



CON GAMES

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CON EVENTS

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The Rebirth of Gaming!
July 21st - 24th 2005
Hilton Phoenix East



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ACKNOWLEDGEMENTS PAGE

Phoenix Con Games wishes to acknowledge the tireless efforts of its crew, our generous sponsors and our wonderful guests. We would like to say THANK YOU to everyone who helped make Phoenix Con Games' first year a smashing success!

OUR TIRELESS, FAITHFUL CREW**SPECIAL ADVISORS & FRIENDS**

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Game Depot #104
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Gamers Inn #106
Barry Bard #107
GameMaster Games #108
White Wolf Camarilla #109
Retro Rockets #110
Planet Neo #111
Stinky Sward #112
Samauri Comics #113

PUBLICITY

Laura Holka

OUR EVENT COORDINATORS

Who run all of these events; their names are listed with each and every event that they run.

We hope we haven't missed anyone – if we did please accept our apologies and our thanks!

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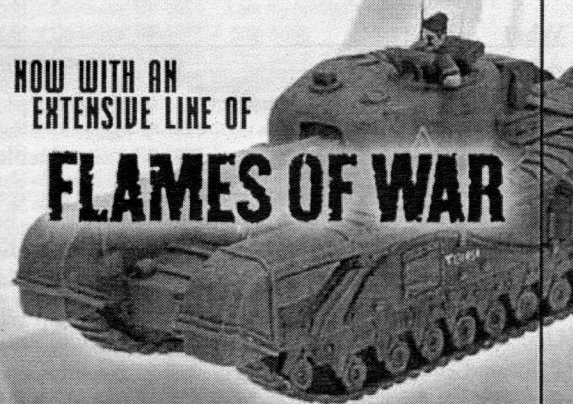


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HOTEL INFORMATION

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www.hiltonphoenixeast.com

The Hilton Phoenix East/Mesa Hotel is a dramatic, atrium-style hotel with resort flair located just 12 miles from Phoenix Sky Harbor Airport and minutes away from Phoenix, Scottsdale, Chandler, Tempe and Gilbert. Fiesta Mall is right across the street.

ROOM RATES: We have obtained special \$59 room rates (single and double occupancy) for our convention at the Hilton Phoenix East/Mesa Hotel, centrally located in the heart of Phoenix's East Valley and Arizona's fastest growing city. There may be an additional charge for triple and quad occupancy.

GROUP CODE: When making reservations, please use our GROUP CODE: **CON** to receive the appropriate discount. Reservations will be taken on a first-come first-serve basis so remember to book early!

Remodeled in 2000, the hotel features up-to-the-minute amenities such as high speed internet, dual line telephones with voice mail and data ports. For guests desiring upgraded amenities, we offer the Executive Club Floor featuring access to the club lounge serving complimentary continental breakfast and evening h'ordurves.

You can also take a dip in the hotels newly renovated, heated pool and spa and order room service poolside. The hotels fitness center provides the latest and best exercise and body conditioning equipment including elliptical trainer.

WHERE IS IT?

<u>What</u>	<u>Where</u>
Auction Check In.....	Game Central Booth
Board Gaming.....	Kiva A
Card Gaming.....	Kiva A
Console Gaming	Pueblo Room C
Exhibitor Hall	Kiva C
Game Central	Kiva Foyer
GenCon LLC.....	Kiva Foyer
LARP Room	Pueblo Room A
Mature Gaming	Kachina A & B
Operations/Security	Presidential Suite 8 th Floor
Painting Contest.....	Game Central Booth
Registration.....	Transportation Desk Lobby
Role Playing Room.....	Kiva B
RSI Booth	Kiva Foyer Outside Feista
RPGA Administration Desk	Kiva B
Special Event Room.....	Pueblo Room B
Steve Jackson Games.....	Kiva Foyer
War Room (Miniature Gaming).....	Feista Room

HOURS OF OPERATION

<u>Thursday, July 21st 2005</u>	<u>Start</u>	<u>End</u>
Member Registration	08:00	21:00
Early Bird Gaming	08:00	23:59
Late Night Registration (Ops)	21:00	07:00
<u>Friday, July 22nd 2005</u>	<u>Start</u>	<u>End</u>
Member Registration	08:00	21:00
Game Central Opens	08:00	23:59
Exhibitor Hall Open	12:00	20:00
Late Night Registration (Ops)	21:00	08:00
<u>Saturday, July 23rd 2005</u>	<u>Start</u>	<u>End</u>
Game Central	00:00	23:59
Member Registration	08:00	21:00
Exhibitor Hall Open	10:00	20:00
Late Night Registration (Ops)	21:00	08:00
<u>Sunday, July 24th 2005</u>	<u>Start</u>	<u>End</u>
Game Central	00:00	21:00
Exhibitor Hall Open	10:00	20:00
Convention Closed		21:00

SECURITY AND RULES

The goal is to have fun gaming all weekend. Enjoy yourselves! Please contact Security in room 804 if you have problems. You may also contact Security by going to Game Central.

1. No weapons of any kind, real or fake, are allowed at the convention. If you have a weapon it will be taken from you and put in our security lockup until you are ready to leave.
2. All room parties must be registered with Security. This allows us to act as an intermediary between you and the Hotel, avoiding problems.
3. You are responsible for what happens in your hotel room. However we reserve the right to revoke your badge if you are disorderly and causing problems.
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.



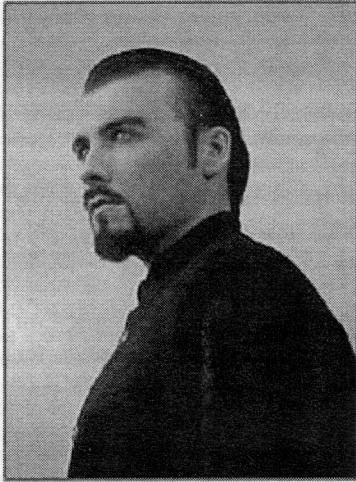
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Tempe, AZ 85283
480-838-1818

planetneoanime@aol.com

GUEST OF HONOR

Alex Teodorescu-Badia

Alex Teodorescu-Badia (or Alex T. for the Romanian-challenged) is currently developing the last stages of the new Mind's Eye Theatre rules. Alex is the Mind's Eye Theatre Developer and Camarilla Master Storyteller.



Alex grew up in Germany and Britain, moving to the US a few years ago. His interest in story-telling was sparked by the German RPG "Das Schwarze Auge" and later the Chaosium Call of Cthulhu and the early editions of Ars Magica as well as World of Darkness

games by White Wolf.

In 1998, Alex joined CamarillaUK, the British branch of the global live-action role-playing club affiliated with White Wolf, of which he became the Master Storyteller in May of 2004. These days, Alex gets around 300 personal emails a day and probably ten times that in SPAM so his hair is getting whiter with every passing week. His favourite Futurama character is Dr Zoidberg.

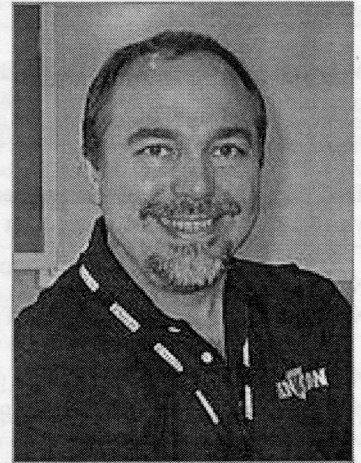
Phoenix Con Games 2005 would like to welcome our Guest of Honor Alex T. and thank our sponsor White Wolf for all their support. Make sure to stop in the Dealer's Room and talk with Alex between gaming events!



GUEST OF HONOR

Peter Adkison

Peter Adkison has been an avid gamer all his life. He started off playing family games as a child and has never lost his love of games since that time. In 1978, Peter discovered Dungeons & Dragons and has been a dedicated player of role-playing games ever since. His favorite games are Dungeons & Dragons, Magic: The Gathering, and Formula D.

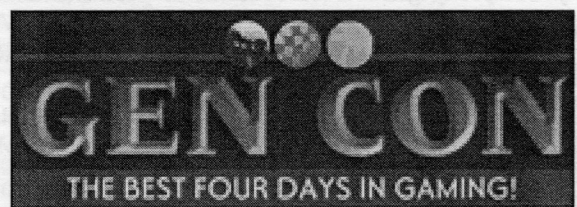


Peter's early educational background was as a graduate of Walla Walla College in 1985 with a BS in Computer Science. After college, he worked for Boeing for six years as a systems analyst. About half way through his Boeing stint, he and some friends founded Wizards of the Coast. After Magic: The Gathering was released in 1993, Wizards had enough money to hire Peter full time and move out of his basement into a real office. Peter continued on as CEO, growing the company exponentially until January 2001 when he sold it to Hasbro.

During his tenure at Wizards, Peter earned a few design credits, including authoring of The Primal Order, some work on Magic: The Gathering in the early days, and, his proudest accomplishment, setting the overall direction and design for 3rd Edition Dungeons & Dragons. During this time Peter also returned to school to earn his MBA.

Since "retiring" in 2001, Peter made his debut back into the gaming industry by purchasing an entity he always favored—the Gen Con Game Fair from his old company, Wizards of the Coast. Peter values this as a great opportunity to get "back in the game," in a small company environment, serving an industry he truly loves.

When not gaming, Peter enjoys rock climbing, dancing, snowboarding, travel, and spending time with friends and family. Peter is married to Melissa Reis Adkison and lives in Seattle.



SPECIAL EVENTS

Young Player Event Track

ConEvents, LLC strives to provide entertainment for our younger gamers.

WHILE WE DO NOT PROVIDE DAYCARE, we do try to provide enough events for your children that you can sit and play some games without worrying about them being bored.

Here is some of the entertainment we will be providing for younger gamers at Phoenix Con Games 2005:

- ❖ Face-painting (no charge)
- ❖ Life-sized games such as Tic-Tac-Toe, Pic Picnic and Pickonimo
- ❖ Board Games - open gaming plus supervised gaming
- ❖ A Harry Potter LARP beginning on Friday and going all weekend
- ❖ Miniature painting contests (miniatures provided)
- ❖ Paint-N-Take (Young people can get a free miniature, paint it and take it with them!)
- ❖ Junkyard Wars (See if you can put together a working machine in the time allowed!)
- ❖ Yu-Gi-Oh CCGs
- ❖ Magic CCGs

Please see your PROGRAM BOOK for detailed schedule of children's events.

PLEASE NOTE: All children 12 and under must have a supervising adult at the facility. Minors between 12-18 must have emergency contact information on their application. Your badge number will be on your minor's badge. Younger children or children who require constant supervision will need their supervising adult present at all times.

Please feel free to provide feedback so we can continue to promote and improve our youth programming. Thank you!

Old West Poker Tournament

HOW's YOUR POKER, PARTER?

Think you're pretty good? Well come show your stuff at our Texas Hold'em Old West Poker Tournament LARP! Seating IS LIMITED, so sign up now for a shot at being our Poker Champ!



Our experienced Dealers will be running a "Last Man Standing" Midnight

Madness Old West Poker LARP on Saturday night!

Beginning Saturday night at midnight and going until someone walks away a winner, participants will receive "Special" money to gamble with. When you're out of money, you're out of luck!

But hey, it's not over! Stick around and play some Black-Jack with our Sassy Saloon Girls when you're done!

Winner will have their picture taken and be posted on our website for an entire year, besides having the bragging rights of being the Phoenix Con Games 2005 Poker Champ!

Winner will also receive free admission into Phoenix Con Games 2006 and a \$50 gift certificate to Black Angus for some hearty eatin' – compliments of Phoenix Con Games!!!

Full costume is not required, but we appreciate players coming in what Old West Costuming they can bring. Costuming will be required to participate in our 2006 Poker Tournament LARP, so go ahead and get yours together now!

All characters welcome, from Cowboys, Indians, Oriental, Calvary, Saloon Girls, to anything else you can think of! YEE-HA!

Elevator Bob's Con Run



GRAND PRIZE INCLUDES:

- Reimbursement for 2005 Badge Fee
- Free Badge for 2006
- \$25 Gift Certificate to Dealer's Room
- \$50 Gift Certificate to ISLAND's Restaurant
- FREE HOTEL ROOM (Reimburse 2 Nights This Year or Reimburse 1 Night This Year, 1 Night Next Year)
- Winner's picture on ConEvents Website

BASICS & HOW TO PLAY:

Attendees will collect playing cards from our special decks throughout the convention for doing specific things. Whoever can produce the best Poker Hand out of the 5 different types of cards by Sunday at 3:00 pm will win the Grand Prize, worth more than \$250.00.

There are 5 different colored decks. The winning hand must contain 1 card from each deck. You may collect multiple cards from the different decks during the convention, you may trade cards with other attendees, and you may choose from all of the cards you have gathered create your final Con Run Poker hand.

However, your final 5-Card Con Run Poker Hand must consist of 1 card from each of the 5 decks.

HOW TO GET CARDS:

1. Cards from Deck #1 are given to everyone who registers for the convention and buys a badge. (GM's and Volunteers who are comp'd or

pay ½ price still qualify as a registered attendee and will receive a card). Only one Badge/Deck #1 card will be given to each attendee.

2. Cards from Deck #2 are given to those renting a hotel room. Each person registered to the room will receive a card for as many nights as they stay. (For instance, if Harry and Louie share a room and stay 2 nights they will both get 2 cards from the 2nd deck, but they must both be registered to the room. Overnight guests not on the room registration list will not qualify.)

3. Cards from Deck #3 are given for each \$5 you spend at the special Sandwich & Drink concession during the convention. No limit.*

4. Cards from Deck #4 are given for each \$20 for each \$20 you spend in the Dealer's Room. No limit.*

5. Cards from Deck #5 are given to those who fill out a Convention Survey. Only one Survey/Deck #5 card will be given to each attendee.

**Please turn in your receipt from the Concession Stand or the Dealer's Room to Game Central in order to receive your Con Run Playing Card.*

Your Final Con Run Poker had may be turned in at Game Central at any time during the convention before Sunday at 3:00 pm and logged in. You will receive a receipt for the hand you turned in, which will name your cards.

Con Run Poker Hands are confidential and will be kept that way until Sunday at 3:00 when a winner is chosen and announced at Game Central. Winner need not be present. In

the event that the winner is not present, they will be contacted within 7 days after the convention and their prize will be mailed to them.

To find out what order hands will be ranked, please ask for rules at the Registration Desk or Game Central. There are no "5 of a kind" hands. 5 of a kind will be considered 4 of a kind and an extra card.

Senior Staff of ConEvents, LLC are not eligible to collect cards or win. All other volunteers, attendees and GM's may play and win. Winner will be posted on website within a week of the convention.

Some Special and Random drawings will be held throughout the convention for extra cards. Please check the ANNOUNCEMENTS board at Game Central to find out where and when the drawings will be held.

Thank You, and Good Luck!

Used Game Auction



Join us in the SPECIAL EVENTS ROOM on Sunday for our used game auction! Bring your old games and let us auction them off for you, then see what treasures you can find to buy!

ConEvents, LLC retains 10% of proceeds. Please submit auction items to Game Central or contact us prior to the convention. Unless prior arrangements are made, sold and unsold items not claimed by 7:00 Sunday will become the property of ConEvents, LLC

Miniature Painting

SPECIAL THANK YOU to GAME DEPOT for their contributions in organizing our painting events!

Painting and Sculpting at Phoenix ConGames 2005.

Whether you have never touched a brush before or already mastered the arts, we have something for you!

PAINT - N - TAKE

Come sit and paint your own miniature, generously donated by Reaper Miniatures. All necessary materials are provided for

you to come sit down and paint a miniature. When you're done, take it with you! If you like, you can enter it into our Painting Contest!

SPEED PAINTING CONTEST

1 Hour. 1 Miniature. 1 Winner. Well, actually we'll have a few winners for this one. You might be good, but how fast are you? Come find out! Miniatures and materials provided.

SCULPTING / CONVERSION CONTEST:

Fancy yourself a master sculptor? Whether you're ready to go pro or not, consider entering ConEvents first Sculpting/Conversion Contest. Your entry only needs to be 50% original, and there are some cool prizes for the winners!

Sculpting/Conversion Contest Rules:

Same as the rules for the Painting Contest (see below)

PAINTING CONTEST

The ConEvents Painting Contest is back again!! Bring your best entries and see if you can go home in 1st Place in one of our categories!

Painting Contest Rules:

1. The contest will open on Friday morning at the Game Central Desk. Contestants have the opportunity to submit their miniatures 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 the 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 responsibility of the Conventions, and will most likely be auctioned at next year's 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 ConEvents LLC 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.

Painting Categories:

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. Figure should not exceed 2 inches in any direction.

Single Figure (Large): 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. Figure should not exceed 6 inches in any direction.

Single Figure (Sci-Fi): This is for all single figure miniatures of a Modern, Future, and Sci-Fi Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm. Figure should not exceed 2 inches in any direction.

Diorama / Vignettes: 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. Diorama's should not exceed 12"x12"x6", Vignettes should not exceed 4"x4"x6".

Group / Unit: 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 (Fantasy / Sci-Fi) that form a coherent group. The figures should be of a standard miniature scale ranging from 25mm to 32mm.

Groups of miniatures not to exceed 10 figures, or be less than 5 figures in number. For best results these figures should be based on a movement tray or display stand.

Transportation: 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 category for you. All chariots, starships, battlemechs, tanks, ships, or cars belong to this group. Figure should not exceed 6 inches in any direction.

Master Class: Single Figure (Fantasy): For the advanced painter, same restrictions as Single Figure (Fantasy).

Master Class: Single Figure (Sci-Fi): For the advanced painter, same restrictions as Single Figure (Sci-Fi)

Conversion / Sculpture: Single Figure Fantasy or Sci-Fi not to exceed 2 inches in any direction. Your entry only needs to be 50% original and should not be painted to allow judges to see your work.

All the above categories are limited at 2 figures per contestant. You may enter as many of the categories as you wish however.

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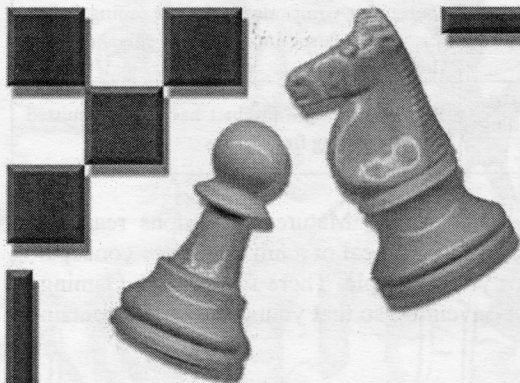
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HOW TO READ THIS PROGRAM BOOK

Below is an explanation of how to read and use this program book in order to find the games you would like to play. We employed a number of abbreviations in order to get the over 400 events into this program book. So let us explain to you how to read all of this information you have at your disposal.

Sample Event Description

BG-1006 Frag! (Qualifier Round)
 BG-1006.01 Sat 11:00 Event Hall (A-11)
 BG-1006.02 Sat 14:00 Event Hall (A-11)
 [B/1/T/2/6] *Frag!* : Frag is a first-person shooter computer game without a computer. Move your fighter, 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! **EC:** Loup DeVault AZMIB 5687

The First line of the description lists the event number and title. The next set of lines shows the event with subevent number (some events are run more than once), Start Time and the Events Location.

The last section has a box of creptic letters and numbers "[B/1/T/2/6]" which in order represent: Complexity, Experience Level required, ESRB Rating, Length of event in hours, and Maximum number of attendees that can attend this event.

The System, Description and Event Coordinator are listed last.

Complexity

Code	Description
B	Basic: Anyone can pick up this game and start playing.
A	Average: This game normally requires being played once or twice before a person understands all rules.
C	Complex: Keep the rulebook(s) on hand for continual reference as the game is being played.

Experience

Code	Description
1	I (Newcomers are welcome, rules will be taught as needed, this is a great start for new players.)
2	II (Some experience is needed to play, Players should have played or been shown how to play before.)
3	III (Extensive experience is needed, Players should have played and know this game.)

ESRB Game Rating System

The ConEvents is using the **ESRB game rating system**. The ESRB rating system helps parents and other gamers choose the games that are right for their families.

The ESRB ratings symbols suggest what age group the game is best suited for. This is based on the level of maturity as much as content. Some games will have

political or other serious topics that younger players would not grasp, or would fail to respond to appropriately.

Games may be rated M for Mature for various reasons, from violent content to political or adult themes or concepts too advanced for young people. There is a Mature Gaming area within the Convention so that young minds can remain young.

Rating	Name	Description
E	Everyone	Rated E for Everyone. Content may be suitable for persons ages 6 and older. May contain minimal violence and some comic mischief or crude language.
	PG	
T	Teen	Rated T for Teen. Content may be suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes.
	PG-13	
M	Mature	Rated M for Mature. Content may be suitable for persons ages 17 and older. May contain mature sexual themes or more intense violence or language.
	R	
A	Adult	Rated A for Adult. Contents suitable only for adults. May include graphic depictions of sex and/or violence. (In some instances, sponsoring companies have a standing policy for minors.) Not intended for persons under the age of 18.
	NC-17	
P	Rating Pending	Rating Pending – Product has been submitted and is awaiting final rating.
	-	

Games may be rated M for Mature for various reasons, from violent content to political or adult themes or concepts too advanced for young people. There is a Mature Gaming area within the Convention so that young minds can remain young.





A waiver form is available to allow your child into games rated M for Mature. However, Event Coordinators retain the ability to override this waiver at their discretion, as they know their event best. This waiver will not override a game with a rating of A for Adult.






Anyone under the age of 18, wanting to play in an event rated M for Mature, will be asked to bring a signed waiver form before being allowed to signup and play. The signed form should be taken to Game Central on or before the day of the event.

Some of our games are rated A for Adult. This may be due to anything from graphic violence to the sponsoring game company's policies. No one under 18 may play in a game

rated A for Adult. No waiver is available for these games.
Thank you for your understanding.

