

Reboot... Rebirth...

RINCON 12



{ WELCOME }

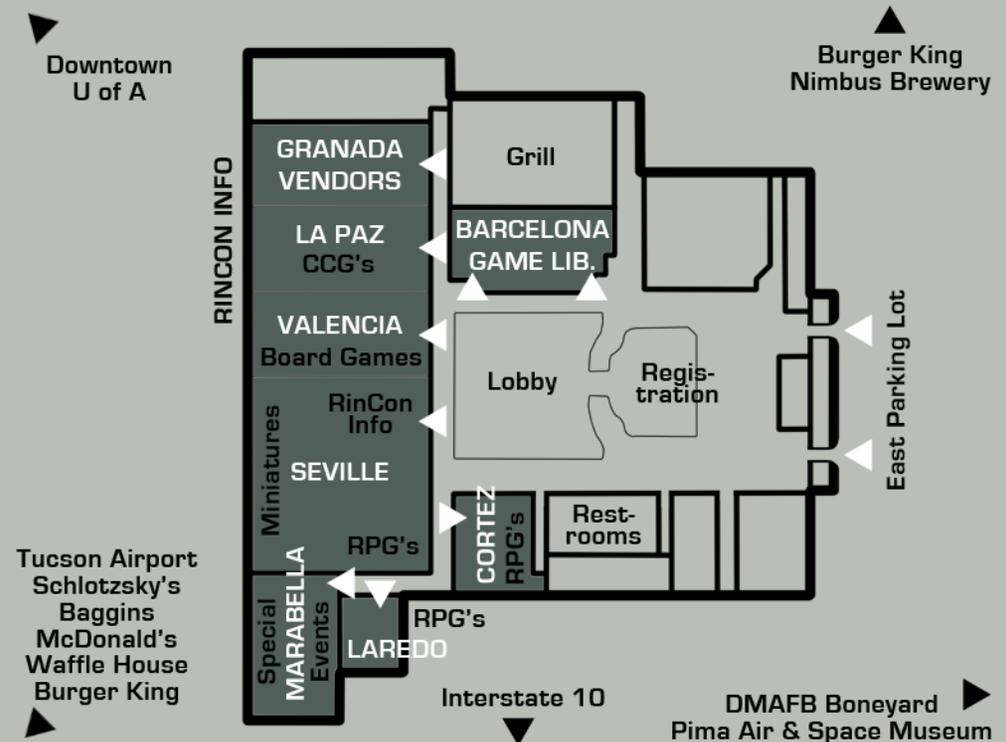
Welcome to RinCon 12, Arizona's gaming mecca. Whether you enjoy RPGs or board games, wargaming or CCGs, there's a table with an open seat for you. Expect to find both your favorites like always, as well as some new experiences to keep things fresh.

Prepare to discover the best gaming the southwest has to offer.

Have fun!
- RinCon Staff

{ **Hours of Operation** }
Friday 12 pm - Sunday 6 pm

{ **Vendor Hours** }
Friday 12 pm - 6 pm
Saturday 9 am - 6 pm
Sunday 9 am - 4 pm



{ James Ernest }

James Ernest is a prolific game designer and publisher, with more than 150 published games. He is the president of Cheapass Games, and founder and Chief Design Associate at Lone Shark Games.



James got his start in the games industry in 1993, doing technical writing for Wizards of the Coast. In 1996 James Ernest launched his own company, Cheapass Games. Kill Doctor Lucky, one of the first Cheapass titles, won an Origins Award for best abstract board game. Cheapass continued to win awards at a steady clip thereafter.

From 1996 to 2006, Cheapass Games published more than 100 original games, including Origins Award winners Give Me the Brain, The Great Brain Robbery, Button Men, BRAWL, and Diceland. During the same period he also designed for other game publishers, including Wizards of the Coast, Hasbro, Fler, GAMES Magazine, Microsoft, and Steve Jackson Games.

