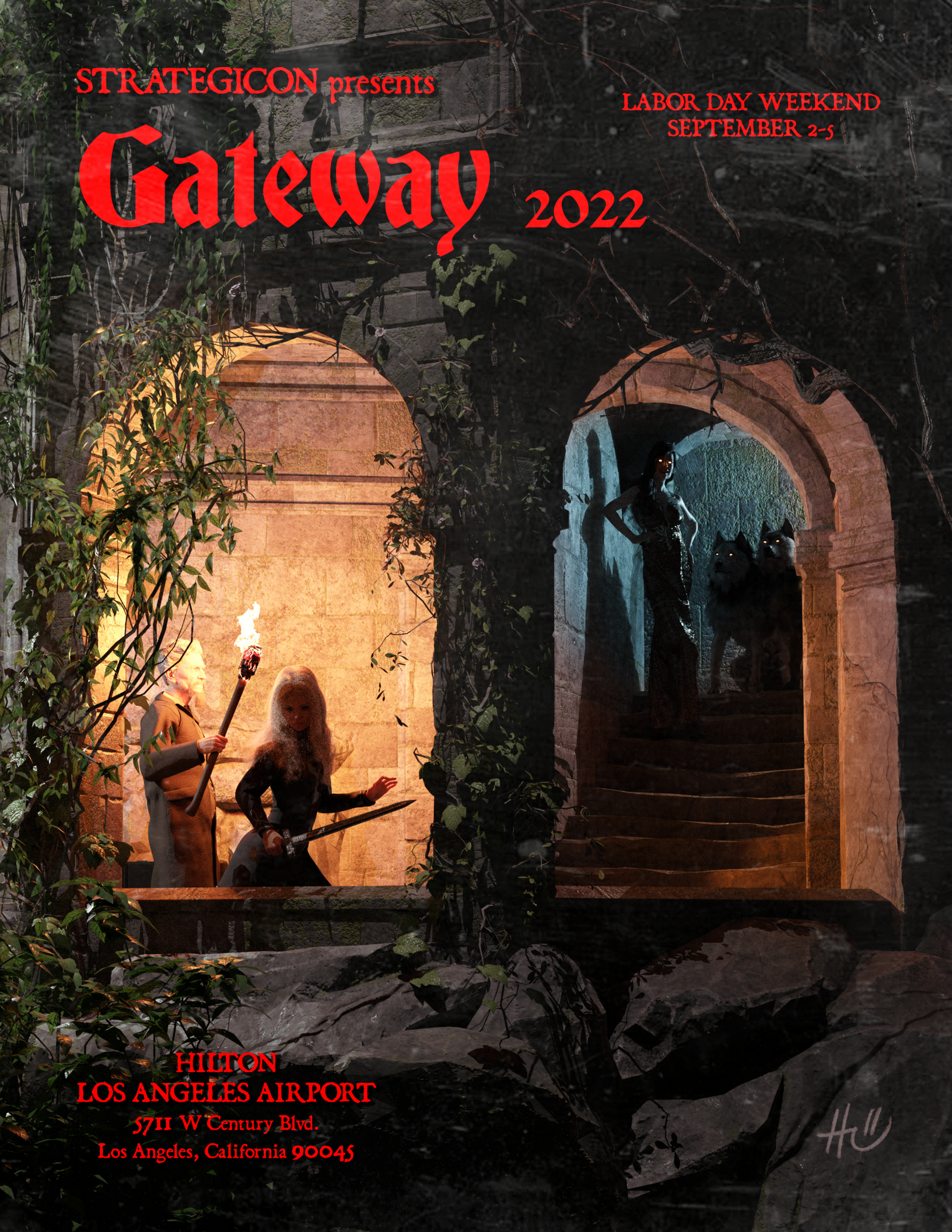


STRATEGICON presents

LABOR DAY WEEKEND
SEPTEMBER 2-5

Gateway 2022



HILTON
LOS ANGELES AIRPORT
5711 W Century Blvd.
Los Angeles, California 90045

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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	Kristi Corfield
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Video Games	Jason DuVall
LARPs & COVID Check	Tara Leederman
Miniatures	Mike James
	Frank Vassallo
Party Games & Pathfinder	William Hillstrom
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Pathfinder Society	Cy Merriex
Adventurers League	Mickey Tan
Auctioneer	Alfonzo Smith
Family Area & Webmaster	Tanya Aldrich
Play To Win	Karla Freeman
Library	David Holt
Open Gaming	Michael Fryer
	Robyn L. Nixon
Lots of Stuff	Mark Hyman
	Michael J. Russell
Quartermasters	Topher Suarez
	Danielle Suarez
CTO	Robert Prag
Marketing Director	Malakai Unland

Welcome

Strategicon welcomes you to Gateway 2022. Thank you for joining us.

Gateway 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

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.

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 tournaments are often limited by the number of game copies 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 Gateway 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 in dealer dollars 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 Gateway 2022 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 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 game that you'll enjoy are semi-traditional "Card Games". These include 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. We have also added many lighter games to the schedule.

If you want to break the ice with new friends or better know old ones, the Party Games department runs fun, casual social games like Never Have I Ever and social-deduction games such as Ultimate Werewolf. Similar to Mafia, Werewolf games will test your ability to bluff, read your opponents, and deductively figure out who the werewolves are before it's too late.

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 more physically exerting, the LARP Department (Live-Action Role Play) runs a Boffer Showcase every convention, where you can learn all about safe foam combat with boffer swords and Nerf-type guns, full of physical challenges and great stories. These games are teenager- and family-friendly.

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!

Gateway 2022 Special Guests

Jeff Laubenstein

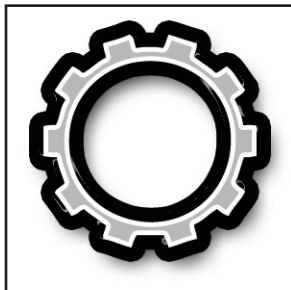
Jeff Laubenstein is a visual storyteller. An illustrator/art director/concept artist of roleplaying games and the associated publications, he spent 12 years working at FASA Corporation working on: Shadowrun, Mecwarrior, Battletech, Earthdawn, Renegade Legion, Star Trek, and Doctor Who.

He has spent over thirty years in the rpg field where, as a freelancer he has had pieces published in: Dungeon, Dragon, White Wolf, Scrye, Duelist and Challenge magazines. He has created concept work for FASA, Wiz Kids, Iron Crown. His art appears in White Wolf's Vampire, SCION, Gamma World, Mage and Changeling RPG's. He has also worked on Onyx Path's Pugmire and with Moon Design on their award winning GUIDE TO GORLANTHA.



Jeff's CCG work includes: Magic the Gathering which lead him paint several iconic cards, including "Show and Tell" and "Recurring Nightmare". He also worked on the card games based on Harry Potter, Battletech, Shadowrun, Vampire and Clive Barker's Imagica. His graphic design helped shape the look of FASA's product in the 1980's and 1990's. In 1992, he shared an Origins award for SHADOWRUN 2nd Edition and Battletech 3rd Edition for best graphic presentation of a roleplaying supplement.

In 2001 he was nominated for a Chesley Award for Best Gaming Related Illustration. His art has appeared in the Spectrum annuals and has been exhibited in Tokyo and Milwaukee and at the annual Illuxcon shows. As a freelance artist he continues to draw, paint and chase his muse. During the last several years he has attended gaming events around the world and continues to enjoy meeting people and sharing the love of imaginative imagery and games.



jim pinto

jim pinto is a 25-year veteran of the gaming industry, with numerous credits in about a dozen categories, including writing, design, development, art, and editing. He's written everything from gaming adventures to board games to comics to screenplays to hot tub catalogue copy. His latest fiasco involves a gondola, 87 conspirators, and a 19th century Masonic voting box. A multicultural savant, he knows 'hello' in twenty languages, as well as most of the world's capitals. His first book in the gaming industry was about Japanese culture, his favorite novel is French, his favorite movie is Chinese, his favorite country is Romania, his favorite food is Indian, and his favorite wife is Korean. He might have also won a few ENnies, an Origins award, a Player's Choice award from Inquest magazine, and \$50 from a college fiction contest. He's not sure. He has no children, pets, or lice. jim pinto is allergic to capital letters.

Douglas Sun

Douglas Sun has been writing for roleplaying games since the turn of the century. His first gig was writing two chapters of a supplement for Last Unicorn Games' legendary Dune: Chronicles of the Imperium RPG that was never published, and that pretty well puts in a nutshell the ups and downs of a life in RPG publishing since then. He contributed to AEG's d20 Topics books, Decipher's Star Trek and The Lord of the Rings RPGs; he also co-wrote and co-developed AEG's The World's Largest City d20 setting book and served as Legend of the Five Rings RPG line developer for most of its Third Edition.

Douglas founded Ramen Sandwich Press in 2017, under the cover of which he self-publishes adventures and supplements compatible with D&D 5E and Pathfinder.



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

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 Games, L = LARPs,

M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Fri, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Noon	1	Cinque Terre 101	International B	B	A	B	B
	2	Liar's Dice Small	International B	A	F	B	B
	4	One Letter Better Demo *	International B	B	F	B	B
	3	Command & Colors: Medieval	Los Angeles C	A	A	B	W
1 pm	2	Cinque Terre	International B	A	A	B	B
	2	Twilight Imperium 101	International B	B	T	B	B
	2	Clank! 101	La Jolla	A	A	C	C
	6	Battletech: Alpha Strike Sponsored 101	International A	A	T	M	M
2 pm	1	Azul 101	International B	B	A	B	B
	2	No Thanks! Small	International B	A	F	B	B
	1	Terraforming Mars 101	International B	B	A	B	B
	1	Ticket to Ride: Mini Games Small	International B	A	A	B	B
	4	Treasure Hogs Demo *	International B	B	F	B	B
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 10 [...] (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 1 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 6 [...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Academy Parts 1-2 (lvl 1-4)	Plaza C	A	T	R	A
	5	Pathfinder 2E PFS2 3-18: Dacilane Academy's Delightful Disaster	Los Angeles A	A	A	R	F
	5	Starfinder SFS 5-06: Tarnished Legacy: Historia's Holdout	Los Angeles A	A	A	R	F
	8	Warhammer 40K: Kill Team 101	International A	A	A	M	M
	4	Warhammer Horus Heresy 101	International A	A	T	M	M
	4	GURPS Project: ASPIRE - Island out of Time Sponsored	San Lorenzo A	A	T	R	R
3 pm	4	John Wick Presents Runequest, 7th sea, Call of Cthulhu, Pendragon *	Chair Boardroom	A	T	R	R
	2	1846 101	International B	B	T	B	B
	3	Azul Tournament	International B	E	A	B	B
	1	Dune 101	International B	B	T	B	B
	8	Terraforming Mars Small	International B	A	T	B	B
	7	Twilight Imperium Fourth Edition Small	International B	A	T	B	B
	4	Clank!	La Jolla	A	A	C	C
	2	Magic: the Gathering 101	La Jolla	A	A	C	C
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	2	Steve Jackson Games sampler Sponsored *	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	1	Ark Nova Sponsored 101	International B	B	F	B	B
	2	Coloretto Small	International B	A	F	B	B
	6	Dune	International B	A	T	B	B
	1	Zombie Dice	International B	A	A	B	B
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
5 pm	4	1846 Small	International B	A	T	B	B
	4	Ark Nova Sponsored	International B	A	T	B	B
	2	Battlestar Galactica 101	International B	B	A	B	B
	1	Cry Havoc 101	International B	B	A	B	B
	1	The Castles of Burgundy 101	International B	B	A	B	B
	1	Ark Nova 101	La Jolla	A	T	C	C
	4	Dealer Room Opens!	Pacific	A	A	G	G
	1	Burn Cycle 101	International A	A	T	M	M
	6	Mein Zombie In the Sewers *	International A	A	T	M	M
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6 pm	1	Century: Spice Road 101	International B	B	A	B	B
	3	Cry Havoc Small	International B	E	A	B	B
	1	Power Grid 101	International B	B	T	B	B
	5	The Castles of Burgundy Big	International B	E	A	B	B

Friday

Fri, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	5	Ark Nova Tournament	La Jolla	A	T	C	C
	4	Star Realms Tournament	La Jolla	A	A	C	C
	2	Sci-Fi Movie	Carmel	A	A	G	G
	2	Alpha Strike Retake the Urbamech factory	International A	A	T	M	M
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	5	Burn Cycle	International A	A	T	M	M
	6	HMGs-PSW Presents Team Yankee Pick Up	International A	A	T	M	M
	4	Warhammer 40K 9th edition Mega-Apocalypse Deployment	International A	A	A	M	M
	1	Ninja: Playground Game	Newport C	A	A	B	P
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	2	Munchkin Sponsored *	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Sails of Glory: Ships of the Line Small	Los Angeles C	A	A	B	W
7 pm	4	Battlestar Galactica	International B	A	A	B	B
	3	Century: Spice Road Tournament	International B	E	A	B	B
	3	PGWT: Europe	International B	E	T	B	B
	1.5	Infinitum Revolution Playtest *	La Jolla	A	T	C	C
	3	Magic: the Gathering Baldur's Gate Draft #1	La Jolla	A	A	C	C
	1	Gateway 2022 Meet & Greet Sponsored	1635	A	A	G	G
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 2 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Journey Through the [...] Ch. 9 B[...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Academy Parts 3-4 (lvl 1-4)	Plaza C	A	T	R	A
	2	Awkward Guests	Newport B	A	A	B	P
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	2	Ultimate Werewolf Extreme 101	Catalina C	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	1	Coup: Rebellion G54	International B	A	A	B	B
	2	Ticket to Ride: India	International B	A	A	B	B
	2	Flea Market	International F	A	A	G	G
	4	The Great Strategicon Karaoke Competition Tournament	Bel Air	A	A	G	G
	5	Pathfinder 2E PFS2 3-16: Escape from Oppara	Los Angeles A	A	A	R	F
	5	Starfinder SFS 5-02: Road to Reconciliation	Los Angeles A	A	A	R	F
	4	Murder Mystery Endgame	Malibu Gardens	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Marvel Crisis protocol 101 Demo	International A	A	T	M	M
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	4	Agents of Concordia The Paradox	San Lorenzo E	B	T	R	R
	5	Call of Cthulhu 7E (Pulp Cthulhu variant) Cliff Canyon and the [...]	San Lorenzo C	A	M	R	R
	4	D&D 5E Side Quest: Hunter's Mark Sponsored	San Lorenzo D	A	A	R	R
	4	Dragon Ranch playtest! Playtest *	Chair Boardroom	A	A	R	R
	4	Dungeon Crawl Classics Portal Under the Stars	San Lorenzo A	A	T	R	R
	4	GURPS Aspire Sponsored	San Lorenzo F	A	T	R	R
	4	Parallels The Kobayashi Alternative 101 *	San Lorenzo A	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	M	R	R
	4	Valor and Company The Boss's Heirloom	San Lorenzo B	A	T	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	0	Dealer Room Closes	Pacific	A	A	G	G
	4	Blood on the Clocktower	Newport C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
10 pm	2	Carcassonne Small	International B	A	A	B	B
	3	Magic: the Gathering Dominaria Pre-Release #1 Tournament	La Jolla	A	A	C	C
11 pm	2	Castles of Mad King Ludwig	International B	A	A	B	B

