



August 13th and 14th

MARICOPACON 2016

Hilton Garden Inn Phoenix Airport

3422 E. Elwood St, Phoenix, Arizona, 85040-1626, USA

Welcome to our fourth successfully kickstarted MaricopaCon!

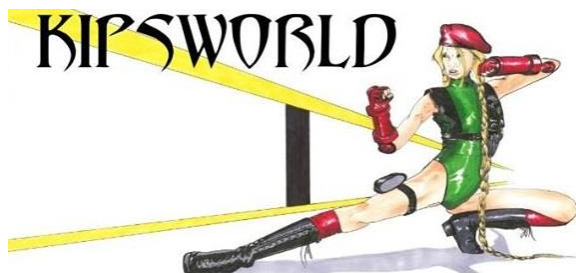
Note that there are three areas to game in this year! **We are in the Convention Center (near the Waffle House), Hacienda Ballroom (at the Hilton), and the Cactus Room (at the Holiday Inn Express).** The Cactus Room is your Chill room like last year. Open Gaming is in the Hacienda Ballroom and Cactus Room. See Jason, Victor, or Tim if you need help finding these areas! Do not park in the Waffle House spaces please! Snacks to be delivered after 10:30am in the Convention Center.

The Cosplay Contest returns with a \$80 first place prize. The 50/50 Raffle returns as well this year. Darren won it last year for over \$200 cash! Be sure to check out John Ried's panels and the Gamer Olympics!

KICKSTARTERS! Be sure to speak with Ian Stedman, Michael Coe, Nathan Smith, Charlie Bink, and Michael Eskue about Kickstarter Projects. They are very successful with Kickstarters, and great networking opportunities. Also be sure to thank your GMs. We hand pick each one to run games for you.

Support local art and artists! Hannah did our badge art again this year and Fabien did the program book cover. They have our thanks! Our vendors rock as well and we thank them for their time and effort.

- Jason Youngdale



Thank You to Imperial Outpost for supporting the Paint and Take events!

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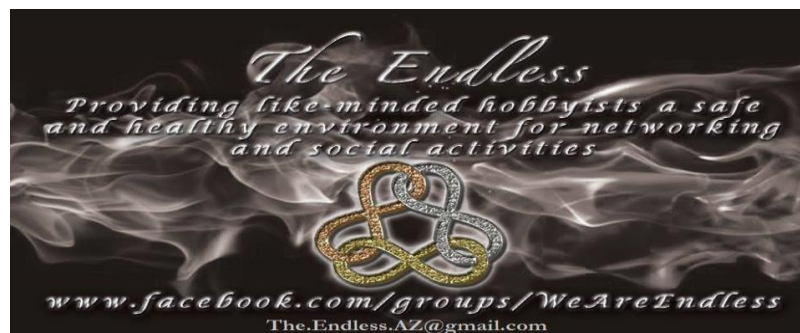


- Watch on Kickstarter around Mid-December for the MaricopaCon 2017 kickstarter project!
- Thanks to all the kickstarter supporters and GM volunteers! Without you there is no MaricopaCon! Special thanks to the VIP kickstarter supporters!
- Thank You to Justin and Erica Leasure for the Open Gaming Library!
- Be sure to meet new people and run some pickup games! Note the Grid on Page 10!