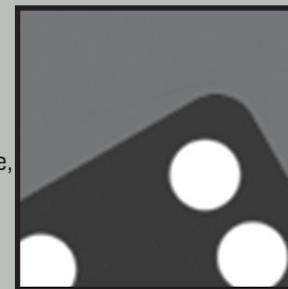
In 2004, James Ernest and Mike Selinker founded Lone Shark Games, a gaming and entertainment studio responsible for board and card games, including Pirates of the Spanish Main (Wizkids), Gloria Mundi (Rio Grande), and Lords of Vegas (Mayfair). James and Mike are also co-authors of two poker books, Dealer's Choice (with Phil Foglio) and The Art of Texas Hold 'Em, and they are major contributors to the Origins Award-winning Kobold Guide to Board Game Design.

In 2011, after a five-year hiatus from publishing, James Ernest began to release many of his most popular games as free PDFs at Cheapass.com. In 2012, Cheapass Games returned to printing with a full-color deluxe reprint of Unexploded Cow. More new Cheapass Games are just around the corner.

{ GUESTS }

{ Pulp Gamer }

Pulp Gamer Media is a modern media company dedicated to the community that surrounds table top and socially interactive games such as board games, card games, and roleplaying games. They develop, distribute, and syndicate programming to inform, entertain, and inspire that community.



{ John Wick }

John Wick is an award-winning author and game designer of over twenty-five roleplaying games. He was the Legend of the Five Rings Lead Story Designer and co-creator of 7th Sea, winning Best Roleplaying Game for both. He is currently developing his epic sword and sorcery RPG, Houses of the Blooded, into a television series. He collects orks.



{ Michael Mindes }

Early in 2005, as Michael prepared to graduate from college, he also prepared to publish board games. As graduation neared, he and his wife Erin found that their pregnancy efforts were successful. They were going to have a baby. Feeling the call of responsibility and adulthood, Michael temporarily shelved the publishing effort, and went to work as a financial adviser at A.G. Edwards.



He never forgot his dream of publishing games. With the goal of bringing families together in an era of video games, cell phones, and instant messaging; Tasty Minstrel Games was founded in early 2009. Since then, TMG has released 7 original titles, imported 3 titles from Europe, and has several more original titles and co-publishing efforts lined up. As an early adopter, Michael and TMG have seen 4 successful Kickstarter projects, including Eminent Domain - one of the first game projects that started the Kickstarter craze.

{ Ken St. Andre }

Kenneth Eugene St. Andre (born on April 28, 1947 in Ogden, Utah) is an American fantasy author and game designer, best known for his work with Tunnels & Trolls and Wasteland.

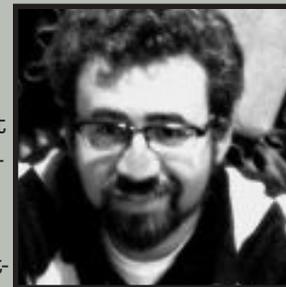
St. Andre is the original designer of the 'pen-and-paper' role-playing game Tunnels & Trolls which he self-published in 1975. In addition to writing the game rules, Ken was one of the creators of solitaire adventures which allowed players to experience the game without a game master or judge. St. Andre has written many modules and stand alone adventures for Tunnels and Trolls. His novel, Griffin Feathers, explains some of the back history of the game and is available at Amazon.com.

He also worked as a designer on the role-playing games Stormbringer and Monsters! Monsters!, and the computer game Wasteland. In 2008, he modified the 7th edition Tunnels and Trolls to bring the game world into modern times and turned it into a superhero RPG called Power Trip.



{ Mark Diaz Truman }

Mark Diaz Truman is an independent game developer and the co-owner of Magpie Games (www.magpie-games.com). After a successful Kickstarter for his first game, The Play's The Thing, in late 2011, Mark has recently completed his second title, Our Last Best Hope, with the continued support of Kickstarter backers. His next project, Eternity, will be entering a public beta testing phase in late 2011. In addition to his development efforts, Mark is passionate about creating an inclusive and diverse gaming community. He regularly works as a GM for Games on Demand at major cons, and is an outspoken advocate for efforts to include minorities and women at the gaming table. He currently resides in Cambridge, MA, but typically calls Albuquerque, NM home. Together with his Magpie Games partner, Marissa Kelly, and their cat, Ophelia, he hopes to help people tell amazing stories without rolling too many dice.