* = 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 Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	2	Call of Cthulhu 7th Edition Pulp Cthulhu - Once more into [...] Sponsored	San Lorenzo A	A	T	R	R
9 am	1	A Feast for Odin 101	International B	B	T	B	B
	2	Ark Nova 101	International B	B	A	B	B
	3	Blue Moon City Small	International B	A	A	B	B
	1	Dune Imperium 101	International B	B	A	B	B
	1	Ticket to Ride: Expansions 101	International B	B	A	B	B
	2	Kid Friendly Movie	Carmel	A	A	G	G
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 12 [...] (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 3 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Journey Through the [...] Ch. 7 T[...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Academy Parts 1-2 (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Light of Xaryxis: P. 1 [...] (lvl 5-8)	Plaza C	A	T	R	A
	5	Pathfinder 2E PFS2 Intro: Year of Boundless Wonder	Los Angeles A	A	A	R	F
	5	Starfinder SFS Intro: Year of Redemption's Rise	Los Angeles A	A	A	R	F
	4	Systems Exist to Be Overthrown: Darkness Visible	3103	A	M	L	L
	4	Mein Zombie Down Below *	International A	A	T	M	M
	9	Warhammer 40K 9th edition Mega-Apocalypse Day 1	International A	A	A	M	M
	12	DnD 5e My Forever Adventure *	San Lorenzo C	A	T	R	R
	4	Dungeon Crawl Classics Pendlebrook's Perilous Pantry	San Lorenzo A	A	T	R	R
	4	GURPS The Collapse: A New Hope Sponsored Tournament	San Lorenzo B	A	T	R	R
	4	Highcaster's, The Wyrmbreaks Ain't Afraid of the Wyrmbreaks	San Lorenzo A	A	T	R	R
	4	NycosRPG A Stroll in the Dark Sponsored 101 *	Chair Boardroom	B	T	R	R
	4	ROOT ROOT	San Lorenzo F	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	M	R	R
	4	Savage Worlds: Deadlands Noir Too Many Changes	San Lorenzo E	A	M	R	R
	4	Slayers Pick Your Poison!	San Lorenzo B	A	T	R	R
	4	Starscape PBTA (beta) - A Happy Jacks RPG Game Starscape PBTA Playtest	San Lorenzo D	A	T	R	R
	4	Swords of the Serpentine - GUMSHOE Cynthia Rielli Goes To The Ball	San Lorenzo D	A	T	R	R
	4	Valor and Company The Boss's Heirloom	San Lorenzo E	A	T	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	8	Axis & Allies Tournament	Los Angeles B	A	A	B	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	2	1856 101	International B	B	T	B	B
	4	A Feast for Odin	International B	A	T	B	B
	4	Dune Imperium	International B	E	A	B	B
	1	Merchants of the Dark Road 101	International B	B	A	B	B
	2	Photosynthesis Small	International B	A	A	B	B
	1	Dice Throne 101	La Jolla	A	T	C	C
	4	Sagrada Tournament	La Jolla	A	A	C	C
	1	Board Game Geek No-Ship Math Trade	Bel Air	A	A	G	G
	4.5	Classic Battletech Circle of Death Sponsored Tournament	International A	A	A	M	M
	6	Conquest the Last Argument of Kings Free play / Demo	International A	A	T	M	M
	24	Flames of War v4 The Longest Day Sponsored Big	International A	A	T	M	M
	8	La Bataille 15mm Battle of the Piave, May 8, 1809	International A	A	M	M	M
	7	Paint and Take	International A	A	A	M	M
	8	Warhammer Horus Heresy Apoc	International A	E	T	M	M
	2	From The Shadows Playtest	International B	A	A	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Imperial Struggle	Los Angeles B	A	T	B	W
	4	Sturm Europa Demo	Los Angeles B	A	A	B	W
11 am	5	Ark Nova Tournament	International B	E	A	B	B
	2	Art Decko Small *	International B	A	F	B	B
	2	Builders of Blankenburg Demo *	International B	B	T	B	B
	2	Merchants of the Dark Road	International B	A	A	B	B
	1	Wonderland's War 101	International B	B	A	B	B
	3	Ascension #1 Tournament	La Jolla	A	A	C	C
	3	Dice Throne 1v1 Tournament	La Jolla	A	T	C	C
	1	Board Game Geek Virtual Flea Market	Bel Air	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	.1	Raffle Drawing! Sponsored	Pacific	A	F	G	G
	1	Ghost Court LARP Icebreaker 101	Malibu Gardens	A	T	L	L
	6	Warhammer 40K: Kill Team Day 1 Tournament	International A	A	T	M	M
	6	Wings of Glory (Wings of War) Battle for the Skies	International A	A	T	M	M

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
Noon	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	1856 Small	International B	A	T	B	B
	2	Icecool / Icecool 2 Small	Catalina A	A	F	B	B
	2	Ingenious	International B	A	A	B	B
	4	One Letter Better Demo *	International B	B	F	B	B
	1	Talisman 101	International B	B	T	B	B
	2	Ticket to Ride: USA 1910 Tournament	International B	E	A	B	B
	4	Transformers TCG Booster Draft	La Jolla	A	A	C	C
	2	A Brief History of Games Sponsored Seminar *	Carmel	B	M	G	G
	6	Bolt Action / Konflikt 47 Tournament *	International A	A	T	M	M
	2	Awkward Guests	Newport C	A	A	B	P
	1	Exploding Kittens 101	Catalina B	A	F	B	P
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1775: Rebellion Small	Los Angeles C	A	A	B	W
1 pm	4	Crystal Combat Demo *	International B	B	F	B	B
	1	Fireball Island Small	International B	A	A	B	B
	1	FORK (Fox, Owl, Rabbit, and Kale) Playtest *	International B	B	A	B	B
	4	Talisman Tournament	International B	E	T	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	3	Magic: the Gathering Commander #1	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	6	Battletech Alpha Strike The Last Stand of the Black Watch Sponsored *	International A	E	M	M	M
	1	Informercial Playtest	Catalina B	A	A	B	P
	1.5	Infinitum Revolution Playtest *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	2	Munchkin Sponsored *	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Captain Sonar 101	International B	B	A	B	B
	2	Catacombs	International B	A	A	B	B
2 pm	3	Last Days of Athobrae Small	International B	A	T	B	B
	1	Lords of Waterdeep 101	International B	B	T	B	B
	3	Thurn and Taxis Big	International B	E	A	B	B
	3	Magic: the Gathering Baldur's Gate Draft #2	La Jolla	A	A	C	C
	.1	Raffle Drawing! Sponsored	Pacific	A	F	G	G
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 2 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Journey Through the [...] Ch. 9 [...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Academy Parts 3-4 (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Light of Xaryxis: P. 2 [...] (lvl 5-8)	Plaza C	A	T	R	A
	5	Pathfinder 1E PFS1 1-38: No Plunder, No Pay	Los Angeles A	A	A	R	F
	5	Pathfinder 2E PFS2 4-03: Linnorm's Legacy	Los Angeles A	A	A	R	F
	5	Starfinder SFS 5-05: Boom-Block Gambit	Los Angeles A	A	A	R	F
	2	Boffer Showcase Foam Fortress Classic *	Malibu Gardens	A	T	L	L
	2	Quiplash at Strategicon!	Newport B	A	A	B	P
	1.5	Infinitum Revolution Playtest *	International B	A	T	B	I
	4	Match Maiden Heaven Tile-Swapping Demo *	International B	A	A	B	I
	4	Advanced Dungeons & Dragons 1E My Old School: Mysteries of Puum	San Lorenzo D	A	A	R	R
	4	Dark Champions Manhattanverse: Fingers In The Dike	San Lorenzo F	A	M	R	R
	4	D&D 5E SIDE QUEST: Dark Past Sponsored	San Lorenzo D	A	A	R	R
	2	D&D 5E Capture the Falling Sun Pt. 1	San Lorenzo E	A	K	R	R
	4.5	Kids on Bikes Christmas in July	San Lorenzo E	A	A	R	R
	4	Monster of the Week (PbtA) Camera Obscura	San Lorenzo A	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	M	R	R
	4	Savage Worlds A Night Out	Chair Boardroom	A	M	R	R
	4	Slayers Pick Your Poison!	San Lorenzo A	A	T	R	R
	4	Starscape PBTA (beta) - A Happy Jacks RPG Gam Starscape PBTA Playtest	San Lorenzo B	A	T	R	R
	4	Swords of the Serpentine - GUMSHOE Stefano, Stefano, Stefano	San Lorenzo B	A	T	R	R
	4	The Fantasy Trip The Lost Patrol Sponsored	San Lorenzo F	A	A	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Starcraft 2 Windows PC Small	Marina	A	A	V	V
3 pm	1	Captain Sonar	International B	E	A	B	B
	1.5	In the Stars Playtest *	International B	B	A	B	B
	1	Kingdomino	Catalina A	A	F	B	B
	4	Lords of Waterdeep Tournament	International B	E	T	B	B
	2	Ticket to Ride: Europe Small	International B	A	A	B	B

Saturday

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	2	WAR Arena Combat Playtest *	International B	B	T	B	B
	4	Indie Game Alliance Demo	La Jolla	A	A	C	C
	4.5	Lost Ruins of Arnak w Expedition Leaders Tournament	La Jolla	A	T	C	C
	5	Strategicon Football League Tournament	Exec Boardroom	A	M	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	6	Lord of the Rings Strategy Battle Game They're taking the Hobbits to [...]	International A	A	T	M	M
	1	Skull 101	Catalina B	A	F	B	P
	1.5	Infinitum Revolution *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	1	Carnegie 101	International B	B	A	B	B
	1	Cat Rescue *	International B	A	A	B	B
	4	Climate Cooldown Demo	International B	B	A	B	B
	2	Monster Derby	International B	A	A	B	B
	4	Ticket to Ride: Rails and Sails Tournament	International B	E	A	B	B
	2	Sci-Fi Movie	Carmel	A	A	G	G
	2	Boffer Showcase Foam vs. Machine *	Malibu Gardens	A	T	L	L
	2	The Genius	Newport C	A	T	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1.5	Infinitum Revolution *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
5 pm	1	Ankh 101 *	International B	B	T	B	B
	3	Carnegie	International B	A	A	B	B
	1	Cyclades 101	International B	B	A	B	B
	2	Horridified Demo	International B	B	T	B	B
	1	Kingsburg 101	International B	B	A	B	B
	3	Magic: the Gathering Commander #2	La Jolla	A	A	C	C
	.1	Raffle Drawing! Sponsored	Pacific	A	F	G	G
	6	Circus Maximus Tournament	International A	A	A	M	M
	8	Etherfields	International A	A	T	M	M
	4	Blood on the Clocktower	Catalina C	A	A	B	P
	2	You Can't Be Sirious! *	Newport B	A	T	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Infinitum Revolution Playtest *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Smash Bros Big Rumble Nintendo Switch Small	Marina	E	A	V	V
6 pm	3	Ankh *	International B	A	T	B	B
	1	Bullet♥ 101	International B	B	T	B	B
	2	Cyclades Small	International B	A	A	B	B
	4	Kingsburg Big	International B	E	A	B	B
	1	Worst Game Ever Small *	International B	A	A	B	B
	4	LIVE! Attackers of Opportunity Podcast Sponsored *	Santa Monica A	A	T	G	G
	4	D&D 5e Pengopolis	International A	B	F	M	M
	1	Ninja: Playground Game	Newport C	A	A	B	P
	1	Infinitum Revolution Playtest *	International B	A	T	B	I
	2	D&D 5e Capture the Falling Sun Pt. 1	Family Area	B	F	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	2	Steve Jackson Games sampler Sponsored *	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Command & Colors: Medieval Small	Los Angeles B	A	A	B	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	Bullet♥	International B	E	T	B	B
	1.5	In the Stars Playtest *	International B	B	A	B	B
	3	PGWT: North America	International B	E	T	B	B
	4	Root Expansions	International B	E	T	B	B
	3	Ticket to Ride: Japan Small	International B	A	A	B	B
	3	Magic: the Gathering Dominaria Pre-Release #2 Tournament	La Jolla	A	A	C	C
	2	Ark Nova Small Tournament Sponsored Small	Pacific Foyer	B	A	G	G
	4	Dungeons & Dragons 5E DDEP08-02 Stardock [...] (lvl 1-16) Special	Plaza D	A	T	R	A
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 1 [...] (lvl 1-4)	Plaza C	A	T	R	A
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	2	Galactic Explorers Demo *	International B	B	F	B	B
	4	The Great Strategicon Karaoke Competition Tournament	Bel Air	A	A	G	G
	5	Pathfinder 1E PFS1 2-03: The Rebel's Ransom	Los Angeles A	A	A	R	F
	5	Pathfinder 2E PFS2 3-19: Mean Streets of Shadow Absalom	Los Angeles A	A	A	R	F
	5	Starfinder SFS 5-03: Combatant's Concerto: Fugue of the Traitor	Los Angeles A	A	A	R	F
	4	Path of the Ghostspeaker Curse of the Snow Leopard *	Malibu Gardens	A	M	L	L
	3	Warhammer 40K 9th edition Ironman Tournament Small	International A	A	A	M	M
	4	ZOMBICIDE: 2ND EDITION	International A	A	T	M	M
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	4	Advanced Dungeons & Dragons 1E My Old School: Mysteries of Puum	San Lorenzo D	A	A	R	R
	5	Call of Cthulhu 7E (Pulp Cthulhu variant) Cliff Canyon and the [...]	Chair Boardroom	A	M	R	R
	4	Dragon Ranch playtest! Playtest	San Lorenzo E	A	A	R	R
	6	Dungeons & Dragons 5E Player vs. Player Sponsored Tournament *	San Lorenzo F	E	T	R	R
	4	GURPS A Land Without Fairytales, Squad B Sponsored	San Lorenzo B	A	T	R	R
	4	Parallels The Gauntlet Sponsored *	San Lorenzo A	B	M	R	R
	4	PbtA The Happiest Apocalypse on Earth	San Lorenzo A	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	M	R	R
	4	Valor and Company The Boss's Heirloom	San Lorenzo D	A	T	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Multiversus Head-to-Head Multiple Small	Marina	E	A	V	V
9 pm	3	Its a Wonderful World with Corruption and Ascension Tournament	La Jolla	A	A	C	C
	3	Magic: the Gathering K&J Pauper Tourney	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Two Rooms and a Boom	Newport C	A	T	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
10 pm	2	King of Tokyo Small	International B	A	A	B	B
	1	America	Catalina B	A	T	B	P
11 pm	3	Magic: the Gathering Commander #3	La Jolla	A	A	C	C
	1	Deadpool vs The World	Catalina B	A	M	B	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 Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Sun, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	4	Call of Cthulhu Second Edition Umber Fist Weapon	San Lorenzo D	A	T	R	R
9 am	2	Red Dragon Inn Small	International B	A	A	B	B
	1	Rising Sun 101 *	International B	B	T	B	B
	1	Splendor 101	International B	B	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	4	The Princes of Florence	International B	A	T	B	B
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 10 [...] (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 2 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 6 [...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Academy Parts 1-2 (lvl 1-4)	Plaza C	A	T	R	A
	5	Pathfinder 2E PFS2 4-02: Return to the Grave	Los Angeles A	A	A	R	F
	5	Starfinder SFS 4-15: Feuding Faiths	Los Angeles A	A	A	R	F
	8	Warhammer 40K 9th edition Mega-Apocalypse Day 2	International A	A	A	M	M
	4	D&D 5e The Mist Playtest *	San Lorenzo E	A	A	R	R
	12	DnD 5e My forever adventure	San Lorenzo C	A	A	R	R
	4	GURPS A Land Without Fairytales, Squad C Sponsored	San Lorenzo A	A	T	R	R
	4	GURPS The Collapse Sponsored	San Lorenzo B	A	T	R	R