Event Classifications

Board Game	A Boardgame is defined as a game of strategy played by moving pieces on a board. We've broadened this category to include strategy games that may not require a board, but have a similar style of play.
BG 	
Card Game	A Card game is any game that uses cards as the main component of the game.
CG 	
Electronic	An Electronic game is played primarily or completely with the aid of a computer or console station.
EG 	
Live Action	Live Action Games are interactive roleplaying games where the players interact as much as possible in character, and often dress in costumes and talk in accents. Its sort of like improvisational theater.
LA 	

Miniature	A Miniatures Game is generally a battle game which makes use of small figures to represent characters in a game.
MG 	
Other Event	Any event that is not directly a game will be placed here. Seminars, Panels, Classes, Contests.
OE 	
Roleplaying	Roleplaying Games are games where a group story is told with each player being a kind of character within the story.
RP 	
RPGA	Roleplaying Game Association or (RPGA) is a national organization that structures Roleplaying Games.
RA 	
Young Players	Youth Events contain the above gaming categories but are targeting younger players, and or families. If you looking for a fun event to do with your kids, start here.
YE 	

2006 CONVENTIONS



Phoenix Con Games 2006
July 27th - 30th 2006
Hilton Phoenix East / Mesa
www.ConEvents.com

ICE ESCAPE 2006 - Writers/Publishers Convention

March 17th - 19th, 2006
Hilton Phoenix East / Mesa
www.IceEscape.com



Buy your Phoenix ConGames 2006 Badge from registration this weekend and Save \$\$\$.
 Pre-registration for next year's ConGames is only \$15. Price is only good at convention!

Welcome Convention Gamers!



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Add Coke
2-Liter \$2.19
20oz Bottle \$1.19

\$9⁹⁹
612

**1 Medium
1-Topping Pizza
and 2 20oz Cokes**

**1 Pizza Mediana Con 1
Ingrediente y 2 20oz Cokes**

Deep Dish & Specialty Pizzas
May Be Extra. El Pan Grueso Y
Las Pizzas De Especialidades
Pueden Costar Extra. Limited
Time Offer. Oferta Por Tiempo
Limitado.



\$7⁹⁹
101

**1 Medium
1-Topping Pizza**

**1 Pizza Mediana
Con 1 Ingrediente**

Deep Dish & Specialty Pizzas
May Be Extra. El Pan Grueso Y
Las Pizzas De Especialidades
Pueden Costar Extra. Limited
Time Offer. Oferta Por Tiempo
Limitado.



\$9⁹⁹
200

**1 Large
1-Topping
Pizza**

**1 Pizza Grande
Con 1 Ingrediente**

Deep Dish & Specialty Pizzas
May Be Extra. El Pan Grueso Y
Las Pizzas De Especialidades
Pueden Costar Extra. Limited
Time Offer. Oferta Por Tiempo
Limitado.



\$14⁹⁹
300

**1 Large 2-Topping
Pizza & Your Choice
Of 1 Chicken Side Item**

**1 Pizza Grande Con
2 Ingredientes Y Escoja
Una Orden De Pollo**

Deep Dish & Specialty Pizzas
May Be Extra. El Pan Grueso Y
Las Pizzas De Especialidades
Pueden Costar Extra. Limited
Time Offer. Oferta Por Tiempo
Limitado.



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Enjoy Friday's® **Potato Skins, Double-Glazed Ribs** or one of our delicious **Jack Daniels® Grill** menu items. Or why not try our new Happy Hour menu? Choose from **23 appetizers priced at \$4 or less**, plus amazing drink specials!

**JOIN US IN THE BAR FOR OUR HAPPIER HOURS SPECIALS
FROM 3-7 PM & 10 PM-TO CLOSE 7 DAYS A WEEK**

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ISLANDS

fine burgers & drinks

Why not escape to the Islands while you are in the Arizona Desert? Bring this ad in for **"FREE FRIES"**

Enjoy a free 2 -lb. basket of Islands Fries, cut fresh
daily and made to order

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Mesa, AZ.

Just south of the US 60 FWY.
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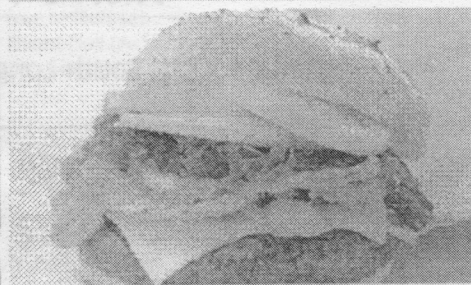
BLACK ANGUS

IF YOU REALLY LOVE STEAK



COMPLETE
FILET MIGNON
DINNER
FOR TWO

SOME ITEMS MAY VARY
FROM PICTURE



SAVE \$9

FILET MIGNON
DINNER FOR TWO

Wagon Wheel Sampler Platter and Two of our Most Popular Cuts of Filet Mignon. Each dinner is served with Hot Bread and your choice of two sides: Soup, Salad, Potato or Fresh Vegetables. PLUS a Big Mountain Chocolate Fudge Cake.

ONLY \$37

BLACK ANGUS



Enjoy this meal through December 31, 2005 in one of our restaurants with your entire party. Feel free to use all the coupons, but we ask that you only use one at a time and that you not combine them with any other offers.

SAVE \$8

PRIME RIB
DINNER FOR TWO

Wagon Wheel Sampler Platter and Two 1/2 Pound Cuts of Prime Rib. Each dinner is served with Hot Bread and your choice of two sides: Soup, Salad, Potato or Fresh Vegetables. PLUS a Big Mountain Chocolate Fudge Cake.

ONLY \$35

BLACK ANGUS



Enjoy this meal through December 31, 2005 in one of our restaurants with your entire party. Feel free to use all the coupons, but we ask that you only use one at a time and that you not combine them with any other offers.

WEEKDAY
LUNCH

ONLY \$6.75

Enjoy Any
Lunch Entrée
For Only \$6.75

BLACK ANGUS



Enjoy this through December 31, 2005 in one of our restaurants Monday through Friday. Use this coupon with up to six people. We ask you only use one coupon at a time and don't combine them with any other offers. Good on all lunch items excluding our Square Meal Deals, and you'll have to use your Lunch Club card on another visit.

RESERVATIONS AND CALL-AHEAD SEATING AVAILABLE

1164 W. Southern Ave., Mesa (480) 964-5568

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20% Gamer discount with ad till 8/15

*BBQ with Soul
by Chef Rasshad*

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Best Barbecue 2005
Best Lunch Spot 2005

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FREE delivery

Sandwiches

beef brisket
pulled pork
pulled chicken
turkey breast
honey ham
hot links
BBQ wraps
hamburgers
catfish po'boy
chicken po'boy
rib tips

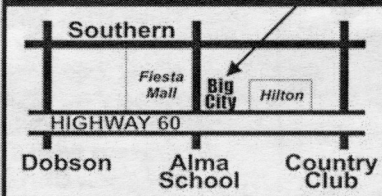
Specialties

smoked meats
ribeye steaks
fried catfish
grilled salmon
grilled snapper
foil-wrapped fish
fried soul food
yard bird chicken
pork spareribs
smothered chops
chef's salad

On the Side

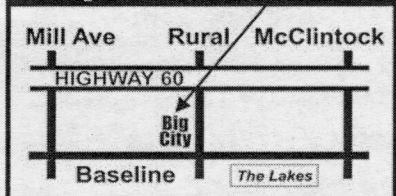
cole slaw
potato salad
baked beans
mac-n-cheese
mixed greens
fried okra
big city fries
candied yams
beans & rice
rice & gravy
(many more)

Mesa - 1425 S Alma School



Tel: 480-756-5702 Fax: 480-756-5703

Tempe - 5118 S Rural Rd



Tel: 480-844-1010 Fax: 480-844-1919



OLD CHICAGO BAR & GRILL

1656 S. Alma School Rd.

Mesa, AZ 85210

Phone: 480-838-8118

Fax: 480-820-5024

Hours:

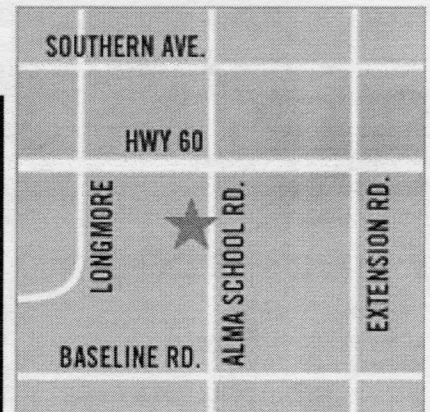
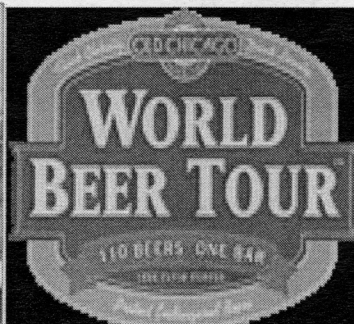
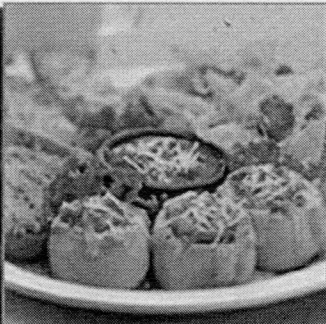
11am to 1am Daily

Happy Hour

4pm to 7pm Mon-Fri

10pm to Last Call Mon-Thurs

*Welcome
Phoenix
Con Game
Attendees!*



www.rickshawbistro.com
2711 S. Alma School, Mesa
Next to McDonalds

Rickshaw Bistro Chinese Food

Beverages

Coke, Diet Coke, Dr. Pepper, Sprite,
Orange, Iced Tea, Punch

We Also Deliver
Cold 2 Liter Soda \$2.50

Appetizers

Egg Roll (Chicken)	.90 each	(3) 2.50	(6) 4.50
Crab Puffs	(4) 1.75	(8) 3.25	
Wonton Chips	(12) 1.75		
BBQ Pork Slices	4.25		
Fried Shrimp	(6) 4.95		
BBQ Ribs	(4) 4.95		
Beef on Skewers	(6) 4.95		
Pot Stickers	(6) 5.25		
Chicken Lettuce Wrap	(4) 6.25		
Pu Pu Platter (Serves 2)	7.95		

2 Egg Rolls, 2 Fried Wings, 2 Crab Puffs,
2 Fried Shrimps & 2 Beef on Skewers.

Entrées Served with Steamed Rice

Chicken \$6.25 each

Sweet and Sour Chicken	* Orange Chicken
Almond Chicken	* Sesame Chicken
Chicken with Broccoli	* Kung Pao Chicken
Teriyaki Chicken	* Mongolian Chicken
Cashew Chicken	* House Special Chicken
Moo Goo Guy Pan	* Twice Cooked Chicken
Chicken with Snow Pea	* Szechuan Chicken
Chicken with Vegetable	* Empress Chicken
Mu Shu Chicken (4 Crepes)	* Curry Chicken
Lemon Chicken	* Yu Shan Chicken
Chicken with Black Bean Sauce	

Pork \$6.25 each

Sweet and Sour Pork	* Twice Cooked Pork
Mu Shu Pork (4 Crepes)	* Szechuan Spicy Pork
BBQ Pork with Vegetable	* Yu-Shan Pork

Beef \$6.50 each

Pepper Beef	* Mongolian Beef
Beef with Broccoli	* Kung Pao Beef
Beef with Snow Pea	* Sesame Beef
Beef with Vegetable	* Curry Beef
Mu Shu Beef (4 Crepes)	* Orange Beef
	* Hunan Spicy Beef

Egg Foo Young (3 patties)

Vegetable	5.95
Chicken, Pork or Beef	6.25
Shrimp	7.25
House (Shrimp, Chicken & Beef)	7.45

Fried Rice

Vegetable	4.55
Chicken, Pork or Beef	4.95
Shrimp	5.95
House (Shrimp, Chicken & Beef)	7.45

We Deliver
Tel: (480) 755-7277

Lunch Items

Served from open to 3pm
Regular orders served with Steamed Rice
Combo Orders served with Egg Fried Rice
Chicken Egg Roll and Wonton Chips

* Indicates Hot & Spicy Dishes

	Reg	Combo
1. Teriyaki Chicken	3.85	4.55
* 2. Kung Pao Chicken	3.85	4.55
3. Almond Chicken	3.85	4.55
4. Cashew Chicken	3.85	4.55
* 5. House Special Chicken	3.85	4.55
6. Chicken Lo Mein (soft noodle)	3.95	4.65
7. Sweet & Sour Pork	3.95	4.65
8. Sweet & Sour Chicken	3.95	4.65
* 9. Twice Cooked Chicken	3.95	4.65
* 10. Empress Chicken	3.95	4.65
11. Chicken Vegetable	3.95	4.65
12. Beef with Broccoli	4.25	4.95
* 13. Mongolian Beef	4.25	4.95
14. Beef with Vegetable	4.25	4.95
15. Pepper Beef	4.25	4.95
* 16. Kung Pao Two (Shrimp & Chicken)	5.75	6.25
* 17. Kung Pao Shrimp	5.75	6.25
18. Shrimp with Snow Peas	5.75	6.25
19. Shrimp with Lobster Sauce	5.75	6.25
* 20. Yu-Shan Shrimp	5.75	6.45
21. House Lo Mein (Shrimp, Chicken & Beef)	5.95	6.75

NO
MSG

Keep this Menu
let us credit each meal
you purchased
BUY 10
GET ONE
FREE

Seafood \$7.25 each

Sweet and Sour Shrimp	* Kung Pao Shrimp
Shrimp with Snow Peas	* Yu Shan Shrimp
Shrimp with Vegetable	* Curry Shrimp
Shrimp with Lobster Sauce	
Almond Shrimp	
Cashew Shrimp	

Vegetables \$5.75 each

Mixed Vegetables	* Yu-Shan Broccoli
Mu Shu Vegetables (4 Crepes)	* Ma Po To-Fu
Vegetable with Fried To-Fu	* Kung Pao Vegetable
To-Fu with Lobster Sauce	* Yu Shan Fried To-Fu
Crispy Fried To-Fu	* Sautéed Spicy

Lo Mein (Soft Noodle)

Vegetable	4.95
Chicken, Pork or Beef	5.95
Shrimp	7.25
House (Shrimp, Chicken & Beef)	7.45

Chop Suey (with Steamed Rice) or

Chow Mein (with Crispy Noodle)

Vegetable	5.55
Chicken, Pork or Beef	5.95
Shrimp	7.25
House (Shrimp, Chicken & Beef)	7.45

For A Complete Dinner
Add \$1.50

You'll Get Wonton Soup or Egg Flower Soup,
1 Egg Roll, 2 Crab Puffs and Egg Fried Rice.

EVENTS LISTED BY START TIME

Time Slots

The Convention is broken into 4 hour slots, with a 1 hour breaks in between. Time Slots have been numbered beginning Thursday morning, and continuing to the end of the weekend.

Time Slot	Day	Start	End
1	Thursday	9:00	13:59
2	Thursday	14:00	18:59
3	Thursday	19:00	23:59
4	Friday	00:00	08:59
5	Friday	09:00	13:59
6	Friday	14:00	18:59
7	Friday	19:00	23:59
8	Saturday	00:00	08:59
9	Saturday	09:00	13:59
10	Saturday	14:00	18:59
11	Saturday	19:00	23:59
12	Sunday	00:00	08:59
13	Sunday	09:00	13:59
14	Sunday	14:00	18:59

Thursday

Time Slot 01: Thursday 09:00 to 13:59

Time	Hrs	Event	Title
09:00	4	BG-1010.00	Strange Synergy - Battle Royale
09:00	8	BG-1015.00	Doom: The Boardgame
09:00	4	BG-1032.00	Puerto Rico
09:00	2	CG-1019.00	Colossal Arena
09:00	4	CG-1027.00	Cthulhu 500!!!!
09:00	4	MG-1000.01	Boot Hill: The Fastest Guns Who Never Lived
09:00	8	RA-1000.01	LG6: COR4-15 War of the Dust 2-ROUNDS
09:00	4	RA-1001.01	LG2: COR5-06 Blood on Bright Sands
09:00	4	RA-1007.01	LG9: Intro Mods (Level 1 characters only)
09:00	4	RA-1015.01	LA: Favors & Alliances
09:00	4	RA-1018.01	LS1: Living Spycraft
09:00	4	RA-1020.01	EMH-3: Living Eberron - Mark of Heroes
09:00	2	RP-1009.00	Monster
09:00	8	RP-1037.02	Warring Kingdoms
11:00	2	BG-1008.01	Greed Quest
11:00	2	BG-1034.01	Pirates Cove "Piratenbucht"
11:00	2	CG-1011.01	Spooks

Time Slot 02: Thursday 14:00 to 18:59

Time	Hrs	Event	Title
14:00	4	BG-1000.01	Axis and Allies
14:00	2	CG-1001.02	Burn in Hell
14:00	4	CG-1010.00	Ninja Burger
14:00	2	CG-1011.02	Spooks
14:00	4	CG-1014.01	A Game of Thrones CCG Classic
14:00	2	OE-1010.00	RPG Open Roundtable
14:00	4	RA-1005.01	LG7: NYR5-03 For the Duchess of Woodwyck
14:00	4	RA-1007.02	LG9: Intro Mods (Level 1 characters only)
14:00	4	RA-1010.00	LA: No Quarter
14:00	4	RA-1019.01	LS2: Living Spycraft
14:00	4	RA-1021.01	EMH-4: Living Eberron - Mark of Heroes
16:00	2	CG-1000.00	Battle Cattle TCG
16:00	2	CG-1011.06	Spooks
17:00	4	MG-1026.00	Star Wars Miniatures

Time Slot 03: Thursday 19:00 to 23:59

Time	Hrs	Event	Title
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Time	Hrs	Event	Title
19:00	4	BG-1000.02	Axis and Allies
19:00	4	BG-1003.00	Robo Rally - using all 6 flags
19:00	4	BG-1033.00	Funkenschlag
19:00	2	CG-1002.00	Car Wars TCG
19:00	2	CG-1003.00	Chez Dork
19:00	4	CG-1015.01	A Game of Thrones CCG Standard
19:00	4	CG-1022.01	Magic Legacy Tournament
19:00	4	CG-1023.01	L5R Legend of the Five Rings Tournament
19:00	4	CG-1024.01	Warlords Tournament
19:00	2	LA-1013.00	Meet the Camarilla
19:00	4	MG-1020.00	D&D Minis 200pt Constructed Tournament
19:00	4	RA-1006.01	LG8: NYR4-M01: Fate of Appolled, The
19:00	4	RA-1007.03	LG9: Intro Mods (Level 1 characters only)
19:00	4	RA-1009.01	LG1: COR5-05 A Marked Man
19:00	4	RA-1011.00	LA: Red Lantern Street Affair (Premier Event)
19:00	4	RA-1018.02	LS1: Living Spycraft
19:00	4	RA-1024.01	DMs Mark: July
19:00	4	RP-1004.00	Intro to Witchcraft
19:00	4	RP-1032.00	Won't you be my neighbor
19:00	4	RP-1047.00	Demolitions Run
21:00	2	CG-1004.00	Chez Goth
21:00	2	MG-1002.01	Clay-O-Rama

Friday

Time Slot 04: Friday 00:00 to 04:59

Time	Hrs	Event	Title
00:00	4	CG-1014.03	A Game of Thrones CCG Classic
00:00	4	CG-1028.00	SPANC: Space Pirate Amazon Ninja Catgirl
00:00	4	RP-1040.00	Epic D&D 3.0-3.5
00:00	2	YE-1009.01	Two Feet Tall Tic Tac Toe

Time Slot 05: Friday 09:00 to 13:59

Time	Hrs	Event	Title
09:00	2	CG-1018.00	Citadels
09:00	4	MG-1000.02	Boot Hill: The Fastest Guns Who Never Lived
09:00	2	MG-1002.02	Clay-O-Rama
09:00	4	MG-1008.00	Meatbot Massacre Tournament
09:00	4	OE-1000.01	Master-Class Painting: Single Figure (Fantasy)
09:00	4	OE-1002.01	Miniature Painting: Diorama / Vignettes
09:00	4	OE-1004.01	Miniature Painting: Single Figure (Fantasy)
09:00	4	OE-1006.01	Miniature Painting: Single Figure (Sci-Fi)
09:00	4	OE-1008.01	Miniature Sculpting/Conversion Contest
09:00	2	OE-1021.01	Reaper "Paint-N-Take"
09:00	4	RA-1002.01	LG3: COR4-07 Full Circle to Oblivion
09:00	4	RA-1007.04	LG9: Intro Mods (Level 1 characters only)
09:00	4	RA-1009.02	LG1: COR5-05 A Marked Man
09:00	4	RA-1012.00	LA: No Quarter
09:00	4	RA-1019.02	LS2: Living Spycraft
09:00	4	RA-1020.02	EMH-3: Living Eberron - Mark of Heroes
09:00	4	RP-1006.00	Iron Kingdoms: Punks of Steam
09:00	8	RP-1037.01	Warring Kingdoms
09:00	4	RP-1048.01	Intro to D&D 3.5
09:00	2	YE-1001.01	Face Painting for Kids of all Ages.
09:00	4	YE-1002.01	Family Board Game Favorites
09:00	2	YE-1004.01	Pick Picnic: A Fowl Life-Sized Game
09:00	2	YE-1005.01	Pickomino: Life-Sized Fowl Fun
09:00	4	YE-1006.01	Shuffle till it Hurts, Card Gaming Mania
09:00	2	YE-1009.02	Two Feet Tall Tic Tac Toe
11:00	2	BG-1005.01	Frag! Double Blind (Qualifier Round)
11:00	2	BG-1025.00	Micro History Fire When Ready
11:00	2	BG-1034.02	Pirates Cove "Piratenbucht"
11:00	2	CG-1001.01	Burn in Hell
11:00	2	MG-1002.03	Clay-O-Rama
11:00	6	MG-1004.00	Battletech - Grinder
11:00	2	OE-1020.01	Speed Painting Contest
11:00	2	YE-1004.02	Pick Picnic: A Fowl Life-Sized Game
11:00	2	YE-1005.02	Pickomino: Life-Sized Fowl Fun

