

RandomCon

*A NEW Gaming Convention
comes to Arizona*



*May 8-10, 2009
The Grace Inn
Phoenix AZ*

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Committee

1	Chair	Fabien Badilla
1	Co-Chair	Anthony Deming
2	Banker	Stephanie L Bannon
2	Consuite	The Langholz Clan
2	Database	Thomas Calpin
3	Hotel	Bob LaPierre
3	Operations	Stephanie L Bannon
4	Public Relations	Del Benjamin
5	Registration	Lisa Marie Brown
5	Staff Lounge	Craig L Dyer
5	Vendor Room	Bob LaPierre
5	Volunteers	Anthony Deming
4	Web Design	Thomas Calpin
5	Gaming	
	Console Games	Across Plus
	Open Gaming	Southern Arizona Gamers Assoc.
	24 Hour Gaming	The Guise Knight
	Steve Jackson Games	Arizona MiB

Why Random Con

Arizona has had less gaming conventions these days and it's time we do something about it!

I've had great experiences playing in and running games at conventions (gaming conventions and otherwise), and I really want to be able to run and share games with the local Arizona population.

A word from the Convention Chairman, Fabien Badilla:

We've decided to call this new gaming convention RandomCon for two chief reasons.

The name ties in with the random element of many games we've known and have yet to play. Combined with a pair of dice, it works very well to invoke the very idea of gaming.

Secondly, I am very fond of the Amber Diceless roleplaying game. It was my first introduction to role-playing games and it's inspired by a book series I will probably continue to read constantly. Earlier in 2008, armed with a handful of helpers and GMs, as well as many, many printed character sheets, we organized the first AmberCon Arizona event at CopperCon, as part of their gaming event. Since CopperCon will not be happening again in 2009, we've decided to tie in our love for the game with this new Gaming Convention. Although the game itself is diceless, the name Random is not without meaning: it is the name of the Royal Amberite who becomes King of Amber. King Random.

So, for very selfish reasons you now understand, I give you the first RandomCon!

- Fabien Badilla

What is WesternSFA?

RandomCon is brought to you by the Western Science Fiction Association. (WesternSFA) WesternSFA is an Arizona non-profit, IRS recognized 501(c)3 educational organization that is dedicated primarily to educational activities relating to literature, music, and visual and performing arts, especially in the genres of science fiction, fantasy, costuming, gaming and science. These educational activities may include, but are not restricted to, conventions, seminars, and classes. We currently sponsor AniZona, the ConRunners seminars and RandomCon game convention.

All WesternSFA events are staffed entirely by unpaid volunteers and all funds roll over into the following year's events.

General Meetings are held at least once per quarter on the first Friday of February, May, August and November unless the membership approves a change of date. For more info check our web site at www.westernsfa.org contact us at info@westernsfa.org or PO Box 67457, Phoenix AZ 85082

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Guest - John Wick

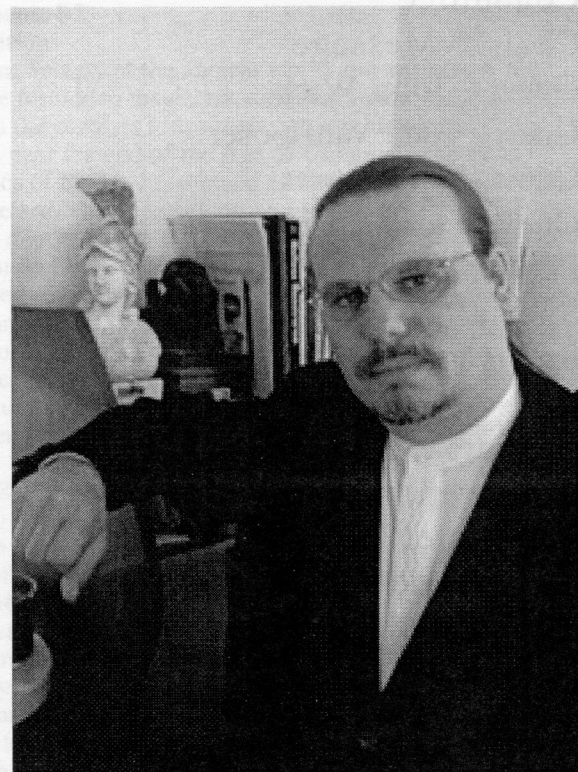
John Wick is an award-winning game designer and author. His game credits include co-creating *Legend of the Five Rings* and *7th Sea* for AEG, freelancing for White Wolf (*Werewolf*, *Vampire*), Pinnacle Entertainment Group (*Deadlands*), Chaosium (*Call of Cthulhu*) and Steve Jackson's *Pyramid Magazine*.

He currently owns and operates John Wick Presents!, a publishing house for his own work. His current projects include *Houses of the Blooded*, *My Monster* and *Curse of the Yellow Sign*, a series of licensed scenarios for *Call of Cthulhu*.

He is a Freemason, a Discordian and he still collects orks.



John Wick will be demo-ing his BIG game: *Houses of the Blooded*, a wonderful Role-Playing Game that puts narrative control into the players' hands! Also, look forward to *Houses of the Blooded* LARP on Saturday night! (Find out more about John Wick and *Houses of the Blooded* here, <http://housesoftheblooded.net>)

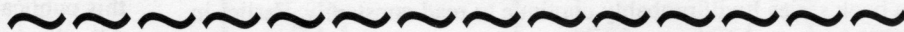


Guest - Todd VanHooser



I've been telling stories all my life. When I was little those stories were mostly told through Star Wars and GI Joe action figures. As an adult, I've found a few new avenues for those stories.

I am a high school English teacher, the author of a fantasy series called *The Laughing Moon Chronicles*, and the storyteller behind the tabletop RPG based on the books. My team and I will be introducing players to the world of *Mythren* all day every day at the convention, so be sure to sign up for an adventure under the Laughing Moon!



Todd and his crew will be running role-playing games based on his popular book: *The Barren Twelve* (from the *Laughing Moon Chronicles*). The game, entitled *Adventures under the Laughing Moon*, takes you on a journey to the world of *Mythren*. Come meet the Author and discover the rich world he has created! (Find out more about Todd VanHooser and *The Barren Twelve*, <http://toddvanhooser.com>)

Guest - Eric Torres



Eric Torres is an author, designer and illustrator born and raised in Tolleson, Arizona. After finishing high school, Eric attended college, graduating with a degree in visual communication and an award-winning portfolio. Currently he works as a graphic designer and art director for an in-house marketing group in Phoenix, Arizona.

Early in 2006, Eric began a personal design project: the creation of a fictional world called Rynaga (rin-ah-gah). Taking inspiration from Scandinavian folk art, ancient Greek art, Japanese paintings, Mayan stone carvings and the art of the European Renaissance, Eric has created an iconic art style that people of many cultures can identify with.

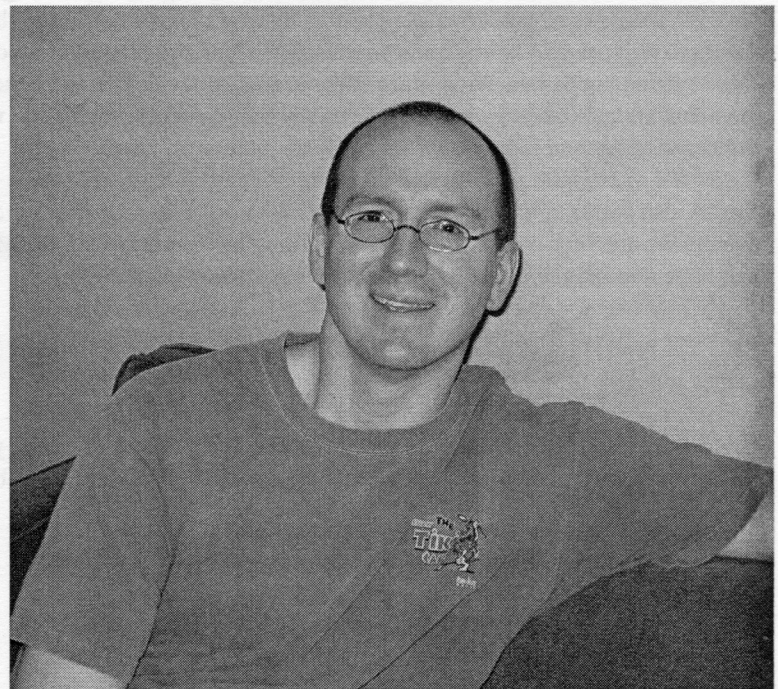
In 2007, Eric published and released his first book entitled *Prelude*. This story, told in a series of postcard style messages, not only serves to lay the groundwork for future writings, but gives details about the life-forms, lands and history of Rynaga. Eric comments, "The stories set in Rynaga are about people many of us may know – adventurous travelers, quiet contemplators, troubled romantics and determined souls. If you're like me, you identify with characters who seek something more important than themselves, like justice, love, beauty or truth."

The World of Rynaga has grown to include prints, books and most recently, *Iconica*, a strategy game featuring characters, creatures and places found on Rynaga. Released in January of 2008, *Iconica* is independently illustrated, written and produced by Eric. The game features simple gameplay with layers of complexity.

Eric Torres is a member of the AIGA and its local Phoenix chapter. As a member of this association, he works to advance design as a professional craft, strategic tool and vital cultural force. (Find out more about Eric Torres and *Iconica*, set in the World of Rynaga here, <http://www.rynaga.com> and <http://www.rynaga.com>)

Guest - Eric J Boyd

Eric J. Boyd grew up in Yuma, Arizona, where he discovered role-playing games at an early age and relied on them to survive blistering summers. Basic D&D, Marvel Super Heroes, Top Secret/S.I., and TORG were particular favorites. College and graduate school saw him drift away from role-playing for a time, but he found his way back into the fold in the early 2000s through the discovery of small press "indie" games. Eric established the Eric J. Boyd Designs imprint (www.ericjboyddesigns.com) in 2007, and he published his first game, *The Committee for the Exploration of Mysteries*, a storytelling game of Victorian adventure, in that same year. An attorney and father of two by day, he spends his nights playing and designing games. He's currently hard at work on *House of Cards*, a quick-play game of heists and escapes. (Find out more about Eric Boyd and his many games here, <http://ericjboyddesigns.com>)



Participating Groups

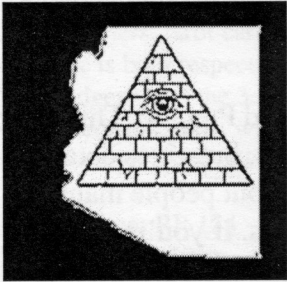
AcrossPlus

Across Plus will be running the console gaming room with plenty of action several different systems and spontaneous tournaments.

Across Plus is a social club that discusses Anime, video games, Manga, other animation, and the Japanese culture. We meet at Bookmans located at 8034 N. 19th Ave. Phoenix, AZ 85021 every Sunday from 7:00pm until 9:00pm.

In general, we explore Anime, Manga, and other styles of animation, have creative educative demonstrations, participate in interactive discussions, attend local Arizona conventions, and make cosplay. For more information www.acrossplus.org

Arizona MiB



The Men In Black are the volunteer arm of Steve Jackson Games. In the guise of normal, everyday game enthusiasts, they subtly promote awareness of SJ Games products and help to further the agenda of the secret masters. They also do blatantly obvious things like run SJ Games products at conventions, talk them up at game stores, and encourage other gamers to join the fold.

The Arizona Cell of MIB are committed to a professional presentation of SJ Games products. With years of experience as game masters and public presenters, the MIB bring the best in gaming to you.

The Guise Knights

The Guise Knights will be running two tables worth of games around the clock, offering you a wide variety of games and running Open Gaming for your late night insomnia at the con! (Find out more about the Guise Knights here, <http://guiseknights.com>)

North Valley Gaming Group

The North Valley Gaming Group is dedicated to playing all types of Hobby Games, including European and American Board Games, Card Games, War Games, Collectible Card Games and Roleplaying Games. For more info <http://www.meetup.com/northvalleygaming/>

Southern Arizona Gamers Association

SAGA (the Southern Arizona Gamers Association) will be running the Open Game Library in the open gaming room, offering you a wide array of Board Games, Card Games and more, for your enjoyment!

The Southern Arizona Gamers Association (SAGA) is a non-profit organization whose charter is to promote a culture of family gaming and to foster a closer relationship between the community at large in Southern Arizona and hobby games industry. Essentially, SAGA is an organized social club for people who love to play games. We promote the social and developmental benefits of gaming. Many of SAGA members are published game authors, hobby games industry insiders, working professionals, distinguished military and accomplished students.

