

*Virtual*

# Gateway

2020



*Labor Day Weekend*

*September 4th - 7th, 2020*

#C 2020



## Table of Contents

|  |   |
|--|---|
| Table of Contents                            | 0 |
| Troubleshooting Staff                        | 0 |
| Welcome                                      | 1 |
| Convention Hours                             | 1 |
| Common Rights of Event Officials             | 1 |
| Event Registration                           | 1 |
| Master Schedule                              | 2 |
| Miniatures Painting Contest                  | 7 |
| Our Sponsors                                 | 7 |
| Shopping (Dealer Room, Flea Market, Auction) | 7 |
| The Rules                                    | 7 |
| Afterword                                    | 8 |

## 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    |
| Volunteers & Play To Win       | Karla Freeman      |
| Board Games                    | Shane Sauby        |
| Collectibles                   | Brandon Weiss      |
| Computer and Video Games       | Jason DuVall       |
| Indie New Games                | Angelica Magno     |
| 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    |
|                                | Robert Prag        |
| Virtual Infrastructure         | Malakai Unland     |



*Editor's note: this conbook was never actually printed and exists largely for the sake of continuity and as a historical document. It is the second one like it and it could be the second of several – at the time of this writing it is too soon to tell.*

*Gateway 2020 was cancelled due to the Covid-19 pandemic of 2020. Gateway 2020 was run as a virtual convention, the second of its kind for Strategicon. As such it is handled in a much different fashion than a normal Strategicon conbook.*

## Welcome

Strategicon welcomes you to Virtual Gateway 2020. Thank you for joining us.

This one isn't normal by any stretch. Really, this is the second time we've done it this way and we hope we do not have to again. Live-Action Pandemic was never the plan, we swear. New to the convention? Well, so are we – at least in this format. If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure. We have no idea how this is going to go.

## Convention Hours

Gateway 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.

## Common Rights of Event Officials

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

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

## Event Registration

You can register for events on the web site (<https://www.strategicon.net/?event-reg>) by entering your name on the sign up sheet prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only removed when that event starts, thus allowing "walk-in" registration.

Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play.

## 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.

Enjoy the con!



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

# Friday

## Master Schedule of Events

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

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

G = General, I = Indie New Games, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Fri, Sep 4