Time Slot 06: Friday 14:00 to 18:59

Time	Hrs	Event	Title
14:00	2	BG-1005.02	Frag! Double Blind (Qualifier Round)
14:00	2	BG-1012.01	Tile Chess
14:00	2	BG-1014.00	Zombies!!!
14:00	4	BG-1024.00	Escape From Colditz
14:00	2	BG-1029.00	Ice House etc.
14:00	2	BG-1035.00	Guillotine, "Let the heads Roll"
14:00	2	CG-1011.03	Spooks
14:00	2	EG-1003.01	Dance Dance Revolution (DDR) Dance Off
14:00	4	EG-1005.01	X-Box Tournament: Star Wars Battlefront
14:00	2	EG-1007.01	Open Console Gaming
14:00	4	LA-1017.00	Werewolf : The Forsaken LARP (Part 1)
14:00	4	MG-1001.00	Aliens Miniatures : Colonial Marines Last Stand
14:00	2	MG-1014.01	Pirates of the Spanish Main - Multiplayer Mahem
14:00	4	MG-1024.01	Flames of War: Boot Camp (Demo)
14:00	4	OE-1001.01	Master-Class Painting: Single Figure (Sci-Fi)
14:00	4	OE-1003.01	Miniature Painting: Group / Unit
14:00	4	OE-1005.01	Miniature Painting: Single Figure (Large)
14:00	4	OE-1007.01	Miniature Painting: Transportation
14:00	2	OE-1012.00	RPG Roundtable
14:00	4	OE-1019.01	Use Game Auction: Item Check In
14:00	4	RA-1001.02	LG2: COR5-06 Blood on Bright Sands
14:00	4	RA-1003.01	LG4: COR4-11 Crimson Thorns
14:00	4	RA-1007.05	LG9: Intro Mods (Level 1 characters only)
14:00	4	RA-1013.00	LA: Red Lantern Street Affair (Premier Event)
14:00	4	RA-1021.02	EMH-4: Living Eberon - Mark of Heroes
14:00	4	RA-1022.01	RPGA: Character Creation Workshop
14:00	4	RP-1005.00	Crimson Skies: The Cockpit Runs Red with Blood
14:00	4	RP-1010.00	Goblin Smashen
14:00	4	RP-1018.00	Button button who has the button
14:00	4	RP-1024.00	Midnight in the Hills
14:00	4	RP-1026.01	Round one of the Mage Tournament
14:00	4	RP-1034.01	Dragonstorm
14:00	4	RP-1048.02	Intro to D&D 3.5
14:00	2	YE-1001.02	Face Painting for Kids of all Ages.
14:00	2	YE-1004.03	Pick Picnic: A Fowl Life-Sized Game
14:00	2	YE-1005.03	Pickomino: Life-Sized Fowl Fun
14:00	4	YE-1007.01	Two Thumbs Up, Movies Re-made As Games!
14:00	4	YE-1008.01	Yu-Gi-Oh Constructed Deck Tournament
16:00	2	BG-1005.03	Frag! Double Blind (Qualifier Round)
16:00	2	BG-1008.02	Greed Quest
16:00	2	CG-1020.00	Chrononauts / Early American Chrononauts.
16:00	2	EG-1007.02	Open Console Gaming
16:00	0	LA-1001.00	Hogwarts Live Action 2: The Moonlight Order
16:00	2	LA-1002.01	HLA: The Moonlight Order - Character Creation
16:00	2	MG-1002.04	Clay-O-Rama
16:00	2	YE-1004.04	Pick Picnic: A Fowl Life-Sized Game
16:00	2	YE-1005.04	Pickomino: Life-Sized Fowl Fun
17:00	2	LA-1002.02	HLA: The Moonlight Order - Character Creation
18:00	2	LA-1002.03	HLA: The Moonlight Order - Character Creation

Time Slot 07: Friday 19:00 to 23:59

Time	Hrs	Event	Title
19:00	2	BG-1005.04	Frag! Double Blind (Qualifier Round)
19:00	2	BG-1008.03	Greed Quest
19:00	2	BG-1016.00	The Lone Wolf
19:00	4	CG-1013.00	Lunch Money Melee
19:00	4	CG-1017.00	Citadels
19:00	4	CG-1022.02	Magic Legacy Tournament
19:00	4	CG-1023.02	L5R Legend of the Five Rings Tournament
19:00	4	CG-1024.02	Warlords Tournament
19:00	4	CG-1026.00	Killer Bunnies and the Quest for the Magical Carrot
19:00	2	EG-1001.01	RSI: Orcs vs. Dwarfs - Play by Email Game Demo
19:00	0	EG-1006.01	X-Box Tournament: Counter Strike
19:00	2	EG-1008.01	Open Console Gaming Free For All
19:00	2	LA-1003.00	HLA: The Moonlight Order - Train Ride to Hogwarts
19:00	6	LA-1015.00	Vampire:The Requiem LARP (Part 1)
19:00	4	MG-1006.00	Battletech - King of the Hill
19:00	4	MG-1017.00	Warmachine Iron Man Tournament
19:00	6	MG-1018.00	Chronopia Demo/Open Play
19:00	4	MG-1021.00	D&D Minis 500pt Constructed Tournament
19:00	4	MG-1024.02	Flames of War: Boot Camp (Demo)
19:00	8	OE-1014.01	Late Night Booth: Imperial Outpost *SPONSOR*
19:00	8	OE-1015.01	Late Night Booth: Gamer's Inn

19:00	8	OE-1016.01	Late Night Booth: Samurai Comics
19:00	4	RA-1002.02	LG3: COR4-07 Full Circle to Oblivion
19:00	4	RA-1004.01	LG5: NMR5-01: Under the Boughs
19:00	4	RA-1007.06	LG9: Intro Mods (Level 1 characters only)
19:00	4	RA-1014.01	LA: Between The Devil & the Deep Blue Sea (Premier Event)
19:00	4	RA-1019.03	LS2: Living Spycraft
19:00	4	RA-1024.02	DMs Mark: July
19:00	4	RA-1025.00	The Replacements
19:00	4	RP-1001.01	Millennium's End: The Thantos Factor
19:00	6	RP-1003.00	Honor of the Crab
19:00	6	RP-1011.00	One Big Hole
19:00	6	RP-1014.00	Hackmaster: To Where the Air is Sweet
19:00	8	RP-1019.00	Capture the Castle
19:00	4	RP-1025.00	Pawn takes Knight, Check
19:00	4	RP-1026.02	Round one of the Mage Tournament
19:00	6	RP-1033.01	Shadowrun Roleplaying
19:00	4	RP-1034.02	Dragonstorm
19:00	4	RP-1036.00	GURPS Incredibles 2 (Supers)
19:00	2	YE-1000.01	Junkbox Wars
21:00	6	BG-1017.00	TITAN, a fantasy wargame
21:00	2	CG-1005.00	Chez Geek
21:00	2	EG-1000.01	RSI: Duel II - Play by Email Game Demo
21:00	2	EG-1008.02	Open Console Gaming Free For All
21:00	2	LA-1004.00	HLA: The Moonlight Order - Hogsmeade
21:00	4	RP-1050.01	(MERP) Middle Earth Role Playing D100
22:00	2	LA-1005.01	HLA: The Moonlight Order - Forbidden Forest

Saturday**Time Slot 08: Saturday 00:00 to 04:59**

Time	Hrs	Event	Title
00:00	2	BG-1013.01	Tribes
00:00	2	BG-1023.00	Carcassonne
00:00	4	BG-1036.00	Carcassonne : Princess and Dragon
00:00	4	EG-1004.01	X-Box Tournament: Halo 2
00:00	2	EG-1008.03	Open Console Gaming Free For All
00:00	4	RP-1016.00	...I am my brother's keeper
00:00	2	YE-1009.03	Two Feet Tall Tic Tac Toe
02:00	2	BG-1013.02	Tribes
02:00	2	EG-1008.04	Open Console Gaming Free For All

Time Slot 09: Saturday 09:00 to 13:59

Time	Hrs	Event	Title
09:00	4	BG-1004.00	Zombies!! + >=1 expansion
09:00	2	BG-1020.00	Flesh is Good, but Metal's Better!
09:00	2	CG-1011.04	Spooks
09:00	4	CG-1014.02	A Game of Thrones CCG Classic
09:00	2	CG-1025.00	Killer Bunnies & the Quest for the Magic Carrot
09:00	2	EG-1000.02	RSI: Duel II - Play by Email Game Demo
09:00	2	EG-1003.02	Dance Dance Revolution (DDR) Dance Off
09:00	4	EG-1005.02	X-Box Tournament: Star Wars Battlefront
09:00	2	EG-1007.03	Open Console Gaming
09:00	2	LA-1011.01	LARP 101
09:00	2	LA-1019.01	HLA: The Moonlight Order - Owl Post
09:00	4	MG-1000.03	Boot Hill: The Fastest Guns Who Never Lived
09:00	8	MG-1010.00	Warhammer 40k Tournament
09:00	8	MG-1011.00	Warhammer Fantasy Tournament
09:00	4	MG-1013.00	Armati: Pre-1500 A.D. Warfare using 15mm Miniatures
09:00	8	MG-1019.00	Chronopia Demo/Open Play
09:00	4	OE-1001.02	Master-Class Painting: Single Figure (Sci-Fi)
09:00	4	OE-1003.02	Miniature Painting: Group / Unit
09:00	4	OE-1005.02	Miniature Painting: Single Figure (Large)
09:00	4	OE-1007.02	Miniature Painting: Transportation
09:00	8	RA-1000.02	LG6: COR4-15 War of the Dust 2-ROUNDS
09:00	4	RA-1003.02	LG4: COR4-11 Crimson Thorns
09:00	4	RA-1007.07	LG9: Intro Mods (Level 1 characters only)
09:00	4	RA-1015.02	LA: Favors & Alliances
09:00	4	RA-1020.03	EMH-3: Living Eberon - Mark of Heroes
09:00	4	RA-1022.02	RPGA: Character Creation Workshop
09:00	4	RA-1026.00	Who Goes There ?
09:00	4	RP-1021.00	Diner reservations for 6
09:00	4	RP-1023.00	Hide and Go Seek
09:00	4	RP-1026.03	Round one of the Mage Tournament
09:00	4	RP-1030.00	The enemy of my enemy.
09:00	4	RP-1034.03	Dragonstorm

09:00	8	RP-1038.00	Wight-Out!
09:00	4	RP-1045.00	Arcana Evolved demo
09:00	4	RP-1048.03	Intro to D&D 3.5
09:00	2	YE-1001.03	Face Painting for Kids of all Ages.
09:00	4	YE-1003.01	Great Glopping Gallons of Group Gaming Glory
09:00	2	YE-1004.05	Pick Picnic: A Fowl Life-Sized Game
09:00	2	YE-1005.05	Pickomino: Life-Sized Fowl Fun
09:00	4	YE-1006.02	Shuffle till it Hurts, Card Gaming Mania
09:00	2	YE-1009.04	Two Feet Tall Tic Tac Toe
11:00	2	BG-1006.01	Frag! (Qualifier Round)
11:00	2	BG-1019.00	Fast Planes
11:00	2	CG-1011.05	Spooks
11:00	2	EG-1001.02	RSI: Orcs vs. Dwarfs - Play by Email Game Demo
11:00	2	EG-1007.04	Open Console Gaming
11:00	2	LA-1006.00	HLA: The Moonlight Order - Classes in Session
11:00	6	LA-1010.00	Changeling: The Dreaming LARP
11:00	6	MG-1003.00	Battletech - Clan Grinder
11:00	2	OE-1021.02	Reaper "Paint-N-Take"
11:00	2	YE-1004.06	Pick Picnic: A Fowl Life-Sized Game
11:00	2	YE-1005.06	Pickomino: Life-Sized Fowl Fun

Time Slot 10: Saturday 14:00 to 18:59

Time	Hrs	Event	Title
14:00	2	BG-1006.02	Frag! (Qualifier Round)
14:00	4	BG-1018.00	Baloons Galore!
14:00	2	BG-1027.00	The Princes of Florence
14:00	4	BG-1030.00	Acquire!
14:00	4	BG-1031.00	Rumis Tournament
14:00	2	CG-1006.01	Dino Hunt
14:00	2	CG-1009.00	Munchkin Fu
14:00	4	CG-1015.02	A Game of Thrones CCG Standard
14:00	2	EG-1000.03	RSI: Duel II - Play by Email Game Demo
14:00	4	EG-1002.01	X-Box Tournament: Crimson Skies
14:00	2	EG-1003.03	Dance Dance Revolution (DDR) Dance Off
14:00	2	EG-1007.05	Open Console Gaming
14:00	2	LA-1020.00	Tournament Quidditch - Quidditch Practice (HLA2)
14:00	4	MG-1027.00	Starship Troopers/Classic Battletech Game
14:00	4	OE-1000.02	Master-Class Painting: Single Figure (Fantasy)
14:00	4	OE-1002.02	Miniature Painting: Diorama / Vignettes
14:00	4	OE-1004.02	Miniature Painting: Single Figure (Fantasy)
14:00	4	OE-1006.02	Miniature Painting: Single Figure (Sci-Fi)
14:00	4	OE-1008.02	Miniature Sculpting/Conversion Contest
14:00	2	OE-1013.00	LARP Roundtable
14:00	4	OE-1019.02	Use Game Auction: Item Check In
14:00	2	OE-1020.02	Speed Painting Contest
14:00	4	RA-1004.02	LG5: NMR5-01: Under the Boughs
14:00	4	RA-1007.08	LG9: Intro Mods (Level 1 characters only)
14:00	4	RA-1014.02	LA: Between The Devil & the Deep Blue Sea (Premier Event)
14:00	4	RA-1017.00	LA: Living Arcanis Marketplace
14:00	4	RA-1018.03	LS1: Living Spycraft
14:00	4	RA-1021.03	EMH-4: Living Eberon - Mark of Heroes
14:00	4	RP-1000.00	Dungeon and Dragons For Dummies
14:00	4	RP-1017.00	A Ship Adrift
14:00	4	RP-1020.00	Convent of Hell
14:00	4	RP-1028.00	Sin City Chaperone
14:00	4	RP-1034.04	Dragonstorm
14:00	4	RP-1035.00	GURPS Finders Fee (Fantasy)
14:00	6	RP-1039.00	Exalted: The Hunter and the Hunted
14:00	8	RP-1043.00	HACKMASTER: World Of Hurt
14:00	4	RP-1048.04	Intro to D&D 3.5
14:00	2	YE-1001.04	Face Painting for Kids of all Ages.
14:00	4	YE-1002.02	Family Board Game Favorites
14:00	2	YE-1004.07	Pick Picnic: A Fowl Life-Sized Game
14:00	2	YE-1005.07	Pickomino: Life-Sized Fowl Fun
14:00	4	YE-1008.02	Yu-Gi-Oh Constructed Deck Tournament
16:00	2	BG-1007.00	Frag! (Championship)
16:00	2	BG-1034.03	Pirates Cove "Piratenbucht"
16:00	2	CG-1006.02	Dino Hunt
16:00	2	CG-1012.00	Star Munchkin
16:00	2	EG-1001.03	RSI: Orcs vs. Dwarfs - Play by Email Game Demo
16:00	2	EG-1007.06	Open Console Gaming
16:00	4	LA-1007.00	Tournament Quidditch - Quidditch Match (HLA2)
16:00	2	OE-1021.03	Reaper "Paint-N-Take"
16:00	2	YE-1004.08	Pick Picnic: A Fowl Life-Sized Game
16:00	2	YE-1005.08	Pickomino: Life-Sized Fowl Fun

Time Slot 11: Saturday 19:00 to 23:59

Time	Hrs	Event	Title
19:00	4	BG-1001.00	Double Robo Rally Event
19:00	4	BG-1009.00	Strange Synergy
19:00	2	BG-1021.00	Voss' Last Flight
19:00	4	BG-1028.00	Blokus Demos
19:00	2	CG-1007.00	Munchkin Bites
19:00	4	CG-1022.03	Magic Legacy Tournament
19:00	4	CG-1023.03	L5R Legend of the Five Rings Tournament
19:00	4	CG-1024.03	Warlords Tournament
19:00	2	EG-1000.04	RSI: Duel II - Play by Email Game Demo
19:00	4	EG-1004.02	X-Box Tournament: Halo 2
19:00	2	LA-1005.02	HLA: The Moonlight Order - Forbidden Forest
19:00	6	LA-1016.00	Vampire: The Requiem LARP (Part 2)
19:00	4	MG-1007.00	Battletech - Trial of Refusal
19:00	6	MG-1012.00	Spearhead: World War 2 Miniatures Wargaming
19:00	4	MG-1015.02	Star Wars Miniatures
19:00	4	MG-1022.00	D&D Minis Sealed Booster Tournament
19:00	4	MG-1024.03	Flames of War: Boot Camp (Demo)
19:00	2	OE-1011.00	RPG Roundtable (Mature version)
19:00	8	OE-1014.02	Late Night Booth: Imperial Outpost *SPONSOR*
19:00	8	OE-1015.02	Late Night Booth: Gamer's Inn
19:00	8	OE-1016.02	Late Night Booth: Samurai Comics
19:00	4	RA-1008.00	LG: Interactive
19:00	4	RA-1023.00	RPGA: Pickup Game Slot
19:00	4	RP-1001.02	Millennium's End: The Thantos Factor
19:00	8	RP-1002.00	The Scepter of Chaos
19:00	6	RP-1012.00	In Flight Meal
19:00	6	RP-1013.00	Hackmaster: Maze of the Magi
19:00	4	RP-1022.00	From the Mouth of Babes
19:00	4	RP-1027.00	Mage Championship
19:00	4	RP-1029.00	Snatch and Grab
19:00	4	RP-1031.00	Who pays the tab?
19:00	6	RP-1033.02	Shadowrun Roleplaying
19:00	4	RP-1041.00	Deadlands: Last stop on the Stage line to hell
19:00	2	YE-1000.02	Junkbox Wars
21:00	2	EG-1001.04	RSI: Orcs vs. Dwarfs - Play by Email Game Demo
21:00	4	RP-1050.02	(MERP) Middle Earth Role Playing D100

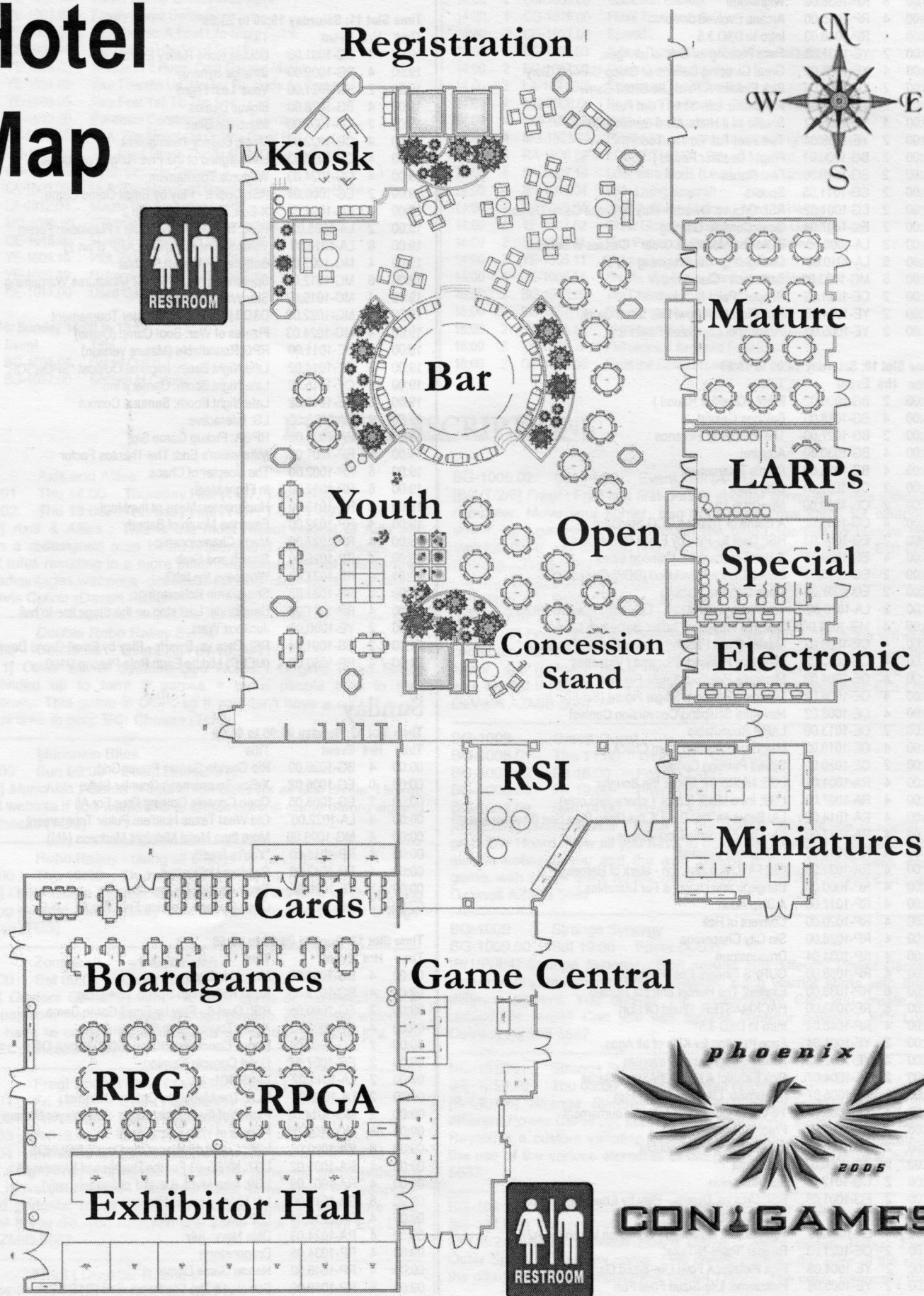
Sunday**Time Slot 12: Sunday 00:00 to 04:59**

Time	Hrs	Event	Title
00:00	4	BG-1026.00	Rio Grande Games Power Grid
00:00	0	EG-1006.02	X-Box Tournament: Counter Strike
00:00	2	EG-1008.05	Open Console Gaming Free For All
00:00	4	LA-1022.00	Old West Texas Hold'em Poker Tournament
00:00	4	MG-1009.00	More than Metal Midnight Madness (4M)
00:00	4	RP-1015.00	"You're fired!"
00:00	4	RP-1042.00	Pandora Unleashed
00:00	2	YE-1009.05	Two Feet Tall Tic Tac Toe
02:00	2	EG-1008.06	Open Console Gaming Free For All