SAGA also works to promote tourism in Southern Arizona by hosting conventions and other large social events. We are very proud of our close working relationship with the Metropolitan Tucson Visitors Bureau and hope to continue this relationship for many years to come.

SAGA is funded by the charitable donations and sponsorship by many local businesses and by several publishing companies in the hobby games industry.

If you'd like to support SAGA by providing volunteer hours, donating your old games to the growing game library or giving some tax-deductible financial support, please contact us today. (Find out more about SAGA here, <http://sagagamers.com>)



Special Events

Barry Bard Memorial Trailer Presentation with FREE Movie Swag Lottery

A favorite con event where you'll get a sneak peak at trailers for exciting upcoming movies. After the trailer presentation we will hold a lottery for FREE movie promotional material (T-shirts, baseball caps, special posters and whatever else the studios have sent us).

Sponsored by CASFS.ORG (Central Arizona Speculative Fiction Society). CASFS.ORG's purpose is to promote interest in science fiction, fantasy and science. Please checkout their web site for more information.

Thursday night:

Participants: Len Berger, Richard Bolinski, Craig Dyer

Sunday morning:

Participants: Len Berger, Richard Bolinski, Craig Dyer, Stephanie Bannon

Game Design Seminar

Got an idea for a game? Of course you do! Origins Award winning game designer John Wick shows you how to bring it to the public. Information on getting an artist, layout, print-on-demand publisher contacts. Real and useful advice to push your game from design hell to publication in no time.

Fri 6pm - 8pm

Participants: John Wick

Sponsors

RandomCon wishes to thank the following sponsors for their generous assistance to the convention

Central Arizona Speculative Fiction Society

www.casfs.org

FastSigns on Central

2517 N Central Ave
Phoenix, Arizona 85004
(602)266-7446

Williams Express Printing and Document Services

430 S. Rockford Dr., #109
Tempe, AZ 85281
<http://wepds.valleyofthesunschool.org/>
480-967-1014

Consuite

Our consuite is located in rooms 118 and 120 on the hotel's ground floor. Snacks and beverages will be provided as well as a place to sit and chat between games. Our hours will be posted on the door. Please stop by and visit us.

The Langholz Clan

Vendor Room

We have a small dealers room this year for our inaugural convention. Along with our guest, John Wick, we are pleased to welcome Flying Buffalo, Magic Lily Pad and October Art. Stop by, browse and buy. Our hours will be:

Friday - Noon to 6PM
Saturday - 10AM to 6PM
Sunday - 10AM to 6PM

Registration

Registration will be located in the lobby of the hotel. Our hours will be:

Thursday - 5PM to 9PM
Friday - 9AM to 9PM
Saturday - 9AM to 9PM
Sunday - 9AM to 3PM

The Fine Print

Anyone picking up a membership that has been paid for in advance must have a photo ID with the name that matches the name of the person to whom the membership is assigned. This is done for your own protection and to prevent other people from claiming to be you and taking your membership.

Once a membership is picked up at Registration, the membership cannot be transferred to another person nor can it be given to or used by another person at any time. Each person attending the convention must have his or her own membership for the entire duration of the convention.

All convention events require a membership for entry. No exceptions. This is for your safety as well as ours. If you are found in a convention area without a badge you will be removed from the convention. Anyone found attempting to forge a membership badge will be removed from the convention and may be banned from future WesternSFA conventions and events.

Hold on to your badge! Do not lose it! We cannot be held responsible for lost badges. If you do lose your badge, check with convention security. Someone may have found it and turned it in.

In the event that you lose your badge and it cannot be found, you will be required to purchase a new one at the at-door membership rate.

Memberships are non-refundable. Memberships can be transferred to someone by informing the convention in writing. All bad checks will be assessed a \$25 fee. The Con Badge is the property of the convention until the end of the convention. The convention reserves the right to refuse convention membership to anyone. The Convention reserves the right to eject any person. Convention member releases the convention and WesternSFA from all liability in the event of accident, damage, or theft while on convention premises. By accepting a badge for RandomCon, you agree to allow photographs and/or video with your likeness to be used by WesternSFA for promotional purposes. Commercial photo, video, and audio rights reserved.

General Rules

General Policy

We want everyone to have fun and enjoy RandomCon. Use common sense and think before you do something. Actions that will get you in trouble in the real world are likely to get you in trouble at RandomCon.

Remember, the state of Arizona does have laws concerning alcohol consumption, use of illegal substances, and public nudity.

Your badge shows that you are a member of convention. It must be worn and displayed so that it is easily seen and readable at all times. A badge is required to access all convention programming

and function space. Please ensure your badge is always visible.

Badges may not be shared with or loaned to anyone. The badge remains the property of the convention until the close of the convention and your membership may be revoked at any time.

Please enjoy the Dealers Room but remember shoplifters may be prosecuted at the discretion of the dealer

Minor Policy

It is recommended but not required that all minors, 17 years of age or younger, have a parent on site.

A KiT, or Kid in Tow, is a child who is 8 years of age or younger during RandomCon 2009 (born on or after May 8, 2000). A KiT must stay with the parent or legal guardian at all times. KiT is available only with a paid full adult membership for a parent or guardian who is 18 years of age or older and there is a limit of 2 KiT per paid adult 18 or older.

RandomCon does not accept responsibility for minors left at the event without parental supervision.

All legal guardians in this policy must be older than 18.

Weapons Policy

There will be NO horseplay involving weapons.

No real or realistic firearms are allowed. Violation of this policy may result in revocation of membership and removal from the convention and convention venue. An Arizona Concealed Carry permit does not exempt convention members from this rule.

* Firearms include but are not limited to the following:

* Handguns

* Long guns / shotguns

* Tasers / stun guns

* Any prop or device designed or intended to fire a projectile

* Firearms that have been altered to prevent firing (i.e. decommissioned firearms) are also prohibited.

Real or simulated explosive devices are prohibited.

Bows and Crossbows are permitted as part of costuming but arrows, bolts, quarrels, or any other projectile designed to be fired from a bow or crossbow, are not permitted. Crossbows cannot be carried in a cocked position.

Non-realistic firearms may be permitted.

The Head of Operations is the final authority on whether or not a particular weapon is non-realistic. If you are unsure about your weapon please check with operations before taking it into any convention area.

Bladed weapons such as swords and knives are permitted provided they are kept in a hard sheath and peace-bonded. Any attendee carrying a peace-bonded blade will need to carry or wear the blade in a safe manner. Unsheathed or non-peace-bonded bladed weapons are not permitted at any time.

Novelty or prop blades that are soft and not edged such as a foam sword may be carried without a sheath or being peace-bonded but still must be carried in a safe manner. Any prop that resembles a bladed weapon and is made out of a hard substance such as plastic or wood will be considered a bladed weapon unless Operations specifically decides otherwise. Martial arts practice swords will be treated as if they were edged metal weapons. They must be peace-bonded and in a sheath at all times.

Props and objects such as staves or walking sticks, that could be considered weapons are permissible provided they are carried in a safe manner.

The Head of Operations is the final judge concerning classification of a weapon and if it may be carried by the attendee.

If you are not sure - ask Operations

All determinations will be made at the convention. There will be no exceptions to this policy

All weapons and weapon-like props must be approved and peace-bonded by Operations located in the Convention Office.

Weapons and weapon-like props that have not been approved and peace-bonded officially by Convention Operations may not be carried on site. They must be kept in your room or vehicle for the duration of the convention.

Game Info

Gaming will run around the from our opening on Thursday night until we close late on Sunday afternoon. Below are the games scheduled as of press time sorted by type. First is a Quick Schedule, followed by a more detailed schedule with game descriptions and additional information. Please check with the Game Info Desk for sign ups and information on any changes or additions since this guide went to press.

Our game sign up area will be open

Friday - 8AM to midnight

Saturday - 8AM to 8PM

Sunday - 8AM to 6PM

Quick Game Schedule

THURSDAY

Thu 6pm - Fri 12am **Role-Playing** 4th Edition D&D RP-129 - D&D Treasure Hunters

Thu 8pm - Thu 10pm **Board Games** Zombies!!! BG-104 - Zombies!!!

FRIDAY

Fri 8am - Fri 10am **Board Games** Pandemic BG-110 - Pandemic

Fri 8am - Fri 10am **Board Games** Competitive BG-120 - Ticket to Ride

Fri 8am - Fri 12pm **Miniature** Pirates of the Spanish Main MN-101 - Pirates of the

Spanish Main Open Play

Fri 10am - Fri 12pm **Board Games** Dominion CG-103 - Dominion

Fri 10am - Fri 12pm **Board Games** Competitive BG-136 - Tsuru

Fri 10am - Fri 12pm **Card Games** Spooks CG-123 - Spooks

Fri 12pm - Fri 2pm **Board Games** Competitive CG-105 - Citadels

Fri 12pm - Fri 4pm **Board Games** Dungeon! BG-101 - Dungeon! board game

Fri 12pm - Fri 2pm **Board Games** Frag BG-135 - Frag Gold

Fri 12pm - Fri 2pm **Board Games** Greed Quest BG-124 - Greed Quest

Fri 12pm - Fri 2pm **Role-Playing** Laughing Moon RP-111 -

Laughing Moon Chronicles: The Barren Legacy

Fri 12pm - Fri 2pm **Role-Playing** The Extraordinary Adventures of Baron Munchausen

RP-120 - The Extraordinary Adventures of Baron Munchausen

Fri 2pm - Fri 4pm **Board Games** Shadows over Camelot BG-112 - Shadows over Camelot w/Expansion

Fri 2pm - Fri 4pm **Card Games** Competitive CG-124 - Hex Hex & Hex Hex Next

Fri 2pm - Fri 4pm **Card Games** Spooks CG-108 - Spooks

Fri 2pm - Fri 6pm **Role-Playing** Unisystem RP-102 - In Flight Meal

Fri 2pm - Fri 4pm **Role-Playing** Laughing Moon RP-112 -

Laughing Moon Chronicles: The Barren Legacy
 Fri 2pm - Fri 6pm **Role-Playing** Tunnels and Trolls RP-126 - Quest of the Key
 Fri 2pm - Fri 4pm **Role-Playing** Toon RP-132 - Toon
 Fri 4pm - Fri 6pm **Board Games** Competitive BG-122 - Modern Art
 Fri 4pm - Fri 6pm **Board Games** Shadows over Camelot BG-113 - Shadows over Camelot w/Expansion
 Fri 4pm - Fri 6pm **Card Games** Chez Geek CG-126 - Chez Geek
 Fri 4pm - Fri 8pm **Role-Playing** Laughing Moon RP-113 - Laughing Moon Chronicles: The Barren Legacy
 Fri 6pm - Fri 10pm **Board Games** Battlestar Galactica BG-149 - Battlestar Galactica: The Board Game
 Fri 6pm - Fri 8pm **Board Games** Scrabble BG-145 - L33T Scrabble
 Fri 6pm - Fri 8pm **Board Games** Small World BG-147 - Small World Board Game
 Fri 6pm - Fri 10pm **Miniature** Privateer Press MN-105 - 350 Pt Hordes/Warmachine Tournament
 Fri 6pm - Sat 12am **Miniature** Classic Battletech MN-102 - Battletech - King of the Hill
 Fri 6pm - Fri 8pm **Other Events** N/A OT-101 - Game Design Seminar
 Fri 8pm - Fri 10pm **Board Games** Munchkin BG-138 - Munchkin Quest
 Fri 8pm - Fri 10pm **Board Games** Small World BG-148 - Small World Board Game
 Fri 8pm - Fri 10pm **Card Games** Burn in Hell CG-109 - Burn in Hell
 Fri 8pm - Fri 10pm **Card Games** Competitive CG-125 - Hex Hex & Hex Hex Next
 Fri 8pm - Sat 12am **LARP Events** Whitewolf/CCP LA-103 - FTC Demo
 Fri 8pm - Sat 12am **Role-Playing** Dungeons & Dragons 3.5 RP-122 - Expedition to Castle Ravenloft (Dungeons & Dragons 3.5)
 Fri 8pm - Sat 12am **Role-Playing** The Committee for the Exploration of Mysteries RP-109 - The Crystal Skull of Chalmecat
 Fri 8pm - Fri 10pm **Role-Playing** The Extraordinary Adventures of Baron Munchausen RP-121 - The End of the World Tavern
 Fri 10pm - Sat 12am **Card Games** Ship of Fools Games CG-139 - Treasure Fleet
 Fri 10pm - Sat 12am **Role-Playing** Toon RP-133 - Toon