{ Marissa Kelly }

Marissa Kelly grew up with roleplaying as a favorite hobby; her father often made up house rules for classic roleplaying games, spinning epic tales of bravery and heart. From a young age, Marissa was inspired to draw the characters and scenes from these stories, her imagination spilling out on to the page. As she grew older, she kept roleplaying, enjoying systems of all types and always drawing what she saw in her mind's eye.



As an adult, she now finds herself drawn to tweaking and changing systems in order to bring those kinds of experiences to a new generation of roleplayers. With her partner, Mark Diaz Truman, she founded Magpie Games in early 2011 and has been instrumental in developing and illustrating Magpie Games' first two releases, The Play's The Thing and Our Last Best Hope.

In addition to her work with Magpie Games, Marissa is an outspoken advocate for minority and female gamers. She hopes to see the gaming industry become larger and more diverse over the next few years, and her art and efforts reflect a desire to create an inclusive gaming community.

{ Board Game Design Panel - Saturday 6 pm }

With Seth Jaffee and special guests James Ernest, Patrick Nickell and Michael Mindes. Get the opportunity to chat with board game designers about the process of design and learn some tricks of the trade.

{ Everything you know about LARP is Wrong - Friday 6 pm }

Award-Winning RPG designer John Wick has a few thoughts about live action role-playing, why it works, why it doesn't work and what you can do to make your live action roleplaying experience better.

{ Fashion Show - Saturday 10 pm }

Steam punk or hot fairy, Star Wars or Star Trek, Hord or Alliance it doesn't matter to us as long as you are looking your best! Saturday night, we are happily hosting a fashion show to show off our best. This is for the cosplayer, armor wearer, hand-made awesomeness that we all want to wear and need an excuse. Here is your chance!

{ Flea Market - Saturday Noon }

What better opportunity to swap some of your underappreciated games than with a room full of gamers? Bring any board games, miniatures, books, etc. that you're looking to trade or sell and try to find another local gamer to exchange with. Please note, this event is intended to provide a time and place to meet up with other gamers looking to trade or buy/sell – each individual is still responsible for their own transactions and items. Also please be honest and prepared to provide info on the condition and completeness of all items.

{ GM Conference - Saturday 10 am }

This RinCon come join our guests for a panel discussion about games and how to add that little extra something to your campaign!

{ SPECIAL EVENTS }

{ Ground Floor - Saturday 6 pm }

Play this TMG 2012 Essen release, hosted by the designer David Short, before it hits the shelves! Adopt the role of an Entrepreneur responsible for the survival of a young company. As CEO, you will use your limited time to manage your business. Time is money, so spend it wisely. Ground Floor is an economic euro game of worker placement and resource management.

{ House of the Blooded LARP - Saturday 2 pm }

A game of Romance and Revenge, where the ancient ven struggle for power with weapons both beautiful and deadly. The setting is the first showing of Shivon Mwrr's last opera, No More Roses. While no record exists of the event, secondary sources tell of duels, murders, spectres and the opera house burning to the ground. What exactly happened? The players will find out...

{ Inclusiveness in Gaming Panel - Friday 2 pm }

With Mark Truman and Marissa Kelly. Want to create safe and inclusive spaces for minorities and women at your gaming table? Join us for a discussion that will help you make your campaign, convention, or gaming creation more accessible to our diverse and interesting community.

{ James Ernest Method of Game Design - Friday 8 pm }

Special Guest James Ernest discusses the basic process of turning an idea into a finished game, including theme, mechanics, playtesting, prototyping, and production.

{ Kickstarter Discussion Panel - Saturday 8 pm }

With Special Guests Michael Mindes of TMG, James Ernest of Cheapass Games & Patrick Nickell of Crash Games. Peek behind the curtain of one of the fastest growing phenomena to hit the game industry in recent history! See what it takes to run a successful Kickstarter game project.