| Start Time | Dur (hrs) | System Title or Type   | Exp. | Mat. | Type | Dept. |
|------------|-----------|--|------|------|------|-------|
| Noon       | 2         | <b>Skully Bunnies</b> Event  | A    | T    | B    | B     |
|            | 4         | <b>Upstaged</b> Event *  | A    | A    | B    | B     |
|            | 3         | <b>Viticulture</b> Event   | A    | T    | B    | B     |
|            | 1         | <b>Gateway 2020 Virtual Grid Game</b> Sponsored Event *  | A    | A    | G    | G     |
|            | 1         | <b>Gateway Painting Contest</b> Start your Painting! Event                                     | A    | A    | M    | M     |
|            | 4         | <b>BASH! Ultimate Edition</b> Superheroes Fight the Third Reich (Part 1 of 3) Event *          | A    | A    | R    | R     |
|            | 1         | <b>7 Days To Die Server</b> 7 Days To Die Event  | A    | T    | V    | V     |
|            | 1         | <b>Minecraft - Survival</b> Minecraft Event  | A    | A    | V    | V     |
|            | 24        | <b>Terraria Chill and Build</b> PC Event   | A    | F    | V    | V     |
| 1 pm       | 2         | <b>Icon</b> Playtest *   | A    | A    | B    | I     |
| 2 pm       | 5         | <b>HPTRPG Modified</b> 1st Year at Hogwarts Event  | A    | T    | R    | R     |
|            | 1         | <b>Fickle</b> Sponsored Demo   | A    | F    | B    | B     |
|            | 4         | <b>D&amp;D 5E</b> CCC-GSP-MON01-01 Shadows of Despair (Levels 5-10) Event                      | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-MACE01-01 The Blight of Geoffrey (Levels 1-4) Event                      | A    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-RCC-01-06 The Handfasting (Levels 11-16) Event                           | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL00-02f The Definition of Heroism (Lost Tales of [...]) (Lvl 17-20) Event | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-15 Maddening Screams (Levels 11-16) Event                             | E    | T    | R    | A     |
|            | 3         | <b>Murder Happens: Games of Mystery</b> Nefru's Last Night on the Nile - [...] Event *         | A    | M    | L    | L     |
|            | 4         | <b>GURPS</b> The Collapse- Episode 5 Sponsored Event   | A    | T    | R    | R     |
|            | 4         | <b>GURPS</b> Union Gold Sponsored Event  | A    | T    | R    | R     |
| 3 pm       | 1         | <b>Fickle</b> Sponsored Demo   | A    | F    | B    | B     |
|            | 1.5       | <b>MIND MGMT: The Psychic Espionage "Game"</b> Demo *  | A    | A    | B    | B     |
|            | 3         | <b>Ultimate Werewolf</b> 101   | A    | A    | P    | P     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> Playtest *   | A    | T    | B    | I     |
|            | 2         | <b>Icon</b> Playtest *   | A    | A    | B    | I     |
| 4 pm       | 2         | <b>Skully Bunnies</b> Event  | A    | T    | B    | B     |
|            | 3         | <b>Tammany Hall</b> Event  | A    | T    | B    | B     |
|            | 3         | <b>Jackbox Party Pack</b> Event  | A    | T    | P    | P     |
| 5 pm       | 2         | <b>Power Grid</b> 101  | A    | A    | B    | B     |
|            | 2         | <b>Game Show Playalong - Wipeout</b> Event   | A    | A    | P    | P     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> Playtest *   | A    | T    | B    | I     |
|            | 1         | <b>Hurt 'Em! Expansion</b> Playtest  | A    | F    | P    | I     |
|            | 1.5       | <b>Macaron</b> 101   | A    | T    | B    | I     |
|            | 1.5       | <b>Ratfink: Scurry &amp; Scamper</b> Event *   | A    | A    | B    | I     |
|            | 3         | <b>RPG Indie Games on Demand</b> Event   | A    | T    | R    | R     |
| 6 pm       | 1.5       | <b>Battlestar Galactica - The Board Game</b> 101   | A    | T    | B    | B     |
|            | 3         | <b>Parlor LARP</b> Hirelings Event   | A    | T    | L    | L     |
|            | 3         | <b>Ultimate Werewolf</b> Event   | A    | A    | P    | P     |
|            | 4         | <b>Dungeon Crawl Classics</b> One Shot "Elusive Cargo" Playtest *                              | A    | T    | R    | R     |
| 7 pm       | 3         | <b>POWER GRID WORLD TOUR - US</b> Event  | A    | A    | B    | B     |
|            | 4         | <b>D&amp;D 5E</b> CCC-DES-01-02 A Sanity Never Questioned (Levels 5-10) Event                  | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-MACE01-02 A Panthers Peril (Levels 1-4) Event                            | A    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-SDREAM-01-03 The Best Laid Plans of Gnomes (Levels 11-16) Event          | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-SHINY-04 Elusion of Grand Yore (Levels 5-10) Event                       | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL05-18 The Mysterious Isle (Levels 17-20) Event                           | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-16 Honors Unforeseen (Levels 11-16) Event                             | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL-EB-08 Parliament of Gears (Levels 5-10) Event                           | E    | T    | R    | A     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> Playtest *   | A    | T    | B    | I     |
|            | 1         | <b>ICE CREAM YOU SCREAM!</b> The Family Game of Dice! 101 *                                    | A    | F    | B    | I     |
|            | 2         | <b>Icon</b> Playtest *   | A    | A    | B    | I     |
|            | 1.5       | <b>Macaron</b> 101 *   | A    | T    | B    | I     |
|            | 4         | <b>AD&amp;D 1E</b> My Old School: Welcome to Little Hell Event                                 | A    | A    | R    | R     |
|            | 4         | <b>GURPS</b> Breaking IN to Skull Rock Prison Event  | A    | T    | R    | R     |
|            | 4         | <b>GURPS</b> The college vamps-night 1 Sponsored Event   | A    | T    | R    | R     |
| 8 pm       | 4         | <b>Battlestar Galactica - The Board Game</b> Event   | E    | T    | B    | B     |
|            | 3         | <b>Murder Happens: Games of Mystery</b> Super Heroes: Are We Really Super? Event *             | A    | M    | L    | L     |
|            | 2         | <b>Game Show Playalong - Family Feud</b> Event   | A    | A    | P    | P     |

# Friday

Fri, Sep 4

| Start Time | Dur (hrs) | System — Title or Type  | Exp. | Mat. | Type | Dept. |
|------------|-----------|---|------|------|------|-------|
|            | 1         | <b>ICE CREAM YOU SCREAM!</b> The Family Game of Dices! Sponsored Tournament *             | A    | F    | B    | I     |
|            | 4         | <b>Call of Cthulhu 7th Edition (Pulp Cthulhu var.)</b> Blood Orgy on Vampire Island Event | A    | M    | R    | R     |
|            | 4         | <b>Cypher System: The Expanse</b> Life and Death Event                                    | A    | M    | R    | R     |
|            | 4         | <b>GURPS and Kids on Brooms</b> Character Creation Session Sponsored Event                | A    | A    | R    | R     |
| 9 pm       | 3         | <b>Ultimate Werewolf</b> Event  | A    | A    | P    | P     |
|            | 3         | <b>Ultimate Werewolf</b> Event  | A    | M    | P    | P     |
|            | 2         | <b>Ikön</b> Playtest *  | A    | A    | B    | I     |
|            | 1.5       | <b>Macaron</b> 101 *  | A    | T    | B    | I     |
| 10 pm      | 2         | <b>Among Us</b> Event   | A    | A    | P    | P     |
|            | 1.25      | <b>Dino Diner</b> Playtest *  | A    | F    | B    | I     |