SATURDAY

Sat 12am - Sat 2am **Board Games** Competitive BG-137 - Tsuru
 Sat 12am - Sat 4am **Card Game** n/a CG-104 - Apples 2 Apples (After Dark)
 Sat 4am - Sat 6am **Card Games** Colossal Arena CG-131 - Colossal Arena
 Sat 6am - Sat 8am **Card Games** Citadels CG-132 - Citadels
 Sat 10am - Sat 12pm **Board Games** Acquire BG-129 - Acquire
 Sat 10am - Sat 4pm **Board Games** Diplomacy BG-116 - Diplomacy - Open Demo
 Sat 10am - Sat 2pm **Board Games** Empire Builder BG-123 - Empire Builder - Railroad Board Game
 Sat 10am - Sat 12pm **Board Games** Frag BG-139 - Frag Gold
 Sat 10am - Sat 12pm **Board Games** Greed Quest BG-127 - Greed Quest
 Sat 10am - Sat 12pm **Card Games** Car Wars the Card Game CG-112 - Car Wars vs. Battle Cattle TCG

Sat 10am - Sat 12pm **Card Games** Iconica CG-141 - Iconica
 Sat 10am - Sat 12pm **Card Games** Munchkin CG-118 - Munchkin Bites
 Sat 10am - Sat 12pm **Role-Playing** Laughing Moon RP-114 - Laughing Moon Chronicles: The Barren Legacy
 Sat 10am - Sat 12pm **Role-Playing** Toon RP-127 - The Lost Dutchman's Mind
 Sat 10am - Sat 12pm **Role-Playing** Toon RP-134 - Toon
 Sat 12pm - Sat 2pm **Board Games** Drakon BG-142 - Come Play Drakon
 Sat 12pm - Sat 2pm **Card Games** Burn in Hell CG-127 - Burn in Hell
 Sat 12pm - Sat 2pm **Card Games** Munchkin CG-119 - Firefly Munchkin
 Sat 12pm - Sat 2pm **Card Games** Iconica CG-142 - Iconica
 Sat 12pm - Sat 2pm **Card Games** Lord of the Fries CG-113 - Lord of the Fries
 Sat 12pm - Sat 2pm **Card Games** Spooks CG-110 - Spooks
 Sat 12pm - Sat 6pm **LARP Events** WhiteWolf/CCP LA-104 - FTC Demo 2
 Sat 12pm - Sat 4pm **Minatures** Privateer Press MN-106 - 500 Pt Hordes/Warmachine Tournament
 Sat 12pm - Sat 4pm **Role-Playing** Star Wars Saga Edition RP-130 - Escape from Felucia
 Sat 12pm - Sat 2pm **Role-Playing** Laughing Moon RP-115 - Laughing Moon Chronicles: The Barren Legacy
 Sat 12pm - Sat 2pm **Role-Playing** Toon RP-135 - Toon
 Sat 12pm - Sat 6pm **Role-Playing** Amber Diceless RP-128 - Wizards of Kolvir
 Sat 2pm - Sat 6pm **Board Games** N/A BG-125 - History of the World
 Sat 2pm - Sat 6pm **Board Games** Titan-Games BG-144 - Stonehenge: An Anthology Board Game
 Sat 2pm - Sat 4pm **Card Games** Iconica CG-143 - Iconica
 Sat 2pm - Sat 6pm **Miniature** Classic Battletech MN-103 - Battletech - Fang and Talon
 Sat 2pm - Sat 4pm **Role-Playing** Laughing Moon RP-116 - Laughing Moon Chronicles: The Barren Legacy
 Sat 2pm - Sat 6pm **Role-Playing** The Committee for the Exploration of Mysteries RP-107 - The Crimson Codex of Forbidden Ghuang-Xi
 Sat 4pm - Sat 10pm **Board Games** Diplomacy BG-117 - Diplomacy
 Sat 4pm - Sat 6pm **Board Games** Hacker BG-131 - Hacker
 Sat 4pm - Sat 6pm **Board Games** Red November BG-108 - Red November Board Game
 Sat 4pm - Sat 6pm **Card Games** Cow Poker CG-115 - Cow Poker
 Sat 4pm - Sat 6pm **Card Games** Iconica CG-144 - Iconica
 Sat 4pm - Sat 6pm **Card Games** SPANC CG-122 - SPANC
 Sat 4pm - Sat 8pm **Role-Playing** GURPS RP-125 - GURPS Fantasy: Finders Fee
 Sat 4pm - Sat 8pm **Role-Playing** Laughing Moon RP-117 - Laughing Moon Chronicles: The Barren Legacy
 Sat 6pm - Sat 10pm **Board Games** Battlestar Galactica BG-109 - Battlestar Galactica Board Game
 Sat 6pm - Sat 8pm **Card Games** Chez Geek CG-114 - Chez Geek
 Sat 6pm - Sat 8pm **Card Games** CG-133 - Citadels
 Sat 6pm - Sat 8pm **Card Games** Iconica CG-145 - Iconica
 Sat 6pm - Sat 8pm **Card Games** Munchkin CG-121 - Super Munchkin

Sat 6pm - Sat 10pm **LARP Events** Houses of the Blooded LA-101 - Houses of the Blooded LARP
 Sat 6pm - Sun 12am **Miniature** Classic Battletech MN-104 - Battletech - Backstabber
 Sat 6pm - Sun 12am **Role-Playing** Savage Worlds RP-101 - Welcome to Hellfrost
 Sat 8pm - Sat 10pm **Board Games** Greed Quest BG-140 - Greed Quest
 Sat 8pm - Sat 10pm **Board Games** Scrabble BG-146 - L33T Scrabble
 Sat 8pm - Sun 12am **Board Games** Railroad Tycoon BG-130 - Railroad Tycoon
 Sat 8pm - Sun 12am **Role-Playing** House of Cards RP-108 - Easy Money if You Can Steal It (Playtest)
 Sat 8pm - Sun 12am **Role-Playing** Dungeons & Dragons 3.5 RP-123 - Expedition to Castle Ravenloft (Dungeons & Dragons 3.5)
 Sat 10pm - Sun 12am **Board Games** Alchemist BG-143 - Alchemist
 Sat 10pm - Sun 12am **Board Games** Strange Synergy BG-126 - Strange Synergy
 Sat 10pm - Sun 12am **Card Games** Chez Grunt CG-128 - Chez Grunt
 Sat 10pm - Sun 12am **Card Games** Hex Hex & Hex Hex Next CG-137 - Hex Hex & Hex Hex Next
 Sat 10pm - Sun 12am **Miniatures** Privateer Press MN-107 - Mayhem & Madness Mixed Tournament

SUNDAY

Sun 12am - Sun 2am **Card Games** Nertz CG-136 - Nertz
 Sun 12am - Sun 2am **Card Games** Ship of Fools Games CG-140 - Treasure Fleet
 Sun 2am - Sun 4am **Card Games** Colossal Arena CG-134 - Colossal Arena
 Sun 2am - Sun 4am **Card Games** Hex Hex & Hex Hex Next CG-138 - Hex Hex & Hex Hex Next
 Sun 8am - Sun 10am **Board Games** Pandemic BG-150 - Pandemic
 Sun 8am - Sun 12pm **Card Games** World of Warcraft CCG CG-101 - World of Warcraft Card Game Open Play and Demo
 Sun 10am - Sun 12pm **Board Games** Rumis BG-141 - Come Play Rumis
 Sun 10am - Sun 12pm **Board Games** Frag BG-132 - Frag Gold - Capture-the-Flag Double-Blind
 Sun 10am - Sun 12pm **Card Games** Dominion CG-149 - Dominion
 Sun 10am - Sun 12pm **Card Games** Iconica CG-146 - Iconica
 Sun 10am - Sun 12pm **Card Games** Spooks CG-111 - Spooks
 Sun 10am - Sun 2pm **Role-Playing** Laughing Moon RP-118 - Laughing Moon Chronicles: The Barren Legacy
 Sun 12pm - Sun 4pm **Board Games** Misc. **Board Games** BG-115 - Family Game Time
 Sun 12pm - Sun 2pm **Board Games** Frag BG-133 - Frag Gold - Double-Blind
 Sun 12pm - Sun 2pm **Board Games** Zombies!!! 2: Zombie Corps(e) BG-105 - Zombies!!! 2: Zombie Corps(e)
 Sun 12pm - Sun 2pm **Card Games** Car Wars the Card Game CG-129 - Car Wars TCG
 Sun 12pm - Sun 2pm **Card Games** Guillotine CG-130 - Come Play Guillotine
 Sun 12pm - Sun 2pm **Card Games** Munchkin CG-120 - Firefly Munchkin

Sun 12pm - Sun 2pm **Card Games** Iconica CG-147 - Iconica
 Sun 12pm - Sun 2pm **Card Games** Munchkin CG-116 - Super Munchkin
 Sun 12pm - Sun 4pm **Role-Playing** Star Wars Saga Edition RP-131 - From Small Things...
 Sun 2pm - Sun 6pm **Board Games** Agricola BG-114 - Agricola
 Sun 2pm - Sun 6pm **Board Games** Diplomacy BG-118 - Diplomacy
 Sun 2pm - Sun 4pm **Board Games** Frag BG-134 - Frag Gold - King-of-the-Hill
 Sun 2pm - Sun 4pm **Board Games** Greed Quest BG-128 - Greed Quest
 Sun 2pm - Sun 4pm **Card Games** Iconica CG-148 - Iconica
 Sun 2pm - Sun 4pm **Card Games** Munchkin CG-117 - Munchkin Booty
 Sun 2pm - Sun 6pm **Role-Playing** Dungeons & Dragons 3.5 RP-124 - Expedition to Castle Ravenloft (Dungeons & Dragons 3.5)
 Sun 2pm - Sun 4pm **Role-Playing** Laughing Moon RP-119 - Laughing Moon Chronicles: The Barren Legacy
 Sun 4pm - Sun 6pm **Card Games** Looney Labs CG-135 - Fluxx

Games With Descriptions

Board Games

Event Name: BG-104 - Zombies!!!

Time Slot: Thu 8pm - Thu 10pm

GM Name: Rayston

Table Assignment: C1

Game Information:

Zombies!!!: The Game. This game has its heart in the countless number of zombie movies we have grown to love. Knowing this background, we hope you will understand when we say, ZOMBIES!!! is not a nice game. It is however, a lot of fun. Then again, anything filled with this many living corpses can't be all bad. Yes, you will die and be forced to start over. Yes, you will find yourself backed into a corner, surrounded by the recently dead. But, you will also become a very large pain to your fellow players and if you are the first one to make it out of the city, it will all be worthwhile.

Event Name: BG-110 - Pandemic

Time Slot: Fri 9am - Fri 11am

GM Name: Jolly Red Giant

Table Assignment: C2-A

Game Information:

Pandemic: You are specialists at the CDC/Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a world-wide pandemic outbreak, treating hotspots while researching cures for each of the four plagues before they get out of hand. Players must plan their strategy to mesh their specialist's strengths before the diseases overwhelm the world. But the diseases are breaking out fast and time is running out: the team must try to stem the tide of infection in diseased areas while developing cures. If disease spreads uncontrolled, the players all lose. If they can cure all four diseases, they win.

Event Name: BG-120 - Ticket to Ride

Time Slot: Fri 9am - Fri 11am

GM Name: Hoss

Table Assignment: C2-B

Game Information:

Competitive: Tickets! Tickets, please! Build your railroad lines from coast to coast. A perennial favorite, and a great way to start the Con! Game actually runs from 9AM to 11 AM Friday, at Guise Knights table 2. Note: El Paso is in fact different from Santa Fe. Brought to you by the Guise Knights! <http://www.boardgamegeek.com/boardgame/9209>

Event Name: BG-136 - Tsuru

Time Slot: Fri 11am - Fri 12pm

GM Name: Lady Bratt

Table Assignment: C2-B

Game Information:

Competitive: A beautifully made tile game where you try and extend your tokens path without running into other players tokens or running your own token off the board. Each turn as you lay your tokens path you have less area to choose places to put your tile without running off the board or into other players tokens. Be the last token on the board and you win. Brought to you by the Guise Knights!

Event Name: BG-135 - Frag Gold

Time Slot: Fri 12pm - Fri 2pm

GM Name: Edheltaur

Table Assignment: A6

Game Information:

Frag: Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer ? a 'first-person shooter' on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! The new Gold Edition offers upgraded components: a two-sided solid gameboard, plastic figures, erasable character cards, and 18 (!) dice, to roll really BIG attacks.