Saturday Events

Saturday	Time	Table	Game Event	Event Code	GM	# of Players
Saturday	9am-10:45am	14/15	Shadowfist DCG Demos & Open Play	CRD-24	Paul T.	2-12
Saturday	10am-11am	1	Creating a Fantasy World w/ Writer Guest of Honor	PAN-01	John Ried	2-12
Saturday	10am-11:30am	2	Iconica Travels	CRD-01	Nathan Smith	2-4
Saturday	10am-Noon	3	Battle Gnomes	CRD-13	Tiffany Branum	2-6
Saturday	10am-Noon	4	Beasts of Burden	CRD-20	Elizabeth Rogers	2-6
Saturday	10am-2pm	5	Monsters and Other Childish Things – Are You There Witch? It's Me, A Monster.	RPG-01	Stuart Dollar	2-6
Saturday	10am-2pm	7	Guest Artist Edition: Munchkin Ian McGinty	CRD-09	Kat Rider	3-6
Saturday	11am-Noon	8	Brawl	CRD-04	Willard Watts	2-4
Saturday	11am-Noon	9	En Garde	CRD-05	Jenn Czep	2-6
Saturday	11am-1pm	10	Adepts	BRD-14	Nick Leonardi	3-4
Saturday	11am-3pm	11	Gamer Olympics	OLY-01	Victor Bugg	2-6
Saturday	11am-3pm	6	Rescuing Chester the Magical Familiar	RPG-08	John Ried	2-6
Saturday	12pm-1pm	12	Orbital/Primeval Games	CRD-02	Nathan Smith	2-4
Saturday	12pm-1:30pm	13	Formula De	BRD-05	Neil Gearn	2-7
Saturday	12pm-2pm	1	Acquire	BRD-01	Jamaica Popejoy	3-6
Saturday	12pm-2pm	2	Steve Jackson Dice Games	DCE-01	Kat Rider	2-6
Saturday	12pm-2pm	3	Battle Gnomes	CRD-14	Tiffany Branum	2-6



Saturday	Time	Table	Game Event	Event Code	GM	# of Players
Saturday	12pm-2pm	4	Fluxx: The Board Game	BRD-23	Hal Semmens	2-4
Saturday	12pm-4pm	8	GURPS DF: Troll Hunters Wanted!	RPG-11	Jessie Foster	2-8
Saturday	12pm-5:45pm	14/15	Shadowfist DCG Tournament	CRD-25	Paul T.	2-12
Saturday	12pm-6pm	9	Twilight Imperium	BRD-25	Brendan	4-6
Saturday	1pm-2pm	12	New Salem	CRD-12	Brian Ashmore	2-7
Saturday	1pm-3pm	Lobby	Giant Ice Towers/Zendo	MIN-08	Tony Ewing	2-6
Saturday	2pm-3pm	10	Pitch Car Tournament	BRD-07	Willard Watts	2-6
Saturday	2pm-4pm	13	Fourth Succession War (Battletech)	MIN-01	Joel Agee	2-6
Saturday	2pm-4pm	7	Munchkin Zombies	CRD-10	Kat Rider	3-6
Saturday	2pm-6pm	5	All Flesh Must Be Eaten – Survival: Mauritius	RPG-02	Stuart Dollar	2-6
Saturday	3pm-4pm	6	Adventures in Authoring w/ Writer Guest of Honor	PAN-02	John Ried	2-12
Saturday	3pm-5pm	1	Cave Evil	CRD-03	Nathan Smith	2-4
Saturday	3pm-5pm	2	Adepts	BRD-16	Nick Leonardi	3-4
Saturday	3pm-5pm	3	Miniature Painting with Dain	MIN-05	Dain Gore	2-8
Saturday	3pm-5pm	4	Smash Up	CRD-17	Hal Semmens	2-4
Saturday	4pm-5pm	7	Dixit	BRD-06	Neil Gearns	3-6
Saturday	4pm-5pm	8	Sushi Go	CRD-27	Dave Molina	2-5
Saturday	4pm-6pm	13	The Clans Invade (Battletech)	MIN-02	Joel Agee	2-6
Saturday	5pm-6pm	3	Qwirkle	BRD-19	Dain Gore	2-4
Saturday	5pm-7pm	6	Between 2 Cities	BRD-02	Jamaica Popejoy	3-7
Saturday	6pm-8pm	8	Chez Geek	CRD-11	Jessie Foster	2-5
Saturday	6pm-8pm	1	Dungeons & Dragons Attack Wing Demo	DEM-01	David Gish	2-4
Saturday	7pm-8pm	7	Game of Thrones Card Game	CRD-28	Dave Molina	2-6
Saturday	7pm-8pm	Lobby	Cosplay Contest	COS-01	Victor Bugg	3-16
Saturday	7pm-9pm	4	Super Dupers - Break Time	RPG-07	Willard Watts	2-6
Saturday	7pm-11pm	5	Delta Green RPG – VIRAL	RPG-03	Stuart Dollar	2-6
Saturday	7pm-10pm	14/15	Shadowfist DCG Modern Tournament	CRD-26	Paul T.	2-12
Saturday	8pm-10pm	8	Tile Chess	BRD-11	Jessie Foster	2-6
Saturday	8pm-9pm	7	Floating Market	BRD-18	Brian Ashmore	2-5
Saturday	8pm-10pm	3	Miniature Painting with Dain	MIN-06	Dain Gore	2-8
Saturday	8pm-11pm	1/2	Red Dragon Inn	BRD-22	Hal Semmens	2-16