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

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

G = General, I = Indie New Games, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Sat, Sep 5

| Start Time | Dur (hrs) | System Title or Type  | Exp. | Mat. | Type | Dept. |
|------------|-----------|---|------|------|------|-------|
| Midnight   | 3         | <b>Ultimate Werewolf</b> Event  | A    | A    | P    | P     |
|            | 3         | <b>Ultimate Werewolf</b> Event  | A    | M    | P    | P     |
| 9 am       | 4         | <b>D&amp;D 5E</b> CCC-ELF-03-01 Death's Claw (Levels 5-10) Event                      | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-MACE01-03 Haunted Memories (Levels 1-4) Event                   | A    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-NBDD01-02 Where Can She Be (Levels 5-10) Event                  | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDA0-38 Special Event   | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-17 In the Hand (Levels 11-16) Event                          | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-19 Fang and Claw (Levels 17-20) Event                        | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL-EB-09 Lord Bucket (Levels 5-10) Event                          | E    | T    | R    | A     |
|            | 9         | <b>D&amp;D 5E</b> DDHC-TOA-15 Maze of Shadows (Levels 11-16) Special Event            | E    | T    | R    | A     |
|            | 4         | <b>AD&amp;D 1E</b> My Old School: Welcome to Little Hell Event                        | A    | A    | R    | R     |
|            | 4         | <b>Genesys: Avatar the Last Airbender</b> New Roots Event                             | A    | T    | R    | R     |
|            | 4         | <b>GURPS</b> The Collapse- Episode 6 Sponsored Event                                  | A    | T    | R    | R     |
|            | 4         | <b>Kids on Brooms</b> Semester Break Sponsored Event                                  | A    | A    | R    | R     |
|            | 4         | <b>The Great American Witch</b> We'll create our scenario at the table Event *        | A    | T    | R    | R     |
| 10 am      | 1         | <b>Fickle</b> Sponsored Demo *  | A    | F    | B    | B     |
|            | 4         | <b>Great Western Trail</b> Event *  | A    | T    | B    | B     |
|            | 1         | <b>Artemis Spaceship Bridge Simulator</b> Space Cadets, Assemble! Event               | A    | A    | L    | L     |
|            | 1.5       | <b>Macaron</b> 101  | B    | T    | B    | I     |
|            | 3         | <b>RPG Indie Games on Demand</b> Event  | A    | T    | R    | R     |
| 11 am      | 1         | <b>Fickle</b> Sponsored Demo *  | A    | F    | B    | B     |
|            | 2         | <b>Port Royal: Just One More Contract</b> Event                                       | E    | A    | B    | B     |
|            | 2         | <b>Skully Bunnies</b> Event   | A    | T    | B    | B     |
|            | 1.5       | <b>The Zorro Dice Game</b> Event *  | A    | A    | B    | B     |
|            | 1         | <b>Artemis Spaceship Bridge Simulator</b> Rescue Team Event                           | E    | A    | L    | L     |
|            | 3         | <b>Medici: Trade, Culture, Greed, and Assassinations</b> Playtest *                   | A    | T    | B    | I     |
| Noon       | 4         | <b>Upstaged</b> Event *   | A    | A    | B    | B     |
|            | 2         | <b>Game Show Playalong - Smush</b> Event  | A    | A    | P    | P     |
|            | 1.5       | <b>Macaron</b> 101  | B    | T    | B    | I     |
|            | 4         | <b>13th Age</b> Fungaloid Infection Event   | A    | T    | R    | R     |
|            | 4         | <b>BASH! Ultimate Edition</b> Superheroes Fight the Third Reich (Part 2 of 3) Event * | A    | A    | R    | R     |
|            | 1         | <b>7 Days To Die Server</b> 7 Days To Die Event                                       | A    | T    | V    | V     |
|            | 1         | <b>Minecraft - Survival</b> Minecraft Event   | A    | A    | V    | V     |
| 1 pm       | 1         | <b>Kingdomino</b> Event   | A    | F    | B    | B     |
|            | 3         | <b>Stone Age</b> Event  | E    | A    | B    | B     |
|            | 2         | <b>Artemis Spaceship Bridge Simulator</b> The Waning Dark Event                       | E    | A    | L    | L     |
|            | 2         | <b>Destination: Adventure!</b> Demo *   | A    | A    | B    | I     |
|            | 1         | <b>Hurt 'Em! Expansion</b> Playtest   | A    | F    | B    | I     |
|            | 2         | <b>Ikön</b> Playtest *  | A    | A    | B    | I     |
|            | 4         | <b>Dungeon Crawl Classics</b> One Shot "Elusive Cargo" Playtest *                     | A    | T    | R    | R     |
| 2 pm       | 3         | <b>Container</b> Event  | A    | T    | B    | B     |
|            | 4         | <b>D&amp;D 5E</b> CCC-DRUIDS-03 In Tents (Levels 1-4) Event                           | A    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-ELF 03-02 Echoes of Rage (Levels 5-10) Event                    | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-MACE01-02 A Panthers Peril (Levels 1-4) Event                   | A    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-RCC-01-04 Black Bliss (Levels 11-16) Event                      | E    | T    | R    | A     |