Event Name: BG-124 - Greed Quest

Time Slot: Fri 12pm - Fri 2pm

GM Name: MiB Cell Leader

Table Assignment: A4

Game Information:

Greed Quest: Greed Is Good! . . . and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it . . . but everyone else is between you and the exit! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack . . . but some cards will change the rules when you least expect it! This is a fast, unpredictable game, easy to learn and fun for all ages, with lots of quick replay value. And it's illustrated by Phil Foglio!

Event Name: BG-101 - Dungeon! board game

Time Slot: Fri 1pm - Fri 4pm

GM Name: Clash of Steel

Table Assignment: B3

Game Information:

Dungeon!: Hey remember this great classic? Come join in on some old school dungeon delving fun! New players welcome as well!

Event Name: BG-112 - Shadows over Camelot w/Expansion

Time Slot: Fri 2pm - Fri 4pm

GM Name: Jolly Red Giant

Table Assignment: C2-A

Game Information:

Shadows over Camelot: In most games, players compete against each other to achieve victory. Shadows over Camelot proposes a journey of a very different kind, where you and your fellow players, as Knights of the Round Table, will collaborate to jointly defeat... the game! At first glance, this task seems simple enough. After all, shouldn't a band of young and noble Knights - fleet of foot and sound of mind - easily defeat a game that plays itself? Alas your quest is further complicated by the ever-present possibility of a Traitor in your midst, biding his time, waiting to strike at the worst possible moment... Merlin's Company is a new expansion for the game. It introduces a host of new characters - including 7 new knights and Merlin himself - to the Shadows over Camelot epic. The wise old wizard is now a full-blown independent character in the game, complete with his own figure. He travels the board lending guidance and a helping hand to the embattled knights.

Event Name: BG-113 - Shadows over Camelot w/Expansion

Time Slot: Fri 4pm - Fri 6pm

GM Name: Jolly Red Giant

Table Assignment: C2-A

Game Information:

Shadows over Camelot: In most games, players compete against each other to achieve victory. Shadows over Camelot proposes a journey of a very different kind, where you and your fellow players, as Knights of the Round Table, will collaborate to jointly defeat... the game! At first glance, this task seems simple enough. After all, shouldn't a band of young and noble Knights - fleet of foot and sound of mind - easily defeat a game that plays itself? Alas your quest is further complicated by the ever-present possibility of a Traitor in your midst, biding his time, waiting to strike at the worst possible moment... Merlin's Company is a new expansion for the game. It introduces a host of new characters - including 7 new knights and Merlin himself - to the Shadows over Camelot epic. The wise old wizard is now a full-blown independent character in the game, complete with his own figure. He travels the board lending guidance and a helping hand to the embattled knights.

Event Name: BG-122 - Modern Art

Time Slot: Fri 5pm - Fri 7pm

GM Name: Hoss

Table Assignment: C2-B

Game Information:

Competitive: Players take the role of directors of competing Art museums, buying and selling collections of art. Different auction mechanics are employed for each item. Whose museum will come out on top? This game runs from 5PM to 7PM on Friday, at Guise Knights table 2. Brought to you by the Guise Knights! <http://www.boardgamegeek.com/boardgame/118>

Event Name: BG-147 - Small World Board Game

Time Slot: Fri 6pm - Fri 8pm

GM Name: Rob

Table Assignment: B6

Game Information:

Small World: Small World, the fun, zany, light-hearted civilization board game! In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all. Designed by Philippe Keyaerts as a fantasy follow-up to his award-winning Vinci?, Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs and even humans; who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth. Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

Event Name: BG-145 - L33T Scrabble

Time Slot: Fri 7pm - Fri 9pm

GM Name: Crazy Knife-Throwin' Injun

Table Assignment: C2-B

Game Information:

Scrabble: In this fresh take on the classic word game, players use L33T Tiles to form words on the gameboard. Each word laid out earns points based on traditional Scrabble rules, with L33T word giving special bonuses.

Event Name: BG-149 - Battlestar Galactica: The Board Game

Time Slot: Fri 7pm - Fri 11pm

GM Name: Jolly Red Giant

Table Assignment: C2-A

Game Information:

Battlestar Galactica:
After the Cylon attack on the Colonies, the battered remnants of the human race are on the run, constantly searching for the next signpost on the road to Earth. They face the threat of Cylon attack from without, and treachery and crisis from within. Humanity must work together if they are to have any hope of survival...but how can they, when any of them may, in fact, be a Cylon agent? Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed new Sci Fi Channel series, Battlestar Galactica: The Board Game puts players in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart.

Event Name: BG-148 - Small World Board Game

Time Slot: Fri 8pm - Fri 10pm

GM Name: Rob

Table Assignment: B6

Game Information:

Small World: Small World, the fun, zany, light-hearted civilization board game! In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all. Designed by Philippe Keyaerts as a fantasy follow-up to his award-winning

Vinci?, Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs and even humans; who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth. Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

Event Name: BG-138 - Munchkin Quest

Time Slot: Fri 8pm - Fri 10pm

GM Name: Edheltaur

Table Assignment: A6

Game Information:

Munchkin: Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame. You'll build your dungeon, a room at a time, from 24 heavy, double-sided tiles. Each shows a different room . . . some are good for certain characters, some are bad. Populate it with monster standies and let your munchkins run amok! Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . . then another room is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can . . . Designed by Steve Jackson and illustrated by John Kovalic, this boardgame doesn't take itself seriously. Except for the loot ? munchkins are always serious about the loot!

Event Name: BG-137 - Tsuru

Time Slot: Sat 12am - Sat 1am

GM Name: Lady Bratt

Table Assignment: C2-A

Game Information:

Competitive: A beautifully made tile game where you try and extend your tokens path without running into other players tokens or running your own token off the board. Each turn as you lay your tokens path you have less area to choose places to put your tile without running off the board or into other players tokens. Be the last token on the board and you win. Brought to you by the Guise Knights!

Event Name: BG-116 - Diplomacy - Open Demo

Time Slot: Sat 10am - Sat 4pm

GM Name: Chris, just Chris

Table Assignment: A5

Game Information:

Diplomacy: Diplomacy is a socio-political simulation set in WW I Europe. Seven players each represent a world power of that era, bent on world domination. Through negotiations and interactions of simple moves, a rich game of intrigue and social interaction emerges. Game Sessions will be preceded by basic instructions. Players are encouraged to stop by the table on Saturday Morning to learn more and to play a couple turns in the Demonstration Game. (Players who are eliminated do not need to stay for results.)

Event Name: BG-123 - Empire Builder - Railroad Board Game

Time Slot: Sat 10am - Sat 2pm

GM Name: Rob

Table Assignment: B4

Game Information:

Empire Builder: Epic Railroad Building in North America! Discover a modern North American classic. Celebrate one of our most vital and enduring passions: railroads. Use your initial investment to build track. Then pick up commodities where they are grown, mined, or manufactured and deliver them to a lucrative place of demand. Complete a delivery and make the money you need to buy larger, faster trains, and expand your railroad empire. Win the game by building the most effective railroad empire!

Event Name: BG-127 - Greed Quest

Time Slot: Sat 10am - Sat 12pm

GM Name: MIB Operative 9905

Table Assignment: A8

Game Information:

Greed Quest: Greed Is Good! . . . and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it . . . but everyone else is between you and the exit! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack . . . but some cards will change the rules when you least expect it! This is a fast, unpredictable game, easy to learn and fun for all ages, with lots of quick replay value. And it's illustrated by Phil Foglio!

Event Name: BG-129 - Acquire

Time Slot: Sat 10am - Sat 12pm

GM Name: Bender

Table Assignment: C5

Game Information:

Acquire: Sponsored by the North Valley Gaming Group. This Sid Sackson classic has players strategically investing in businesses, trying to retain a majority of stock. As the businesses grow with tile placements, they also start merging, giving the majority stockholders of the acquired business sizable bonuses, which can then be used to reinvest into other chains. All of the investors in the acquired company can then cash in their stocks for current value or trade them 2-for-1 for shares of the newer, larger business. The game is a race to acquire the greatest wealth.

Event Name: BG-139 - Frag Gold

Time Slot: Sat 10am - Sat 12pm

GM Name: Edheltaur

Table Assignment: A7

Game Information:

Frag: Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer ? a 'first-person shooter' on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! The new Gold Edition offers upgraded components: a two-sided solid gameboard, plastic figures, erasable character cards, and 18 (!) dice, to roll really BIG attacks.

Event Name: BG-142 - Come Play Drakon

Time Slot: Sat 12pm - Sat 2pm

GM Name: Blue Avenger

Table Assignment: B7

Game Information:

Drakon: (from the box) You don't have to outrun the dragon ? you just have to outrun your friends. The dragon Drakon has captured a band of heroes who were trying to sneak into her lair. Instead of eating them immediately Drakon has decided to play a game with her prisoners. The first player to collect ten gold from Drakon's hoard will be set free. The rest will be lunch.

Event Name: BG-125 - History of the World

Time Slot: Sat 2pm - Sat 6pm

GM Name: Bender

Table Assignment: B5

Game Information:

N/A: Sponsored by the North Valley Gaming Group.

History of the World works under the assumptions that all empires eventually fade and that the only things differentiating great empires from lesser ones is how much territory they conquer and how long it takes for their civilizations to disappear. To that end, the game is played in epochs, with every player handling a new empire during each; yes, some empires will be stronger than others, but a few clever mechanisms largely balance that out. At the end of each epoch, players score points for all their forces (from the current and previous empires) remaining on the board.

Event Name: BG-144 - Stonehenge: An Anthology Board Game

Time Slot: Sat 2pm - Sat 6pm

GM Name: Crazy Knife-Throwin' Injun

Table Assignment: C2-A

Game Information:

Titan-Games: Stonehenge is an anthology board game, a new concept where five award-winning game designers, all using the same gaming components, create five very different games in one box. The ancient ruin of Stonehenge will never be the same.

Event Name: BG-108 - Red November Board Game

Time Slot: Sat 4pm - Sat 6pm

GM Name: Rob

Table Assignment: B8

Game Information:

Red November: Bad times have hit the experimental gnomish submarine Red November. The sub has gone crazy, and everything's going wrong at once. Fires are burning, the sub is leaking, and critical systems keep failing. Help is on the way, but the gnomish sailors must hold out until the rescuers arrive. Red November is a cooperative race against the clock. With every passing minute, something goes wrong. Can you make it until help arrives?

Event Name: BG-117 - Diplomacy

Time Slot: Sat 4pm - Sat 10pm

GM Name: Chris, just Chris

Table Assignment: A5

Game Information:

Diplomacy: Diplomacy is a socio-political simulation set in WW I Europe. Seven players each represent a world power of that era, bent on world domination. Through negotiations and interactions of simple moves, a rich game of intrigue and social interaction emerges. Game Sessions will be preceded by basic instructions. Players are

encouraged to stop by the table on Saturday Morning to learn more and to play a couple turns in the Demonstration Game. (Players who are eliminated do not need to stay for results.)

Event Name: BG-131 - Hacker
Time Slot: Sat 4pm - Sat 6pm
GM Name: MIB Operative 5687
Table Assignment: A4
Game Information:

Hacker: Can you break into the world's toughest computer systems? In Hacker, players sail through the Net, competing to invade the most systems. The more systems you crack, the more you learn, and the easier your next target is. You can find back doors and secret phone lines, and even crash the systems your rivals are using. But be careful. There's a Secret Service Raid waiting for you! Designed by Steve Jackson, Hacker requires guile and diplomacy. To win, you must trade favors with your fellow hackers - and get more than you give away. But jealous rivals will try to bust you. Three busts and you're out of the game! The Deluxe Edition combines the original Hacker and Hacker II - The Dark Side in one edition with all-new components.

Event Name: BG-109 - Battlestar Galactica Board Game
Time Slot: Sat 6pm - Sat 10pm
GM Name: Rob
Table Assignment: C2-A
Game Information:

Battlestar Galactica: Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival which places each player in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and all must work together in order for humanity to have any hope of survival. However, one or more players in every game is secretly a Cylon, and wants the humans to perish.

Event Name: BG-130 - Railroad Tycoon
Time Slot: Sat 8pm - Sun 12am
GM Name: Bender
Table Assignment: B3
Game Information:

Railroad Tycoon: Sponsored by the [North Valley Gaming Group](#). Revisit the early days of the Age of Steam as you begin with a locomotive (the venerable John Bull, the first locomotive to run in North America) and a vision (your Tycoon 'mission' card). From there, build your budding railroad network into a vast empire. Connect New York to Chicago, earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway!