Sunday

Sunday

Sun, Sep 4

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	4	NycosRPG A Walk in the Park Sponsored 101 *	Chair Boardroom	B	T	R	R
	1	RPG Design Lean Coffee Discussion format	Plaza Foyer	A	T	R	R
	4	Savage Worlds: Deadlands Noir Too Many Changes	San Lorenzo D	A	M	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	8	Axis & Allies Tournament	Los Angeles B	A	A	B	W
	9	Kriegsspiel	Los Angeles B	A	A	B	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	2	Art Decko Small *	International B	A	F	B	B
	3	Rising Sun Small	International B	A	T	B	B
	1	Shadows Over Camelot 101	International B	B	A	B	B
	6	Stone Age Big	International B	E	A	B	B
	1	Terraforming Mars 101	International B	B	T	B	B
	1	7 Wonders Duel 101	La Jolla	A	A	C	C
	2	Kid Friendly Movie	Carmel	A	A	G	G
	3	Parlor LARP The Cyberpunks	Malibu Gardens	A	T	L	L
	3	Classic Battletech - A Game of Armored Combat Kaiju Invasion	International A	A	A	M	M
	2	Clay-O-Rama	International A	A	F	M	M
	7	Gepanzer Faust West of Radekhov, Ukraine. 23 June, 1941	International A	A	M	M	M
	7	Paint and Take	International A	A	A	M	M
	2	From The Shadows Playtest	International B	A	A	B	I
	3	RPG Indie Games on Demand (playtests and open gaming) various	Plaza Foyer	A	M	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	2	Munchkin Sponsored *	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	8	The Napoleonic Wars	Los Angeles B	A	A	B	W
	4	War Stories 2nd Ed Demo	Los Angeles B	A	A	B	W
11 am	4	Crystal Combat Demo *	International B	B	F	B	B
	1	Kanban EV 101	International B	B	T	B	B
	2	Shadows Over Camelot	International B	A	A	B	B
	1	Space Base 101	International B	B	A	B	B
	10	Terraforming Mars Tournament	International B	E	T	B	B
	1	Transeuropa	Catalina A	A	F	B	B
	2	7 Wonders Duel Tournament	La Jolla	A	A	C	C
	3	Ascension #2 Tournament	La Jolla	A	A	C	C
	6	Flea Market	International F	A	A	G	G
	.1	Raffle Drawing! Sponsored	Pacific	A	F	G	G
	4	Warhammer 40K: Kill Team Day 2 Tournament	International A	A	A	M	M
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
Noon	1	Agricola 101	International B	B	T	B	B
	4	Kanban EV	International B	A	T	B	B
	2	Pirate's Cove	Catalina A	A	F	B	B
	3	Space Base Tournament	International B	E	A	B	B
	2	The Acts Demo *	International B	B	T	B	B
	1	Wasteland Express Delivery Service 101	International B	B	A	B	B
	4	Star Wars Miniatures Sealed Booster Draft #1	La Jolla	A	A	C	C
	4	BloodBowl Kick a Ball around 101	International A	A	A	M	M
	6	Bolt Action / Konflikt 47	International A	A	T	M	M
	5	Star Wars Legion 500 point tournament Small	International A	A	T	M	M
	2	The Genius	Newport B	A	T	B	P
	1	Infinitum Revolution Playtest *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Starcraft 2 Windows PC Small	Marina	A	A	V	V
	4	Battle Cry Small	Los Angeles C	A	A	B	W
1 pm	5	Agricola Tournament	International B	E	T	B	B
	1	FORK (Fox, Owl, Rabbit, and Kale) Playtest *	International B	B	A	B	B
	3	Last Days of Athobrae Small	International B	A	T	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	4	Wasteland Express Delivery Service	International B	A	A	B	B
	3	Magic: the Gathering Commander #4	La Jolla	A	A	C	C
	2	Fantasy Movie	Carmel	A	A	G	G
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	6	BattleTech: Alpha Strike WNRP 350 Tournament	International A	A	A	M	M
	6	Lord of the Rings Strategy Battle Game They're taking the Hobbits to [...]	International A	A	T	M	M
	1	Funemployed	Newport C	A	M	B	P

Sunday

Sun, Sep 4

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	1	Infinitum Revolution Playtest *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	2	Steve Jackson Games sampler Sponsored *	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
2 pm	1.5	In the Stars Playtest *	International B	B	A	B	B
	2	Monster Derby *	International B	A	A	B	B
	5	Power Grid Big	International B	E	T	B	B
	4	Ticket to Ride: Rails and Sails Small	International B	E	T	B	B
	1	Twilight Imperium Fourth Edition 101	International B	B	T	B	B
	3	Magic: the Gathering Baldur's Gate Draft #3	La Jolla	A	A	C	C
	.1	Raffle Drawing! Sponsored	Pacific	A	F	G	G
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 3 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Journey Through the [...] Ch. 7 [...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Academy Parts 3-4 (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Light of Xaryxis: P. 1 [...] (lvl 5-8)	Plaza C	A	T	R	A
	5	Pathfinder 1E PFS1 5-02: The Wardstone Patrol	Los Angeles A	A	A	R	F
	5	Pathfinder 2E PFS2 3-14: The Tomb Between Worlds	Los Angeles A	A	A	R	F
	5	Starfinder SFS 4-14: Rasheen's Remembrance	Los Angeles A	A	A	R	F
	4	Murder Mystery Endgame Alternate	Malibu Gardens	A	M	L	L
	4	Path of the Ghostspeaker Cavern of Wonders	3103	A	M	L	L
	6	Marvel Crisis protocol Tournament	International A	A	T	M	M
	2	Paint Contest Judging	International A	A	A	M	M
	1	Rising Sun 101	International A	A	T	M	M
	4	Advanced Dungeons & Dragons 1E My Old School: Mysteries of Puum	San Lorenzo E	A	A	R	R
	4	D&D 5e The Mist Playtest *	San Lorenzo E	A	A	R	R
	2	DnD 5E Capture the Falling Sun Pt. 2	San Lorenzo F	A	K	R	R
	4	Dungeons and Dragons 5e Butcher Blade Six Playtest Special	Chair Boardroom	E	T	R	R
	4	Dungeon World (PbtA) Steal the Seal	San Lorenzo A	A	T	R	R
	4	GURPS The Battle for Insmouth Sponsored	San Lorenzo B	A	T	R	R
	3	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	4	Scum and Villainy: The Expanse Red Contact	San Lorenzo D	A	M	R	R
	4	Traveller (Mongoose 2nd) High and Dry	San Lorenzo D	A	T	R	R
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Kid's Only! Choose Your Game Sponsored *	East Foyer	A	F	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
3 pm	1	Acquire 101	International B	B	A	B	B
	4	Cauldron: Cast & Attack Demo *	International B	B	T	B	B
	3	Dune Imperium Big	International B	E	A	B	B
	4	Treasure Hogs Demo *	International B	B	F	B	B
	7	Twilight Imperium Fourth Edition Small	International B	A	T	B	B
	1	Wonderland's War 101	La Jolla	A	A	C	C
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	3	Classic Battletech - A Game of Armored Combat Kaiju Invasion	International A	A	A	M	M
	5	Rising Sun Tournament	International A	A	T	M	M
	2	Bye Felicia!	Newport B	A	F	B	P
	1	Infinitum Revolution Playtest *	International B	A	T	B	I
	1	Choose Your Game Sponsored *	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	4	Acquire: David Woolcott Memorial Tournament Tournament	International B	E	A	B	B
	1	Betrayal at the House on the Hill 3E 101	International B	B	T	B	B
	2	Kinfire Chronicles Sponsored *	International B	B	T	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	4	Quatermain Demo *	International B	B	T	B	B
	5	Wonderland's War Tournament	La Jolla	A	A	C	C
	.5	GRID GAME Raffle Drawing Sponsored	Pacific	A	F	G	G
	6	HMGS-PSW Presents the Great Biblical Bash	International A	A	T	M	M
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Infinitum Revolution Playtest *	International B	A	T	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
5 pm	1	Cartographers Heroes 101	International B	B	T	B	B
	4	Puerto Rico Tournament	International B	E	A	B	B
	1	Smash Up 101	International B	B	T	B	B
	2	Star Trek Ascendancy 101	International B	B	A	B	B
	3	Magic: the Gathering Commander #5	La Jolla	A	A	C	C
	5	Star Wars Miniatures Sealed Booster Draft #2	La Jolla	A	A	C	C
	1	Fuzzy Heroes: Jurassic Park Minions *	Family Area	A	K	G	G

Sunday

Sunday

Sun, Sep 4

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	.1	Raffle Drawing! Sponsored	Pacific	A	F	G	G
	4	Blood On the Clocktower	Catalina C	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Smash Bros Head-to-Head Nintendo Switch Small	Marina	E	A	V	V
6 pm	1	7 Wonders 101	International B	B	A	B	B
	2	Cartographers Heroes Small	International B	A	T	B	B
	2	Gloomhaven 101	International B	B	T	B	B
	2	Palaces *	International B	A	T	B	B
	2	Smash Up Sponsored	International B	A	F	B	B
	4	Dice Masters 101	La Jolla	A	A	C	C
	2	Feedback Forum	Carmel	A	A	G	G
	4	Star Wars Legion Multiplayer Scenario	International A	A	T	M	M
	1	Ninja: Playground Game	Newport C	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	2	D&D 5e Capture the Falling Sun Pt. 2	Family Area	B	F	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1812: The Invasion of Canada	Los Angeles B	A	A	B	W
	4	Sails of Glory: Frigates Small	Los Angeles C	A	A	B	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	2	7 Wonders Tournament	International B	E	A	B	B
	1.5	In the Stars Playtest *	International B	B	A	B	B
	3	PGWT: South Africa	International B	E	T	B	B
	6	Star Trek Ascendancy Small	International B	A	A	B	B
	2	Ticket to Ride: Asia	International B	A	A	B	B
	1	Dice Masters	La Jolla	A	A	C	C
	3	Magic: the Gathering Dominaria Pre-Release #3 Tournament	La Jolla	A	A	C	C
	2	Ark Nova Sponsored Small	Pacific Foyer	B	A	G	G
	4	Dungeons & Dragons 5E Journeys Through the [...] Ch. 1 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Journey Through the [...] Ch. 9 [...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E Spelljammer Light of Xaryxis: P. 2 [...] (lvl 5-8)	Plaza C	A	T	R	A
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	2	Galactic Explorers Demo *	International B	B	F	B	B
	1	The Resistance: Avalon	International B	A	A	B	B
	4	The World Cup Game	International B	A	T	B	B
	4	The Great Strategicon Karaoke Competition Tournament	Bel Air	A	A	G	G
	5	Pathfinder 2E PFS2 3-17: Dreams of a Dustbound Isle	Los Angeles A	A	A	R	F
	5	Starfinder SFS 4-16: Hope for the Future	Los Angeles A	A	A	R	F
	4	One Close to Our Sun: Nemesis 382	Malibu Gardens	A	M	L	L
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	4	Advanced Dungeons & Dragons 1E My Old School: Gods and Generals	San Lorenzo E	A	A	R	R
	4	Avatar Legends Tango in Ba Sing Se	San Lorenzo A	A	T	R	R
	4	GURPS ASPIRE Sponsored	San Lorenzo B	A	M	R	R
	4	One D&D There They Go Again	San Lorenzo D	A	A	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Multiversus Team-up Multiple Small	Marina	E	A	V	V
9 pm	3	Nexus Ops Small	International B	A	A	B	B
	3	Magic: the Gathering Two-Headed Giant Team	La Jolla	A	A	C	C
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Two Rooms and a Boom	Newport B	A	T	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
10 pm	2	7 Blunders Small	International B	A	A	B	B

* = 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 Games, L = LARPs,

M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Monday

Mon, Sep 5

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	1	7 Wonders: Leaders	Small	International B	A	A	B	B
	3	Ultimate Werewolf		Catalina B	A	A	B	P
	3	Ultimate Werewolf		Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme		Catalina C	A	A	B	P
9 am	3	PGWT: Middle East	Tournament	International B	E	T	B	B
	5	Splendor	Sponsored MEGA	International B	E	A	B	B
	4	Dungeons & Dragons 5E	Journeys Through the [...] Ch. 12 [...] (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E	Journeys Through the [...] Ch. 2 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E	Journeys Through the [...] Ch. 6 [...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E	Spelljammer Academy Parts 1-2 (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E	Spelljammer Light of Xaryxis: P. 3 [...] (lvl 5-8)	Plaza C	A	T	R	A
	5	Pathfinder 1E	PFS1 1-40: Hall of Drunken Heroes	Los Angeles A	A	A	R	F
	5	Pathfinder 2E	PFS2 3-16: Escape from Oppara	Los Angeles A	A	A	R	F
	5	Starfinder	SFS 4-13: Hard Reset	Los Angeles A	A	A	R	F
9:30 am	5	Dealer Room Opens!		Pacific	A	A	G	G
10 am	1	Ark Nova	101	International B	B	A	B	B
	4	Catan: Expansions		International B	A	A	B	B
	2	Formula De Super-Incredisized [...]	Long Beach Grand Prix Tournament	International A	A	F	M	M
	1	Foundations of Rome	101	International A	A	T	M	M
	1	Monday Morning Madness!	various	San Lorenzo A	A	T	R	R
11 am	4	Ark Nova	Sponsored	International B	A	T	B	B
	2	Grand Austria Hotel	Small	International B	A	A	B	B
	1	Sleeping Gods	101	International B	B	F	B	B
	3	Auction		Carmel	A	A	G	G
	3	Foundations of Rome		International A	A	T	M	M
	2	Shores of Tripoli		Los Angeles C	A	A	B	W
	6	The Napoleonic Wars	Tournament	Los Angeles B	A	A	B	W
Noon	2	Phase 10		Catalina A	A	F	B	B
	1	Scythe	101	International B	B	T	B	B
	4	Vegas Showdown		International B	A	A	B	B
	0.25	Grand Raffle Drawing	Sponsored	Pacific	A	F	G	G
1 pm	1	Creature Comforts	101	International B	B	F	B	B
	2	Nuclear War		International B	A	T	B	B
2 pm	4	Dungeons & Dragons 5E	Journeys Through the [...] Ch. 10 [...] (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E	Journeys Through the [...] Ch. 3 [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E	Journey Through the [...] Ch. 7 [...] (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E	Spelljammer Academy Parts 3-4 (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E	Spelljammer Light of Xaryxis: P. 4 [...] (lvl 5-8)	Plaza C	A	T	R	A
	4	Pathfinder 2E	PFS2 3-15: Cavern of the Sundered Song	Los Angeles A	A	A	R	F
	4	Starfinder	SFS 5-04: Fragment of the 4th	Los Angeles A	A	A	R	F
2:30 pm	0	Dealer Room Closes		Pacific	A	A	G	G
3 pm	2	Category 5		International B	A	T	B	B

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Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of the year. Due to the unexpected break in the sequence of shows, the next full year awards will be for 2022. Orcon 2020 and Gateway 2021 will be included in those awards.