# Saturday

# Saturday

Sat, Sep 5

| Start Time | Dur (hrs) | System — Title or Type  | Exp. | Mat. | Type | Dept. |
|------------|-----------|---|------|------|------|-------|
|            | 4         | <b>D&amp;D 5E</b> CCC-VOTE-01-01 A Small Trifle (Levels 5-10) Event                 | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-18 Consequences of Choice (Levels 11-16) Event             | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-20 Where Devils Fear to Tread (Levels 17-20) Event         | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL-EB-10 Judgement of Iron (Levels 5-10) Event                  | E    | T    | R    | A     |
|            | 4.25      | <b>D&amp;D 5E</b> DDEP-05-01 The Iron Baron (Levels 1-10) Special Event             | A    | T    | R    | A     |
|            | 2         | <b>Game Show Playalong - Card Sharks</b> Event                                      | A    | A    | P    | P     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> Playtest *                                    | A    | T    | B    | I     |
|            | 4         | <b>AD&amp;D 1E</b> My Old School: Welcome to Little Hell Event                      | A    | A    | R    | R     |
|            | 4         | <b>Arcane Underground</b> Anarchy in Fault City! Event *                            | A    | T    | R    | R     |
|            | 4         | <b>Blades In The Dark</b> War in Crow's Foot 101                                    | A    | M    | R    | R     |
|            | 4         | <b>GURPS</b> Space Event  | A    | T    | R    | R     |
|            | 4         | <b>GURPS</b> Arche - A Pirate's Life Sponsored Event                                | A    | A    | R    | R     |
|            | 4         | <b>Kids on Brooms</b> The Chase Sponsored Event                                     | A    | A    | R    | R     |
|            | 4         | <b>Low Life: Savage Worlds</b> Back.... TuroFuture! Event                           | A    | T    | R    | R     |
|            | 4         | <b>The Great American Witch</b> scenario determined at the table Event *            | A    | T    | R    | R     |
|            | 3         | <b>RPG Indie Games on Demand</b> Event  | A    | T    | R    | R     |
|            | 2         | <b>PLAY TO WIN! Z-Shot</b> Sponsored Event *  | A    | A    | B    | T     |
| 3 pm       | 2         | <b>Skully Bunnies</b> Event   | A    | T    | B    | B     |
|            | 3         | <b>Viticulture</b> Event  | A    | T    | B    | B     |
|            | 5         | <b>Strategicon Football League</b> Tournament                                       | A    | M    | G    | G     |
|            | 2         | <b>Artemis Spaceship Bridge Simulator</b> Valuable Assets Event                     | E    | A    | L    | L     |
|            | 3         | <b>Murder Happens: Games of Mystery</b> The Beatnik Who Wasn't Beat - [...] Event * | A    | M    | L    | L     |
|            | 2         | <b>Icon</b> Playtest *  | A    | A    | B    | I     |
| 4 pm       | 2         | <b>New Frontiers</b> Event *  | A    | T    | B    | B     |
|            | 2         | <b>Game Show Playalong - The Challengers</b> Event                                  | A    | A    | P    | P     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> Playtest *                                    | A    | T    | B    | I     |
|            | 4         | <b>Motif: The Game of Music Theory</b> Event *                                      | A    | M    | B    | I     |
|            | 4         | <b>Trail of Cthulhu</b> Cthulhu Trek Event  | A    | M    | R    | R     |
|            | 2         | <b>PLAY TO WIN! Deadly Doodles</b> Sponsored Event                                  | A    | A    | B    | T     |
| 5 pm       | 2         | <b>Ghost Fightin' Treasure Hunters!</b> Event                                       | A    | F    | B    | B     |
|            | 2         | <b>Icon</b> Playtest *  | A    | A    | B    | I     |
| 6 pm       | 2         | <b>Skully Bunnies</b> Event   | A    | T    | B    | B     |
|            | 1         | <b>Majority Rules!</b> Event  | A    | T    | P    | P     |
|            | 3         | <b>Ultimate Werewolf</b> Event  | A    | A    | P    | P     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> Playtest *                                    | A    | T    | B    | I     |
|            | 4         | <b>Dungeon Crawl Classics</b> One Shot "Elusive Cargo" Playtest *                   | A    | T    | R    | R     |
|            | 3         | <b>Minecraft SUPER SPEEDRUN</b> PC Event  | A    | F    | V    | V     |
| 7 pm       | 2         | <b>Euphoria</b> Event   | A    | T    | B    | B     |
|            | 3         | <b>Power Grid World Tour - Germany</b> Event  | A    | A    | B    | B     |
|            | 1         | <b>Rate It!</b> Event   | A    | T    | P    | P     |
|            | 5         | <b>7th Sea 2nd Ed Modified</b> 7th Sea Searching Event                              | A    | M    | R    | R     |
|            | 4         | <b>AD&amp;D 1E</b> My Old School: Rendezvous in Tenth Imperium Event                | A    | A    | R    | R     |
|            | 4         | <b>GURPS</b> Collapse E7 Event  | A    | T    | R    | R     |
|            | 3         | <b>RPG Indie Games on Demand</b> Event  | A    | T    | R    | R     |
| 8 pm       | 3         | <b>Murder Happens: Games of Mystery</b> This Prom's Killer - 1980s Prom Event *     | A    | M    | L    | L     |
|            | 4         | <b>When The Dark Is Gone</b> Fantasy Event  | A    | M    | L    | L     |
|            | 2         | <b>Game Show Playalong - Match Game</b> Event                                       | A    | T    | P    | P     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> Playtest *                                    | A    | T    | B    | I     |
|            | 1         | <b>ICE CREAM YOU SCREAM!</b> The Family Game of Dice Sponsored Tournament *         | A    | F    | B    | I     |
|            | 5         | <b>Call of Cthulhu 7th Edition</b> Horror on the Buffalo River Event                | A    | M    | R    | R     |
|            | 4         | <b>Vampire the Requiem 2nd</b> The Return of Spiral Jetty Event                     | A    | T    | R    | R     |
| 9 pm       | 3         | <b>Ultimate Werewolf</b> Event  | A    | A    | P    | P     |
|            | 3         | <b>Ultimate Werewolf</b> Event  | A    | M    | P    | P     |
|            | 2         | <b>Icon</b> Playtest *  | A    | A    | B    | I     |
| 10 pm      | 1.25      | <b>Dino Diner</b> Playtest *  | A    | F    | B    | I     |

