

# ORCCON

## 2020

HILTON LOS ANGELES AIRPORT  
5711 W Century Blvd,  
Los Angeles, California

February 14-17

#C 2020



POLY 38 CON

PRESENTS

# ROARIN' CON

JUNE 19-21



## Table of Contents

Table of Contents	1
Troubleshooting Staff	1
Welcome	1
Convention Hours	1
Game Tournaments and Events	1
Common Rights of Event Officials	1
Event Registration	1
Tournament Prizes	2
A Guide to Orcon 2020 for Non-gamers	2
Special Guests	3
Master Schedule	4
Special Events and Seminars	19
Open Gaming	19
Board Games	20
Party Games	26
Convention Maps	28
Collectibles	30
Video Games	32
LARPs	33
Miniatures	34
Family Games	38
War Games	38
Role Playing	39
Adventurers League	45
Pathfinder Society	47
General Events	48
Miniatures Painting Contest	49
Our Sponsors	49
Shopping (Dealer Room, Flea Market, Auction)	49
The Rules	51
Gateway 2019 Winners	52
Annual Awards	55
Afterword	56

## Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Visit the Registration Desk for assistance.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer
	Tiffany LaMarre
Volunteer Wrangling	Karla Freeman
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Live Action Role Playing	Tara Leederman
Miniatures	Mike James
	Frank Vassallo
Party Games	William Hillstrom
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Pathfinder Society	Jon-Enee Merriex
Adventurers League	Mickey Tan
Auctioneer	Alfonzo Smith
Family Area and Webmaster	Tanya Aldrich
Marketing	Eric Downing
Seminars & Movie Room	Nick Chavez
Library	David Holt
Open Gaming	Michael Fryer
	Robyn L. Nixon
Lots of Stuff	Mark Hyman
	Michael J. Russell
Quartermasters	Topher Suarez
	Danielle Suarez

## Welcome

Strategicon welcomes you to Orcon 2020. Thank you for joining us.

Orcon brings you the widest array of family, fantasy, historical, and science-fiction board, card, video, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general. We also offer a wide selection of game retailers and manufacturers in the Dealer Room.

New to the convention? If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure.

## Convention Hours

Orcon opens to the public at noon on Friday and closes at 6 pm on Monday. While events such as seminars and tournaments are scheduled, open gaming never closes.

## Game Tournaments and Events

The various Tournaments and Events being held at this convention are listed in the pages of this program in their own event schedules. Tournaments and Events have been broken down into sections (Board Games, Collectible Games, General Events, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Party Games, Special Events and Seminars, Video Games, War Games), each with its own special information under the appropriate headings in the program.

## Common Rights of Event Officials

To clarify the authority of the tournament judges and event gamemasters (collectively GMs), this convention grants its officials these rights.

1. GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, GMs may take appropriate action to ensure sportsmanlike play and fairness in the tournament and event.
4. If a tournament draws fewer than eight (8) players or if a role-playing event draws fewer players than the minimum the GM determines is necessary, the convention reserves the right to downgrade or cancel it.
5. GMs have the right to eject, if deemed necessary, any player from an event.

## Event Registration

You can register for participation in events on site by entering your name and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration.

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the

number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

### Multiple Section Tournament Entry Limit

In some cases, two or more tournaments will be staged for a particular game (these are denoted by a # symbol after them, such as Phase 10 #2). If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This will give the first chances at registration to those who haven't played in one of the tournaments for the game. After all, we want to ensure that as many people as possible get to play at least one of the game's tournaments. For Role-Playing events, if multiple sections of the same event are offered for a particular game, you may play in only one of those sections over the entire course of the convention.

### Walk-in Event Entry

If openings become available at a game event, you can inform the official in charge of the event that you want to play. Space for walk-in entries is available on a first-come, first-served basis, beginning approximately five minutes prior to the event starting time. If you have been unable to register for an event, it's worthwhile to try walking in. Bringing a copy of the game you want to play greatly increases your chances of participating.

### Late Arrivals

Show up on time for your game events! Even if you've registered, if you're not on time, it's assumed you're not going to show up and your place may be given away to someone else.

### Tournament Prizes

Prizes will be awarded by Strategicon to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Tokens", which are redeemable at face value in the Dealer Room for merchandise (only). These Dealer Tokens are good for the calendar year they are awarded, and Dealer Tokens may be applied toward the payment of any state sales tax on your purchase as well.

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and Orcon can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

### The prizes for board games will be as follows:

Events are played for the pure fun of the game

Tournaments are paid out as follows:

Mega - \$50, \$40, \$30, \$20

Big - \$20, \$15, \$10, \$5

Tournament - \$15, \$10, \$5

Small - \$5, \$3, \$1

Sponsored events will often award some type of game or game expansion

Special Events will award some type of award, plaque, and/or dealer tokens, to be determined as the event is run.

If a certain minimum number of players do not play a game, we may exercise the right to reduce or eliminate the payout.

## A Guide to Orcon 2020 for Non-gamers

We're very glad you're attending this convention and hope you enjoy yourself. We want to state emphatically that you should not feel excluded from the activities going on this weekend.

We've made a special effort to see to your needs. Enjoy yourself, make new friends, and live some adventures with us that you'll remember. The first thing you should do is walk around and visit the entire convention. Take special notice of Open Gaming and the Dealer Room. Then wander around and just look at everything else. If anything piques your interest, ask someone what they're doing. Don't worry, people ask us all the time to explain these games and you'll find that gamers as a whole are a very friendly and intelligent group who enjoy talking about, and sharing, their hobby. Don't be surprised if they offer you an instant game lesson and invite you to play! You may wish to jump in and have some fun; after all, this is the stuff that good times and friendships are made of!

The convention has many activities such as Auctions, Demonstrations, Seminars, and most importantly Game Tournaments. Many of you are already familiar with such popular family games as Carcassonne, Settlers of Catan, Ticket to Ride, etc. We urge you to sign up for a round at the Board Game registration desk. You'll find that there are many beginners just like you in these enjoyable tournaments.

Another type of gaming that you'll enjoy is the "Card Game" division. These games include the fast and riotous action games such as Uno, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and teachers can be found just about any time in the Open Gaming area or the tournament rooms prior to the start of their tournaments. Just look for someone with a copy of the game and ask him or her to teach you! You'll be glad to hear that new players have a good chance of beating even the most experienced veterans in these freewheeling fun games.

We have also added many party games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule. We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate - just bring your imagination and come play an exciting story - either for the tabletop or in free-form live-action events. For those who want something a bit more physically exerting, we have "Combat" Live-Action Role-Playing games that bring role-playing games to life with not only live acting, but also physical challenges such as dexterity tasks (disarming mock traps, solving puzzles, or "picking" locks) and live combat with safe, padded weapons.

We have worked hard to ensure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration area and a friendly staff person will see to your needs. It is our hobby, and we do love it. If there is one thing better than gaming, it is sharing our games with new friends.

Enjoy the con!



Never miss an event! Follow us on Twitter (@Strategicon) for updates & announcements during the con!



## Orcon 2020 Special Guests

### Todd VanHooser

Author of the Laughing Moon Chronicles and the designer of the Wheelhouse tabletop RPG. Over the years, this series has expanded to include novels, short stories, comic books, artwork, and original character and creature designs showcased at pop culture and comic conventions in the South West. His latest venture, Laughing Moon: Wheelhouse, takes us into the post-apocalyptic world of Mythren after a catastrophic event broke the moon. Todd has transitioned from author to storyteller, swapping the writer's keyboard for online streaming and sharing his stories through the official Laughing Moon Twitch channel, wheelhouseRPG, and Patreon.



### Griffin Maria

Griffin Maria is a regular gamer and personality on the Laughing Moon: Wheelhouse Twitch channel, and a self-proclaimed master roller of 1s. Equal parts tabletop gamer, fantasy cosplayer, model, and geek, Griffin has been an integral part of the Laughing Moon crew since the channel launched. Seen at numerous conventions costumed as her tabletop characters, Griffin has been able to bring original characters to life both at the gaming table and as well as in real life. Her energetic gaming style infuses the tabletop game with a sense of fun, but it's her lack of an internal filter that keeps Twitch viewers entertained and coming back for more.

### Stacy Dellorfano

A long-time tabletop gamer, Stacy Dellorfano founded The ConTessa Foundation, a nonprofit organization dedicated to improving diversity in tabletop gaming through positive representation. ConTessa does this by facilitating all types of events at tabletop conventions. Events are led by an intersectional group of marginalized people and open to attendance by anyone. Members of ConTessa get an opportunity to shine running the games and events they're most passionate about. When they aren't working on ConTessa, they're usually GMing, writing about GMing, or developing games and adventures for a variety of systems.



### Paul Beakley

Paul produces The Indie Game Reading Club, a Patreon-supported blog covering deep reads, actual play, theory and reviews of small press roleplaying. In a former life, Paul wrote for Deadlands, Earthdawn, Mutant Chronicles, World of Darkness, and others. He's based in Tempe, Arizona. [indiegamereadingclub.com](http://indiegamereadingclub.com)

### Jahmal Brown

Jahmal "Mad Jay" Brown is host of the Diceology podcast. He has written Clockwinders for Fate, PRIME Supers for Cortex Prime and By Acer's Light for Burning Wheel and Dungeon World. He likes games and stories about outsiders and underdogs. Jay games with his kids and loves his momma but she doesn't game yet. He's based in Kansas City, Missouri. [diceology.com](http://diceology.com)



### David Wong

Originally from Sacramento California, David Wong has been a professional freelance artist for over thirty years, appearing regularly at major conventions such as San Diego Comic Con, Gencon and Anime Expo. He's been a self-proclaimed geek from a young age, a voracious lover of comic books, toys, monster movies and fantasy. He's well known for his unique style and pop culture mashups, being heavily influenced by legendary artists such as Frank Frazetta, John Byrne and George Perez. He aspires to attend more international shows and travel extensively to broaden his artistic horizons. He hopes to see you there!



## Master Schedule of Events

Master  
Schedule

\* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

Fri, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	1	<b>Carpe Diem</b> 101	International B	B	T	B
	1	<b>Kemet</b> 101	International B	B	T	B
	2	<b>Liar's Dice</b> Small	International B	A	F	B
	8	<b>Vanguard</b> 101	La Jolla	A	A	C
	8	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C
	10	<b>Axis &amp; Allies Open Gaming</b> Event	Los Angeles C	A	T	W
	6	<b>Frederick</b> Small	Los Angeles C	A	T	W
	5	<b>Sturm Europa</b> Event	Los Angeles C	A	T	W
1 pm	2	<b>Carpe Diem</b> Event	International B	A	T	B
	3	<b>Kemet</b> Event	International B	A	T	B
	3	<b>Ticket to Ride: Alpine</b> Event	International B	A	A	B
	2	<b>Vanguard</b> Light Sponsored Small	La Jolla	A	A	C
	2	<b>Yu-Gi-Oh!</b> Light Sponsored Small	La Jolla	A	A	C
	4	<b>Mailfaux 3rd Edition</b> Demos and Open Play Demo	International A	A	T	M
2 pm	2	<b>Clank!</b> Sponsored Event	Newport B	A	T	B
	4	<b>God of War</b> Event	International B	A	A	B
	1	<b>Grand Austria Hotel</b> 101	International B	B	T	B
	2	<b>No Thanks!</b> Small	International B	A	F	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Raiders of the North Sea</b> Sponsored Event	Newport B	A	T	B
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-11e A Fire Grows in Cania (Levels 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-01 Escape from Elturgard (Levels 1-2)	Plaza B	B	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-08 In the Garden of Evil (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-12 The Breath of Life (Levels 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-EB-01 The Night Land (Levels 1-4)	Plaza B	A	T	A
	5	<b>Starfinder RPG</b> SFS 2-05: Meeting of Queens (Lv 1-4) Sponsored	Los Angeles A	A	A	F
	4	<b>Masmorra</b>	International A	A	T	M
	4	<b>Zombicide: Invader</b>	International A	A	T	M
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School: The Buried City	San Lorenzo C	A	A	R
	4	<b>Descended From The Queen</b> Monkeyfun Studios Presents: The New Don *	Chair Boardroom	A	M	R
	4	<b>Fate Core</b> Part Time Gods: City to Love	San Lorenzo A	A	T	R
	4	<b>Fate Core (Wearing the Cape)</b> S for Supersuit	San Lorenzo A	A	T	R
	3	<b>Fiasco</b> The Ice	San Lorenzo F	A	A	R
	6	<b>Generations</b> A Home in the Stars Playtest	San Lorenzo B	A	M	R
	4	<b>GURPS</b> Arche-A Pirates life	San Lorenzo D	A	A	R
	4	<b>Lasers &amp; Feelings Hacktravaganza</b> various games	Plaza Foyer	A	A	R
	4	<b>Marvel Heroic Roleplaying</b> Breakout	San Lorenzo D	A	A	R
	4	<b>Scion 2nd Edition: Storypath</b> Awake To Your Destiny	San Lorenzo A	A	T	R
	4	<b>Star Wars: Edge of the Empire</b> Powder King	San Lorenzo B	A	M	R
	4	<b>The One Ring RPG</b> Creeping Darkneess	San Lorenzo E	A	F	R
3 pm	3	<b>Grand Austria Hotel</b> Tournament	International B	E	F	B
	4	<b>HeroQuest</b> Demo	International B	B	T	B
	1	<b>Rajas of the Ganges</b> 101	International B	B	T	B
	1	<b>Ticket To Ride</b> 101	International B	B	A	B
	2	<b>Yahtzee Free for All</b> Small	International B	A	A	B
	2	<b>Yu-Gi-Oh!</b> Advance Sponsored Small	La Jolla	A	A	C
	3	<b>Judge Dredd</b> Demo	International A	A	T	M
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
4 pm	2	<b>Clank!</b> Sponsored Event	Newport B	A	T	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B



# Friday

Fri, Feb 14

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Rajas of the Ganges</b> Event	International B	A	T	B
	1	<b>Sushi Go!</b> Event	Family Area	A	F	B
	3	<b>Ticket To Ride</b> Tournament	International B	E	A	B
	1	<b>Ticket to Ride World Tour</b> 101	International B	B	A	B
	3	<b>GKR Heavy Hitters</b> Giant Killer Robots!	International A	A	A	M
	4	<b>Tavernin</b> Demo	International A	A	T	M
	2	<b>Game Show Playalong - The Joker's Wild</b> Event	Catalina B	A	A	P
	2	<b>Murder Happens: Party Games of Mystery</b> Playtest *	Newport D	A	M	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	4	<b>Sails of Glory</b> Tournament	Los Angeles C	A	T	W
5 pm	1	<b>Catan</b> 101	International B	B	A	B
	2	<b>Colt Express</b> Small	International B	A	A	B
	1	<b>Cosmic Encounter</b> 101	International B	B	T	B
	2	<b>LAMA</b> Small	International B	A	A	B
	2	<b>Power Grid</b> 101	International B	B	T	B
	2	<b>Ticket to Ride World Tour: Legendary Asia</b> Event	International B	E	A	B
	3	<b>Trajan</b> Sponsored Event	Newport B	A	T	B
	2	<b>Vanguard</b> Advance Sponsored Small	La Jolla	A	A	C
	2	<b>Yu-Gi-Oh!</b> Draft Tournament (\$20) Sponsored Small	La Jolla	A	A	C
	4	<b>Dealer Room Opens</b>	Pacific	A	A	G
	2	<b>Flower and Heart Making</b>	Family Area	A	F	G
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
6 pm	4	<b>1846: The Race for the Midwest</b> Small	International B	A	T	B
	2	<b>Battlestar Galactica</b> 101	International B	B	A	B
	6	<b>Catan</b> Event	International B	E	A	B
	2	<b>Cosmic Encounter</b> Event	International B	E	T	B
	2	<b>Dice City</b> Sponsored Event	Newport B	A	T	B
	1	<b>Hanabi</b> Event	International B	A	A	B
	2	<b>7 Wonders Duel</b>	La Jolla	A	A	C
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	2	<b>Battlefleet Gothic: Reloaded</b> Imperials vs Chaos	International A	A	A	M
	2	<b>Gaslands</b> The Carburetor County Calamity!	International A	A	A	M
	3	<b>Ultimate Werewolf, Basic to Advanced</b> 101	Catalina C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
7 pm	2	<b>Agricola</b> 101	International B	B	M	B
	1	<b>Bora Bora</b> 101	International B	B	T	B
	2	<b>Forbidden Island/Desert/Sky</b> Event	International B	A	A	B
	2	<b>Love Letter</b> Small	International B	A	A	B
	3	<b>Power Grid World Tour: China</b> Event	International B	E	T	B
	1	<b>Sid Meier's Civilization: A New Dawn</b> 101	International B	B	T	B
	2	<b>Magic: The Gathering</b> Horde	La Jolla	A	T	C
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	1	<b>Meet &amp; Greet</b> Special *	1635	A	F	G
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-11f Twice as Nice for Half [...] (lvl 17-20)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-02 Stopped at the Gate (Levels 1-4)	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-09 Ruined Prospects (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-13 The Swarmed Heart (Levels 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-EB-02 Voice in the Machine (Levels 1-4)	Plaza B	A	T	A
	2	<b>Battlestations</b> Campaign	International A	A	A	M
	4	<b>Bushido: Risen Sun</b> Demo Demo	International A	A	T	M
	3	<b>Fistful of Lead</b> Wild West Shoot Out!	International A	A	A	M
	1	<b>Judge Dredd</b> Demo	International A	A	T	M
	1	<b>Rising Sun</b> 101	International A	A	A	M
	2	<b>Cash 'n Guns Live</b> Event	Newport C	A	A	P
	1	<b>Icebreaker Party Games</b> Event	Catalina A	A	A	P
	2	<b>Murder Happens: Party Games of Mystery</b> Playtest *	Newport D	A	M	P
	4	<b>Call of Cthulu</b> The Only Thing to Fear	Chair Boardroom	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	4	<b>Root</b> Event	Los Angeles C	A	T	W
8 pm	5	<b>Battlestar Galactica</b> Event	International B	A	A	B
	3	<b>Bora Bora</b> Event	International B	A	T	B

# Friday



# Friday

Fri, Feb 14

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	<b>Disney Villainous</b> 101	International B	B	A	B
	4	<b>Galactic Explorers</b> Demo *	International B	B	A	B
	2	<b>Sid Meier's Civilization: A New Dawn</b> Small	International B	A	T	B
	3	<b>Magic: the Gathering</b> Friday Night Draft! (\$15) Sponsored	La Jolla	A	A	C
	2.5	<b>Star Wars Destiny 40/40 Highlander</b>	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	2	<b>Flea Market</b>	International F	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	5	<b>Pathfinder RPG 1e</b> PFS1 2-13: Murder on the [...] (lvl 1-4) Sponsored	Los Angeles A	A	A	F
	4	<b>Drinklings</b> Drinklings		A	M	L
	4	<b>The Witcher</b> Before The Nilfgaardian Storm	Bel Air	A	M	L
	4	<b>Blood Rage</b>	International A	A	T	M
	4	<b>Kingdom Death: Monster</b> Abridged Campaign	International A	B	M	M
	1	<b>Rising Sun</b>	International A	A	A	M
	4	<b>Tavernin</b> Demo	International A	A	T	M
	2	<b>Victorian Masterminds</b>	International A	A	T	M
	1	<b>Warhammer 40K 8th Edition</b> Space Breach Boarding action	International A	A	A	M
	4	<b>Zombicide: Dark Side</b>	International A	A	A	M
	4	<b>Fiasco</b> Event	Newport D	A	M	P
	2	<b>Game Show Playalong - The Price is Right</b> Event	Catalina B	A	A	P
	1	<b>Icebreaker Party Games</b> Event	Catalina A	A	A	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School: The Buried City	San Lorenzo C	A	A	R
	5	<b>Call of Cthulhu 7th Edition</b> The Star Brothers	San Lorenzo A	A	M	R
	4	<b>Fate Core</b> Shadow of the Century	San Lorenzo E	A	T	R
	4	<b>Forbidden Lands</b> The Spire of Quetzal ConTessa Event	San Lorenzo F	A	M	R
	4	<b>GURPS</b> Children of the Gods - The Big Uneasy	San Lorenzo B	A	T	R
	4	<b>LANCER</b> Police Action at Siren's Perch: An Introductory Game	San Lorenzo B	A	T	R
	4	<b>Mongoose Traveller 2e</b> Happy Jacks Live: We're From Exodus: We're [...]	Santa Monica A	A	M	R
	4	<b>RPG Indie Games on Demand</b> various games	Plaza Foyer	A	A	R
	4	<b>Scum and Villainy: The Expanse</b> The Race	San Lorenzo E	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
9 pm	5	<b>Agricola</b> Tournament	International B	E	M	B
	2	<b>Disney Villainous</b> Small	International B	A	A	B
	1	<b>Fireball Island</b> Event	International B	A	A	B
	1	<b>Kingsburg</b> 101	International B	B	A	B
	2	<b>Phase 10</b> Small	International B	A	A	B
	1	<b>Tokaido</b> 101	International B	B	A	B
	0	<b>Dealer Room Closes</b>	Pacific	A	A	G
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	1	<b>Icebreaker Party Games</b> Event	Catalina A	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Newport C	E	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
10 pm	2	<b>Bargain Quest</b> Event	International B	A	A	B
	2	<b>Five Seals of Magic</b> Event	International B	A	A	B
	5	<b>Kingsburg</b> Big	International B	E	A	B
	2	<b>Tokaido</b> Event	International B	A	A	B
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	2	<b>Gizmos</b>	International A	A	T	M
	1	<b>Punderdome</b> Event	Catalina A	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
11 pm	2	<b>Legendary: Marvel Deck Building Game</b> Event	International B	A	A	B
	2	<b>Uno</b> Small	International B	A	A	B
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	1	<b>Ghost Court</b> LARP Fellowship Game	3103	A	A	L
	1	<b>Schmovie</b> Event	Catalina A	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V

\* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	<b>Magic: the Gathering</b> Sealed! (\$25) Sponsored	La Jolla	A	A	C
	4	<b>Zombicide Dark Side Black Ops</b>	International A	A	A	M
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina B	A	T	P
	3	<b>Ultimate Werewolf</b> Event	Newport C	E	A	P
	4	<b>Ultimate Werewolf Legacy</b> Event	Catalina C	E	A	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School: The Buried City	San Lorenzo C	A	A	R
3 am	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	2.5	<b>Ultimate Werewolf</b> Event	Catalina B	A	T	P
8 am	1	<b>Titan</b> 101	International B	B	T	B
	2	<b>Death of Liberty</b> Demo *	Newport B	A	T	P
9 am	1	<b>Defenders of the Realm</b> 101	International B	B	T	B
	3	<b>Dream Factory</b> Small	International B	A	A	B
	2	<b>Raccoon Tycoon</b> Sponsored Event	Newport B	A	T	B
	1	<b>Stone Age</b> 101	International B	B	A	B
	14	<b>Titan</b> Small	International B	E	T	B
	2	<b>Yahtzee Free for All</b> Small	International B	A	A	B
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	9	<b>Dungeons &amp; Dragons 5e</b> DDAL00-10 Trust and Understanding (Level 17-20)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-03 Hungry Shadows (Levels 1-4)	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-10 Tipping the Scales (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-14 The Vast Emptiness of Grace (lvl 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-EB-03 Where the Dead Wait (Levels 1-4)	Plaza B	A	T	A
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	5	<b>Pathfinder RPG 2e</b> PFS2 1-08: Revolution [...] (lvl 1-4) Sponsored	Los Angeles A	A	A	F
	5	<b>Starfinder RPG</b> SFS 1-01: The Commencement (Lv 1-2) Sponsored	Los Angeles A	A	A	F
	6	<b>6mm Napoleonic</b> Battle of Wavre	International A	A	T	M
	2	<b>Battlestations</b> *	International A	A	A	M
	2	<b>Clay-O-Rama</b>	International A	A	A	M
	8	<b>A Song of Ice and Fire</b>	International A	A	M	M
	10	<b>Warhammer 40K 8th Edition</b> Mega-Apocalypse	International A	A	A	M
	4	<b>Deadlands Noir (Savage Worlds)</b> I Must Rise You Must Fall	San Lorenzo E	E	M	R
	4	<b>Decuma: The R&amp;D for your RPG</b> Decuma - a Contessa Game *	San Lorenzo F	A	T	R
	4	<b>Dungeon Crawl Classics</b> Tournament of Pigs Sponsored	San Lorenzo D	A	A	R
	4	<b>GURPS</b> Arche - A Pirate's Life Sponsored	San Lorenzo B	A	T	R
	4	<b>GURPS</b> Colony- Episode 3	San Lorenzo B	A	T	R
	4	<b>Heroic Dark</b> Death Divers *	San Lorenzo B	B	T	R
	4	<b>Impulse Drive PBTA</b> Eberron D&D setting, but not D&D rules	San Lorenzo A	A	T	R
	4	<b>Jinkies! PBtA</b> The Vaudeville Caper	San Lorenzo E	A	A	R
	4	<b>Lighthearted</b> Happy Jacks Live: Lighthearted: School Spirit *	Santa Monica A	A	M	R
	4	<b>Magical Kitties Save the Day!</b> Magical Kitties Assemble!	San Lorenzo D	A	F	R
	4	<b>Monster of the Week (PbtA)</b> Fallingwater	San Lorenzo A	A	T	R
	4	<b>Numenera</b> The Amaranthen Ache	San Lorenzo F	A	T	R
	4	<b>Powered by the Apocalypse</b> Hearts of Wulin - Journey to Long [...] Event	San Lorenzo F	A	M	R
	4	<b>Robotech®: The Macross Saga RPG</b> Homecoming	San Lorenzo A	A	T	R
	4	<b>RPG Indie Games on Demand</b> various games	Plaza Foyer	A	A	R
	4	<b>Scum and Villainy</b> These ARE the Droids You're Looking For	San Lorenzo D	A	F	R
	4	<b>Vampire the Requiem: Second Edition</b> The Requiem Chronicles:	San Lorenzo E	A	T	R
	12	<b>Axis &amp; Allies</b> Tournament	Los Angeles C	A	T	W
9:30 am	9	<b>Dealer Room Opens</b>	Pacific	A	A	G
10 am	2	<b>Architects of the West Kingdom</b> Sponsored Event	Newport B	A	T	B
	4	<b>Defenders of the Realm</b> Event	International B	E	T	B
	1	<b>Fireball Island: Curse of Vul-Kar</b> Small	International B	A	A	B
	1	<b>Hit the Throttle!</b> Event	Family Area	A	K	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Res Arcana</b> Event	International B	A	T	B
	5	<b>Stone Age</b> Big	International B	E	A	B
	3	<b>Suburbia</b> Event	International B	A	F	B
	1	<b>Ticket to Ride Expansions</b> 101	International B	B	A	B
	3	<b>Andromeda Fight League</b> Learn to Play Sponsored 101 *	La Jolla	A	F	C
	1	<b>Pokemon</b> Workshop #1 101	La Jolla	A	A	C
	8	<b>Vanguard</b> 101	La Jolla	A	A	C

Saturday



# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	0.25	<b>Dwarves vs Orcs *</b>	Pacific Foyer	A	A	G
	1	<b>Making an RPG Podcast Presented by AWD Loot Seminar</b>	Carmel	A	T	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	3	<b>Battletech Alpha Strike</b>	International A	A	T	M
	6	<b>Bushido: Risen Sun</b>	International A	A	T	M
	2	<b>Cthulhu: Xothic Wars</b> Miniature Monster Skirmish Demo *	International A	A	A	M
	2	<b>Judge Dredd</b> Demo	International A	A	T	M
	8	<b>Mr. Lincoln's War</b> Gettysburg 2nd Day. Longstreet's Attack	International A	A	M	M
	7	<b>Paint and Take</b>	International A	A	A	M
	4	<b>Star Wars Legion</b>	International A	A	A	M
	1	<b>The Road To Bremen</b> Playtest	Newport B	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	6	<b>Maria</b> Tournament	Los Angeles C	A	T	W
	6	<b>War Stories</b> Event *	Los Angeles C	A	T	W
11 am	3	<b>8-Cylinder Overlords</b> Playtest *	International B	B	T	B
	2	<b>Extraordinary Adventures: Pirates!</b> Sponsored Event	Newport B	A	T	B
	2	<b>Thunderstone Quest</b> Event	International B	A	A	B
	3	<b>Ticket to Ride: USA 1910</b> Tournament	International B	E	A	B
	1	<b>Trickerion: Masters of Illusion</b> 101	International B	B	A	B
	1	<b>Twilight Imperium 3rd Ed</b> 101	International B	B	T	B
	2	<b>Uno</b> Small	International B	A	A	B
	3	<b>Middle-Earth CCG (ICE)</b>	La Jolla	E	T	C
	2	<b>Pokemon</b> #1 Sponsored	La Jolla	A	A	C
	2	<b>Vanguard</b> Light Sponsored Small	La Jolla	A	A	C
	0.25	<b>Duel 2 *</b>	Pacific Foyer	A	A	G
	6	<b>Flea Market</b>	International F	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	1	<b>Seminar</b> LARP 101: LARP Exercises and Q&A Special 101 *	Bel Air	B	A	L
	2	<b>Battlestations</b> *	International A	A	A	M
	1	<b>Dino Diner</b> Event	Newport B	A	A	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina A	A	T	P
	1	<b>The Road To Bremen</b> Playtest	Newport B	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>Mario Kart Team Races</b> Wii/Switch	Marina	A	F	V
	3	<b>1812 - The Invasion of Canada</b> Tournament	Los Angeles C	A	T	W
	6	<b>Gandhi: The Decolonization of British India</b> Event	Los Angeles C	A	T	W
Noon	3	<b>Blue Moon City</b> Small	International B	A	A	B
	1	<b>Concordia</b> 101	International B	B	T	B
	2	<b>Cyclades</b> Event	International B	A	T	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	1	<b>The Zorro Dice Game</b> Sponsored Event *	International B	A	F	B
	4	<b>Trickerion: Masters of Illusion</b> Event	International B	A	A	B
	7	<b>Twilight Imperium 3rd Ed</b> Tournament	International B	E	M	B
	2	<b>Clash Royale (Mobile)</b> Strategic-Placement-Con	La Jolla	A	A	C
	4	<b>Exodus TCG</b> Qualifier Sponsored *	La Jolla	B	A	C
	8	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C
	2	<b>BGG No-Ship Math Trade</b>	Bel Air	A	A	G
	0.25	<b>Dwarves vs Orcs *</b>	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	8	<b>Bolt Action 2nd Ed</b> Bring Out Your Big Guns	International A	A	T	M
	3	<b>Cthulhu Wars</b>	International A	A	T	M
	2	<b>Cthulhu: Xothic Wars</b> Miniature Monster Skirmish Demo *	International A	A	A	M
	2	<b>Judge Dredd</b> Demo	International A	A	T	M
	6	<b>Lord of the Rings Strategy Battle Game</b> Scouring of the Westfold	International A	A	A	M
	2	<b>Game Show Playalong - Lingo</b> Event	Catalina C	A	A	P
	3	<b>Good Cop Bad Cop</b> Sponsored Event *	Catalina B	A	F	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina A	A	T	P
	4	<b>Kids on Bikes</b> by Renegade Games	Family Area	A	F	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	4	<b>1775 Rebellion</b> Tournament	Los Angeles C	A	T	W