For 2019 the winners are:

			Long Board Games:	1st -	Bruce Schlickbernd
				2nd -	Maria Loram
				3rd -	Jay Spowart
Jack Butler Award:	1st -	Darrell Stark	Collectible Games:	1st -	Gene Berry,
	2nd -	Eric Downing			James Branzuela
	3rd -	Brian Rush			
Short Board Games:	1st -	Darrell Stark	Video Games:	1st -	Ryan Caven
	2nd -	Sean Growley		2nd -	Jason Bailey
	3rd -	Eric Downing	Kids' Games:	1st -	James Aldrich
Medium Board Games:	1st -	Darrell Stark		2nd -	Aeris Holland,
	2nd -	Jaye R			Arryn Holland
	3rd -	Josh Ballard			

Strategicon congratulates these fine gamers!

Annual Awards

Special Events and Seminars

Special Events and Seminars

Carmel, Chairmans Boardroom, Plaza D

A Brief History of Games – Sat Noon

The Game Market Guru, Jonathan Albin reveals the mysteries and twists of tabletop, roleplaying, and video games marketplaces from within the eye of the storm. Albin, an RPG storyteller with nearly fifty years of constant experience, has a candid and qualified take on the subject. Carmel

Feedback Forum – Sun 6 pm

Four live cons (mostly) down, and some potentially grandiose plans for the future. Give us your thoughts about how we're doing. No pizza here. Carmel

Board Games

International Ballroom B, Catalina A (Family Area)

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 101 – Fri 3 pm

1846 – Fri 5 pm

Railroads in the Midwest - great Gateway to 18xx - delayed train obsolescence

1856 101 – Sat 10 am

1856 – Sat Noon

18xx based in Canada. Take loans from Canadian Government and decide later whether to repay or be nationalized.

7 Blunders – Sun 10 pm

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

7 Wonders 101 – Sun 6 pm

7 Wonders – Sun 7 pm

Lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed or collecting resources.

7 Wonders: Leaders – Mon Midnight

Leaders adds 42 new cards to the base game of 7 Wonders, including four new guilds. At the start of the game, each player takes a hand of four leaders and may play one at the start of each of the three Ages. Unlike the standard cards, leaders cost money (not resources).

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

Place your tiles and create Hotel Chains. Buy stock in Hotels and anticipate Hotel Mergers to make money. He or she who has the Most Money at the end of the game wins! Greed is Good!

A Feast for Odin 101 – Sat 9 am

A Feast for Odin – Sat 10 am

Puzzle together the life of a Viking village as you hunt, farm, craft, and explore. Join us for this thrilling tournament as we endeavor to play out this epic Viking saga and delve into one of Uwe Rosenberg's most legendary games and a polyomino worker placement classic!

Agricola 101 – Sun Noon

Butcher Blade Six Playtest – Sun 2 pm – Dungeons & Dragons 5E
GM: jim pinto

A one-of-a-kind playtest for a game/sourcebook/adventure involving pre-made characters. Just bring yourself and your imagination and a willingness to see where the game takes you. This session is for 2 to 6 players, and involves the undead. Ages 14 and up. Chairmans Boardroom

DDEP08-02 Stardock Under Siege (Levels 1-16) – Sat 7 pm – Dungeons & Dragons 5E

An illithid invasion threatens Stardock, and only you and your allies can stop it! Written by MT Black, Shawn Merwin. Plaza D

Agricola – Sun 1 pm

Decks: EIK, with Wm and/or Fr added by default subject to availability. "Revised Edition" may be substituted for 1st ed at the discretion of the GM based on availability. Draft 9, ban list, and compendium will be observed. Ties: most resources (-guilds), then seating 4-3-1-2.

Ankh 101 – Sat 5 pm

Ankh – Sat 6 pm

Play as a god of ancient Egypt, competing to survive as society begins to forget the old ways, so that only you and your followers remain. Build caravans, summon monsters, and convert followers in your quest to reign supreme in Ankh: Gods of Egypt.

Ark Nova 101 – Fri 4 pm, Sat 9 am, Mon 10 am

Ark Nova – Fri 5 pm, Sat, Mon 11 am

Plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world. Monday sponsored By The Game Chest

Art Decko – Sat 11 am, Sun 10 am

Economic deck builder for 2 to 4 players. For some, collecting fine art is a hobby. For a select few, it's a cutthroat world of buying, selling, and manipulating the market. Can you stay one step ahead of the other collectors and build the most valuable collection?

Azul 101 – Fri 2 pm

Azul – Fri 3 pm

Players take turns drafting tiles. Players score based on how they've placed their tiles. Extra points are scored for specific patterns and completing sets. Wasted supplies harm the player's score.

Battlestar Galactica 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

Play cooperatively as the crew of the Battlestar Galactica, fighting the Cylons, protecting the fleet, and dealing with everyday crises while trying to reach Earth. But beware, at least one player is not what he or she seems!

Betrayal at the House on the Hill 3E 101 – Sun 4 pm

Board Games

Blue Moon City — Sat 9 am

Players earn crystals by helping to rebuild Blue Moon City and use them to put the large Crystal Obelisk in the middle of the city back together. The first player to pay the required number of crystals to the Obelisk wins.

Builders of Blankenburg — Sat 11 am

Compete to build up the medieval town of Blankenburg and earn the most prestige. Game features bidding, resource management, and majority scoring. 2-6 players, 60-90 minutes, medium complexity.

Bullet♥ 101 — Sat 6 pm

Bullet♥ — Sat 7 pm

Turns are simultaneous. Place bullets in your sight, with the color of bullet determining the column and the number how far down in that column it is placed. Use actions to manipulate bullets to form configurations matching your patterns.

Captain Sonar 101 — Sat 2 pm

Captain Sonar — Sat 3 pm

You and your teammates control a submarine, trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you. Every role is important, and the confrontation is merciless. Be organized and communicate.

Carcassonne — Fri 10 pm

Classic, award-winning tile-placement game.

Carnegie 101 — Sat 4 pm

Carnegie — Sat 5 pm

Follow in the footsteps of Andrew Carnegie over the course of 20 rounds. You'll need to plan ahead when income happens and have your money ready for donations in order to score the most points by the end of the game.

Cartographers Heroes 101 — Sun 5 pm

Cartographers Heroes — Sun 6 pm

Tournament will include content from both the original Cartographers and the Heroes set

Castles of Mad King Ludwig — Fri 11 pm

Each player starts with a simple foyer. One player takes on the role of the Master Builder, setting prices for a set of rooms that can be purchased by the other players, with him getting to pick from the leftovers after the other players have paid him for their rooms.

Catacombs — Sat 2 pm

Play the role of Vareth the Wizard or Ronan the Chicken Champion as you delve into the catacombs of Phoshar the Dragon to fight monsters, collect treasure, and practice your dexterity skills. Its got dungeon crawling and flicking!

Catan: Expansions — Mon 10 am

Big games with up to eight players per using Catan, Knights and Cities, and Seafarers. "The New World" scenario, so basically a large random map of land and oceans.

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 more rounds follow. The game is over when a player reaches 74 and low score wins.

Cat Rescue — Sat 4 pm

A 1- to 4-player cooperative card game rescuing stray cats and delivering them to their forever home.

Cauldron: Cast & Attack — Sun 3 pm

A card game where two players battle each other. Similar to video game RPGs like Final Fantasy and Pokemon, players have a character that starts knowing only simple attacks. By the end, characters will have a variety of game ending effects.

Century: Spice Road 101 — Fri 6 pm

Century: Spice Road — Fri 7 pm

Players are caravan leaders who set up spice trading routes on the famed silk road in this acclaimed card game.

Cinque Terre 101 — Fri Noon

Cinque Terre — Fri 1 pm

Bring vegetables to town. Apparently the locals will pay you for them.

Climate Cooldown — Sat 4 pm

A coop game to save the planet. Challenge global disasters and the impact from regional emissions with climate solutions along with the objectives to divest from fossil fuels, heal the land and oceans and bring down carbon emissions before the planet gets heated!! 90 min/game

Coloretto — Fri 4 pm

Either draw a card to play to a pile, or take a pile of cards to add them to your collection. A pile can have at most three cards, so at some point everyone is forced to take a pile. Once all the piles have been claimed, players start a new round, drawing or taking once again.

Coup: Rebellion G54 — Fri 8 pm

The sequel to the bluffing and social deduction game Coup, Coup G54 has a rotating set of role cards making every game different! The goal is the same: Be the last one standing. If you know how to play Coup, you know how to play this. The game will be explained at the beginning.

Creature Comforts 101 — Mon 1 pm

Cry Havoc 101 — Fri 5 pm

Cry Havoc — Fri 6 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.

Crystal Combat — Sat 1 pm, Sun 11 am

A quick paced card game for 2 players that takes place on the outer edges of the galaxy! Each game lasts between 5-10 minutes and is the perfect companion to a dinner date or just waiting for friends. Designed by Mike Vasquez (TMNT, Rick and Morty, and more!)

Cyclades 101 — Sat 5 pm

Cyclades — Sat 6 pm

Players must buy the favor of the gods in their race to be the first player to build two cities in the Ancient Greek island group known as the Cyclades.

Dune 101 — Fri 3 pm

Dune — Fri 4 pm

Avalon Hill's original 1979 game that puts you in charge of one of the factions from the book. Intrigue and military strategy abound!

Dune Imperium 101 — Sat 9 am

Dune Imperium — Sat 10 am

This is the qualifying round for the final on Sunday. You are one of the royal families of the planet Dune. Use worker placement and deck building to build an alliance to control the planet.

Dune Imperium — Sun 3 pm

These are the final rounds from the Saturday Qualifier. You are one of the royal families of the planet Dune. Use worker placement and deck building to build an alliance to control the planet.

Fireball Island — Sat 1 pm

You have adventured to Fireball Island where a powerful jewel is guarded by the wrathful Vul-kar. Jump across bridges, run through tunnels and evade fireballs in this classic from 1986.

Board Games

FORK (Fox, Owl, Rabbit, and Kale) — Sat, Sun 1 pm

20 min trick-taking game for 2 to 6 players. The goal is to capture a card in the trick, instead of the entire trick. When a player captures five, the game ends, and the player who scores the most points wins the game. Six-player games are played in teams of two.

Galactic Explorers — Sat, Sun 8 pm

Build your ship. roll some dice, and explore the galaxy!

Gloomhaven 101 — Sun 6 pm

Grand Austria Hotel — Mon 11 am

In the thick of the Viennese modern age, exquisite cafés are competing for customers. Inspiring artists, important politicians, and tourists from all over the world are populating Vienna and in need of a hotel room.

Horried — Sat 5 pm

Dracula and the Creature from the Black Lagoon are terrorizing the town. Can you defeat them? You must work together, and every creature needs a different approach.

Icecool / Icecool 2 — Sat Noon

Get all your penguin's fish before the hall monitor tags everyone. Three or four rounds depending on the number of penguins in the school. Player with the highest value of fish cards wins. Priority given to younger players. Two player teams accepted.

Ingenious — Sat Noon

Abstract color-matching tile-placement game. Easy and fun.

In the Stars — Sat 3 pm, 7 pm, Sun 2 pm, 7 pm

A roll-and-draw game for 2 to 6 players, and the goal is to create constellations in one universe.

Kanban EV 101 — Sun 11 am

Kanban EV — Sun Noon

Do you like working in systems? Are you a fan of cars? How about being a middle manager? Are you productive? If you answered yes to any of these, then come compete to see who can train the hardest, pick up the most extra shifts, and score the most productivity points in Kanban EV

Kinfire Chronicles — Sun 4 pm

Come play Kinfire Chronicles, a story-rich, quick-start adventure board game for 1 to 4 players from the makers of Descent, The Witcher 3 and Arcane: League of Legends.

Kingdomino — Sat 3 pm

Build up the resources around the castle of your kingdom. Include resources with crowns or the adjacent resource will not produce. Crowns are multipliers. The kingdom producing the most combined resources wins.

King of Tokyo — Sat 10 pm

Tokyo is under attack! Choose one of six mega-monsters and go on a rampage in Tokyo City to gain victory points! But watch out! Other mega-monsters lurk nearby, ready to claim your throne should you falter! Which monster shall claim the title of King of Tokyo?

Kingsburg 101 — Sat 5 pm

Kingsburg — Sat 6 pm

Influence minor nobles to give you resources to build your villages. Game plays over 5 years with 3 production phases each year followed by a "battle".

Last Days of Athobrae — Sat 2 pm, Sun 1 pm

A resource gathering strategy game filled with unexpected turns and pitfalls. Players send out scouts in search of resources to build their ship, and technology to help their cities triumph. Each city has its own unique strengths and weaknesses.

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.

Lords of Waterdeep 101 — Sat 2 pm

Lords of Waterdeep — Sat 3 pm

Take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. Final round will include expansions if available

Merchants of the Dark Road 101 — Sat 10 am

Merchants of the Dark Road — Sat 11 am

Deliver goods and passengers for profit and prestige.

Monster Derby — Sat 4 pm, Sun 2 pm

A race game between fantasy monsters. Players get secret agendas, listing the order they want the monsters to finish. Monsters have special powers and can attack. The race ends when three monsters have crossed the finish line.

Nexus Ops — Sun 9 pm

A light, easy science fiction game with a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles or control the monolith get Energize cards.

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. Tables 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 ... ALL PLAYERS LOSE (no winner)!