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

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

G = General, I = Indie New Games, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

# Sunday

Sun, Sep 6

| Start    | Dur | System                            | Title or Type   | Exp. | Mat. | Type | Dept. |
|----------|-----|-----------------------------------|---|------|------|------|-------|
| Midnight | 3   | Ultimate Werewolf                 | Event   | A    | A    | P    | P     |
|          | 3   | Ultimate Werewolf                 | Event   | A    | M    | P    | P     |
| 9 am     | 4   | D&D 5E                            | CCC-DES-01-01 Finding the Rabbit Hole (Levels 5-10) Event                 | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | CCC-MACE01-01 The Blight of Geoffrey (Levels 1-4) Event                   | A    | T    | R    | A     |
|          | 4   | D&D 5E                            | CCC-SDREAM-01-03 The Best Laid Plans of Gnomes (Levels 11-16) Event       | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | CCC-VOTE-01-01 A Small Trifle (Levels 5-10) Event                         | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | DDAL00-02f The Definition of Heroism (Lost Tales [...]) (Lvl 17-20) Event | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | DDAL09-15 Maddening Screams (Levels 11-16) Event                          | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | DDAL-EB-08 Parliament of Gears (Levels 5-10) Event                        | E    | T    | R    | A     |
|          | 4   | AD&D 1E                           | My Old School: Rendezvous in Tenth Imperium Event                         | A    | A    | R    | R     |
|          | 4   | GURPS                             | Collapse E8 Event   | A    | T    | R    | R     |
| 10 am    | 2   | Game Show Playalong - Countdown   | Event   | A    | A    | P    | P     |
|          | 1.5 | Battle of Souls - Deck builder    | Playtest *  | A    | T    | B    | I     |
| 11 am    | 2   | Good Cop Bad Cop: Promoted        | Event   | A    | T    | B    | B     |
|          | 2   | Skully Bunnies                    | Event   | A    | T    | B    | B     |
|          | 4   | Homebrew                          | After Dark Event  | A    | T    | L    | L     |
|          | 2   | Icon                              | Playtest *  | A    | A    | B    | I     |
|          | 1   | RPG Indie Games on Demand         | - Game Design Lean Coffee Event   | A    | T    | R    | R     |
| Noon     | 4   | Castles of Burgundy               | Event   | A    | A    | B    | B     |
|          | 1.5 | Battle of Souls - Deck builder    | Playtest *  | A    | T    | B    | I     |
|          | 6   | Macaron                           | Sponsored Special Tournament *  | B    | F    | B    | I     |
|          | 4   | BASH! Ultimate Edition            | Superheroes Fight the Third Reich (Part 3 of 3) Event *                   | A    | A    | R    | R     |
|          | 3   | RPG Indie Games on Demand         | Event   | A    | T    | R    | R     |
|          | 1   | 7 Days To Die Server              | 7 Days To Die Event   | A    | T    | V    | V     |
|          | 1   | Minecraft - Survival              | Minecraft Event   | A    | A    | V    | V     |
| 1 pm     | 2   | Octopus' Garden                   | Event   | A    | F    | B    | B     |
|          | 4   | Upstaged                          | Event *   | A    | A    | B    | B     |
|          | 2   | Game Show Playalong - Liar's Club | Event   | A    | A    | P    | P     |
|          | 2   | Hurt 'EM!                         | Tournament of Power Sponsored Special Small *                             | A    | A    | B    | I     |
| 2 pm     | 4   | D&D 5E                            | CCC-DES-01-02 A Sanity Never Questioned (Levels 5-10) Event               | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | CCC-DRUIDS-03 In Tents (Levels 1-4) Event                                 | A    | T    | R    | A     |
|          | 4   | D&D 5E                            | CCC-RCC-01-06 The Handfasting (Levels 11-16) Event                        | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | DDAL09-16 Honors Unforeseen (Levels 11-16) Event                          | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | DDAL09-19 Fang and Claw (Levels 17-20) Event                              | E    | T    | R    | A     |
|          | 4   | D&D 5E                            | DDAL-EB-09 Lord Bucket (Levels 5-10) Event                                | E    | T    | R    | A     |
|          | 9   | D&D 5E                            | DDHC-TYP Ch.3 The Hidden Shrine of Tamoachan (Levels 5-10) Event          | E    | T    | R    | A     |
|          | 3   | Murder Happens: Games of Mystery  | The Lilly Mystery - Steampunk Seance Event *                              | A    | M    | L    | L     |
|          | 1   | Gateway Painting Contest          | Entries Due! Event  | A    | A    | M    | M     |
|          | 1.5 | Scattergories                     | Event   | A    | A    | P    | P     |
|          | 1.5 | Battle of Souls - Deck builder    | Playtest *  | A    | T    | B    | I     |
|          | 4   | AD&D 1E                           | My Old School: Rendezvous in Tenth Imperium Event                         | A    | A    | R    | R     |
|          | 4   | Arcane Underground                | Shadowpunk Test Run Event   | A    | T    | R    | R     |
|          | 4   | A Town Called Malice              | Season of the Witch Event   | A    | T    | R    | R     |
|          | 4   | D&D 5e Homebrew                   | Last Call For Camelot Event   | A    | M    | R    | R     |
|          | 4   | GURPS                             | Breaking OUT of Skull Rock Prison Event                                   | A    | T    | R    | R     |
|          | 4   | Kids on Brooms                    | Midnight Mayham Sponsored Event   | A    | A    | R    | R     |
|          | 2   | PLAY TO WIN! Deadly Doodles       | Sponsored Event   | A    | A    | B    | T     |
| 3 pm     | 1   | Fickle                            | Sponsored Demo *  | A    | F    | B    | B     |
|          | 2   | Skully Bunnies                    | Event   | A    | T    | B    | B     |
|          | 4   | Freeform Negotiation              | History of the Sunset War Event *   | A    | M    | L    | L     |
| 4 pm     | 1   | Fickle                            | Sponsored Demo *  | A    | F    | B    | B     |
|          | 2   | Thurn and Taxis                   | Event   | E    | A    | B    | B     |
|          | 3   | Viticulture                       | Event   | A    | T    | B    | B     |
|          | 2   | Codenames                         | Event   | A    | A    | P    | P     |
|          | 2   | Game Show Playalong - Definition  | Event   | A    | A    | P    | P     |
|          | 1.5 | Battle of Souls - Deck builder    | Playtest *  | A    | T    | B    | I     |
|          | 4   | Trail of Cthulhu                  | Cthulhu Trek Event  | A    | M    | R    | R     |
|          | 2   | PLAY TO WIN! Z-Shot               | Sponsored Event *   | A    | A    | B    | T     |
| 5 pm     | 2   | Hey! That's My Fish!              | Event   | A    | F    | B    | B     |
| 6 pm     | 2   | Skully Bunnies                    | Event   | A    | T    | B    | B     |
|          | 2   | Hive Mind                         | Event   | A    | T    | P    | P     |
|          | 3   | Ultimate Werewolf                 | Event   | A    | A    | P    | P     |
|          | 1.5 | Battle of Souls - Deck builder    | Playtest *  | A    | T    | B    | I     |
| 7 pm     | 3   | Power Grid World Tour - France    | Event   | A    | A    | B    | B     |
|          | 2   | Feedback Forum                    | Event   | A    | A    | G    | G     |
|          | 4   | D&D 5E                            | CCC-MACE01-03 Haunted Memories (Levels 1-4) Event                         | A    | T    | R    | A     |
|          | 4   | D&D 5E                            | CCC-RCC-01-04 Black Bliss (Levels 11-16) Event                            | E    | T    | R    | A     |