Sunday Events

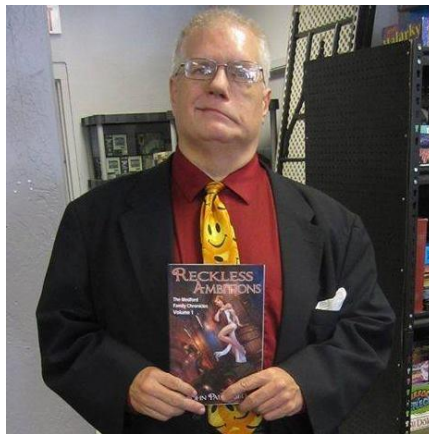
Sunday	Time	Table	Game Event	Event Code	GM	# of Players
Sunday	9am-10:30am	15	Shadowfist DCG Demos & Open Play	CRD-22	Paul T.	2-12
Sunday	10am-11am	1	Lagoon: Land of the Druids	BRD-03	Nathan Smith	2-4
Sunday	10am-11am	14	Qwirkle	BRD-20	Dain Gore	2-4
Sunday	10am-Noon	2	Pandemic	BRD-04	Jamaica Popejoy	2-4
Sunday	10am-Noon	3	Revolution! Anarchy	BRD-12	Kat Rider	3-6
Sunday	10am-Noon	4	Beasts of Burden	CRD-21	Elizabeth Rogers	2-6
Sunday	10am-2pm	5	The Quiet Year	RPG-06	Neil Gearn	2-6
Sunday	10am-2pm	6	Rescuing Chester the Magical Familiar	RPG-09	John Ried	2-6
Sunday	10am-5pm	7	Call of Cthulhu – Proof of Life	RPG-04	Stuart Dollar	2-6
Sunday	11am-Noon	8	Brawl	CRD-08	Willard Watts	2-4
Sunday	11am-Noon	9	Trolls Mini Adventure	RPG-10	Jenn Czep	2-6
Sunday	11am-1pm	10	Adepts	BRD-15	Nick Leonardi	3-4
Sunday	11am-3pm	11	Gamer Olympics	OLY-02	Victor Bugg	2-6
Sunday	12pm-2pm	12	OGRE!	MIN-03	Joel Agee	2-4
Sunday	12pm-2pm	13	El Grande	BRD-10	Brian Ashmore	2-5
Sunday	12pm-2pm	1	Battle Gnomes	CRD-15	Tiffany Branum	2-6
Sunday	12pm-2pm	2	High Noon Saloon	CRD-18	Hal Semmens	2-6
Sunday	12pm-4pm	3	Munchkin Quest	BRD-13	Kat Rider	2-6
Sunday	12pm-5:45pm	14/15	Shadowfist DCG AZ State Championship	CRD-23	Paul T.	2-12
Sunday	1pm-2pm	4	Ancient Chronicles: Heroes of the Wilderness	RPG-05	Nathan Smith	2-4
Sunday	1pm-2pm	8	Heroes Incorporated	BRD-08	Willard Watts	2-4
Sunday	1pm-2pm	9	Sushi Go	CRD-29	Dave Molina	2-5
Sunday	1pm-3pm	10	Miniature Painting with Dain	MIN-07	Dain Gore	2-8
Sunday	1pm-4pm	LOBBY	Giant Catan	BRD-21	Karen Ewing	3-6
Sunday	2pm-4pm	4	Kaiju!	MIN-04	Joel Agee	2-4
Sunday	2pm-4pm	1	Battle Gnomes	CRD-16	Tiffany Branum	2-6
Sunday	3pm-4pm	2	Heroes Incorporated	BRD-09	Willard Watts	2-4
Sunday	3pm-4pm	5	Exploding Kittens	CRD-30	Dave Molina	2-5
Sunday	3pm-5pm	6	Fishing for Terrorists	CRD-19	Hal Semmens	2-6
Sunday	3pm-5pm	8	Adepts	BRD-17	Nick Leonardi	3-4
Sunday	3pm-5pm	9	Revolution!	BRD-24	Blaze	3-4
Sunday	4pm-5pm	ALL	50/50 Raffle	RAF-01	Jason Youngdale	250