Time Slot 13: Sunday 09:00 to 13:59

Time	Hrs	Event	Title
09:00	4	BG-1002.00	Munchkin Bites
09:00	4	BG-1022.00	Robo Rally: High Speed, Low Drag
09:00	2	EG-1000.05	RSI: Duel II - Play by Email Game Demo
09:00	4	EG-1002.02	X-Box Tournament: Crimson Skies
09:00	2	EG-1003.04	Dance Dance Revolution (DDR) Dance Off
09:00	2	EG-1007.07	Open Console Gaming
09:00	2	LA-1011.02	LARP 101
09:00	2	LA-1019.02	HLA: The Moonlight Order - Owl Post
09:00	2	MG-1014.02	Pirates of the Spanish Main - Multiplayer Mahem
09:00	8	MG-1025.00	Flames of War: Tournament
09:00	8	RA-1000.03	LG6: COR4-15 War of the Dust 2-ROUNDS
09:00	4	RA-1005.02	LG7: NYR5-03 For the Duchess of Woodwych
09:00	4	RA-1007.09	LG9: Intro Mods (Level 1 characters only)
09:00	8	RA-1016.00	LA: Living Arcanis Interactive
09:00	4	RA-1019.04	LS2: Living Spycraft
09:00	4	RA-1024.03	DMs Mark: July
09:00	4	RP-1034.05	Dragonstorm
09:00	4	RP-1046.00	Naruto Game Demo
09:00	6	RP-1049.00	Bowels Of The Clockwork God (D&D3.5 Powergaming)

Hotel Map



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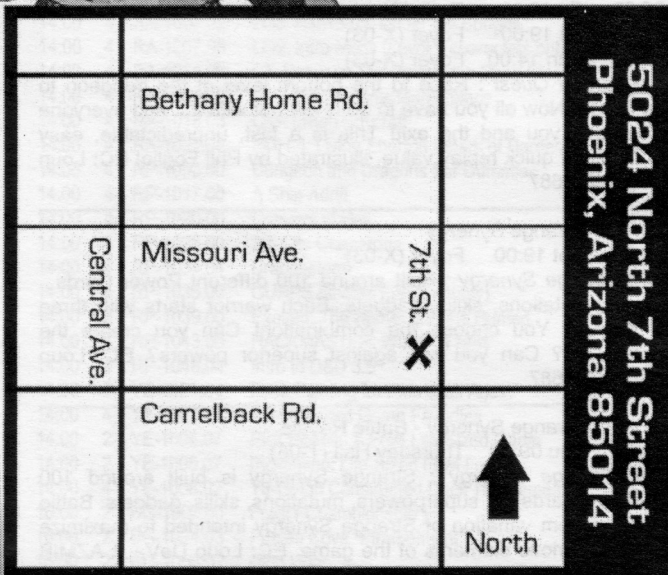
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- VS tournaments every Wednesday
- DuelMaster tournaments every Saturday afternoon
- Living Greyhawk held every month



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09:00	2	YE-1001.05	Face Painting for Kids of all Ages.
09:00	4	YE-1002.03	Family Board Game Favorites
09:00	2	YE-1004.09	Pick Picnic: A Fowl Life-Sized Game
09:00	2	YE-1005.09	Pickomino: Life-Sized Fowl Fun
09:00	4	YE-1006.03	Shuffle till it Hurts, Card Gaming Mania
09:00	4	YE-1007.02	Two Thumbs Up, Movies Re-made As Games!
09:00	2	YE-1009.06	Two Feet Tall Tic Tac Toe
09:00	4	YE-1010.00	Pokemon Constructed Deck Tournament
10:00	2	LA-1008.00	HLA: The Moonlight Order - Great Hall
11:00	2	BG-1011.00	The Awful Green Things From Outer Space
11:00	2	EG-1007.08	Open Console Gaming
11:00	2	LA-1009.00	HLA: The Moonlight Order - The Train Ride Home
11:00	4	LA-1012.00	Mage: The Ascention LARP
11:00	6	MG-1016.00	750 point Steamroller Tournament
11:00	2	OE-1018.00	Movie Previews with Berry Bard
11:00	2	YE-1004.10	Pick Picnic: A Fowl Life-Sized Game
11:00	2	YE-1005.10	Pickomino: Life-Sized Fowl Fun
13:00	4	OE-1017.00	Used Game Auction

Time Slot 14: Sunday 14:00 to 18:59

Time	Hrs	Event	Title
14:00	2	BG-1008.04	Greed Quest
14:00	4	BG-1037.00	Settlers of Catan

14:00	2	CG-1008.00	Munchkin Blender
14:00	4	CG-1016.00	Fluxx Tournament
14:00	2	CG-1021.00	Spank!
14:00	4	EG-1005.03	X-Box Tournament: Star Wars Battlefront
14:00	2	EG-1007.09	Open Console Gaming
14:00	2	LA-1021.00	Pokemon Live Action 4.5
14:00	4	MG-1000.04	Boot Hill: The Fastest Guns Who Never Lived
14:00	4	MG-1005.00	Battletech - Hunter
14:00	4	MG-1023.00	Pirates Tournament, Aaaaaaaarrrghhhh!
14:00	4	RA-1006.02	LG8: NYR4-M01: Fate of Appolled, The
14:00	4	RA-1007.10	LG9: Intro Mods (Level 1 characters only)
14:00	4	RA-1018.04	LS1: Living Spycraft
14:00	4	RA-1020.04	EMH-3: Living Eberon - Mark of Heroes
14:00	4	YE-1003.02	Great Glooping Gallons of Group Gaming Glory
14:00	2	YE-1004.11	Pick Picnic: A Fowl Life-Sized Game
14:00	2	YE-1005.11	Pickomino: Life-Sized Fowl Fun
14:00	4	YE-1006.04	Shuffle till it Hurts, Card Gaming Mania
16:00	2	BG-1012.02	Tile Chess
16:00	2	EG-1007.10	Open Console Gaming
16:00	2	YE-1004.12	Pick Picnic: A Fowl Life-Sized Game
16:00	2	YE-1005.12	Pickomino: Life-Sized Fowl Fun
18:00	2	OE-1009.00	Meet the Convention Staff

EVENT DESCRIPTIONS

BG-1000 Axis and Allies

BG-1000.01 Thu 14:00 Thursday Hall (T-07, T-08, T-09)

BG-1000.02 Thu 19:00 Thursday Hall (T-07, T-08, T-09)

[A/2/T/4/9] *Axis & Allies* : This is the most recent edition of Axis and Allies with a redesigned map board, artillery and destroyer pieces, and expanded rules resulting in a more balanced game. Optimal rule such as national advantages, weapons development, and new victory conditions will **EC**: Chris Culver (Desert Rats)

BG-1001 Double Robo Rally Event

BG-1001.00 Sat 19:00 Event Hall (A-10, A-11)

[B/2/E/4/11] *Other Game System*: See Notes : Original Robo Rally Boards divided up to form 2 games = more people able to play simultaneously. This game is OOP, so if you don't have a copy this will be a unique time to play. **EC**: Cheeze (TGS)

BG-1002 Munchkin Bites

BG-1002.00 Sun 09:00 Event Hall (B-01)

[A/1/E/4/7] *Munchkin* : Game of Munchkin Bites for all skill levels. I linked the official website if you would like to check out the game before signing up. **EC**: Cheeze (TGS)

BG-1003 Robo Rally - using all 6 flags

BG-1003.00 Thu 19:00 Thursday Hall (T-04)

[B/1/E/4/5] *Other Game System*: See Notes : This will be a small but long game using original Robo Rally Boards, no weapons, and all 6 flags. **EC**: Cheeze (TGS)

BG-1004 Zombies!! + >=1 expansion

BG-1004.00 Sat 09:00 Event Hall (B-01)

[B/1/T/4/7] *Custom Game System* : A large game of Zombies!! plus at least 1 expansion, more if we get enough players. Beginners welcome. You don't have to outrun the zombies to get to the hellipad, just your "friends." **EC**: Cheeze (TGS)

BG-1005 Frag! Double Blind (Qualifier Round)

BG-1005.01 Fri 11:00 Event Hall (A-11)

BG-1005.02 Fri 14:00 Event Hall (A-11)

BG-1005.03 Fri 16:00 Event Hall (A-11)

BG-1005.04 Fri 19:00 Event Hall (A-11)

[B/1/T/2/6] *Frag!* : Frag is a first-person shooter computer game without a computer. Move your fighter, 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! **EC**: Loup DeVault AZMIB 5687

BG-1006 Frag! (Qualifier Round)

BG-1006.01 Sat 11:00 Event Hall (A-11)

BG-1006.02 Sat 14:00 Event Hall (A-11)

[B/1/T/2/6] *Frag!* : Frag is a first-person shooter computer game without a computer. Move your fighter, 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! **EC**: Loup DeVault AZMIB 5687

BG-1007 Frag! (Championship)

BG-1007.00 Sat 16:00 Event Hall (A-11)

[B/1/T/2/6] *Frag!* : Frag is a first-person shooter computer game without a computer. Move your fighter, 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! **EC**: Loup DeVault AZMIB 5687

BG-1008 Greed Quest

BG-1008.01 Thu 11:00 Thursday Hall (T-05)

BG-1008.02 Fri 16:00 Foyer (X-03)

BG-1008.03 Fri 19:00 Foyer (X-03)

BG-1008.04 Sun 14:00 Foyer (X-03)

[B/1/E/2/6] *Greed Quest* : Race to the bottom level of the dungeon to grab The Hoard. Now all you have to do is get out with it... and everyone else is between you and the exit! This is a fast, unpredictable, easy game, with lots of quick replay value. Illustrated by Phil Foglio! **EC**: Loup DeVault AZMIB 5687

BG-1009 Strange Synergy

BG-1009.00 Sat 19:00 Foyer (X-03)

[B/1/P/4/4] *Strange Synergy* : Built around 100 different Power Cards... superpowers, mutations, skills, gadgets. Each warrior starts with three different powers. You choose the combination! Can you create the unbeatable team? Can you win against superior powers? **EC**: Loup DeVault AZMIB 5687

BG-1010 Strange Synergy - Battle Royale

BG-1010.00 Thu 09:00 Thursday Hall (T-06)

[B/1/E/4/6] *Strange Synergy* : Strange Synergy is built around 100 different Power Cards . . . superpowers, mutations, skills, gadgets. Battle Royale is a custom variation of Strange Synergy intended to maximize the use of the various elements of the game. **EC**: Loup DeVault AZMIB 5687

BG-1011 The Awful Green Things From Outer Space

BG-1011.00 Sun 11:00 Foyer (X-03)

[B/1/E/2/2] *Steve Jackson Board Game* : Awful Green Things From Outer Space is a wacky game. One player controls the crew of the ship, the other the hungry, multiplying Green Things. The crew, frantically tries

weapon after weapon hoping to find anything to kill the monsters. **EC:** Loup DeVault AZMIB 5687

BG-1012 Tile Chess

BG-1012.01 Fri 14:00 Event Hall (A-12)

BG-1012.02 Sun 16:00 Foyer (X-03)

[B/1/E/2/6] *Steve Jackson Board Game* : In Tile Chess, the pieces themselves become the virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces. To win, you'll have to think outside the board! **EC:** Loup DeVault AZMIB 5687

BG-1013 Tribes

BG-1013.01 Sat 00:00 Event Hall (B-03)

BG-1013.02 Sat 02:00 Event Hall (B-03)

[B/1/T/2/8] *Steve Jackson Board Game* : You are cave men/women. You hunt and gather food, make tribal laws, deal with natural disasters. But the object of the game is simple: Look after the children! The way to win is to have the most kids, do whatever you have to do to make sure they survive. **EC:** Loup DeVault AZMIB 5687

BG-1014 Zombies!!!

BG-1014.00 Fri 14:00 Event Hall (A-13)

[B/1/T/2/6] *Other Board Game* : Zombies!!! puts you in the middle of the action as you try to escape the ever advancing zombie horde. Players must use a combination of wits and brawn to be the first to the heliport and certain escape. The only problem is, the zombies are everywhere. **EC:** Rayston

BG-1015 Doom: The Boardgame

BG-1015.00 Thu 09:00 Thursday Hall (R-07)

[B/1/T/8/3] *Doom the Boardgame* : A disaster destroyed your base, turned your friends into zombies, and left you stranded. You're out for survival - and revenge. Doom: The Boardgame, based on the computer game, is a 1-3 player game, racing to make it out before it's too late! **EC:** Barry Figgins

BG-1016 The Lone Wolf

BG-1016.00 Fri 19:00 Event Hall (A-14)

[B/1/T/2/8] *Dawn patrol 7th Ed.* : Dawn Patrol, A World War I aerial combat game. Published by TSR in 1983, this game was made after the designer saw the 1967 movie "The Blue Max", starring George Peppard, Robert Mason, & Ursula Andress. The resulting "Fight in the Skies" **EC:** Marden

BG-1017 TITAN, a fantasy wargame

BG-1017.00 Fri 21:00 Event Hall (A-14)

[A/2/T/6/6] *Other Board Game* : TITAN is an Avalon Hill wargame from the early 80's. Players move their their legions around a masterboard, encountering and fighting other players. Players muster an assortment of mythical creatures to fight their battles for them. **EC:** Marden

BG-1018 Balloons Galore!

BG-1018.00 Sat 14:00 Event Hall (A-14)

[B/1/T/4/20] *Dawn patrol 7th Ed.* : Dawn Patrol, A World War I aerial combat game. Published by TSR in 1983, this game was made after the designer saw the 1967 movie "The Blue Max", starring George Peppard, Robert Mason, & Ursula Andress. The resulting "Fight in the Skies" **EC:** Marden

BG-1019 Fast Planes

BG-1019.00 Sat 11:00 Event Hall (A-14)

[B/1/T/2/40] *Dawn patrol 7th Ed.* : Dawn Patrol, A World War I aerial combat game. Published by TSR in 1983, this game was made after the designer saw the 1967 movie "The Blue Max", starring George Peppard, Robert Mason, & Ursula Andress. The resulting "Fight in the Skies" **EC:** Marden

BG-1020 Flesh is Good, but Metal's Better!

BG-1020.00 Sat 09:00 Event Hall (A-07)

[B/1/T/2/12] *Dawn patrol 7th Ed.* : Dawn Patrol, A World War I aerial combat game. Published by TSR in 1983, this game was made after the designer saw the 1967 movie "The Blue Max", starring George Peppard, Robert Mason, & Ursula Andress. The resulting "Fight in the Skies" **EC:** Marden

BG-1021 Voss' Last Flight

BG-1021.00 Sat 19:00 Event Hall (A-14)

[B/1/T/2/12] *Dawn patrol 7th Ed.* : Dawn Patrol, A World War I aerial combat game. Published by TSR in 1983, this game was made after the designer saw the 1967 movie "The Blue Max", starring George Peppard, Robert Mason, & Ursula Andress. The resulting "Fight in the Skies" **EC:** Marden

BG-1022 Robo Rally: High Speed, Low Drag

BG-1022.00 Sun 09:00 Event Hall (A-07)

[A/1/E/4/7] *Robo Rally* : This will be a three-flag game, using Avalon Hill's recent re-release of RoboRally! It's a fast and chaotic game, where you have to plan five spaces ahead of yourself - and hope your opponents don't mess up your programming! **EC:** Barry Figgins

BG-1023 Carcassonne

BG-1023.00 Sat 00:00 Event Hall (A-10)

[B/1/T/2/4] *Carcassonne* : A simple, clever tile laying game, that brings new challenges with every turn. **EC:** THEGAMEDEN

BG-1024 Escape From Colditz

BG-1024.00 Fri 14:00 Event Hall (A-04)

[B/1/M/4/4] *Historical / Tactical Board Game* : To make the highest number of escapes from Colditz castle, the Germans' maximum security prison for POW's durin WWII **EC:** THEGAMEDEN

BG-1025 Micro History Fire When Ready

BG-1025.00 Fri 11:00 Event Hall (A-04)

[A/2/T/2/3] *Historical / Tactical Board Game* : Naval battles game from the late 1970's made by meta gaming. 30 mins to 2 hour play time. **EC:** THEGAMEDEN

BG-1026 Rio Grande Games Power Grid

BG-1026.00 Sun 00:00 Event Hall (A-09)

[A/2/T/4/5] *German Board Game* : Earning lots of money with electric power. A very good idea. Should I use coal or oil to generate power in the old fashioned or will there be a shortage of tyhose resources in the future. Is there a future in burying garbage? **EC:** THEGAMEDEN

BG-1027 The Princes of Florence

BG-1027.00 Sat 14:00 Event Hall (A-10)

[A/2/T/2/4] *German Board Game* : A game for all great strategists. Experience the golden age of the renaissnace. Assume the role of the head of an Italian aristocratic dynasty and lead your family like the Medici or Borgia. **EC:** THEGAMEDEN

BG-1028 Blokus Demos

BG-1028.00 Sat 19:00 Event Hall (A-09)

[B/1/E/4/3] *Other Board Game* : The strategy of using corners. Please note games of blokus do not take long to play, we will run several demos during this time slot for people to learn the game. **EC:** THEGAMEDEN

BG-1029 Ice House etc.

BG-1029.00 Fri 14:00 Event Hall (A-06)

[B/1/E/2/7] *Other Board Game* : Ice House, Ice Towers, and other games using the Ice House Pyramids. IceTowers is a high-speed game of pyramid stacking, played without turns on any flat surface. Everyone plays at once, by "capping" other pieces with those of their own color. If **EC:** Tony

BG-1030 Acquire!

BG-1030.00 Sat 14:00 Event Hall (A-13)

[B/1/T/4/5] *Other Board Game* : In ACQUIRE, the classic game of corporations, you build, buy, and manipulate corporate conglomerates. Nurture your companies carefully for maximum return, but be careful-if they get too attractive, your competitors will "acquire" them and you! **EC:** Tony

BG-1031 Rumis Tournament

BG-1031.00 Sat 14:00 Event Hall (A-07, A-08)

[B/1/E/4/8] *Other Board Game* : In the game RUMIS the players construct an Inca building with their stones. All players receive three-dimensional pieces, which they will try to position adjacent to their already placed pieces of their own colour. **EC:** Chaos Celebration

BG-1032 Puerto Rico
 BG-1032.00 Thu 09:00 Thursday Hall (T-01)
 [A/1/E/4/5] *Other Board Game* : The players are plantation owners in Puerto Rico in the days when the ships had sails. Growing up to five different kind of crops: Corn, Indigo, Coffee, Sugar and Tobacco, they must try to run their business more efficiently than their close competitors. **EC:** Tower

BG-1033 Funkenschlag
 BG-1033.00 Thu 19:00
 [A/2/T/4/6] *Other Board Game* : Funkenschlag is the predecessor of Power Grid. The major differences is it has much more of a crayon rail feel to it and tends to last longer. Please consult <http://www.boardgamegeek.com/game/12166> for more info. **EC:** Tricuspia (TFLAS)

BG-1034 Pirates Cove "Piratenbucht"
 BG-1034.01 Thu 11:00 Thursday Hall (T-02)
 BG-1034.02 Fri 11:00 Event Hall (A-10)
 BG-1034.03 Sat 16:00 Event Hall (A-10)
 [B/1/E/2/4] *Other Board Game* : In Piratenbucht you compete to become the most famous Pirate by sailing around several islands which offer you fame, fortune and treasure. Arrr matey can you take me treasure or will a short walk to the bottom of Davey Jone's locker await you? **EC:** Mr Sneaky Shoes

BG-1035 Guillotine, "Let the heads Roll"
 BG-1035.00 Fri 14:00 Event Hall (A-14)
 [B/1/E/2/5] *Other Board Game* : The French Revolution is famous in part for the use of the guillotine to put nobles to death, and this is the macabre subject of this light card game. As executioners pandering to the masses, the players are trying to behead the least popular nobles. **EC:** Mr Sneaky Shoes

BG-1036 Carcassonne : Princess and Dragon
 BG-1036.00 Sat 00:00 Event Hall (A-16)
 [B/1/E/4/6] *Carcassonne* : Carcassonne is an engaging city building/territory enclosing game from Klaus-Jürgen Wrede. Random tiles, wooden meeple, what else can you ask for? We will be playing with the Traders and Builders, Inns and Cathedrals, and new Princess and Dragon Expansions **EC:** Benedict MIB #2945 (Arizona MIB)

BG-1037 Settlers of Catan
 BG-1037.00 Sun 14:00 Event Hall (A-07)
 [A/1/E/4/6] *Settlers of Catan* : Players are recent immigrants to the newly populated island of Catan. Expand your colony through the building of settlements, roads, and villages by harvesting commodities from the land around you. Trade with other players to get necessary resources. **EC:** Benedict MIB #2945 (Arizona MIB)

CG-1000 Battle Cattle TCG
 CG-1000.00 Thu 16:00 Thursday Hall (T-06)
 [B/1/E/2/6] *Steve Jackson: Card Games* : Battle Cattle: The Card Game! America's finest beefsteak puts on armor, grabs the big guns, and goes at it hoof and horn. It includes 6 full-color cow cards, 110 full-color playing cards. Fast, fun, quick to learn... and your foes are hamburger. **EC:** Loup DeVault AZMIB 5687

CG-1001 Burn in Hell
 CG-1001.01 Fri 11:00 Foyer (X-03)
 CG-1001.02 Thu 14:00 Thursday Hall (T-06)
 [B/1/E/2/6] *Steve Jackson: Card Games* : Try to assemble the tastiest combinations of history's sinners. Collect groups of Mass Murderers, Cannibals, or even Clerics. Cards include a Greg Hyland caricature and biography of the soul. Have fun finding out why each of these people are now in Hell! **EC:** Loup DeVault AZMIB 5687

CG-1002 Car Wars TCG
 CG-1002.00 Thu 19:00 Thursday Hall (T-06)
 [B/1/E/2/6] *Steve Jackson: Card Games* : Car Wars: The Card Game is an easy-to-learn introduction to the wild world of autoduellling, played entirely with 6 giant full-color car cards and 110 full-color playing cards. Shoot up your friends, maneuver to avoid their attacks... all with cards! **EC:** Loup DeVault AZMIB 5687