# Sunday



# Sunday

Sun, Sep 6

| Start Time | Dur (hrs) | System — Title or Type  | Exp. | Mat. | Type | Dept. |
|------------|-----------|---|------|------|------|-------|
|            | 4         | <b>D&amp;D 5E</b> DDAL09-17 In the Hand (Levels 11-16) <i>Event</i>                 | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-20 Where Devils Fear to Tread (Levels 17-20) <i>Event</i>  | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL-EB-10 Judgement of Iron (Levels 5-10) <i>Event</i>           | E    | T    | R    | A     |
|            | 4         | <b>GURPS</b> The college vamps-party invite <i>Sponsored Event</i>                  | A    | T    | R    | R     |
| 8 pm       | 5         | <b>HPTTRPG Modified</b> 1st Year at Hogwarts <i>Event</i>                           | A    | M    | R    | R     |
|            | 3         | <b>Murder Happens: Games of Mystery</b> Pirate Island Castaways <i>Event</i> *      | A    | M    | L    | L     |
|            | 3         | <b>SoulCalibur</b> The Emperor's Tournament of Souls <i>Event</i>                   | A    | M    | L    | L     |
|            | 1         | <b>Why Did the Chicken...?</b> <i>Event</i>   | A    | T    | P    | P     |
|            | 1.5       | <b>Battle of Souls - Deck builder</b> <i>Playtest</i> *                             | A    | T    | B    | I     |
|            | 1         | <b>ICE CREAM YOU SCREAM!</b> The Family Game of Dice! <i>Sponsored Tournament</i> * | A    | F    | B    | I     |
| 9 pm       | 4         | <b>Call of Cthulhu 7th Edition</b> Stalker in the Moonlit Mall <i>Event</i>         | A    | M    | R    | R     |
|            | 1         | <b>Punderdome</b> <i>Event</i>  | A    | T    | P    | P     |
|            | 3         | <b>Ultimate Werewolf</b> <i>Event</i>   | A    | M    | P    | P     |
|            | 3         | <b>Ultimate Werewolf</b> <i>Event</i>   | A    | A    | P    | P     |
| 10 pm      | 1.25      | <b>Dino Diner</b> <i>Playtest</i> *   | A    | F    | B    | I     |