Guests of Honor



Ms. MaricopaCon 2016

Amber Brite



MaricopaCon 2016 Writer Guest of Honor

John Paul Ried

Rules for a LARP

Created by Jason Youngdale 2010

Clash of Steel Con LARP (Wizard Edition)

First you need a Storyteller/GM and at least 4-6 players. Everyone is a fledgling hedge wizard. They are to go around the convention area and collect real world objects to use as components for their spells. They show these objects to the GM who rewards them with spells to use to combat the other players. The goal is to become the Master Wizard Apprentice to the GM. This is done by eventually defeating all the other players in duels, or attaining a set number kills from winning the duels. Players are to look for and find objects only in the immediate convention hall and hotel area. Players may not go away from the con to gather items. That is cheating and frowned upon. Now if a player happened to bring with them an object by accident (like a pencil or cigarette lighter) that can be used for a spell then they are lucky.

Step 1: Players are to find these rules. They are usually located on the back of our company brochure. Each player starts out with three Raise Dead potions.

Step 2: Depending on what object the player brings to the GM he/she will receive training in a spell that requires that object as a component. For example, Summon Water Elemental is easy to learn. If a player brings a cup of water or a bottle of water to the GM they learn Summon Water Elemental. Bringing an unlit candle, cigarette lighter, or matches to the GM gets you the Summon Fire Elemental spell. If a player brings the GM a leaf from a real plant or tree the player learns the Summon Lesser Ent. And finally, bringing a pencil (not a pen) to the GM gets the player the classic Magic Missile spell. These are the first level spells.

Step 3: Once a player has mastered the four basic spells above, they can begin to find objects to learn the second level spells. Note that players can start attacking each other after finding their first spell. Attacking a wizard who has yet to find the components to learn their first spell with your own spells results in an instant kill. Winning a duel between wizards who do not know any spells yet is determined by thumb wrestling. See combat section. The second level spells (in ascending order) and their components are as follows: Chaos Fire Blast (D30), Chaos Deck of Many Horrors (deck of playing cards or Tarot cards), Lightning Bolt (AA or AAA battery), and Elder One Curse (a convention program signed by the Convention Chair).

Step 4: A player is declared winner if they have either achieved a certain set number of kills as determined by the GM (usually around ten), or if they are the only wizard left alive (hence everyone else has died and ran out of their Raise Dead potions). The GM should give a prize to this player, and they become the Master Wizard Apprentice. That player may be the next GM in the next game if they desire.

Combat

To attack another wizard is simple. You approach a con attendee; ask "are you a wizard?" or "are you playing the Clash of Steel Con LARP?" A "yes" answer means you can enter a wizard duel (the other wizard can refuse a duel but that means you instantly kill them). Both of you pick a spell to cast without showing it yet to the other player. Make sure you still have your spell component(s) on your person. If an opponent doesn't have any spells and you have at least one spell, you instantly win and slay the other wizard. If not, both of you turn over your spell cards and show each other. Each spell is in a ranking and a higher spell beats a lower spell. If the spells chosen are the same, then both spells fizzle and combat continues. Once a spell is cast, it cannot be used again in this duel (but all of your spells reset before the next duel). If both wizards enter the duel with no spells, then thumb wrestling commences (best two out of three wins). Both players continue the duel by choosing spells and revealing until either one wizard is out of spells and the other isn't, both players decide to stop, one player surrenders, both players run out of spells (and then two out of three thumb wrestling matches decides winner), or one wizard defeats the other by being the first to choose a higher ranking spell three times.

