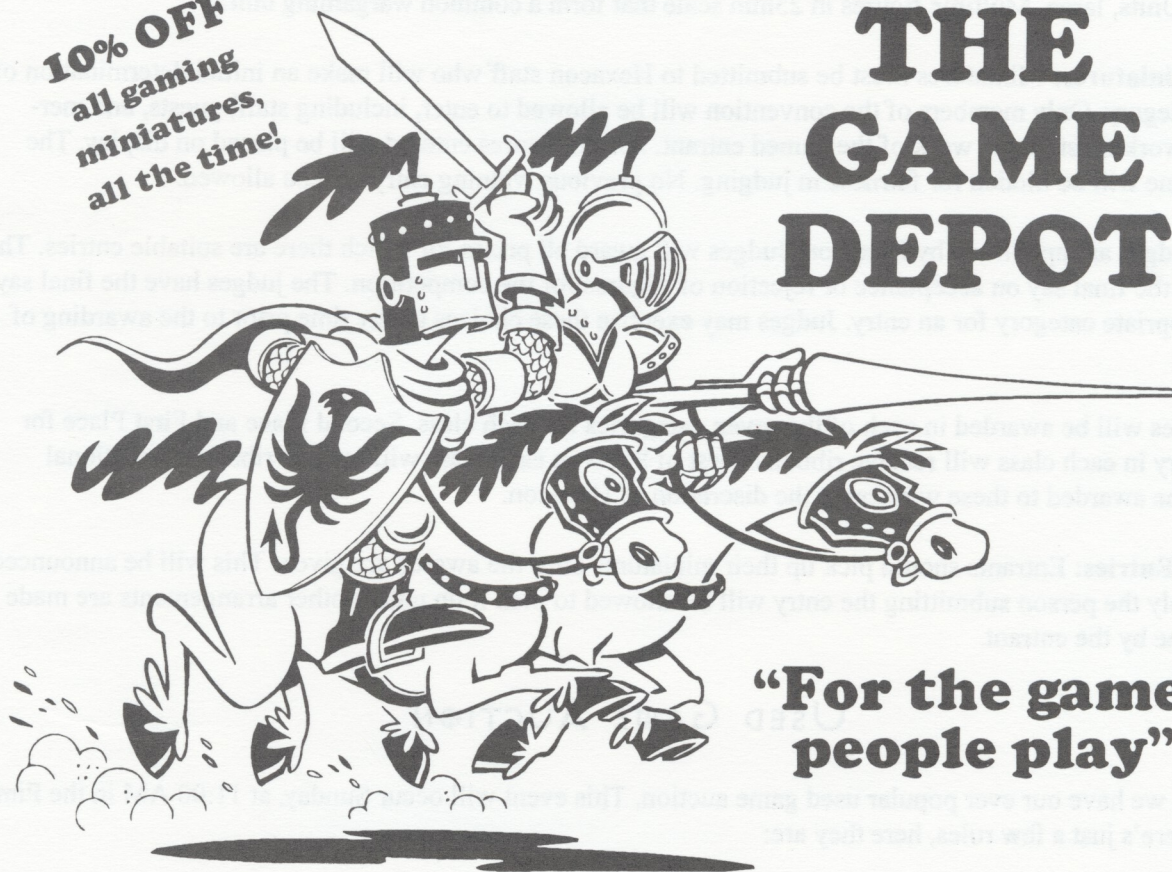
CLASSES: An entrant must be either one or the other of the two classes; they may split their entries between the two classes. The two classes are:

- (1) Master Class. Those people who have won two first place ribbons or Best-of-Show prizes in previous miniatures competitions. Also included are people who have painted miniatures professionally, or who, in the opinion of the judges, display Master Class quality in their work. Anyone who wishes may enter as a Master.
- (2) Open Class. All those entrants who do not fall in the Master Class.

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

- (1) Single figure, small. Any single figure whose largest dimension does not exceed three inches. BattleTech figures and vehicles are judged separately from this one.
- (2) Single figure, large. Any single figure which exceeds three inches in any dimension. BattleTech figures and vehicles are judged in separate categories from this one.
- (3) BattleTech. Any figure associated with BattleTech, including but not limited to Mechs, Aerospace, and Tanks.
- (4) Vehicles. Any war machine for science fiction, fantasy, or historical wargaming that is not associated with BattleTech. Elaborate vehicles involving three or more other miniatures (drivers, passengers, etc.)

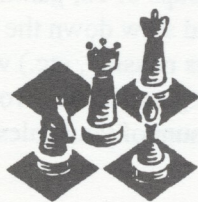
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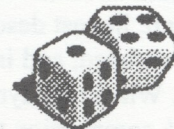


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may be classified as a diorama at the judge's discretion.

(5) Vignettes and Dioramas. Two or more individual figures on a common scenic base.

(6) Units, small. Multiple figures in 20mm scale or less on a common non-scenic base, for use in wargaming.

(7) Units, large. Multiple figures in 25mm scale that form a common wargaming unit.

Entering Miniatures: Miniatures must be submitted to Hexacon staff who will make an initial determination of class and category. Only members of the convention will be allowed to enter, including staff, guests, and merchants. All work must be the work of the named entrant. All miniatures entered will be placed on display. The entrant's name will be hidden for fairness in judging. No previous winning entry will be allowed.

Judging: Judges are appointed by Hexacon. Judges will award all prizes for which there are suitable entries. The judges have the final say on acceptance or rejection of figures for the competition. The judges have the final say on the appropriate category for an entry. Judges may exercise these choices at any time prior to the awarding of prizes.

Prizes: Prizes will be awarded in each of the seven categories for each class. Second Place and First Place for each category in each class will receive ribbons. Best of Show in each class will receive ribbons. Additional prizes may be awarded to these winners at the discretion of Hexacon.

Retrieving Entries: Entrants should pick up their miniatures after the awards are given. This will be announced publicly. Only the person submitting the entry will be allowed to pick it up unless other arrangements are made ahead of time by the entrant.

USED GAME AUCTION

Once again, we have our ever popular used game auction. This event will occur Sunday, at 11:00 AM in the Pima Theater. There's just a few rules, here they are:

For Old Owners/Sellers: Bring your used games to Gaming Central any time Friday or Saturday. You will be given an Owner's lot form to fill out. On it, please list your games and your desired minimum bid. Minimum bids must be in increments of \$1.00. HINT: Place your minimum bid as low as you are willing to accept for the game. \$1.00 to \$5.00 is the most common range. A minimum bid higher than \$20.00 has never sold. You will not be allowed to change your mind once the bidding starts. Bundle your magazines together in groups of 10, gaming modules and similar items together in groups of 5. Single issues of magazines never sell, and slow down the auction. A small, honest description of your games condition (unpunched, brand-new, pieces missing, etc.) would greatly be appreciated, and increase the chance that it will be bid on. Your items will be safeguarded and brought to the auction. When all payments due the auction have been received, you will receive the sum of your sales, minus the 10% commission to Hexacon.

For New Owners/Bidders: Items for auction will be on display an hour before the auction. Please do not take your own game items you are using that day to the display area. All persons wishing to bid should receive a bid number (if you only come to watch, you'll end up buying something, so get a bid number anyway!). Bids will only be accepted in increments of \$1.00 (that's U.S.), and all items must be paid for right after the auction. No I.O.U.s, or holding items beyond that day. Property not paid for by the end of the convention will be returned to the owner, who will decide if he wishes to keep it or honor your bid (or sell it to someone who actually has money). Naturally, all items are sold as is and no refunds are available, but of course we will make a good faith effort to describe the condition of the game, and will even let you examine it depending on the tempo of the bidding.



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