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

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

G = General, I = Indie New Games, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Mon, Sep 7

| Start Time | Dur (hrs) | System Title or Type  | Exp. | Mat. | Type | Dept. |
|------------|-----------|---|------|------|------|-------|
| Midnight   | 3         | <b>Ultimate Werewolf</b> <i>Event</i>   | A    | M    | P    | P     |
|            | 3         | <b>Ultimate Werewolf</b> <i>Event</i>   | A    | A    | P    | P     |
| 9 am       | 4         | <b>D&amp;D 5E</b> CCC-DRUIDS-03 In Tents (Levels 1-4) <i>Event</i>                                    | A    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-ELF-03-01 Death's Claw (Levels 5-10) <i>Event</i>                               | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-NBDD01-02 Where Can She Be (Levels 5-10) <i>Event</i>                           | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-RCC-01-06 The Handfasting (Levels 11-16) <i>Event</i>                           | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDA0-38 <i>Special Event</i>  | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL05-18 The Mysterious Isle (Levels 17-20) <i>Event</i>                           | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL09-18 Consequences of Choice (Levels 11-16) <i>Event</i>                        | E    | T    | R    | A     |
| 10 am      | 1.5       | <b>Battle of Souls - Deck builder</b> <i>Playtest</i> *   | A    | T    | B    | I     |
| 11 am      | 3         | <b>Power Grid World Tour - Italy</b> <i>Event</i>   | A    | A    | B    | B     |
|            | 2         | <b>Skully Bunnies</b> <i>Event</i>  | A    | T    | B    | B     |
|            | 0.5       | <b>Wingspan 101</b> <i>Event</i>  | A    | T    | B    | B     |
|            | 2         | <b>Icon</b> <i>Playtest</i> *   | A    | A    | B    | I     |
| Noon       | 2         | <b>Stone Age with Expansions</b> <i>Event</i>   | E    | A    | B    | B     |
|            | 3         | <b>Wingspan</b> <i>Event</i>  | A    | T    | B    | B     |
|            | 3         | <b>Medici: Trade, Culture, Greed, &amp; Assassinations</b> <i>Playtest</i> *                          | A    | T    | B    | I     |
|            | 5         | <b>HPTTRPG Modified</b> 1st Year at Hogwarts <i>Event</i>   | A    | T    | R    | R     |
| 1 pm       | 1         | <b>Minecraft - Survival</b> <i>Minecraft Event</i>  | A    | A    | V    | V     |
|            | 2         | <b>Phase 10</b> <i>Event</i>  | A    | F    | B    | B     |
|            | 4         | <b>Upstaged</b> <i>Event</i> *  | A    | A    | B    | B     |
| 2 pm       | 1         | <b>Fickle</b> <i>Sponsored Demo</i>   | A    | F    | B    | B     |
|            | 4         | <b>D&amp;D 5E</b> CCC-ELF 03-02 Echoes of Rage (Levels 5-10) <i>Event</i>                             | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-GSP-MON01-01 Shadows of Despair (Levels 5-10) <i>Event</i>                      | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-SDREAM-01-03 The Best Laid Plans of Gnomes (Levels 11-16) <i>Event</i>          | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> CCC-SHINY-04 Elusion of Grand Yore (Levels 5-10) <i>Event</i>                       | E    | T    | R    | A     |
|            | 4         | <b>D&amp;D 5E</b> DDAL00-02f The Definition of Heroism (Lost Tales of [...]) (Lvl 17-20) <i>Event</i> | E    | T    | R    | A     |
|            | 4         | <b>GURPS</b> Trouble at Red River <i>Event</i>  | A    | T    | R    | R     |
| 3 pm       | 1         | <b>Fickle</b> <i>Sponsored Demo</i>   | A    | F    | B    | B     |
|            | 2         | <b>Skully Bunnies</b> <i>Event</i>  | A    | T    | B    | B     |
|            | 3         | <b>Ultimate Werewolf</b> <i>Event</i>   | A    | A    | P    | P     |

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

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

G = General, I = Indie New Games, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

# Monday



## Miniatures Painting Contest

We're actually still having one!

The rules as posted to the web site:

Starting at noon Friday, paint a single miniature of your choice, nothing larger than a 35mm base. All submissions by 4pm Sunday. Please send a 'before' picture of the unpainted mini, and at least 3 finished pictures of different angles. Categories are Sci-Fi, Historical, Fantasy, and Kids. Email to stratcon\_minis@strategicon.net and pics will be posted in the Minis Discord painting channel.

Your judges will include Victor Bugg and Mike James.

## 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

Sadly we have no dealer room this show. However, we want to thank the dealers that were signed up for this show and our next show, Orcon 2021.

Gateway 2020 Dealer Room Vendors:

|                            |                              |
|----------------------------|------------------------------|
| +3 To Charisma             | Koalatie Games               |
| Andromeda Fight League     | Laughing Moon                |
| Big Board Games            | Masseur Middleton            |
| Biplane Games              | Merchant Green Leather Works |
| Blue Panther               | Midnight Garden Crafts       |
| Bubbles and Things Soaps   | Monkeyfun Studios            |
| Cantrip Candles            | Moonlit Moor Games           |
| Cobblestone Games          | Ninja Star Games             |
| Crazy Bob's Dream Emporium | Noble Dwarf Printing         |
| Critical Hit Games         | Odyssey Games Pasadena       |
| Dent Ventures              | Party Penguins               |
| Dice Envy                  | Play 5                       |
| DM Dunn                    | Reality Simulations Inc.     |
| Duncan's Books and More    | RosaleenDhu Designs          |
| Existence Games            | Sand Box Gaming              |
| Fire & Dice                | Sentient Cow Games           |
| Frog Knight Games          | Seth's Games & Anime         |
| Gamecraft Miniatures       | Shawnsolo Games              |
| Games Workshop             | Snake Eyes Designs           |
| Gate Keeper Games          | Sovereign Chess              |
| Imperial Outpost Games     | Spellbinders, Inc.           |
| Kehlee Does Things         | Stonehouse Miniatures        |
| Kickback Gaming            |                              |