One Letter Better — Fri, Sat Noon

Gin Rummy meets Scrabble. Players draw 8 cards and spell as long a word as possible. Each card has a point value. If a player can add to an opponent's word, they steal the word and the points. Rules for young players. Color blind friendly. Plays in app. 20 minutes.

Palaces — Sun 6 pm

Palaces is a deck-building bidding game in which you win cards and build towers. Each player's builds two towers. The winner is the player with the tallest lower tower.

PGWT: Europe — Fri 7 pm

PGWT: Middle East — Mon 9 am

PGWT: North America — Sat 7 pm

PGWT: South Africa — Sun 7 pm

Newest maps Europe & North America will be Fri & Sat. The maps are essentially the Deluxe version board reprinted for the base game and use the recharged rules. Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons - 12 total.

Phase 10 — Mon Noon

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

Board Games

Photosynthesis – Sat 10 am

The sun shines brightly on the canopy of the forest, and the trees use this energy to grow and develop their beautiful foliage. Sow your crops wisely and watch as the shadows of your trees slow your opponents down. Welcome to Photosynthesis, the eco friendly strategy board game!

Pirate's Cove – Sun Noon

Spend a year navigating the islands near Pirate's Cove. Fight for the right to pillage the islands you sail to and gain as much fame as you can before the year is out.

Power Grid 101 – Fri 6 pm

Power Grid – Sun 2 pm

Supply the most cities with power when a network gains a certain size. Buy power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants for income. "Recharged" rules will NOT BE USED.

Puerto Rico 101 – Sun 4 pm

Puerto Rico – Sun 5 pm

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 and by constructing buildings.

Quatermain – Sun 4 pm

Go back in time and seek your fortune as hunter and explorer Allan Quatermain. Features deck-building, a dual-market system, and the need to balance card types for final scoring. 2-4 players, 60 minutes, medium complexity.

Red Dragon Inn – Sun 9 am

Come join us in this irreverent card game classic. Your individual set of cards represents one of four adventurers at the Inn. Your goal is to use your cards to out drink, out gamble or out fight your opponets . Last man standing wins.

Rising Sun 101 – Sun 9 am

Rising Sun – Sun 10 am

A board game for 3 to 5 players set in legendary feudal Japan. As the Kami descend from the heavens to reshape the land in their image, it is up to each player to lead their clan to victory.

Root Expansions – Sat 7 pm

A game of adventure and war in which players battle for control of a vast wilderness. All available expansions will be used.

Scythe 101 – Mon Noon

Shadows Over Camelot 101 – Sun 10 am

Shadows Over Camelot – Sun 11 am

A cooperative hand-management and deduction-based board game for 3-7 players. Each player represents a knight of the Round Table and they must collaborate to overcome the Forces of Evil.

Sleeping Gods 101 – Mon 11 am

Smash Up 101 – Sun 5 pm

Smash Up – Sun 6 pm

Begins with a simple premise: take the 20-card decks of two factions, shuffle them into a deck of forty cards, then compete to crush more Bases than your opponents!

Space Base 101 – Sun 11 am

Space Base – Sun Noon

Players buy spaceships to see who can build the best fleet. Each ship has different abilities which pay off when they or someone else roll that number.

Splendor 101 – Sun 9 am

Splendor – Mon 9 am

Players are jewel merchants racing to purchase the best mines to impress nobility. The game ends when a player scores 15 points, and the winner is the person with the most points. The final round will include a module from the Cities of Splendor expansion.

Star Trek Ascendancy 101 – Sun 5 pm

Star Trek Ascendancy – Sun 7 pm

You control the great civilizations of the Galaxy, striking out from your home worlds to expand your influence and grow your civilization.

Stone Age 101 – Sun 9 am

Stone Age – Sun 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.

Talisman – Sat 1 pm – ,

Includes Basic, Batman, Star Wars, Harry Potter. Prophetess in Basic uses only power. Basic applies to all Expansions. Fourth edition Revised will be used.

Talisman 101 – Sat Noon – Basic or Harry Potter

Terraforming Mars 101 – Fri 2 pm, Sun 10 am

Terraforming Mars – Fri 3 pm, Sun 11 am

Drafting for all rounds, no deferring. will be used. If three rounds are needed, base game with Prelude for 1st round, black ball method for including expansions in 2nd round, all expansions and promos in final.

The Acts – Sun Noon

Travel to first century A.D. and take part in the growth of the early church as you compete to add the most believers. Game features worker placement. 2-4 players, 60-90 minutes, medium complexity. See why The Acts is the top-rated Christian board game on BGG!

The Castles of Burgundy 101 – Fri 5 pm

The Castles of Burgundy – Fri 6 pm

Congratulations you own land in eastern France! Develop it to be the best territory. Roll dice, use workers, and plan ahead to score the most victory points as you fill your estate with castles, ships, pastures, and more. The final round will use the 2011 edition of the game.

The Princes of Florence – Sun 9 am

Players attract artists and scholars trying to become the most prestigious in Florence. Each player is given a palace grid/reference chart to attempt to gain victory points. VPs can be gained in a variety of ways.

The Resistance: Avalon – Sun 8 pm

Pits the forces of Good and Evil in a battle to control the future of civilization. For Arthur's knights there is hope of prosperity, yet among his brave warriors are Mordred's unscrupulous minions. Come join on a quest, but beware the traitor in this deduction party game.

The World Cup Game – Sun 8 pm

Run teams in the World Cup! Move your team through the tournament! All players will play cards to place tiles onto World Cup games (using the 2002 World Cup teams and games) all being played at the same time... though only a few teams will be their own.

Thurn and Taxis 101 – Sat 1 pm

Thurn and Taxis – Sat 2 pm

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.

Board Games

Ticket to Ride: Expansions 101 — Sat 9 am

Ticket to Ride: Asia — Sun 7 pm

Ticket to Ride: Europe — Sat 3 pm

Ticket to Ride: India — Fri 8 pm

Ticket to Ride: Japan — Sat 7 pm

Round the World Ticket to Ride events.

Ticket to Ride: Mini Games — Fri 2 pm

Round robin play of 3 of the mini games. Total score for 3 games will determine the winner

Ticket to Ride: Rails and Sails 101 — Sun 1 pm

Ticket to Ride: Rails and Sails — Sat, 4 pm, Sun 2 pm

Harbors in Great Lakes and the World will count 1->10 pts., 2->15 pts., and 3->20 pts. House Rule. The Great Lakes or the World may be used for the final round. Will use certain Train Cards as Wild Cards.

Ticket to Ride: USA 1910 — Sat Noon

Basic Ticket to Ride using the Mega deck

Transeuropa — Sun 11 am

Transamerica with a European map. Place tracks down to connect your hub to the five cities in your hand. Connecting to other players tracks gives you access to their entire network. Be the most successful at connecting cities to your hub by the time a train goes off the cliff.

Treasure Hogs — Fri 2 pm, Sun 3 pm

A competitive card game where players take on the role of a Hog-Archeologist, using Resource and Strategy Cards to match and win Treasure Cards. But beware, Thieves are devising a plan to steal your Treasure! Plays in about an hour.

Twilight Imperium Fourth Edition 101 — Fri 1 pm, Sun 2 pm

Twilight Imperium Fourth Edition — Fri, Sun 3 pm

Prophecy of Kings expansion will be available for second round.

Vegas Showdown — Mon Noon

Players are casino moguls. 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

WAR Arena Combat — Sat 3 pm

A fantasy combat TTRPG that utilizes cards and dice and is heavily inspired by MMA, martial arts films, and sorcery fantasy.

Wasteland Express Delivery Service 101 — Sun Noon

Wasteland Express Delivery Service — Sun 1 pm

Brave the desolation to carry supplies and earn your way.

Wonderland's War 101 — Sat 11 am

Worst Game Ever — Sat 6 pm

Game mechanics include everything people hate in games, gamers, and gaming. Players take turns attacking one another with a die roll to steal tokens and play cards to affect the game.

Zombie Dice — Fri 4 pm

Welcome to the Zombie Apocalypse. The world has been overrun by the undead, but instead of playing the role of a survivor, you play the role of a zombie. You are tasked with eating more brains than your opponents. So do you have what it takes to win as the hero of the undead?

Family Games

Catalina A (Family Area)

For Gateway 2022, we put together a selection of family-oriented games in several departments. Some of these events will be hosted in the Family Area, while others will be hosted in their department's designated space. Please check the schedule or with the respective department HQ! Many of the sign-up sheets for these games will be in Catalina A.

Kids

Board & Card Games

Kid's Only! Choose Your Game Sponsored (9)

Miniatures

Fuzzy Heroes: Jurassic Park Minions

RPGs

DnD 5E Capture the Falling Sun Pt. 1 (2)

DnD 5E Capture the Falling Sun Pt. 2 (2)

RPG Indie Games on Demand (Kids Ed)

Family

Board & Card Games

Ark Nova Sponsored 101

Art Decko Small Tournament (2)

Coloretto Small Tournament

Creature Comforts 101

Crystal Combat Demo (2)

Galactic Explorers Demo (2)

Icecool / Icecool 2 Small Tournament

Kid's Only! Choose Your Game Sponsored (9)

Kingdomino

Liar's Dice Small Tournament

No Thanks! Small Tournament

One Letter Better Demo (2)

Phase 10

Pirate's Cove

Sleeping Gods 101

Smash Up Sponsored

Transeuropa

Treasure Hogs Demo (2)

Miniatures

Clay-O-Rama

D&D 5e Pengopolis

Formula De Super-Incredisized Spectacular Long Beach Grand

Prix Medium Tournament

Party Games

Bye Felicia!

Exploding Kittens 101

Skull 101

RPGs

D&D 5e Capture the Falling Sun Pt. 1 (2)

D&D 5e Capture the Falling Sun Pt. 2 (2)

D&D 5e Pengopolis

RPG Indie Games on Demand (Kids Ed)

Party Games

Party Games

Catalina B, C, D, Newport B, C

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.

America — Sat 10 pm

A party/trivia game in which being close counts. Players use their knowledge of pop culture, food, products, games, sports, and U.S. history to score points. If you have no idea what the answer is, take advantage of other players who do know. Or bet against everyone!

Awkward Guests — Fri 7 pm, Sat Noon

A clever deduction game. Like Knives Out or Clue on steroids. 90 minute game. Can you figure out whodunnit?!

Blood on the Clocktower — Fri 9 pm, Sat, Sun 5 pm, 7 pm, 9 pm

A bluffing game enjoyed by 5 to 20 players on opposing teams of Good and Evil, overseen by a Storyteller player who conducts the action and makes crucial decisions. Similar to other social deduction games. Come on time to learn how this game differs!

Bye Felicia! — Sun 3 pm

Great minds think alike in this quick play party game! Mind meld with friends and family for big laughs and wild word associations. But don't delay, you've got 30 seconds to list what other players are thinking and match their answers to yours.

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.

Deadpool vs The World — Sat 11 pm

Face off against your friends by filling in the blanks on caption cards to provide the most outrageous explanations of Deadpool's strange and unsightly situations.

Exploding Kittens 101 — Sat Noon

Funemployed — Sun 1 pm

Crazy party game where each player gets 4 Qualification cards, like Umbrella or Dingo Repellent. Players must 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!

Informercial — Sat 1 pm

Playtest of a party game where you are given 10 things to remember about a product you are advertising. Then you have to "film" your infomercial. Then your partner (the director) can do things behind the camera to make you remember what you have to say.

Indie New Games

International B

Battle of Souls - Deck builder — Fri, Sat 4 pm, 5 pm, 7 pm, 8 pm Sun 4 pm, 6 pm, 7 pm, 8 pm

This is a beta test for Battle of Souls - Deck builder. In this test players will setup, and play with assistance as needed from the GM. Players can view the rulebook here: <https://tinyurl.com/DB-rulebook>

From The Shadows — Sat, Sun 10 am

Use your unique talents to fight monsters collecting their bounties. Bounties add to your total score at the end of the game. Each Hero has their own abilities, and deck of cards to play with. Use attack cards, and items to damage or kill Monsters on the table.

Ninja: Playground Game — Fri, 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.

Quiplash at Strategicon! — Sat 2 pm

Join us for laughs and hilarity as a panel of Strategicon GMs and volunteers trade quips and barbs in Jackbox's Quiplash! Audiences both at con and online will be able to play along with us and influence the outcome of the game!

Skull 101 — Sat 3 pm

The Genius — Sat 4 pm, Sun Noon — Survivor for Gamers
10 players will compete in a series of games that will challenge their skills in strategy, logic, and negotiation. After each game players will be eliminated until only 1 remains.

Two Rooms and a Boom — Sat, Sun 9 pm

10 to 25 players, a new game every 40 minutes, join any time! Blue Team has the President. Red Team has the Bomber. During the game some players will move between two different rooms. If the Bomber is in the same room as the President at the end of the game... BOOM!

Ultimate Werewolf — Fri 9 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

Here you are living in your quiet village when the first of the bodies begin piling up. Soon you discover the presence of vicious werewolves in your previously safe home! It's your job to figure out who out of your friends and neighbors are the culprits.

Ultimate Werewolf Extreme 101 — Fri 7 pm

Come learn how to play this popular social deduction game. We will teach the basics of the game, as well as, some tips and strategies for rooting out evil! Be sure to also sign up for a game at 9pm to put your new knowledge to use!

Ultimate Werewolf Extreme — Fri 9 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

New version of Ultimate Werewolf that incorporates some fun new elements. The Villagers don't know who the Werewolves are, and the Werewolves are trying to remain undiscovered while they slowly eliminate the Villagers one at a time.

You Can't Be Sirious! — Sat 5 pm

A new qualifier round to accommodate more players, RHODA and Stad will test players to find out how clever they can be. Every word counts in this original game show where a wrong answer can still win big!