So as a wizard you can win a duel by either ending up with spells while your opponent runs out, winning two out three in a thumb wrestling match, winning by the other wizard surrendering, or choosing a higher rank spell three times first. The losing wizard dies and must go give the GM one of their Raise Dead potions to be resurrected. Once you have used up all of your Raise Dead potions you cannot continue the game. After you defeat a wizard in a duel, you cannot attack that same wizard again until you fight another wizard first. Any wizard can if they wish give one of their Raise Dead potions to another wizard. You retain the spells you have learned after you resurrect yourself.

If both players agree to stop the duel then no one wins that duel and spells reset for the next duel with a different wizard. Both wizards may not stop a duel to purposely reset their spells to begin another duel with each other immediately. They must find other opponents and fight them first. During a duel, a wizard may at any time ask the other wizard to show them their collected spell components for the spell they are currently casting. Failure to do so means that the spell fizzles and it counts as one towards the three victories needed for the other wizard to win the duel.

Note that combat is one-on-one; only two wizards may be engaged in a duel. If multiple people walk up to you and ask for a duel at the same time, it is your choice who to duel with first.

<u>Spell Hierarchy Table (most powerful at top of list)</u>	<u>Level</u>	<u>Component Needed</u>
Elder One Curse	2	Convention Program signed by Con Chair
Lightning Bolt	2	One AA or AAA battery only
Chaos Deck of Many Horrors	2	Deck of playing cards or Tarot cards
Chaos Fire Blast	2	One thirty-sided die (any color)
Summon Water Elemental	1	Cup of water, bottled water, gallon jug of water
Summon Fire Elemental	1	Candle, cigarette lighter, matches
Summon Lesser Ent	1	Leaf from real plant or tree
Magic Missile (least powerful)	1	Pencil (not a pen)

What the GM needs to bring

The Storyteller/GM will need spell cards for each player and three Raise Dead Potions for each player. You will also need to keep track of player names and which spells they have learned. Also keep track of their kills and remaining Raise Dead potions. Signing the back of each spell card and Raise Dead potion with your signature can help prevent cheating. Also printing them on bright colored paper helps. You will also need a prize for your winner. Determine number of kills needed to win before the game starts. Setting a ten minute "no duel" rule at the beginning might also be wise to allow players to find their components for the level one spells.