CG-1003 Chez Dork
 CG-1003.00 Thu 19:00 Thursday Hall (T-05)
 [B/1/E/2/6] *Chez (Dork)* : Chez Dork lets you and your friends (up to 6 people) enter the world of John Kovalic's award-winning Dork Tower. Collect games, cards, and other geeky treasures faster than your friends to win. **EC:** Loup DeVault AZMIB 5687

CG-1004 Chez Goth
 CG-1004.00 Thu 21:00 Thursday Hall (T-05)
 [B/1/M/2/6] *Chez (Geek/Goth/Grunt)* : Work at a dreary job. Spend hard-earned money to gain Slack points, or Gloom when life goes against you! Earn Slack for buying Clothes, Shinies, Booze; or Cough, Complain, Faint. If you're lucky, there might be some Graveyard Nookie in your future. **EC:** Loup DeVault AZMIB 5687

CG-1005 Chez Geek
 CG-1005.00 Fri 21:00 Event Hall (A-11)
 [B/1/M/2/6] *Chez (Geek/Goth/Grunt)* : Beer. Nookie. Roommates. Just another Friday night at Chez Geek. Get a job, spend money to get Slack points. You can have a party, hang out with friends, dodge losers. Get points for sleeping? Drink, party, sleep late as you pursue Slack points to win. **EC:** Loup DeVault AZMIB 5687

CG-1006 Dino Hunt
 CG-1006.01 Sat 14:00 Foyer (X-03)
 CG-1006.02 Sat 16:00 Foyer (X-03)
 [B/1/E/2/4] *Steve Jackson: Card Games* : Dino Hunt lets you travel to prehistoric times to hunt dinosaurs... and bring 'em back alive! This is a family game for two or more players, age 8 and up. **EC:** Loup DeVault AZMIB 5687

CG-1007 Munchkin Bites
 CG-1007.00 Sat 19:00 Event Hall (A-12)
 [B/1/E/2/6] *Munchkin* : The Munchkins are now vampires, werewolves, and changelings. Bash through the haunted house and slay the monsters. The OTHER monsters. You can't slay your fellow munchkins, but you can curse them, send foes at them, and take their stuff, Of course. **EC:** Loup DeVault AZMIB 5687

CG-1008 Munchkin Blender
 CG-1008.00 Sun 14:00 Event Hall (A-12)
 [B/1/E/2/6] *Munchkin* : It's the ultimate party kit for Munchkin fans! Munchkin players really like to combine their sets... Munchkin, Star Munchkin, Munchkin Fu, all in one game. That gets really weird. Well here, weird is GOOD! **EC:** Loup DeVault AZMIB 5687

CG-1009 Munchkin Fu
 CG-1009.00 Sat 14:00 Event Hall (A-12)
 [B/1/E/2/6] *Munchkin* : Now with chop-socky Hong Kong action. Play Samurai, Ninja, Yakuza, or Monks. Foes are monks, demons, and bad guys from the worst martial arts films. Collect treasures, kill foes, take stuff, race to 10th level! Munchkin Fu 2 - Monkey Business included! **EC:** Loup DeVault AZMIB 5687

CG-1010 Ninja Burger
 CG-1010.00 Thu 14:00 Thursday Hall (T-05)
 [B/1/E/4/6] *Ninja Burger* : You against your fellow trainees. Learn the secrets of stealth, swordsmanship, and customer service as you deliver burgers and fries to some very unusual places. Bring honor to your franchise and you will be promoted. Ninja Burger 2: Sumo Size Me included! **EC:** Loup DeVault AZMIB 5687

CG-1011 Spooks
 CG-1011.01 Thu 11:00 Thursday Hall (T-04)
 CG-1011.02 Thu 14:00 Thursday Hall (T-04)
 CG-1011.03 Fri 14:00 Foyer (X-03)
 CG-1011.04 Sat 09:00 Foyer (X-03)
 CG-1011.05 Sat 11:00 Foyer (X-03)
 CG-1011.06 Thu 16:00 Thursday Hall (T-04)
 [B/1/E/2/6] *Spooks* : A fast-playing party game. The first player to empty his hand escapes the haunted house... and the spooks get everybody else! Spooks is easy to learn, so kids will enjoy it too. You don't have to outrun the monsters... if you can outrun your friends. **EC:** Loup DeVault AZMIB 5687

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CG-1012 Star Munchkin

CG-1012.00 Sat 16:00 Event Hall (A-12)

[B/1/E/2/6] *Munchkin* : The Munchkins are back - but now in space! Play Mutants, Androids, and Cat People... grabbing Lasers, Vibroswords, and Nova Grenades... fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. Star Munchkin 2 - The Clown Wars included! **EC:** Loup DeVault AZMIB 5687

CG-1013 Lunch Money Melee

CG-1013.00 Fri 19:00 Event Hall (B-01)

[B/1/T/4/16] *Other Card Game* : I've got Lunch Money, the expansion Sticks and Stones, and the sequel Beer Money all mixed together and ready to battle. Lunch Money is a quick card game that combines playground banter with a ruthless street fight. Rules are quick and simple! **EC:** Barry Figgins

CG-1014 A Game of Thrones CCG Classic

CG-1014.01 Thu 14:00 Thursday Hall (T-01, T-02, T-03)

CG-1014.02 Sat 09:00 Event Hall (A-03, A-04, A-05, A-06)

CG-1014.03 Fri 00:00 Thursday Hall (T-01)

[A/2/T/4/16] *A Game of Thrones CCG* : The CCG based on the popular series "A Song of Ice and Fire" by George R. R. Martin. Produced by Fantasy Flight Games. **EC:** Skeeve

CG-1015 A Game of Thrones CCG Standard

CG-1015.01 Thu 19:00 Thursday Hall (T-01, T-02, T-03)

CG-1015.02 Sat 14:00 Event Hall (A-03, A-04, A-05, A-06)

[A/2/T/4/16] *A Game of Thrones CCG* : The card game based on the popular "A Song of Ice and Fire" series by George R. R. Martin. Produced by Fantasy Flight Games. Due to popular demand, this will be a leg of the War of Westeros! Winner of Day 1 will face off with Winner of Day 2! **EC:** Skeeve

CG-1016 Fluxx Tournament

CG-1016.00 Sun 14:00 Event Hall (A-08)

[B/1/E/4/24] *Other Card Game* : Fluxx, by LooneyLabs, is a card game of ever-shifting rules and goals. Fun and silliness are almost guaranteed. Strategy is often impossible, and winning is occasionally accidental. Random Prizes provided by Event Coordinator. **EC:** Hoss

CG-1017 Citadels

CG-1017.00 Fri 19:00 Event Hall (A-12)

[B/1/T/4/6] *Other Card Game* : Citadels is a card game of bluffing, diplomacy, and city building. Ages 10 and up. **EC:** THEGAMEDEN

CG-1018 Citadels

CG-1018.00 Fri 09:00 Event Hall (A-13)

[A/1/T/2/8] *Other Card Game* : Compete with up to 7 other players to build the biggest & wealthiest city in this card game by Fantasy Flight. Simple rules and plenty of bluffing make for an interesting game. **EC:** Gomai

CG-1019 Colossal Arena

CG-1019.00 Thu 09:00 Thursday Hall (T-05)

[A/1/T/2/5] *Other Card Game* : The time has come for an unfortunate group of monsters to battle to their bloody deaths in the arena. But for you and your fellow decadent nobles, the fun is just beginning! Bet on the winner, backstab the looser in this simple yet complex cardgame. **EC:** Gomai

CG-1020 Chrononauts / Early American Chrononauts.

CG-1020.00 Fri 16:00 Event Hall (A-05)

[B/1/E/2/6] *Other Card Game* : 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: Visi **EC:** Tony

CG-1021 Spank!

CG-1021.00 Sun 14:00 Event Hall (A-10)

[B/1/T/2/0] *Steve Jackson Board Game* : What more could a guy want from a game, You have foxy space pirates, Amazing amazons, slinky ninjas, and best of all their cat girls! But ladies don't worry the game has something for you too! Poolboys, but you can only have one, until retirement... **EC:** CoolCole999@hotmail.com

CG-1022 Magic Legacy Tournament

CG-1022.01 Thu 19:00

CG-1022.02 Fri 19:00 Event Hall (A-13)

CG-1022.03 Sat 19:00 Event Hall (A-13)

[A/2/E/4/30] *Magic the Gathering TCG* : Bring your old cards, and play the game the way it was ment to be played. The Legacy format (formally 1.5) provides the most game balance yet to your old pal, Magic. **EC:** Gamers Inn

CG-1023 L5R Legend of the Five Rings Tournament

CG-1023.01 Thu 19:00

CG-1023.02 Fri 19:00 Event Hall (A-04)

CG-1023.03 Sat 19:00 Event Hall (A-04)

[A/2/E/4/30] *Legend of the Five Rings (L5R)* : Destroy the Ratlings! Purple Pride! Bring your old school or Diamond edition deck for a killer game of one of the few card games that hasn't been broken. Prizes for top 4 finishers **EC:** Gamers Inn

CG-1024 Warlords Tournament

CG-1024.01 Thu 19:00

CG-1024.02 Fri 19:00 Event Hall (A-05)

CG-1024.03 Sat 19:00 Event Hall (A-03)

[A/2/E/4/30] *Warlords* : The DnD of cardgames. Roll your D20 and bring down that warlord. Nothing's sweeter than a little nimble fingers on those Bracers of Ogre Power. **EC:** Gamers Inn

CG-1025 Killer Bunnies & the Quest for the Magic Carrot

CG-1025.00 Sat 09:00 Event Hall (B-02)

[B/1/T/2/8] *Killer Bunnies* : Legend says that whoever holds the Magic Carrot... Holds a really tasteey carrot. For no other reason then the humiliating defeat of the opposing bunnies hilarious slaughter will proceed in this silly cardgame for any bunny killer at heart. **EC:** Gomai

CG-1026 Killer Bunnies and the Quest for the Magical Carrot

CG-1026.00 Fri 19:00 Event Hall (A-10)

[A/3/T/4/10] *Killer Bunnies* : Killer Bunnies is a fast paced, action filled card game, in which you must try to keep as many Bunnies alive as possible, while eliminating your opponents' Bunnies. The problem: Your opponents are armed with weapons and will stop at nothing. **EC:** Benedict MIB #2945 (Arizona MIB)

CG-1027 Cthulhu 500!!!!

CG-1027.00 Thu 09:00 Thursday Hall (T-07)

[B/1/T/4/8] *Other Card Game* : The Cthulhu 500 card game puts you in the driver's seat for a frenzied race that mixes the madness of HP Lovecraft's Cthulhu Mythos and the insanity of motor sports. For 3 to 8 players, ages 8 and up. Game play takes 30 to 60 minutes. **EC:** Benedict MIB #2945 (Arizona MIB)

CG-1028 SPANC: Space Pirate Amazon Ninja Catgirl

CG-1028.00 Fri 00:00 Thursday Hall (R-02)

[B/1/T/4/4] *Steve Jackson: Card Games* : Life is good when you're a Space Pirate Amazon Ninja Catgirl. Enjoy a life of larceny and mayhem as you embark on one Capar after another. Defeat every challenge the galaxy throws at you. For 2-4 Players. **EC:** Benedict MIB #2945 (Arizona MIB)

EG-1000 RSI: Duel II - Play by Email Game Demo

EG-1000.01 Fri 21:00 Foyer (X-02)

EG-1000.02 Sat 09:00 Foyer (X-02)

EG-1000.03 Sat 14:00 Foyer (X-02)

EG-1000.04 Sat 19:00 Foyer (X-02)

EG-1000.05 Sun 09:00 Foyer (X-02)

[A/1/E/2/30] *RSI Event* : A bloodthirsty crowd roars as the gladiators enter the arena. Nervous but hardheaded team managers watch from their battle-crested pavillions. Will months of training pay off with an arena victory? Or will all be lost on the blade of an opponents sword? **EC:** Reality Simulations, Inc. (RSI) (Reality Simulations, Inc. (RSI))

EG-1001 RSI: Orcs vs. Dwarfs - Play by Email Game Demo

EG-1001.01 Fri 19:00 Foyer (X-02)

EG-1001.02 Sat 11:00 Foyer (X-02)

EG-1001.03 Sat 16:00 Foyer (X-02)

EG-1001.04 Sat 21:00 Foyer (X-02)

[A/1/E/2/30] *RSI Event* : In Orcs vs Dwarfs you take on the role of leader in a band of noble dwarfs or chaotic orcs. Each side then fights over the lands of Forgotten Realms to find who among them will be the new lord of the land. **EC**: Reality Simulations, Inc. (RSI) (Reality Simulations, Inc. (RSI))

EG-1002 X-Box Tournament: Crimson Skies
EG-1002.01 Sat 14:00 Electronic Gaming (E-02)
EG-1002.02 Sun 09:00 Electronic Gaming (E-02)
[A/2/T/4/16] X-Box : Go head to head with up to 15 other players. **EC**: ConEvents

EG-1003 Dance Dance Revolution (DDR) Dance Off
EG-1003.01 Fri 14:00 Electronic Gaming (E-02)
EG-1003.02 Sat 09:00 Electronic Gaming (E-03)
EG-1003.03 Sat 14:00 Electronic Gaming (E-01)
EG-1003.04 Sun 09:00 Electronic Gaming (E-01)
[A/3/E/2/16] *PS2* : Can you keep up? See how well you place when put to the ultimate Dance Challenge! **EC**: ConEvents

EG-1004 X-Box Tournament: Halo 2
EG-1004.01 Sat 00:00 Electronic Gaming (E-01)
EG-1004.02 Sat 19:00 Electronic Gaming (E-02)
[A/2/M/4/16] X-Box : Go head to head with up to 15 other players. **EC**: ConEvents

EG-1005 X-Box Tournament: Star Wars Battlefront
EG-1005.01 Fri 14:00 Electronic Gaming (E-01)
EG-1005.02 Sat 09:00 Electronic Gaming (E-02)
EG-1005.03 Sun 14:00 Electronic Gaming (E-01)
[A/2/T/4/16] X-Box : Go head to head with up to 15 other players. **EC**: ConEvents

EG-1006 X-Box Tournament: Counter Strike
EG-1006.01 Fri 19:00 Electronic Gaming (E-03)
EG-1006.02 Sun 00:00 Electronic Gaming (E-01)
[A/2/M/0/16] X-Box : Go head to head with up to 15 other players. **EC**: ConEvents

EG-1007 Open Console Gaming
EG-1007.01 Fri 14:00 Electronic Gaming (E-03)
EG-1007.02 Fri 16:00 Electronic Gaming (E-02)
EG-1007.03 Sat 09:00 Electronic Gaming (E-01)
EG-1007.04 Sat 11:00 Electronic Gaming (E-01)
EG-1007.05 Sat 14:00 Electronic Gaming (E-03)
EG-1007.06 Sat 16:00 Electronic Gaming (E-01)
EG-1007.07 Sun 09:00 Electronic Gaming (E-03)
EG-1007.08 Sun 11:00 Electronic Gaming (E-01)
EG-1007.09 Sun 14:00 Electronic Gaming (E-02)
EG-1007.10 Sun 16:00 Electronic Gaming (E-02)
[B/1/T/2/16] *PS2* : Open Console Gaming, Signup to have your turn in the hot seat. **EC**: ConEvents

EG-1008 Open Console Gaming Free For All
EG-1008.01 Fri 19:00 Electronic Gaming (E-03)
EG-1008.02 Fri 21:00 Electronic Gaming (E-02)
EG-1008.03 Sat 00:00 Electronic Gaming (E-02)
EG-1008.04 Sat 02:00 Electronic Gaming (E-02)
EG-1008.05 Sun 00:00 Electronic Gaming (E-01)
EG-1008.06 Sun 02:00 Electronic Gaming (E-02)
[B/1/M/2/16] *PS2* : Open Console Gaming Free For All **EC**: ConEvents

LA-1001 Hogwarts Live Action 2: The Moonlight Order
LA-1001.00 Fri 16:00
[B/1/E/0/36] *Harry Potter Live* : (HLA2:MO) is a weekend long live action modeled on the Harry Potter series, but this story takes place after the fall of Lord Voldemort and before Harry Potter arrives on the scene. Another year has begun at Hogwarts as the school takes on a new... **EC**: Tricuspa (TFLAS)

LA-1002 HLA: The Moonlight Order - Character Creation
LA-1002.01 Fri 16:00 Special Event Room (S-01)
LA-1002.02 Fri 17:00 Special Event Room (S-01)
LA-1002.03 Fri 18:00 Special Event Room (S-01)

[B/1/E/2/0] *Harry Potter Live* : Character Creation workshop for Hogwarts's Live Action Two (Harry Potter Live) **EC**: Tricuspa (TFLAS)

LA-1003 HLA: The Moonlight Order - Train Ride to Hogwarts
LA-1003.00 Fri 19:00 Foyer (X-01)
[B/1/E/2/0] *Harry Potter Live* : Make sure to be on time for the train ride to Hogwarts and meet all the other students. **EC**: Tricuspa (TFLAS)

LA-1004 HLA: The Moonlight Order - Hogsmeade
LA-1004.00 Fri 21:00 At the Hilton (Exhibitor Hall (Kiva C), Pool Patio (Pool Terrace))
[B/1/E/2/0] *Harry Potter Live* : 4th and 6th years students may choose to head to Hogsmeade for the holiday. **EC**: Tricuspa (TFLAS)

LA-1005 HLA: The Moonlight Order - Forbidden Forest
LA-1005.01 Fri 22:00 At the Hilton (South Hotel Entrance (Kiva Foyer))
LA-1005.02 Sat 19:00 At the Hilton (South Hotel Entrance (Kiva Foyer))
[B/1/E/2/0] *Harry Potter Live* : 2nd Year students choose if they can handle an excursion into the Forbidden Forest with the Defense Against the Dark Arts teacher. **EC**: Tricuspa (TFLAS)

LA-1006 HLA: The Moonlight Order - Classes in Session
LA-1006.00 Sat 11:00 At the Hilton (Board Room 1 (Lvl 4), Board Room 2 (Lvl 5), Board Room 3 (Lvl 6), Butterfly Wall & Raised Kiosk)
[B/1/E/2/0] *Harry Potter Live* : Hogwarts Live Action: Make it to your classes on time and have your scrolls ready. Class & schedule subject to change, check for notices. 2nd Year: Care of Magical Creatures (CMC), Defense Against the Dark Arts (DADA), Potions and Charms. **EC**: Tricuspa (TFLAS)

LA-1007 Tournament Quidditch - Quidditch Match (HLA2)
LA-1007.00 Sat 16:00
[B/1/E/4/14] *Harry Potter Live* : Tournament Quidditch (TQ) is a partner card game and also an element of Hogwarts Live Action: The Moonlight Order The game is played with specialized decks. **EC**: Tricuspa (TFLAS)

LA-1008 HLA: The Moonlight Order - Great Hall
LA-1008.00 Sun 10:00 Special Event Room (S-01)
[B/1/E/2/0] *Harry Potter Live* : The year end feast as the final mysteries get answered? **EC**: Tricuspa (TFLAS)

LA-1009 HLA: The Moonlight Order - The Train Ride Home
LA-1009.00 Sun 11:00 Foyer (X-01)
[B/1/E/2/0] *Harry Potter Live* : Our story concludes as the characters head back to their home discussing of what has happened this year and talk of what they are planning for the summer. (Interlude to Diagon Alley Live 2) **EC**: Tricuspa (TFLAS)

LA-1010 Changeling: The Dreaming LARP
LA-1010.00 Sat 11:00 LARP Room (L-01, L-02)
[A/1/A/6/24] *Changeling The Dreaming* : Winter has come full bloom to the city and the cold chill of the world lingers on the Dreaming. Half high fantasy full of Kings and Pirates, half dark foreboding world that makes children cry at night. Together is the World of Darkness. **EC**: Tithe of Souls Events (www.titheofsouls.com)

LA-1011 LARP 101
LA-1011.01 Sat 09:00
LA-1011.02 Sun 09:00 LARP Room (L-01, L-02)
[B/1/E/2/127] *Other LARP* : Want to learn how to play in a Camarilla Live Action Game? Join us and find out. **EC**: Tithe of Souls Events (www.titheofsouls.com)

LA-1012 Mage: The Ascention LARP
LA-1012.00 Sun 11:00 LARP Room (L-01, L-02)
[B/1/A/4/24] *Mage The Awakening* : Darkness floods the world of Magic. Gone are the prodigals, the Vampires, Werewolves and Fae. All that is left is us. Join the last of the Traditionalists as they combat the New World Order and the Technocracy for the evolution of all mankind. **EC**: Tithe of Souls Events (www.titheofsouls.com)

LA-1013 Meet the Camarilla
LA-1013.00 Thu 19:00

[B/1/E/2/0] *Other LARP* : Meet the members of the Camarilla, White Wolf's Official fan Club. The Camarilla will be hosting multiple LARPS all weekend long. **EC**: Tithe of Souls Events (www.titheofsouls.com)

LA-1015 Vampire: The Requiem LARP (Part 1)
LA-1015.00 Fri 19:00 LARP Room (L-01, L-02)

[A/1/A/6/24] *Vampire The Requiem* : Vampires: blood-drinking creatures of the night. Horrors born of darkness, whose sole purpose in life - unlife, actually - is to slake their unholy thirst on the blood of the living. Without doubt, vampires are monsters. Monsters, though, need not always **EC**: Tithe of Souls Events (www.titheofsouls.com)

LA-1016 Vampire: The Requiem LARP (Part 2)
LA-1016.00 Sat 19:00 LARP Room (L-01, L-02)

[A/1/A/6/24] *Vampire The Requiem* : Vampires: blood-drinking creatures of the night. Horrors born of darkness, whose sole purpose in life - unlife, actually - is to slake their unholy thirst on the blood of the living. Without doubt, vampires are monsters. Monsters, though, need not always **EC**: Tithe of Souls Events (www.titheofsouls.com)

LA-1017 Werewolf : The Forsaken LARP (Part 1)
LA-1017.00 Fri 14:00 LARP Room (L-01, L-02)