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
1 pm	2	<b>Brass: Birmingham</b> 101	International B	B	A	B
	4	<b>Concordia</b> Tournament	International B	E	T	B
	4	<b>Last Days of Athobrae</b> Demo	International B	B	T	B
	1	<b>Merchant of Venus</b> 101	International B	B	A	B
	2	<b>Mind MGMT: The Psychic Espionage "Game"</b> Demo	International B	B	A	B
	2	<b>Phase 10</b> Small	International B	A	A	B
	1	<b>Ticket to Ride: Rails &amp; Sails</b> 101	International B	B	T	B
	4	<b>Andromeda Fight League</b> Orcon 2020 AFL Championship Sponsored *	La Jolla	A	F	C
	3	<b>Ascension</b> Godslayers #1	La Jolla	A	A	C
	2	<b>Magic: the Gathering</b> 101	La Jolla	A	A	C
	2	<b>Magic: The Gathering</b> Planechase: Capture The Flag	La Jolla	A	T	C
	2	<b>Yu-Gi-Oh!</b> Light Sponsored Small	La Jolla	A	A	C
	0.25	<b>Duel 2 *</b>	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	3	<b>GKR Heavy Hitters</b> Giant Killer Robots!	International A	A	A	M
	4	<b>Malifaux 3rd Edition</b> Demos and Open Play Demo	International A	A	T	M
	1	<b>Backstab</b> Event	Catalina D	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>Death of Liberty</b> Demo *	Los Angeles C	A	T	W
2 pm	2	<b>Anti-Gricola</b> Event	International B	A	M	B
	1	<b>Dragonwood</b> Event	Family Area	A	F	B
	3	<b>Mansions of Madness 2nd Edition</b> Event	International B	E	T	B
	4	<b>Merchant of Venus</b> Small	International B	A	A	B
	2	<b>Paladins of the West Kingdom</b> Sponsored Event	Newport B	A	T	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	4	<b>Ticket to Ride: Rails &amp; Sails</b> Big	International B	E	T	B
	1	<b>Dice Masters</b> 101	La Jolla	A	A	C
	2	<b>Magic: the Gathering</b> Commanderin' #1	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs *</b>	Pacific Foyer	A	A	G
	3	<b>Meeple People Screening and Q&amp;A</b> Special Seminar	Carmel	A	T	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-11e A Fire Grows in Cania (Levels 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-04 Day of the Devil (Levels 1-4)	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-11 Losing Fai (Levels 5-10)	Plaza B	E	T	A
	3	<b>Dungeons &amp; Dragons 5e</b> DDAL-EBEP-01 The Iron Titan (Level 1-4) Special	Plaza B	A	T	A
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	5	<b>Pathfinder RPG 2e</b> PFS2 1-10: Tarnbreaker's Trail (Lv 1-4) Sponsored	Los Angeles A	A	A	F
	5	<b>Starfinder RPG</b> SFS 2-13: Storm of the End Times (Lv 1-4) Sponsored	Los Angeles A	A	A	F
	4	<b>Nerf/Boffer (Live Combat)</b> NPECC: Battle at World's Edge Special	Bel Air	A	T	L
	5	<b>Parlor Larp</b> Endgame	3103	A	T	L
	4	<b>Path of the Ghostspeaker (Freeform)</b> Curse of the Snow Leopard *	Malibu Gardens	A	M	L
	2	<b>Battlestations *</b>	International A	A	A	M
	3	<b>Battletech Alpha Strike</b>	International A	A	T	M
	4	<b>Car Wars Homebrew</b>	International A	A	A	M
	2	<b>Cthulhu: Xothic Wars</b> Miniature Monster Skirmish Demo *	International A	A	A	M
	4	<b>God of War: The Card Game</b>	International A	A	T	M
	2	<b>Judge Dredd</b> Demo	International A	A	T	M
	4	<b>Relic Worlds Miniatures</b>	International A	A	A	M
	4	<b>Zombicide: Black Ops</b>	International A	A	T	M
	2	<b>Crossing Olympus</b> Sponsored Demo *	Newport B	A	T	P
	1	<b>Goblin Maids</b> Playtest *	Newport B	A	A	P
	2	<b>Kingdomino X Tiny Towns</b> Event *	Catalina D	A	A	P
	1	<b>Shadow*Kitty</b> Playtest *	Family Area	A	F	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina A	A	T	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School: The Buried City	San Lorenzo C	A	A	R
	4	<b>A Town Called Malice</b> A Cruel Summer	San Lorenzo A	A	T	R
	4	<b>A Town Called Malice</b> Season of the Witch	San Lorenzo D	A	M	R
	4	<b>Changeling the Lost (2nd Edition)</b> The Rye Mother	San Lorenzo E	A	M	R
	4	<b>Chronicles of Darkness</b> Out of the Fire, Into the Hedge	San Lorenzo D	A	M	R
	8	<b>D &amp; D 1st edition / 5th edition</b> fantasy and/or sci fi worlds	San Lorenzo D	A	M	R
	4	<b>Decuma: The R&amp;D for your RPG</b> Decuma - a Contessa Game *	San Lorenzo F	A	T	R

Saturday



# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Deviant the Renegades</b> A Game of Vengeance	San Lorenzo A	A	T	R
	4	<b>Dresden Files Accelerated/Tachyon Squadron</b> Into the Unknown (Regions)	Chair Boardroom	A	F	R
	6	<b>Dungeon Crawl Classics</b> Doom of the Savage King	San Lorenzo E	A	A	R
	5	<b>Dungeon Crawl Classics (DCC)</b> Sailors on the Starless Sea	San Lorenzo B	A	T	R
	4	<b>Dungeon Fantasy RPG (Powered by GURPS)</b> Threlhaven Demo	San Lorenzo C	B	T	R
	4	<b>FATE Accelerated (ShadowPunk)</b> Shadowpunk: Finders Keepers *	San Lorenzo B	A	T	R
	4	<b>FATE Core</b> The Return of Doctor Arctic!	San Lorenzo E	A	A	R
	4	<b>Forbidden Lands</b> Vale of the Dead ConTessa Event	San Lorenzo F	A	M	R
	4	<b>Free League Alien RPG</b> Happy Jacks Live: Chariot of the Gods	Santa Monica A	A	M	R
	4	<b>GURPS</b> Arche - A Pirates Life	San Lorenzo E	A	A	R
	4	<b>Necropolis 2350: Savage Worlds</b> Does a Surgeon General outrank [...]	San Lorenzo A	A	T	R
	4	<b>Powered by the Apocalypse</b> The Cursed Asura Manuscript ConTessa Event	San Lorenzo F	A	M	R
	4	<b>RPG Indie Games on Demand</b> various games	Plaza Foyer	A	A	R
	6	<b>Savage Rifts</b> The Pirate's Code: Part Two	San Lorenzo B	A	T	R
	4	<b>The Great American Witch</b> Until the Sun Comes Up Over Santa [...] *	San Lorenzo D	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>Smash Bros Ultimate #1 - FFA</b> Switch	Marina	A	A	V
3 pm	2	<b>LAMA</b> Small	International B	A	A	B
	2.5	<b>Stage Left</b> Playtest *	International B	B	T	B
	2	<b>Starship Samurai</b> Event	International B	A	T	B
	1	<b>Thurn and Taxis</b> 101	International B	B	A	B
	4	<b>Dice Masters</b>	La Jolla	E	A	C
	2	<b>Keyforge</b> 101	La Jolla	B	A	C
	2	<b>Lost Cities</b>	La Jolla	A	A	C
	3	<b>Middle-Earth CCG (ICE)</b>	La Jolla	E	T	C
	2	<b>Vanguard</b> Advance Sponsored Small	La Jolla	A	A	C
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	2	<b>Death of Liberty</b> Demo *	Newport B	A	T	P
	2	<b>Game Show Playalong - Only Connect</b> Event	Catalina C	A	A	P
	1	<b>Goblin Maids</b> Playtest *	Newport B	A	A	P
	1	<b>Shadow*Kitty</b> Playtest *	Newport D	A	F	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina A	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
4 pm	4	<b>Brass: Birmingham</b> Small	International B	A	A	B
	1	<b>Flash Point: Fire Rescue</b> Event	International B	A	A	B
	1	<b>Horried</b> Event	International B	A	A	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	1	<b>Port Royal: Just One More Contract</b> 101	International B	B	A	B
	2	<b>Magic: the Gathering</b> Commanderin' #2	La Jolla	A	A	C
	3	<b>Magic: the Gathering</b> Sealed! (\$25) Sponsored	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	2	<b>Battlestations</b> *	International A	A	A	M
	2	<b>Cthulhu: Xothic Wars</b> Miniature Monster Skirmish Demo *	International A	A	A	M
	6	<b>Flames of War Great War</b>	International A	A	A	M
	2	<b>Judge Dredd</b> Demo	International A	A	T	M
	1	<b>Backstab</b> Event	Catalina D	A	T	P
	1	<b>Dino Diner</b> Event	Newport B	A	A	P
	1	<b>Pantone The Game</b> Event *	Catalina B	A	A	P
	1	<b>Shadow*Kitty</b> Playtest *	Newport D	A	F	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina A	A	T	P
	2	<b>Trivia!</b> Event	Newport C	A	A	P
	2	<b>Murder Happens: Party Games of Mystery</b> Pirates on Stormy [...] Playtest *	Exec Boardroom	A	M	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>King of Monsters 2</b> Switch	Marina	A	A	V
5 pm	3	<b>Altiplano</b> Sponsored Event	Newport B	A	T	B
	1	<b>Hanabi</b> Event	International B	A	A	B
	2	<b>Love Letter</b> Small	International B	A	A	B
	2	<b>Sid Meier's Civilization: A New Dawn</b> Small	International B	A	T	B
	2	<b>Ticket to Ride World Tour: Pennsylvania</b> Event	International B	E	A	B

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Magic: The Gathering</b> Planechase: Capture The Flag	La Jolla	A	T	C
	2	<b>Yu-Gi-Oh!</b> Advance Sponsored Small	La Jolla	A	A	C
	0.25	<b>Duel 2 *</b>	Pacific Foyer	A	A	G
	1	<b>Q&amp;A With Special Guests Todd VanHooser and Griffin Maria</b> Seminar *	Carmel	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	6	<b>Circus Maximus</b>	International A	A	A	M
	2	<b>Death of Liberty</b> Demo *	Newport B	A	T	P
	1	<b>Dino Diner</b> Event	Newport B	A	A	P
	1	<b>Goblin Maids</b> Playtest *	Newport B	A	A	P
	1	<b>Magical Myrioramas</b> Event	Catalina D	A	T	P
	1	<b>Pantone The Game</b> Event *	Catalina C	A	A	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina A	A	T	P
	1	<b>The Zorro Dice Game</b> Sponsored Event *	Catalina B	A	F	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
6 pm	6	<b>Catan</b> Event	International B	E	A	B
	1	<b>Cry Havoc</b> 101	International B	B	T	B
	4	<b>Eclipse : New Dawn for the Galaxy</b> Event	International B	A	A	B
	2	<b>Kick-Ass</b> Sponsored Event	Newport B	A	M	B
	2	<b>The Godfather: Corleone's Empire</b> Event	International B	A	A	B
	3	<b>Fleet the Dice Game</b>	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs *</b>	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	2	<b>Battlestations *</b>	International A	A	A	M
	3	<b>Battletech Alpha Strike</b>	International A	A	T	M
	4	<b>Kingdom Death: Monster</b> Abridged Campaign	International A	B	M	M
	4	<b>The Relic</b> 101	International A	A	A	M
	4	<b>The Relic</b>	International A	A	A	M
	2	<b>Game Show Playalong - Concentration</b> Event	Catalina C	A	A	P
	1	<b>New Salem 2nd Edition</b> Sponsored Event *	Catalina B	A	T	P
	1	<b>Ninja</b> Event	Newport C	A	A	P
	1	<b>Snake Oil</b> Event	Newport D	A	F	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina A	A	T	P
	1	<b>Witch Hunt</b> 101	Catalina D	A	A	P
	4	<b>RPG Indie Games on Demand</b> various games	Plaza Foyer	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>Super Street Fighter 2</b> PS4	Marina	A	A	V
	4	<b>Tank Duel</b> Tournament	Los Angeles C	A	T	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G
7 pm	4	<b>Cry Havoc</b> Event	International B	E	T	B
	2	<b>Memory Quest: Piracy</b> Demo	International B	B	T	B
	2	<b>Peak Oil</b> Event	International B	A	T	B
	3	<b>Power Grid World Tour: Korea</b> Event	International B	E	T	B
	1	<b>Wingspan</b> 101	International B	B	A	B
	3.5	<b>Keyforge</b> Sealed Sponsored	La Jolla	A	A	C
	3	<b>Middle-Earth CCG (ICE)</b>	La Jolla	E	T	C
	0.25	<b>Duel 2 *</b>	Pacific Foyer	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> DDEP09-01 Infernal Pursuits (Levels 1-10) Special	Plaza B	A	T	A
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	1	<b>Beauty Queen Death Match</b> Event	Newport B	A	T	P
	2	<b>Cash 'n Guns Live</b> Event	Newport C	A	A	P
	2	<b>Two Rooms &amp; A Boom</b> Event	Catalina A	A	A	P
	2	<b>Witch Hunt</b> Event	Catalina D	A	A	P
	4	<b>Deadlands Noir (Savage Worlds Saturday Night)</b> I Must Rise You Must Fall	San Lorenzo E	A	M	R
	4	<b>Low Life: Savage Worlds</b> Savage Saturday Night: A Scent to Greatness	San Lorenzo E	A	A	R
	4	<b>Savage Worlds</b> Savage Saturday Night "The Tomb of Terrors" Sponsored	San Lorenzo E	A	A	R
	4	<b>Savage Worlds</b> Savage Saturday Night - Zombie Mall	San Lorenzo E	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
8 pm	4	<b>Cthulhu Death May Die</b> Demo	International B	B	T	B
	4	<b>Eldritch Horror</b> Event	International B	E	T	B
	5	<b>Magic Cube</b> Event	International B	E	M	B
	3	<b>Play 5</b> Sponsored Event *	International B	A	T	B
	1	<b>Snowdonia</b> 101	International B	B	A	B
	4	<b>Wingspan</b> Tournament	International B	E	A	B
	3	<b>Magic: the Gathering</b> (Not Friday Night) Draft! (\$15) Sponsored	La Jolla	A	A	C
	4	<b>Magic: The Gathering</b> K&J Pauper Sponsored	La Jolla	E	T	C

# Saturday



## Saturday

**Sat, Feb 15**

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Transformers TCG</b> Constructed Sponsored	La Jolla	A	T	C
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	2.5	<b>Happy Jacks RPG Podcast Live Seminar</b>	Carmel	A	T	G
	5	<b>Starfinder RPG</b> SFS 2-00: Fate of the [...] (lvl 1-11) Sponsored Special	Century C	A	A	F
	4	<b>Path of the Ghostspeaker (Freeform)</b> The Ruins of Eol *	Malibu Gardens	A	M	L
	5	<b>Play The Cards</b> Klassefesten Nordic Larp	Bel Air	A	M	L
	4	<b>Vampire: Requiem</b> Gothic West: Under A Black Moon (Part II)	3103	A	M	L
	4	<b>Masmorra</b>	International A	A	T	M
	3	<b>Warhammer 40K 8th Edition</b> Ironman Tournament	International A	A	A	M
	4	<b>Zombicide: Invader</b>	International A	A	T	M
	2	<b>Bunco</b> Event	Newport D	A	A	P
	2	<b>Death of Liberty</b> Demo *	Newport B	A	T	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School: The Buried City	San Lorenzo C	A	A	R
	4	<b>Alien (Free League)</b> Bury the Hachet	San Lorenzo A	A	T	R
	5	<b>Call of Cthulhu 7th Edition</b> The Shooting Party	Chair Boardroom	A	M	R
	4	<b>Call of Cthulu</b> The Only Thing to Fear	San Lorenzo A	A	T	R
	4	<b>Fate</b> Fate of Cthulhu - ConTessa Event	San Lorenzo F	A	T	R
	4	<b>Feng Shui 2</b> Operation Possum Burg	San Lorenzo D	A	A	R
	4	<b>Forbidden Lands</b> The Bright Vault ConTessa Event	San Lorenzo F	A	M	R
	4	<b>GURPS</b> Project ASPIRE - Groundswell Sponsored	San Lorenzo A	A	T	R
	4	<b>Jinkies! PbtA</b> The Vaudeville Caper	San Lorenzo D	A	A	R
	4	<b>Monsterhearts</b> Bad Romance	San Lorenzo B	A	M	R
	2	<b>Murder Happens: Party Games of Mystery</b> Haunted Asylum *	San Lorenzo B	A	M	R
	4	<b>Sagas of the Icelanders</b> Winter of winters	San Lorenzo D	A	T	R
	4	<b>Zombie World (PbtA)</b> Night Bites	San Lorenzo B	A	M	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>World Heroes Perfect</b> Switch	Marina	A	A	V
9 pm	3	<b>Snowdonia</b> Event	International B	A	A	B
	1	<b>Splendor</b> 101	International B	B	A	B
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	2	<b>Battlestations</b> *	International A	A	A	M
	2	<b>Game Show Playalong - Remote Control</b> Event	Catalina B	A	A	P
	4	<b>Ultimate Werewolf</b> Event	Catalina A	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
10 pm	1	<b>Mexican Mule</b> Event	International B	A	A	B
	4	<b>Nemesis</b> Demo	International B	B	T	B
	3	<b>Splendor</b> Big	International B	E	A	B
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	1	<b>Deception: Murder in Hong Kong</b> Event	Newport C	A	A	P
	4	<b>Fiasco</b> Event	Newport D	A	M	P
	3	<b>Competitive Gruel Truck</b> Late Night at Games on Demand	Plaza Foyer	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>Windjammers</b> PS4	Marina	A	A	V
11 pm	2	<b>Battlestations</b> *	International A	A	A	M
	1	<b>The Resistance: Avalon</b> Event	Newport C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V

\* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

**Sun, Feb 16**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	<b>Magic: the Gathering</b> Sealed! (\$25) Sponsored	La Jolla	A	A	C
	4	<b>Zombicide</b> Zombicide: Dead by Dawn	International A	A	T	M
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	2.5	<b>Ultimate Werewolf</b> Event	Catalina B	A	T	P
	3	<b>Ultimate Werewolf</b> Event	Newport C	E	A	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School: The Buried City	San Lorenzo C	A	A	R

# Sunday

3 am	3	<b>Ultimate Werewolf</b>	Event	Catalina D	A	A	P
	2.5	<b>Ultimate Werewolf</b>	Event	Catalina B	A	T	P
9 am	2	<b>Disney Villainous</b>	Event	International B	A	A	B
	1	<b>Iron Dragon</b>	101	International B	B	F	B
	2	<b>Port Royal: Just One More Contract</b>	Event	International B	E	A	B
	1	<b>Terraforming Mars</b>	101	International B	B	T	B
	2	<b>Yahtzee Free for All</b>	Small	International B	A	A	B
	0.25	<b>Duel 2 *</b>		Pacific Foyer	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b>	DDAL00-11f Twice as Nice for Half [...] (lvl 17-20)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b>	DDAL09-01 Escape from Elturgard (Levels 1-2)	Plaza B	B	T	A
	4	<b>Dungeons &amp; Dragons 5e</b>	DDAL09-02 Stopped at the Gate (Levels 1-4)	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b>	DDAL09-05 Faces of Fortune (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b>	DDAL09-08 In the Garden of Evil (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b>	DDAL09-12 The Breath of Life (Levels 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b>	DDAL-EB-04 The Third Protocol (Levels 1-4)	Plaza B	A	T	A
	2	<b>Pathfinder RPG 2e</b>	Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	5	<b>Starfinder RPG</b>	SFS 2-01: Pact World Warriors (Lv 1-4) Sponsored	Los Angeles A	A	A	F
	4	<b>Cthulhu Live</b>	The Ageless	Bel Air	A	T	L
	4	<b>A Song of Ice and Fire</b>	Demo	International A	A	T	M
	2	<b>Battlestations - Dirtside</b>	Triple Play *	International A	A	A	M
	2	<b>Clay-O-Rama</b>		International A	A	A	M
	5	<b>Cthulhu: Xothic Wars</b>	Invitational *	International A	A	A	M
	4	<b>Wing of Glory, Wings of War</b>		International A	A	T	M
	4	<b>Dresden Files Accelerated</b>	Star Wars: Only the Ancients Know	San Lorenzo B	A	T	R
	4	<b>Dungeon Crawl Classics</b>	The Emerald Enchanter (Part 1)	San Lorenzo C	A	A	R
	5	<b>Dungeons &amp; Dragons 5.0</b>	Player vs. Player Battle Royale	San Lorenzo B	E	T	R
	4	<b>GURPS</b>	Children of the Gods	San Lorenzo A	A	T	R
	4	<b>GURPS</b>	Colony- Episode 4 Sponsored	San Lorenzo A	A	T	R
	4	<b>Heroic Dark</b>	Death Divers *	San Lorenzo A	B	T	R
	4	<b>Impulse Drive</b>	Happy Jacks Live: Return to Brine	Santa Monica A	A	M	R
	4	<b>Monster of the Week (PbtA)</b>	The End Times Auction	San Lorenzo B	A	T	R
	4	<b>Over the Edge</b>	Welcome to the Island!	Chair Boardroom	A	T	R
	1	<b>RPG Design Lean Coffee</b>	Collaborative RPG discussion	Plaza Foyer	A	T	R
	4	<b>When The Dark Is Gone</b>	Pelgrane Press	San Lorenzo D	A	M	R
	4	<b>Zombie World (PbtA)</b>	No Place Safer	San Lorenzo D	A	M	R
	12	<b>Axis &amp; Allies</b>	Tournament	Los Angeles C	A	T	W
	8	<b>Kriegspiel - Franco-Prussian War</b>	Event	Los Angeles C	A	T	W
9:30 am	9	<b>Dealer Room Opens</b>		Pacific	A	A	G
10 am	1	<b>Angry Birds Card Game</b>	Event	Family Area	A	K	B
	4	<b>Iron Dragon</b>	Small	International B	E	F	B
	2	<b>Paris: New Eden</b>	Event	International B	A	T	B
	2	<b>Play to Win with AEG</b>	Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b>	Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b>	Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b>	Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b>	Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b>	Sponsored Event	Newport B	A	A	B
	2	<b>Power Rangers : Heroes of the Grid</b>	Event	International B	A	A	B
	8	<b>Terraforming Mars</b>	Big	International B	E	T	B
	1	<b>The Castles of Burgundy: The Dice Game</b>	Event	International B	A	A	B
	1	<b>Tiny Towns</b>	101	International B	B	A	B
	1	<b>Pokemon</b>	Workshop #1 101	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs *</b>		Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b>	Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	4	<b>At Dawn: A Dueling LARP</b>	Playtest Playtest	Malibu Gardens	A	T	L
	3	<b>Hirelings (Parlor LARP)</b>	Hirelings	Malibu Gardens	A	T	L
	3	<b>Cthulhu Wars</b>		International A	A	T	M
	8	<b>Drum Barracks Battle Manual</b>	Gettysburg the Third Day. Pickett's Charge	International A	A	M	M
	3	<b>Fistful of Lead</b>	Wild West Shoot Out!	International A	A	A	M
	2	<b>Judge Dredd</b>	Demo	International A	A	T	M
	7	<b>Paint and Take</b>		International A	A	A	M
	6	<b>Sharp Practice</b>	Introduction	International A	B	M	M
	6	<b>Star Wars Legion</b>	Skirmish rules tournament	International A	A	T	M
	6	<b>Team Yankee</b>		International A	E	A	M
	4	<b>Warhammer 40K 8th Edition</b>	Demo	International A	A	A	M
	5	<b>Warhammer 40K 8th Edition</b>	Apocalypse	International A	A	A	M
	2	<b>Death of Liberty</b>	Playtest *	Newport B	A	T	P
	2	<b>Game Show Playalong - Countdown</b>	Event	Catalina C	A	A	P
	3	<b>RPG Indie Games on Demand</b>	Playtests and Open gaming	Plaza Foyer	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b>		Santa Monica C	A	A	V

# Sunday



# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
11 am	2	<b>Death of Liberty</b> Playtest *	Los Angeles C	A	T	W
	1	<b>Kingdom Builder</b> 101	International B	B	T	B
	2	<b>Shadows over Camelot</b> Event	International B	A	A	B
	1	<b>The Zorro Dice Game</b> Sponsored Event *	International B	A	F	B
	1	<b>Thunderstone Quest</b> 101	International B	B	A	B
	3	<b>Thurn and Taxis</b> Tournament	International B	E	A	B
	2	<b>Uno</b> Small	International B	A	A	B
	3	<b>Ascension</b> Godsayers #2	La Jolla	A	A	C
	3	<b>Middle-Earth CCG (ICE)</b>	La Jolla	E	T	C
	2	<b>Pokemon</b> #2 Sponsored	La Jolla	A	A	C
	8	<b>Vanguard</b> 101	La Jolla	A	A	C
	2	<b>Vanguard</b> Light Sponsored Small	La Jolla	A	A	C
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	6	<b>Flea Market</b>	International F	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	2	<b>Battlestations - Dirtside</b> Triple Play *	International A	A	A	M
	8	<b>Konflikt 47</b> Demo	International A	A	A	M
	1	<b>A'Writhhe: A Game of Eldritch Contortions</b> Event	Newport C	A	K	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina B	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>Mario Kart 8</b> Wii U/Switch	Marina	A	K	V
	6	<b>Paths of Glory: The First World War</b> Event	Los Angeles C	A	T	W
Noon	4	<b>Cohorts and Cronies</b> Small	International B	A	T	B
	1	<b>Flash Point: Fire Rescue</b> Event	International B	A	A	B
	3	<b>Good Cop Bad Cop</b> Sponsored Event *	International B	A	F	B
	3	<b>Kingdom Builder</b> Tournament	International B	E	T	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Raiders of the North Sea</b> Sponsored Event	Newport B	A	T	B
	2	<b>The Acts</b> Demo *	International B	B	A	B
	2	<b>Thunderstone Quest</b> Event	International B	A	A	B
	4	<b>Star Wars Miniatures</b>	La Jolla	A	A	C
	8	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C
	2	<b>Yu-Gi-Oh!</b> Light Sponsored Small	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	6	<b>Lord of the Rings Strategy Battle Game</b> Scouring of the Westfold	International A	A	A	M
	1	<b>Stupid Users: BETA</b> Event *	Catalina B	A	T	P
	1	<b>The Road To Bremen Playtest</b> Event *	Newport B	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	4	<b>Battle Cry</b> Tournament	Los Angeles C	A	T	W
1 pm	2	<b>Fantastic Factories</b> Event	International B	A	A	B
	4	<b>Last Days of Athobrae</b> Demo	International B	B	T	B
	1	<b>Lords of Waterdeep</b> 101	International B	B	A	B
	2	<b>Phase 10</b> Small	International B	A	A	B
	5	<b>Power Grid</b> Big	International B	E	A	B
	4	<b>Ticket to Ride Mega Europe</b> Small	International B	A	A	B
	2	<b>Magic: the Gathering</b> Sponsored 101	La Jolla	A	A	C
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	6	<b>Classic Battletech</b> Circle of Death	International A	A	A	M
	4	<b>Mailfaux 3rd Edition</b> Demos and Open Play Demo	International A	A	T	M
	3	<b>Monsterpocalypse 2.0</b> Demo	International A	A	A	M
	2	<b>Death of Liberty</b> Playtest *	Newport B	A	T	P
	2	<b>Game Show Playalong - Eye Guess</b> Event	Catalina C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
2 pm	1	<b>Azul</b> 101	International B	B	A	B
	1	<b>Click Clack Lumberjack</b> Event	Family Area	A	F	B
	5	<b>Lords of Waterdeep</b> Big	International B	E	A	B
	3	<b>Medici: Culture, Greed, and Assassinations</b> Playtest *	International B	B	T	B
	4	<b>Munchkin - The Tournament</b> Sponsored Small	La Jolla	A	T	B

# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Mysterium</b> Event	International B	A	A	B
	2	<b>Play to Win with AEG</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with CMON</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with IDW Games</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Indie Game Alliance</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Renegade Game Studios</b> Sponsored Event	Newport B	A	A	B
	2	<b>Play to Win with Steve Jackson Games</b> Sponsored Event	Newport B	A	A	B
	1	<b>Talisman/Batman/Kingdom Hearts/Catadysm</b> 101	International B	B	T	B
	3	<b>Thurn and Taxis: Power and Glory</b> Small	International B	E	A	B
	2	<b>Magic: the Gathering</b> Commanderin' #3	La Jolla	A	A	C
	2	<b>Vanguard</b> Advance Sponsored Small	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs *</b>	Pacific Foyer	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> DDEP09-02 Hellfire Requiem (Level 1-10) Special	Plaza B	A	T	A
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	4	<b>Homebrew</b> The Death of the Emperor	3103	E	M	L
	3	<b>Parlor LARP</b> What Happened in Lanzarote	Malibu Gardens	A	A	L
	4	<b>Starship Valkyrie Basic</b> Attack on Omicron Base	Bel Air	A	T	L
	4	<b>A Song of Ice and Fire</b> Demo	International A	A	T	M
	2	<b>Battlestations - Dirtside</b> Triple Play *	International A	A	A	M
	3	<b>Cthulhu Wars</b>	International A	A	T	M
	4	<b>God of War: The Card Game</b>	International A	A	T	M
	2	<b>Paint Contest Judging</b>	International A	A	A	M
	3	<b>The Battle of Rock Ridge</b> Number 6 Dance, 46th Anniversary Edition	International A	A	T	M
	4	<b>Zombicide: Black Ops</b>	International A	A	T	M
	1	<b>Funemployed</b> Event	Newport C	A	T	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina B	A	T	P
	4	<b>A Town Called Malice</b> Station to Station *	San Lorenzo D	A	M	R
	4	<b>A Town Called Malice</b> The Skys Gone Out	San Lorenzo B	A	T	R
	4	<b>Call of Cthulhu 2nd Edition</b> Piedra Morena	San Lorenzo A	A	T	R
	4	<b>Demigods PBTA</b> Way Down Hadestown (Happy Jacks RPG)	Santa Monica A	A	T	R
	4	<b>Dungeon Crawl Classics</b> The Emerald Enchanter (Part 2)	San Lorenzo E	A	A	R
	4	<b>Dungeon Fantasy RPG (Powered by GURPS)</b> Threlhaven Demo	San Lorenzo D	A	T	R
	4	<b>FaTE Accelerated (ShadowPunk)</b> ShadowPunk: Finders Keepers (Part 2) *	San Lorenzo B	A	T	R
	4	<b>Forbidden Lands</b> Weatherstone ConTessa Event	San Lorenzo F	A	M	R
	4	<b>GURPS</b> Project ASPIRE - Training Days Sponsored	San Lorenzo A	A	T	R
	3	<b>Kids on Bikes</b> by Renegade Games Sponsored	Family Area	A	F	R
	3	<b>RPG Indie Games on Demand</b> Kids Edition games	Plaza Foyer	A	K	R
	8	<b>Savage RIFTS</b> The Pursuit of Pazuzu: Magic Zone Mayhem Sponsored	San Lorenzo E	A	A	R
	4	<b>Tails of Equestria</b> The Haunting of Equestria!	San Lorenzo C	A	F	R
	4	<b>Zombie World (PbtA)</b> All Broken	San Lorenzo D	A	M	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	1	<b>StarCraft Classic</b> PC	Marina	A	A	V
	2	<b>Smash Bros Ultimate #2 - Lockout</b> Switch	Marina	A	A	V
3 pm	4	<b>Azul</b> Tournament	International B	E	A	B
	1	<b>Century Spice Road</b> 101	International B	B	A	B
	2	<b>Fields &amp; Flocks</b> Demo *	International B	B	A	B
	1	<b>Firefly: The Board Game</b> 101	International B	B	T	B
	2	<b>LAMA</b> Small	International B	A	A	B
	4	<b>Talisman/Batman/Kingdom Hearts/Catadysm</b> Small	International B	E	T	B
	2	<b>Keyforge</b> 101	La Jolla	B	A	C
	3	<b>Middle-Earth CCG (ICE)</b>	La Jolla	E	T	C
	2	<b>Yu-Gi-Oh!</b> Advance Sponsored Small	La Jolla	A	A	C
	0.25	<b>Duel 2 *</b>	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	1	<b>Stupid Users: BETA</b> Event *	Catalina B	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
4 pm	1	<b>Acquire</b> 101	International B	B	A	B
	4	<b>Caylus</b> Event	International B	A	T	B
	3	<b>Century: Spice Road</b> Tournament	International B	E	A	B
	5	<b>Firefly: The Board Game</b> Event	International B	E	T	B
	1	<b>Lord of the Rings Journey Through Middle Earth</b> 101	International B	B	T	B
	2	<b>Open Demos for IGA, IDW, Renegade, AEG, CMON, and SJG</b> Sponsored Event	Newport B	A	A	B
	1.5	<b>PLAY TO WIN DRAWING!!!</b> Sponsored Event	Newport B	A	A	B
	3	<b>Dice Masters</b>	La Jolla	A	A	C
	3	<b>Magic: the Gathering</b> Sealed! (\$25) Sponsored	La Jolla	A	A	C