{ Mr. Card Game - Saturday 12 pm }

Evertime Games' deck builder/deck management game, Mr. Card Game, is currently on Kickstarter. Based on the popular online game Kingdom of Loathing, Mr Card Game lets you play pastamancers, saucerors, disco bandits and more as you beat monsters, gain skills and loot, and eventually take down the Naughty Sorceress. Be among the few that get to play the pre-released game in its last weekend of Kickstarter sales.

{ Prototype Preview: Captains of Industry - Friday 4 pm }

Play upcoming TMG release Captains of Industry - a game of cutthroat economics and market domination! Build facilities, produce goods, re-search advances, and undercut competitors to capture the most market share. This 2 hour economic game is designed by Michael Keller and is due out from Tasty Minstrel Games in 2013.

{ RPG Design Panel - Saturday 6 pm }

Join our special guests John Wick, Mark Truman, and Ken St. Andre to talk about the ins and outs of designing an RPG. Hear what both up-and-coming new designers and some of the old veterans have to say about their creative process.

{ SPECIAL EVENTS }

{ Skyline : Prototype Preview - Friday 8 pm }

Play the prototype of this 2012 TMG dice game with the designer David Short. City building has never been so easy: Just roll the dice, then build a building. Choose each die wisely and build efficiently in order to erect magnificent skyscrapers and create the best skyline!

{ Story Games Dungeon - Friday 4 pm }

Play this TMG 2012 Essen release, hosted by the designer David Short, before it hits the shelves! Adopt the role of an Entrepreneur responsible for the survival of a young company. As CEO, you will use your limited time to manage your business. Time is money, so spend it wisely. Ground Floor is an economic euro game of worker placement and resource management.

{ Unpub Protozone - Friday, Saturday, Sunday }

The Unpub Protozone is the place to be to exhibit and play games in development. Come and play-test games that need your help to make them great. Give feedback on what you play and help the designers improve their products. Some of these games will hit your tables soon, have your say in how they're played before it's too late!



{ Schedule Chart }

All the information to find your scheduled event is listed here. Times are listed at the top and locations are noted to the left or right. Refer to your map to find the location.

Note that some events may have been added or changed after this guide was printed. The most recent updates are available each morning at the RinCon Info tables located in Seville and La Paz, as well as at RinConGames.com.

{ Get in a game! }

If you registered online your seat is reserved. If you are not registered, you may sign up for events each day at RinCon Info or directly at the event table.

Event organizers must pick up the most recent event signup sheet from RinCon Info just prior to the start time.

Some event signup sheets may list standby players for an event. Attendees listed on the signup sheets have preference over standby players. Standby players have preference over walkups.

If you are not present at your event within ten minutes of the scheduled start time, you may lose your spot to another attendee.

{ Open Gaming }

Opening gaming is available 24/7 here at RinCon. Grab a game from the Pulp Gamer Library in Barcelona and slap it onto any available table. If you need more players, snag a "Players Wanted" sign. If you don't know how to play the game, perhaps snag a "Teachers Wanted" sign. Game on!