[A/1/A/4/24] *Werewolf The Forsaken* : The Forsaken have a duty, Keep the Oath of the Moon, Keep the Realms separate, remain true to Father Wolf and Mother Luna. Now something comes that forces them to remember that Oath. Will they be predator, or prey? **EC**: Tithe of Souls Events (www.titheofsouls.com)

LA-1019 HLA: The Moonlight Order - Owl Post
LA-1019.01 Sat 09:00 Special Event Room (S-01)
LA-1019.02 Sun 09:00 Special Event Room (S-01)

[B/1/E/2/0] *Harry Potter Live* : Hogwarts Live Action: Owl Post **EC**: Tricupsa (TFLAS)

LA-1020 Tournament Quidditch - Quidditch Practice (HLA2)
LA-1020.00 Sat 14:00

[B/1/E/2/36] *Harry Potter Live* : Tournament Quidditch (TQ) is a partner card game and also an element of Hogwarts Live Action: The Moonlight Order The game is played with specialized decks. Two teams practice against each other, and give their new recruits a chance to try out. **EC**: Tricupsa (TFLAS)

LA-1021 Pokemon Live Action 4.5

LA-1021.00 Sun 14:00 At the Hilton (Butterfly Wall (Atrium))

[B/2/E/2/24] *Pokemon Live* : A demo and preface to Pokemon Live Action Five. Players will have a chance to catch and train some Pokemon for the upcoming fifth installment. Players may discuss and offer suggestions for enhancing the system. **EC**: Tricupsa (TFLAS)

LA-1022 Old West Texas Hold'em Poker Tournament
LA-1022.00 Sun 00:00 Special Event Room (S-01)

[B/1/A/4/50] *Other Card Game* : Last Man Standing Midnight Madness Old West Poker LARP. Winner receives free admission to Phoenix Con Games 2006, \$50 to Black Angus, and picture on website for 1 year. If eliminated, stick around and play Blackjack with our Saloon Girls! **EC**: Geir Sverdrup

MG-1000 Boot Hill: The Fastest Guns Who Never Lived

MG-1000.01 Thu 09:00 Thursday Hall (R-02, R-03)

MG-1000.02 Fri 09:00 Event Hall (A-01)

MG-1000.03 Sat 09:00 Event Hall (A-01)

MG-1000.04 Sun 14:00 Event Hall (A-01)

[B/1/M/4/10] *Boot Hill: Chris Culvers* : Experience the action of your favorite hollywood gunslinger in a wild west shoot-out using true hidden movement and a fast paced, easy to learn system. Players will be able to choose from over forty of the deadliest gunslingers to blaze across the screen. **EC**: Chris Culver (Desert Rats)

MG-1001 Aliens Minatures : Colonial Marines Last Stand

MG-1001.00 Fri 14:00 Event Hall (A-01)

[B/1/T/4/6] *Aliens Board Game* : Recapture all the excitement of the movie "ALIENS" as you assume the role of the marines in the reactor room fighting for their lives. Aliens is a miniature game that is fast paced and easy to learn using 30mm figures. **EC**: Chris Culver (Desert Rats)

MG-1002 Clay-O-Rama

MG-1002.01 Thu 21:00 Thursday Hall (T-06)

MG-1002.02 Fri 09:00 War Room (D-02, D-03)

MG-1002.03 Fri 11:00 War Room (D-02, D-03)

MG-1002.04 Fri 16:00 War Room (D-01, D-02)

[B/1/E/2/10] *Other Game System*: See Notes : Clay-O-Rama was first published in 1987 in Dragon Magazine. These rules have been slightly modified by the Referee. Come make a creature out of Play-Doh(r). Watch your creature beat up on other clay monsters! Lots of Fun and Silliness! **EC**: Lord Roland

MG-1003 Battletech - Clan Grinder

MG-1003.00 Sat 11:00 Event Hall (A-15, A-16)

[A/1/T/6/12] *Battletech: Classic* : A wild free for all! Start with a medium Clan mech, and upgrade from there. Jump in any time and play for a while! **EC**: Joel47

MG-1004 Battletech - Grinder

MG-1004.00 Fri 11:00 Event Hall (A-15, A-16)

[A/1/T/6/12] *Battletech: Classic* : A wild free for all! Start with a medium mech, and upgrade from there. Jump in any time and play for a while! **EC**: Joel47

MG-1005 Battletech - Hunter

MG-1005.00 Sun 14:00 Event Hall (A-15, A-16)

[A/2/T/4/16] *Battletech: Classic* : Choose a mech and hunt down your chosen foe! **EC**: Joel47

MG-1006 Battletech - King of the Hill

MG-1006.00 Fri 19:00 Event Hall (A-15, A-16)

[A/2/T/4/8] *Battletech: Classic* : Fight to the top of the mountain, and hold it against all comers! **EC**: Joel47

MG-1007 Battletech - Trial of Refusal

MG-1007.00 Sat 19:00 Event Hall (A-15, A-16)

[A/2/T/4/8] *Battletech: Classic* : Clan Wolf vs Clan Jade Falcon in a fight to the death! **EC**: Joel47

MG-1008 Meatbot Massacre Tournament

MG-1008.00 Fri 09:00 War Room (D-01)

[B/1/T/4/16] *Other Miniature Game* : Man your Meatbot, and let's see some pain! Meatbot Massacre is a simple miniatures game, but with some great tactical depth. Where else can you rip off your opponent's weapons - and eat them? **EC**: Barry Figgins

MG-1009 More than Metal Midnight Madness (4M)

MG-1009.00 Sun 00:00 War Room (D-05, D-06, D-07, D-08, D-09, D-10)

[A/3/E/4/16] *Warmachine* : This is a PP event run by local Press Ganger CHUD. It's a swiss style tournament that runs until 1 player is undefeated. It will last 4 rounds or less depending on the number of players. Prize support to be announced on the WM site listed below. **EC**: CHUD

MG-1010 Warhammer 40k Tournament

MG-1010.00 Sat 09:00 War Room (D-05, D-06, D-07, D-08)

[A/3/E/8/12] *Warhammer 40K* : A 12 player tournament for Warhammer 40k. Please visit our website for more details. **EC**: Bryan Wade

MG-1011 Warhammer Fantasy Tournament

MG-1011.00 Sat 09:00 War Room (D-03, D-04, D-09, D-10)

[A/3/E/8/12] *Warhammer* : A 12 player tournament for Warhammer Fantasy. Please see our website for more details. **EC**: Bryan Wade

MG-1012 Spearhead: World War 2 Miniatures Wargaming

MG-1012.00 Sat 19:00 War Room (D-01, D-02)

[A/1/T/6/6] *Other Miniature Game* : This is a 1/285 scale miniatures game that allows players to fight battles from WW2. Each player will command a mixed battalion of infantry, armor, and artillery. Scenarios include Eastern Front and/or Western Front. **EC**: Mark Guyton

MG-1013 Armati: Pre-1500 A.D. Warfare using 15mm Miniatures

MG-1013.00 Sat 09:00 War Room (D-01, D-02)

[B/1/T/4/8] *Ancients* : Players purchase their army units and fight! System is very easy to learn. Army lists include Romans, Greeks, Crusaders, Byzantines, etc. **EC:** Rob Guyton

MG-1014 Pirates of the Spanish Main - Multiplayer Mahem

MG-1014.01 Fri 14:00 War Room (D-09, D-10)

MG-1014.02 Sun 09:00 War Room (D-05, D-06)

[A/2/E/2/12] *Pirates of the Spanish Main* : In this fun, fast-paced game, players navigate stealthy pirate ships, majestic Spanish galleons, and speedy British schooners through the treacherous waters of the Spanish Main collecting as much gold as possible while fending off enemy attacks. **EC:** Mark DiBlasi

MG-1015 Star Wars Miniatures

MG-1015.02 Sat 19:00 War Room (D-05, D-06, D-07, D-08)

[A/2/T/4/12] *Star Wars Miniatures* : A fast-paced, action-packed game, set in the Star Wars universe. The Star Wars miniatures game provides an unlimited combination of Star Wars characters as well as a variety of tactics to help a skilled player overcome any challenge and win the day. **EC:** Mark DiBlasi

MG-1016 750 point Steamroller Tournament

MG-1016.00 Sun 11:00 War Room (D-05, D-06, D-07, D-08, D-09, D-10)

[A/3/E/6/24] *Warmachine* : This is a PP event run by local Press Ganger CHUD. It's a swiss style tournament that runs until 1 player is undefeated. It will last 4 rounds or less depending on the number of players. Prize support to be announced on the WM site listed below. **EC:** CHUD

MG-1017 Warmachine Iron Man Tournament

MG-1017.00 Fri 19:00 War Room (D-05, D-06, D-07, D-08, D-09, D-10)

[A/3/E/4/16] *Warmachine* : This is a PP event run by local Press Ganger CHUD. It's a swiss style tournament that runs until 1 player is undefeated. It will last 4 rounds or less depending on the number of players. **EC:** CHUD

MG-1018 Chronopia Demo/Open Play

MG-1018.00 Fri 19:00 Event Hall (A-03)

[B/1/E/6/0] *Other Miniature Game* : Yes, its back! We will have a playable army ready for you to test out, in this fast, simple, and low cost fantasy based miniatures game. Dust off your old army and bring it down for a game. **EC:** Gamers Inn

MG-1019 Chronopia Demo/Open Play

MG-1019.00 Sat 09:00 Event Hall (B-05)

[B/1/E/8/0] *Other Miniature Game* : Yes, its back! We will have a playable army ready for you to test out, in this fast, simple, and low cost fantasy based miniatures game. Dust off your old army and bring it down for a game. **EC:** Gamers Inn

MG-1020 D&D Minis 200pt Constructed Tournament

MG-1020.00 Thu 19:00

[A/2/E/4/30] *D&D Miniatures* : Bring in your 200 point warband, last man standing. That's right you play to the death. **EC:** Gamers Inn

MG-1021 D&D Minis 500pt Constructed Tournament

MG-1021.00 Fri 19:00 Event Hall (A-02)

[A/2/E/4/30] *D&D Miniatures* : Bring in your 500 point warband, last man standing. Time for the Giants to rip each other apart. Will it be Fomorians or Storm Giant? What happens when a Night Walker fails a morale save? Cool prizes for top finishers. **EC:** Gamers Inn

MG-1022 D&D Minis Sealed Booster Tournament

MG-1022.00 Sat 19:00 Event Hall (A-05)

[A/2/E/4/30] *D&D Miniatures* : Construct a warband from one Giants booster, and your choice of Deathknell or Aberrations. Special prizes, watch here for tournament details. **EC:** Gamers Inn

MG-1023 Pirates Tournament, Aaaaaaaarrghhhhh!

MG-1023.00 Sun 14:00 Event Hall (A-14)

[A/2/E/4/0] *Pirates of the Spanish Main* : Bring your 30pt fleet and winners keep the treasure. Special prizes for top 4 finishers. All three sets permitted in this event. **EC:** Gamers Inn

MG-1024 Flames of War: Boot Camp (Demo)

MG-1024.01 Fri 14:00 War Room (D-03, D-04)

MG-1024.02 Fri 19:00 War Room (D-03, D-04)

MG-1024.03 Sat 19:00 War Room (D-03, D-04)

[B/1/E/4/4] *Flames of War* : This will be an active demo with armies for you to try, or bring your own and we will fight for the fate of the free world. **EC:** Jason

MG-1025 Flames of War: Tournament

MG-1025.00 Sun 09:00 War Room (D-01, D-02, D-03, D-04)

[B/2/E/8/8] *Flames of War* : Bring your armies and duke it out. **EC:** Jason

MG-1026 Star Wars Miniatures

MG-1026.00 Thu 17:00

[A/2/T/4/6] *Star Wars Miniatures* : A fast-paced, action-packed game, set in the Star Wars universe. The Star Wars miniatures game provides an unlimited combination of Star Wars characters as well as a variety of tactics to help a skilled player overcome any challenge and win the day. **EC:** Mark DiBlasi

MG-1027 Starship Troopers/Classic Battletech Game

MG-1027.00 Sat 14:00 War Room (D-01, D-02)

[A/0/T/4/8] *Unselected Game System* : You are a member of the Planetary Guard investigating a meteor strike **EC:** Buckwally (13th Heavy Metal Legion, Mechforce USA Tucson)

OE-1000 Master-Class Painting: Single Figure (Fantasy)

OE-1000.01 Fri 09:00 Game Central (Painting Case)

OE-1000.02 Sat 14:00 Game Central (Painting Case)

[B/1/E/4/127] *Miniature Painting Event* : 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. **EC:** ConEvents

OE-1001 Master-Class Painting: Single Figure (Sci-Fi)

OE-1001.01 Fri 14:00 Game Central (Painting Case)

OE-1001.02 Sat 09:00 Game Central (Painting Case)

[B/1/E/4/127] *Miniature Painting Event* : Master Class Painting, Single Figure Science Fiction. This is for all single figure miniatures of a Modern, Future, and Sci-Fi Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm. **EC:** ConEvents

OE-1002 Miniature Painting: Diorama / Vignettes

OE-1002.01 Fri 09:00 Game Central (Painting Case)

OE-1002.02 Sat 14:00 Game Central (Painting Case)

[B/1/E/4/127] *Miniature Painting Event* : 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. **EC:** ConEvents

OE-1003 Miniature Painting: Group / Unit

OE-1003.01 Fri 14:00 Game Central (Painting Case, Painting Case)

OE-1003.02 Sat 09:00 Game Central (Painting Case)

[B/1/E/4/127] *Miniature Painting Event* : 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 range 25mm - 32mm. **EC:** ConEvents

OE-1004 Miniature Painting: Single Figure (Fantasy)

OE-1004.01 Fri 09:00 Game Central (Painting Case)

OE-1004.02 Sat 14:00 Game Central (Painting Case)

[B/1/E/4/127] *Miniature Painting Event* : 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. **EC:** ConEvents

OE-1005 Miniature Painting: Single Figure (Large)

OE-1005.01 Fri 14:00 Game Central (Painting Case)

OE-1005.02 Sat 09:00 Game Central (Painting Case)

[B/1/E/4/127] *Miniature Painting Event* : 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. **EC:** ConEvents

OE-1006 Miniature Painting: Single Figure (Sci-Fi)
 OE-1006.01 Fri 09:00 Game Central (Painting Case)
 OE-1006.02 Sat 14:00 Game Central (Painting Case)
 [B/1/E/4/127] *Miniature Painting Event* : General Painting, Single Figure Fantasy. This is for all single figure miniatures of a Modern, Future, and Sci-Fi Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm. **EC:** ConEvents

OE-1007 Miniature Painting: Transportation
 OE-1007.01 Fri 14:00 Game Central (Painting Case)
 OE-1007.02 Sat 09:00 Game Central (Painting Case)
 [B/1/E/4/127] *Miniature Painting Event* : Miniature Painting: From an Ass to a Stallion; from the Scooter to the Zero 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 here. **EC:** ConEvents

OE-1008 Miniature Sculpting/Conversion Contest
 OE-1008.01 Fri 09:00 Game Central (Painting Case)
 OE-1008.02 Sat 14:00 Game Central (Painting Case)
 [B/1/E/4/127] *Miniature Conversion Event* : Fancy yourself a master sculptor? Bring your best piece and find out how your skills fair. Sculpt must be at least 50% original work. The sculpt must not be painted in order to verify the original work. **EC:** ConEvents

OE-1009 Meet the Convention Staff
 OE-1009.00 Sun 18:00 Special Event Room (S-01)
 [B/1/E/2/0] *Panel, Speaking Event* : Thanks for coming to Phoenix ConGames. Here is your chance to meet the staff that worked so hard to bring you this event. If you have any compliments or complaints, bring them with you. If your interested in our plans for next year, come in find out. **EC:** ConEvents (ConEvents.Com)

OE-1010 RPG Open Roundtable
 OE-1010.00 Thu 14:00
 [B/1/T/2/40] *Round Table Discussion* : Know what makes a good gaming group? What makes for an enjoyable session or a challenging game? Everyone is invited to this open discussion on what makes for good gaming, enjoyable adventures, and any other ideas or questions that make for a better game. **EC:** Gomaï

OE-1011 RPG Roundtable (Mature version)
 OE-1011.00 Sat 19:00 Special Event Room (SE-01)
 [B/1/A/2/45] *Round Table Discussion* : Know what makes a good gaming group? What makes for an enjoyable session or a challenging game? How graphic is too graphic and just what themes should/shouldn't be part of a good game? Come share your thoughts with fellow gamers in this open forum. **EC:** Gomaï

OE-1012 RPG Roundtable
 OE-1012.00 Fri 14:00
 [B/1/P/2/45] *Unselected Game System* : Know what makes a good gaming group? What makes for an enjoyable session or a challenging game? Everyone is invited to this open discussion on what makes for good gaming, enjoyable adventures, and any other ideas or questions that make for a better game. **EC:** Gomaï

OE-1013 LARP Roundtable
 OE-1013.00 Sat 14:00
 [B/1/M/2/40] *Round Table Discussion* : Know what makes a good LARP group? What makes for an enjoyable story or common pitfalls to avoid? Everyone is invited to this open discussion on what makes for good gaming and any other ideas or questions that make for a better LARP experience. **EC:** Gomaï

OE-1014 Late Night Booth: Imperial Outpost *SPONSOR*
 OE-1014.01 Fri 19:00 Event Hall (A-08)
 OE-1014.02 Sat 19:00 Event Hall (A-08)
 [U/0/E/8/0] *Late Night Exhibitor Booth* : When the sun sets, these exhibitor booths are going strong. The answer to your 24 hour product needs... **EC:** ConEvents (ConEvents.Com)

OE-1015 Late Night Booth: Gamer's Inn
 OE-1015.01 Fri 19:00 Event Hall (A-06)
 OE-1015.02 Sat 19:00 Event Hall (A-06)
 [U/0/E/8/0] *Late Night Exhibitor Booth* : When the sun sets, these exhibitor booths are going strong. The answer to your 24 hour product needs... **EC:** ConEvents (ConEvents.Com)

OE-1016 Late Night Booth: Samurai Comics
 OE-1016.01 Fri 19:00 Event Hall (A-07)
 OE-1016.02 Sat 19:00 Event Hall (A-07)
 [U/0/E/8/0] *Late Night Exhibitor Booth* : When the sun sets, these exhibitor booths are going strong. The answer to your 24 hour product needs... **EC:** ConEvents (ConEvents.Com)

OE-1017 Used Game Auction
 OE-1017.00 Sun 13:00 Special Event Room (S-01)
 [B/1/E/4/100] *Unselected Game System* : Bring your used games and see what you can find! We will be auctioning off used games, books, and who know what else! So dig in that closet and find those old dusty games and books that you no longer want, and we'll auction them off for you! **EC:** ConEvents

OE-1018 Movie Previews with Berry Bard
 OE-1018.00 Sun 11:00 Special Event Room (S-01)
 [B/1/E/2/30] *Unselected Game System* : Berry Bard, is steeped in the world of the fans! Let him show you early promo cuts of movies before they appear in theaters and you might just walk away with some cool free promotional items from the biggest hollywood blockbusters. **EC:** ConEvents

OE-1019 Use Game Auction: Item Check In
 OE-1019.01 Fri 14:00
 OE-1019.02 Sat 14:00
 [B/1/E/4/0] *Other Game System: See Notes* : We will have a dedicated item taker at the Game Central Desk, at this time to help you get your items checked in for the Sunday Auction. Swing by fill out the entry form, and drop off the loot. **EC:** ConEvents

OE-1020 Speed Painting Contest
 OE-1020.01 Fri 11:00 Special Event Room (S-01)
 OE-1020.02 Sat 14:00 Special Event Room (S-01)
 [A/1/E/2/16] *Miniature Painting Event* : Speed Painting Contest, see how well you can do in 1 hour! **EC:** ConEvents

OE-1021 Reaper "Paint-N-Take"
 OE-1021.01 Fri 09:00 Special Event Room (S-01)
 OE-1021.02 Sat 11:00 Special Event Room (S-01)
 OE-1021.03 Sat 16:00 Special Event Room (S-01)
 [A/1/E/2/16] *Miniature Painting Event* : Paint-N-Take, you can come in, take a miniature, paint it and take it home **EC:** ConEvents

RA-1000 LG6: COR4-15 War of the Dust 2-ROUNDS
 RA-1000.01 Thu 09:00 Thursday Hall (R-05)
 RA-1000.02 Sat 09:00 Event Hall (C-01, C-03, C-08)
 RA-1000.03 Sun 09:00 Event Hall (C-01, C-03, C-08)
 [A/2/E/8/127] *RPGA Living Greyhawk* : What greater tragedy than a realm at war with itself over the ruins of past glories? What greater sorrow than blood spilled for a legacy of dust? What greater need than hope for a despairing people, than life for a dying land? **EC:** Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1001 LG2: COR5-06 Blood on Bright Sands
 RA-1001.01 Thu 09:00 Thursday Hall (R-06)
 RA-1001.02 Fri 14:00 Event Hall (C-01, C-03, C-08)
 [A/2/E/4/127] *RPGA Living Greyhawk* : War rages across the Bright Sands. Scouting the wastes at the behest of the paladin Karistyne the PCs are caught up in a battle between forces loyal to Rary and nomads yet free from his insidious influence. They must win free to reach their goal, the myst **EC:** Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1002 LG3: COR4-07 Full Circle to Oblivion
 RA-1002.01 Fri 09:00 Event Hall (C-02, C-07, C-09)
 RA-1002.02 Fri 19:00 Event Hall (C-01, C-03, C-08)
 [A/2/E/4/127] *RPGA Living Greyhawk* : Pride, cowardice, fear, and lack of faith have stripped bare the hearts of many a man of the cloth. Now all