# Sunday



# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Vanguard</b> So Cali Con Sponsored Small	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	0.25	<b>GRID GAME Raffle Drawing!</b> *	Pacific	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	2	<b>Battlestations - Dirtside</b> Triple Play *	International A	A	A	M
	3	<b>GKR Heavy Hitters</b> Giant Killer Robots!	International A	A	A	M
	3	<b>Monsterpocalypse 2.0</b> Crush Hour	International A	A	A	M
	2	<b>Death of Liberty</b> Playtest *	Newport B	A	T	P
	2	<b>Game Show Playalong - Blockbusters</b> Event	Catalina C	A	A	P
	1	<b>Pantone The Game</b> Event *	Catalina A	A	A	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina B	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	1	<b>Hearthstone</b> PC, Android and IOS	Marina	A	A	V
	2	<b>Waku Waku 7</b> Switch	Marina	A	A	V
5 pm	4	<b>Acquire David Woolcott Memorial Tournament</b> Sponsored Tournament	International B	E	A	B
	3	<b>Lord of the Rings Journey Through Middle Earth</b> Event	International B	E	T	B
	2	<b>Love Letter</b> Small	International B	A	A	B
	2	<b>Ticket to Ride World Tour: United Kingdom</b> Tournament	International B	E	A	B
	4	<b>Untitled Heist Game</b> Demo		B	A	B
	4	<b>Star Wars Miniatures/X-Wing Crossover</b>	La Jolla	A	A	C
	1.5	<b>Thats Pretty Clever</b>	La Jolla	A	A	C
	2	<b>Yu-Gi-Oh!</b> Draft (\$20) Sponsored Small	La Jolla	A	A	C
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	1	<b>Fuzzy Heroes</b> Be My Valentine Tinker Bell *	Family Area	A	K	M
	1	<b>Just One</b> Event	Catalina D	A	A	P
	1	<b>Pantone The Game</b> Event *	Catalina A	A	A	P
	1	<b>Stupid Users: BETA</b> Event *	Catalina B	A	T	P
	1	<b>The Zorro Dice Game</b> Sponsored Event *	Newport C	A	F	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
6 pm	4	<b>Catan</b> Big	International B	E	A	B
	1	<b>Fury of Dracula 4th Ed</b> 101	International B	B	A	B
	1	<b>New Salem</b> Sponsored Event *	International B	A	T	B
	3	<b>Red Dragon Inn</b> Small	International B	A	A	B
	2.5	<b>Welcome to...</b>	La Jolla	A	A	C
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	2	<b>Battlestations - Dirtside</b> Triple Play *	International A	A	A	M
	2	<b>First Contact</b> Event	Catalina C	A	T	P
	1	<b>Ninja</b> Event	Newport C	A	A	P
	3	<b>Werewolf</b> Event	Catalina B	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>Mortal Kombat 2</b> TBD	Marina	A	T	V
	4	<b>Sails of Glory - Frigates</b> Tournament	Los Angeles C	A	T	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G
7 pm	3	<b>Fury of Dracula 4th Ed</b> Event	International B	A	A	B
	2	<b>Memory Quest: Piracy</b> Demo	International B	B	T	B
	3	<b>Power Grid World Tour: Central Europe</b> Event	International B	E	T	B
	1	<b>Puerto Rico</b> 101	International B	B	A	B
	1	<b>Survive!</b> 101	International B	B	A	B
	2.75	<b>Keyforge</b> Archon Reversal	La Jolla	A	A	C
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-EB-05 A Century of Ashes (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDEP09-03 Liar's Night (Levels 1-10) Special	Plaza B	A	T	A
	2	<b>Pathfinder RPG 2e</b> Adventures In About An Hour Sponsored	Los Angeles A	A	A	F
	2	<b>Cash 'n Guns Live</b> Event	Newport C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
8 pm	1	<b>7 Wonders</b> 101	International B	B	A	B
	1	<b>Everdell</b> 101	International B	B	A	B
	5	<b>Magic Cube</b> Event	International B	E	M	B
	4	<b>Puerto Rico</b> Tournament	International B	E	A	B
	1	<b>Survive!</b> Small	International B	A	A	B
	3	<b>Magic: the Gathering</b> (Not Friday Night) Draft! (\$15) Sponsored	La Jolla	A	A	C
	4	<b>Transformers TCG</b> Turbo Draft	La Jolla	A	T	C
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G

# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Freeform</b> The Great After-Party	Bel Air	A	M	L
	2	<b>Murder Happens</b> Trapped: The Danger Lake Hotel Playtest *	3103	A	M	L
	3	<b>Secrets and Powers</b> The Importance of Being Convergent		A	T	L
	4	<b>Blood Rage</b>	International A	A	T	M
	2	<b>Gizmos</b>	International A	A	T	M
	4	<b>Wacky Races</b>	International A	A	A	M
	2	<b>Your Mother is a W%&amp;\$#</b> Playtest *	Newport B	B	M	P
	4	<b>Alien</b> Johnson's Paradise	San Lorenzo A	A	T	R
	4	<b>Call of Cthulhu 2nd Edition</b> Piedra Morena	San Lorenzo B	A	T	R
	4	<b>GURPS</b> Project ASPIRE - Training Days Sponsored	Chair Boardroom	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>King of Fighters 98</b> Switch	Marina	A	A	V
9 pm	3	<b>7 Wonders</b> Tournament	International B	E	T	B
	3	<b>Everdell</b> Event	International B	A	A	B
	3	<b>Fallout: The Board Game</b> Event	International B	A	T	B
	1	<b>The Hobbit Board Game</b> 101	International B	B	A	B
	0.25	<b>Duel 2</b> *	Pacific Foyer	A	A	G
	2	<b>Battlestations - Dirtside</b> Triple Play *	International A	A	A	M
	4	<b>Fiasco</b> Event	Newport C	A	M	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	4	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	4	<b>Call of Cthulu</b> The Only Thing to Fear	San Lorenzo C	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
10 pm	2	<b>The Hobbit Board Game</b> Event	International B	A	A	B
	0.25	<b>Dwarves vs Orcs</b> *	Pacific Foyer	A	A	G
	2	<b>Murder Happens</b> Iron Deathheads: Bikes Are Killer *	3103	A	M	L
	2	<b>Gizmos</b>	International A	A	T	M
	2	<b>Victorian Masterminds</b>	International A	A	T	M
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V
	2	<b>SoulCalibur 6</b> PS4	Marina	A	T	V
11 pm	2	<b>7 Wonders</b> Tournament	International B	E	T	B
	2	<b>Battlestations - Dirtside</b> Triple Play *	International A	A	A	M
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	A	V

\* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

Mon, Feb 17

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	<b>7 Wonders: Armada</b> Small	International B	A	T	B
	3	<b>Magic: the Gathering</b> Sealed! (\$25) Sponsored	La Jolla	A	A	C
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	2.5	<b>Ultimate Werewolf</b> Event	Catalina B	A	T	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
3 am	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	2.5	<b>Ultimate Werewolf</b> Event	Catalina B	A	T	P
9 am	3	<b>Power Grid World Tour: Benelux</b> Tournament	International B	E	T	B
	3	<b>Tiny Towns</b> MEGA	International B	E	A	B
	3	<b>Who Goes There?</b> Event	International B	A	T	B
	6	<b>Open Gaming</b> RNTASYDHWAF(tm)	La Jolla	A	A	C
	9	<b>Dungeons &amp; Dragons 5e</b> DDAL00-10 Trust and Understanding (Level 17-20)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-11e A Fire Grows in Cania (Levels 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-03 Hungry Shadows (Levels 1-4)	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-06 Infernal Insurgency (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-09 Ruined Prospects (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-13 The Swarmed Heart (Levels 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-EB-06 The Last Word (Levels 5-10)	Plaza B	E	T	A
	2	<b>Clay-O-Rama</b>	International A	A	A	M
	2	<b>Gizmos</b>	International A	A	T	M
	1	<b>The Road To Bremen</b> Event *	Newport B	A	A	P
9:30 am	5	<b>Dealer Room Opens</b>	Pacific	A	A	G
10 am	4	<b>Last Days of Athobrae</b> Demo	International B	B	T	B
	2	<b>Reckoners</b> Event	International B	A	A	B

# Monday

## Monday

**Mon, Feb 17**

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Vanguard</b> 101	La Jolla	A	A	C
	5	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C
	1	<b>Deep Madness</b> 101	International A	A	A	M
	4	<b>Formula De</b> Super-Incredisized Tri-Annual Spectacular	International A	A	T	M
	4	<b>GURPS</b> Michale's Monday Madness Sponsored	Chair Boardroom	A	T	R
	6	<b>Open Gaming</b> Event	Los Angeles C	A	A	W
11 am	4	<b>Devil's Chess</b> Sponsored Playtest *	International B	B	F	B
	2	<b>Uno</b> Small	International B	A	A	B
	2	<b>Vanguard</b> Light Sponsored Small	La Jolla	A	A	C
	3	<b>Auction</b>	Carmel	A	A	G
	4	<b>Deep Madness</b>	International A	A	A	M
	2	<b>Gizmos</b>	International A	A	T	M
	6	<b>Napoleonic Wars 2nd Edition</b> Event	Los Angeles C	A	T	W
Noon	1	<b>Trans Europa</b> Event	Family Area	A	F	B
	0.25	<b>Grand Raffle Drawing!</b> *	Pacific	A	A	G
	2	<b>Mystery Classic Fighting Game #2</b> TBD	Marina	A	A	V
1 pm	2	<b>Nuclear War</b> Event	International B	A	T	B
	4	<b>Vegas Showdown</b> Event	International B	A	A	B
2 pm	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-04 Day of the Devil (Levels 1-4)	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-07 Diabolical Dive (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-10 Tipping the Scales (Levels 5-10)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL09-14 The Vast Emptiness of Grace (lvl 11-16)	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-EB-07 Song of the Sky (Levels 5-10)	Plaza B	E	T	A
2:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G
3 pm	3	<b>Category 5</b> Event	International B	A	F	B

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Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, V = Video Games, W = War Games

## STRATEGICON SCHEDULE

Convention	Dates	Location
Gamex 2020	May 22-25	Hilton Los Angeles Airport
Gateway 2020	Sep 4-7	Hilton Los Angeles Airport
Orccon 2021	Feb 12-15	Hilton Los Angeles Airport
Gamex 2021	May 28-31	Hilton Los Angeles Airport
Gateway 2021	Sep 3-6	Hilton Los Angeles Airport



## Special Events, Seminars, and General

### Special Events and Seminars

Bel Air, Carmel, Plaza B, Century C, 1635

#### **Happy Jacks RPG Podcast Live** – Sat 8 pm – Happy Jacks RPG Podcast Live

Join Happy Jacks RPG Podcast cast for an evening of RPG discussion about the games we've played and run at the convention. Carmel

#### **Making an RPG Podcast Presented by AWD Loot** – Sat 10 am –

Making an RPG Podcast Presented by AWD Loot, creators of the actual play podcast Rolling in the Mist, talk about setting up a podcast, playing for an audience, and everything in between. Carmel

#### **Meeple People Screening and Q&A** – Sat 2 pm – Meeple People Screening and Q&A

Come watch a few episodes of the YouTube boardgame sitcom, Meeple People, followed by a Q&A with some of the cast hosted by Board Game Barrage. Attendees will be eligible to win some games! Stick around after for gaming with the cast. Carmel

#### **Meet & Greet** – Fri 7 pm – Meet & Greet

Come join our special guests Todd VanHooser, Griffin Maria, Stacy Dellorano, Jahmal Brown, Paul Beakley, and David Wong for a special Meet & Greet Event. Food, drinks, and a great time chatting with the special guests. 1635

#### **Q&A With Special Guests Todd VanHooser and Griffin Maria** – Sat 5 pm – Q&A With Special Guests Todd VanHooser and Griffin Maria

For over ten years storyteller Todd VanHooser has been bringing his own fantasy world to the table and offering epic adventures both in fiction and role-playing adventure form. Now, he and tabletop gamer, Griffin Maria, have successfully launched their own "immersive experience" for a whole new audience. Join Fantasy RPG designer Todd VanHooser, and tabletop gamer Griffin Maria as they discuss the changing landscape of self-publishing, navigating the online interest of tabletop streaming, and the challenges of marketing your own, unique RPG brand. Carmel

#### **LARP 101: LARP Exercises and Q&A 101** – Sat 11 am – Seminar GM: Tara Leederman

Curious about LARP? LARP Department Supervisor Tara Leederman has designed a small number of exercises to help you to understand live-action roleplay and break the experiential ice, which will teach you about common LARP mechanics and other features of the form. Then, you'll have an opportunity to ask questions about LARP and its genres from experienced players and LARP designers. Bel Air

#### **NPECC: Battle at World's Edge** – Sat 2 pm – Nerf/Boffer (Live Combat)

GM: Robert Prag

This is an action-focused foam-combat game about a military task force being sent to fight ghostly pirates at sea. Combat is lightest-touch (meaning there is no need or incentive to hit hard), mixed between foam swords and Nerf guns, with an introduction and brief tutorial on how to engage in such safely. All major actions will be accompanied by a heavy metal soundtrack. All experience levels welcomed. This event is run by the LARP department (as a direct successor to 2018's Ragnarok and Roll and 2019's NATO v Army of Darkness). \*Waivers are required. Bel Air

#### **SFS 2-00: Fate of the Scoured God (Lv 1-11)** – Sat 8 pm – Starfinder Roleplaying Game

Led by their divine herald, the Scoured Stars have spent the last year converting their ancestral homeland into a vast war factory. Unable to ignore the threat any longer, the Starfinder Society and its many allies undertake one final, decisive mission into the Scoured Stars to end the menace. Join us in the massive multi-table special event where each table works together to conquer the Scoured Stars! Century C

### Open Gaming

Plaza Ballroom A

We now have one space for all open gaming. Come downstairs and check it out.

## Board Games

### Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Area), La Jolla

#### Gaming 101

Strategicon's Gaming 101 events are for new players to learn how to play the game from experienced gamers. Come learn the rules and mechanics and play a couple of turns before you play in the tournament.

##### **1846: The Race for the Midwest** — Fri 6 pm

1846 is an 18xx game set in the Midwestern United States.

##### **7 Wonders 101** — Sun 8 pm

##### **7 Wonders** — Sun 9 pm, 11 pm

First round is base game, while second round and beyond may use available expansions

##### **7 Wonders: Armada** — Mon Midnight

With this expansion, each player gets a separate "naval" board at the start of the game in addition to their wonder board.

##### **8-Cylinder Overlords** — Sat 11 am

A card-based game of building, defending, and attacking roads in a post-collapse world. 2-4 players take on the roles of Overlords, cyborg cars that rule over adoring pedestrians. Players draw cards and race to construct Roads to a Lost City.

##### **Acquire 101** — Sun 4 pm

##### **Acquire David Woolcott Memorial Tournament** — Sun 5 pm

Create and merge hotel chains. Buy Stock in any hotel chain on the board. Build your wealth - Greed is Good!

##### **Agricola 101** — Fri 7 pm

##### **Agricola** — Fri 9 pm

First round will be 4- or 5-player games split among Original (EIK) and Revised Edition (2016) based on interest, with default as EIK. Winners advance to a 4- or 5-player final (default: EIK plus expansions.) Semifinals if needed.

##### **Altiplano** — Sat 5 pm

You are in the South American highlands, somewhere between the mountain ranges of Bolivia and Peru, where the altitude of more than 3,000 meters imposes tough demands on the people to utilize the scant vegetation for their needs.

##### **Angry Birds Card Game** — Sun 10 am

Knock down your structure cards with rolls of the dice, and be the first to actually knock down King Pig with a flick of a die. Yes, you start with the luck of the rolls, but win with good aim.

##### **Anti-Gricola** — Sat 2 pm

Inspired by 7 Blunders, build a farm with legal Agricola moves while trying for the lowest possible score! Bonus points are worth negative, begging cards earn +3, and more - all to ensure everyone is farming as usual.

##### **Architects of the West Kingdom** — Sat 10 am

Set at the end of the Carolingian Empire, circa 850 AD. As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain.

##### **Azul 101** — Sun 2 pm

##### **Azul** — Sun 3 pm

Take on the role of a Portuguese ceramic artist as you build walls of various colors and designed ceramic tiles. Take tile sets from the factories and sort them as you build your artwork to score the most points possible.

##### **Bargain Quest** — Fri 10 pm

Players will take the role of shopkeepers in an adventuring town plagued by monsters. Players must draft items and then secretly choose which items to place in their windows to attract wealthy heroes to their shops.

##### **Battlestar Galactica 101** — Fri 6 pm

##### **Battlestar Galactica** — Fri 8 pm

Cooperatively solve problems but beware that someone is not who he/she seems!

##### **Blue Moon City** — Sat Noon

Earn crystals by helping rebuild the city and put the large Crystal Obelisk in the middle of the city back together. The player who first manages to pay the required number of crystals to the Obelisk wins.

##### **Bora Bora 101** — Fri 7 pm

##### **Bora Bora** — Fri 8 pm

Stake your fortunes in the island world of Bora Bora. Travel the islands, building huts where the resilient men and women of your tribes can settle, discovering fishing grounds and collecting shells. Send priests to the temples and gather offerings to curry favor with the gods.

##### **Brass: Birmingham 101** — Sat 1 pm

##### **Brass: Birmingham** — Sat 4 pm

Players are competing entrepreneurs in Birmingham during the industrial revolution. You must develop, build, and establish your industries and a network, in an effort to exploit low or high market demands.

##### **Carpe Diem 101** — Fri Noon

##### **Carpe Diem** — Fri 1 pm

Seize the day in this Stefan Feld game all about building the most lucrative city!

##### **Catan 101** — Fri 5 pm

##### **Catan** — Fri, Sat 6 pm

This is a Catan National Qualifier. Each player will play three games of Catan. The Sunday finals will be two rounds of single elimination, with the top 8 players from each qualifier.

##### **Catan** — Sun 6 pm

This is a Catan National Qualifier Finals. This will be a two round single elimination event with the 16 players from Friday's and Saturday's Qualifiers

##### **Category 5** — Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points. Points are added and the game is over when a player reaches 74 and low score wins.

##### **Caylus** — Sun 4 pm

Players are master builders. By building the King's castle and developing the town, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.

##### **Century Spice Road 101** — Sun 3 pm

##### **Century: Spice Road** — Sun 4 pm

Players are caravan leaders who set up spice trading routes on the famed Silk Road.

##### **Clank!** — Fri 2 pm, 4 pm

Don't make too much noise while exploring these worlds! Adventures, hungry for treasure, will need to sneak to the depths without alerting their foe. Whether you're in a dungeon, under the ocean, or in the far reaches of space, you'll need to be quick and be quiet! One false-step and — CLANK!

## Board Games

### **Click Clack Lumberjack** — Sun 2 pm

Take turns hacking at the tree to remove the bark, but don't hack too hard, you don't want a piece of the trunk too.

### **Cohorts and Cronies** — Sun Noon

2-4 players take on the role of Champions that attempt to kill each other with armies of Cohorts and Cronies in a chaotic battle of tactical wits and clumsy luck.

### **Colt Express** — Fri 5 pm

The best riches in town can be found onboard the Colt Express. So, you jump and rob the train. Unlucky for you though, many other bandits have jumped the train as well. Jump from roof to roof and fire at enemy bandits. Evade the marshall and collect loot. HOWDY!

### **Concordia 101** — Sat Noon

#### **Concordia** — Sat 1 pm

A peaceful strategy game of economic development in Roman times. Instead of looking to the luck of dice or cards, players must rely on strategic abilities. Expansions may be used in the final based on availability.

### **Cosmic Encounter 101** — Fri 5 pm

#### **Cosmic Encounter** — Fri 6 pm

Each player is the leader of an alien race. On a player's turn, he or she becomes the offense. The offense vs. the defense ships are in the encounter and both sides are able to invite allies, play an encounter card as well as special cards to try and tip the encounter in their favor.

### **Cry Havoc 101** — Sat 6 pm

#### **Cry Havoc** — Sat 7 pm

A card-driven, asymmetric, area control war game set in a brutal science fiction setting. Each player commands one of four unique factions with varying abilities and units.

### **Cthulhu Death May Die** — Sat 8 pm

This is a new mythos cooperative board game from CMON games. The game is relatively fast and easy to learn.

### **Cyclades** — Sat Noon

A bidding + area control hybrid game where the players bid sacrifices to the gods for sole control of them and their effects. Expansions may be used after the first round.

### **Defenders of the Realm 101** — Sat 9 am

#### **Defenders of the Realm** — Sat 10 am

A cooperative fantasy board game in which players take a role as one of the King's Champions. Players make use of strategy, special abilities, cooperation, card play and a little luck in Defenders of the Realm for a unique experience every adventure.

### **Devil's Chess** — Mon 11 am

A pack of cards that augments the way you play the game of Chess. Up until now, Chess has been a game of pure skill and wit. With the introduction of new strategies, and a little bit of chaos, Devil's Chess brings modern gameplay mechanics to an old classic.

### **Dice City** — Fri 6 pm

By decree of the Queen, there needs to be a new capital! The Kingdom of Rolldovia is in turmoil. Her royal highness the Queen, has decreed that there will be a new capital, after the old one was sacked by hordes of barbarians and bandits from the south.

### **Disney Villainous 101** — Fri 8 pm

#### **Disney Villainous** — Fri 9 pm, Sun 9 am

You're a Disney Villain striving to achieve your own devious objective. Use your unique abilities and deal twists of fate to thwart the other Villain's schemes. Will you triumph over FATE and the forces of good to win it all?

### **Dragonwood** — Sat 2 pm

A game of dice and daring. Collect sets of adventure cards to earn dice that you use to fight creatures for the points they are worth.

### **Dream Factory** — Sat 9 am

Also known as Hollywood Blockbuster. Players are studio heads who compete for directors, actors, cameramen, effects, music, guest stars and agents to complete movie scripts. There are bonus points for the best films, best directors, and even worst film-it becomes a cult classic.

### **Eclipse : New Dawn for the Galaxy** — Sat 6 pm

A 4X strategy game where you must lead your civilization to prevail over the others. Players can choose to play as either a human or alien civilization.

### **Eldritch Horror** — Sat 8 pm

A cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One

### **Everdell 101** — Sun 8 pm

#### **Everdell** — Sun 9 pm

A worker placement and tableau building game. Play as a woodland creature collecting resources to build a city and maximize your victory points.

### **Extraordinary Adventures: Pirates!** — Sat 11 am

While playing Extraordinary Adventures: Pirates, you will become a pirate captain, sailing three ships through the Caribbean in search of rich merchants to plunder and friendly ports in which to trade their cargo for riches.

### **Fallout: The Board Game** — Sun 9 pm

Explore the landscape as a Survivor, fight ferocious enemies, build skills to complete challenging quests and balance feuding factions as you work to gain influence. Who comes out ahead will depend on how keenly and aggressively you venture the wasteland. You are S.P.E.C.I.A.L.!

### **Fantastic Factories** — Sun 1 pm

It's a manufacturing arms race! Draft cards, roll dice, and place workers to build the most efficient set of factories in the shortest time. Carefully manage your blueprints, train your workers, and manufacture as many goods as possible in order to achieve industrial dominance!

### **Fields & Flocks** — Sun 3 pm

Take building the town to the next level as you manage agricultural holdings as well. Fields & Flocks maintains the unique income system of Builders of Blankenburg, while adding new mechanics and a new Harvest phase to the game. Features resource management and worker placement.

### **Fireball Island** — Fri 9 pm

You have come to Fireball Island in search of a valuable jewel. But beware the Wrath of Vul-Kar. Run across bridges, speed down pathways, and race through caves. Evade fiery balls of flame and huge flows of lava. Will you brave the island of fire?

### **Fireball Island: Curse of Vul-Kar** — Sat 10 am

It's vacation time and you have come to the lovely place known as... Fireball Island! Take snapshots and sunbathe, but beware the Wrath of Vul-Kar. Soon you will be running for your life as fireballs and flows of lava pursue you.

### **Firefly: The Board Game 101** — Sun 3 pm

#### **Firefly: The Board Game** — Sun 4 pm

Players captain their own Firefly-class transport ship, traveling the 'Verse with a handpicked crew of fighters, mechanics and other travelers. As a captain desperate for work, players are compelled to take on any job - so long as it pays.



## Board Games

### **Five Seals of Magic** — Fri 10 pm

Roll dice and try to acquire scrolls.

### **Flash Point: Fire Rescue** — Sat 4 pm, Sun Noon

A cooperative game of fire rescue.

### **Forbidden Island/Desert/Sky** — Fri 7 pm

From the storming ocean, to the dry saharas, to the height of the heavens, prepare to experience true adventure. You and your group of adventurers are on a quest to find the riches of the earth, but the power of nature is against you. Will you strike it rich or die trying??

### **Fury of Dracula 4th Ed 101** — Sun 6 pm

### **Fury of Dracula 4th Ed** — Sun 7 pm

A game of Gothic adventure, one player takes the role of Dracula while up to four others attempt to stop him by controlling Vampire hunters from the famous Bram Stoker novel.

### **Galactic Explorers** — Fri 8 pm

A traditional roll and move game that is anything but traditional. Players design their ships using parts and technologies to fit their particular strategy. Once their ship is built, its time to start rolling and exploring the galaxy! Plays in app. an hour.

### **God of War** — Fri 2 pm

Players take on the role of the Norns, mystical beings of power who are looking to find a way to stop Ragnarök. Players can pick one of several heroes from the God of War video game series.

### **Good Cop Bad Cop** — Sun Noon

Take a look around the table to figure out if your fellow cops are honest or crooked — and where your loyalty lies. Grab a gun so you can take down the opposing leader to win! Play a series of five 30 minute games expansion where you get more powerful from game to game.

### **Grand Austria Hotel 101** — Fri 2 pm

### **Grand Austria Hotel** — Fri 3 pm

Hotel game where players serve guests

### **Hanabi** — Fri 6 pm, Sat 5 pm

Named for the Japanese word for “fireworks,” is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order.

### **HeroQuest** — Fri 3 pm

The best thing about HeroQuest is getting to play HeroQuest. We have fully 3D printed/painted replicas of the original Hasbro HeroQuest game. Board, cards, dungeon master screen are from the original game..

### **Hit the Throttle!** — Sat 10 am

Try to get both your cars across the finish line first, before anyone else get both of theirs across..

### **Horrificed** — Sat 4 pm

This is a surprisingly balanced and engaging co-operative game of you against the Universal Studios Monsters : the Wolfman, Frankenstein and many others. Enjoy a stripped down version of Pandemic where tensions are high and dangers are everywhere.

### **Iron Dragon 101** — Sun 9 am

### **Iron Dragon** — Sun 10 am

Railroad delivery game set in fantasy world

### **Kemet 101** — Fri Noon

### **Kemet** — Fri 1 pm

Players deploy troops of Egyptian tribes and use the powers of the gods of ancient Egypt and their armies. Players score points through battle and by invading territories.

### **Kick-Ass** — Sat 6 pm

Nobody said being a hero would be easy. New York City is being overrun with criminals. The Police Department can't handle this new wave of crime, or has been corrupted and refuses to help. In these troubled times, certain individuals have stepped up to keep the streets safe...

### **Kingdom Builder 101** — Sun 11 am

### **Kingdom Builder** — Sun Noon

Players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game. The finale may include components from various expansions.

### **Kingsburg 101** — Fri 9 pm

### **Kingsburg** — Fri 10 pm

The realm of Kingsburg is under attack! Monstrous invaders are gathering at the borders, aiming to invade and plunder the realm! Your king has chosen you to take charge of a province on the border. You will manage your province and help defend the realm.

### **LAMA** — Fri 5 pm, Sat, Sun 3 pm

In the Spiel des Jahres-nominated LAMA, you want to dump cards from your hand as quickly as you can, but you might not be able to play what you want, so do you quit and freeze your hand or draw and hope to keep playing? LAMA is fast and easy to play.

### **Last Days of Athobrae** — Sat, Sun 1 pm, Mon 10 am

As the planet begins to collapse beneath your feet, the resources you need grow scarcer, and your opponents more desperate. The first civilization to build a ship and get its people off the planet wins.

### **Legendary: Marvel Deck Building Game** — Fri 11 pm

Set in the Marvel Comics universe. Recruit powerful HERO cards to take on the Villainous Mastermind. Prep your deck to defeat the Mastermind and his henchmen before they escape and wreck havoc on the world!

### **Liar's Dice** — Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die, if they were not the challenger.

### **Lord of the Rings Journey Through Middle Earth 101** — Sun 4 pm

### **Lord of the Rings Journey Through Middle Earth** — Sun 5 pm

A co-operative game where the object is to destroy the Ring while surviving the corrupting influence of Sauron. Each player plays one of the Hobbits in the fellowship, each of which has a unique power.

### **Lords of Waterdeep 101** — Sun 1 pm

### **Lords of Waterdeep** — Sun 2 pm

Play a Lord of the city of Waterdeep, recruiting adventurers to go on quests, earning rewards and increasing your influence over the city in order to gain points or resources through completing quests, constructing buildings, and playing intrigue cards on your path to victory!

### **Love Letter** — Fri 7 pm, Sat, Sun 5 pm

A game of risk, deduction, and luck. From a deck with only sixteen cards, each player starts with only one card in hand. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

### **Magic Cube** — Sat, Sun 8 pm

Magic Cube draft.

## Board Games

### **Mansions of Madness 2nd Edition** — Sat 2 pm

A fully cooperative, app-driven board game of horror and mystery for one to five players that takes place in the same universe as Eldritch Horror and Elder Sign.

### **Medici: Culture, Greed, and Assassinations** — Sun 2 pm

You are the head of one of Florence's powerful families. You must build your banking empire, but it will take more than successful trade to become the top family. Commerce, religion, culture, murder, deceit, alliances, and war are all necessary parts of a winning strategy.

### **Memory Quest: Piracy** — Sat, Sun 7 pm

The ocean is full of deadly marvels and treacherous tides, but with the right crew a captain can navigate the most dangerous of waters. Use your memory skills to build your deck. Attack other player's ships, and find treasure. The one who survives with the most booty wins!

### **Merchant of Venus 101** — Sat 1 pm

### **Merchant of Venus** — Sat 2 pm

Using rapid start (each player selects 2 planets to reveal)

### **Mexican Mule** — Sat 10 pm

Card game where players try to discard their hand by playing the matching suit played

### **Mind MGMT: The Psychic Espionage "Game"** — Sat 1 pm

Mind MGMT once used their psychically-powered agents to put a stop to global crises, but rogue agents have splintered off and are now trying to stop them. In this 1 vs. many, hidden movement game, rogue agents try to deduce and ultimately capture Mind MGMT!

### **Munchkin - The Tournament** — Sun 2 pm

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. Show up and do your best Munchkinning and you might be the one going home with the loot (er...swag).

### **Mysterium** — Sun 2 pm

A cooperative game where one player is a ghost and the other players must solve the mystery of who murdered that player. The ghost cannot speak but can only give visual clues to the other players to lead them toward the correct suspect, location, and weapon.

### **Nemesis** — Sat 10 pm

A semi-cooperative game where you and your crew-mates must survive on a ship infested with hostile organisms. To win the game, you will have to complete one of the two objectives dealt to you at the start of the game and get back to Earth in one piece.

### **New Salem** — Sun 6 pm

Band together with a few trusted citizens to build the town of New Salem after fleeing the Salem Witch Trials. Build your district, collect sets, and find the witches before they add too much despair to your new town in this drafting and set collection game.

### **No Thanks!** — Fri 2 pm

Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. Each table will play 3 games for a total score.

### **Nuclear War** — Mon 1 pm

Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons... Historical Strategicon Rule: If World Destroyed or no survivors = ALL PLAYERS LOSE!

### **Open Demos for IGA, IDW, Renegade, AEG, CMON, and Steve Jackson Games** — Sun 4 pm

The Play to Win event is over, the prizes have been won, but you can still learn some new fun games with our demo team. Gizmos, Point Salad, Towers of Arkhanos, Deadly Doodles, and more! Come play some of our favorites with us!

### **Paladins of the West Kingdom** — Sat 2 pm — by Renegade Games

Despite recent efforts to develop the city, outlying townships are still under threat from outsiders. Saracens scout the borders, while Vikings plunder wealth and livestock. Even the Byzantines from the east have shown their darker side.

### **Paris: New Eden** — Sun 10 am

A dice drafting game about gathering survivors and building your refuge in a post-apocalyptic Paris.

### **Peak Oil** — Sat 7 pm

You are the manager of a big oil company... And the world is running out of oil. You must maneuver your agents and claim the proper investments to ensure the survival of your company once the state of 'Peak Oil' is reached in this worker placement and set collection game.

### **Phase 10** — Fri 9 pm, Sat, Sun 1 pm

The classic rummy card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc.

### **Play 5** — Sat 8 pm

Play 5 combines Poker and Scrabble. Wager on your Poker hand score and the highest score wins everyone else's chips. The player with the most chips at the end wins. This is a sponsored tournament with prizes awarded of \$50 first place, \$20 second place, and \$10 third place

### **PLAY TO WIN DRAWING!!!** — Sun 4 pm

Prize tickets will be drawn for the Play to Win event at 4 pm. Please pick up your prize by 5:45 pm. If you are not going to be able to be there, you may have a friend pick up for you.

### **Play to Win with AEG** — Fri 2 pm, 4 pm, Sat 10 am, Noon, 2pm, 4 pm, Sun 10 am, Noon, 2 pm

Enjoy playing a variety of thematic games with our AEG demo team. Every play of Curios, Point Salad, Mystic Vale, Atelier, Cat Lady, Space Base, Smash Up, and more, gets you a chance to win a game!

### **Play to Win with CMON** — Fri 2 pm, 4 pm, Sat 10 am, Noon, 2 pm, 4 pm, Sun 10 am, Noon, 2 pm

CMON is the publisher of some great miniatures games, but they also have some fun board games! Play Gizmos, Victorian Masterminds, Wacky Races, Narcos, Blue Moon City, and Play Me! with our demo team, and get a chance to win a game with every play!