Location	Friday Afternoon				Friday Evening				Friday Late Night				Location
	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm	12am	1am	
Barcelona	- Open Gaming -				- Open Gaming -				- Open Gaming -				Barcelona
Valencia	Puerto Rico (BG)	Captains of Industry (BG)		Village (BG)	Skyline (BG)		James Ernest's Latest Distraction (BG)					Valencia	
Valencia	Roborally Cubed (BG)			Loopin' Louie! (BG)		Liar's Dice (Location: Lobby) (BG)						Valencia	
Valencia	Belfort (BG)			Aloha: The Spirit of Hawaii (BG)		Pixel Wizard (BG)						Valencia	
Valencia	Dead-wood with James Ernest (BG)		Unexploded Cow with James Ernest (BG)		Lords of Waterdeep (BG)						Valencia		
Valencia	Ogre (BG)		Power Grid Tournament (BG)								Valencia		
Valencia	Kingdom Builder (BG)		Caylus (BG)		Monster's Menace (BG)						Valencia		
Valencia					Flash Point: Fire Rescue (BG)						Valencia		
Valencia					Munchkin Quest (BG)						Valencia		
Valencia					Even Cthulhu Likes to Cuddle! - Cthulhu Games Tournament (BG)							Valencia	
Marabella	Inclusiveness in Gaming (SE)	Story Games Dungeon (SE)		Everything You Know About LARP is Wrong (SE)		James Ernest Method of Game Design (SE)						Marabella	
Seville	Shoiman's March (RPG)												Seville
Seville				Pathfinder Society: Rise of the Goblin Guild (RPG)								Seville	
Seville	Pathfinder Society: Wonders in the Weave - Pt I (RPG)		Pathfinder Society: Wonders in the Weave - Pt II (RPG)								Seville		
Seville	Pathfinder Society: King of the Storval Stairs (RPG)			Pathfinder Society: The Golemworks Incident (RPG)								Seville	
Laredo	Pathfinder Society: Shadows Last Stand I (RPG)												Laredo
Cortez	WFRP 3e Winds of Change (RPG)			Leverage: The Jobs Job (RPG)								Cortez	
Cortez	Pure Steam (RPG)				Our Last Best Hope (RPG)								Cortez
Cortez	Penny for My Thoughts (RPG)		Fiasco: News Channel 6 (RPG)		Hunter: The Vigil - The Federales (RPG)							Cortez	
Seville	Hero Clix Tournament (M)			Warhammer Fantasy City Championships (M)								Seville	
La Paz					Magic the Gathering: Demo & FNM (CCG)							La Paz	

BG = Board Games CCG = Collectable Card Games M = Miniatures RPG = Roleplaying Games SE = Special Event

Location	Saturday Morning				Saturday Afternoon						Saturday Evening				Saturday Late Night				Location
	8am	9am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm	12am	1am	
Barcelona	- Open Gaming -				- Open Gaming -						- Open Gaming -				- Open Gaming -				Barcelona
Valencia	WAR! Age of Imperialism (BG)						Shadows Over Camelot (BG)		Star Trek: Expeditions! (BG)		Ground Floor (BG)				Ivanhoe (BG)				Valencia
Valencia			Deadwood with James Ernest (BG)				James' Latest Distraction (BG)		Unexploded Cow (BG)		Pixel Wizard (BG)		Uncle Otto's Vault (BG)						Valencia
Valencia			Village (BG)		Vinhos (BG)		Belfort (BG)						StarCraft: The Board Game (BG)				Valencia		
Valencia							RA: The Dice Game Tournament (BG)										Valencia		
Valencia	Settlers of Catan Tournament (BG)						Uwe Rosenberg Harvest Trilogy (BG)				Thunderstone Advance-Epic (BG)						Valencia		
Valencia	Eruption (BG)		Eruption (BG)		Gold Mine (BG)		Dice-AFARI (BG)		Off Your Rocker (BG)		Off Your Rocker (BG)		Off Your Rocker (BG)						Valencia
Valencia					Formula Death!!! (BG)						Ticket to Ride Tournament (BG)						Valencia		
Valencia							Arkham's Horror (BG)										Valencia		
Marabella			GM's Conference (SE)								Board Game Design Panel (SE)		Kickstarter Panel (SE)						Marabella
Other					Gamers Flea Market (Location: Valencia) (SE)						RPG Design Panel (Veracruz) (SE)				Fashion Show (Lobby) (SE)				Other
Seville			Pathfinder Society: The Rats of Round Mountain (RPG)				Pathfinder Society: The Rats of Round Mountain (RPG)				The Sullivan Affair (RPG)						Seville		
Seville	Waste Hanoi Hattie (RPG)												The Ferryman's Due (RPG)				Seville		
Seville			Pathfinder Society: In Wrath's Shadow (RPG)				Pathfinder Society: Rise of the Goblin Guild (RPG)				Pathfinder Society: Race for the Runecarved Key (RPG)						Seville		
Seville			Pathfinder Society: Shadow's Last Stand II (RPG)				Pathfinder Society: The Sanos Abduction (RPG)										Seville		
Laredo			A Windy Day (RPG)				GURPS in Space (RPG)								Time Travel Review Board (RPG)		Laredo		
Laredo							Franklin's Fate (RPG)										Laredo		
Cortez			On the Run (RPG)				Seven Challenges of Kartejan (RPG)				GURPS Time Travel (RPG)		Ghostbuster: Miami (RPG)				Cortez		
Cortez			Rescue Plato's Den (RPG)				Call of Cthulhu (RPG)				The Revenge of Buckingham - Savage Worlds (RPG)		Tucson Nights' Darkly (RPG)				Cortez		
Outside							Houses of the Blooded (LARP)										Outside		
Seville					Warhammer 40,000 Tucson Championship (M)												Seville		
Seville							Malifaux: Gaining Ground Tournament (M)										Seville		
Seville							Boonta Eve Classic (M)										Seville		
Seville					Warmachines/Horde Tournament (M)												Seville		
La Paz			Magic Demo & Mini Masters (CCG)												La Paz				
La Paz					Mr. Card Game Preview (CCG)										La Paz				