You Are One of Us Now

the
CAMARILLA



*In this World of Darkness,
will you be predator or prey?*

*Will you remain hidden
or join the Danse Macabre?*

*Don't be left alone
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that remains is a boy, his broken father, and a village of the once damned on the edge of the Vale of Luna. The journey that started at the Flight **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1003 LG4: COR4-11 Crimson Thorns
RA-1003.01 Fri 14:00 Event Hall (C-02, C-07, C-09)
RA-1003.02 Sat 09:00 Event Hall (C-02, C-07, C-09)
[A/2/E/4/127] *RPGA Living Greyhawk* : Embassies are common in this time of tenacious and fragile peace. However, peace is the relative and such embassies are always heavily guarded. You have been asked to accompany one such embassy from the Free City of Dekspoint to the North Kingdom. **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1004 LG5: NMR5-01: Under the Boughs
RA-1004.01 Fri 19:00 Event Hall (C-02, C-07, C-09)
RA-1004.02 Sat 14:00 Event Hall (C-02, C-07, C-09)
[A/2/E/4/127] *RPGA Living Greyhawk* : By Mike Deal. Just what are the Sylvans up to in the Celadon forest and why are they so wary? **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1005 LG7: NYR5-03 For the Duchess of Woodwych
RA-1005.01 Thu 14:00 Thursday Hall (R-02)
RA-1005.02 Sun 09:00 Event Hall (C-02, C-07, C-09)
[A/2/E/4/127] *RPGA Living Greyhawk* : By Robert Moon. Gritting his teeth against the stabbing pain, the wood elf with decorative facial tattoos heaved the body of the half-elven lass over his right shoulder. Her bejeweled hand swung limply in response to his movements. Quickly, yet with care, **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1006 LG8: NYR4-M01: Fate of Appolled, The
RA-1006.01 Thu 19:00 Thursday Hall (R-01)
RA-1006.02 Sun 14:00 Event Hall (C-02, C-07, C-09)
[A/2/E/4/127] *RPGA Living Greyhawk* : The Church of Pelor has sought you out yet again for assistance with a sensitive matter. Apparently the help you provided at Appolled wasn't the end of the story. Now they've asked you to take on a mission that might just decide the fate of the ol **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1007 LG9: Intro Mods (Level 1 characters only)
RA-1007.01 Thu 09:00 Thursday Hall (R-08)
RA-1007.02 Thu 14:00 Thursday Hall (R-06)
RA-1007.03 Thu 19:00 Thursday Hall (R-04)
RA-1007.04 Fri 09:00 Event Hall (C-05)
RA-1007.05 Fri 14:00 Event Hall (C-04)
RA-1007.06 Fri 19:00 Event Hall (C-06)
RA-1007.07 Sat 09:00 Event Hall (C-04)
RA-1007.08 Sat 14:00 Event Hall (C-05)
RA-1007.09 Sun 09:00 Event Hall (C-05)
RA-1007.10 Sun 14:00 Event Hall (C-04)
[B/1/E/4/127] *RPGA Living Greyhawk* : A great start for new players. **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1008 LG: Interactive
RA-1008.00 Sat 19:00 Event Hall (C-01, C-02, C-03, C-04, C-05, C-06, C-07, C-08)
[C/3/E/4/127] *RPGA Living Greyhawk* : Interactive for Greyhawk **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1009 LG1: COR5-05 A Marked Man
RA-1009.01 Thu 19:00 Thursday Hall (R-07)
RA-1009.02 Fri 09:00 Event Hall (C-01, C-03, C-08)
[A/2/E/4/127] *RPGA Living Greyhawk* : Sometimes you make the wrong enemy, and you don't know where to turn. The man in front of you seems to have that look in his eye. Are you willing to stick your nose into something dangerous? **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1010 LA: No Quarter
RA-1010.00 Thu 14:00 Thursday Hall (R-01)
[A/2/M/4/127] *RPGA Living Arcanis* : **EC**: Cristos (Shield of Almor)

RA-1011 LA: Red Lantern Street Affair (Premier Event)
RA-1011.00 Thu 19:00 Thursday Hall (R-02)
[A/2/M/4/127] *RPGA Living Arcanis* : **EC**: Cristos (Shield of Almor)

RA-1012 LA: No Quarter
RA-1012.00 Fri 09:00 Mature Room (M-06, M-08, M-10)
[A/2/M/4/127] *RPGA Living Arcanis* : **EC**: Cristos (Shield of Almor)

RA-1013 LA: Red Lantern Street Affair (Premier Event)
RA-1013.00 Fri 14:00 Mature Room (M-06, M-08, M-10)
[A/2/M/4/127] *RPGA Living Arcanis* : This is an RPGA living Event **EC**: Cristos (Shield of Almor)

RA-1014 LA: Between The Devil and the Deep Blue Sea (Premier Event)
RA-1014.01 Fri 19:00 Mature Room (M-06, M-08, M-10)
RA-1014.02 Sat 14:00 Mature Room (M-06, M-08)
[A/2/M/4/127] *RPGA Living Arcanis* : This is a Premier RPGA living Event **EC**: Cristos (Shield of Almor)

RA-1015 LA: Favors & Alliances
RA-1015.01 Thu 09:00 Thursday Hall (R-01)
RA-1015.02 Sat 09:00 Mature Room (M-06, M-08, M-10)
[A/2/M/4/127] *RPGA Living Arcanis* : **EC**: Cristos (Shield of Almor)

RA-1016 LA: Living Arcanis Interactive
RA-1016.00 Sun 09:00 Mature Room (M-06, M-07, M-08, M-09, M-10)
[A/2/M/8/127] *RPGA Living Arcanis* : **EC**: Cristos (Shield of Almor)

RA-1017 LA: Living Arcanis Marketplace
RA-1017.00 Sat 14:00 Mature Room (M-10)
[A/2/M/4/127] *RPGA Living Arcanis* : An opportunity to purchase and/or create magic item certificates for Living Arcanis characters. **EC**: Cristos (Shield of Almor)

RA-1018 LS1: Living Spycraft
RA-1018.01 Thu 09:00 Thursday Hall (R-04)
RA-1018.02 Thu 19:00 Thursday Hall (R-05)
RA-1018.03 Sat 14:00 Event Hall (C-04)
RA-1018.04 Sun 14:00 Event Hall (C-05)
[A/2/E/4/18] *RPGA Living Spycraft* : This is a living spycraft module. Will update with more when we have it. **EC**: Jon Bradley

RA-1019 LS2: Living Spycraft
RA-1019.01 Thu 14:00 Thursday Hall (R-04)
RA-1019.02 Fri 09:00 Event Hall (C-06)
RA-1019.03 Fri 19:00 Event Hall (C-04)
RA-1019.04 Sun 09:00 Event Hall (C-04)
[A/2/E/4/18] *RPGA Living Spycraft* : This is a living spycraft module. Will update with more when we have it. **EC**: Jon Bradley

RA-1020 EMH-3: Living Eberron - Mark of Heroes
RA-1020.01 Thu 09:00
RA-1020.02 Fri 09:00 Event Hall (C-04)
RA-1020.03 Sat 09:00 Event Hall (C-06)
RA-1020.04 Sun 14:00 Event Hall (C-06)
[A/2/E/4/18] *RPGA Living Eberron* : This will be an Eberron - Mark of Heros Game **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1021 EMH-4: Living Eberron - Mark of Heroes
RA-1021.01 Thu 14:00 Thursday Hall (R-03)
RA-1021.02 Fri 14:00 Event Hall (B-09)
RA-1021.03 Sat 14:00 Event Hall (C-06)
[A/2/E/4/18] *RPGA Living Eberron* : This will be an Eberron - Mark of Heros Game **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1022 RPGA: Character Creation Workshop
RA-1022.01 Fri 14:00 Event Hall (C-06)
RA-1022.02 Sat 09:00 Event Hall (C-05)
[A/2/E/4/18] *Other RPGA Living Event* : Need help building a Dwaven Warrior, Russian Spy, A Cleric of Beltine. This is the place for you, our GM's will help you to create a hero that can stand the test of time. **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1023 RPGA: Pickup Game Slot
RA-1023.00 Sat 19:00 Event Hall (C-09)

[A/2/E/4/18] *Other RPGA Living Event* : Did you miss an event? Here is a chance to get a party together and play any of the modules we have at this event. **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1024 DMs Mark: July
 RA-1024.01 Thu 19:00 Thursday Hall (R-08)
 RA-1024.02 Fri 19:00 Event Hall (C-05)
 RA-1024.03 Sun 09:00 Event Hall (C-06)
 [B/2/E/4/18] **EC**: Russ Stanley (RPGA, Shield of Almor Gaming)

RA-1025 The Replacements
 RA-1025.00 Fri 19:00 Event Hall (B-09)
 [U/0/P/4/6] *RPGA Living Force* : Make a name for yourself as new heroes
EC: Nadal Zolond

RA-1026 Who Goes Thare ?
 RA-1026.00 Sat 09:00 Event Hall (B-09)
 [U/0/P/4/6] *RPGA Living Force* : Brawls, Pirates, Thareians, and avoiding being eaten by - well **EC**: Nadal Zolond

RP-1000 Dungeon and Dragons For Dummies
 RP-1000.00 Sat 14:00 Event Hall (A-01)
 [C/1/T/4/6] *AD&D D20 3.5* : This session is an introduction for adults who have no experience with roleplaying but who want to learn. A great deal of care will be given to teach the rules, terms, and basic strategies by an experienced game master with 29 years in the system. **EC**: Chris Culver (Desert Rats)

RP-1001 Millennium's End: The Thantos Factor
 RP-1001.01 Fri 19:00 Event Hall (A-01)
 RP-1001.02 Sat 19:00 Event Hall (A-01)
 [C/1/M/4/6] *Millennium's End v2.0* : In Coasta Rica on thier first assignment, the players are diverted to a scene of a corporate kidnapping. The client wants the abductee back with little fuss as possible. It seems straight forward, but thier is something the client is not saying. **EC**: Chris Culver (Desert Rats)

RP-1002 The Scepter of Chaos
 RP-1002.00 Sat 19:00 Event Hall (B-05)
 [A/1/M/8/8] *Mutants & Masterminds* : Kalak the evil sorcerer is looking for a ancient artifact that will allow him to destroy the world and remake it in his image! You and your fellow heroes must not allow that to happen! Can you find the scepter before kalak! Heroes provided **EC**: Giddeen (Green ronin Minion (demo))

RP-1003 Honor of the Crab
 RP-1003.00 Fri 19:00 Event Hall (B-06)
 [B/1/T/6/6] *Other Game System: See Notes* : Come play Legends of the Five Rings roleplaying game! Come see if the Crab can save Huruma Castle! GM will provide characters or bring your rank 2 Samurai (subject to GM approval) **EC**: Giddeen (Green ronin Minion (demo))

RP-1004 Intro to Witchcraft
 RP-1004.00 Thu 19:00 Thursday Hall (R-06)
 [B/1/M/4/6] *Other Game System: See Notes* : Come learn the dark world that lies just underneath the waking world of today! Where Witchcraft and magic are real! Where monsters of your nightmare want your very soul! Mature players please - GM will provide characters. Prizes will be supplied by - htt **EC**: Giddeen (Green ronin Minion (demo))

RP-1005 Crimson Skies: The Cockpit Runs Red with Blood
 RP-1005.00 Fri 14:00 Mature Room (M-01)
 [A/2/T/4/5] *White Wolfs World of Darkness* : Using the new World of Darkness rule set for playing in the Crimson Skies Universe the players take on the role of Swashbuckling Air Pirates set out to Clear their Names for A Crime they Didn't Commit. The game will be run using the WoD rules for R **EC**: st_gulik

RP-1006 Iron Kingdoms: Punks of Steam
 RP-1006.00 Fri 09:00 Event Hall (B-06)
 [A/1/T/4/5] *D&D RPG* : Setting in the Industrial Magickal World of the Iron Kingdoms the party sets forth to reach a critical outpost before their enemy does and then hold it till real re-enforcements can arrive! **EC**: st_gulik

RP-1009 Monster
 RP-1009.00 Thu 09:00 Thursday Hall (T-03)
 [A/2/T/2/8] *AD&D D20 3.5* : Monster Ever wonder what life is like on the flip side? Ah those foolish adventurers, they go from all over the world looking for a fight and accumulating treasure to lug around. Not you though, you just sit in you Dungeon and wait for them to come **EC**: CoolCole999@hotmail.com

RP-1010 Goblin Smashen
 RP-1010.00 Fri 14:00 Event Hall (A-02, A-10)
 [A/2/M/4/5] *D&D RPG* : You are part of a band of mercenaries and you are lost in the bad lands of the hobgoblins. Will have hero arna at beginning to award extra level. **EC**: Tallyn Rhoades

RP-1011 One Big Hole
 RP-1011.00 Fri 19:00 Event Hall (B-02)
 [B/1/T/6/5] *Other Game System: See Notes* : High School kids on there senior trip to the Grand Canyon. Each of you has a secret, can you overcome your differences in order to investigate the odd goings on that started shortly before your visit? Pre-Gen Characters, Eden Studios Witchcraft. **EC**: Rayston

RP-1012 In Flight Meal
 RP-1012.00 Sat 19:00 Event Hall (A-02)
 [B/1/T/6/6] *Other Game System: See Notes* : What will you do when "The Rise" occurs? Unisystem Game by Eden Studios, This will be Pre-gen Characters, All Flesh Must Be Eaten. **EC**: Rayston

RP-1013 Hackmaster: Maze of the Magi
 RP-1013.00 Sat 19:00 Event Hall (B-03, B-06, B-07)
 [C/1/T/6/18] *HackMaster* : This Adventure is a serious dungeon crawl with some nasty creatures to meet and Hack! Also, there are plenty of riddles, puzzles, traps, and intrigue, and, yes, there is even "real" roleplaying...if you can survive to get to it! *evil grin* **EC**: Gnarlitch

RP-1014 Hackmaster: To Where the Air is Sweet
 RP-1014.00 Fri 19:00 Event Hall (B-05, B-07, B-08)
 [A/1/T/6/18] *HackMaster* : Sesame Street meets Hack Master...what could be more fun? Wanna chop up Big Bird with your +3 Long Sword? Maybe Elmo annoys you and you wanna waste him with your crossbow! If so, this is the adventure for you! You'll laugh so hard you'll hurl! **EC**: Gnarlitch

RP-1015 "You're fired!"
 RP-1015.00 Sun 00:00 Mature Room (M-03)
 [B/1/A/4/20] *White Wolfs World of Darkness* : Every year T.W.C. has a high stakes game, this year play in an open World of Darkness Game. You can be a Mage/Werewolf/Vampire. Prizes will be given to the best PCs. PC creation guidelines: Werewolf 40xp, Vampires 50xp, and Mages see event coordinator. **EC**: The Wrecking Crew

RP-1016 ...I am my brother's keeper
 RP-1016.00 Sat 00:00 Mature Room (M-04)
 [B/1/A/4/8] *White Wolfs World of Darkness* : The counsel of lords has chosen your pack of Forsaken to bring in a lost pack - alive. The lords are concerned that the new ones need to be reminded of their duties. This comes in the shadow of a sharp increase of umbral disturbances. **EC**: The Wrecking Crew

RP-1017 A Ship Adrift
 RP-1017.00 Sat 14:00 Mature Room (M-01)
 [B/1/A/4/8] *White Wolfs World of Darkness* : 12 years ago your crowd of pirates dealt a telling blow to Afbe. Now he has become the Commodore with a naval contingent at his disposal. He would bring this against you and yours. Your spy has leaked his plans - now you can end this threat. **EC**: The Wrecking Crew

RP-1018 Button button who has the button
 RP-1018.00 Fri 14:00 Mature Room (M-02)
 [B/1/A/4/8] *White Wolfs World of Darkness* : Your fixer has told you of an easy score Lot 52. All you have to do is knock over the ASU Anthropology building. ASU has just received an early Mesopotamian collection of burial bowls. **EC**: The Wrecking Crew

RP-1019 Capture the Castle

RP-1019.00 Fri 19:00 Mature Room (M-02, M-03)
 [B/1/A/8/8] *White Wolfs World of Darkness* : A mysterious castle from ages long since past has arisen full of forgotten secrets, artifacts, and a hidden manse. But many would have the bounty within. This double blind adventure is for 6 Solar Exalted vs. 6 Dragon Blooded characters. **EC:** The Wrecking Crew

RP-1020 Convent of Hell
 RP-1020.00 Sat 14:00 Mature Room (M-02)
 [B/1/A/4/8] *White Wolfs World of Darkness* : You and your friends are the envy of many; your student body will be going to the coveted Coed Spring Lock-in. You are stoked, or were. Students are have started disappearing and you and your friends have the misfortune of witnessing why. **EC:** The Wrecking Crew

RP-1021 Diner reservations for 6
 RP-1021.00 Sat 09:00 Mature Room (M-01)
 [B/1/A/4/8] *White Wolfs World of Darkness* : You all awoken at 6pm in a penthouse suite with the finest dressings. Every one of you a cast off from society; you are told that surely you will bring a wonderful taste with you to dinner tonight. You are not sure what is going on but you know it is bad. **EC:** The Wrecking Crew

RP-1022 From the Mouth of Babes
 RP-1022.00 Sat 19:00 Mature Room (M-01)
 [B/1/A/4/8] *White Wolfs World of Darkness* : A prophetic dream leads a young pack of Forsaken into the heart of the most unlikely territory - a school for blind and deaf children. A loci within the school has been ripped wide open and something is preying on the residents within. **EC:** The Wrecking Crew

RP-1023 Hide and Go Seek
 RP-1023.00 Sat 09:00 Mature Room (M-02)
 [B/1/A/4/8] *White Wolfs World of Darkness* : An Invictus elder has promised his assistance on a difficulty of your choice if you can just help convince his wayward Ward to return home. he says she will be resistant and cajoling may be necessary just make sure that she does not meet the final death. **EC:** The Wrecking Crew

RP-1024 Midnight in the Hills
 RP-1024.00 Fri 14:00 Mature Room (M-03)
 [B/1/A/4/8] *White Wolfs World of Darkness* : Invited to your 10 year high school reunion you are look forward to reuniting with your old friends, but one does not show. His lawyer does and you acquire some property in Fountain Hills from his estate. Wow, nice place, hey did you hear something? **EC:** The Wrecking Crew

RP-1025 Pawn takes Knight, Check
 RP-1025.00 Fri 19:00 Mature Room (M-04)
 [B/1/A/4/8] *White Wolfs World of Darkness* : Word has reached the Invictus. The Carthians are sending their champion to Phoenix. Tonight you have been ordered to intercept and destroy him. If you fail, your head will replace his on the chopping block! Can you defeat him? **EC:** The Wrecking Crew

RP-1026 Round one of the Mage Tournament
 RP-1026.01 Fri 14:00 Mature Room (M-04)
 RP-1026.02 Fri 19:00 Mature Room (M-05)
 RP-1026.03 Sat 09:00 Mature Room (M-03)
 [B/1/A/4/8] *White Wolfs World of Darkness* : Come experience Mage first hand as you start your journey on the Path of Awakening. See Phoenix The Dark Empire though new eyes, vision fresh with revelation - a new world ripe before you. **EC:** The Wrecking Crew

RP-1027 Mage Championship
 RP-1027.00 Sat 19:00 Mature Room (M-02)
 [B/1/A/4/0] *White Wolfs World of Darkness* : Come experience Mage first hand as you start your journey on the Path of Awakening. See Phoenix The Dark Empire though new eyes, vision fresh with revelation - a new world ripe before you. **EC:** The Wrecking Crew

RP-1028 Sin City Chaperone
 RP-1028.00 Sat 14:00 Mature Room (M-03)
 [B/1/A/4/8] *White Wolfs World of Darkness* : Something I must ask, should you be successful in this, you will be well rewarded. Someone is

coming to visit our city, an unwelcome houseguest if you will: his safety must be assured. He has enemies, so the utmost in discretion is required. Do not fail. **EC:** The Wrecking Crew

RP-1029 Snatch and Grab
 RP-1029.00 Sat 19:00 Mature Room (M-03)
 [B/1/A/4/8] *White Wolfs World of Darkness* : For too long they have not listened - tonight we will fix that. The envoy from D.C. arrives in 48hrs. Tonight Milosh will not make his meeting with the Prince - Because we are going to kidnap him! Who must do the hard thing, those who can. And we can! **EC:** The Wrecking Crew

RP-1030 The enemy of my enemy.
 RP-1030.00 Sat 09:00 Mature Room (M-04)
 [B/1/A/4/8] *White Wolfs World of Darkness* : A small force flying the banner of the Realm has laid siege to a small city under the protection of the 7th Legion of Lookshy. A team is dispatched to investigate the force and assassinate the leader if needed. Of course, do so as quietly as possible. **EC:** The Wrecking Crew

RP-1031 Who pays the tab?
 RP-1031.00 Sat 19:00 Mature Room (M-04)
 [B/1/A/4/8] *White Wolfs World of Darkness* : 5000 years humanity has dwelt within the Autochton, the machine god. Now the 5 Magical Materials are drying up that serves the Autochton. Those who dwell within are nearly empty. The bravest are searching for sources of these resources, but at what cost? **EC:** The Wrecking Crew

RP-1032 Won't you be my neighbor
 RP-1032.00 Thu 19:00 Thursday Hall (R-03)
 [B/1/A/4/8] *White Wolfs World of Darkness* : It is simple they say, the trespassers must be punished. At night this coterie of parasites invades spoiling everything they touch. A leach is most easily dislodged when heat is applied. **EC:** The Wrecking Crew

RP-1033 Shadowrun Roleplaying
 RP-1033.01 Fri 19:00 Event Hall (B-04)
 RP-1033.02 Sat 19:00 Event Hall (B-02)
 [A/2/M/6/6] *Other RPG* : Come run the shadows in the world of Shadowrun..... You receive a message from your fixer about some biz a Mr. Johnson needs handled. He gives you the address and time of the meet. Are you ready for the challenge..... **EC:** TCalpin

RP-1034 Dragonstorm
 RP-1034.01 Fri 14:00 Event Hall (A-09)
 RP-1034.02 Fri 19:00 Event Hall (A-09)
 RP-1034.03 Sat 09:00 Event Hall (A-09)
 RP-1034.04 Sat 14:00 Event Hall (A-09)
 RP-1034.05 Sun 09:00 Event Hall (B-03)
 [B/1/E/4/8] *Other RPG* : Dragonstorm is a Collectable Card Roleplaying Game, in which you play shapeshifters that battle evil Necromancers who gain power and extended lifespans from draining the souls of shapeshifters and dragons. **EC:** Belwin

RP-1035 GURPS Finders Fee (Fantasy)
 RP-1035.00 Sat 14:00 Event Hall (B-03)
 [B/1/E/4/6] *GURPS* : A tale of small-town adventurers, They have already faced a great dragon to harvest the elements to create an anti-dragon potion and defeated a werewolf to cure the mayors son of lycanthropy. A light-hearted, fun-filled, fantasy game that can go anywhere. **EC:** Loup DeVault AZMIB 5687

RP-1036 GURPS Incredibles 2 (Supers)
 RP-1036.00 Fri 19:00 Event Hall (B-03)
 [B/1/E/4/6] *GURPS* : The Incredibles made their stunning return. Agencies are forming their own teams of powered troubleshooters. This is your first attempt at a legitimate use of your powers. Can you work together to protect the world from industrial espionage and terrorism? **EC:** Loup DeVault AZMIB 5687

RP-1037 Warring Kingdoms
 RP-1037.01 Fri 09:00 Event Hall (B-07, B-08)
 RP-1037.02 Thu 09:00 Thursday Hall (R-09)
 [A/2/M/8/5] *D&D RPG* : Chaos consumed the two kingdoms thrown into conflict by the kidnapping of the heir to the throne. You are of the elite

guard of Alexandria who are charged with recovering the princess. Match wits with fearsome beasts earn your right to be called a hero. **EC:** Tallyn Rhoades

RP-1038 Wight-Out!