### **Play to Win with IDW Games** — Fri 2 pm, 4 pm, Sat 10 am, Noon, 2 pm, 4 pm, Sun 10 am, Noon, 2 pm

IDW publishes some great licensed games, and some great themed games. Try out Tonari, Towers of Arkhanos, Munchkin Teenage Mutant Ninja Turtles, Sonic the Hedgehog Crash Course, and Dragon Ball Super Tournament of Destroyers, and get a chance to win a game with each play!

### **Play to Win with Indie Game Alliance** — Fri 2 pm, 4 pm, Sat 10 am, Noon, 2 pm, 4 pm, Sun 10 am, Noon, 2 pm

Some of the most incredible, innovative experiences in tabletop gaming come from independent designers and publishers. Play some of these games & more: Queendomino, Joust for Fun, Battle Sheep, Chocolatiers, Quacks of Quedlinburg. Each game play gets you a chance to win a game!

## Board Games

**Play to Win with Renegade Game Studios** — Fri 2 pm, 4 pm, Sat 10 am, Noon, 2 pm, 4 pm, Sun 10 am, Noon, 2 pm  
Play some old favorites and new popular games by Renegade Game Studios like Fox in the Forest Duet, Scott Pilgrim's Precious Little Card Game, Flatline, Snow Tails, Clank!, Topiary, Fuse, and more, and receive a chance to win a game!

**Play to Win with Steve Jackson Games** — Fri 2 pm, 4 pm, Sat 10 am, Noon, 2 pm, 4 pm, Sun 10 am, Noon, 2 pm  
Backstab your friends and steal the loot...or just have some good old fun playing old classics and new offerings from Steve Jackson Games. Each play of Munchkin, Deadly Doodles, Port Royal, Zombie Dice, Z-Shot, Simon's Cat, and more, gets you a chance to win a game!

**Port Royal: Just One More Contract 101** — Sat 4 pm

**Port Royal: Just One More Contract** — Sun 9 am  
A card drafting game where you press your luck to collect coins, hire workers, complete expeditions and avoid taxes. The contract expansion will be used, which gives players an alternate way to score points and adds some new cards.

**Power Grid 101** — Fri 5 pm

**Power Grid** — Sun 1 pm  
Collect power plants, build plants to power cities and get money and repeat

**Power Grid World Tour: Benelux** — Mon 9 am

**Power Grid World Tour: Central Europe** — Sun 7 pm

**Power Grid World Tour: China** — Fri 7 pm

**Power Grid World Tour: Korea** — Sat 7 pm

**Power Rangers : Heroes of the Grid** — Sun 10 am  
Save the city from the evil Rita with the power rangers

**Puerto Rico 101** — Sun 7 pm

**Puerto Rico** — Sun 8 pm  
In this classic game, players assume the roles of colonial governors on Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings.

**Raccoon Tycoon** — Sat 9 am — by Forbidden Games  
Astoria is a land bustling with productivity and growth! New towns, factories, and railroads are springing up across the land. A few savvy business tycoons (you and your opponents) are determined to make their fortunes on the crest of this wave.

**Raiders of the North Sea** — Fri 2 pm, Sun Noon  
Set in the central years of the Viking Age. As Viking warriors, players seek to impress the Chieftain by raiding unsuspecting settlements. Players will need to assemble a crew, collect provisions and journey north to plunder gold, iron and livestock.

**Rajas of the Ganges 101** — Fri 3 pm

**Rajas of the Ganges** — Fri 4 pm  
A dice-placement game in which players are trying to build the greatest province in both fame and wealth!

**Reckoners** — Mon 10 am  
A simultaneous, co-operative game for 1-6 players that plays in 75 minutes. You win by defeating Steelheart. But before you can defeat him, you must first discover his weakness.

**Red Dragon Inn** — Sun 6 pm  
You and your friends are a party of heroic fantasy adventurers. You've raided the dungeon, killed the monsters, and taken their treasure. Now you're back, and what better way to celebrate your most recent victory than to spend an evening drinking, gambling, and roughhousing.

**Res Arcana** — Sat 10 am

Select your mage and behold your artifacts in Res Arcana, a hand management and engine building game where you are given a different collection of 8 artifacts to form your deck every game.

**Shadows over Camelot** — Sun 11 am

Work together with your fellow knights to ward off the evil overcoming Camelot. This is a co-operative game where each turn a player must choose a Noble action and an Evil action. All players are involved in your decision because one of you is a traitor.

**Sid Meier's Civilization: A New Dawn 101** — Fri 7 pm

**Sid Meier's Civilization: A New Dawn** — Fri 8 pm, Sat 5 pm  
A strategy board game in which two to four players act as the rulers of history's most memorable empires. Over the course of the game, players will expand their domains, gain new technologies, and build many of humanity's greatest wonders.

**Snowdonia 101** — Sat 8 pm

**Snowdonia** — Sat 9 pm  
Players represent work gangs providing labor for the construction of the Snowdon Mountain Railway. You will have to excavate your way up a mountainside, as well as lay the track, construct viaducts and stations. All this in competition with the weather of the Welsh mountains!

**Splendor 101** — Sat 9 pm

**Splendor** — Sat 10 pm  
A game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points.

**Stage Left** — Sat 3 pm

A deck-building, area influence board game where players develop their own rock band, gain performance skills and perform gigs in multiple cities. The goal is to acquire the most fans to ultimately, become the most influential rock band in the country!

**Starship Samurai** — Sat 3 pm

Go forth and claim honor as the Daimyo of your clan in Starship Samurai, a fast-paced area control game with imposing Samurai Mechs standing ready to make a difference.

**Stone Age 101** — Sat 9 am

**Stone Age** — Sat 10 am  
A worker placement game where you gather resources to create buildings or buy civilization cards that get you points, while keeping in mind you have to feed your people every round and can also grow your family and tools.

**Suburbia** — Sat 10 am

Suburb building game.

**Survive! 101** — Sun 7 pm

**Survive!** — Sun 8 pm  
The island is sinking. The volcano is about to blow. Huge sea serpents riddle the seas. Massive sharks lurk for blood. Cunning whales flip any form of boat in their path. Will you make it to safety? Will you successfully eat your opponent's meeple? Will you SURVIVE!?!

**Sushi Go!** — Fri 4 pm

Nothing like Sushi for valentines day. Grab the best combination of items as they make the rounds. But don't forget to leave room for dessert.



## Board Games

**Talisman/Batman/Kingdom Hearts/Cataclysm 101** — Sun 2 pm

**Talisman/Batman/Kingdom Hearts/Cataclysm** — Sun 3 pm  
4th ed revised, or 4th ed will be used. The Prophetess reduction in powers will be used. For the final round, Talisman/Batman/Cataclysm, and possible Expansions will be included. The five new characters will be included for the final round when Cataclysm is used.

**Terraforming Mars 101** — Sun 9 am

**Terraforming Mars** — Sun 10 am

Qualifying round will be base game, including Corporate Era, and will include drafting. Semifinal round will vote on expansions individually, 16 players will qualify, round starts at 2. Final round will include all expansions and promos, 4 players, round starts at 6.

**The Acts** — Sun Noon

It's first century AD and the early church is beginning to move out from Judea. This classic worker placement game allows you to take on the role of early disciples trying to add believers. Preach, plant churches, and perform mighty miracles as you spread across the Roman Empire.

**The Castles of Burgundy: The Dice Game** — Sun 10 am

The famous strategy game now in pure dice! As influential sovereigns, expand your estates through trade and commerce. Combine the dice to your advantage and find the strategy that will lead you to victory.

**The Godfather: Corleone's Empire** — Sat 6 pm

New York City gangs are dividing up the Late Corleone's Empire. In this worker placement game territory is limited. But there is always the option of killing your opponents workers.

**The Hobbit Board Game 101** — Sun 9 pm

**The Hobbit Board Game** — Sun 10 pm

Play the game of adventure and dwarvish greed as players take on the roles of the dwarves guiding Bilbo to the Lonely Mountain. Along the way players roll dice to finish adventure cards and bid on item cards to help them prevent Smaug from reaching Laketown.

**The Zorro Dice Game** — Sat Noon, Sun 11 am

Prove that you are worthy to become the next Zorro by showing your heroism and proficiency in battle as you defeat the scoundrels and villains that are persecuting your fellow citizens in this King of Tokyo/Yahtzee style dice roller. Will YOU be the next Zorro?

**Thunderstone Quest 101** — Sun 11 am

**Thunderstone Quest** — Sat 11 am, Sun Noon

A fantasy deck-building game. Each player starts with a basic deck of cards that they can use to purchase, or upgrade to, other, more powerful cards. Recruit your heroes, arm your party, then visit the dungeon.

**Thurn and Taxis 101** — Sat 3 pm

**Thurn and Taxis** — Sun 11 am

Build postal routes across a map of southern Germany and neighboring countries, using them to place post offices and earn bonus points for finishing provinces and constructing long routes.

**Thurn and Taxis: Power and Glory** — Sun 2 pm

Thurn and Taxis with the original rules and the expansion map, including northern Germany and neighboring countries like Belgium and the Netherlands.

**Ticket To Ride 101** — Fri 3 pm

**Ticket To Ride** — Fri 4 pm

Build your railroad empire across America. Finish tickets, connect routes, and stretch your railroads reach from coast to coast to see who can finish the game with the highest possible score.

**Ticket to Ride: Alpine** — Fri 1 pm

Swiss and Nordic games will be played, Final game will be Swiss

**Ticket to Ride Expansions 101** — Sat 10 am

**Ticket to Ride Mega Europe** — Sun 1 pm

Ticket to Ride Europe using the 1912 expansion cards.

**Ticket to Ride: Rails & Sails 101** — Sat 1 pm

**Ticket to Ride: Rails & Sails** — Sat 2 pm

Collect cards of both ships and rails. Special Harbor/House rules with differing numbers will be used. Build harbors when you have connecting routes. Use train and ship cards with two icons on the cards. Use wild cards to devastating effects.

**Ticket to Ride: USA 1910** — Sat 11 am

Ticket to Ride USA using the Mega deck from 1910 expansion.

**Ticket to Ride World Tour 101** — Fri 4 pm

**Ticket to Ride World Tour: Legendary Asia** — Fri 5 pm

For the Ticket to Ride World Tour, play a different map every day throughout the year's conventions - 9 total. In the Legendary Asia map, be careful when crossing through mountains as it may cost you extra trains. The World Tour format is modeled after the Power Grid World Tour.

**Ticket to Ride World Tour: Pennsylvania** — Sat 5 pm

For the Ticket to Ride World Tour, play a different map every day throughout the year's conventions - 9 total. In the Pennsylvania map, acquire stocks from different companies for a new way to score points on top of completing routes.

**Ticket to Ride World Tour: United Kingdom** — Sun 5 pm

For the Ticket to Ride World Tour, play a different map every day throughout the year's conventions - 9 total. In the United Kingdom map, use technology cards to help expand outward from England and build longer routes. Winners will be based on all three TTRWT Events.

**Tiny Towns 101** — Sun 10 am

**Tiny Towns** — Mon 9 am

You are the mayor of the titular Tiny Town. Each turn you will place resource cubes in specific layouts to construct buildings. Each building scores VP in a unique way. The game ends when no player can place any more resources or construct buildings. Most VP wins!

**Titan 101** — Sat 8 am

**Titan** — Sat 9 am

Can \*you\* be the One, leading your Colossi to victory? First-round heats, when needed, will be 2-4 hours, time-limited, highest-point players from first-round heats advance to the final.

**Tokaido 101** — Fri 9 pm

**Tokaido** — Fri 10 pm

Travel from Kyoto to Tokyo along the famous Tokaido road. Collect souvenirs, meet other travelers, stop at famous hot springs, and view beautiful panorama paintings to score points to see who has the most epic journey along the Tokaido road.

**Trajan** — Fri 5 pm — by Renegade Games

110 AD - the Roman Empire is at its height of glory, ruled by the "optimus princeps," Emperor Trajan. All borders are secured, and people can focus again on the empire's internal matters — ROME. Take your chances and boost your power!

**Trans Europa** — Mon Noon

Connect your European cities while trying to help your opponents as little as possible. The first player to connect all five of their cities together wins.

## Board Games

**Trickerion: Masters of Illusion 101** — Sat 11 am

**Trickerion: Masters of Illusion** — Sat Noon

Players are rival stage illusionists, with their own strengths and characteristics. They are striving for fortune and fame in a competition hosted by a legendary magician, looking for a successor worthy of the Trickerion Stone, fabled to grant supernatural power to its owner.

**Twilight Imperium 3rd Ed 101** — Sat 11 am

**Twilight Imperium 3rd Ed** — Sat Noon

An epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression.

**Uno** — Fri 11 pm, Sat, Sun, Mon 11 am

Players race to empty their hands to catch opposing players with cards left in theirs in this classic card game.

**Untitled Heist Game** — Sun 5 pm

A co-op/competitive heist-themed card game with variable player powers, hidden roles, and social deduction elements.

**Vegas Showdown** — Mon 1 pm

Build your own hotel/casino by bidding against the other players to build rooms and arrange them on your own player board. The player who builds the most famous hotel/casino wins the game.

**Who Goes There?** — Mon 9 am

Who Goes There? is a cooperative game of growing paranoia. At the beginning of the game, all players are human and there is no reason not to trust each other completely, but as the temperature drops and mistakes are made, players start doubting everything & everyone around them.

**Wingspan 101** — Sat 7 pm

**Wingspan** — Sat 8 pm

You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions).

**Yahtzee Free for All** — Fri 3 pm, Sat, Sun 9 am

A new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!

## Party Games

Chairman's Boardroom, Malibu Gardens, Newport, San Lorenzo E

### Gaming 101

Strategicon's Gaming 101 events are for new players to learn how to play the game from experienced gamers. Come learn the rules and mechanics and play a couple of turns before you play in the tournament.

**A'Writhe: A Game of Eldritch Contortions** — Sun 11 am  
twister with cthulu twist.

**Backstab** — Sat 1 pm, 4 pm

A social deduction game for up to 12 people, similar to Two Rooms and a Boom, but not a cooperative game. Negotiate your enemies into allies and Backstab your way to victory.

**Beauty Queen Death Match** — Sat 7 pm — Playtest

Fight to be the fairest in a beauty pageant that's bound to get ugly!

**Bunco** — Sat 8 pm

roll dice and score points with partners

**Cash 'n Guns Live** — Fri, Sat, Sun 7 pm

You're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their team mates.

**Crossing Olympus** — Sat 2 pm — Demo

Come and seize the power of the 12 Olympians in a new tactical game of pure strategy. Win prizes!

**Death of Liberty** — Sat 8 am, 3 pm, 5 pm, 8 pm, Sun 10 am, 1 pm, 4 pm

The world as you know it has changed. A new world power called the New Dominion has taken over the entire world. Now the resistance led by the fallen United States president leads the charge to put an end to Caesar and his New Dominion once and for all!. This is Death of Liberty

**Deception: Murder in Hong Kong** — Sat 10 pm

In this game of deduction and deception, players take on the roles of investigators attempting to solve a murder case – but there's a twist. The killer is one of the investigators! While the Investigators attempt to deduce the truth, the murderer's team must deceive and mislead.

**Dino Diner** — Sat 11 am, 4 pm, 5 pm — Playtest

Be the first in history to invent a restaurant while not being eaten by hungry dinosaurs!

**Fiasco** — Fri 8 pm, Sat 10 pm, Sun 9 pm

Hey Werewolf Players! Yeah, you! Are there too many people playing Midnight Werewolf? Did you die way too early and have zero interest in staying an extra three hours? Perfect! Then you're invited to create a story with us!"Fiasco" is a role playing game created by Jason Morningstar about chance, chaos, and crazy characters that you'll have no idea why you hate them all so much yet end up loving the story! Join in!

**First Contact** — Sun 6 pm

It's ancient Egypt and Aliens have come trying to communicate. Can you learn the alien's language? Can you get the humans to understand what you demand of them?Part Codenames part Arrival(the movie), this game is all about communication.

**Funemployed** — Sun 2 pm

The crazy party game where each player gets 4 Qualification cards, like Umbrella or Dingo Repellent. Players then use their 4 Qualifications to convince an interviewer why they'd be the best person for a job, be it Professional Cuddler, Coal Miner or The President!

**Game Show Playalong - Blockbusters** — Sun 4 pm

Are two heads better than one? This game is determined to find out! One solo player does battle against a team of two in a quiz game loosely based on the board game Hex. Make the connection and you'll off to the Gold Run!

**Game Show Playalong - Concentration** — Sat 6 pm

Behind these numbers is a puzzle... can you solve it? The classic game of memory pits two contestants against each other to match prizes on a board. Behind those prizes is a rebus puzzle solve that and you could be on your way to winning a new (imaginary) car!

## Party Games

### **Game Show Playalong - Countdown** — Sun 10 am

What better way to wake up than to challenge yourself with this game of letters and numbers? The entire room gets to play as you'll have 30 seconds to find the longest word or reach the target number in a bid to outscore your opponents and show off your mental agility!

### **Game Show Playalong - Eye Guess** — Sun 1 pm

It's the game show where you get to see all the answers first - you just have to remember where you saw them! This classic show from the 60s pits two contestants against each other to memorize eight answers and find them again. Great for kids and adults!

### **Game Show Playalong - Lingo** — Sat Noon

It's not just letters, it's Lingo! Teams of two compete in a race to complete their Lingo card by solving five-letter word puzzles. Great for adults and kids!

### **Game Show Playalong - Only Connect** — Sat 3 pm

From across the pond comes a lateral-thinking quiz where finding hidden connections is key. Teams of three compete in a series of rounds where they must find connections, solve sequences, and decipher answers with the vowels removed. If you like Tribond, you'll love Only Connect!

### **Game Show Playalong - Remote Control** — Sat 9 pm

The perfect quiz for TV junkies! Test your TV trivia mettle with nine channels filled with questions, challenges, and surprises! Do well and you'll spin the Wheel of Jeopardy... do badly and you might go Off the Air!

### **Game Show Playalong - The Joker's Wild** — Fri 4 pm

Joker... Joker... JOKER!! The classic game show where knowledge is king and Lady Luck is queen! Contestants answer trivia questions as determined by the spin of a slot machine. Spin three Jokers and you can win with a single question!

### **Game Show Playalong - The Price is Right** — Fri 8 pm

COME ON DOWN!! Television's most exciting hour of fantastic prizes is coming to Orcon! Contestants will be picked from the audience to play a full game of The Price is Right, complete with One-bids and Showcases!

### **Goblin Maids** — Sat 2 pm, 3 pm, 5 pm

Even goblins need jobs, and the eccentric Mistress Cecelia's manor needs servants. You are GOBLIN MAIDS and in this rapid-fire cooperative-competitive boardgame you must choose whether to serve Cecelia's unsettling whims, band together in a union, and/or rob her treasures.

### **Good Cop Bad Cop** — Sat Noon

Take a look around the table to figure out if your fellow cops are honest or crooked — and where your loyalty lies. Grab a gun so you can take down the opposing leader to win! Play a series of five 30 minute games expansion where you get more powerful from game to game.

### **Icebreaker Party Games** — Fri 7 pm, 8 pm, 9 pm

Are you new to the con? Or do you just want to branch out from your regular group and meet new people? Join us for a variety of fun icebreaker "get to know you"-type party games, including Say Anything, Loaded Questions, All In, Whoonu, Truth Be Told, and You Don't Know Me!

### **Just One** — Sun 5 pm

Just One is a cooperative party game in which you play together to discover as many mystery words as possible. Find the best clue to help your teammate. Be unique, as all identical clues will be cancelled!

### **Kingdomino X Tiny Towns** — Sat 2 pm

This is a crossover between the two games. First we shall build our Kingdom(ino). Then we shall build our Tiny Towns on that kingdom. Bring your copy of either game in case we need more.

### **Magical Myrioramas** — Sat 5 pm — The Mystery Mansion

Follow the corridor through a mysterious country house and build a perpetual panorama with its inhabitants and their secrets in this one-of-a-kind revival of Victorian Myriorama card games.

### **Murder Happens: Party Games of Mystery** — Fri 4 pm — iron

Death-heads: Bikes are Killer

The Iron Death-heads are a tough motorcycle club. Committing crimes, getting into fights, and personal beefs can lead to a bad end, and murder happens. Everyone is a prime suspect.

### **Murder Happens: Party Games of Mystery** — Fri 7 pm — Super Hero: The Dark Side

Band of ragtag misfit super heroes and their followers get dragged into a fight they are not sure they can handle. Add to that, jealousy, greed, and emotional frailty and murder happens

### **New Salem 2nd Edition** — Sat 6 pm

Band together with a few trusted citizens to build the town of New Salem after fleeing the Salem Witch Trials. Build your district, collect sets, and find the witches before they add too much despair to your new town in this drafting and set collection game for 3-8 players.

### **Ninja** — Sat, Sun 6 pm

Take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called the best ninja.

### **Pantone The Game** — Sat, Sun 4 pm, 5 pm

An all-ages party game in which players create characters using colored cards and clever clues. The game will be led by designer Scott Rogers and players will be using all new characters from the recently released Booster Pack 1!

### **Punderdome** — Fri 10 pm

A game for pun lovers! Draw two cards and make bad puns connecting the prompts. The most terrible punster wins!

### **Schmovie** — Fri 11 pm

Do you love movies? Do you think you're punny? Use your wits to come up with the most hilarious titles for ridiculous movie premises and win the most Schmovie statuettes. Laugh-out-loud fun!

### **Shadow\*Kitty** — Sat 2 pm, 3 pm, 4 pm

Come playtest the latest version of Shadow\*Kitty and play as as wonderful witches trying to straighten out their shadowy spellbook to save their friendly familiars from a frozen fate! Make silly sounding spells and work together to set things right before the clock strikes 13!

### **Snake Oil** — Sat 6 pm

Player picks a job and other players persuade him to buy their product

### **Stupid Users: BETA** — Sat 11 am, Noon, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, Sun 11 am, Noon, 2 pm, 3 pm, 4 pm, 5 pm

Check out this quick, easy, fun-filled, trash-talking, 15-25 minute filler/gateway game for 2-6 players. BETA is a one of a kind, IT vs Zombies, army building card game where you steal or loot anything to win. Get ready for a fast-paced, turn on a dime, army building card game.

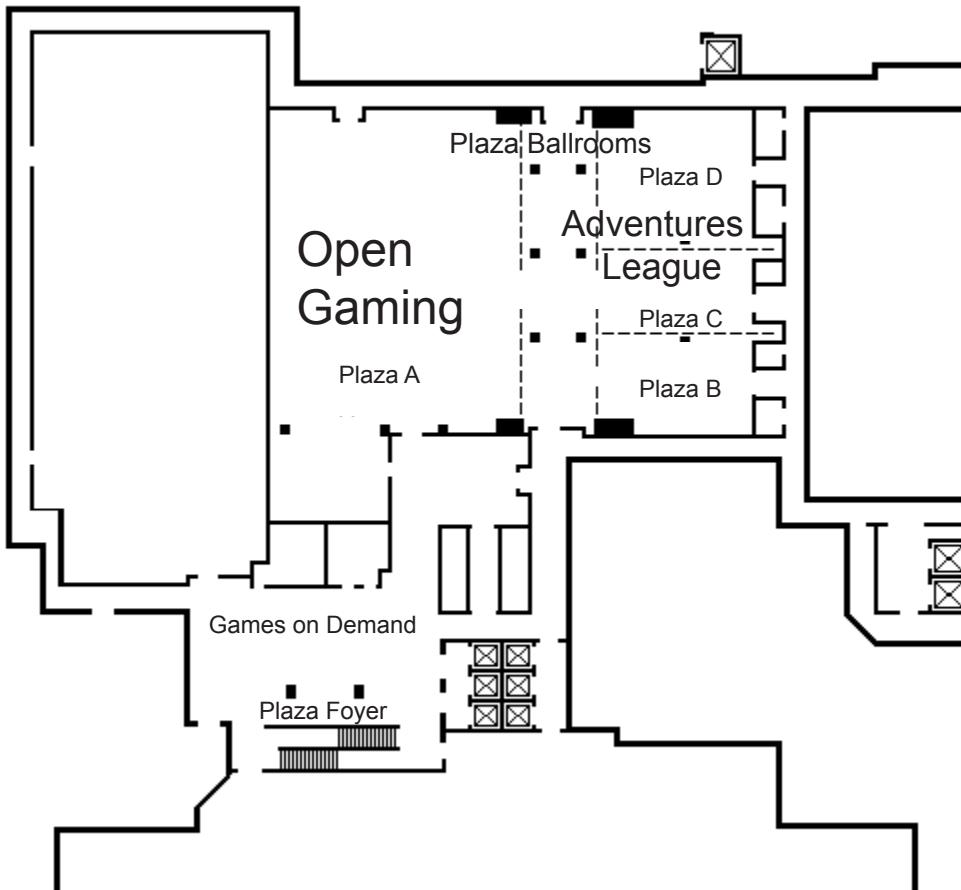
### **The Resistance: Avalon** — Sat 11 pm

A social deduction game, The Resistance: Avalon pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain, yet hidden among his brave warriors are Mordred's unscrupulous minions.



# Orecon 2020 Maps

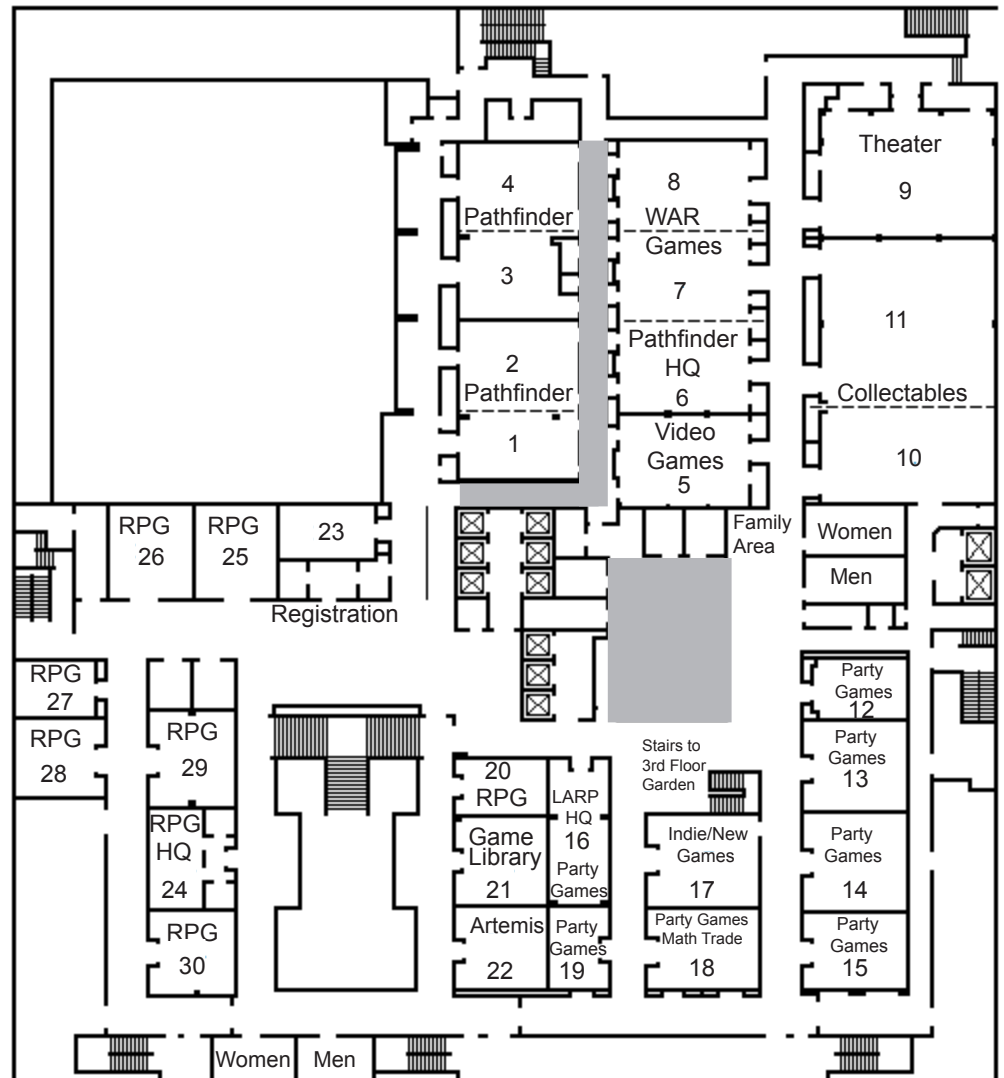
## HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



## HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

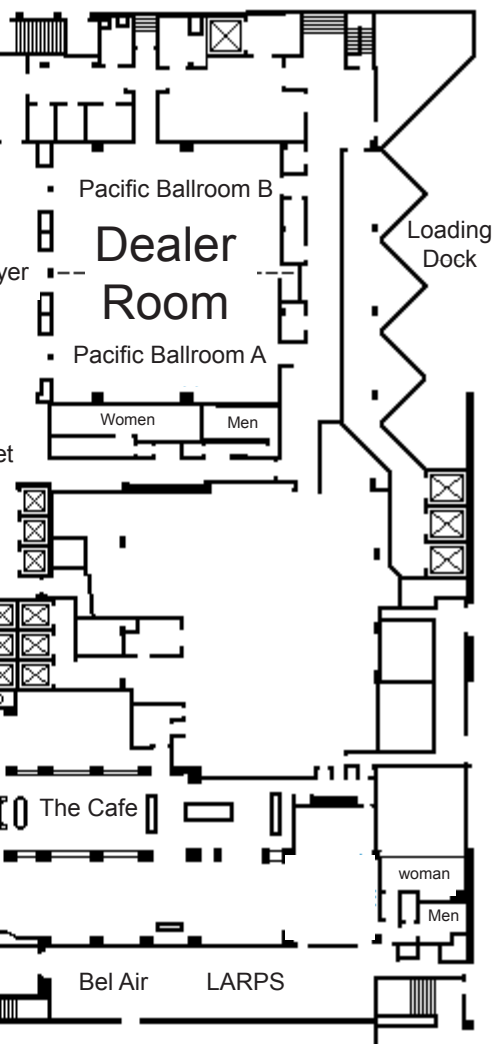


## HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- |                           |                         |                          |
|---------------------------|-------------------------|--------------------------|
| 1. Century A              | 10. La Jolla Ballroom A | 20. Santa Monica A       |
| 2. Century B              | 11. La Jolla Ballroom B | 21. Santa Monica B       |
| 3. Century C              | 12. Catalina A          | 22. Santa Monica C       |
| 4. Century D              | 13. Catalina B          | 23. Executive Boardroom  |
| 5. Marina                 | 14. Catalina C          | 24. Chairman's Boardroom |
| 6. Los Angeles Ballroom A | 15. Catalina D          | 25. San Lorenzo A        |
| 7. Los Angeles Ballroom B | 16. Newport A           | 26. San Lorenzo B        |
| 8. Los Angeles Ballroom C | 17. Newport B           | 27. San Lorenzo C        |
| 9. Carmel Room            | 18. Newport C           | 28. San Lorenzo D        |
|                           | 19. Newport D           | 29. San Lorenzo E        |
|                           |                         | 30. San Lorenzo F        |

## PORT - LOBBY LEVEL



LARP events can also be found on the 3rd floor. See LARP HQ for specific room numbers.

## Party Games

**The Road To Bremen** — Sat 10 am, 11 am, Sun Noon, Mon 9 am  
Come playtest a unique Storytelling Card Game that turns the classic Grimm Fairy Tale “The Bremen Town Musicians” into an epic adventure told through collaboration and imagination.

**The Zorro Dice Game** — Sat, Sun 5 pm

Prove that you are worthy to become the next Zorro by showing your heroism and proficiency in battle as you defeat the scoundrels and villains that are persecuting your fellow citizens in this King of Tokyo/Yahtzee style dice roller. Will YOU be the next Zorro?

**Trivia!** — Sat 4 pm

Do you know it all? Are you a science nerd, a sports buff, or even a puzzle master? Play the game of wits, and bring a team of 1-6 players in the ultimate battle for...random useless knowledge!

**Two Rooms & A Boom** — Sat 7 pm

A Social Deduction Game. You are a secret role assigned to a team. Split into two rooms, who can you trust? Friends may be foes. Foes may stay as foes. Gather information if you can. Will you keep the president away from the bomb, or will you work to let the president fall?

**Ultimate Werewolf** — Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm, Mon Midnight, 3 am

Join the village and root out those evil Werewolves...or attempt hide your true nature from the rest of the villagers in this social deduction game. THERE WILL BE A POOLED signup list for this game, please only sign up for 1 game during this time slot.

**Ultimate Werewolf** — Fri 9 pm, Sat, Sun Midnight — Advanced Game for players that prefer more power in their games of Ultimate Werewolf. This is intended to be an exciting, dynamic, and balanced game with all (or nearly all) ‘Specials’. (Silent Night. Role Comp Unknown. Partial Reveal.)