Event Name: BG-140 - Greed Quest
Time Slot: Sat 8pm - Sat 10pm
GM Name: Edheltaur
Table Assignment: A4
Game Information:

Greed Quest: Greed Is Good! . . . and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it . . . but everyone else is between you and the exit! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack . . . but some cards will change the rules when you least expect it! This is a fast, unpredict-

able game, easy to learn and fun for all ages, with lots of quick replay value. And it's illustrated by Phil Foglio!

Event Name: BG-146 - L33T Scrabble
Time Slot: Sat 8pm - Sat 10pm
GM Name: Crazy Knife-Throwin' Injun
Table Assignment: C2-B
Game Information:

Scrabble: In this fresh take on the classic word game, players use L33T Tiles to form words on the gameboard. Each word laid out earns points based on traditional Scrabble rules, with L33T word giving special bonuses.

Event Name: BG-126 - Strange Synergy
Time Slot: Sat 10pm - Sun 12am
GM Name: MiB Cell Leader
Table Assignment: A6
Game Information:

Strange Synergy: Strange Synergy is 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? Developed by Steve Jackson and illustrated by Phil Foglio (Girl Genius, GURPS IOU, XXXenophile), this game is as much fun to watch as it is to play. No two games are the same. How many ways can you make four different teams of three warriors, out of 100 powers? The mind boggles, and the fun never ends!

Event Name: BG-143 - Alchemist
Time Slot: Sat 11pm - Sun 1am
GM Name: Hoss
Table Assignment: C2-A
Game Information:

Alchemist: It's a contest of cubes and numbers! Define a recipe of 1-5 cubes and you're awarded 2 cubes (according to the square where you define it) and you're awarded 1-10 VP (according to your choice of the numbers 1-10 that remain). Henceforth anyone who duplicates that recipe gets the same 2 cubes and the same VP while paying you 1 cube from your recipe — but you can never duplicate your own recipe. Except for the 1 cube paid to the originator of the recipe, cubes used making recipes are out of the game, and the game ends when there are only two colors left in the general supply. That's the basic scramble for points, plus an end-game bonus for the player who had the most success getting his secret cube color out of the game.

Event Name: BG-150 - Pandemic
Time Slot: Sun 9am - Sun 11am
GM Name: Jolly Red Giant
Table Assignment: C2-A
Game Information:

Pandemic: You are specialists at the CDC/Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a world-wide pandemic outbreak, treating hotspots while researching cures for each of the four plagues before they get out of hand. Players must plan their strategy to mesh their specialist's strengths before the diseases overwhelm the world. But the diseases are breaking out fast and time is running out: the team must try to stem the tide of infection in diseased areas while developing cures. If disease spreads uncontrolled, the players all lose. If they can cure all four diseases, they win.

Event Name: BG-132 - Frag Gold - Capture-the-Flag Double-Blind

Time Slot: Sun 10am - Sun 12pm

GM Name: MIB Operative 5687

Table Assignment: A4

Game Information:

Frag: Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer ? a 'first-person shooter' on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! The new Gold Edition offers upgraded components: a two-sided solid gameboard, plastic figures, erasable character cards, and 18 (!) dice, to roll really BIG attacks.

Event Name: BG-141 - Come Play Rumis

Time Slot: Sun 10am - Sun 12pm

GM Name: Blue Avenger

Table Assignment: B3

Game Information:

Rumis: Come play Rumis, an abstract game where players add pieces to a common structure with the goal of using all their pieces and scoring points by having the most blocks of their color facing upward in the completed structure.

Event Name: BG-105 - Zombies!!! 2: Zombie Corps(e)

Time Slot: Sun 12pm - Sun 2pm

GM Name: Rayston

Table Assignment: A5

Game Information:

Zombies!!! 2: Zombie Corps(e): The normal Zombies!!! game with Zombie Corps(e) expansion that brings in mutant military zombies!

Event Name: BG-115 - Family Game Time

Time Slot: Sun 12pm - Sun 4pm

GM Name: Blue

Table Assignment: C2-B

Game Information:

Misc. Board Games: It's Mother's Day and you want to be gaming, but you want or need to be with your kids. Or you just feel like enjoying the last day of Con with your family. The Guise Knights have just the event for you. Blue and Stormsinger with their daughter Toast will be at the Guise Knights tables with several options. Card games ('Go Fish', Memory, Crazy Eights, Uno, Phase 10, Apples 2 Apples Junior), board games (TBD) and good ol' stand bys like Checkers and Scrabble will be on hand for your perusal. Come and play as a family unit or have fun with other families on hand. This is game time at its finest.

Event Name: BG-133 - Frag Gold - Double-Blind

Time Slot: Sun 12pm - Sun 2pm

GM Name: MIB Operative 5687

Table Assignment: A4

Game Information:

Frag: Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer ? a 'first-person shooter' on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the

blood spatters to restore your own health! If you die, you respawn and come back shooting! The new Gold Edition offers upgraded components: a two-sided solid gameboard, plastic figures, erasable character cards, and 18 (!) dice, to roll really BIG attacks.

Event Name: BG-114 - Agricola

Time Slot: Sun 2pm - Sun 6pm

GM Name: Jolly Red Giant

Table Assignment: C2-A

Game Information:

Agricola: In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?

Event Name: BG-118 - Diplomacy

Time Slot: Sun 2pm - Sun 6pm

GM Name: Chris, just Chris

Table Assignment: A5

Game Information:

Diplomacy: Diplomacy is a socio-political simulation set in WW I Europe. Seven players each represent a world power of that era, bent on world domination. Through negotiations and interactions of simple moves, a rich game of intrigue and social interaction emerges. Game Sessions will be preceded by basic instructions. Players are encouraged to stop by the table on Saturday Morning to learn more and to play a couple turns in the Demonstration Game. (Players who are eliminated do not need to stay for results.)

Event Name: BG-128 - Greed Quest

Time Slot: Sun 2pm - Sun 4pm

GM Name: MIB Operative 8254

Table Assignment: A6

Game Information:

Greed Quest: Greed Is Good! . . . and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it . . . but everyone else is between you and the exit! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack . . . but some cards will change the rules when you least expect it! This is a fast, unpredictable game, easy to learn and fun for all ages, with lots of quick replay value. And it's illustrated by Phil Foglio!

Event Name: BG-134 - Frag Gold - King-of-the-Hill

Time Slot: Sun 2pm - Sun 4pm

GM Name: MIB Operative 5687

Table Assignment: A4

Game Information:

Frag: Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer ? a 'first-person shooter' on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! The new Gold Edition offers upgraded components: a two-sided solid gameboard, plastic figures, erasable

character cards, and 18 (!!) dice, to roll really BIG attacks.

Card Games

Event Name: CG-123 - Spooks

Time Slot: Fri 10am - Fri 12pm

GM Name: Edheltaur

Table Assignment: A6

Game Information:

Spooks: You don't have to outrun the monsters . . . if you can outrun your friends. In this fast-moving game, you play your cards by matching numbers and suits. The first player to empty his hand wins . . . and the spooks get everybody else! Each suit (Spiders, Ghosts, Goblins, Skeletons, and Bats) has a special rule, and the top card in each suit has a special power . . . so you don't know who will be first to escape the haunted house until the final card is played. Spooks is a great quick party game . . . kids will enjoy it, too!

Event Name: CG-103 - Dominion

Time Slot: Fri 11am - Fri 1pm

GM Name: Jolly Red Giant

Table Assignment: C2-A

Game Information:

Dominion: In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can 'buy' as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Event Name: CG-105 - Citadels

Time Slot: Fri 1pm - Fri 3pm

GM Name: Hoss

Table Assignment: C2-B

Game Information:

Competitive: Assume a role, build your city. You're rarely the same person twice. Assassinate the King, lay your enemies low as the Warlord, but choose wisely! Citadels is FFG's card game of bluffing, diplomacy, and city-building for 2 to 7 players. Game runs from 1PM to 3PM on Friday at Guise Knights table 2. Brought to you by the Guise Knights! <http://www.boardgamegeek.com/boardgame/478>

Event Name: CG-108 - Spooks

Time Slot: Fri 2pm - Fri 4pm

GM Name: MiB Cell Leader

Table Assignment: A4

Game Information:

Spooks: You don't have to outrun the monsters . . . if you can outrun your friends. In this fast-moving game, you play your cards by matching numbers and suits. The first player to empty his hand wins . . . and the spooks get everybody else! Each suit (Spiders, Ghosts, Goblins, Skeletons, and Bats) has a special rule, and the top card in each suit has a special power . . . so you don't know who will be first to escape the haunted house until the final card is played. Spooks is a great quick party game . . . kids will enjoy it, too!

Event Name: CG-124 - Hex Hex & Hex Hex Next

Time Slot: Fri 2pm - Fri 4pm

GM Name: Lady Bratt

Table Assignment: C2-B

Game Information:

Competitive: Special Note this game starts at 3:00pm-4pm on Guise Knights table 2. Playing both the base game and expansion Hex Hex and Hex Hex next is a mixture of 'Hogwart's' hexes and a game of hot potato. Cards that are drawn will tell you how to get rid of the hex as its tossed at you. Some cards double the hex and up the ante. You points are called voice and the person with the most at end of the round wins and gets to make the next rule.

Event Name: CG-126 - Chez Geek

Time Slot: Fri 4pm - Fri 6pm

GM Name: Edheltaur

Table Assignment: A4

Game Information:

Chez Geek: Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends - for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game. Just remember, when your roommate and his S.O. keep you up all night: You can't throw them out. They live here.

Event Name: CG-109 - Burn in Hell

Time Slot: Fri 8pm - Fri 10pm

GM Name: MiB Cell Leader

Table Assignment: A4

Game Information:

Burn in Hell: Cleopatra. Blackbeard. Attila the Hun. Richard Nixon. John Wilkes Booth. Collect the souls of the damned! In Burn in Hell, you try to assemble the tastiest 'Circles' of history's sinners. Trade souls with your rivals . . . or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics . . . or build sets of the Seven Deadly Sins. Burn in Hell will keep you on your toes ? can you see the sets that fit together for the most points? Can you steal a rival's key card before he can make a Circle? Each card includes a great Greg Hyland caricature and a biography of the soul. You'll have a lot of fun reading (and arguing) about why each of these people was invited to the Permanent Pitchfork Party. And to rule in Hell, you must use strategy and cunning, because this game's not over until the last soul is snatched . . .

Event Name: CG-125 - Hex Hex & Hex Hex Next

Time Slot: Fri 8pm - Fri 10pm

GM Name: Lady Bratt

Table Assignment: C2-B

Game Information:Competitive: Special Note this game starts at 9:00pm-11:00pm on Guise Knights table 2. Playing both the base game and expansion Hex Hex and Hex Hex next is a mixture of 'Hogwart's' hexes and a game of hot potato. Cards that are drawn will tell you how to get rid of the hex as its tossed at you. Some cards double the hex and up the ante. You points are called voice and the person with the most at end of the round wins and gets to make the next rule.

Event Name: CG-139 - Treasure Fleet
Time Slot: Fri 11pm - Sat 1am
GM Name: Crazy Knife-Throwin' Injun
Table Assignment: C2-B

Game Information:

Ship of Fools Games: Set loosely in 16th century during the time of the great Spanish treasure fleets. Twenty ships loaded with treasure are ready to sail for Spain. However, there are bloodthirsty pirates waiting to plunder the ships. The Governor has decided to send the ships out in small groups hoping they can make it past the pirates undetected. However, the pirates have lookouts keeping a vigilant watch on the harbor. The winner is the pirate captain with the highest total treasure points.

Event Name: CG-104 - Apples 2 Apples (After Dark)

Time Slot: Sat 1am - Sat 5am

GM Name: Blue

Table Assignment: C2-B

Game Information:

Apples 2 Apples is a silly card game supporting 4-10 players. All players have a hand of cards. Each card has a noun on it. Each turn, one player will draw an adjective card. All other players must choose a card from their hand which best matches the adjective on the table. Hilarity ensues as the judge for that hand determines which is best. This is a game of creativity and frivolity.

Event Name: CG-112 - Car Wars vs. Battle Cattle TCG

Time Slot: Sat 10am - Sat 12pm

GM Name: MIB Operative 5687

Table Assignment: A4

Game Information:

Car Wars the Card Game: Armed and armored cars dueling to the death against... Armed and armored cows! Car Wars: The Card Game is an easy-to-learn introduction to the wild world of auto-duelling, played entirely with cards.

Event Name: CG-118 - Munchkin Bites

Time Slot: Sat 10am - Sat 12pm

GM Name: MIB Operative 8254

Table Assignment: A6

Game Information:

Munchkin: It's the World of Dorkness! The Munchkins are now vampires . . . and 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 . . .