BG = Board Games CCG = Collectable Card Games M = Miniatures RPG = Roleplaying Games SE = Special Event

Location	Sunday Morning				Sunday Afternoon					
	8am	9am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm
Barcelona	- Open Gaming -				- Open Gaming -					
Valencia	Thurn and Taxis Tournament (BG)			Pillars of the Earth (BG)						
Valencia	Attack (BG)									
Valencia	Game of Thrones: Board Game (2nd edition) (BG)									
Valencia	Airlines Europe (BG)				Nefarious (BG)					
Valencia	High School Drama (BG)									
Seville	D&D 5e Pharaoh (RPG)									
Seville	Aces & Eights Cattle Drive to Hell (RPG)									
Seville	Pathfinder Society: The Golemworks Incident (RPG)									
Seville						Pathfinder Society: King of the Storval Stairs (RPG)				
Seville	Pathfinder Society: Before the Dawn-Part I: The Bloodcove			Pathfinder Society: Before the Dawn-Part II: Rescue at Azlant						
Laredo	Welcome to "Tu Gon" Hope You Survive Your Stay (RPG)									
Cortez	Iron GM (RPG)									
Seville	Pulp City Demo (M)									

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RPG = Roleplaying Games SE = Special Event



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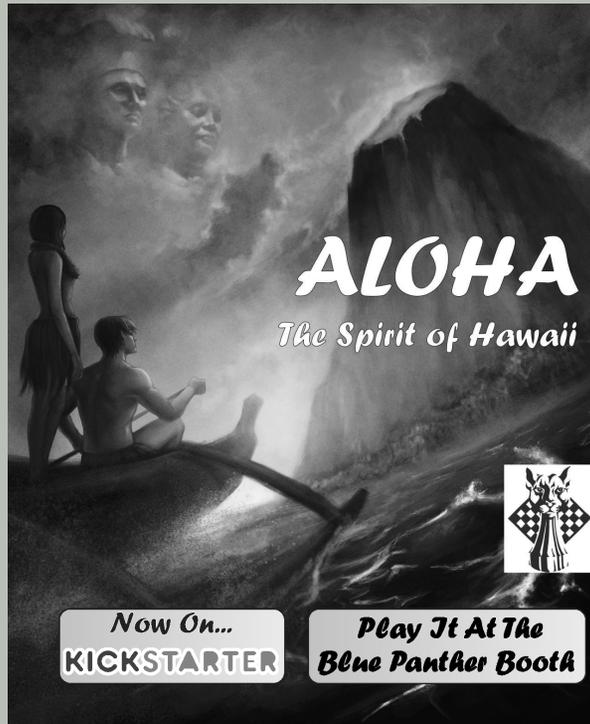
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RINCON 12

{ GRATITUDE }



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See you next year at:**



RINCON 13

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