Optional Rule: Teleport Potions

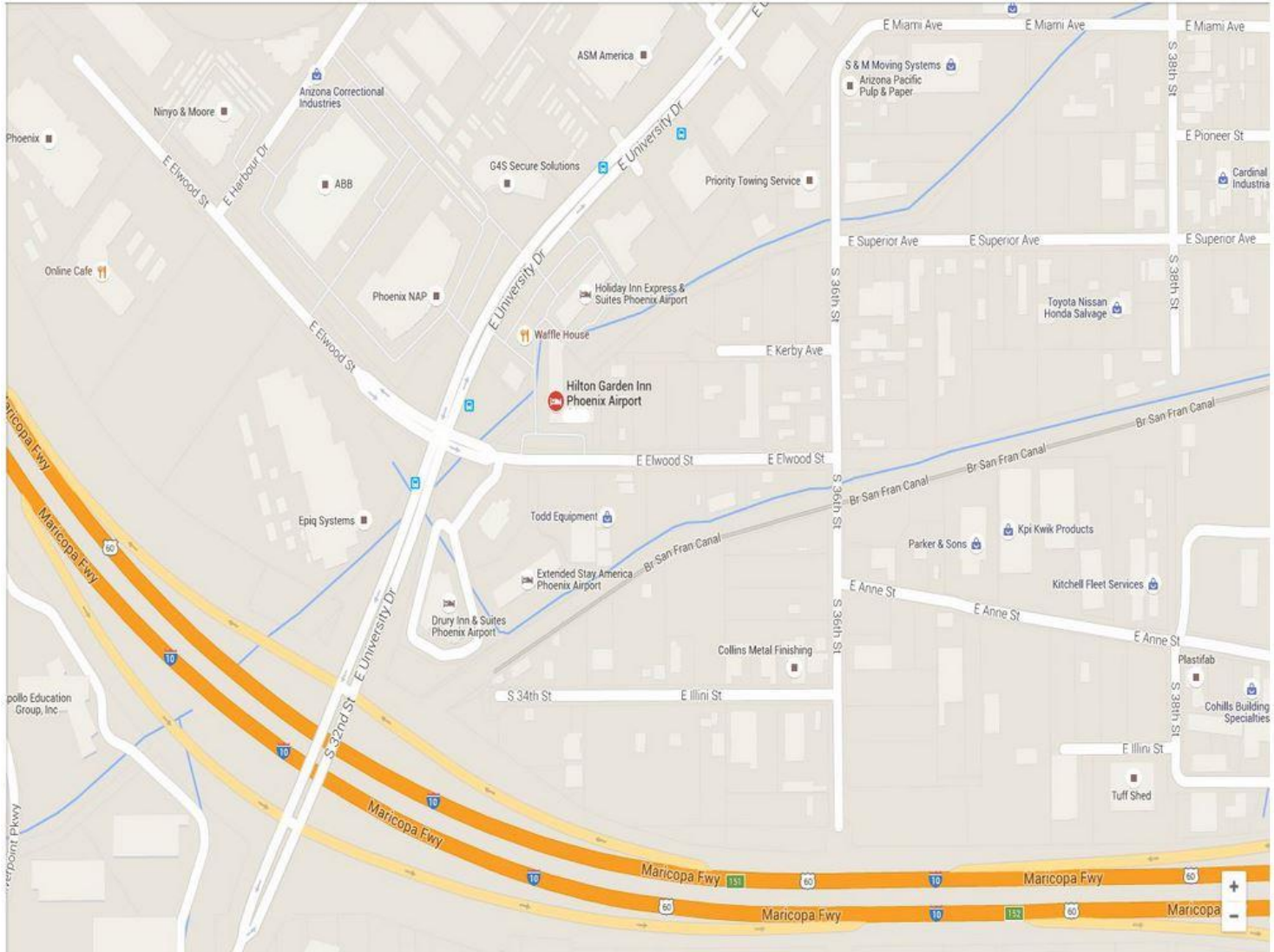
The GM might hide some Teleport potion cards around throughout the convention hall. If you find one you can use it at the beginning of a duel, or after the first round of spell casting in a duel. Announce to your opponent you are using it, and the duel ends with no winner. You must rip up the potion card in front of your opponent and both of you must duel someone else before being able to attack each other again. You may give a Teleport Potion card you find to someone else to use. Or trade it for a Raise Dead potion.

MARICOPA CON 2016 (August 13th and 14th)

SATURDAY	9 AM	10 AM	11 AM	NOON	1 PM	2 PM	3 PM	4 PM	5 PM	6 PM	7 PM	8 PM	9 PM	10 PM	11 PM
Lobby															
Table 1		Creating a Fantasy World w/John Ried			Acquire	Giant Ice Towers/Zendo									
Table 2		Iconica Travels			Steve Jackson Dice Games										
Table 3		Battle Gnomes			Battle Gnomes										
Table 4		Beasts of Burden			Fluxus: The Board Game										
Table 5		Monsters and Other Childish Things - Are You There Witch? It's Me, A Monster													
Table 6		Rescuing Chester the Magical Familiar with John Ried (10am-2pm)													
Table 7		Guest Artist Edition: Munchkin Ian McGinty													
Table 8		Brawl			GURPS DF: Trolls Hunters Wanted! With Jessie										
Table 9		En Garde													
Table 10															
Table 11															
Table 12															
Table 13															
Table 14															
Table 15		Shadowfest Demos													
Table 16															
Table 17															
Table 18															
SUNDAY	9 AM	10 AM	11 AM	NOON	1 PM	2 PM	3 PM	4 PM	5 PM	6 PM	7 PM	8 PM	9 PM	10 PM	11 PM
Lobby															
Table 1		Lagoon: Land of the Druids													
Table 2		Pandemic													
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Table 17															
Table 18															

Hotel Map

The code for WiFi at the venue is 080816.



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