Event Name: CG-131 - Colossal Arena

Time Slot: Sat 5am - Sat 7am

GM Name: Hoss

Table Assignment: C2-B

Game Information:

Colossal Arena: In Colossal Arena there is a group of eight creatures that are fighting. Each round, one of the creatures will die. To decide which unlucky sod will be the victim, players put numbered power cards in front of the creatures, with the lowest one going the way of the dodo. But what makes this game interesting at all is that players can make five bets throughout the game which will sometimes allow them to use a creature's special power and gives the game a method of scoring at the end.

Event Name: CG-132 - Citadels

Time Slot: Sat 7am - Sat 9am

GM Name: Hoss

Table Assignment: C2-B

Game Information:

Citadels: Players seek to build a collection of districts worth from one to eight points. Once someone has built eight districts, the game is over after that round ends and the player with the highest total value wins. However to facilitate the process (and make the game interesting), players sequentially choose a character from a rapidly dwindling pool of eight each turn. The characters give players special abilities for the turn.

Event Name: CG-110 - Spooks

Time Slot: Sat 12pm - Sat 2pm

GM Name: MIB Operative 9905

Table Assignment: A8

Game Information:

Spooks: In this fast-moving game, you play your cards by matching numbers and suits. The first player to empty his hand wins . . . and the spooks get everybody else! Each suit (Spiders, Ghosts, Goblins, Skeletons, and Bats) has a special rule, and the top card in each suit has a special power . . . so you don't know who will be first to escape the haunted house until the final card is played. Spooks is a great quick party game . . . kids will enjoy it, too!

Event Name: CG-111 - Spooks

Time Slot: Sun 10am - Sun 12pm

GM Name: MIB Operative 8254

Table Assignment: A6

Game Information:

Spooks: In this fast-moving game, you play your cards by matching numbers and suits. The first player to empty his hand wins . . . and the spooks get everybody else! Each suit (Spiders, Ghosts, Goblins, Skeletons, and Bats) has a special rule, and the top card in each suit has a special power . . . so you don't know who will be first to escape the haunted house until the final card is played. Spooks is a great quick party game . . . kids will enjoy it, too!

Event Name: CG-113 - Lord of the Fries

Time Slot: Sat 12pm - Sat 2pm

GM Name: MIB Operative 5687

Table Assignment: A4

Game Information:

Lord of the Fries: Welcome to Friedey's, the Fast Food Restaurant of the Damned! Our whole staff is dead, and we're really short on brains. But we'll do our best to fill your order! Even a horde of nearly-mindless zombies can assemble combo meals. Sort of. And now you're one of us. Combine frighteningly generic ingredients like 'Cow Meat,' 'Sauce,' and 'Drink.' Play from eight different menus, including Ratherbee's Steakhouse, the classic Friedey's Restaurant, and the new McPubihan's. Build orders like Bovine Spongiform Yum, Yum, Yum!, Penne for Your Tots, Synaptic Relay Deteriorator, and Sheep wit' da Fishes. But be quick - the customer is waiting! Whoever fills the best orders gets the most points, and the zombie with the most points becomes . . . The Lord of the Fries!

Event Name: CG-141 - Iconica

Time Slot: Sat 10am - Sat 12pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica: Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-119 - Firefly Munchkin

Time Slot: Sat 12pm - Sat 2pm

GM Name: MIB Operative 8254

Table Assignment: A6

Game Information:

Munchkin: Combining the best of two Munchkin worlds. The Good, the Bad, and the Munchkin meets Star Munchkin.

Event Name: CG-127 - Burn in Hell

Time Slot: Sat 12pm - Sat 2pm

GM Name: Edheltaur

Table Assignment: A7

Game Information:

Burn in Hell: Cleopatra. Blackbeard. Attila the Hun. Richard Nixon. John Wilkes Booth. Collect the souls of the damned! In Burn in Hell, you try to assemble the tastiest 'Circles' of history's sinners. Trade souls with your rivals . . . or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics . . . or build sets of the Seven Deadly Sins. Burn in Hell will keep you on your toes ? can you see the sets that fit together for the most points? Can you steal a rival's key card before he can make a Circle? Each card includes a great Greg Hyland caricature and a biography of the soul. You'll have a lot of fun reading (and arguing) about why each of these people was invited to the Permanent Pitchfork Party. And to rule in Hell, you must use strategy and cunning, because this game's not over until the last soul is snatched . . .

Event Name: CG-142 - Iconica

Time Slot: Sat 12pm - Sat 2pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica: (Open Demo at 1PM)

Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-143 - Iconica

Time Slot: Sat 2pm - Sat 4pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica: (Open Demo at 3PM)

Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-115 - Cow Poker

Time Slot: Sat 4pm - Sat 6pm

GM Name: MIB Operative 9905

Table Assignment: A8

Game Information:

Cow Poker: From James Ernest and Mike Selinker comes a fast-playing card game of cattle rustling and shootouts, Wild West-style: Cowpoker. Two to four players become ranchers, rustling each others' cattle and hiring away each others' cowpokes. Recruit the wacky characters into your Ranch for points and bonuses, and collect them in tricks from the roundups and shootouts. Once all the cards are taken, make poker hands to score additional points! Every card can be used at least two different ways, so there's strategy as well as luck.

Event Name: CG-122 - SPANC

Time Slot: Sat 4pm - Sat 6pm

GM Name: MIB Operative 8254

Table Assignment: A6

Game Information:

SPANC: SPANC Them All! Life is good when you're a Space Pirate Amazon Ninja Catgirl. Enjoy a life of larceny and mayhem as you embark on one Caper after another. Defeat every challenge the galaxy throws at you, from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up Toys (and the occasional Poolboy), grab more Loot than anyone else, and watch your tail . . . because the other catgirls want what you've got!

Event Name: CG-144 - Iconica

Time Slot: Sat 4pm - Sat 6pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica: (Open Demo at 5PM)

Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-114 - Chez Geek

Time Slot: Sat 6pm - Sat 8pm

GM Name: MIB Operative 5687

Table Assignment: A4

Game Information:

Chez Geek: Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends - for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game. Just remember, when your roommate and his S.O. keep you up all night: You can't throw them out. They live here.

Event Name: CG-121 - Super Munchkin

Time Slot: Sat 6pm - Sat 8pm

GM Name: MIB Operative 8254

Table Assignment: A6

Game Information:

Munchkin: Be a Mutant, an Exotic, a Mystic, or a Techno. The higher your Level, the more Powers you can have. Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension - from the wimpy Bucketman all the way up to Big Ol' Planet Eater Guy himself - and TAKE THEIR STUFF! With the Electro-Mento-Hat, the Telezapinator, and the (jet-powered) Pogo Stick, no foe can stand before you.

Event Name: CG-133 - Citadels **Time Slot:** Sat 6pm - Sat 8pm

GM Name: Hoss

Table Assignment: C2-B

Game Information:

: Players seek to build a collection of districts worth from one to eight points. Once someone has built eight districts, the game is over after that round ends and the player with the highest total value wins. However to facilitate the process (and make the game interesting), players sequentially choose a character from a rapidly dwindling pool of eight each turn. The characters give players special abilities for the turn.

Event Name: CG-145 - Iconica

Time Slot: Sat 6pm - Sat 7pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica:
Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-128 - Chez Grunt

Time Slot: Sat 10pm - Sun 12am

GM Name: Edheltaur

Table Assignment: A4

Game Information:

Chez Grunt: Chez Geek joins the army! Chez Grunt marches in on the heels of the wildly successful Chez Geek and Chez Greek, proving that the search for slack is universal, no matter where you might be. More fun than a 40-mile hike with full pack, Chez Grunt lets you hunt for slack, better food, choice assignments . . . and even Nookie . . . in the barracks! Chez Grunt is completely compatible, of course, with its famous predecessor, Chez Geek. You're In The Army Now — might as well get all the slack you can!

Event Name: CG-137 - Hex Hex & Hex Hex Next

Time Slot: Sat 10pm - Sun 12am

GM Name: Lady Bratt

Table Assignment: C2-B

Game Information:

Hex Hex & Hex Hex Next: This is a card game that forces a Hex token around the table between players. In this respect, it's sort of a game of Hot Potato. Whoever can't get rid of the Hex token by using his cards 'blows up,' thus losing points. Naturally, there are nuances to this. There are 17 different cards in the deck, some which merely pass the Hex token left, right, and across, while others split the token in two, or increase it's damage. One dismisses it entirely. One blows it up while in another player's possession. One forces the token to pass in only one direction, some cause extra effects if the token DOES blow up on you. A round ends when there are no more Hex tokens available, and there are as many rounds as there are players, plus one. There are some interesting strategies that are not immediately apparent, but which become obvious after the first couple of rounds. Controlling when the last token blows up is very important since you lose and gain points based on this, so learning to play the cards to force the location of the tokens when they blow up is of paramount importance. Sending them to a player who has no cards to play works very well for this. Scores are kept with individual cards monitoring 'Voice', which is just points. How many you have at the end of the x+1 rounds determines who the winner is. One last amusing thing about the game is a bit of chaos tossed in; a Hex Hex card; when it's played, all players have to drop their card hands and put their hands in the air. The slowpoke loses points. Not exactly strategy, but still entertaining. Deviously Simple, Delightfully Mean-Spirited, Wickedly Fast-Paced game, HEX HEX is back with a vengeance in HEX HEX NEXT. Featuring all new cards, this latest edition can be played as a stand-alone game or added to your current HEX HEX deck for even more fun ways to stab a friend in the back?. Play with no cards in your hand - by using the hands of others with ?No Man?s Hand?. Let everyone who touches the Hex ?Rot? away. Long to be ?The Forgotten? and gain Voice for each card still in your hand at the rounds end. Or ?Rip Asunder? your Hex and place one before every other player instead.

Event Name: CG-136 - Nertz

Time Slot: Sun 12am - Sun 2am

GM Name: Miss Kitty

Table Assignment: C2-B

Game Information:

Nertz: Nertz, also known widely as Pounce, is a fast paced card game where every player has their own standard deck of cards and engage in a form of multi-player solitaire. Decks with different backs are a

must. Players all deal 13 cards into a draw pile and four cards out in front of themselves. When play commences, players simultaneously try to empty their draw pile by building on the four cards in front of them (red sevens on black eights, black sixes on red sevens etc.) and try to put cards into set piles in the middle of the table starting with the Ace of a given suit and then the two and three and so on. Players build on each others' set piles so this can lead to some very energetic competitions. The remaining cards that a player has are kept in a deck and counted out and turned over three at a time, placed face up, and then the top facing card can be added to the set piles or to the four working piles in front of the player. When a player has emptied the draw pile and yells out 'Nertz' play stops and points are counted up - one point for each card in the middle of the table in the set piles, and -2 points for every card left in the draw pile. First player to an agreed upon score is the winner. This game has recently been packaged and released as Solitaire Frenzy.

Event Name: CG-140 - Treasure Fleet

Time Slot: Sun 1am - Sun 3am

GM Name: Crazy Knife-Throwin' Injun

Table Assignment: C2-A

Game Information:

Ship of Fools Games: Set loosely in 16th century during the time of the great Spanish treasure fleets. Twenty ships loaded with treasure are ready to sail for Spain. However, there are bloodthirsty pirates waiting to plunder the ships. The Governor has decided to send the ships out in small groups hoping they can make it past the pirates undetected. However, the pirates have lookouts keeping a vigilant watch on the harbor. The winner is the pirate captain with the highest total treasure points.

Event Name: CG-134 - Colossal Arena

Time Slot: Sun 2am - Sun 4am

GM Name: Hoss

Table Assignment: C2-B

Game Information:

Colossal Arena: In Colossal Arena there is a group of eight creatures that are fighting. Each round, one of the creatures will die. To decide which unlucky sod will be the victim, players put numbered power cards in front of the creatures, with the lowest one going the way of the dodo. But what makes this game interesting at all is that players can make five bets throughout the game which will sometimes allow them to use a creature's special power and gives the game a method of scoring at the end.