Infinitum Revolution — Sat 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm Sun Noon, 1 pm, 3 pm, 4 pm

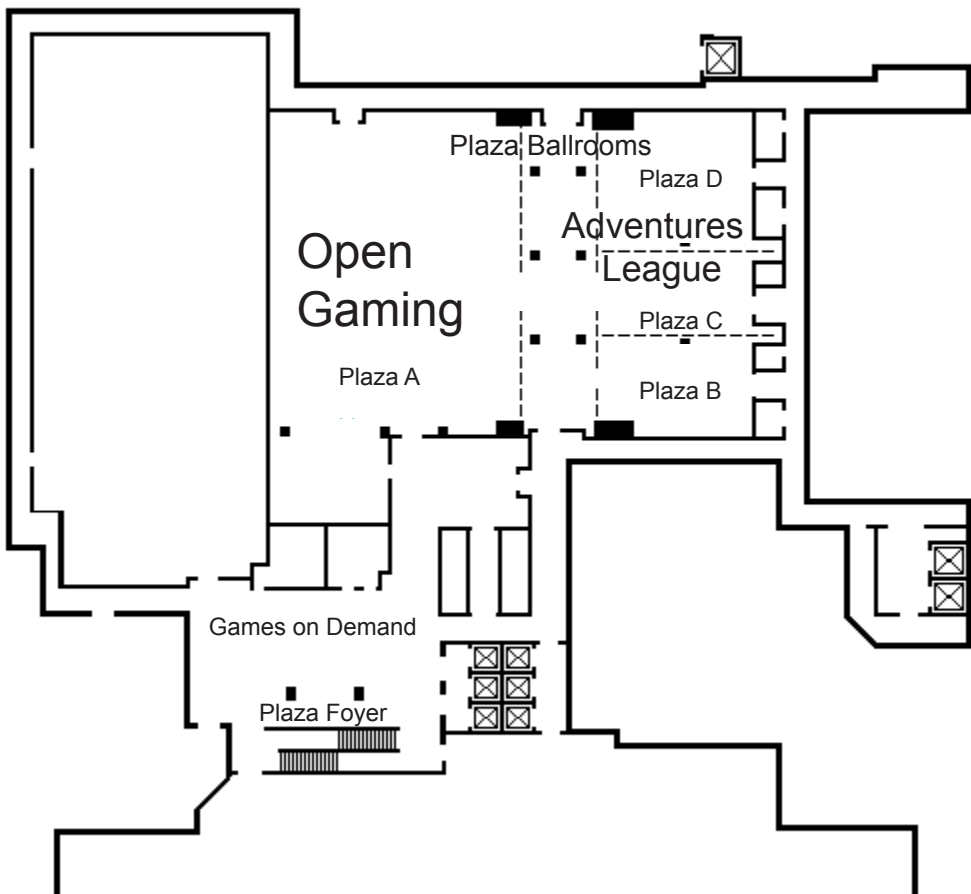
Join the revolution! Infinitum Revolution is a new and unique hero based card game with heroes from every corner of the multiverse, customizable win conditions, and multiple formats. Come give us your feedback and get involved!

Match Maiden Heaven — Sat 2 pm — Tile-Swapping

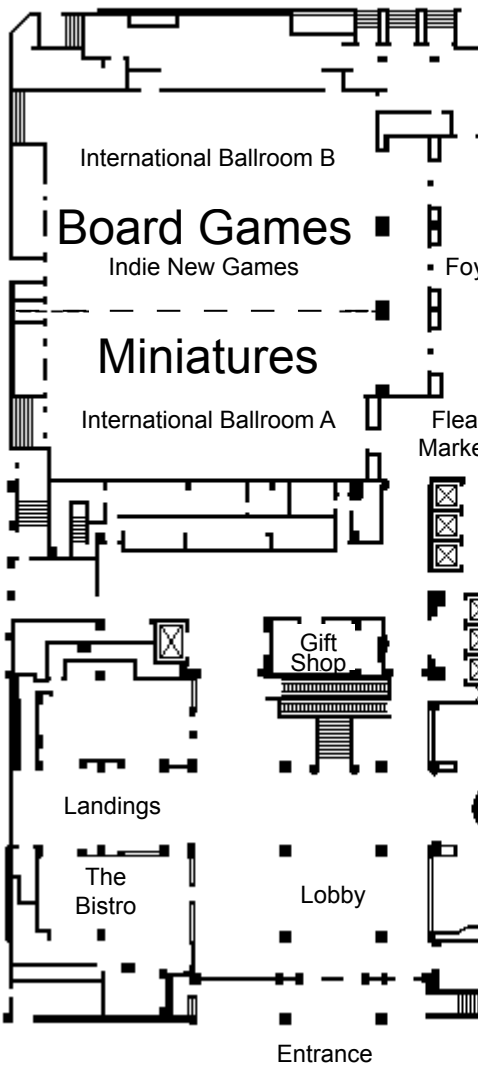
Match Maiden Heaven is a 2-4 player competitive puzzler that brings the match-3 action of games like Puzzle Quest and Bejeweled to your tabletop! Featuring art by the incredible Ceri Langell, battle your friends to control the flow of mana on the mystical island of Rainbow's End.

Gateway 2022 Maps

HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL

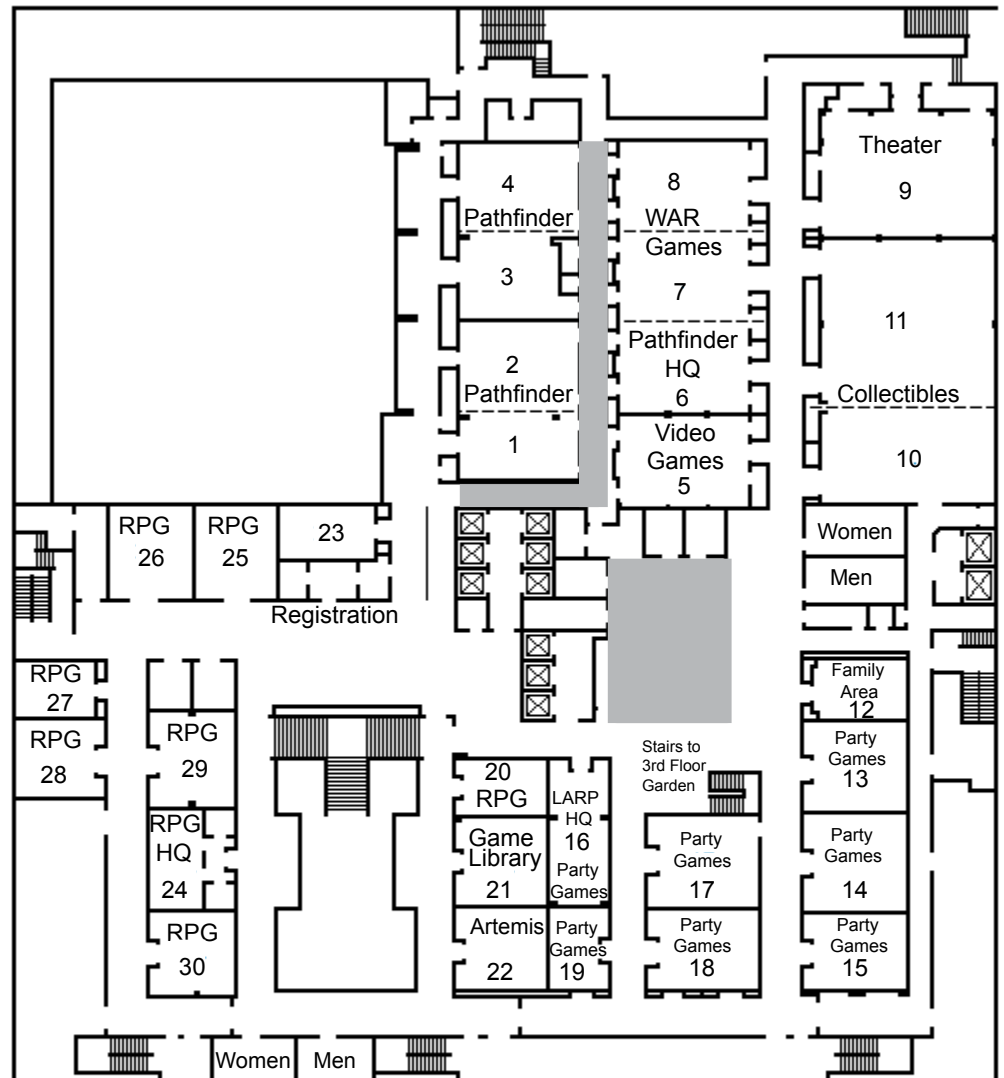
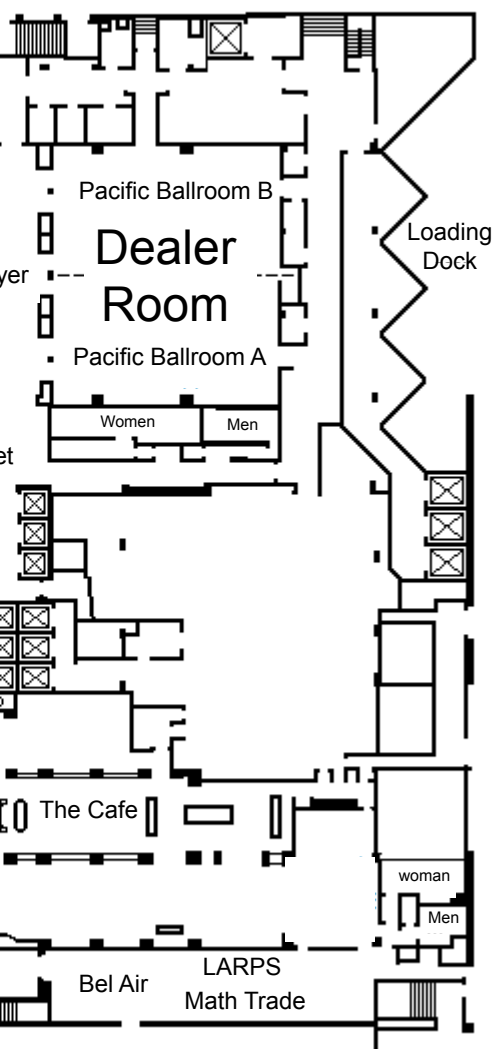


HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - SECOND FLOOR

PORT - LOBBY LEVEL



- | | | |
|---------------------------|-------------------------|--------------------------|
| 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 |

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

Collectibles

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.

7 Wonders Duel 101 — Sun 10 am

7 Wonders Duel — Sun 11 am

GM: John Borders

3 round tournament. Each round will have a 30 minute time limit. Everyone will play 3 games(re-pair between games). Bring a copy of the game if you have it.

Ark Nova 101 — Fri 5 pm

Ark Nova — Fri 6 pm

GM: John Borders

2 round tournament. Everyone will play 2 games(re-pair between games). Scores will be combined to determine a winner. Each round will have a 150 minute time limit. Bring a copy of the game if you have it.

Ascension — Sat, Sun 11 am

GM: George Carceres

Aspire to Godhood against those who would see you fail. Take the crown for yourself and reign supreme in this deckbuilding game for up to four people. Fight monsters, build your army, and claim your rightful Ascension!

Clank! 101 — Fri 1 pm

Clank! — Fri 3 pm

GM: Tara Haughton

A deck-building game. Each player has their own deck, and building yours up is part of playing the game. You start each of your turns with five cards in your hand, and you'll play them all in any order you choose.

Dice Masters 101 — Sun 6 pm

Dice Masters — Sun 7 pm

GM: Andres Fresquez

A collectible dice-building tabletop game designed by Quarriors! creators Michael Elliott and Eric M. Lang. I will bring Draft packs from the DC Dice Masters: Superman Kryptonite Crisis set. Players may bring pre-made teams for casual play.

Dice Throne 101 — Sat 10 am

Dice Throne — Sat 11 am — 1v1 Tournament

GM: Andrew Clark

A heart-pumping, fast-playing game of skilled card play & dice manipulation. Choose Your Hero and Battle it Out! 1v1 Swiss Style Tournament. We Will Have (1) of each Hero Available so bring your own to Guarantee using your favorite.

Indie Game Alliance — Sat 3 pm

GM: William Salazar

Come learn new and exciting games from the latest indie designers and developers

Infinitum Revolution — Fri 7 pm

GM: Gerrod Garcia

Join the revolution! Infinitum Revolution is a new and unique hero based card game with heroes from every corner of the multiverse, customizable win conditions, and multiple formats. Come give us your feedback and get involved!

Its a Wonderful World with Corruption and Ascension — Sat 9 pm

GM: John Borders

2 round tournament. Each round will have a 90 minute time limit. Everyone will play 2 games(re-pair between games). Scores will be combined to determine a winner. Bring a copy of the game with expansion if you have it.

Lost Ruins of Arnak w Expedition Leaders — Sat 3 pm

GM: John Borders

Event is upstairs. 2 round tournament. Each round will have a 120 minute time limit. Everyone will play 2 games(re-pair between games). Scores will be combined to determine a winner. Bring a copy of the game with expansion if you have it.

Magic: the Gathering 101 — Fri 3 pm

GM: Chuck Watson

Magic: the Gathering — Fri 7 pm. Sat, Sun 2 pm —

Baldur's Gate Draft

GM: Josh Badger

Friday Event begins at 7:30 Baldur's Gate Draft. *Event run using the Magic Companion App* (\$20 Event Fee)

Magic: the Gathering — Sat 1 pm, 5 pm, 11 pm, Sun 1 pm, 5 pm — Commander

GM: Josh Badger/Dae Kim (#3)

Mix pods of 3-4 : Winner of each pod receives 5 Dealer Dollars

Event run using the Magic Companion App

Magic: the Gathering — Fri 10 pm, Sat, Sun 7 pm —

Dominaria Pre-Release

GM: Dae Kim

Dominaria Prerelease! 3 Rounds *Event run using the Magic Companion App* (\$30 Entry Fee) (7 pm events begin at 7:30)

Magic: the Gathering — Sat 9 pm — K&J Pauper Tourney

GM: Melissa Weiss

The classic Pauper Highland Event to determine the winner of the coveted Golden Binky! Build your own Pauper deck and claim your victory.

Magic: the Gathering — Sun 9 pm — Two-Headed Giant Team

GM: JJ Moore

Two players per team battle it out to see who is the best Giant!

Sagrada — Sat 10 am — Tournament

GM: william salazar

Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass window masterpiece.

Star Realms — Fri 6 pm — Tournament

GM: William Salazar

A spaceship combat deckbuilding game designed by Darwin Kastle and Rob Dougherty (developer and cofounder of the Ascension Deckbuilding Game).

Star Wars Miniatures — Sun Noon — Sealed Booster Draft #1

GM: Mel Campbell

Virtual Set #22, "In the Trenches" with the mini set "Behind Enemy Lines", and Virtual Set # 23, "The Rescue", with the mini set "The Bad Batch". Each participant will receive 2 full sets of 30 cards each, plus 2 mini sets of 6 cards each, and 2 random booster sheets, to make a 200pt team. 3-4 swiss rounds. GM will provide minis and maps to borrow.

Star Wars Miniatures — Sun 5 pm — Sealed Booster Draft #2

GM: Mel Campbell

"Clash of the Titans" Epic Duels draft. Participants will receive/borrow 2 sets of random Epic and regular melee character cards and minis that they will use. Several sudden death rounds where defeated characters will be unavailable in subsequent rounds. Prize support will be provided by the convention for the top 2 participants. GM will provide minis and maps to borrow.

Collectibles

Transformers TCG Booster Draft — Sat Noon

GM: Bradley P. Thomas

Build a team of Transformers from a series of packs and compete against other players in a series of rounds until someone comes out the winner. A preconstructed deck is not necessary. Just a small fee of about \$15 is needed to buy in.

LARPs

Bel Air, Newport A, Malibu Gardens, 3103

Cavern of Wonders — Sun 2 pm — Path of the Ghostspeaker

GM: Joe Landolph

Ghostspeakers are trained mystics who can re-live the memories of ancient spirits by allowing themselves to become possessed by them. They represent part of an ancient tradition of spiritual practitioners who preserve knowledge, record history, and quiet dangerous spirits. During the game, the players will take on the role of a group of Ghostspeakers who have been asked to investigate troublesome spirits in a haunted area.