## Collectibles

### La Jolla, Family Area

**7 Wonders Duel** — Fri 6 pm

GM: John Borders

A 2 player drafting game played over 3 ages where each player is building a civilization. Event will be at least 3 rounds. Please bring a copy of the game if you have one.

**Andromeda Fight League 101** — Sat 10 am

GM: Noah Massaro

**Andromeda Fight League** — Sat 1 pm — Orcon 2020 AFL Championship Tourney

GM: Tony Massaro

Andromeda Fight League (AFL) is a two player expandable game that takes the best elements of battle card games, tactical board games and chess and adds the concept of team drafting and management similar to Fantasy Sports. This is the Orcon 2020 Championship. Prizes and a trophy

**Ascension** — Sat 1 pm, Sun 11 am — Godslayers

GM: George Carceres

Play the latest definition of deck-building games wherein you build your armies, conquer your enemies, step on your friends, and lay low the gods themselves. Sets will be determined at time of the event.

**Clash Royale (Mobile)** — Sat Noon — Strategic-Placement-Con

GM: Yu-Gi-Holics!

2v2 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place For More information: checkappundermeetups

**Dice Masters 101** — Sat 2 pm

**Ultimate Werewolf, Basic to Advanced 101** — Fri 6 pm

From the simplest werewolves and clueless villagers to every official Bezier Games role in the game and even some original roles common and uncommon to con: Learn what the roles do, some variations, interactions, strategies, and deductions of the popular party game.

**Ultimate Werewolf Legacy** — Sat Midnight

This is a LEGACY version of the popular social deduction game! Decisions made in one chapter will DRASTICALLY change the game for future villages! (Note: this is a continuation of the Legacy game started last con. Priority for spots will be given to players from that game)

**Werewolf** — Sun 6 pm — Intermediate

Game of social deduction where a group of villagers needs to weed out werewolves among them. This is intended to be an exciting, dynamic, and balanced game with a moderate number of ‘Specials’. (Silent Night. Role Comp Unknown. Partial Reveal.)

**Witch Hunt 101** — Sat 6 pm

**Witch Hunt** — Sat 7 pm

Social deduction variant of Ultimate Werewolf where a team of villagers must find and lynch witches and witches must survive and outnumber villagers! Even after death all players have an influence on the game and every player, including witches, has a special unique ability.

**Your Mother is a W%&\$#** — Sun 8 pm

Get ready to Defend your Mother’s Honor with this lively, raunchy and hilarious interactive game. Hand out W%&\$# Points™ and stay ahead of the pack, or else...Your Mother Is A W%&\$#!

**Dice Masters** — Sat 3 pm, Sun 4 pm

GM: Andres Fresquez/Dave Intner

Bring your teams or use one of the available 30 pre-built teams.. Teams should be built around themes. Battles will be between matched themes, so the more teams you bring, the better. Extra dice and cards for the new players!

**Exodus TCG** — Sat Noon — Qualifier

GM: Jake Medina

Open Qualifier tournament for players to earn their free invite to Exodus Worlds in Fresno, CA in June 2020! Sanctioned Season 3 event (no previous exp req), awards 10x point multiplier. Format: Team 2v2, players bring a friend or be get paired with a teammate on-site.

**Fleet the Dice Game** — Sat 6 pm

GM: John Borders

Manage your fishing fleet better than the other captains! This is a dice drafting game that takes place over 10 rounds. Depending on # players this will be 2 or 3 rounds. If you own a copy, please bring it.

**Keyforge 101** — Sat, Sun 3 pm

GM: Zach Zeeman

**Keyforge** — Sun 7 pm — Archon Reversal

GM: Zach Zeeman

In a Keyforge Archon Reversal tournament you bring what you consider to be your worst deck. Instead of playing with it, you swap decks with your opponent and play each others decks. It’s a fun casual format with three or four 35 minute swiss rounds depending on player count.



## Collectibles

### **Keyforge** — Sat 7 pm — Sealed

GM: Zach Zeeman

In a sealed Keyforge tournament, you buy a deck for 10 dollars at the tournament to be opened and used for it. There will be three or four 45 minute swiss rounds depending on player participation.

### **Lost Cities** — Sat 3 pm

GM: John Borders

2 player game where each player is running up to 5 expeditions in far off places for points using cards. Will play 2 or 3 rounds of 3 games depending on player count.

### **Magic: the Gathering 101** — Sat, Sun 1 pm

GM: Josh Badger

### **Magic: the Gathering** — Sat 2 pm, 4 pm, Sun 2 pm — Commanderin'

GM: Phil DeLuca

Casual Commander event for all Commander players - bring a deck and have fun. Prizes include playmats and tee shirts! Visit [commanderinmtg.com/tournaments](http://commanderinmtg.com/tournaments) for the details

### **Magic: the Gathering** — Fri 8 pm — Friday Night Draft! (\$15)

GM: Josh Badger

Standard Friday Night Magic, Draft style! Entry fee will get you three packs, winners get booster packs and promos!

### **Magic: The Gathering** — Fri 7 pm — Horde

GM: Michael Arsollon

A cooperative challenge: Hordes of creatures are attacking! Can you and the other planeswalkers stand against this onslaught? This event allows decks from Standard, Modern, Legacy, Pauper, Brawl and Commander formats.

### **Magic: The Gathering** — Sat 8 pm — K&J Pauper

GM: Michael Arsollon

Who will win the all-commons tourney and take home the Golden Binky? Build your deck using commons. Your deck must contain a minimum of 60 cards. No side boards. Prizes including the Golden Binky for the winner.

### **Magic: the Gathering** — Sat, Sun 8 pm — (Not Friday Night) Draft! (\$15)

GM: Dae Kim

Magic: the Gathering draft. Entry provides 3 packs. Boosters and miscellaneous promos to the victors! Lands will be available for deck-building.

### **Magic: The Gathering** — Sat 1 pm, 5 pm — Planechase: Capture The Flag

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this casual multiplayer variant. The GM will set up a 3 x 3 x 3 Multiverse Map. This event allows decks from Standard, Modern, Legacy, Pauper, Brawl and Commander formats.

### **Magic: the Gathering** — Sat, Sun Midnight, 4 pm, Mon Midnight — Sealed! (\$25)

GM: Dae Kim/Josh Badger

Magic: the Gathering Sealed draft. Entry provides 6 packs. Boosters and miscellaneous promos to the victors!

### **Middle-Earth CCG (ICE)** — Sat 11 am, 3 pm, 7 pm, Sun 11 am, 3 pm

GM: Larry Page

Portray one of the Istari to lead the Free Peoples in their fight against Sauron! Or be Sauron himself or one of the Nazgul in a bid to dominate Middle-Earth! Bring one of your preconstructed or Challenge decks, or you can use one of ours, along with your lucky D6's! See you!!

### **Open Gaming** — Mon 9 am — RNTASYDHWAF(tm)

GM: Brandon Weiss

Hooray for Alphabet Soup! In this case, it's Open Gaming - Right Next To the Auction So You Don't Have to Walk As Far(tm)! The perfect place to sample your haul before heading home.

### **Pokemon 101** — Sat, Sun 10 am

GM: Charles Watson

Constructed format, Swiss rounds. Beginner friendly. Prizes. Come join the fun!

### **Pokemon** — Sat, Sun 11 am

GM: Charles Watson

Constructed format, Swiss rounds. Beginner friendly. Prizes. Come join the fun!

### **Star Wars Destiny 40/40 Highlander** — Fri 8 pm

GM: John Borders

Star Wars Destiny Constructed Event. 40 point limit, 40 cards. No more than 1 copy of any given card, including characters. Banned - Double Down, X-Wing, Tie Fighter, Lightsaber Mastery. 2 or 3 rounds depending on player count. We are using the most recent holocron. See Link

### **Star Wars Miniatures** — Sun Noon

GM: Mel Campbell

Star Wars Miniatures Sealed Booster Draft Tournament for "The Higher Ground" with the mini set "Mandalorians and Bounty Hunters". Each participant will receive 2 full sets of 30 cards each, plus 2 full sets of 6 cards each, and 2 booster sheets, to make a 200pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

### **Star Wars Miniatures/X-Wing Crossover** — Sun 5 pm

GM: Mel Campbell

The Clone Wars - Republic vs Separatist Skirmish. Participants will be divided into Republic and Separatist teams, each commanding a squadron, and will compete for supremacy of land and space. GM will provide minis to borrow.

### **Thats Pretty Clever** — Sun 5 pm

GM: John Borders

Choose your dice well entering them in the matching color area. The dice you don't use are as important as what you do because every die that's smaller than the chosen one can be used by the other players, keeping everyone in the game at all times. 2-3 rounds depending on players

### **Transformers TCG** — Sat 8 pm — Transformers TCG Constructed

GM: Joey Vigil

Players will need to bring a standard Transformers TCG deck with them (25 stars, 40 battle cards) and any other components they need to play. We will be playing a Swiss-style tournament with 35-minute, single-game rounds (3-4 rounds total, depending on number of players). One booster pack per player will be added to the prize pool, which will then be awarded to players based on final rank (top down) at the end of the event.

### **Transformers TCG** — Sun 8 pm — Transformers TCG Turbo Draft

GM: Joey Vigil

Roll out for a Turbo Draft! 8 dollar entry

### **Vanguard 101** — Fri Noon, Sat 10 am, Sun 11 am, Mon 10 am

### **Vanguard** — Fri 5 pm, Sat 3 pm, Sun 2 pm —

Advance Tournament

Join us for an advance Vanguard Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

## Collectibles

**Vanguard** — Fri 1 pm, Sat, Sun, Mon 11 am — Light Tournament  
Join us for a light Vanguard! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

**Vanguard** — Sun 4 pm — So Cali Con Tournament  
Join us for Vanguard So Cali Con Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. 1ST PLACE WILL BE DUBBED BEST CON VANGUARD PLAYER! Deck support will be available!

**Welcome to...** — Sun 6 pm

GM: John Borders

Plays like a roll-and-write dice game in which you mark results on a score-sheet...but without dice. Will play 2 rounds with a top 4 finals.

## Video Games

### Marina

**Artemis Spaceship Bridge Simulator** —

Fri 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm, 10 pm, 11 pm  
Sat, Sun 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm, 10 pm, 11 pm

The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Strategicon!. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 min sessions. Children under 16 require parent present to play.

**Hearthstone** — Sun 4 pm — Hearthstone

For this event a Blizzard account is required to play. This will be standard format best 3 out of 5 matches. No Hero can be used more than once unless player already had a loss. Players can not make different decks types with the same hero a different hero must be used for each match.

**King of Fighters 98** — Sun 8 pm — King of Fighters 98

Considered one of the best Neo Geo fighting games ever created, KOF brought a whopping 38 playable characters (some of which are secrets) into the fight. Best 2 out of 3, single elimination

**King of Monsters 2** — Sat 4 pm — King of Monsters 2

Engage in brutal combat between giant monsters! It's a no-holds-barred, knock-down fight to determine who is the most monstrous of them all. Best 2 out of 3, single elimination.

**Mario Kart 8** — Sun 11 am — Mario Kart 8

Race as some of the best-known Nintendo characters, and try to become the King of Karting. Choose your character, vehicle, etc. and race against up to three others on various tracks. Players required to use remotes set to tilt.

**Mario Kart Team Races** — Sat 11 am — Mario Kart Team Races  
Teams of two. One team member must be 12 years old or younger. All players will be required to use the steering wheels and have remotes set to tilt. 4 or less teams will be 2 rounds, up to 8 teams will be 3 rounds.

**Mortal Kombat 2** — Sun 6 pm — Mortal Kombat 2

Toasty! This legendary fighting game from 1993 stepped up the intensity of the first game, increasing the playable characters to 12. Best 2 out of 3, single elimination. Finish him!

**Yu-Gi-Oh! 101** — Fri, Sat, Sun Noon, Mon 10 am

Learn how to Play Yu-Gi-Oh! We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Yu-Gi-Oh! Tournaments hosted everyday of Con!

**Yu-Gi-Oh!** — Fri 3 pm, Sat 5 pm, Sun 3 pm —

Advance Tournament

Join us for an advance Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

**Yu-Gi-Oh!** — Fri, Sun 5 pm — Draft Tournament (\$20)

Join us for Yu-Gi-Oh! draft Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! \$20 to enter and you get to keep the cards/packs you draft! Prizes to 1st, 2nd & 3rd place.

**Yu-Gi-Oh!** — Fri, Sat 1 pm, Sun Noon — Light Tournament

Join us for a light Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

**Mystery Classic Fighting Game #2** — Mon Noon — Mystery Classic Fighting Game #2

Come on down and beat your friends up in a close-to-arcade setup of a classic arcade fighting game! Actual game will be determined at the start, with some input from players. Best 2 out of 3, single elimination.

**Smash Bros Ultimate #1 - FFA** — Sat 2 pm — FFA

Duke it out with your favorite Nintendo characters and Guest characters in a limited free-for-all! Single elimination.

**Smash Bros Ultimate #2 - Lockout** — Sun 2 pm — Lockout

You know one character really well, but how deep is your knowledge about other characters? Winning with a character will take that character away from you for the rest of the tournament! Best 3 out of 5, single elimination.

**SoulCalibur 6** — Sun 10 pm — SoulCalibur 6

Victory strengthens the soul! The Soul Edge has risen again. Come fight for control of the legendary weapon... and your own identity, as well. Best 3 out of 5, single elimination.

**StarCraft Classic** — Sun 2 pm — StarCraft Classic

Welcome StarCraft classic. This will be a free for all event. Must have a Blizzard account

**Super Street Fighter 2** — Sat 6 pm — Super Street Fighter 2

Turn back the clock to 1993, when new challengers arrived to the legendary Street Fighter 2 battlefield! Best 3 out of 5, single elimination.

**Waku Waku 7** — Sun 4 pm — Waku Waku 7

Come brawl in one of the wackiest fighting games ever made! Want to play as a robot maid? A bunny-girl gymnast? A policeman in a tank-mecha? Waku Waku 7 is the game for you. Best 2 out of 3, single elimination

**Windjammers** — Sat 10 pm — Windjammers

Have you ever thought of Frisbee as a combat sport? Data East did, and made one of the more memorable competitive games from the 90s! Best 2 out of 3, single elimination.

**World Heroes Perfect** — Sat 8 pm — World Heroes Perfect

What fighting game actually beat Street Fighter 2 in rankings in the 1992 arcade popularity lists? World Heroes. World Heroes Perfect is an updated sequel, and a better overall game. Best 2 out of 3, single elimination.

## LARPs

Bel Air, Newport A, 3103

**Attack on Omicron Base** — Sun 2 pm — Starship Valkyrie Basic  
GM: Miranda Roberts

A cooperative crisis simulator with roleplay and tabletop elements, including puzzle games and strategic challenges. In this scenario, the ERS Valkyrie has had its patrol routes interrupted by an attack on a space station and found that the ERS Hydra has pursued the attacker. With the Hydra out of communication, the Valkyrie has been directed to follow immediately and assist however possible.

**Before The Nilfgaardian Storm** — Fri 8 pm — The Witcher  
GM: Kevin Pearl

Toss a coin to your Witcher in this collaborative storytelling LARP set on the eve of The Battle of Sodden Hill. Come tell the untold story of a band of heroes preparing to make one final stand against darkness. Knowledge of The Witcher books, games, or series is helpful but not required.

**Curse of the Snow Leopard** — Sat 2 pm — Path of the Ghostspeaker (Freeform)  
GM: Joe Landolph

The last hunting party in these mountains was tormented by dreams sent by angry spirits: one of them was driven mad and leapt over a cliff the others fled in terror. As respected Ghostspeakers, you have been asked to investigate these spirits and restore peace – if you can. By allowing the spirits to possess you, you will re-live important moments from the past and learn their stories and history. You may be able to resolve their unfinished business or lay them to rest permanently.

**Drinklings** — Fri 8 pm — Drinklings  
GM: Mike Leader

The Drinklings follows a group of writers who meet regularly in a pub. The LARP is made up of scenes depicting their monthly meetings, at which they talk about their writing and bounce ideas around the table. This is a light-hearted larp, with themes of friendship and the tension between support and envy/competitiveness. When your friend gets a book contract for the work you've been helping them with, while your own (far superior!) masterpiece languishes unrecognized, how do you feel? What will the judgement of history have to say about you?

**Endgame** — Sat 2 pm — Parlor LARP  
GM: Andrew Perrine

The year is 1925. Booze and gambling are prohibited, and you've just been invited to an evening of both...in an organized, respectable fashion of course, with people of your own class. Invitations to Mr Harrington's poker nights are in high demand among the rich and fashionable, and it's all just a bit of fun! What's the worst that could happen? Endgame is a 1920s murder mystery larp with slightly Lovecraftian undertones. We're aiming for fun, mystery solving, 20s pastiche and maybe a few small scares.

**Gothic West: Under A Black Moon (Part II)** — Sat 8 pm — Vampire: Requiem  
GM: Roselle Hurley  
PCs are Vampires in 1849 Los Angeles. Cooperative game play with problem solving and supernatural elements. Some combat is possible, but scenarios are designed for multiple solutions. Pre-generated characters designed for the setting. This is an on going campaign which runs sessions at Strategicon. Some customization and revision of the standard Requiem rules. Costuming encouraged, but not required.

**Hirelings** — Sun 10 am — Hirelings (Parlor LARP)  
GM: Robert Prag

In a world of perilous adventure and dark dungeons filled with precious riches, one group of aspiring adventurers are having their first day in a new job, and it's not quite working out as planned. A role playing game in which you play out the preparations and the aftermath of a failed dungeon crawl.

**Iron Deathheads: Bikes Are Killer** — Sun 10 pm — Murder Happens  
GM: William Bellomy

A murder mystery LARP where 6-10 players are a suspect in a murder mystery. The Iron Deathheads are a tough one-percenter motorcycle club. Committing crimes, getting into fights, and personal beefs can lead to a bad end, and murder happens. In this group, everyone is a prime suspect. Solve the mystery using clues in this down cold whodunit.

**Klassefesten Nordic Larp** — Sat 8 pm — Play The Cards  
GM: Kevin Pearl

Play the Cards is a larp about being a teenager, about fitting in and about knowing your place in the hierarchy. You're in high school you know who you are, what your social position is and most importantly, who you want to be. This is your first real house party. No parents. It's the important party where everyone shows up and anything might happen.

**LARP 101: LARP Exercises and Q&A 101** — Sat 11 am — Seminar  
GM: Tara Leederman

Curious about LARP? LARP Department Supervisor Tara Leederman has designed a small number of exercises to help you to understand live-action roleplay and break the experiential ice, which will teach you about common LARP mechanics and other features of the form. Then, you'll have an opportunity to ask questions about LARP and its genres from experienced players and LARP designers.

**LARP Fellowship Game** — Fri 11 pm — Ghost Court  
GM: Tara Leederman

In Jason Morningstar's Ghost Court, the best elements of LARP and Party Game combine to create a fun, fast-paced roleplaying experience. The concept is simple: five-minute rounds wherein each player takes a role in a People's Court setting, such as judge, complainant, defendant, and court reporter. The catch? In the world of Ghost Court, every case deals with the troubles and travails of a litigious world full of ghosts. Equal parts touching and ridiculous, An excellent game for first-time and experienced LARPs alike. Come join us!

**NPECC: Battle at World's Edge** — Sat 2 pm — Nerf/Boffer (Live Combat)  
GM: Robert Prag

This is an action-focused foam-combat game about a military task force being sent to fight ghostly pirates at sea. Combat is lightest-touch, mixed between foam swords and Nerf guns, with an introduction and brief tutorial on how to engage in such safely. All major actions will be accompanied by a heavy metal soundtrack. All experience levels welcomed. \*Waivers are required.

**Playtest** — Sun 10 am — At Dawn: A Dueling LARP  
GM: Dakota Bloom

You have been insulted! Your honor is at stake! Call them out to the dueling grounds! AT DAWN is about two people with a nasty feud and the friends who support them, even as they risk their lives. Freeform 4+ person LARP playtest with a possible final duel using nerf pistols.

## LARPs

### **The Ageless** — Sun 9 am — Cthulhu Live

GM: Nicco Wargon

Around this time every year, Sir Arthur Westfield holds a grand salon at his manor of West End. The gathering always attracts a healthy mix of dilettantes, eccentrics, and academics. Many have worked long into the night, maneuvering the old man into some business arrangement or endowment. It remains to be seen what deals tonight may bring.

### **The Death of the Emperor** — Sun 2 pm — Homebrew

GM: Evan Schauer

Gamble, manipulate and conspire your way through the Sovereignty Day Games as you attempt to arrange the gladiatorial match that will place your champion into battle with the supposedly Immortal Emperor, to kill him and shift the balance of power of power toward you and yours. Play as both a noble conspirator and a gladiator being forced to fight their friends in this story-driven LARP.

### **The Great After-Party** — Sun 8 pm — Freeform

GM: Mike Leader

This is a comedy that plays with the stereotypes of LARPs, fantasy LARP and post-LARP parties. The players portray a bunch of excited LARPer meeting over a beer just after a classic fantasy LARP in the forest. Players will both create the story of the LARP they just finished and play out the consequences it has for relationships at the after-party. The LARP belongs to the players, anything can happen, and has already happened in the LARP-within-a-LARP, Mist over Goblin Peak.

### **The Importance of Being Convergent** — Sun 8 pm — Secrets and Powers

GM: Sam Christopher

A short game of politics, secret identities, and romance. Tetrana is a kingdom whose most distinctive feature is its caste system, which divides every individual based on affinity to one of the four elements. Each caste has rigidly defined roles and a strict place in the social hierarchy. Most unusually, however, every 100 years a mystical Convergence of the four elements reshapes the structure of Tetrana society.

## Miniatures

### International Ballroom A

#### **6mm Napoleonics** — Sat 9 am — Battle of Wavre

GM: Rob Boyens

Can Grouchy break through the Prussians to save Napoleon at Waterloo? Can the lone Prussian division delay Grouchy long enough to allow the Prussians to fall on Napoleon's flank? 6 mm — everything provided — all welcome.

#### **A Song of Ice and Fire** — Sat 9 am

GM: Shaun Stewart

Swiss-system tournament. 4' x 6' playing surface, 40 point army, retail available units only. 4 Rounds, Game Mode order determined at tournament. Terrain available for placement for each mode will be determined by Tournament Organizer (TO). Each Round will be 2 hours. 30 minutes set-up, 90 minutes play. At player mutual agreement if ready they may begin earlier to maximize play. One hour lunch after Round 2.

#### **A Song of Ice and Fire** — Sun 9 am, 2 pm

GM: John Davis

Enjoy Game of Thrones! Learn to command battlefield units of the Great Houses of Westeros, while manipulating the political stage to win the field of battle. All materials provided to include painted miniatures. Take a step into miniature wargaming with this entertaining, visually thematic, simplified miniature gaming system.

### **The Ruins of Eol** — Sat 8 pm — Path of the Ghostspeaker (Freeform)

GM: Joe Landolph

Spirits are active in the ruins outside the city. As respected practitioners of the Ghostspeaker traditions, you have been asked to investigate. Tonight, by allowing these spirits to possess you, you will re-live important moments from the past and learn forgotten history. You may even form a permanent bond with a spirit, merging their memories and skills with your own. For while the flesh is transient, the soul can carry wisdom eternally. But take care and keep a watchful eye on each other: some of these spirits may be very disturbed or even dangerous!

### **Trapped: The Danger Lake Hotel** — Sun 8 pm — Murder Happens

GM: William Bellomy

A murder mystery LARP where 6-10 players are a suspect in a murder mystery. A glamorous movie star is traveling through a tiny snow-covered mountain town when her car suddenly veers off the road. Helpful locals help her out and she ends up in the Danger Lake Hotel. Her mysterious past comes back to haunt her while she stirs up old feuds, greed, lust, and envy, and murder happens, all in a frozen prison with a killer wind. Solve the mystery using clues in this down cold whodunit.

### **What Happened in Lanzarote** — Sun 2 pm — Parlor LARP

GM: Andrew Perrine

What Happened in Lanzarote is a farce about a group of neighbours who go on a charter tour to Lanzarote in the Canary Islands. The game is framed by a barbecue party that occurs after the characters have returned home. The character texts describe the characters as they were before departing for Lanzarote. During the game, we improvise what actually happened at Lanzarote. This is a larp with plenty of intrigue and entanglements, and maybe a bit of depth. It is exceptionally simple to organize and play.

### **Battlefleet Gothic: Reloaded** — Fri 6 pm — Imperials vs Chaos

Two fleets clash while enroute to the next war-torn planet in a galaxy spanning crusade. Outcome will effect tomorrows Apocalypse game. Modified BFG Rules, All materials provided. Beginners welcome!

#### **Battlestations** —

Sat 9 am, 11 am, 2 pm, 4 pm, 6 pm, 9 pm, 11 pm

GM: Jeff Siadek, Mario Acuña

Play in an exciting mission of your favorite game of space adventure, BATTLESTATIONS. Bring your own character or select from a set of archetypes. Take battlestation actions from the ship map, while your ship careens through space on the space map. Fight aliens, rescue civilians fun for the whole family.

#### **Battlestations** — Fri 7 pm — Campaign

GM: Jeff Siadek, Mario Acuña

Continue the adventures of a crew in the world of Battlestations.

#### **Battlestations - Dirtside** —

Sun 9 am, 11 am, 2 pm, 4 pm, 6 pm, 9 pm, 11 pm — Triple Play

GM: Jeff Siadek, Mario Acuña

What happens when your space adventure takes you to a planet? Find out in this exciting upcoming expansion for Battlestations 2.0, Dirtside! Drive a jet car Explore a building Swim in the ocean avoid falling lava! Each dirtside mission takes 30mins. Come play one or join us for all three.



## Miniatures

**Battletech Alpha Strike** — Sat 10 am, 2 pm, 6 pm

GM: David Smith

A miniature rules system for Battletech with quick squad (lance) play. Four lances per side allow up to 8 players to participate. All miniatures, rules, and cards will be provided.

**Blood Rage** — Fri, Sun 8 pm

GM: James Freeman

Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Blood Rage is a Viking board game created by acclaimed game designer Eric M. Lang.

**Bolt Action 2nd Ed** — Sat Noon — Bring Out Your Big Guns

GM: Jacob Shober

A narrative style event in tourney format. 1300 pt "Infantry" platoon from the "Armies of ..." Books - MUST include a Medium Tank (or heavier) with at LEAST a HEAVY AT GUN. Red vs Blue event - help your "side" win. Awards will probably be for Best: Painted, Themed, Sport (favored opponent) etc. Contact Jacob Shober at senstarfire@gmail.com to register.

**Bushido: Risen Sun** — Sat 10 am

GM: Robert Courtney

100 rice tournament, 3 rounds. Terrain and scenarios will be pre-determined by the tournament organizer.

**Bushido: Risen Sun** — Fri 7 pm — Demo

GM: Frank Vassallo

A game of savage battles, of cunning stratagems and last-ditch defences, and where debts of honour are paid in blood! Bushido is a small scale skirmish game. A warband of 4-8 warriors battle for control of the battlefield. Join us to learn this fun game system with beautiful miniatures from GCT studios. All materials will be provided.

**Car Wars Homebrew** — Sat 2 pm

GM: Robert Hagmaier

Fast cars and big guns, what more could you ask for? Pick your vehicle and options, place your armor and hit the arena for some vehicular mayhem! Beginners welcome.

**Circus Maximus** — Sat 5 pm

GM: Jamie Vann

Not giving a flip for over 30 years! Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed

**Classic Battletech** — Sun 1 pm — Circle of Death

GM: Mario Acuña

Unique Free For All Tournament format 5000bv. Book Mechs. All game materials provided Veteran and Beginners welcome.

**Clay-O-Rama** — Sat, Sun, Mon 9 am

GM: Adam Hicks

Come and create a gladiator out of clay and pit them against each other in the ring! Power-ups galore! Create teams at your own risk, for the powers that rule the ring do not look kindly on mob tactics! Every Claydonian for themselves! Clay-O-Rama is a fun game utilizing modeling clay to craft warriors in an entry level miniatures game for all ages!

**Cthulhu Wars** — Sat Noon, Sun 10 am, 2 pm

GM: Nathan Nanning

The Old Ones have risen. Monsters walk the Earth. Humanity is finished, but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take the part of various monstrous aliens seeking to dominate the world.

**Cthulhu: Xothic Wars** — Sun 9 am — Invitational

GM: Sandy Dobbs

Players must check in or play a demo Saturday to learn the rules. Prizes will be awarded for this team tournament. Test your mettle on the campaign map as your team fights for items to defeat the others. A narrative campaign where the unexpected will happen with random events. Three rounds that end in the siege of the Elder Thing City.

**Cthulhu: Xothic Wars** — Sat 10 am, Noon, 2 pm, 4 pm —

Miniature Monster Skirmish

GM: Sandy Dobbs

Gobbotown games will be teaching people how to play and inviting people for the tournament the following day. Come by and learn the rules to this easy awesome game about the war for Earth long before life formed between Starspawn and Elder Things. All materials provided, new players welcome!

**Deep Madness 101** — Mon 10 am

GM: Solomon Chang

**Deep Madness** — Mon 11 am

GM: Solomon Chang

A sci-fi horror board game for 1-6 players. Players cooperate as a team of investigators who are trapped in deep-sea mining facility that has unearthed a Great Old One. Communications have gone dark, and the investigators need to find out why. The answers may very well drive them to the very brink of madness - or beyond. Gather weapons and supplies, and try to escape before the facility mutates beyond your ability to cope.

**Drum Barracks Battle Manual** — Sun 10 am — Gettysburg the Third Day. Pickett's Charge

GM: Dan Munson

In what Confederate Gen. Lee called "the last Napoleonic style charge" Longstreet's division - Pickett's- and Heth's division of Hill's Corps advanced into the teeth of heavy artillery fire to attack the Federal Second Corps and the break the Union center. Second Corps extracted revenge for their loss at the stone wall at Fredricksburg.

**Fistful of Lead** — Fri 7 pm, Sun 10 am — Wild West Shoot Out!

GM: Stan Stratton

Do you have what it takes to fend off the outlaws or is it time to take what's yours back from the bank? Easy to learn rules, quick game of shoot 'em up. All ages welcome with adult supervision for players under 13.

**Flames of War Great War** — Sat 4 pm

GM: Justin Rodriguez & Alex Hackert

Flames of War Great War open gaming. Bring your army and test your skill against other generals. Let's see those painted 15mm Great War armies. We will have terrain on hand and trench set.

**Formula De** — Mon 10 am — Super-Incredisized Tri-Annual Spectacular

GM: John Paiva

Start your engines in this gynormous-second-run-quasi-inaugural Formula De race in LARGE scale and ENORMOUS fun! Absolutely no prior experience necessary! Get your name famously inscribed forever on the Strategicon Formula De Champions plaque and gloat for years! All materials provided, so come and end the Con with a bang, crash, flip and screeching tires!

**Fuzzy Heroes** — Sun 5 pm — Be My Valentine Tinker Bell

GM: Victor Bugg

A family fun game of combat and adventure for toys and stuffed animals. It teaches basic miniatures, role playing, and tactics as well as providing wacky fun for even the most veteran gaming enthusiast. In the Family Area on the 2nd floor

## Miniatures

**Gaslands** — Fri 6 pm — The Carburetor County Calamity!

GM: Adam Hicks

The Apocalypse has come to Radiator Springs, so rev your engines, get locked and loaded, and prepare to race! Try to make it to the end of the track before getting knocked out of the race! This is an introduction to the game of gaslands using special vehicles! Ages of 9+!

**Gizmos** — Fri 10 pm, Sun 8 pm, 10 pm, Mon 9 am, 11 am

GM: Daniel Alvarez/Karla Freeman/James Freeman

The Great Science Fair is drawing together the sharpest minds of our generation. However, only one can be crowned champion. They will have to prove they're the best, by thinking on the fly and building their machines quickly and efficiently. Whose project will rise to the top?

**GKR Heavy Hitters** — Fri 4 pm, Sat 1 pm, Sun 4 pm — Giant Killer Robots!

GM: Keyser Soze

Heavy Hitters are the giant fighting mechs in the advertising-driven, televised combat sport where mega corporations fight for lucrative salvage rights and advertising dominance in Earth's abandoned cities. Take your mech and support robots, use your skills as a pilot and tactician to win, gaining your Faction more fans, and more importantly, loyal consumers. All materials provided, beginners welcome!

**God of War: The Card Game** — Sat, Sun 2 pm

GM: James Freeman

players take on the role of the Norns, mystical beings of power who are looking to find a way to stop Ragnarök. Players can pick one of several heroes from the God of War video game series, such as Kratos, Mimir, Atreus, Brok and Sindri, and Freya, and search for a way to stop the end of everything. Players must also choose carefully about which path they will take and which Final Boss they will face.

**Judge Dredd** —

Fri 3 pm, 7 pm, Sat 10 am, Noon, 2 pm, 4 pm, Sun 10 am

GM: Jeff Lawrence

400 million people, and every one of them a potential criminal — welcome to the world of Mega-City One and Judge Dredd — he is the law! Build a force and take to the streets, playing as the Justice Department or one of their many enemies...No experience needed, all materials provided.