Strategicon Market  
The Game Chest  
The Dragon & Meeple  
The Goods Merchant  
The Shivers  
The War House

The Weekend Warrior  
Tiny Shiny Squids  
Uncorked Games!  
Warlord Games  
Yugioholics



### Flea Market

Flea Market tables are not available during this virtual convention.

### Game Auction

The convention usually 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 not be held this show.

### Convention Rules (aka Virtual Code of Conduct)

1. 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. (For virtual con staff members have their positions next to their names.)
2. Play with integrity. You are your reputation.
3. Do not abuse access to our Discord servers or subsequent other applications and platforms we may use (Tabletopia, Tabletop Simulator, Zoom, etc).
4. Settle disputes within game with the Game Master. Please alert a volunteer if you need help with unbiased decisions.
5. Be responsive and invested in the games you decide to play.
7. We also ask that all participants, players, GMs and staff, keep in mind that everyone is trying to make this work and have fun under unpredictable and adverse circumstances. Please be kind to one another, and be patient with one another, and remember that none of us would have structured our events entirely this way by choice.

## A Word (or ten) from the Con Man

### Same as it ever was

Going to try an experiment — I'm going to take the end word from the last show and just change the dates and see how far I can get before I have to write anything new. Here goes:

—

### State of the con

If you're reading this you're well aware that Gateway 2020 is not a physical game convention. We had to cancel our normal show due to the Covid-19 pandemic. Los Angeles has been hit harder than any other county in California — there was just no way we could run a physical show.

That said, we're obviously not the only game convention in this boat. Shows from March now through December have been postponed or cancelled. Strategicon is in better shape to weather this situation better than most — we run three shows a year so losing two is only a two-thirds of our revenue, our overhead is low so we can maintain the organization during this situation, and no one depends on the show for their livelihood — this last point is probably our saving grace.

This allowed us to refund those that needed it, forward the badges of those that did not (thank you) and keep things rolling behind the scenes.

### Is this thing on?

That said, I'm not sure if anyone was prepared for nor expecting the situation we find ourselves in. I've been living in lockdown for over five months and I'm not sure I can say this is anything but surreal.

All I can say is I hope we get to the end of this soon and that we all come out alive. Hopefully in time for Orcon 2021.

### Gateway 2020 is dead! Long live Gateway 2020!

The last time there wasn't a Gateway was in 1980 — the show was founded in 1981.

We didn't want to break the streak, even given the bizarre circumstances we find ourselves in now. And well, none of us had made alternative plans for that weekend anyway, so we decided to try running a virtual con (again).

—

Ok, from here on out I can't get away with it any longer.

### A Learning Experience, i.e. How does this work?

We learned a lot running Gamex 2020. What could have been an unmitigated disaster turned out to not be so bad. I still prefer a live con, but given the circumstances, it could have been a lot worse.

We'll cover this in detail at Sunday night's Feedback Forum.

### Gamex 2020 was a "success"!

Bizarre as it was, it went far better than my wildest expectations. I figured we could get only 100 people. We planned on only 200. We got around 600 out of the 800 that signed up.

And it worked. At least as best as could be expected. It won't replace a live show, but given the circumstances it did its job.

### So what about Gateway 2020?

We're already over 750 as I type this, and the majority of that is paid attendance. We have more events and more interest from a broader segment of the gaming community, probably because people realize this is going to be situation we find ourselves in for a while.

### Orcon 2021

Given how the response to Covid-19 has been handled so far there's a good chance we will be in this boat in February as well. We will not be making the call on Orcon 2021 until some point in December.

### Orcon 2020

Given how crazy things were these last few months, I've been remiss on mentioning how our last "normal" con went. Well, for the first time since we've been running things, we hit 2500 attendees — a long-time goal of mine. It might have brought about the apocalypse, however, to finally pull it off. Oops.

### It's the end of the world as we know it

It's ugly out there. The current situation has put a lot of stress on all of us for a variety of reasons. There's really no way to predict what will happen next. Stay safe. I look forward to seeing all of you soon.

Enjoy the convention!

## STRATEGICON SCHEDULE

| Convention   | Dates     | Location                   |
|--------------|-----------|----------------------------|
| Gamex 2020   | May 22-25 | Online!                    |
| Gateway 2020 | Sep 4-7   | Still Online!              |
| Orcon 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 |

# T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts  
Available through the web site for \$20  
\$25 for the annual shirt  
All sizes from S to 4XL

Men's, Women's and Youth shirts are available.

Design 1 will be available for direct shipping or pickup at Orcon 2021

Design 2 will be available for pickup at Orcon 2021

Design 1 is print to order only – it will not be sold at our shows after Gateway 2021