Curse of the Snow Leopard — Sat 8 pm — Path of the Ghostspeaker

GM: Joe Landolph

Ghostspeakers are trained mystics who can re-live the memories of ancient spirits by allowing themselves to become possessed by them. They represent part of an ancient tradition of spiritual practitioners who preserve knowledge, record history, and quiet dangerous spirits. During the game, the players will take on the role of a group of Ghostspeakers who have been asked to investigate troublesome spirits in a haunted area.

Darkness Visible — Sat 9 am — Systems Exist to Be Overthrown:

GM: Ross Cheung

England, 17th century. John Milton, the poet, theologian, political and social theorist and radical, is writing his masterpiece about Satan's rebellion, the temptation of Adam and Eve, and the expulsion from the Garden of Eden. Players will play as Milton working to finish his masterpiece amidst civil war, plague, and fire and/or as the characters of Paradise Lost as Milton is writing it. No experience with Paradise Lost is needed, just a love of epic poetry, drama, storytelling, and hubris leading to rebellion against authority.

Endgame — Fri 8 pm — Murder Mystery

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.

Endgame Alternate — Sun 2 pm — Murder Mystery

GM: Andrew Perrine

The year is 1925. Booze and gambling are prohibited, and you've just been invited to an evening of both... one of Mr Harrington's Social Nights, to discuss the business of the city, and have some peace and merriment. But be careful, because everyone's got their angle and everyone's hiding something. Lay your cards on the table! Endgame Alternate is a 1920s murder mystery LARP, re-written for those who've already experienced the original! We're aiming for fun, mystery solving, 20s pastiche and dramatic reveals.

LARPs

Wonderland's War 101 — Sun 3 pm

Wonderland's War — Sun 4 pm

GM: John Borders

2 Round event. Characters will be randomly assigned. Who will be crowned the new Leader of Wonderland? BRING A COPY OF THE GAME IF YOU HAVE ONE.

Foam Fortress Classic — Sat 2 pm — Boffer Showcase

GM: LARP Staff (Rob P)

This is a high-action foam combat homage to a first-person shooter classic. Be ready to grab a blaster or sword and fight for the honor of Red or Blue team. Game will be played in several short but varied rounds of team action. A waiver is required for this event. All materials will be provided.

Foam vs. Machine — Sat 4 pm — Boffer Showcase

GM: LARP Staff (Rob P)

This is a high-action foam combat homage to a first-person shooter classic, now with progression and escalation. Be ready to grab a blaster or sword and fight for the honor of Red team, or join the nefarious robotic hoard of Blue team and spawn over-and-over attacking the "so called" heroes. A waiver is required for this event. All materials will be provided.

LARP Icebreaker 101 — Sat 11 am — Ghost Court

GM: Tara Leederman

Join the head of the LARP Department in this special, easy introduction to LARP and improv! Do you like Party Games? Ghost Court is a LARP-inflected improv-heavy party game that is fun and easy to pick up and play with your friends. Embody a character for a short time, world-build on the fly, and make your friends laugh in this absurd game. In a small claims court full of plaintiffs and defendants, testy judges, overworked judges, and peace-keeping bailiffs- all of whom might be living or dead- you and your fellows will see that spectral justice is done

Nemesis 382 — Sun 8 pm — One Close to Our Sun:

GM: Ross Cheung

You are the crew of the scientific research ship Albert Einstein III, dispatched to a nearly discovered supermassive black hole called Nemesis 382. You all have different motivations for saying goodbye to your friends and loved ones and putting yourselves in twenty years of cryosleep to be on this trip, and as you get closer to the event horizon, crises and breakdowns begin to occur. This is a scene-based LARP within the genre of hard science fiction, where players will make choices and deal with crises.

The Cyberpunks — Sun 10 am — Parlor LARP

GM: Robert Prag

An anonymous client wants a team of highly skilled, high tech mercenaries to steal a mysterious device from a mega-corporation and has sent an intermediary to a criminal-friendly bar to recruit all of you for just such a team. The Cyberpunks is a LARP about the preparation for, and aftermath of, a big cyberpunk corporate heist mission. Play as high-tech low-lives sizing each other up and figuring out how to bring your skills and rough edges together long enough to pull off the job, and then deal with the fallout when things don't go according to plan.

Video Games

Video Games

Marina

Artemis Spaceship Bridge Simulator –

Fri 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm,

Sat, Sun 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 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 50 min sessions. Children under 16 require parent present to play.

Multiversus Head-to-Head – Sat 8 pm

Classic Smash style, new WB look! A wide range of Warner Bros. characters, including classic cartoons, DC comics, Steven Universe, Adventure Time, and even LeBron James - and more characters coming soon! This tournament is 1v1, winner advances.

Multiversus Team-up – Sun 8 pm

Classic Smash style, new WB look! A wide range of Warner Bros. characters, including classic cartoons, DC comics, Steven Universe, Adventure Time, and even LeBron James - and more characters coming soon! 2v2, winning team advances.

Smash Bros Big Rumble – Sat 5 pm

Up to 8 players per match. Top 2 advance to finals.

Smash Bros Head-to-Head – Sun 5 pm

Classic Smash Bros, 1v1, winner advances.

Starcraft 2 – Sat 2 pm – Starcraft 2

Come and play Starcraft 2. If 4 players show up then round 1 will be 2 vs 2. Round 2 will then be 1 vs 1. A blizzard account will be needed to play.

Starcraft 2 – Sun Noon – Starcraft 2

Must have 4 players for event to run. Round 1 will be teams event. Round 2 will have the winning team playing against each other. Blizzard account is needed but not required to play.

Miniatures

International Ballroom A, Catalina A (Family Area)

Alpha Strike – Fri 6 pm – Retake the Urbamech factory

GM: Francisco Vassallo

The filthy freeborn Inner Sphererers have taken the strategically significant Urbanmech factory in Frankograd. We must take the city and destroy the factory. Armies will be provided. You may bring your own – a 150 point list to either attack (Inner Sphere) or defend (Clans), Clan invasion era mechs please.

Battlestations 2.0 HUGE! – Fri 6 pm, 8 pm,

Sat 1 pm, 3 pm, 7 pm, 9 pm

GM: Jeff Siadek

A game of heroic space adventure where you get to be aboard a starship. Gather your crew for a series of exciting space missions. Create and rank up a unique character, learning new special abilities and collecting powerful treasure rewards. Beginners Welcome. All game materials provided.

Battlestations - Dirtside (3 Missions) –

Sun 1 pm, 3 pm, 7 pm, 9 pm

GM: Jeff Siadek

A game of heroic space adventure where you get to be on a planet. Gather your crew for a series of 3 exciting away missions. 30mins per Mission Create and rank up a unique character, learning new special abilities and collecting powerful treasure rewards. Beginners Welcome. All game materials provided.

Battletech: Alpha Strike 101 – Fri 1 pm

Battletech Alpha Strike – Sat 1 pm –

The Last Stand of the Black Watch

GM: Tuck Davion

One of the most storied battles in the history of Battletech, the warriors under the command of Col. Hanni Schmitt joined her as the last line of defense between the forces of the Usurper, Stefan Amaris, as they made their way to aid their leader in the moments following the assassination of First Lord of the Star League, Richard Cameron. Schmitt and the remnants of the Black Watch stood against the forces of hell.

BattleTech: Alpha Strike – Sun 1 pm – WNRP 350 Tournament

GM: Darren Eskandari

Players are expected to bring armies of 350PV, from which they'll select forces of 200PV per scenario. A number of 80 min rounds to be determined by the size of the tournament. Prize support generously provided by Strategicon. The complete Wolfnet Radio's Alpha Strike Core Tournament rules can be downloaded for free at wolfs dragoons.com. Be sure to check out masterunitlist.info for stat card resources.

BloodBowl 101 – Sun Noon – Kick a Ball around

GM: Jeff Small

Come and Learn BloodBowl and get a game or two in. Test out different teams. Everything is provided.

Bolt Action / Konflikt 47 – Sat Noon

GM: Jacob Shober

This tournament is a fusion of both Bolt Action and Konflikt 47. You can either play a pure Bolt Action force, or include units from Konflikt 47. Either way, the tournament will be played using Bolt Action rules (with special rules particular to Konflikt 47 units allowed). 1,250 pts, single Generic Reinforced Platoon, 2 rounds, and a maximum of 1 free unit.

Bolt Action / Konflikt 47 – Sun Noon

GM: Jacob Shober

The Death Fields of Poland - This event is a narrative event based in the world of Konflikt 47. Bring your own force, of any composition (not even a generic reinforced platoon you are whatever is left!), with a maximum of 500 pts. Order dice will be supplied, but please bring your own if you can (in case we run out). The game will last all afternoon, with hidden objectives, a huge table, and a great story!

Burn Cycle 101 – Fri 5 pm

Burn Cycle – Fri 6 pm

GM: Solomon Chang

A puzzly infiltration game for 1-4 players, burncycle puts you in command of a team of robots in the far future. Their mission: taking down evil, human-run corporations responsible for subjugating AI under their heel. Your team arrives at each corporate headquarters and must sneak inside, shutting down the companies' physical operations as well as their circuitous digital networks.

Miniatures

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 - A Game of Armored Combat — Sat 10 am —

Circle of Death

GM: Mario Acuña

Special Free-For-All format Tournament 1st Place - Random Clan Invasion Mech Set Beginners Welcome - All Materials Provided Free Pair of dice for all participants Sponsored by LOST PLANET GAMES IG: @lostplanetgames

Classic Battletech - A Game of Armored Combat —

Sun 10 am, 3 pm — Kaiju Invasion

GM: Mario Acuña

The base is under attack by Kaiju! Only our bravest Mechwarriors have answered the call. All materials provided Beginners welcome

Clay-O-Rama — Sun 10 am

GM: Harmon "Jay" Ward

The denizens of Claydonia meet for their triennial battle to become the champion of Clay-O-Rama. Make a claydonian from Play-doh (which is provided) and go to war with other claydonians. This is a beginner friendly fast paced game of doughy combat that results in smashed monsters and even smasher hopes.

Conquest the Last Argument of Kings — Sat 10 am — Free play / Demo

GM: Robert Courtney

This is an unofficial Conquest event. Your armies do NOT have to be made from Parabellum miniatures. Come and play, try out your lists, learn the game. 1250 point armies are suggested

D&D 5e — Sat 6 pm — Pengopolis

GM: Harmon "Jay" Ward

The mighty penguin warriors of Pengopolis have been summoned to protect the town from Killer Whales, Seals, Sea Lions, and the ever-vicious Skuas. Form a team from pre-generated Penguin themed 5e characters to fight off the attack. This is very family/beginner friendly with simplified rules including action cards.

Etherfields — Sat 5 pm

GM: Solomon Chang

Etherfields is a narrative, cooperative game for 1 - 5 players. It plays like a deckbuilder RPG with puzzle solving escape room elements combined with tactical combat. Your character enters the game with absolute amnesia, not knowing who they are, and it is up to you to discover their past identity.

Flames of War v4 — Sat 10 am — The Longest Day

GM: Michael Robinson

The Longest(er) Day is an 8-game, 24-hour Flames of War mega-tournament. Players will compete to accumulate the most wins and battle points over the course of eight rounds to claim the title of Ironman Champion! Tournament is drop-in/drop-out, so there is no requirement to play all eight rounds - the players commitments are only controlled by their sanity!

Formula De Super-Incredisized Spectacular — Mon 10 am —

Long Beach Grand Prix

GM: John Paiva

Wrap up the Con with a Super-Incredisized Formula De race! Lots of fun, everything is provided! Top 3 players get their name engraved on the Perennial Award Plaque for years of bragging rights!! No experience needed, all rules taught!

Foundations of Rome 101 — Mon 10 am

Foundations of Rome — Mon 11 am

GM: Solomon Chang

The city-building board game Foundations of Rome puts you into the role of an architect competing to own land and build magnificent structures! Build domūs and insulae, fountains, foundries, and more to increase your renown - gaining glory for yourself and the empire!

Gepanzer Faust — Sun 10 am —

West of Radekhov, Ukraine. 23 June, 1941

GM: Andy Mourndian

Units from 15th Panzer Regiment, 11th Panzer Division vs a blocking force of a motorized Infantry Brigade from Soviet 10th Armored Div. Considered noteworthy as the first time Pz IIIs and IVs encountered the T-34.

HMGS-PSW Presents Team Yankee Pick Up — Fri 6 pm

GM: David Dean and Adam Hammer

85 pts 1v1 match-ups. Bring a NATO and Warsaw force to play the opposite side in a pick up game-friendly environment.

HMGS-PSW Presents the Great Biblical Bash — Sun 4 pm

GM: Luis Medrano and Adam Hammer

Hail Caesar Rules in 28mm. This big pitched battle features New Kingdom Egyptians and their Libyan allies seeking to halt the Sea People and Allied onslaught. This colorful game features colorful troops such as warbands, chariots, marines, and others from the period. Rules are taught and all materials are provided. A good attitude a must.

La Bataille 15mm — Sat 10 am —

Battle of the Piave, May 8, 1809

GM: Stephen Phenow

Austro-Hungarians vs French and Italians

Lord of the Rings Strategy Battle Game — Sat 3 pm, Sun 1 pm

They're taking the Hobbits to Isengard!

GM: Larry Stehle

A "What-If" scenario. This game has the "3 Hunters" (Aragorn, Legolas and Gimli) Catch up to the Uruk-Hai/Orcs who have Merry & Pippin prisoner before the Riders of Rohan. Will the Evil forces escape with their prisoners or can they be saved from a terrible fate? Playing the Good Heroes is on a first come, first served basis so pre-register at : egilsnest@ca.rr.com

Marvel Crisis protocol 101 — Fri 8 pm

Marvel Crisis protocol — Sun 2 pm

GM: Joseph Vigil

3 Rounds Of Marvel Crisis protocol. If we have a tie we will cut to highest SOS. Bring a roster and terrain if you got em. Custom Model for top winner

Mein Zombie — Fri 5 pm — In the Sewers

Mein Zombie — Sat 9 am — Down Below

GM: Michael Moran

Using the fun and fast play rules Mein Zombie, you will take an intrepid hero down into the sewers beneath the town to eradicate the zombies. But there is more to it than just killing a few zombies in the dark. How can you stop the zombie horde? This game is great fun for beginners. If you like fast play games of zombie killing, this game is for you. No experience necessary. Quick play/learn rules.

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 10 am till 5 pm Saturday and Sunday. Children under 10 must be supervised.

Miniatures

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

Rising Sun — Sun 2 pm — 101

Rising Sun — Sun 3 pm

GM: Joseph Beck

Game of conquest in mythic Medieval Japan. C'mon and see what all the hype is about!