RP-1038.00 Sat 09:00 Event Hall (B-07, B-08)

[A/2/T/8/6] *AD&D D20 3.5* : Hired by the town guard you come to the city of Valdilon one where citizens have been disappearing from the streets. The last incident regarding the ransacking of several crypts of the towns fallen champions. Find out the cause and capture the criminals. **EC:** Tallyn Rhoades

RP-1039 Exalted: The Hunter and the Hunted

RP-1039.00 Sat 14:00 Event Hall (B-01)

[A/1/T/6/5] *Other RPG* : A newly Exalted Solar must learn to use his powers as he flees the Wyld Hunt. Along the way, a cunning Sidereal, a soldier from Lookshy, an outcaste Dragon-Blooded, and a curious Lunar will join his side. But what they discover may be more amazing yet! **EC:** Barry Figgins

RP-1040 Epic D&D 3.0-3.5

RP-1040.00 Fri 00:00 Thursday Hall (R-07)

[A/3/T/4/16] *AD&D D20 3.5* : "ONE TIME ONLY" Come play a god and get a chance to kill the monsters that you ran away from when you were men. Character level: 20+1D-10? game (bribes accepted) **EC:** Uruk-Hai

RP-1041 Deadlands: Last stop on the Stage line to hell

RP-1041.00 Sat 19:00 Event Hall (B-08)

[A/1/T/4/6] *Deadlands* : It was supposed to be a simple job. Guard the stage between Yuma and the City of Lost Angels. But an unexpected "celebrity" on the stage has managed to complicate things a little. Who wants whom is less important than why! **EC:** Sentinel (Imperial Outpost)

RP-1042 Pandora Unleashed

RP-1042.00 Sun 00:00 Event Hall (B-04)

[B/1/T/4/6] *Mutants & Masterminds* : An ancient evil resurfaces, and the heroes are forced to make a decision between preserving the future or protecting the present. **EC:** Sentinel (Imperial Outpost Games)

RP-1043 HACKMASTER: World Of Hurt

RP-1043.00 Sat 14:00 Event Hall (B-09)

[C/2/P/8/7] *HackMaster* : Heroic adventurers assemble to do battle with the forces of evil in the Kingdom of Fangaerie. Which side (good or evil) will you join the Hack with? **EC:** Ken

RP-1045 Arcana Evolved demo

RP-1045.00 Sat 09:00 Event Hall (B-06)

[U/0/P/4/7] *AD&D D20 3.5* : take this chance to explore In Monte Cook's exiting arcana Evolved setting. **EC:** CoolCole999@hotmail.com

RP-1046 Naruto Game Demo

RP-1046.00 Sun 09:00 Event Hall (B-02)

[B/0/P/4/7] *Custom Game System* : a GOOD Naruto game system inspired by the popular Anime series, execute you favorite techniques and execute ninja action! The system is loosely based on the D10 systems with flavoring that is all its own. **EC:** CoolCole999@hotmail.com

RP-1047 Demolitions Run

RP-1047.00 Thu 19:00 Thursday Hall (R-09)

[B/1/T/4/5] *Other RPG* : SRM-02: Demolitions Run Sometimes drek just needs to get blown up. And when it does, you're the folks that they call to do it. It's all in the job description, chummer **EC:** Rayston

RP-1048 Intro to D&D 3.5

RP-1048.01 Fri 09:00 Event Hall (B-04)

RP-1048.02 Fri 14:00 Event Hall (B-04)

RP-1048.03 Sat 09:00 Event Hall (B-04)

RP-1048.04 Sat 14:00 Event Hall (B-04)

[B/1/E/4/8] *AD&D D20 3.5* : Never played D&D before, but have always wanted to give it a try? Come join us for a first time friendly adventure. No experience necessary and all supplies provided. P.S. Do you want to get a friend hooked? then this is your opportunity! **EC:** James

RP-1049 Bowels Of The Clockwork God (D&D3.5 Powergaming)

RP-1049.00 Sun 09:00 Event Hall (A-13)

[A/3/T/6/8] *AD&D D20 3.5* : A call has been sent throughout the planes for all who cherish order. Evil has descended on Templecity of Machinara. fiends and abominations have descended upon the city and the recluse priesthood is nowhere to be found. The townsfolk need you! **EC:** James

RP-1050 (MERP) Middle Earth Role Playing D100

RP-1050.01 Fri 21:00 Event Hall (B-01)

RP-1050.02 Sat 21:00 Event Hall (B-01)

[B/1/E/4/6] *Other RPG* : The fate of Middle Earth is in your Hands! Will you be able to go There and Back Again? **EC:** Mr Sneaky Shoes

YE-1000 Junkbox Wars

YE-1000.01 Fri 19:00 Special Event Room (S-01)

YE-1000.02 Sat 19:00 Special Event Room (S-01)

[B/1/E/2/15] *Junkbox Wars* : In JUNKYARD WARS, you have a limited amount of time to build a machine that can pass our test. Players will use parts from our HUGE junkbox and see who can build the best machine for the job! Families welcome to come team up together and play! **EC:** Larry Vela

YE-1001 Face Painting for Kids of all Ages.

YE-1001.01 Fri 09:00 Youth Area (Painting Place)

YE-1001.02 Fri 14:00 Youth Area (Painting Place)

YE-1001.03 Sat 09:00 Youth Area (Painting Place)

YE-1001.04 Sat 14:00 Youth Area (Painting Place)

YE-1001.05 Sun 09:00 Youth Area (Painting Place)

[B/1/E/2/0] *Face Painting* : Face painting will be available for Kids of All ages. Clans & gaming groups come down and get marked. Orcs: looking for a hand of Saruman? **EC:** Monique Brannum

YE-1002 Family Board Game Favorites

YE-1002.01 Fri 09:00 Youth Area (K-01, K-02)

YE-1002.02 Sat 14:00 Youth Area (K-01, K-02)

YE-1002.03 Sun 09:00 Youth Area (K-01)

[B/1/E/4/12] *Classic Board Games* : All your favorites including Sorry, Life, Yahtzee, Scrabble and more are here to play. Come on down with your friends or make new ones once you're here! Games are available to pick up at the Youth Area and start playing. See you there! **EC:** Monique Brannum

YE-1003 Great Glopping Gallons of Group Gaming Glory

YE-1003.01 Sat 09:00 Youth Area (K-01, K-02)

YE-1003.02 Sun 14:00 Youth Area (K-01, K-02)

[B/1/E/4/16] *Classic Board Games* : Want to get together with a group of friends and play a game? We have Bingo, Apples to Apples, Pictionary, Trivial Pursuit and more!!! **EC:** Monique Brannum

YE-1004 Pick Picnic: A Fowl Life-Sized Game

YE-1004.01 Fri 09:00 Youth Area (Barn Yard)

YE-1004.02 Fri 11:00 Youth Area (Barn Yard)

YE-1004.03 Fri 14:00 Youth Area (Barn Yard)

YE-1004.04 Fri 16:00 Youth Area (Barn Yard)

YE-1004.05 Sat 09:00 Youth Area (Barn Yard)

YE-1004.06 Sat 11:00 Youth Area (Barn Yard)

YE-1004.07 Sat 14:00 Youth Area (Barn Yard)

YE-1004.08 Sat 16:00 Youth Area (Barn Yard)

YE-1004.09 Sun 09:00 Youth Area (Barn Yard)

YE-1004.10 Sun 11:00 Youth Area (Barn Yard)

YE-1004.11 Sun 14:00 Youth Area (Barn Yard)

YE-1004.12 Sun 16:00 Youth Area (Barn Yard)

[B/1/E/2/6] *Life Size: Pick Picnic Life Sized by ConEvents* : A corn, please!, is the cry heard from many fowl mouths in the poultry yards. Game hens, pheasants, ducks, geese, and turkeys seem to be always hungry - never getting enough to eat. In Pick Picnic, a real feast awaits the fast fowl!! **EC:** Monique Brannum

YE-1005 Pickomino: Life-Sized Fowl Fun

YE-1005.01 Fri 09:00 Youth Area (Chicken Coup)

YE-1005.02 Fri 11:00 Youth Area (Chicken Coup)

YE-1005.03 Fri 14:00 Youth Area (Chicken Coup)

YE-1005.04 Fri 16:00 Youth Area (Chicken Coup)

YE-1005.05 Sat 09:00 Youth Area (Chicken Coup)

YE-1005.06 Sat 11:00 Youth Area (Chicken Coup)

YE-1005.07 Sat 14:00 Youth Area (Chicken Coup)

YE-1005.08 Sat 16:00 Youth Area (Chicken Coup)

YE-1005.09 Sun 09:00 Youth Area (Chicken Coup)
 YE-1005.10 Sun 11:00 Youth Area (Chicken Coup)
 YE-1005.11 Sun 14:00 Youth Area (Chicken Coup)
 YE-1005.12 Sun 16:00 Youth Area (Chicken Coup)
 [B/1/E/2/6] *Life Size: Pickomino Life Sized by ConEvents* : Roasted worms are a bird's delight, and a favorite dish of all poultry. Gather the most worms to win. **EC:** Monique Branam

YE-1006 Shuffle till it Hurts, Card Gaming Mania
 YE-1006.01 Fri 09:00 Youth Area (K-03, K-04)
 YE-1006.02 Sat 09:00 Youth Area (K-03, K-04)
 YE-1006.03 Sun 09:00 Youth Area (K-02)
 YE-1006.04 Sun 14:00 Youth Area (K-03, K-04)
 [B/1/E/4/16] *Classic Board Games* : Do you know what good old favorites like Uno, imports like Mille Bornes, and fun new games like Guillotine have in common? You can play them all right here, right now! So unless you have a flat tire, or are missing your head, come on down and play! **EC:** Monique Branam

YE-1007 Two Thumbs Up, Movies Re-made As Games!
 YE-1007.01 Fri 14:00 Youth Area (K-01, K-02)
 YE-1007.02 Sun 09:00 Youth Area (K-03)
 [B/1/E/4/8] *Classic Board Games* : Harry Potter, Jumanji and other top rated games have been reduced to board games that can consume hours of your time. Try a few on for size. **EC:** Monique Branam

YE-1008 Yu-Gi-Oh Constructed Deck Tournament
 YE-1008.01 Fri 14:00 Youth Area (K-03, K-04)
 YE-1008.02 Sat 14:00 Youth Area (K-03, K-04)
 [A/2/E/4/12] *Yu-Gi-Oh* : Bring your best Yu-Gi-Oh! deck, but consult the Banned list to make sure your deck is legal. You are only allowed one of any limited cards and two of any semi-limited cards. **EC:** Monique Branam

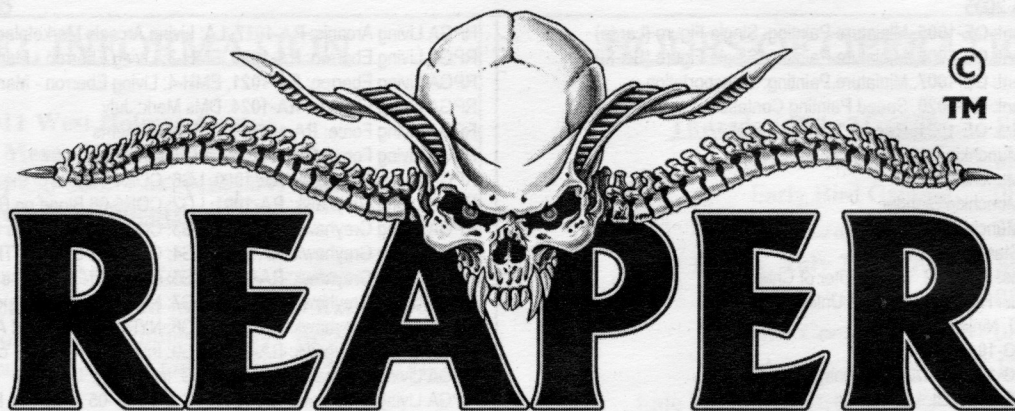
YE-1009 Two Feet Tall Tic Tac Toe
 YE-1009.01 Fri 00:00 Youth Area (TicTacToe Field)
 YE-1009.02 Fri 09:00 Youth Area (TicTacToe Field)
 YE-1009.03 Sat 00:00 Youth Area (TicTacToe Field)
 YE-1009.04 Sat 09:00 Youth Area (TicTacToe Field)
 YE-1009.05 Sun 00:00 Youth Area (TicTacToe Field)
 YE-1009.06 Sun 09:00 Youth Area (TicTacToe Field)
 [B/1/E/2/2] *Life Size: Tic Tac Toe Life Sized by ConEvents* : ConEvents got carried away, and created Two Foot Tall Tic Tac Toe. Play the classic time wasting long car trip game while we all watch from the eight floor. Large pieces for the nearsighted have been provided. **EC:** Monique Branam

YE-1010 Pokemon Constructed Deck Tournament
 YE-1010.00 Sun 09:00 Youth Area (K-04)
 [A/2/E/4/12] *Pokemon* : Bring your best Pokemon! deck, but consult the Banned list to make sure your deck is legal. **EC:** Monique Branam

EVENTS LISTED BY GAME SYSTEM

A Game of Thrones CCG: **CG-1014**, A Game of Thrones CCG Classic
 A Game of Thrones CCG: **CG-1015**, A Game of Thrones CCG Standard
 AD&D D20 3.5: **RP-1000**, Dungeon and Dragons For Dummies
 AD&D D20 3.5: **RP-1009**, Monster
 AD&D D20 3.5: **RP-1038**, Wight-Out!
 AD&D D20 3.5: **RP-1040**, Epic D&D 3.0-3.5
 AD&D D20 3.5: **RP-1045**, Arcana Evolved demo
 AD&D D20 3.5: **RP-1048**, Intro to D&D 3.5
 AD&D D20 3.5: **RP-1049**, Bowels Of The Clockwork God (D&D3.5 Powergaming)
 Aliens Board Game: **MG-1001**, Aliens Miniatures : Colonial Marines Last Stand
 Ancients: **MG-1013**, Armati: Pre-1500 A.D. Warfare using 15mm Miniatures
 Axis & Allies: **BG-1000**, Axis and Allies
 Battletech: Classic: **MG-1003**, Battletech - Clan Grinder
 Battletech: Classic: **MG-1004**, Battletech - Grinder
 Battletech: Classic: **MG-1005**, Battletech - Hunter
 Battletech: Classic: **MG-1006**, Battletech - King of the Hill
 Battletech: Classic: **MG-1007**, Battletech - Trial of Refusal
 Boot Hill: Chris Culvers: **MG-1000**, Boot Hill: The Fastest Guns Who Never Lived
 Carcassonne: **BG-1023**, Carcassonne
 Carcassonne: **BG-1036**, Carcassonne : Princess and Dragon
 Changeling The Dreaming: **LA-1010**, Changeling: The Dreaming LARP
 Chez (Dork): **CG-1003**, Chez Dork
 Chez (Geek/Goth/Grunt): **CG-1004**, Chez Goth
 Chez (Geek/Goth/Grunt): **CG-1005**, Chez Geek
 Classic Board Games: **YE-1002**, Family Board Game Favorites
 Classic Board Games: **YE-1003**, Great Gloppling Gallons of Group Gaming Glory
 Classic Board Games: **YE-1006**, Shuffle till it Hurts, Card Gaming Mania
 Classic Board Games: **YE-1007**, Two Thumbs Up, Movies Re-made As Games!
 Custom Game System: **BG-1004**, Zombies!! + >=1 expansion
 Custom Game System: **RP-1046**, Naruto Game Demo
 D&D Miniatures: **MG-1020**, D&D Minis 200pt Constructed Tournament
 D&D Miniatures: **MG-1021**, D&D Minis 500pt Constructed Tournament
 D&D Miniatures: **MG-1022**, D&D Minis Sealed Booster Tournament
 D&D RPG: **RP-1006**, Iron Kingdoms: Punks of Steam
 D&D RPG: **RP-1010**, Goblin Smashen
 D&D RPG: **RP-1037**, Warring Kingdoms
 Dawn patrol 7th Ed.: **BG-1016**, The Lone Wolf
 Dawn patrol 7th Ed.: **BG-1018**, Balloons Galore!
 Dawn patrol 7th Ed.: **BG-1019**, Fast Planes
 Dawn patrol 7th Ed.: **BG-1020**, Flesh is Good, but Metal's Better!
 Dawn patrol 7th Ed.: **BG-1021**, Voss' Last Flight
 Deadlands: **RP-1041**, Deadlands: Last stop on the Stage line to hell
 Doom the Boardgame: **BG-1015**, Doom: The Boardgame
 Face Painting: **YE-1001**, Face Painting for Kids of all Ages.
 Flames of War: **MG-1024**, Flames of War: Boot Camp (Demo)

Flames of War: **MG-1025**, Flames of War: Tournament
 Frag!: **BG-1005**, Frag! Double Blind (Qualifier Round)
 Frag!: **BG-1006**, Frag! (Qualifier Round)
 Frag!: **BG-1007**, Frag! (Championship)
 German Board Game: **BG-1026**, Rio Grande Games Power Grid
 German Board Game: **BG-1027**, The Princes of Florence
 Greed Quest: **BG-1008**, Greed Quest
 GURPS: **RP-1035**, GURPS Finders Fee (Fantasy)
 GURPS: **RP-1036**, GURPS Incredibles 2 (Supers)
 HackMaster: **RP-1013**, Hackmaster: Maze of the Magi
 HackMaster: **RP-1014**, Hackmaster: To Where the Air is Sweet
 HackMaster: **RP-1043**, HACKMASTER: World Of Hurt
 Harry Potter Live: **LA-1001**, Hogwarts Live Action 2: The Moonlight Order
 Harry Potter Live: **LA-1002**, HLA: The Moonlight Order - Character Creation
 Harry Potter Live: **LA-1003**, HLA: The Moonlight Order - Train Ride to Hogwarts
 Harry Potter Live: **LA-1004**, HLA: The Moonlight Order - Hogsmeade
 Harry Potter Live: **LA-1005**, HLA: The Moonlight Order - Forbidden Forest
 Harry Potter Live: **LA-1006**, HLA: The Moonlight Order - Classes in Session
 Harry Potter Live: **LA-1007**, Tournament Quidditch - Quidditch Match (HLA2)
 Harry Potter Live: **LA-1008**, HLA: The Moonlight Order - Great Hall
 Harry Potter Live: **LA-1009**, HLA: The Moonlight Order - The Train Ride Home
 Harry Potter Live: **LA-1019**, HLA: The Moonlight Order - Owl Post
 Harry Potter Live: **LA-1020**, Tournament Quidditch - Quidditch Practice (HLA2)
 Historical / Tactical Board Game: **BG-1024**, Escape From Colditz
 Historical / Tactical Board Game: **BG-1025**, Micro History Fire When Ready
 Junkbox Wars: **YE-1000**, Junkbox Wars
 Killer Bunnies: **CG-1025**, Killer Bunnies & the Quest for the Magic Carrot
 Killer Bunnies: **CG-1026**, Killer Bunnies and the Quest for the Magical Carrot
 Late Night Exhibitor Booth: **OE-1014**, Late Night Booth: Imperial Outpost "SPONSOR"
 Late Night Exhibitor Booth: **OE-1015**, Late Night Booth: Gamer's Inn
 Late Night Exhibitor Booth: **OE-1016**, Late Night Booth: Samurai Comics
 Legend of the Five Rings (L5R): **CG-1023**, L5R Legend of the Five Rings Tournament
 Life Size: Pick Picnic Life Sized by ConEvents: **YE-1004**, Pick Picnic: A Fowl Game
 Life Size: Pickomino Life Sized by ConEvents: **YE-1005**, Pickomino: Life-Sized Fowl Fun
 Life Size: Tic Tac Toe Life Sized by ConEvents: **YE-1009**, Two Feet Tall Tic Tac Toe
 Mage The Awakening: **LA-1012**, Mage: The Ascention LARP
 Magic the Gathering TCG: **CG-1022**, Magic Legacy Tournament
 Millennium's End v2.0: **RP-1001**, Millennium's End: The Thantos Factor
 Miniature Conversion Event: **OE-1008**, Miniature Sculpting/Conversion Contest
 Miniature Painting Event: **OE-1000**, Master-Class Painting: Single Figure (Fantasy)
 Miniature Painting Event: **OE-1001**, Master-Class Painting: Single Figure (Sci-Fi)
 Miniature Painting Event: **OE-1002**, Miniature Painting: Diorama / Vignettes
 Miniature Painting Event: **OE-1003**, Miniature Painting: Group / Unit
 Miniature Painting Event: **OE-1004**, Miniature Painting: Single Figure (Fantasy)



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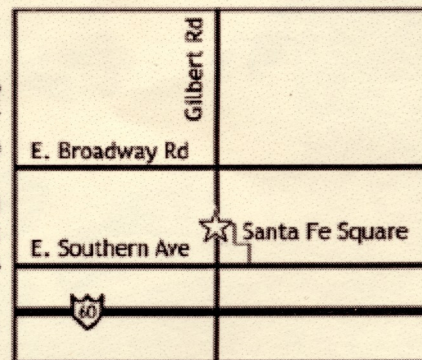
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