**Kingdom Death: Monster** — Fri 8 pm, Sat 6 pm

GM: grady catterall

Work together as a team to survive in the boutique horror world of Kingdom Death. In this abridged campaign, you and three other players will fight battles against epic bosses and make decisions as your settlement develops.

**Konflikt 47** — Sun 11 am

GM: Braden Farr, John Halas

Come by to learn more about this WWII miniatures game with a "weird sci-fi twist"! Konflikt 47 is a game made by Warlord Games and is a alternate history WW2, with giant robots, super soldiers and nazi zombies. Demos last around 20 minutes.

**Lord of the Rings Strategy Battle Game** — Sat, Sun Noon — Scouring of the Westfold

GM: Larry Stehle

The Forces of Isengard are destroying the western part of Rohan with fire and sword! A patrol of Riders of Rohan have come across a farmstead being put to the torch! It's up to you to stop the Forces of the White Hand killing all who have taken shelter in the farm house. Or play the forces of Isengard and kill all before you! Everything is provided.

**Malifaux 3rd Edition** — Fri, sat, Sun 1 pm —

Demos and Open Play

GM: Matt Gomez

Hello Miniature and tabletop gamers! Malifaux 3rd edition is Booming and now is the perfect time to jump in. If you're curious about the new 3rd edition, be sure to check out some of the events at Orcon 2020. Malifaux 3e will be present with several demo games and open-play tables.

**Masmorra** — Fri 2 pm, Sat 8 pm

GM: Daniel Alvarez

Masmorra was a magical dungeon built beneath the streets of Arcadia. It was meant to be a training grounds for young Heroes, until it was taken by force by the evil wizard, Malaphyas. Now the Heroes will play through several rounds, delving deeper into the dungeon, facing off against nasty monsters, and gaining experience as they go.

**Monsterpocalypse 2.0** — Sun 1 pm

GM: Solomon Chang

Two or more giant kaiju monsters brawl, blast, and body-slam each other in a dense destructible urban environment. Alongside these towering monsters, lesser minions such as powerful tanks, fighter jets, flying saucers, fearsome dinosaurs, and demonic fiends fight to capture important locations and help power their monster to victory.

**Monsterpocalypse 2.0** — Sun 4 pm — Crush Hour

GM: Solomon Chang

Bring a list of 2 monsters, 6 (or more) buildings, and (up to) 20 units. Tournament will be 2 or 3 rounds.

**Mr. Lincoln's War** — Sat 10 am — Gettysburg 2nd Day.

Longstreet's Attack

GM: Stephen Phenow

In what Gen. Longstreet said "...was the best three hours of fighting by any force in this war..." Longstreet's two divisions — McClaws and Hood's — assaulted the Federal third Corps and Elements of Fifth Corps in a vicious attack lasting until dusk.

**Paint and Take** — Sat, Sun 10 am

GM: Robin Parker

New to miniature painting? Come to the Paint and Take Pavilion in the International Ballroom. Our experienced staff can help you learn all the techniques and tricks to get your minis table ready. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday. Children under 10 must be supervised.

**Paint Contest Judging** — Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after 4pm

**Relic Worlds Miniatures** — Sat 2 pm

GM: Jeff McArthur

Ancient artifacts are scattered across the ruins of a distant planet. Treasure hunters, pirates, mercenaries and others are searching for these priceless items, and they're willing to kill each other for the spoils. But traps and monsters await to stop them all.

**Rising Sun 101** — Fri 7 pm

**Rising Sun** — Fri 8 pm

GM: Solomon Chang

Set in fantasy medieval Japan, use politics to further your cause, negotiate to seek the most profitable alliances, worship the Kami to gain their favor, recruit monsters out of legend to bolster your forces, and use your resources wisely to be victorious in battle.

## Miniatures

### **Sharp Practice** — Sun 10 am — Introduction

GM: Kevin Morris

Sharp Practice are large scale skirmish rules, designed for between 30 and 120 figures a side, with players taking the roles of heroic leaders of the black powder age. Hornblower, Flashman, Sharpe, Bolitho, all can lead their men into battle with these much heralded rule set. Join us for some introductory, leaner games. Email [morriscountry@gmail.com](mailto:morriscountry@gmail.com) to sign up or with questions.

### **Star Wars Legion** — Sat 10 am

GM: Jeff McArthur

Lead an army for the Empire or the Rebellion in this skirmish-level miniatures game. Both sides will try to accomplish specific goals based on the scenario.

### **Star Wars Legion** — Sun 10 am — Skirmish rules tournament

GM: Greg Mazourek

500 point SKIRMISH rules, 3'x3' battlefield, 3 round tournament. Scenarios will be predetermined by the tournament organizer. Please bring two extra copies of your list to share with the TO and your opponent.

### **Tavernin** — Fri 4 pm, 8 pm

GM: Andrew Carson

A gambling game for adventurers. Think nerdy poker. Players will attempt to build the highest valued party and bet against the other players using custom chips. The player with the highest valued hand collects the chips.

### **Team Yankee** — Sun 10 am

GM: Justin Rodriguez

Team Yankee Open Gaming. Terrain provided. Please bring your 100 Point armies to test your skills against others.

### **The Battle of Rock Ridge** — Sun 2 pm — Number 6 Dance, 46th Anniversary Edition

GM: John Paiva

Command the forces of Hedley LaMaar or stand with Sherriff Bart, Jim and Mongo in this recreation of the Battle of Rock Ridge! The rules are easy to learn and fun will be had by all. All materials provided, Authentic Frontier Gibberish optional.

### **The Relic 101** — Sat 6 pm

### **The Relic** — Sat 6 pm

GM: Solomon Chang

Loosely based on the Talisman franchise, this game takes place in the grim dark future of Warhammer 40K. Select an Imperium character (or a Nemesis character bent on the destruction of humanity!) and try to claim the reward of the Emyrean before your opponents do!

### **Victorian Masterminds** — Fri 8 pm, Sun 10 pm

GM: Daniel Alvarez

There is a crime wave going on all over the world. Police forces from every nation are stretched too thin. To make matters worse, Sherlock Holmes, the world's greatest detective, has gone missing. Supervillains the world over are completing their grand works and unleashing them upon the defenseless population. But, in the end, only one of these evildoers will reign supreme

### **Wacky Races** — Sun 8 pm

GM: Karla Freeman

Players take control of their own racer from the classic Hanna-Barbera cartoon such as The Slag Brothers, The Gruesome Twosome, Penelope Pitstop, or Peter Perfect. Each one has their own unique stats and special abilities. The goal is to get to the finish line first by placing down cards from their hand representing the terrain tiles their cars will move to.

### **Warhammer 40K 8th Edition** — Sun 10 am

Come learn to play the latest version of the most popular sci-fi minis game ever. All materials provided, beginners of all ages welcome.

### **Warhammer 40K 8th Edition** — Sun 10 am — Apocalypse

Come decide the fate of worlds! 5K points max, 20% troops minimum. Loaner armies available, beginners welcome!

### **Warhammer 40K 8th Edition** — Sat 8 pm — Ironman Tournament

1000 points, patrol detachment. No Uniques and no Lords of War. Killed models won't be in the next round. 3 games of 4 turns each. Do you have what it takes to be the last man standing?

### **Warhammer 40K 8th Edition** — Sat 9 am — Mega-Apocalypse

Come decide the fate of worlds! 10K points max, 20% troops minimum. Loaner armies available, beginners welcome!

### **Warhammer 40K 8th Edition** — Fri 8 pm — Space Breach

Boarding action

Bring 1 HQ and 1 unit of your choice to battle to capture a Chaos space hulk. No uniques or Lords of War. Outcome effects tomorrow's Apocalypse event. Loaner armies available, new players welcome!

### **Wing of Glory, Wings of War** — Sun 9 am

GM: Rob Boyens

Fly your favorite WWI or WWII airplane and show your friends (soon-to-be ex-friends) how much better a pilot you are than they are. Everything provided – all welcome.

### **Zombicide** — Sun Midnight — Zombicide: Dead by Dawn

GM: Jason Serrato

Up to 4 Teams of 3 complete in a "King of the Hill" style battle for survival. Collect resources, kill zombies and hold the Sanctuary to win. Player vs player combat will be fast and brutal, but don't worry, you can come back as new Survivor or better yet, a ravaging Zombivor ready to win it all for team Zombie! Bring a team of up to 3 or come solo. Zombie Master DM X.

### **Zombicide: Black Ops** — Sat, Sun 2 pm

GM: Daniel Alvarez

The Black Ops squad, and they're going to get as many survivors out of that hellhole as they can. Diven further into the heart of PK-L7 and fight against the terrible Xenos in new ways. But they'll have their work cut out for them, as the Juggernaut Abomination is roaming around

### **Zombicide: Dark Side** — Fri 8 pm

GM: Sergio Alvarez

It's a new age of exploration as humanity stretches out among the stars. But a truly effective and reliable energy source was still just beyond reach. That is, until Xenium was found on PK-L7. Originally, these mining operations were looked at with passivity by the aliens on the planet. But then, something changed. They became fierce, murderous beasts. Now, it's a fight for survival in the dark reaches of space.

### **Zombicide Dark Side Black Ops** — Sat Midnight

GM: Sergio Alvarez

The Xenos are now deeply entrenched on the planet PK-L7, threatening to turn everything into an infected hive. Join Black Squad on a mission behind enemy lines.

### **Zombicide: Invader** — Fri 2 pm, Sat 8 pm

GM: El Rea/Matthew Alvarez

It's a new age of exploration as humanity stretches out among the stars. But a truly effective and reliable energy source was still just beyond reach. That is, until Xenium was found on PK-L7. Originally, these mining operations were looked at with passivity by the aliens on the planet. But then, something changed. They became fierce, murderous beasts. Now, it's a fight for survival in the dark reaches of space.

## Family Games

### Family Games

#### Second Floor Foyer (Family Area)

For Orcon 2020 we put together a selection of family-oriented games in several departments. This show there are over 25 sections – we hope something for everybody. Some of these events will be hosted in the Family Area while others will be hosted in the their department's designated space. Please check the schedule or with the respective department HQ!

Family Area will be open Friday 4pm to 7pm, Saturday and Sunday 9am to 9pm.

#### Kids Only Events

Board & Card Games: Angry Birds Card Game, Hit the Throttle!

Miniatures: Fuzzy Heroes - Be My Valentine Tinker Bell

Party Games: A'Writhe: A Game of Eldritch Contortions

RPGs: RPG Indie Games on Demand - Kids Edition

Video Games: Mario Kart 8 Tournament

#### Family Events

Board & Card Games: Category 5, Click Clack Lumberjack, Devil's Chess Sponsored Playtest, Dragonwood, Good Cop Bad Cop Sponsored, Grand Austria Hotel Medium Tournament, Iron Dragon 101, Iron Dragon Small Tournament, Liar's Dice Small Tournament, No Thanks! Small Tournament, Suburbia, Sushi Go!, The Zorro Dice Game Sponsored (2), Trans Europa

Collectible Cards & Minis: Andromeda Fight League Sponsored 101, Andromeda Fight LeagueOrcon 2020 AFL Championship Sponsored Medium Tournament

Party Games: Good Cop Bad Cop Sponsored, Shadow\*Kitty Playtest (3), Snake Oil, The Zorro Dice Game Sponsored (2)

RPGs: Dresden Files Accelerated/Tachyon Squadron - Into the Unknown (Regions), Kids on Bikes Sponsored (2), Magical Kitties Save the Day! - Magical Kitties Assemble!, Scum & Villainy - These ARE the Droids You're Looking For, Tails of Equestria - The Haunting of Equestria!, The One Ring RPG - Creeping Darkneess

Video Games: Mario Kart Team Races Medium Tournament

General Events: Flower & Heart Making, Meet & Greet Special

### Games in our Library for Our Youngest Gamers

3+: Aquarius, Hi-Ho Cherry O

4+: Candy Land, Chicken Cha Cha Cha, Crafty Badger, Elephant's Trunk, Walter Wick Can You See What I See?, What's Missing?

5+: Bug Out, Clue Jr, Coconuts, Color Stix, FlipOut, Monster Factory, Sherlock, Skippity, Seven Dragons: Shuffle Hands, Toc Toc Woodsman, Whac a mole

6+: 7 ate 9, Beer & Pretzels, Big Fish Lil' Fish, Catan Jr, Checkers, Chess, Cirplexed, Differences?, Disney Spot It!, Duck, Duck Go!, duck! duck! SAFARI!, Guess Who, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Operation, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring O Flamingo, Rory's Story Cubes: Actions, Sorry Sliders, Stomple, Tiki Topple, Uno, Zip Zap

### War Games

#### Los Angeles B & C

##### 1775 Rebellion – Sat Noon

Players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control colonies, provinces and territories. When the game ends with the signing of the Treaty of Paris, the side with the most flag markers wins.

##### 1812 - The Invasion of Canada – Sat 11 am

Players take on the roles of major factions that took part in the War of 1812. These are represented by the British Regulars (Redcoats), Canadian Militia and Native Americans vs. the American Regular Army and American Militia. Each side attempts to capture Objective Areas.

##### Axis & Allies – Sat, Sun 9 am

##### Axis & Allies Open Gaming – Fri Noon

##### Battle Cry – Sun Noon

A low complexity game of American Civil War battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank and center position of the battlefield. Easy to learn, Fun to play.

##### Death of Liberty – Sat 1 pm, Sun 10 am

The world as you know it has changed. A new world power called the New Dominion has taken over the entire world. Now the resistance led by the fallen United States president leads the charge to put an end to Caesar and his New Dominion once and for all!. This is Death of Liberty

##### Frederick – Fri Noon

A 3 or 4 player strategic lvl war game of the Seven Years War in Europe. A design for effect game with simple mechanics. You have a game of strategic considerations using a limited number of playing pieces and cards. Experience not required.

##### Gandhi: The Decolonization of British India – Sat 11 am

Gandhi: The Decolonization of British India, 1917 - 1947

Exploring one of the world's most prominent experiments with nonviolent resistance, Gandhi takes us to the subcontinent of India for a detailed look at the final decades of the British Raj.

##### Kriegspiel - Franco-Prussian War – Sun 9 am

Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with custom markers to represent units. Easy to learn and simple to play. Understanding of WWII tactics a plus. Please note: game will start at 9:30 am!



## War Games

### **Maria** — Sat 10 am

A three-player war game based on the War of Austrian Succession. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required.

### **Napoleonic Wars 2nd Edition** — Mon 11 am

A fast-paced, tension-filled, card-driven war game using a point to-point movement system that pushes the envelope in a new direction for this pivotal period of history.

### **Open Gaming** — Mon 10 am

### **Paths of Glory: The First World War** — Sun 11 am

Players step into the shoes of the monarchs and marshals who triumphed and bungled from 1914 to 1918. We will have two copies of the game and we will be playing the 1917 scenario.

### **Root** — Fri 7 pm

Root is a game of adventure and war in which 4 players battle for control of a vast wilderness. In Root, the differences between each faction create a high level of interaction and replayability. Please note: Game will start at 7:30 pm on Friday.

### **Sails of Glory** — Fri 4 pm

Recreates naval combat in the Age of Sail (1750–1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechanics.

## Roleplaying

Newport, San Lorenzo

## RPGs on Demand

Games on Demand is a new model being implemented by the RPG department. This model of games has been popular at conventions like Origins and Gen Con. Facilitators will have a variety of games ready to go on a first come first serve basis. At designated times, per the listing on the convention calendar, we will gather facilitators and players and get tables going to explore small press and independent role playing and story games. It is also possible to play and run role playing games in between those designated times, as long as there is space and you allow for an open table that is inclusive and respectful of others. We are located in the Lower Lobby, at the bottom of the escalators.

### **A Cruel Summer** — Sat 2 pm — A Town Called Malice

GM: michael cantin

Here on Malice Island, a slow tourist season means a lean year when the weather gets cold. But this weekend, something threatens more than just our business, our very lives are at stake... Influenced by Jaws, this playset takes this Nordic Noir story game to a sunny location that's just as dangerous and terrifying.

### **A Game of Vengeance** — Sat 2 pm — Deviant the Renegades

GM: Louis Garcia

Welcome to Deviant: The Renegades, a game about anger and revenge. It's about the horror of changing against your will, of your body's betrayal as it twists and warps away from your humanity. Get an early look at the newest Chronicles of Darkness game. This game is presented by the Dead Gamers Society

### **A Home in the Stars** — Fri 2 pm — Generations

GM: Gilbert Songalia

Generations is a new game that blends world builder games with traditional RPG. You play colonists on a generational ship to find a new home far far away. As players you will collaboratively build the world of your colonists to start. Then create characters that you will play out their story, their impact and their legacy. We will play multiple generations/characters in a single session.

### **Sails of Glory - Frigates** — Sun 6 pm

Recreates naval combat in the Age of Sail (1750–1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and boardgame mechanics.

### **Sturm Europa** — Fri Noon

This is not your father's World War 2 war game! Plastic miniatures and simultaneous action selection are highlights of this fast paced grand strategic ETO simulation. An amazing level of detail and realism, yet it plays like a euro!

### **Tank Duel** — Sat 6 pm

Brand new from GMT: Tank Duel: Enemy in the crosshairs is a tactical tank-combat card game for 1-8 players that depicts tank-to-tank warfare on the Eastern Front of WWII.

### **War Stories** — Sat 10 am

Puts you in command of infantry squads and armored fighting vehicles during WWII. The action is fast and realistic the system is easy-to-learn. Each game presents a scenario using a map with terrain overlays that regulates movement and impacts combat in a unique system

### **All Broken** — Sun 2 pm — Zombie World (PbtA)

GM: Sam Carter

The world has fallen. The living dead roam what's left. You and your band must survive among them. Zombie World is a full Powered by the Apocalypse system rpg that sets up quickly and uses cards for randomization of events, traumas and more. Hard choices abound, and death is certain to come for some (but you can jump back in quickly with another survivor).

### **Arche - A Pirate's Life** — Fri 2 pm, Sat 9 am, 2 pm — GURPS

GM: Gary Gandara/Michale Shupe

No person is an island, but there's one for everyone in this world. The World of Arche is an ongoing campaign where the world is an archipelago. Pregens provided: Part of the GURPS Tournament. Play two games before Sunday 2pm to qualify.

### **Awake To Your Destiny** — Fri 2 pm — Scion 2nd Edition:

Storypath

GM: Louis Garcia

What is your destiny? What is your birthright? You are the offspring of a god, a god from the pantheons of humanity. One foot in the world of humanity, one foot in the divine. Yet, something lurks, the titans of old awaken. What is your destiny? What is your birthright? Those answers are a luxury you don't have. The time to act is now. Scion 2nd edition, presented by the Dead Gamers Society

## RPGs

### **Bad Romance** — Sat 8 pm — Monsterhearts

GM: M.P. O'Sullivan

By the time they hit adolescence, most people have gotten over their fear of the dark. But the shadows do hold monsters. You know because you're one of them. Wickedness dwells within your heart, hunger courses through your veins. High school weighs on you and teen drama puts you on edge, but you have power. What do you do next?

### **Breakout** — Fri 2 pm — Marvel Heroic Roleplaying

GM: M.P. O'Sullivan

Villains run amok at a prison for the super-powered, and no one can stop them. On a day unlike any other, when Earth's mightiest heroes were united against a common threat! Play from a selection of classic Marvel heroes and unite to save the world from peril!

### **Bury the Hachet** — Sat 8 pm — Alien (Free League)

GM: John Armstrong

The mining colony at Hester 8 has been plagued with problems from the beginning. Poor mineral quality, tense relations with the Company, and dangerous work conditions. Now things are coming to a head as people begin to go missing under mysterious circumstances. A Company agent and a small detachment of USCMC marines will need to work with the locals if they want to find out what's really going on.

### **Kids on Bikes** — Sat Noon, Sun 2 pm

GM: Vikichu

A collaborative storytelling roleplaying game about small towns and big adventures! Jump right into the action quick and create your own band of rag-tag mystery solvers today!

### **Children of the Gods** — Sun 9 am — GURPS

### **Children of the Gods - The Big Uneasy** — Fri 8 pm — GURPS

GM: Gary Gandara/Michale Shupe

The ancient powers never fully went away. They wander our roads and cities, mingling with the teeming masses of humanity. You are one of their children, born to the magic of yesterday and the promise of tomorrow. Divine weapons rest in your palm, powers begging to be released. Gods array themselves against you, or stand beside you. Pregens provided: Part of the GURPS Tournament. Play 2 before Sunday 2pm to qualify.

### **Collaborative RPG discussion** — Sun 9 am — RPG Design Lean Coffee

GM: Tomer Gurantz

Gather with fellow RPG designers to discuss role playing and story game design issues and solutions. We will use "Lean Coffee", a structured, but agenda-less meeting style where we gather, build an agenda, and begin talking. Conversations are directed and productive because the agenda for the meeting was democratically generated by us. Optionally use the space to run and play pre-released RPGs.

### **Colony- Episode 3** — Sat 9 am — GURPS

GM: Daniel Alvarez

Now that you have secured your home base on this planet and everything seems to be going well...So now we are ready to set off and look for other survivors.

### **Colony- Episode 4** — Sun 9 am — GURPS

GM: James Freeman

One of the exploratory teams has not reported back. Your mission is to find the missing crew and ascertain why they have not communicated with the home base in 3 days. according to your equipments the weather was clear and there shouldn't be any reason their comms are down.

### **Creeping Darkneess** — Fri 2 pm — The One Ring RPG

GM: Oscar Simmons

Unsettling changes have been seen throughout the Dale. Our heroes encounter one another as each investigates the creeping darkness that is beginning to manifest. - Beginners to The One Ring Role Playing game are welcome.

### **Death Divers** — Sat, Sun 9 am — Heroic Dark

GM: Dustin DePenning

The solar system was settled thanks to cosmic breaching: reducing the distance between two points by slipping in and out of another universe. The problem is that other universe is called the Pit, and is home to the nastiest of creatures. Now, the denizens of the pit have found ways into our own universe, and only the Death Divers are ready to stop them. Inspiration: The Expanse meets Doom

### **Decuma - a Contessa Game** — Sat 9 am, 2 pm — Decuma: The R&D for your RPG

GM: Kimi Hughes

A the "game before the game." A fun tarot-based tool that can be paired with any tabletop RPG setting or system. It forms character connections, group reputation and a location to use in a campaign. Takes about 90 minutes to play so we may play more than one game.

### **Does a Surgeon General outrank a Private?** — Sat 2 pm —

Necropolis 2350: Savage Worlds

GM: Damon Sutton

In a Future War against The Undead, your soldiers are given the easy duty of defending a surgical hospital location. The main fighting is occurring over the horizon. So long as the lines hold, it should be a relaxing time. Of course, no plan survives first contact.

### **Doom of the Savage King** — Sat 2 pm — Dungeon Crawl Classics

GM: Thom Denick

High above the windswept moors and darksome woods, the village of Hirot is under siege. Each night, as the sun sinks beneath the western mountains and the candles burn low, a devil-beast stalks the village streets, unleashing its savage fury on the living. To slay the beast, the characters must delve into the mysteries of the land and its Savage Kings. A level 1 Dungeon Crawl Classics scenario.

### **Eberron D&D setting, but not D&D rules** — Sat 9 am — Impulse Drive PBTA

GM: Jason Mills

An isolated island is home to Brine, a fishing town made up of friendly, sapient undead zombies and skeletons. It turns out the undead make excellent sailors, because they don't sleep, and can't drown. But the rest of the world isn't so sure about dealing with this town of deadheads. So a crew of the town's most relatable, rakish rogues will set out to improve and defend Brine's reputation.

### **Fallingwater** — Sat 9 am — Monster of the Week (PbtA)

GM: Daniel Webster

43 miles southeast of Pittsburgh lies Frank Lloyd Wright's most famous architectural creation: Fallingwater. After a damaging winter icefall, contractors have been brought in to restore the famous structure. But now bodies are turning up, and the Hunters need to stop the carnage before this famous landmark collapses. Fallingwater is a Monster of the Week (PbtA) game. No PbtA or MotW experience necessary.

### **fantasy and/or sci fi worlds** — Sat 2 pm — D&D 1e to 5e

GM: Allen Updyke

This will be a repeat of my event last year, with original D&D adventures set in alternate realities designed for intriguing roleplay by players of either 1st edition or 5th edition D&D.

## RPGs

### **Fate of Cthulhu - ConTessa Event** — Sat 8 pm — Fate

GM: Stephanie Bryant

The stars are right for Great Cthulhu's return. It's up to you to make them wrong again! The Great Old Ones reach out from the future and into their past—our present—corrupting the timeline such that events and individuals turn towards the apocalyptic and lead to their inevitable rise. A small and battered resistance effort mounted by time-travelers and present-day heroes stands in their way.

### **Happy Jacks Live: \*\*\*All streamed games\*\*\***

These will be broadcast online. Do NOT sign up for this game if you do not want to appear on camera. You must be 18+ and will be asked to sign a legal consent form to participate. Please arrive 15 min before the game start time to sign and prep. \*\*\*

### **Happy Jacks Live: Chariot of the Gods** — Sat 2 pm —

Free League Alien RPG

GM: Dave Hoover

The starfreighter USSC Montero is diverted to check out a distress signal sent by the USSC Cronus, a science ship that has been missing for 75 years.

### **Happy Jacks Live: Lighthearted: School Spirit** — Sat 9 am —

Lighthearted

GM: Kurt Potts

It's rivalry week at Elco college, there is a monster on the loose, and you still don't have a date for Friday night. Lighthearted is a magical 80's RPG!

### **Happy Jacks Live: Return to Brine** — Sun 9 am — Impulse Drive

GM: Jason Mills

Return to the world established in the Happy Jack's Desert of Despair D&D campaign. We'll follow a crew to establish the good reputation of Brine, the seaside village of sapient undead.

### **Happy Jacks Live: We're From Exodus: We're Here to Help.** — Fri 8 pm — Mongoose Traveller 2nd Ed

GM: Stu Venable

An Exodus Foundation task force is sent to deal with a dangerous doomsday cult on a backwater planet.

### **Haunted Asylum** — Sat 8 pm —

Murder Happens: Party Games of Mystery

GM: William Bellomy

A murder mystery party game where 6-10 players are a suspect in a murder mystery. LARP light. Inmates and staff are huddled together in an old dilapidated asylum that also happens to be haunted. There are mean nurses with questionable resumes, crazy inmates with mysterious symptoms, and a whole lot of soul searching, and murder happens. Join the insane fun as you analyze the clues to solve who done it.

### **Hearts of Wulin - Journey to Long Gong Pass ConTessa Event** — Sat 9 am — Powered by the Apocalypse

GM: Feifei Wang

In Hearts of Wulin, players take the role of skilled martial artists in a world of rival clans, conspiracies, and obligations. In this game, unlike regular Hearts of Wulin games, each player has a secret they must protect or act upon. It's about political intrigue, dark past, scheme, and betrayal. (This game contains mature content such as violence, sex, substance use, etc. No minor under the age of 21).

### **Homecoming** — Sat 9 am —

Robotech®: The Macross Saga Roleplaying Game

GM: Oscar Simmons

After two years of fighting its way back to Earth, the Super Dimensional Fortress (SDF-1) is home. The reception is not as expected. The players will take on roles of military crew and civilians aboard the space battleship and deal with a return which is not fully welcomed. Game involves intense role-playing and will use the Narrative rules. New players are welcome.

### **I Must Rise You Must Fall** — Sat 9 am, 7 pm — Deadlands Noir (Savage Worlds)

GM: Michael M. Kelly

I Must Rise You Must Fall (Il Faut me Leve Il Faut te Tombe) New Orleans, 1935. "Sam the Slam" Sullivan defeats "Battlin' Jack" Batinaux in an amateur heavyweight boxing match. The Irish Channel erupts in riots. When one of the boxers is found dead, things really get dangerous. Mature themes and horror violence.

### **Into the Unknown (Regions)** — Sat 2 pm — Dresden Files

Accelerated/Tachyon Squadron

GM: Mike Olson

Pursued by the First Order, the fueling station Colossus emerged from hyperspace in an unfriendly — and unknown — region of the galaxy. The station's best defense is Ace Squadron, five of the best pilots around, but even they have never come up against anything quite like this. This scenario is based on the animated series Star Wars Resistance. No familiarity with the show or Fate Accelerated is required to play!

### **Johnson's Paradise** — Sun 8 pm — Alien

GM: Richard Warren

Johnson's Paradise is a small colony far from civilized space. At its founding, the colony supported a large biomedical research facility. The promise was that the colony could extract valuable drugs from GL145's rich biosphere, but as the decades passed, Weyland-Yutani has started to grow impatient for results. Now that half the colony has "gone native," the corporation has asked a USCMC squad to investigate.

### **Kids Edition games** — Sun 2 pm — RPG Indie Games on Demand

GM: various

In the Kids Edition of Indie Games on Demand we gather kids and teens who want to play role playing games and run games such as Goobles and Goblins, Tiny Dungeons, Hero Kids, and The Deep Forest.

### **Late Night at Games on Demand** — Sat 10 pm — Competitive

Gruel Truck

GM: David Kizzia

Get ready, Competitive Gruel Truck is back! That crazy collaborative, competitive card game about food trucks in Middle Earth is pulling up to Strategicon Games on Demand with a brand new expansion deck for playtest! So grab your elf ears and your spatula cuz meat's back on the menu, boys!

### **Magical Kitties Assemble!** — Sat 9 am —

Magical Kitties Save the Day!

GM: Cassandra Hicks

Danger lurks around every corner. Witches hide in the forest, waiting for human children to stray from the path. Aliens wear masks to look human and take over Earth from within. Children move to a new school where nobody wants to be their friends. The humans can't save themselves. They don't even notice the danger. Good thing they have magical kitties.

### **Michale's Monday Madness** — Mon 10 am — GURPS

GM: Michale Shupe

Will run any game I ran during the convention: Children of the Gods, ASPIRE, Pirates. Players' Choice

### **Monkeyfun Studios Presents: The New Don** — Fri 2 pm —

Descended From The Queen

GM: David Kizzia

The head of the crime family remains in critical condition, and won't last the night. As the family waits for the inevitable, another concern needs to be addressed, who will ascend to the top of the organization? Based on Alex Roberts' "For the Queen", this experimental prototype casts the players as the surviving members of the family and its business.

## RPGs

**My Old School: The Buried City** — Fri 2 pm, 8 pm, Sat Midnight 2 pm, 8 pm, Sun Midnight — Advanced Dungeons & Dragons 1e  
GM: Maslon Barry

The tired old city Qorsim languishes amidst the ancient rubble of the Buried City. You hear tales of fantastic treasures and dread dangers thence. Adventurers come from near and far! You adventure forth for Gold, Glory, and Wonder! These adventures form one continuous campaign. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

**Night Bites** — Sat 8 pm — Zombie World (PbtA)

GM: Sam Carter

The world has fallen. The living dead roam what's left. You and your band must survive among them. Zombie World is a full Powered by the Apocalypse system rpg that sets up quickly and uses cards for randomization of events, traumas and more. Hard choices abound, and death is certain to come for some (but you can jump back in quickly with another survivor).

**No Place Safer** — Sun 9 am — Zombie World (PbtA)

GM: Sam Carter

The world has fallen. The living dead roam what's left. You and your band must survive among them. Zombie World is a full Powered by the Apocalypse system rpg that sets up quickly and uses cards for randomization of events, traumas and more. Hard choices abound, and death is certain to come for some (but you can jump back in quickly with another survivor).

**Operation Possum Burg** — Sat 8 pm — Feng Shui 2

GM: Ira Taborn

Umbrella Security Service Brief for Team Zeta [Classified]: At 200 hours today, the Biohazard Weapons R&D Facility in Possum Burg, Louisiana went dark and the remote self-destruction protocols have failed. You are to infiltrate the facility and activate the facility's self-destruct mechanism. Leave no witnesses, including facility staff. Remember, that is how we reward failure.

**Out of the Fire, Into the Hedge** — Sat 2 pm — Chronicles of Darkness

GM: Andrew Henkes

On an idyllic afternoon in 1933, five strangers were on a tour when the infamous Griffith Park Fire struck. They found themselves trapped with no apparent escape ... until the Hedge revealed a way out. This story mixes 1930s Los Angeles with an Alice in Wonderland style story. This one-shot is open to players of all levels — new players are welcome. Pre-generated characters (with 1930's catchphrases) will be provided.

**Part Time Gods: City to Love** — Fri 2 pm — Fate Core

GM: Chris Czerniak

Something grows in the center city breeding hate. It infects those around it including other gods. Can you stop the source of this corruption before it affects everything in the city including you? You've been gifted with The Spark of divinity. Will you give into the power and leave your mortal life behind? Or will you lead a double life as a god and protect those closest to you.

**Pelgrane Press** — Sun 9 am — When The Dark Is Gone

GM: Kevin Pearl

A Collaborative Storytelling game where the players build memories of an epic adventure they went on as children to examine how it affected them years later as adults.