Event Name: CG-138 - Hex Hex & Hex Hex Next

Time Slot: Sun 3am - Sun 5am

GM Name: Lady Bratt

Table Assignment: C2-A

Game Information:

Hex Hex & Hex Hex Next: This is a card game that forces a Hex token around the table between players. In this respect, it's sort of a game of Hot Potato. Whoever can't get rid of the Hex token by using his cards 'blows up,' thus losing points. Naturally, there are nuances to this. There are 17 different cards in the deck, some which merely pass the Hex token left, right, and across, while others split the token in two, or increase it's damage. One dismisses it entirely. One blows it up while in another player's possession. One forces the token to pass in only one direction, some cause extra effects if the token DOES blow up on you. A round ends when there are no more Hex tokens available, and there are as many rounds as there are players,

plus one. There are some interesting strategies that are not immediately apparent, but which become obvious after the first couple of rounds. Controlling when the last token blows up is very important since you lose and gain points based on this, so learning to play the cards to force the location of the tokens when they blow up is of paramount importance. Sending them to a player who has no cards to play works very well for this. Scores are kept with individual cards monitoring 'Voice', which is just points. How many you have at the end of the x+1 rounds determines who the winner is. One last amusing thing about the game is a bit of chaos tossed in; a Hex Hex card; when it's played, all players have to drop their card hands and put their hands in the air. The slowpoke loses points. Not exactly strategy, but still entertaining. Deviously Simple, Delightfully Mean-Spirited, Wickedly Fast-Paced game, HEX HEX is back with a vengeance in HEX HEX NEXT. Featuring all new cards, this latest edition can be played as a stand-alone game or added to your current HEX HEX deck for even more fun ways to stab a friend in the back?. Play with no cards in your hand - by using the hands of others with ?No Man?s Hand?. Let everyone who touches the Hex ?Rot? away. Long to be ?The Forgotten? and gain Voice for each card still in your hand at the rounds end. Or ?Rip Asunder? your Hex and place one before every other player instead.

Event Name: CG-101 - World of Warcraft Card Game Open Play and Demo

Time Slot: Sun 9am - Sun 12pm

GM Name: Clash of Steel

Table Assignment: A5

Game Information:

World of Warcraft CCG.

Event Name: CG-146 - Iconica

Time Slot: Sun 10am - Sun 12pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica: (Open Demo at 11AM)

Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-149 - Dominion

Time Slot: Sun 11am - Sun 1pm

GM Name: Jolly Red Giant

Table Assignment: C2-A

Game Information:

Dominion: In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can 'buy' as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Event Name: CG-116 - Super Munchkin

Time Slot: Sun 12pm - Sun 2pm

GM Name: MIB Operative 9905

Table Assignment: A8

Game Information:

Munchkin: Fly through the city. Smash the villains. Backstab your teammates and grab their gadgets. Munchkin has parodied the classic dungeon, the kung-fu warrior, the space epic, and the creatures of the night. Now, it's the superheroes' turn! Be a Mutant, an Exotic, a Mystic, or a Techno. The higher your Level, the more Powers you can have. Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension - from the wimpy Bucketman all the way up to Big Ol' Planet Eater Guy himself - and TAKE THEIR STUFF! With the Electro-Mento-Hat, the Telezapinator, and the (jet-powered) Pogo Stick, no foe can stand before you.

Event Name: CG-120 - Firefly Munchkin

Time Slot: Sun 12pm - Sun 2pm

GM Name: MIB Operative 8254

Table Assignment: A6

Game Information:

Munchkin: Combining the best of two Munchkin worlds. The Good, the Bad, and the Munchkin meets Star Munchkin.

Event Name: CG-129 - Car Wars TCG

Time Slot: Sun 12pm - Sun 2pm

GM Name: Edheltau

Table Assignment: A7

Game Information:

Car Wars the Card Game: Car Wars: The Card Game is an easy-to-learn introduction to the wild world of autoduelling, played entirely with cards. Car Wars: The Card Game is complete in one box (no collecting!), and features Second Edition graphics and packaging.

Event Name: CG-130 - Come Play Guillotine

Time Slot: Sun 12pm - Sun 2pm

GM Name: Blue Avenger

Table Assignment: A3

Game Information:

Guillotine: Come Play Guillotine a humorous look at the French Revolution where players earn points by getting a head.

Event Name: CG-147 - Iconica

Time Slot: Sun 12pm - Sun 2pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica: (Open Demo at 1PM)

Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-117 - Munchkin Booty

Time Slot: Sun 2pm - Sun 4pm

GM Name: MIB Operative 9905

Table Assignment: A8

Game Information:

Munchkin: Munchkin Booty brings the greatest gold-grabbers in history ? pirates! ? to the world of Munchkin. Use your Silver Long Johns to beat the Lobster Mobster, drink your Demon Rum to fight off the Viking Kittens, and defend yourself with the Cutlass (or Cutlad, for the gents) against the Prince of Whales. But watch out for Sharks! Plunder the seven seas as a Pirate, Naval Officer, or Merchant. Taunt your foes with your horrible Accent ? British, Spanish, Dutch, or French. Equip your Half-Galleon with a Crow's Nest and Figurehead. But above all . . . level up!

Event Name: CG-148 - Iconica

Time Slot: Sun 2pm - Sun 4pm

GM Name: Eric Torres

Table Assignment: A1

Game Information:

Iconica: (Open Demo at 3PM)

Set in the fictional World of Rynaga, Iconica blends turn-based strategy with a twist of chance for a unique card game experience. The object of Iconica is to eliminate all of your opponents Character Cards from play. Winning the game is accomplished by dealing damage to a character's Health Meter. Once a character's health is exhausted, it is eliminated from play. Different game elements such as Final Acts, make for exciting turns of events and give players a chance to win, even if victory seems unlikely.

Event Name: CG-135 - Fluxx

Time Slot: Sun 4pm - Sun 6pm

GM Name: Hoss

Table Assignment: C2-B

Game Information:

Looney Labs: A card game where the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win. There are many editions, themed siblings, and promo cards available.

LARPs

Event Name: LA-103 - FTC Demo

Time Slot: Fri 8pm - Sat 12am

GM Name: Rave

Table Assignment: CANOPY AREA

Game Information:

WhiteWolf/CCP: A custom style game based off of WhiteWolf/CCP Old world and New world combined to create a balanced system for the World of Darkness games.

Event Name: LA-104 - FTC Demo 2

Time Slot: Sat 1pm - Sat 5pm

GM Name: Rave

Table Assignment: CANOPY AREA

Game Information:

WhiteWolf/CCP: A custom style game based off of WhiteWolf/CCP Old world and New world combined to create a balanced system for the World of Darkness games.

Event Name: LA-101 - Houses of the Blooded LARP

Time Slot: Sat 6pm - Sat 10pm

GM Name: John Wick

Table Assignment: CANOPY AREA

Game Information: Houses of the Blooded: (Special Note: This game has no max player cap, come play with us!)

A game of romance. A game of revenge. A game of invisible wars and sorcerous blood. A game with no victors. Only casualties. This is Houses of the Blooded: a roleplaying game in a violent world ruled by a magical race who call themselves 'the ven.' The ven see all the world as an enemy and the inhabitants of the world as either weapons or tools. Their culture is highly ritualistic and obsessed with duality. Six noble Houses play an elaborate, invisible game of deception and betrayal. Forbidden by law from declaring open war, their secret wars allow for more subtle weapons: seduction, espionage and assassination.

Miniatures

Event Name: MN-101 - Pirates of the Spanish Main Open Play

Time Slot: Fri 8am - Fri 12pm

GM Name: Clash of Steel

Table Assignment: C3

Game Information:

Pirates of the Spanish Main: Bring your 50 point fleet of one nation and do battle on the high seas. Or use one of our fleets we provide, if you forgot yours or are a new player. We will divide into two teams and do battle!

Event Name: MN-105 - 350 Pt Hordes/Warmachine Tournament

Time Slot: Fri 6pm - Fri 10pm

GM Name: CHUD

Table Assignment: C6/C7/C8

Game Information:

Privateer Press: Description: This is a swiss style tournament that runs until 1 player is undefeated. The number of rounds will be determined by the number of players that attend. Last turn will be called after 60 minutes. Restrictions: This is a 350 point event. Please be sure your list is 350 points or less. Lists over 350 points are NOT allowed. Please arrive a few minutes early to have your list checked.

Event Name: MN-102 - Battletech - King of the Hill

Time Slot: Fri 7pm - Fri 11pm

GM Name: Joel47

Table Assignment: C4

Game Information:

Classic Battletech: As part of the unit competitions on Solaris VII, groups of mercenaries will compete to be the first to the top of a small mountain, holding it against all comers. Miniatures & record sheets will be provided. For those who wish to bring their own, bring 120 tons of Inner Sphere book mechs — jump jets highly recommended!

Event Name: MN-106 - 500 Pt Hordes/Warmachine Tournament

Time Slot: Sat 12pm - Sat 4pm

GM Name: CHUD

Table Assignment: C5/C6/C7/C8

Game Information:

Privateer Press: Description: This is a swiss style tournament that runs until 1 player is undefeated. The number of rounds will be

determined by the number of players that attend. Last turn will be called after 60 minutes. Restrictions: This is a 500 point event. Please be sure your list is 500 points or less. Lists over 500 points are NOT allowed. Please arrive a few minutes early to have your list checked

Event Name: MN-103 - Battletech - Fang and Talon

Time Slot: Sat 2pm - Sat 6pm

GM Name: Joel47

Table Assignment: C4

Game Information:

Classic Battletech: A Falcon force has caught a smaller Viper force in a pincer maneuver. The Vipers must try to escape or, failing that, take as many Falcon warriors as possible with them. Miniatures & record sheets will be provided. For those who wish to bring their own, see the full scenario at catalystdemos.com.

Event Name: MN-104 - Battletech - Backstabber

Time Slot: Sat 7pm - Sat 11pm

GM Name: Joel47

Table Assignment: C4

Game Information:

Classic Battletech: Compete to be the last mech standing in a chaotic scenario where your teammate one minute will be your enemy the next. Miniatures & record sheets will be provided. For those who wish to bring their own, see the full scenario at catalystdemos.com

Role Playing

Event Name: RP-129 - D&D Treasure Hunters

Time Slot: Thu 6pm - Fri 12am

GM Name: TCalpin

Table Assignment: B2

Game Information:

4th Edition D&D: Treasure hunters across the region have long sought a piece of jewelry known simply as the Jade Chalice. The chalice is the missing part of a finely carved set that you have been hired to find. Rumors have surfaced indicating that the chalice was last seen centuries ago in the Tower of Talon Pass. 3rd level pre-gen's will be provided, or you can contact the GM about getting your own character approved, which must be created in the 4th Edition Character Builder.

Event Name: RP-111 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Fri 12pm - Fri 2pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more.

Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-120 - The Extraordinary Adventures of Baron Munchausen

Time Slot: Fri 12pm - Fri 2pm

GM Name: The Dragon Master

Table Assignment: B4

Game Information:

The Extraordinary Adventures of Baron Munchausen: The year is 17—. You are a noble who, through various adventures (mis- and otherwise) have found yourselves at the table of a minor noble of Russia for the evening. Gathered with you are several nobles and clergy from abroad. Dinner has abated and the Baron has suggested a telling of tales to pass the evening. Speaking of which, why don't you tell us about the time you... This is a game about taking on the role of a Noble and sitting around with other nobles telling grandiose tales of your heroic adventures around the world. Tales don't have to be historically accurate, or even practically feasible, merely a good tale to pass the time. The game uses a bidding mechanism rather than traditional die-rolls to allow each player to add to other players tales. There will be two one hour sessions of this run back to back.

Event Name: RP-132 - Toon

Time Slot: Fri 2pm - Fri 4pm

GM Name: Rchll

Table Assignment: A3

Game Information:

Toon: You are a cartoon character from Saturday morning cartoons! Zany adventures with other animated friends.

Event Name: RP-112 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Fri 2pm - Fri 4pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-126 - Quest of the Key

Time Slot: Fri 2pm - Fri 6pm

GM Name: Blue Avenger

Table Assignment: B5

Game Information:

Tunnels and Trolls: The Great Wizard Antarkon has been imprisoned by his mad brother Clephok. Antarkon has recruited a group of courageous adventurers to get the key and free him. The

key is hidden in a maze of insane puzzles and dangers from the warped mind of Clephok.

Event Name: RP-102 - In Flight Meal

Time Slot: Fri 2pm - Fri 6pm

GM Name: Rayston

Table Assignment: B4

Game Information:

Unisystem: What will you do when 'The Rise' occurs? Unisystem Game by Eden Studios, This will be Pre-gen Characters, All Flesh Must Be Eaten.

Event Name: RP-113 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Fri 4pm - Fri 7pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-109 - The Crystal Skull of Chalmecatl

Time Slot: Fri 8pm - Sat 12am

GM Name: Eric J. Boyd

Table Assignment: B1

Game Information:

The Committee for the Exploration of Mysteries: You have returned from your expedition to uncover an ill-rumored Aztec artifact in the jungles of Central America, a crystal skull that may channel the power of the god of the dead himself. Now you must report to your peers on your exploits, proving to the hardened adventurers, geniuses, and polymaths gathered before you that you are worthy of their respect in your every endeavor. What wonders did you see? What feats of daring did you achieve? Now is the time to tell your tales!