**Piedra Morena** — Sun 2 pm, 8 pm — Call of Cthulhu 2nd Edition

GM: Maslon Barry

Explore Piedra Morena, a hidden jewel which dwells simultaneously in the distant past and the far-flung future.

**Pirates on Stormy Island** — Sat 4 pm — Murder Happens: Party Games of Mystery

GM: William Bellomy

A murder mystery party game where 6-10 players are a suspect in a murder mystery. LARP light. A battle has led to great treasure and the pirates have a hostage that the English Navy wants. During the exchange a sudden storm casts them all together onto a deserted Island. There is jealousy, greed, enmity, fighting, and murder happens. Be your best pirate, or seaman, or pilot, or...? Many surprises abound.

**Player vs. Player Battle Royale** — Sun 9 am — Dungeons & Dragons 5.0

GM: David Arvizu

The ultimate PVP is back! Hunt other players in a underground maze where all movement & action is hidden from everyone except the DM. Kill or be Killed. Create the best character you can from our rules (link) & fight to be the sole survivor. Points awarded based on how much damage you inflict. Bonus points for First Kill, Most Original Kill & Last Man Standing. \$50 CASH for 1st Place. Runs 6 hrs MAX.

**Playtests and Open gaming** — Sun 10 am — RPG Indie Games on Demand

GM: various

After the "RPG Design Lean Coffee" session, Indie Games on Demand is open for tabletop role playing games. Do you have an unreleased game or playtest you'd like to play or run? The space is open for use!

**Police Action at Siren's Perch: An Introductory Game** — Fri 8 pm — LANCER

GM: Gabe Resneck

You have received your orders, and Captain Ootoova is taking you to Siren's Perch to deal with a band of pirates that have been menacing the system. LANCER is a "mud and lasers" system in which players embody mech pilots fighting in a far-future galaxy full of battle, intrigue, and physics-breaking technology. This will be an introductory game with pre-generated characters.

**Powder King** — Fri 2 pm — Star Wars: Edge of the Empire

GM: Steven Rodriguez

While the New Republic and the Imperial Remnant are fighting over slices of the galaxy, there is plenty of room for money to be made. A Hutt patron hires you and your crew to muscle in on a drug production operation on Toydaria. Either liquidating them or turning them over as appropriate.

**Project ASPIRE - Groundswell** — Sat, Sun 8 pm — GURPS

GM: Michale Shupe

This time the agents are being called to a strange phenomenon in the New Mexico desert - find the reason for the anomaly and stop it if possible. Pregens Provided or bring your established character for either ASPIRE or Paragon U. Part of the GURPS Tournament. Play in 2 games before Sunday 2pm to qualify.

**Project ASPIRE - Training Days** — Sun 2 pm — GURPS

GM: Jesse Foster

GURPS FINALS: Must have played two GURPS games prior to this slot to qualify to play. List posted only an hour before at 1pm Sunday so watch for it! You may be on the alternates list but show up anyway, some people might not be able to make the time and you'll get in! Prizes provided by both Strategicon and Steve Jackson Games!



## RPGs

**Sailors on the Starless Sea** — Sat 2 pm — Dungeon Crawl Classics (DCC)

GM: Paul Schipitsch

Since time immemorial you and your people have toiled in the shadow of the cyclopean ruins. Now something stirs beneath the crumbling blocks. Beastmen howl in the night and your fellow villagers are snatched from their beds. With no heroes to defend you, who will rise to stand against the encircling darkness? The secrets of Chaos are yours to unearth, but at what cost to sanity or soul? This is a 0-level funnel.

**Savage Saturday Night "The Tomb of Terrors"** — Sat 7 pm — Savage Worlds

GM: Scott Woodard

The town of Socanth has been fighting the undead for days. Now a group of great heroes has gone off to destroy the necromancer responsible. But a band of younger adventurers learns of a trap and must battle the necromancer themselves! Originally published way back in 2008, "The Tomb of Terrors" has now been completely updated to SWADE and is a great introductory adventure for those new to Savage Worlds!

**Savage Saturday Night: A Scent to Greatness** — Sat 7 pm — Low Life: Savage Worlds

GM: Damon Sutton

A Savage Saturday Night Event! Cockroaches, slime people, snack cakes! Low Life has it all.....As played at Gencon, on the ravaged yet uniquely fragrant planet of Oith, a party must defeat an unortho threat by facing the lactose enriched perils of a lost temple of The One With All The Cheese.

**Savage Saturday Night - Zombie Mall** — Sat 7 pm — Savage Worlds

GM: Jason JiB Tryon

Savage Saturday Night - Zombie Mall ... A quiet Saturday at the mall, shopping, the arcade, or maybe see that new zombie movie, what could possibly go wrong. Zombie apocalypse in SWADE. Join us for Savage Saturday Night.

**Season of the Witch** — Sat 2 pm — A Town Called Malice

GM: David Kizzia

Monkeyfun Studios presents its new story game of Nordic Horror - A Town Called Malice. In this playset, players are transported to a small New England township, celebrating a dark event in the town's history - the burning of the Raggedy Witch in the 1700's. With a grisly discovery and strange occurrences, the town must band together to overcome what threatens them all. Influenced by Twin Peaks, Blair Witch Project.

**S for Supersuit** — Fri 2 pm — Fate Core (Wearing the Cape)

GM: Tone Milazzo

Every super-crook in the city hates Jessie Jumpcut, A Class superhero and a top-tier jerk. Jessie doesn't just stop crime, he humiliates the criminals and brings a camera crew to record it for YouTube. In the vein of The Venture Bros or the Harley Quinn series on DC Universe, you're one of five super-villains who're going to stick it to Jessie Jumpcut by stealing his most prized trophy from his museum. The supersuit of his first greatest opponent The Psychonaut.

**Shadow of the Century** — Fri 8 pm — Fate Core

GM: Tone Milazzo

Enter a world of 1980s action adventure with Shadow of the Century "Let's go back to the go-go 80s when 'science-fiction' means 'action' and 'thinking it out' means 'action' and 'action' means 'action'. There will be no pre-gens, either characters, NPCs or the scenario. We're going to build everything in the opening of the session in the Fate Core tradition. For creative players and fans of the VHS format. (Betamax users allowed on probationary basis)

**Shadowpunk: Finders Keepers** — Sat 2 pm — FATE Accelerated (ShadowPunk)

GM: Seth Halbeisen

It seemed like an easy job, find a person, extract that person, deliver that person. Things always start out seeming easy... We Found her. We extracted her... Everyone seems to want her...

**ShadowPunk: Finders Keepers (Part 2)** — Sun 2 pm — FaTE Accelerated (ShadowPunk)

GM: Seth Halbeisen

We found her. We Extracted her. Now if we can just deliver her. The whole zone has flipped. Rioting. Looting. Armed roadblocks. There are multiple parties that want us to deliver.

**Star Wars: Only the Ancients Know** — Sun 9 am — Dresden Files Accelerated

GM: Mike Olson

In the aftermath of the Battle of Crait, a small Resistance cell on Batuu struggles to keep a spark of hope alive in the face of tyranny — until an unexpected discovery turns a dire situation into a desperate one. Five players, no knowledge of anything required — but if you've been to Galaxy's Edge that wouldn't hurt.

**Station to Station** — Sun 2 pm — A Town Called Malice

GM: David Kizzia

Monkeyfun Studios presents its new story game of Nordic Horror - A Town Called Malice. In this playset, players survive the loneliness of space on Malice Station, a small mining outpost orbiting Jupiter. When a supply ship arrives with a bloody cargo, players must band together to survive.

**The Amaranthen Ache** — Sat 9 am — Numenera

GM: Devon N

A billion years in the future, past civilizations that rose and fell left clues to their existence in the numenera, the technological wonders of aeons ago. Desperate and possibly infected with a disease that killed half your hometown, you and a small expedition venture to the wilds of the Caecilian Jungle to find a cure. No Cypher Character sheets provided.

**The Bright Vault ConTessa Event** — Sat 8 pm — Forbidden Lands

GM: Stacy Dellorfano

Standing on a squat, stepped mesa, surrounded by blasted desert, there has always been a structure of spiked white stone here. Legends tell of a clutch of Demon spawn, Siblings stolen from their unnatural parents by a sect of priests. In death, they could be reborn as true demons, so they were taken alive, interred in the only place holy enough to contain them.

**The Cursed Asura Manuscript ConTessa Event** — Sat 2 pm —

Powered by the Apocalypse

GM: Feifei Wang

In Hearts of Wulin, players take the role of skilled martial artists in a world of rival clans, conspiracies, and obligations. In this game, unlike regular Hearts of Wulin games, each player has a secret they must protect or act upon. Can you discover the mystery of Cursed Asura Manuscript? (This game contains mature content such as violence, sex, substance use, etc. No minor under the age of 21).

**The Emerald Enchanter (Part 1)** — Sun 9 am —

Dungeon Crawl Classics

GM: Thom Denick

Villagers have gone missing! A mix of clues, superstitions, and omens point to the brooding citadel of the emerald sorcerer. This is a grueling and lethal old-school dungeon crawl. A level 2 DCC Adventure. This is part 1 of 2, but you do not need to attend both sessions. Pregens provided, or bring your own level 1 or 2 from the Saturday session!

## RPGs

### **The Emerald Enchanter (Part 2)** — Sun 2 pm —

Dungeon Crawl Classics

GM: Thom Denick

In this second part of the Emerald Enchanter, the adventure shifts from a dungeon crawl to a hex crawl as you will be racing against time to find the enchanter's emerald titan as it ravages the villages near the enchanter's tower. This is a level 2 adventure, pregens provided, or bring your own!

### **The End Times Auction** — Sun 9 am — Monster of the Week

GM: Daniel Webster

An elite LA auction house has opened its vaults for a very special event. Omens foretell that something at auction could result in the End of the World if it is sold to the wrong buyer. Now, the Hunters just have to find out what it is, and stop the sale! This is a Powered by the Apocalypse (PbtA) Monster of the Week (MoW) game. No experience is required. Characters will be created at the start of the session.

### **The Haunting of Equestria!** — Sun 2 pm — Tails of Equestria

GM: Cassandra Hicks

Things have gotten spooky in Equestria! Gather your courage, gather your hope, but most importantly gather your friends as you discover a place where nothing is as it should be!

### **The Ice** — Fri 2 pm — Fiasco

GM: Bay Grabowski

McMurdo Station, Antarctica. "Mactown." Things don't always work they way they're supposed to in a tiny, isolated research outpost in the frozen wasteland.

### **The Only Thing to Fear** — Fri 7 pm, Sat 8 pm, Sun 9 pm —

Call of Cthulhu

GM: Tom Cummings

Los Angeles 1933. Four years after the stock market crash unemployment remains at 25%. Franklin Roosevelt's actions during the first few months of his presidency was a departure from the hands off policy of Herbert Hoover. His inaugural speech where he proclaimed that the only thing to fear was fear itself gave hope to America. A few Los Angeles residents are going to find that there is much more to fear.

### **The Pirate's Code: Part Two** — Sat 2 pm — Savage Rifts

GM: Anthony Hansen

The free city of Queenston Harbor is a wretched hive of scum and villainy operated by the pirates of the Great Lakes. Almost anything goes, but the one rule mandated by the city's pirate queen is simple: no slavers! But when the city guards uncover signs of human trafficking the queen needs to put her foot down. A group of "privateers" is hired to find these especially rogue pirates and put an end to the slavers.

### **The Pursuit of Pazuzu: Magic Zone Mayhem** — Sun 2 pm —

Savage RIFTS

GM: Cameron Cleveland

Fantasy, Sci-Fi, and Post-Apocalypse. Pre-approved player made characters are welcome. The adventures of an expedition to uncover an ancient evil returned. Music & soundboard provided. Players will vote the best role-players.

### **The Race** — Fri 8 pm — Scum and Villainy: The Expanse

GM: Steven Rodriguez

The crew of the Cerberus have been hired to interfere in an upcoming race. Slingshotting, popular with danger loving kids in the belt, is where a spaceship uses the gravity of planets or other objects to accelerate it to extremely high speeds. It's illegal, and makes a lot of money. Your job, is to make sure the right side comes out on top.

### **The Requiem Chronicles:** — Sat 9 am — Vampire the Requiem: Second Edition

GM: Louis Garcia

The damned call it the Requiem. The Requiem is the unlife of a vampire, the grand, doomed waltz through which everyone of their kind dances each night, urged on by the metaphorical strains of music that represent the hidden powers that guide, manipulate and inspire. You are one of those vampires and this is The Requiem Chronicles.

### **The Return of Doctor Arctic!** — Sat 2 pm — FATE Core

GM: Bay Grabowski

The world rejoiced when Doc Savage defeated the nefarious Doctor Arctic and his plan to freeze the world for ransom, but now Savage has retired, and Arctic has returned! The world needs you, hero, to step up and strike back against a threat only narrowly averted! Can you stop what new plans the Doctor has concocted in his long exile, or will the world fear the name of Doctor Arctic?

### **The Rye Mother** — Sat 2 pm — Changeling the Lost (2nd Edition)

GM: Andrew Henkes

The Lost know her as the Rye Mother. Every February she pops up somewhere in the world and kidnaps 13 children to become her minions and feed her ovens. This year she has arrived in Los Angeles. Will you save the children of your city from a terrible fate at the hands of this Fae menace? This Changeling the Lost one-shot is open to players of all levels pre-generated characters will be provided.

### **These ARE the Droids You're Looking For** — Sat 9 am — Scum and Villainy

GM: Richard Warren

It seemed like such a simple plan. To sneak the data past the 51st Legion, you just had to hide the data within an Urbot's core memory. Ship the bot to a shell corporation on Warren. Pick it up after it passes through customs. Extract the data, and profit. However, when pirates hijacked the transport, stole the bot, and resold it on the black market, the plan suddenly grew a lot more complicated.

### **The Shooting Party** — Sat 8 pm — Call of Cthulhu 7th Edition

GM: Hank Wong

A crisp fall day hunting in the woods surrounding Highcoombe House is interrupted. Can the guests of the hunting lodge solve this mystery? 1920s setting. Pregen Investigators provided. Beginners welcome!

### **The Skys Gone Out** — Sun 2 pm — A Town Called Malice

GM: michael cantin

Malice is far within the Arctic Circle, cold and removed from civilization where six months out of the year the town is bathed in continual darkness. That time is about to begin in a matter of days, and ushered a terrible threat to us all.

### **The Spire of Quetzal ConTessa Event** — Fri 8 pm — Forbidden Lands

GM: Stacy Dellorfano

Written by Patrick Stuart, The Spire of Quetzal takes you through a reality-bending tower created by a demonic sorceress so hell-bent on having a good time she banished her own Shame and Fear so she would no longer be saddled with a conscience. Pre-generated characters provided, no experience necessary!

### **The Star Brothers** — Fri 8 pm — Call of Cthulhu 7th Edition

GM: Hank Wong

A local man claims that he is originally from the planet Neptune. Find the truth of what is going on. (1920s setting. Pre-generated Investigators provided. Beginners welcome!)

## RPGs

**The Vaudeville Caper** — Sat 9 am, 8 pm — Jinkies! PBtA

GM: Tobias Strauss

An old, run-down opera house. A bizarre vaudeville act. A theater phantom. What could go wrong for a gang of meddling teens? In Jinkies!, you and your cartoon gang of pals (and their talking animal mascot) work together to solve a mystery and engage in hilarious hijinks. Grab your groovy snacks and a malt, its time for adventure!"

**Threlhaven** — Sat 2 pm — Dungeon Fantasy RPG (GURPS)

GM: Jessie Foster

Fance Butcher of Brubek's Alehouse hired you to rescue his brother Shen and his cargo of rare herbs and potions. The wagon was found near the mouth of the Looper Mines. No one but heroes and fools venture there for fear of evil spirits. Characters Provided - GURPS Tournament Qualifier

**Threlhaven** — Sun 2 pm — Dungeon Fantasy RPG (GURPS)

GM: Jessie Foster

This is the Finals for the GURPS Tournament. No pre-reg available. Seats will be filled by the six highest scoring players in qualifying rounds.

**Tournament of Pigs** — Sat 9 am — Dungeon Crawl Classics

GM: Thom Denick

Commoners compete (and occasionally work together) to complete a series of deadly events in a keep arena. Can you survive enough events to be declared the winner? Perform heroic feats, and earn Silver Prizes which may (or may not) help you survive the next event. But get too heroic, and you might have your arm ripped off by a giant owl bear... or much worse! The winner will receive a Pig Trophy and some SWAG.

**Until the Sun Comes Up Over Santa Monica Boulevard** — Sat 2 pm — The Great American Witch

GM: Christopher Grey

It's February 1994. The covens of L.A. eagerly await the arrival of the most powerful witches in the world, the Seven Sisters. But as soon as they arrive, most of the city's covens are brutally attacked. Now scattered throughout the city, the witches of L.A. must stop the threat before it is too late. A new narrative-driven urban fantasy RPG built from The Great American Novel framework, run by the game's creator.

**Vale of the Dead ConTessa Event** — Sat 2 pm — Forbidden Lands

GM: Stacy Dellorfano

Legend has it the despotic sorcerer Zygofer learned his trade at the once-peaceful Vale of the Dead. His wife, Martea, taught him how to speak with the dead, but he twisted her teachings to raise an army. She fled, but he remained and continued his dark work until he was chased away by the keeper. It is rumored the priests who kept the peace there drowned their temple before leaving.

## Adventurers League

Plaza Ballrooms B-D

**DDAL00-10 Trust and Understanding (Level 17-20)** —

Sat, Mon 9 am — Dungeons & Dragons 5th Edition

The shield dwarves of western Faerûn sometimes speak of a labyrinthine structure on the shores of a misty lake. Rumored to imprison an ancient creature that predates Faerûn's beginnings, the place has long been sealed. But now coins are showing up in bazaars and trader's booths that match the description of those minted by this citadel, and they are rightly concerned. 8hrs with a break at 1 pm

**various games** — Fri 2 pm — RPG Indie Games on Demand

Want to play or run smaller independent press RPGs and story games? In this special session we focus on Lasers and Feelings games and hacks, extremely simple one-stat systems.

**various games** — 8 pm, Sat 9 am, 2 pm, 6 pm — RPG Indie Games on Demand

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more.

**Way Down Hometown (Happy Jacks RPG)** — Sun 2 pm —

Demigods PBTA

GM: ADAM WEST

Whatcha gonna do when the chips are down? In the sweltering heat of New Orleans, everyone works for someone else. The Lord of the Underworld has gone missing, and everyone's having a party. Except Persephone, who needs your band of demigods to get her husband back before everything falls apart. - Play with folks from Happy Jacks!

**Weatherstone ConTessa Event** — Sun 2 pm — Forbidden Lands

GM: Stacy Dellorfano

A very long time ago, Zygofer's demonic hordes defeated the cruel king Algarod and his invading army of humans. However, the will of the king was so strong he and his army lived on and guarded the stronghold of Weatherstone as the undead. Rumor has it the curse keeping them alive has long since broken, and the king's war chest may still be inside.

**Welcome to the Island!** — Sun 9 am — Over the Edge

GM: Richard Warren

You've been offered an all-expenses paid vacation on Al Amarja, jewel of the Atlantic. You are the personal guest of Jar Hamstation, business tycoon and elusive billionaire. All you have to do is solve his upcoming murder. Of course, things are made more difficult by the fact that Al Maria doesn't seem to exist. Still, the retainer and the tickets are real enough.

**Winter of winters** — Sat 8 pm — Sagas of the Icelanders

GM: Bay Grabowski

Play the earliest settlers in Iceland, escaping war, poverty and the dissolution of their political freedoms on the mainland. The first families to settle Iceland and the people that followed claimed the empty lands, free from rulers and religious pressures, and became lone farmers, determined to survive in this harsh new environment. In the best of years, Iceland is unforgiving, and this winter is one of the worst.

**DDAL00-11e A Fire Grows in Cania (Levels 11-16)** —

Fri, Sat 2 pm, Mon 9 am — Dungeons & Dragons 5th Edition

A 4 hour adventure for Tier 3 characters from Pipyap's Guide to All of the Nine Hells optimized for 13th-level characters that takes place near Waterdeep, Avernus, the First Layer of Hell, and Cania, the Eighth Layer of Hell.

**DDAL00-11f Twice as Nice for Half the Price (Level 17-20)** —

Fri 7 pm, Sun 9 am — Dungeons & Dragons 5th Edition

A 4-6 hour adventure for Tier 4 characters from Pipyap's Guide to All the Nine Hells optimized for 18th-level characters that takes anywhere in Faerûn and Nessus, the Ninth Layer of Hell.

## Adventurers League

### **DDAL09-01 Escape from Elturgard (Levels 1-2) —**

Fri 2 pm, Sun 9 am — Dungeons & Dragons 5th Edition

4) 1 hr mini adventures introducing characters to the Avernus Rising story line.

### **DDAL09-02 Stopped at the Gate (Levels 1-4) —**

Fri 7 pm, Sun 9 am — Dungeons & Dragons 5th Edition

It's been a long, arduous trip, but you're finally at Baldur's Gate. However, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge. Part One of the Betrayal is in the Blood series.

### **DDAL09-03 Hungry Shadows (Levels 1-4) — Sat, Mon 9 am —**

Dungeons & Dragons 5th Edition

Bodies continue pile up, and the Flaming Fist still has nothing but a name. Thankfully, the perpetrator of the murders has slipped up and the Flaming Fist has captured one of their underlings, in turn, has revealed the presence of a cult hideout in the sewers beneath the city. The Flaming Fist has asked that you investigate. Are you up for the task? Part Two.

### **DDAL09-04 Day of the Devil (Levels 1-4) — Sat, Mon 2 pm —**

Dungeons & Dragons 5th Edition

The streets of Baldur's Gate run red with blood. Old blood. The blood of Hellriders. Someone or something is punishing the children for the sins of the father and it's time to put it to an end. Who and where is Gharizol? Part Three.

### **DDAL09-05 Faces of Fortune (Levels 5-10) — Sun 9 am —**

Dungeons & Dragons 5th Edition

Deep in hostile territory with the innocent girl Dara to protect, you will have to trust the weapons of the enemy if you are to survive. Even with deceit as your shield and sabotage your sword, luck is required to complete Dara's holy mission. Thankfully Fai Chen knows to start your quest with the help of an old acquaintance... Mahadi, master of Mahadi's Traveling Emporium. Part One of the Behind Infernal Lines series.

### **DDAL09-06 Infernal Insurgency (Levels 5-10) — Mon 9 am —**

Dungeons & Dragons 5th Edition

Fai Chen reveals that a draft of the Hellriders' original attack plan might still exist, but it won't be easy to get. If you can recover it, it would be extremely helpful in your quest to locate their remains and free their spirits. It might be a suicide mission, but when you're in Avernus, what isn't? Fortunately, the Fai has just the plan for the right group of heroes. Part Two.

### **DDAL09-07 Diabolical Dive (Levels 5-10) — Mon 2 pm —**

Dungeons & Dragons 5th Edition

You have located the plans and drawn the infernal forces away from them. All that remains now is to dive below the river Styx and infiltrate Plagueshield Point without getting wet, setting off any alarms, or being followed. Piece of devil's food cake. Part Three.

### **DDAL09-08 In the Garden of Evil (Levels 5-10) — Fri 2 pm, Sun 9**

am — Dungeons & Dragons 5th Edition

Long before it was a war-ravaged battlefield, Avernus was a den of temptation a place to which ambitious, greedy, and covetous mortals were lured by the promise of power, wealth, and love. While the plane no longer serves this purpose, small pockets of terrible beauty remain. You have been sent in search of one such oasis to locate a fallen celestial.

### **DDAL09-09 Ruined Prospects (Levels 5-10) — Fri 7 pm, Mon 9 am**

— Dungeons & Dragons 5th Edition

Elturel isn't the only city to have been claimed by Avernus scores of towns and villages, long forgotten), litter the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and battle evil once more. Has that time come at long last?

### **DDAL09-10 Tipping the Scales (Levels 5-10) — Sat 9 am, Mon 2**

pm — Dungeons & Dragons 5th Edition

Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of his consort for nearly a millennium, and it's time for him to throw in the towel. Dara has asked that you venture into the Diremire Pit and convince him of this, as there are greater wars to be won!

### **DDAL09-11 Losing Fai (Levels 5-10) — Sat 2 pm — Dungeons &**

Dragons 5th Edition

Fai Chen has gone missing from Mahadi's Traveling Emporium, and Fai Chen asks you rescue him. You'll have to do it without angering the master of the Emporium whose protection is crucial to your sacred mission. But in the Nine Hells, how much can you really trust someone you call friend?

### **DDAL09-12 The Breath of Life (Levels 11-16) — Fri 2 pm, Sun 9**

am — Dungeons & Dragons 5th Edition

An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party? Part One of the Call for Aid series

### **DDAL09-13 The Swarmed Heart (Levels 11-16) — Fri 7 pm, Mon 9**

am — Dungeons & Dragons 5th Edition

Bees! The peace of Mahadi's emporium is shattered as a swarm of hellwasps has descended upon it! Since this is odd behavior for hellwasps, Dara senses a higher power at work and asks you to discover the truth about the creatures' attacks. Are you up to the task, or will you just end up getting stung? Part Two.

### **DDAL09-14 The Vast Emptiness of Grace (Levels 11-16) — Sat 9**

am, Mon 2 pm — Dungeons & Dragons 5th Edition

The divine spark has been returned to Verwyrr and Raskamedies and the time has come to return to the Material plane in search of an ancient artifact once belonging to Ilmater himself. Beneath the holy city of Elturel lay a reliquary—the Dolorous Adytum. What secrets lie in the dark parts of the world? It's time to find out. Part Three.

### **DDAL-EB-01 The Night Land (Levels 1-4) — Fri 2 pm — Dungeons &**

Dragons 5th Edition

The brokers of Salvation pay good coin for artifacts scavenged from the haunted battlefields of the Mournland. In this nest of cutthroats, daring explorers gather to carve their destinies from the ruins of Cyre. They'll need all the help they can get: it's no secret that most scavengers don't survive their first expedition in the Gray.

### **DDAL-EB-02 Voice in the Machine (Levels 1-4) — Fri 7 pm —**

Dungeons & Dragons 5th Edition

The adventurers head deep into the Mournland to rescue a missing salvage team. In the heat of battle, they unearth a strange device from the ruins: the Oracle of War. This machine knows all the secrets they need to overcome their enemies—if only the adventurers can figure out how to operate it!



## Adventurers League

**DDAL-EB-03 Where the Dead Wait (Levels 1-4)** — Sat 9 am — Dungeons & Dragons 5th Edition

On their way back to Salvation, the adventurers are ambushed by a large force of undead and forced to seek shelter in a ruined cottage. As the dead close in from all sides, the survivors turn to the Oracle of War for a lifeline. Only this time, things don't play out as expected....

**DDAL-EB-04 The Third Protocol (Levels 1-4)** — Sun 9 am — Dungeons & Dragons 5th Edition

The Oracle of War has been recovered from the Mournland. Its creators respond by activating "The Third Protocol", an instruction to recover the device and eliminate all who know of its existence. As night falls, a posse of assassins step off the lightning rail with orders to raze Salvation to the ground and steal the Oracle. This is the fourth and final adventure in the Spoils of War storyline.

**DDAL-EB-05 A Century of Ashes (Levels 5-10)** — Sun 7 pm — Dungeons & Dragons 5th Edition

The adventurers seek out a trusted sage at Morgrave University to help them unlock the mysteries of the Oracle of War, but their studies risk upsetting powerful forces. Morgrave is said to be a beacon of knowledge shining from the city's tallest towers, yet the adventurers soon learn that it can also be a deep pit of corruption.

**DDAL-EB-06 The Last Word (Levels 5-10)** — Mon 9 am — Dungeons & Dragons 5th Edition

Guided by prophecy, the adventurers seek out a spy operating in the heart of Wroat's Royal Court. The Oracle of War has linked him to a great turning point in Khorvaire's future, but he is embedded in deep cover and difficult to reach. Thankfully, every agent has a weak link, and love is blind.

**DDAL-EB-07 Song of the Sky (Levels 5-10)** — Mon 2 pm — Dungeons & Dragons 5th Edition

The orphan Sky Blue lives with her awakened seagull companion in the eaves of Sharn's highest buildings and survives by stealing scraps from the tables of the city's nobility. According to the Draconic Prophecy, this humble thief is destined to guide Breland's future. The adventurers must get to her before her rivals—if they can catch her!

## Pathfinder Society

### Los Angeles A

**Adventures In About An Hour** — Sat, Sun 9 am, 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5pm, 6pm, 7pm — Pathfinder RPG 2e

Join us for an Adventure In About An Hour! Perfect for all ages and play experiences. Choose or create a character and go on one of four quests around the world of Golarion! Sign up at PFS HQ. Games start every hour on the hour Saturday and Sunday from 9am to 8pm (last game starts at 7pm).

**PFS1 2-13: Murder on the Throaty Mermaid (Lv 1-4)** — Fri 8 pm — Pathfinder RPG 1e

On a mission to escort a dignitary to the Mordant Spire, you find yourselves embroiled in a murder mystery that could jeopardize the Pathfinder Society's relationship with the isolationist elves who call Mordant Spire home. Can you discover who among the ship's crew is responsible for the crime?

**DDAL-EBEP-01 The Iron Titan (Level 1-4)** — Sat 2 pm — Dungeons & Dragons 5th Edition

In this epic event, Cultists of the Emerald Claw reanimate a gargantuan warforged titan from the battlefields outside Salvation and turn it against the outpost. The scavengers in town must work together to disable the titan limb-by-limb and save the outpost from annihilation. They are aided throughout by the Oracle of War, which provides vital tactical advice alongside cryptic verses from the Draconic Prophecy. This is the Epic adventure playable as part of the Spoils of War storyline.

**DDEP09-01 Infernal Pursuits (Levels 1-10)** — Sat 7 pm — Dungeons & Dragons 5th Edition

A horse race in Baldur's Gate becomes a hellish battle on infernal war machines in Avernus when the characters get caught between an evil merchant and his warlord rival. Time to hang on for dear life! A 4-hour Inglorious Redemption Epic Adventure for level 1-4, and 5-10 characters (tables separated by Tier) Written by Will Doyle, James Introcaso, Shawn Merwin

**DDEP09-02 Hellfire Requiem (Level 1-10)** — Sun 2 pm — Dungeons & Dragons 5th Edition

Visitors from far and wide gather at Torm's Hand to honor a fallen hero. Yet, the somber day turns to chaos when a hell-spawned maw erupts over the area, bringing an army of devils with it. Only true courage and sharp minds can banish the dark forces that seek to claim the souls of all within the holy temple. Are you ready to lead the charge? A 4-hour D&D Epic Adventure for levels 1-4, and 5-10 characters (Tables separated by tier) Written by Rich Lescouffair, Alan Patrick

**DDEP09-03 Liar's Night (Levels 1-10)** — Sun 7 pm — Dungeons & Dragons 5th Edition

On this holy day, folk of all walks of life don masks and costumes to disguise themselves and play at being other than what they are. Festivities begin in the evening, when candles are placed in hollowed-out pumpkins carved with faces. Tricks and pranks of all kinds are common on this night, and pickpockets are rife on this day, so few carry much coin with them, having secreted it away somewhere the previous evening. Instead, people fill their pockets and belt pouches with candies. Come celebrate with us on the darkened streets of Baldur's Gate.

**PFS2 1-08: Revolution on the Riverside (Lv 1-4)** — Sat 9 am — Pathfinder RPG 2e

You are called to investigate rumors of an old, abandoned Pathfinder Lodge, but discover that your investigation leads you into a firestorm of danger and intrigue. What starts as a simple task becomes a revolution sweeping a nation, and your actions will inevitably shape the future of an entire kingdom.

**PFS2 1-10: Tarnbreaker's Trail (Lv 1-4)** — Sat 2 pm — Pathfinder RPG 2e

The call is out to compete in a race known as the Balgirdtrek. Taking place in the Land of the Linnorm Kings, this race is an annual event that includes participants from around the region. The Society hopes that by having you participate, you might bolster the Society's reputation in the Saga Lands.

**SFS 1-01: The Commencement (Lv 1-2)** — Sat 9 am — Pathfinder Roleplaying Game

Before completing your training, you must meet with and assist critical missions on behalf of key leaders of the Society's leading factions. There's plenty that needs doing, so it's time to get to work.

**SFS 2-00: Fate of the Scoured God (Lv 1-11)** — Sat 8 pm — Starfinder Roleplaying Game  
Led by their divine herald, the Scoured Stars have spent the last year converting their ancestral homeland into a vast war factory. Unable to ignore the threat any longer, the Starfinder Society and its many allies undertake one final, decisive mission into the Scoured Stars to end the menace. Join us in the massive multi-table special event where each table works together to conquer the Scoured Stars!