Event Name: RP-121 - The End of the World Tavern

Time Slot: Fri 8pm - Fri 10pm

GM Name: The Dragon Master

Table Assignment: B3

Game Information:

The Extraordinary Adventures of Baron Munchausen: While in the midst of an adventure a great storm hits. The world appears to be disappearing in front of you, but you see a light in the distance. Stumbling towards it you find the storm lessens as you approach. The light is on the front door of a great inn. The sign is clearly written in your native tongue, but who would name an inn after the end of the world? Strolling inside you find a seat available at a nearby table, where those gathered are telling the stories of their

greatest adventures. This is a game about adventurers sitting around an alehouse telling exaggerations and bald-faced lies about their past (mis)adventures. The game uses a bidding mechanism rather than traditional die-rolls to allow each player to add to other players tales. There will be two 1 hour sessions of this being run.

Event Name: RP-122 - Expedition to Castle Ravenloft (Dungeons & Dragons 3.5)

Time Slot: Fri 8pm - Sat 12am

GM Name: Talmerian

Table Assignment: B4

Game Information:

Dungeons & Dragons 3.5: The Wizards of the Coast update of the Advanced Dungeons and Dragons classic exploration of the Ravenloft campaign setting. Complete with famous vampires, fortune tellers, tarot cards...did I mention vampires? This update of a classic is both respectful of the original material and knowledgeable of the 3.5 system.

Characters and minis will be provided or may be brought. Players need not sign up for all three sessions

Event Name: RP-134 - Toon

Time Slot: Sat 10am - Sat 12pm

GM Name: Rchll

Table Assignment: A3

Game Information:

Toon: You are a cartoon character from Saturday morning cartoons! Zany adventures with other animated friends.

Event Name: RP-114 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Sat 10am - Sat 12pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-127 - The Lost Dutchman's Mind

Time Slot: Sat 10am - Sat 12pm

GM Name: Blue Avenger

Table Assignment: B3

Game Information:

Toon: The Dutchman has found gold but has lost his mind. Everybody wants his gold but even he's not sure where it is. Get toony in this RPG that simulates characters in a cartoon and whose main aim is to have fun.

Event Name: RP-135 - Toon

Time Slot: Sat 12pm - Sat 2pm

GM Name: Rchll

Table Assignment: A3

Game Information:

Toon: You are a cartoon character from Saturday morning cartoons! Zany adventures with other animated friends.

Event Name: RP-115 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Sat 12pm - Sat 2pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-130 - Escape from Felucia

Time Slot: Sat 12pm - Sat 4pm

GM Name: DesertRat

Table Assignment: B8

Game Information:

Star Wars Saga Edition: The sun has set on the Jedi Order. As one of the few surviving Jedi Generals, along with a loyal cadre of Clone Troopers, make your way through hordes of Separatist battle droids, and your fellow, but now hostile Clone Army to Escape from Felucia.

Event Name: RP-128 - Wizards of Kolvir

Time Slot: Sat 12pm - Sat 6pm

GM Name: Nihilistic Mind

Table Assignment: B3

Game Information:

Amber Diceless: (This game is an Amber/Hogwarts/Cthulhu Mash-Up... Be prepared...)

Hundreds, maybe thousands, of years after the Patternfall War, the Royal Amberites eventually lose power to noblemen and women as well as their own descendants. The Elder Amberites have adapted the Amber Castle to host students and a curriculum that teaches students to use powerful magic. The school functions for several hundred years and nobility around Amber and the Golden Circle gain power over Shadow and the deep mysteries of the Elder Amberites' arcane knowledge.

After an incident involving the Pattern, many students die and the school closes its doors.

Finally, for the first time in over twenty years, invitations to the school are given out again, but each year, only 20 new students are brought in. Our story begins four years later.

Character Notes: Choose from pre-generated templates and modify them with bonus points before the game.

Knowledge of the Chronicles of Amber setting helpful, but not required to play.

Game system notes: Characters will be built on a modified point scale with a different set of powers, but the resolution system used will be the ADRP.

Event Name: RP-116 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Sat 2pm - Sat 4pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-107 - The Crimson Codex of Forbidden Ghuang-Xi

Time Slot: Sat 2pm - Sat 6pm

GM Name: Eric J. Boyd

Table Assignment: B1

Game Information:

The Committee for the Exploration of Mysteries: You and your intrepid fellow adventurers trekked into the Himalayas seeking the Crimson Codex rumored to contain lore with the power to shake the world. Now you have returned from your expedition and must report to your peers on your daring exploits, proving to the hardened adventurers, geniuses, and polymaths gathered before you that you are worthy of their respect in your every endeavor. What wonders did you see? What feats of daring did you achieve? Now is the time to tell your tales!

Event Name: RP-117 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Sat 4pm - Sat 7pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their

champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-125 - GURPS Fantasy: Finders Fee

Time Slot: Sat 4pm - Sat 8pm

GM Name: MiB Cell Leader

Table Assignment: A3

Game Information:

GURPS: A low-powered ongoing fantasy adventure. The group consists of the most talented and nosy people in the small village of Thorn Hill. This rag-tag group has routed a dragon, slain an etin, thwarted a werewolf, and rescued a child from an evil wizard. Now what?

Event Name: RP-101 - Welcome to Hellfrost

Time Slot: Sat 7pm - Sun 12am

GM Name: Giddoen

Table Assignment: B4

Game Information:

Savage Worlds: 500 years ago: From the frozen far north, beyond the civilized lands with their rolling hills and forests, arose a mighty army of frost giants, ice devils, Hellfrost dragons, and fearsome orcs, servants all of the ice god Thrym. So began the terrible Blizzard War and the downfall of the mighty empires of man Today: The races of the southern lands may have won the war, but they suffer its legacy still. For five centuries the winters have grown steadily longer and colder. Huge swathes of the land of Rassilon are permanently covered in ice and snow, and even the temperate lands are not spared the misery of failed harvests, deadly winters, and the dreaded Hellfrost wind. But winter is not the only danger. A mere 30 years ago, magic, once the civilized races' most potent weapon, suddenly began to fail. The Siphoning, an effect of unknown origin, has made magic an unpredictable ally. Welcome to the world of Rassilon. Welcome to the Hellfrost!

Event Name: RP-108 - Easy Money if You Can Steal It (Playtest)

Time Slot: Sat 8pm - Sun 12am

GM Name: Eric J. Boyd

Table Assignment: B1

Game Information:

House of Cards: Come playtest my current game in development - a no-prep, quick-play heist game. Case the joint, come up with a plan, and pull off a daring heist. Play loose and light in the style of Ocean's Eleven or down and dirty like Ronin and Reservoir Dogs. Will you get the loot and get away, or will the team's conflicting drives turn your careful plan into a wicked cocktail of blood, death, and betrayal? Only one way to find out - deal me in.

Event Name: RP-123 - Expedition to Castle Ravenloft (Dungeons & Dragons 3.5)

Time Slot: Sat 8pm - Sun 12am

GM Name: Talmerian

Table Assignment: B8

Game Information:

Dungeons & Dragons 3.5: The Wizards of the Coast update of the Advanced Dungeons and Dragons classic exploration of the Ravenloft campaign setting. Complete with famous vampires, fortune tellers, tarot cards...did I mention vampires? This update of a classic is both respectful of the original material and

knowledgeable of the 3.5 system.
 Characters and minis will be provided or may be brought. Players need not sign up for all three sessions

Event Name: RP-118 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Sun 11am - Sun 2pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-131 - From Small Things...

Time Slot: Sun 12pm - Sun 4pm

GM Name: DesertRat

Table Assignment: B8

Game Information:

Star Wars Saga Edition: A refugee band of Jedi padawans and renegade Clone Troopers, on the run from the newly created Grand Army of the Empire, dodge the Inquisitorius, and strike the first blow against the new regime... An indirect sequel to Saturday's event, Escape from Felucia.

Event Name: RP-119 - Laughing Moon Chronicles: The Barren Legacy

Time Slot: Sun 2pm - Sun 4pm

GM Name: Todd VanHooser

Table Assignment: B2

Game Information:

Laughing Moon: Secrets of the ancient world and answers to the mysteries of the forbidden magic are surfacing in the world of Mythren. When the sorcerer kings were rendered barren of magic by the first reiners near the end of the Age of Dominion, the most powerful mystics of the land fashioned an enchanted vault to house all of the arcane artifacts once belonging to the kings. Now, the wards of chaos magic that once kept the vault secret have decayed. After three thousand years, the vault has returned?and the race to reclaim what lies within has begun. Rogue wizards, servants of the undead god, dark angels, and other forces are gathering their champions to locate the hidden keys to the ancient structure and claim the magical treasure before the vault disappears once more. Join the adventure and help decide the fate of magic under the Laughing Moon!

Event Name: RP-124 - Expedition to Castle Ravenloft (Dungeons & Dragons 3.5)

Time Slot: Sun 2pm - Sun 6pm

GM Name: Talmerian

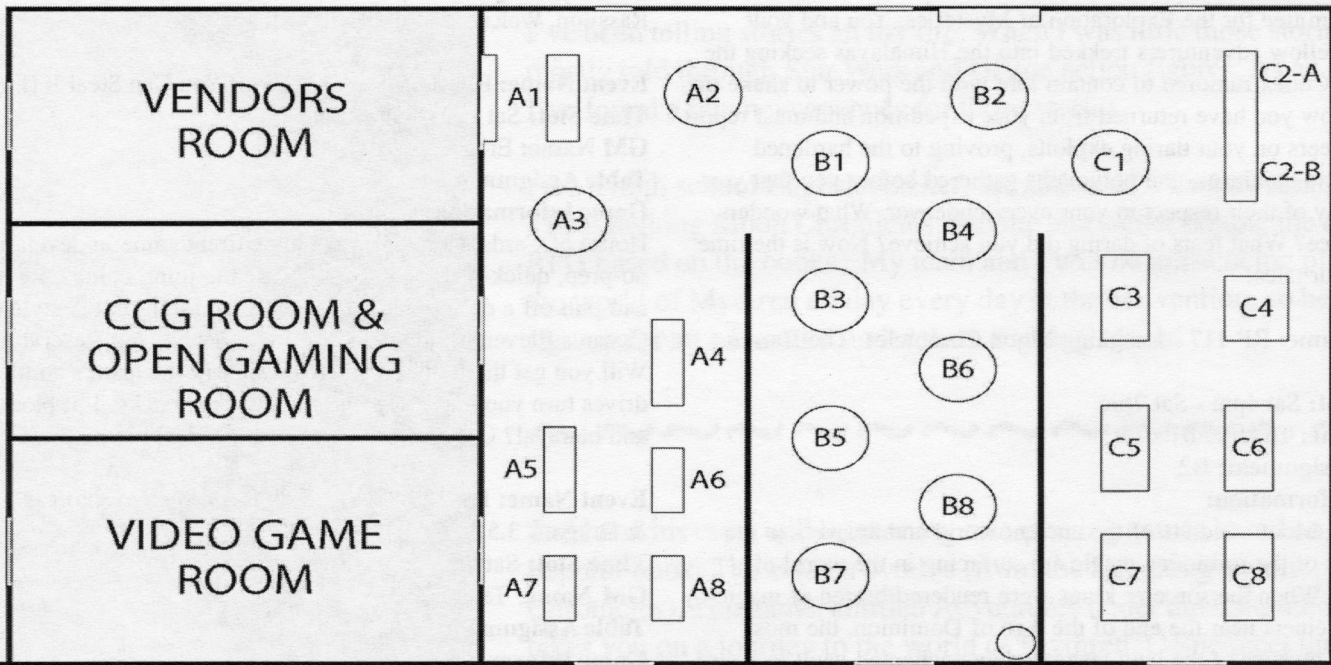
Table Assignment: B6

Game Information:

Dungeons & Dragons 3.5: The Wizards of the Coast update of the Advanced Dungeons and Dragons classic exploration of the Ravenloft campaign setting. Complete with famous vampires, fortune tellers, tarot cards...did I mention vampires? This update of a classic is both respectful of the original material and knowledgeable of the 3.5 system.

Characters and minis will be provided or may be brought. Players need not sign up for all three sessions

BALLROOM A BALLROOM B BALLROOM C



Registration - Hotel Lobby
 LARP/Open Gaming - Canopy
 Consuite - Room 118

MAIN VERANDA