**SFS 2-01: Pact World Warriors (Lv 1-4)** — Sun 9 am — Starfinder Roleplaying Game  
The Starfinder Society finds itself the target of a vicious media smear campaign. To combat this unexpected threat, you are sent to build up some standing in the Pact Worlds by taking part in a series of televised events orchestrated by the undead media mogul, Zo!. But how far will you go to clear the Society's good name? Sign-up for this and other Pathfinder and Starfinder games at PFS HQ in Los Angeles Ballroom A!

**SFS 2-05: Meeting of Queens (Lv 1-4)** — Fri 2 pm — Starfinder Roleplaying Game  
The ant-like formians recently made peace with their enemies, the lashuntas. As part of the ongoing peace, the formians have admitted a small number of outsiders to participate in a reenactment of a famous moment in formian history. You are among these privileged few. Can you ensure the event's success? Sign-up for this and other Pathfinder and Starfinder games at PFS HQ in Los Angeles Ballroom A!

**SFS 2-13: Storm of the End Times (Lv 1-4)** — Sat 2 pm — Starfinder Roleplaying Game  
Far from the Pact Worlds in the depths of the Vast is the world, Wealdriad. The Society has recently determined the planet is about to undergo a once-in-a-lifetime natural phenomena. You travel to Wealdriad to catalogue the experience, but soon find that other forces have come and they may not be all that peaceful. Sign-up for this and other Pathfinder and Starfinder games at PFS HQ in Los Angeles Ballroom A!

## General Events

Pacific Ballroom, Carmel, International F, 1635, Newport C

**Auction** — Mon 11 am — Auction  
Our triannual public redistribution of games. Always entertaining.

**BGG No-Ship Math Trade** — Sat Noon  
This is the BGG no-ship math trade designated meeting space. Followed immediately by the virtual flea market. In the Bel-Air room by the front of the hotel. Participants must have a badge.

**Dealer Room Opens** — Fri 5 pm, Sat, Sun, Mon 9:30 am

**Dealer Room Closes** — Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

**Duel 2** — Fri 7 pm, 9 pm, 11 pm, Sat, Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm, 9 pm

A turn-based game of gladiatorial combat. Create a team of warriors, outfit them, then fight them in the arena. Fights processevery other hour on the odd hours

**Dwarves vs Orcs** — Fri 8 pm, 10 pm, Sat, Sun 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm

A turn-based game set in the Savage North. Mastermind a clan of dwarves or a tribe of orcs, explore the Savage North, build an army, and destroy the other side. Turns process every other hour on the even hours

**Flea Market** — Fri 8 pm, Sat, Sun 11 am  
Strategicon's bazaar of the bizarre. All sorts of games for sale from closets across the country.

**Flower and Heart Making** — Fri 5 pm  
There will be flower making methods with instructions and demos for kids to adults. Using crepe streamer or tissue paper to make flowers. The origami hearts will require precision folding, therefore not recommended for kids to do alone.

**Grand Raffle Drawing!** — Mon Noon  
Raffle drawing in the Dealer's Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon Booth and see if you win! There will be additional tickets drawn for people attending this drawing for more prizes. Pre-reg will each get chance to win a prizes so sign up.

**GRID GAME Raffle Drawing!** — Sun 4 pm  
The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our Vendors and Strategicon.

**Happy Jacks RPG Podcast Live** — Sat 8 pm — Happy Jacks RPG Podcast Live

Join Happy Jacks RPG Podcast cast for an evening of RPG discussion about the games we've played and run at the convention.

**Making an RPG Podcast Presented by AWD Loot** — Sat 10 am — Making an RPG Podcast Presented by AWD Loot  
AWD Loot, creators of the actual play podcast Rolling in the Mist, talk about setting up a podcast, playing for an audience, and everything in between.

**Meeple People Screening and Q&A** — Sat 2 pm — Meeple People Screening and Q&A

Come watch a few episodes of the YouTube boardgame sitcom, Meeple People, followed by a Q&A with some of the cast hosted by Board Game Barrage. Attendees will be eligible to win some games! Stick around after for gaming with the cast.

**Meet & Greet** — Fri 7 pm — Meet & Greet  
Come join our special guests Todd VanHooser, Griffin Maria, Stacy Dellorano, Jahmal Brown, Paul Beakley, and David Wong for a special Meet & Greet Event. Food, drinks, and a great time chatting with the special guests. (Room 1635)

**Q&A With Special Guests Todd VanHooser and Griffin Maria** — Sat 5 pm — Q&A With Special Guests Todd VanHooser and Griffin Maria

For over ten years storyteller Todd VanHooser has been bringing his own fantasy world to the table and offering epic adventures both in fiction and role-playing adventure form. Now, he and tabletop gamer, Griffin Maria, have successfully launched their own "immersive experience" for a whole new audience. Join Fantasy RPG designer Todd VanHooser, and tabletop gamer Griffin Maria as they discuss the changing landscape of self-publishing, navigating the online interest of tabletop streaming, and the challenges of marketing your own, unique RPG brand.

**Raffle Drawing!** — Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm  
Raffle drawing at the Strategicon Booth in the Dealer's Room! Three tickets will be pulled to win 15 Dealer Tokens each

## Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Miniatures can be picked up after 4pm. Prizes for up to 1st, 2nd, and 3rd place in each category will be awarded. Each Judge will also select a 'Judge's Choice' award.

### Categories

- |                          |                     |
|--------------------------|---------------------|
| * Fantasy Single         | * Historical Single |
| * Fantasy Unit           | * Historical Unit   |
| * Fantasy Large          | * Historical Large  |
| * Science Fiction Single | * Open              |
| * Science Fiction Unit   | * Strategikids      |
| * Science Fiction Large  | * Strategiteens     |

\* Single: All single 25 mm to 35 mm scale human-sized and smaller models. Model should be on an appropriately sized base. The majority of miniatures fit into this size range. The upper limit may reasonably include things such as an orc on a boar (fantasy), Space Marine Terminator (science fiction), and mounted cavalry (historical). Judges reserve the right to move entries intended for the Single category to Large.

\* Unit: Groups of two to twelve miniatures grouped together as a cohesive unit. Entry should follow legal games system rules where available. It is suggested you use some form of tray for loose units but is not required.

\* Large: All miniatures larger than a normal 28 mm human-sized model. This may include models such as dragons (fantasy), tanks and similar vehicles (science fiction and historical), and large-scale models.

\* Open: Entry can be anything from a single model straight out of the package to a sweeping diorama with dozens of figures. Have dueling dragons, blow-up tanks, or a completely scratch-built model? This is where it goes. The only restriction is that entries can be no larger than 18" x 18" x 18".

\* Strategikids: For contestants 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

\* Strategiteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate painters.

### Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The

judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

9. The greatest care will be afforded to all entries, by staff who share a passion for the miniature-painting hobby, but Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

10. All entries must be reclaimed by noon Monday. Entries must be reclaimed by the person submitting them unless plans have been established and approved beforehand. ID will be required.

11. All entries will be photographed, and submission into the competition indicates permission for Strategicon to use such images for any purpose, including posting to the online photo gallery.

## Our sponsors include:

Advanced Grafix	Imperial Outpost Games
AEG	Kayenta Publishing
Arcane Wonders	Konami
Army Painter	Looney Labs
Blue Panther	Magic Meepile Games
Critical Hit Games	mayday games
Dan Verssen Games	Paizo Publishing
Days of Wonder	Reaper Paints & Miniatures
Decision Games	Renegade Game Studios
Dust Studios, USA	Rio Grande Games
Existence Games	Steve Jackson Games
Phoenix Hobbies	The Warhouse
Fire & Dice	Ultra Pro
Flying Buffalo	Vallejo Paints
Gamecraft Miniatures	Warlord Games
Games Workshop	white wizard games
Gate Keeper Games	Wizards of the Coast

## Shopping

### Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:

Friday	5 pm to 9 pm
Saturday	9:30 am to 6:30 pm
Sunday	9:30 am to 6:30 pm
Monday	9:30 am to 2:30 pm

Individuals found selling wares at Orcon in an unauthorized manner (i.e., not as an authorized dealer in the Dealer Room, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Orcon 2020 Dealer Room Vendors:

+3 to Charisma	Critical Hit Games
Andromeda Fight League	Dent Ventures
Artist David Wong	Dice Envy
Artist Joel Adams	DM Dunn
Big Board Games	Existence Games
Biplane Games	Fire & Dice
Boardgame Pair-a-dice	Frog Knight Games
Board Game Promos	Gate Keeper Games
Cantrip Candles	Griffin Maria
Cobblestone Games	Kehlee Does Things
Contention Games	Kickback Gaming
Crazy Bob's Dream Emporium	Koalatie Games

Laughing Moon: Wheelhouse	Seth's Games & Anime
Masseur Middleton	Shawnsolo Games
Merchant Green Leather Works	Snake Eyes Designs
Midnight Garden Crafts	Spellbinders
Monkeyfun Studios	Stonehouse Miniatures
Moonlit Moor Games	Strategicon Market
Ninja Star Games	The Dragon and Meeple
Noble Dwarf Printing	The Goods Merchant
Party Penguins	The Shivers
Play 5	The Warhouse
Reality Simulations Inc.	The Weekend Warrior
RosaleenDhu Designs	Tiny Shiny Squids
Sandbox Gaming	Warlord Games
Sentient Cow Games	Yugioholics

## The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will briefly tell you about their show specials, new products, describe their game, etc.

Sheets do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

## Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

## Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables.
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes – no dice games, grab bags, roulette wheels, etc.
5. Please exercise good taste in what you offer.

## Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and buyer. Standard terms are cash only and delivery on payment.

## Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

## Product Policy

Game manufacturers or their designees have exclusive rights to sell their products at this convention. You may not violate any attending exhibitor's product exclusivity. Therefore, the sale by any individual at the Flea Market, in the judgment of Strategicon or the attending manufacturer/designee, of new games produced by an attending manufacturer/designee is prohibited and constitutes a violation of this policy.

In addition, the selling of any appreciable quantity of new product (in or out of shrink wrap, freight damaged, etc.) is not allowed. The convention reserves the right to refuse the use of Flea Market tables. Individuals judged in violation of any of these policies and regulations may be expelled from the convention site for the remainder of the event without a refund of fees paid.

## Notice from the State of California

If you do not have a seller's permit and are not an occasional seller you MAY NOT sell at this event. A temporary seller's permit can be obtained at any Board of Equalization office, at no cost to you. The business address on your temporary permit should be the address of the temporary selling location. The mailing address is your permanent place of business or residence.

Occasional sellers are persons who will not be making a series of sales sufficient in number, scope, and character to constitute an activity requiring the holding of a seller's permit. Occasional sellers are typically people who clear out their own garage and who sell those items.

## Game Auction

The convention hosts, as one of its prime attractions, the auction of games and related products. This entertainment highlight, where items often sell for below retail price, will be held on Monday at 11 am in the Carmel room.

## Auction Registration Rules

What is sellable at the auction includes any boxed, bagged, or envelope-packaged games or game-related materials (originals only please; no copies). This includes magazines, variants, spare components.

## A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items



the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

## Auction Seller rules

If you wish to sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

## Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

## Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured since there may not be enough copies of the game to go around. If you do not have a copy of the game you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items

left with us at the auction.

- 4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.
5. Single day badges gain you admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.
11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

## Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

## Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. A 10 pm "noise curfew" will be strictly enforced on all room floors. Remember, the third floor is a guest room floor. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.

## Gateway 2019 Winners

### Board & Card Games

1846: The Race for the Midwest  
18xx  
7 Blunders  
7 Wonders  
7 Wonders: Armada  
Acquire: David Woolcott Memorial  
Arkham Horror LCG  
Azul  
Biblios  
Blue Moon City  
Boss Monster  
Brass: Lancashire  
Bunco  
Can't Stop  
Cat Lady  
Catan  
Category 5  
Century: Spice Road  
Chinatown Coop  
CO2: Second Chance  
Cohorts and Cronies  
Colt Express  
Colt Express  
Concordia  
Dice Masters  
Disney's Villainous  
Dixit  
Downforce  
Dream Factory  
Fireball Island: Curse of Vul Kar  
Fireball Island: Curse of Vul Kar  
Frog and Toad  
Fury of Dracula  
Game of Thrones: The Iron Throne  
Ganz Schn Clever (Thats Pretty Clever)  
Ghost Blitz  
Goa: A New Expedition  
Grand Austria Hotel  
Illuminati  
Iron Dragon  
Kingburg  
Kingdom Builder  
LAMA #1  
LAMA #2  
LAMA #3  
Legendary: A Marvel Deck Building Game  
Liar's Dice  
Lords of Waterdeep  
Lost Cities: The Board Game  
Love Letter #1  
Love Letter #2  
Love Letter #3  
Mars Attacks: The Dice Game  
Minuscule  
Munchkin Steampunk Deluxe  
No Thanks!  
Nuclear War  
Outpost  
Pass the Pandas  
Pax Renaissance  
Pengoloo  
Phase 10 #1  
Phase 10 #2  
Phase 10 #3  
Play 5  
Port Royal  
Port Royal: Just One More Contract  
Power Grid World Tour - Italy  
Power Grid Deluxe  
Power Grid World Tour Final  
Puerto Rico  
Race for the Galaxy

### 1st Place

Todd Vander Pluym  
Todd Vander Pluym  
Scott Samarel  
Matt Schwartz  
Jenn Van Persaud  
Gilbert Quinonez  
All died  
Jake Jobe  
Stephen Scott  
Mara Kenyon  
Jami Eidson  
Ian Caballero  
Brian Slominski  
Darrell Stark  
Heather Jenkins  
Courtney Holland  
Stevie Wegrzyn  
Sean Rich  
Sage Garver  
Lisa Gray  
Lawrence Chieng  
Diana Nelsen  
Andrew Hermansen  
Todd Vander Pluym  
Ryan Watkins  
Brian Rush  
Stevie Wegrzyn  
Darrell Stark  
Lacey Pitino  
Kenny Johnson  
Noah Joest  
Jackie Koontz  
Players 1 : Dracula 2  
Jason Adler  
Andrew Ma  
Steve Koontz  
Winton Lemoine  
Sean Growley  
Ryder Liulin  
Tracy Sangster  
Eric Downing  
Brian Dickson  
Richard Potthoff  
Samir Shah  
Bill Gallagher  
Players won  
Kenny Johnson  
Paul Slavich  
Ramon Vinluan  
Brian Rush  
Dylan Bunyak  
Dennis Baranowski  
Amanda Shugart  
Kristy Corfield  
Rich Flickstein  
Sean Growley  
Rocco Garcia  
Todd Vander Pluym  
Daniel Ihlenfeldt  
Daniel Cherney  
Aeris Holland  
Robert Lamarre  
Susanstewart  
Cameron Gandara  
Sage Garver  
Todd Vander Pluym  
Toni Gonsalves  
Josh Ballard  
Robert Mcbrayer  
Josh Ballard  
Darrell Stark  
Bill Persaud

### 2nd Place

Andrew Schoonmaker  
Jonathan Flagg  
Cameron David  
Steven Ross  
Stan Cascone  
Ramon Vinluan  
  
Ramon Vinluan  
Alex Georges  
Darrell Stark  
Stevie Wegrzyn  
Christopher Buckley  
Samina Schiller  
Kyle Greenwood  
Bill Harris  
Steven Estrella  
Jaye R.  
David Parayre  
Kevin Roberts  
Jonathan Zev  
Coral Di Salvia  
Ivan Demoura  
Bly Johnson  
Steven Estrella  
  
Jaime Lopez Alvarez  
Judyann Blake  
Andres Fresquez  
Ramon Vinluan  
Mike Badgley  
Chesney Kantar  
Oliver Koontz  
  
Michelle Paradis  
Oliver Koontz  
Tim Oates  
Christopher Buckley  
  
David Whiting  
Jay Spowart  
Eric Downing  
Alfonzo Smith  
Cameo Baranowski  
Jon Daneshgar  
  
Sean Growley  
Matt Schwartz  
Pete Porfido  
Elias Baranowski  
Alastair Valyocsik  
Winter Biel  
Judyann Blake  
Tanya Aldrich  
Martin Padilla  
Bill Gallagher  
Chris Green  
Susan Fintland  
Stevie Wegrzyn  
Gregory Huber  
Arryn Holland  
Richard Muro  
Mike Badgley  
Lisa Buroia  
Conner Schiller  
Jaye R.  
Gilbert Quinonez  
Mike Munson  
Steven Estrella  
Mike Munson  
Dearl Albright

### 3rd Place

Daniel Cherney  
Andrew Schoonmaker  
Ramon Vinluan  
Mike Munson  
Justin Noormand  
Craig Caven  
  
David Parayre  
Al Bernal  
Dwight Stone  
Benjamin Peck  
Nick Cascone  
Sean Devereaux  
Solomon Chang  
Sean Growley  
Cameron David  
Richard Potthoff  
Jake Jobe  
Edward Williams  
Jason Castelli  
  
Valerie Lake  
Brian Rush  
Tracy Sangster  
  
Jon Duff  
Gregory Huber  
Gavin Griffin  
Stephen Scott  
Michael Soh  
Justin Delacova  
Steve Koontz  
  
Christine Marciniak  
Leland Koontz  
Richard Giedlin  
Jamie Bussio  
  
Marsha Waldau  
Jaden Massaro  
Ramon Vinluan  
Nathan Yospe  
Cameron David  
Lori Norman  
  
Robert Larson  
Robert Mcbrayer  
Vennesa Martinez  
Jefferson Tinus  
Cameo Baranowski  
Miles Biel  
Skyler Hughan  
James Aldrich  
Guy Yamato  
Sage Garver  
Richard Potthoff  
Jonathanflagg  
Jon Daneshgar  
Heather Kelley  
Rose Brinkley  
Jaye R.  
Matilda Caballero  
Judyann Blake  
Al Bernal  
Susan Fintland  
Stephen Scott  
Brian Simmons  
Benjamin Lesel  
Jack Munson  
Bill Gallagher

Race for the Galaxy	Henry Kaplan	Winton Lemoine	Charles Evans
Roll for the Galaxy: Expanded	Ozgun Tumer	Alex Haley	Heather Kelley
Root	Daniel Cherney	Marceline	Darrell Stark
Russian Railroads	Gregory Huber	Jason Castelli	Heather Kelley
Scythe	Cameron Vanetti	Benjamin Peck	Ian Caballero
Shadows over Camelot	Forces of Good		
Sid Meier's Civilization: A New Dawn	Frank Yuan,	Nick Cascone	John O'Donnell
Sid Meier's Civilization: A New Dawn	Christopher Ramirez		
Sid Meier's Civilization: A New Dawn	Jenn Van Persaud		
Splendor	Dean Taylor	Cameron David	David Parayre
Star Trek: Five-Year Mission	Sean Growley		
Stone Age	Players won	Jack Munson	Jaye R.
Survive!	Matt Schwartz	Andrew Ma	Matt Schwartz
Tales of the Arabian Nights	Bob West	Philip Piceno	Daniel Gonzalez
Talisman: The Monty Python Expansion	Robert Heinle		
Talisman/Cataclysm/Batman	Seth Parker - Harley Quinn	Ron Madrid - Mr Freeze	David Scharf - Penguin
Terraforming Mars	Maria Loram	Galen Loram	Nicolo Guevarra
The Castles of Burgundy	Josh Ballard	Matt Schwartz	Jack Munson
The Castles of Burgundy: The Dice Game	Robert Le		
The Pursuit of Happiness	Gregory Huber	Ryan Everly	Scott Samarel
Thurn and Taxis	Gilbert Quinonez	Winton Lemoine	Diana Nelsen
Thurn and Taxis: Power and Glory	Robert Larson	Gilbert Quinonez	Al Bernal
Ticket To Ride	Jay Spowart	Kyle Greenwood	Brandon Muller
Ticket to Ride Europe	Kyle Greenwood	Amnon David	Lacey Pitino
Ticket to Ride First Journey	Robert Mcbrayer	Vennesa Martinez	Lorie York
Ticket to Ride USA 1910	Jaye R.	Rosie D	Jeannette Albright
Ticket to Ride: Africa	Renee Rose-Perry	Jaye R.	James Aldrich
Ticket to Ride: First Journey	Arryn Holland	Aeris Holland, Neil Chin	Jaye R.
Ticket to Ride: France	Ozgun Tumer	Darrell Stark	Cameron David
Ticket to Ride: Old West	Jay Spowart	Darrell Stark	Jeff Watson
Ticket to Ride: Pennsylvania	Gilbert Quinonez	Jeannette Albright	Sean Rich
Ticket to Ride: Rails & Sails	Cameron David	Amy Eriksen	
Ticket to Ride: Team Asia	Brian Rush Jaye R	Patricia Lieu, Warren Liang	
Titan	Eric Downing	Alasdair Burton	Eric Gerber
Tutti Frutti and Speedy Eddie	Keira Estrella	Aeris Holland	Arryn Holland
Uno #1	Cameo Baranowski	Jaye R.	Robert Lamarre
Uno #2	Anna Nelsen	Cameo Baranowski	Karin Yospe
Uno #3	Karin Yospe	Gregory Bailey	Samina Schiller
Uno #4	Rebekah Yospe	Karin Yospe	Cameo Baranowski
Vegas Showdown	Darrell Stark	Justin Gilmore	Todd Vander Pluym
Vinhos	Valerie Lake	Thom Denick	Richard Giedlin
Wingspan	Diana Nelsen	Ken Osborne,	Alex Georges
Yahtzee Free for All #1		Michael Vassallo	
Yahtzee Free for All #2	Michelle Olson	Richard Potthoff	Brian Rush
Yahtzee Free for All #3	Darrell Stark	Michelle Olson	Brad Cohen
<b>Collectible Cards &amp; Minis</b>	Angela Freeland	Jenn Ireland	Mary Taylor
AEG Big Game Night - Revisited!	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Ascension	Karin Yospe	Ken Woodruff	
Ascension	Josh Maxman	Dennis Baranowski	Melissa Weiss
Clash Royale (Mobile)	Rami Silverman	Melissa Weiss	Ivan Yospe
Exceed	George Carceres	Courtney Holland	David Parayre
	Richard Miller	Jose Sahagun	Joel Aranda
Exodus	Ryan Jellison, Nick Jellison	Perrin Weiss, Jon Brown	Marcelo Figueroa III, Katie Ritchie
Exodus	Nick Jellison	Ryan Jellison	Elizabeth Ritchie
Exodus	Jon Brown, Perrin Weiss	Marcelo Figueroa III,	
Fuzzy Heroes		Elizabeth Ritchie	
Game of Thrones 2nd Ed	Heros Won	Larry Page	
KeyForge	Stephen Ebrey		
KeyForge	Jerry Escobedo, Seth		
KeyForge - Sealed	George		
Magic: The Gathering - Capture the Flag	David Koontz	Frank Zazanis	Remington Du Bois
Magic: the Gathering - Commanderin'	Jon Duff	Zach Zeeman	Remington Du Bois
Magic: the Gathering - Commanderin'	Michael Arsollon	Greg Wagstaff	Frank Perkins
Magic: the Gathering - Commanderin'	Andrew Kuhn	Daniel Yi	
Magic: The Gathering - Horde: Gone		Albert Quintero	Edgar Contreras
Fishing	Matthew Bernhardt	Adam Hicks	
Magic: The Gathering - Horde: Paradise	The Horde won	The Players lost	
Lost			
Magic: The Gathering - K&J Pauper	The Horde won	The Players lost	
Middle Earth CCG (ICE) - Casual Play	Jon Brown	Michael Arsollon	Tanya Aldrich
	Larry Page		

Middle Earth CCG (ICE) - Casual Play	Gene Berry	Daniel Johnson	Stephen Ebrey
Middle Earth CCG (ICE) - Hero Arda	Gene Berry	Daniel Johnson	Bruce Tompkinson
Middle Earth CCG (ICE) - Hero Arda	Noah Mindess	Justin Scott	Christopher Davis
Middle Earth CCG (ICE) - Hero Arda	Daniel Johnson	Daniel Johnson	Justin Scott
Middle Earth CCG (ICE) - Hero Arda	Noah Mindess	John King	Wesley King
Munchkin - Pick your favorite!	Seth George	Sasha Bunyak	Steve Bunyak
Munchkin - Pick your favorite!	Connor Vuong	Amber Hudson	Brad Brooks
Munchkin - Pick your favorite!	Tristan Brooks	Traci Garland	Matthew Alvarez
Munchkin - the tournament	Jaden Massaro		
Star Wars Miniatures/X-Wing - Imperial vs. Republic Skirmish	Chris Allen	Miles Robinson	
Star Wars Miniatures/X-Wing - The Higher Ground/On the Outer Rim/Solo	Miles Robinson	Chris Allen	
Steve Jackson Games - Dice & Card Games	Scott Ebeling	Randy Chen	
Steve Jackson Games - Dice & Card Games	Thuong Pham	Adrian Konikow	
Steve Jackson Games - Dice & Card Games	Mike Rizzo	Elizabeth Molina	Jane Sheppard
Steve Jackson Games - Dice & Card Games	Hannah Poly	Elizabeth Molina	
Steve Jackson Games - Dice & Card Games	Angela Freeland	Jessie Foster	
Steve Jackson Games - Dice & Card Games	Savannah Farr	Alex Ho	Jason Ichimaru
The Towers of Arkhanos	Julia Morizawa	Bradley Wilcox	
Transformers TCG - Constructed	Jacob Buchheit	Joey Vigil	Jon Brown
Transformers TCG - Standard Draft	Jacob Buchheit	Marcus Walker	Diane Grotjohn
Vanguard - Advance	Duncan Lawrence	Tyler Hicks	
Wacky Races	Joseph Brown	Liam Clark	Elizabeth Brown
Wacky Races	Larry Cohen	Melody Cohen	
Yu-Gi-Oh! - Advance	Griffin Geller	Kai Bunyak	Tyler Hicks
Yu-Gi-Oh! - Advance	Ethan Kohlmeier-Hyman	Griffin Geller	Ronen Ziegert
<b>General Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Strategicon Football League	Scott Samarel		
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
A Song of Ice & Fire Tournament Final	Bill Mattson	Kevin Cruz	Tim Johnston
Circus Maximus	Erick Olson	Stephanie Ward	Eric Harman
Flames of War	Igor Torgeson	Christian Sorensen	M H
Formula De	Erick Olson	Alfredo Forero	Erika Hansen
Monsterpocalypse Crush Hour	Victor Bugg	Atomic Rob	Mike James
Star Wars Legion	Frank Vassallo	Duran Erik	Don Tseng
X-Wing	Benjamin Ou	Matt Kurashige	Gary Manzano
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Best of Show	Kevin Hill, Steven Moser, MH		
Fantasy Large	Steven Moser	Kevin Hill	Sarai Gonzalez-Hicks
Fantasy Single	Robert Blair	David Theobald III	Duongchai Brown
Fantasy Unit	Thom Denick	Paul Schipitsch	Sarai Gonzalez-Hicks
Historical Unit	MH	Paul Schipitsch	
Open		Kevin Hill	
Sci Fi Large	Kevin Hill	Robert Blair	Frank Vassallo
Sci Fi Single	Paul Schipitsch	Kevin Hill	Justin Dent
Sci Fi Unit	Kevin Hill	Justin Dent	
Strategikids	Elizabeth Brown	John Adams	Joseph Brown
<b>Party Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Cash 'n Guns Live	Memeers	Pokemon Motto	
Cash 'n Guns Live	Wait for iiiit.....	Team 4	Silent Reapers
Cash 'n Guns Live	Big Dumb	Werewolves on a diet	Just your average pandas
Game Show Play Along: Card Sharks	Erick Vallejos	Matt Schwartz	Stevie Wegrzyn
Game Show Play Along: Jeopardy!	C Robert Dimitri	Dea Abruzzo	Richard Muro
Game Show Play Along: Pass The Buck	Dea Abruzzo	Michelle Estrella	Andre Chautard
Game Show Play Along: Press Your Luck	Stevie Wegrzyn,		
	Tyler Davidson		
	John Varela, Valerie Lake,		
	Sam Rhoden, Megan		
	Rhoden, Alexandre Nguyen,		
	Justin Dent		
<b>RPGs</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Dungeons & Dragons Player vs Player	Benjamin Lesel		
GURPS Tournament Final	Alex Slizza	Kethry York	Scott York
Mexican Cargo Run: Kingsdale Climax	Andrew Berk	Peter Zuccherro	Logan Fraigun
The Crimson Carnivale	Nate Lucas	Jim Lucas	
The Crimson Carnivale	John King	Wesley King	
<b>Video Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Hearthstone	Conner Schiller	Michael Tsai	Alison Hutt
Mario Kart 8	Breck Lebaron	James Aldrich	Liam Clark, Ben Buckhurst
	Elizabeth Molina, Jordan		
Mario Kart 8 - Team Race	Pailma	Will Spencer, Julia Spencer	Aeris Holland
Smash Bros Ultimate #1 - FFA	Jason Bailey	William Jackson	Kyle Moreno



Smash Bros Ultimate #2 - High Variable  
Smash Bros Ultimate #4 - Losers Choice

#### War Games

1775: Rebellion  
A Game Of Thrones The Board Game  
Twilight Imperium (Fourth Edition)  
Axis & Allies  
Battlecry  
Command & Colors  
Falling Sky: The Gallic Revolt Against Caesar  
Kriegsspiel  
Lincoln  
Sails of Glory  
Sails of Glory  
Virgin Queen

Jason Bailey  
Marcus Chubbie Jackson

#### 1st Place

Craig Craven, Rick Lepore  
Andrew Clark  
Ryan Handzo  
Luke Hardman  
Braden Boe, Craig Caven  
Daniel Cramer  
Terry Newton  
Josh Deighton  
Hank Wong  
Ari Hackner  
Kurt Stenzel  
Anthony Stenzel

Nathan Yospe  
Jason Bailey

#### 2nd Place

Eric Ongchangco  
Joe Schinaman  
Charles Bantum  
Kurt Keckley  
Abhaya Hess  
Anthony Stenzel  
Bly Johnson  
Kurt Stenzel  
Anthony Stenzel  
Kurt Stenzel

Chris Olson  
Jeremy Estrella

#### 3rd Place

Adam Clark  
Peter An  
Ryanvoznick  
Craig Caven  
Terry Newton  
Marshall Neal

## Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of the year.

For 2018 the winners are:

Jack Butler Award: 1st - Darrell Stark  
2nd - Eric Downing  
3rd - Sean Growley  
Short Board Games: 1st - Eric Downing  
2nd - Darrell Stark  
3rd - Sean Growley  
Medium Board Games: 1st - Darrell Stark  
2nd - Bruce Schlickbernd  
3rd - Jaye R  
Long Board Games: 1st - David Smullens,  
Nathan Morelli  
3rd - Benjamin Peck

Collectible Games: 1st - Cameron Takahashi  
2nd - Harold Goldstein,  
James Branzuela  
Video Games: 1st - Jason Bailey  
2nd - Jason Duvall  
3rd - James Nuesca

Kids' Games: 1st - Rush Brinkley  
2nd - Keira Estrella  
3rd - Abbie Gill

Strategicon congratulates these fine gamers!

## Hotel Food Policy

No outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.

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## A Word (or two) from the Con Man

### Welcome to Orccon 2020

If this is your first Strategicon convention, welcome — we're glad to have you! If not, welcome back!

### Gateway 2019 was huge!

Though not quite as big as we expected due to (we think) the construction by the city of Los Angeles in front of the hotel. Still, it was the largest Gateway we've run, falling just under last year's Orccon as our largest show ever. Still haven't hit 2500 yet.

### Pre reg record

This show has the most people pre registered of any show we've run not on a Los Angeles-based NBA All-Star Game weekend. Assuming parking hasn't blown up in our face, this is the largest show we've run and we should hit 2500. Thank you. Thankfully this time the construction is supposedly behind the hotel.

### Pardon our vision

It's 2020 — expect to see a lot of vision jokes this year, because clearly we cannot help ourselves. We're still focused on providing the best game convention experience in all of California.

### Losing it

This year there's no nasty sports hangover like last year as both the Rams and the Dodgers didn't make it as far as they did 2018. Don't know if that's good or bad, but it wasn't as disappointing. Go Lakers!

### And now for something completely different

So this con saw the debut of the new Strategicon con book production system. Yup, the 10-year-old machine got replaced by a brand spanking new 2019 monstrosity. Of course, getting old software to run on new hardware is always a fun exercise of banging one's head into a wall, but if you're reading this then it means the migration was successful and we didn't freak out the printer. Ah, the price of progress. It least I can game on it.

### Just what I needed

No "In Memoriam" section this con. Thankful for that. However, some of my favorite writers passed since the last con, however — Ric Ocasek, Neil Peart and Terry Jones are no longer with us. Stay healthy out there.

Have a great convention everyone.

# STUPID

## [USERS]

# BETA



# T-Shirts!

# Design 1



## Design 2 (all year)



Two different Convention Shirts  
Available in the Dealer Room for \$20  
\$25 for the annual shirt  
All sizes from S to 4XL

Men's, Women's and Youth shirts are available.





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