Star Wars Legion — Sun Noon — 500 point tournament

GM: Don Tseng

3 round 500 point tournament

Star Wars Legion — Sun 6 pm — Multiplayer Scenario

GM: Greg Mazourek

Come play for some fun. Bring a 600 point list if you'd like, otherwise loaner armies will be provided. We'll be running a couple of multiplayer games, 2 players per side.

Warhammer 40K 9th 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? Loaner armies available.

Warhammer 40K 9th edition — Fri 6 pm (Deployment)

Warhammer 40K 9th edition — Sat, Sun 9 am —

Mega-Apocalypse

Come decide the fate of worlds in the 40K universe. 500 power points with a 250 power point Super Heavy detachment. Loaner armies available, join anytime.

Warhammer 40K: Kill Team 101 — Fri 2 pm

Warhammer 40K: Kill Team Day 1 — Sat 11 am

Warhammer 40K: Kill Team Day 2 — Sun 11 am

GM: Aric Kuschinsky

Kill Team GT! 5 Rounds of Swiss Pairings over 2 days.

Day 1: Registration: 10:30 am Round 1: 11 am Lunch Break: 12:45 pm Round 2: 1:15 pm Break 3 pm Round 3: 3:15 pm Day 2: Round 4: 11 am Lunch Break: 12:45 pm Round 5: 1:15 pm Prize Raffle: 3 pm

Warhammer Horus Heresy 101 — Fri 2 pm

GM: SoCal Games Workshop League

Come and learn how to play the New edition of the Horus Heresy Age of Darkness. All materials provided, beginners welcome, join anytime.

Warhammer Horus Heresy — Sat 10 am — Apoc

GM: Michael Riley

Bring 1-5k worth of the Heresy era armies and play across a battlefield and in space!

Wings of Glory (Wings of War) — Sat 11 am — Battle for the Skies

GM: Matt Denny

Wings of War is a simple WW1 dogfight combat game using miniatures. We encourage new players. We will be doing a continuous scenario. Each player will be assigned an aircraft. If and when the player is shot down or goes off the table, they will be immediately issued a plane from the other side and come back onto the table. This will continue until the game time runs out.

ZOMBICIDE: 2ND EDITION — Sat 8 pm

GM: Daniel Alvarez

Come Join us in stopping the Zombies' from ending humanity.

Roleplaying

Newport, San Lorenzo, Catalina A (Family Area)

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.

Ain't Afraid of the Wyrmbreaks — Sat 9 am — Highcaster's, The Wyrmbreaks

GM: Christopher Grey

Your band of ne'er do wells heard rumors of an untapped and abandoned ruin with limitless treasure deep in the wild wastes of the Wyrmbreaks—treasure and, specifically the fabled Golden Scimitar. I mean, this sword of legend is not great for fighting, but super awesome for infusing one with limitless radiant power. What could go wrong, it's abandoned right? Should be easy.

A Land Without Fairytales, Squad B — Sat 8 pm — GURPS

A Land Without Fairytales, Squad C — Sun 9 am — GURPS

GM: Ron Shaw

SPONSORED - Prizes. Recently ASPIRE has gained much attention from powers that originate in other dimensions One such group mistakenly believing ASPIRE to be monster killers has reached out to them for aid in dealing with the supernaturals that dominate their world.

A Night Out — Sat 2 pm — Savage Worlds

GM: Jason (JiB) Tryon

The rumors and supposed sightings can't possibly be real. Can they? Vampires aren't real, they're the stuff of faerie tales and campfire spook stories ... right? Just because people have been disappearing doesn't mean anything. People disappear all the time. Surely people are blowing it out of proportion. A Night Out is a vampire apocalypse game in Savage Worlds using the gritty damage rules.

Aspire — Fri 8 pm — GURPS

GM: Daniel Alvarez

You find your self in a diner waiting for your contact. Where will this mystery request have instore for you?

ASPIRE — Sun 8 pm — GURPS

GM: Daniel Alvarez

You are on a flight returning from a Mission when you are forced to land. You have an odd felling about this forced landing.

RPGs

A Stroll in the Dark 101 — Sat 9 am — NycosRPG

A Walk in the Park 101 — Sun 9 am — NycosRPG

GM: Jonathan Albin

Learn the system that revolutionizes roleplaying. Nearly indescribable, the NycosRPG system delivers a different way to play, allowing the player, and their Persona in the game, to become MORE. "A Stroll in the dark captures the wonder and fear of a young one's transition from a Darkened state, into the Enlightenment of the Enjoined. Come play in an adventure that will blow your mind.

Butcher Blade Six Playtest — Sun 2 pm — Dungeons & Dragons 5E

GM: jim pinto

Based on 5th Edition D&D, this is a one-of-a-kind playtest for a game/sourcebook/adventure involving pre-made characters. Just bring yourself and your imagination and a willingness to see where the game takes you. This session is for 2 to 6 players, and involves the undead. Ages 14 and up.

Camera Obscura — Sat 2 pm — Monster of the Week (PbtA)

GM: Daniel Webster

For weeks, people have gone missing around the Santa Monica Camera Obscura, and no one has seemed to care. But now that rising starlet Rochelle Tyree has disappeared without a trace, the Monster Hunters have been called in to get to the bottom of it. This is a Powered by the Apocalypse (PbtA) Monster of the Week (MotW) mystery for 3-5 players. No PbtA, MotW, or RPG experience required. PG-13 for language and gore.

Capture the Falling Sun Pt. 1 — Sat 2 pm, 6 pm — D&D 5e

Capture the Falling Sun Pt. 2 — Sun 2 pm, 6 pm — D&D 5e

GM: Keshia Nash-Johnson

A campaign for younger players to try out RPGs and DnD. The Jade Token, an ancient heirloom that grants the Yuugure Empire's emperor the right to rule, has disappeared! It's believed that the vengeful spirit, Tamamo-no-Mae, may be involved, but who is this mysterious trickster? The players must navigate the strange world of the mysterious Mononoke to uncover the truth. Can they uncover the true nature behind this plot before it is too late?

Christmas in July — Sat 2 pm — Kids on Bikes

GM: william salazar

Choose your OWN destiny in this storytelling rules-light tabletop role-playing game where adventure is a bike ride away!

Cliff Canyon and the Dangersnauts — Fri, Sat 8 pm —

Call of Cthulhu 7E (Pulp Cthulhu variant)

GM: Hank Wong

1934 Hollywood. The future of a popular sci-fi movie serial is in doubt due to possible scandal. Can the Heroes save the series (and their jobs)?

Cynthia Rielli Goes To The Ball — Sat 9 am —

Swords of the Serpentine - GUMSHOE

GM: Stephanie Bryant

When a mysterious young woman enchants everyone she meets at an Ancient Nobles' ball before fleeing mysteriously at midnight, the hostess of the ball insists on being reunited with her. Can you find this mystery suiter? Is the sorcery-infused glass slipper she left behind a clue... or a dangerous artifact to be destroyed?

Discussion format — 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.

Dragon Ranch playtest! — Fri, Sat 8 pm — Dragon Ranch

GM: Jason Mills

Dragon Ranch playtest! Newly bonded dragon ranchers gather their wits AND their dragons to discover the looming threats in a modern world that wonders whether dragons are still relevant in the information age. This is an early stage playtest of the Probably OK game system, run by creator Jason Mills.

High and Dry — Sun 2 pm — Traveller (Mongoose 2nd)

GM: Michael Steinbach

The perfect introductory adventure for Traveller, full of exploration, character interaction and a truly explosive finale! Travelling to the quiet world of Walston, the Travellers will have to engage with the locals, locate their ship and repair it before they can return home. However, the ship has been left in the crater of a volcano...Pre-generated characters will be available or bring your own!

Manhattanverse: Fingers In The Dike — Sat 2 pm —

Dark Champions

GM: Dustin Laurence

The (TV, not comics) Defenders stopped the CIA manufacture of Combat Enhancers for the ill-fated Silent Sentinel covert operation, but terrorists had already distributed shipping containers of drugs and Manhattan is awash in violence. How can they be everywhere at once? [Players unfamiliar with the series are welcome, but should ensure that they are comfortable with the dark themes of the setting and characters.]

Monday Morning Madness! — Mon 10 am — Various

GM: Michale Shupe

I will run any game I have run throughout this con, GURPS, Call of Cthulhu, or AD&D

My Forever Adventure — Sat, Sun 9 am — DnD 5e

GM: Clive Souter

Overland adventure! Forays into dungeons and dark-earth terrains in this all day marathon game of fun! A great way to get a feel for the most popular RPG of all time. Come and go as your time permits during the 12 hour long game with all materials (including pre-generated characters) provided. Everyone gets a chance to develop their own character from the starting point provided.

My Old School: Gods and Generals — Sun 8 pm —

Advanced Dungeons & Dragons 1E

GM: Zood

Wield the Scepters of Power! Contest the Fate of Tenth Imperium! Play Generals vying to conquer empires.

My Old School: Mysteries of Puum — Sat 2 pm, 8 pm, Sun 2 pm —

Advanced Dungeons & Dragons 1E

GM: Zood

Explore the mysteries of Puum, an ancient wonder reputed to conceal riches beyond avarice. These are the continuing adventures of My Old School. New and returning players welcome. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

Pendlebrook's Perilous Pantry — Sat 9 am — Dungeon Crawl Classics

GM: Paul Keller

(Zero level funnel) The sleepy village of Bitterweed Barrow harbors an ancient secret. Beneath the farms and the quaint town square runs a dark and mysterious labyrinth, a network of tunnels forged in another dimension by a twisted wizard named Moldark. A doorway into this place is discovered while burrowing into the hillside vanishing into the inky darkness without a trace! Test your luck against...the funnel

RPGs

Pick Your Poison! — Sat 9 am, 2 pm — Slayers

GM: Seth Halbeisen

You're a Slayer, and get paid to find monsters and slay them. Penniless, You once again you find yourself in front a Job board, discussing your next encounter with your team.

Player vs. Player Tournament — Sat 8 pm —

Dungeons & Dragons 5E

GM: David Arvizu

The ultimate PVP experience: Fight to survive against other players in this Kill-or-be-Killed tournament. Hunt other players in an underground maze using the best character that you can create or use our Pre-Gens. Earn points based on the damage you inflict. Character Creation HELP available 1 hour prior to start of game. 6+Hours\$50 Dealer Dollars for 1st placePVP Character Creation rules :<https://infxprod.com/pvp>

Portal Under the Stars — Fri 8 pm — Dungeon Crawl Classics

GM: Paul Keller

- (Zero level funnel) Seeking wealth and escape from their terrible peasant lives, the townsfolk of Bitterweed Barrow investigate a supernatural portal that appears once every 50 yrs when stars are perfectly aligned. Legend says the gateway leads to the burial of a wizard of eons past. Lead your rag-tag group of peasants into the black and test your luck against the meat grinder see if you can survive... the funnel.

Project: ASPIRE - Island out of Time — Fri 2 pm — GURPS

GM: Michale Shupe

Project ASPIRE is the Agency for Supernatural Investigation, Research and Exploration. Suddenly and out of nowhere, Santa Catalina Island seems to have reverted to 1950s in every way. Find out why and stop it from spreading. Sponsored! Prizes Available!

Pulp Cthulhu - Once more into the future — Sat Midnight —

Call of Cthulhu 7th Edition

GM: Michale Shupe

The Time Sextant once again has prompted a team from various time periods across time to fix a problem - in the future! But this time, the team has time to prepare. You'd think this would make you less panicked about this, but somehow... not.

Red Contact — Sun 2 pm — Scum and Villainy: The Expanse

GM: Steven Rodriguez

Your crew has been hired by a clandestine company and sent to Ceres station to meet with a new contact. Not everything is as it seems. No knowledge of the system required, all materials provided.

ROOT — Sat 9 am — ROOT

GM: Jason (JiB) Tryon

Something dark has come to the woodlands, sickness is spreading through all the people, and everyone is blaming everyone else, and more and more creatures are falling to the sickness. Someone must do something and save the creatures of the forest lands. ROOT is a powered by the apocalypse game of anthropomorphic forest animals in a wild and unsettled forest land.

RPG Indie Games on Demand — Fri 8 pm, Sat 9 am, 2 pm, 8 pm

RPG Indie Games on Demand — Sun 2 pm — (Kids Edition)

RPG Indie Games on Demand — Sun 10 am — (playtests and open gaming)

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. (Unless a game states otherwise, we use safety mechanics)

Runequest, 7th sea, Call of Cthulhu, Pendragon — Fri 2 pm —

John Wick Presents

GM: John Wick

John Wick will be at Gateway running Runequest, Call of Cthulhu, 7th Sea and Pendragon. Check Rpg HQ for dates, times, and Sign-ups.

SIDE QUEST: Dark Past — Sat 2 pm — D&D 5E

GM: Michael Steinbach

Play as a Goblinoid Race on the hunt for powerful ancient magics, so you can crush the arrogant elves beneath your boots!Level 3 characters, Any Monstrous Race, 1 common magic item.

Side Quest: Hunter's Mark — Fri 8 pm — D&D 5E

GM: Michael Steinbach

Wolves assault a tavern in the middle of town... But why?

Starscape PBTA Playtest — Sat 9 am, 2 pm —

Starscape PBTA (beta) - A Happy Jacks RPG Game

GM: Kimi Hughes

This is a playtest of Starscape PBTA. Starscape is a Powered by the Apocalypse game that focuses on the ebb and flow of trust and the dynamic relationships that form between a crew as they explore the stars. It is a found-family game that is ideal for stories that focus on a small number of main characters who agree on a central goal, such as in Star Trek, Farscape, or Firefly.

Steal the Seal — Sun 2 pm — Dungeon World (PbtA)

GM: Daniel Webster

The Seal of the Hierophant has been stolen, and the Temple wants it returned. So they need some Adventurers to steal it back. But as with all great heists, things are a bit more complicated than they at first appear...This is a Powered by the Apocalypse (PbtA) Dungeon World (DW) adventure for 3-5 players with some rules hacks to enable the Heist genre. No PbtA, DW, or RPG experience required. PG-13 for language.

Stefano, Stefano, Stefano — Sat 2 pm —

Swords of the Serpentine - GUMSHOE

GM: Stephanie Bryant

Last week, the Streets of Eversink teamed with people named Stefano. Everywhere you went, you bumped into a guy named Stefano. The baker down the street. The local cobbler. The neighborhood pickpocket. Then, they began to disappear. One by one, the Stefanos of Eversink... vanished. What happened, and can you solve this mysterious disappearance?Swords of the Serpentine is a GUMSHOE game (d6). Characters provided.

Tango in Ba Sing Se — Sun 8 pm — Avatar Legends

GM: Steven Rodriguez

Children of a high ranking Fire Nation ambassador have been kidnapped. Rangi needs your help in bringing them back to safety and mediating disputes between all parties.

The Battle for Insmouth — Sun 2 pm — GURPS

GM: Gary Mack

Your squad has been deployed to a local port city to put down an unknown threat.

The Boss's Heirloom — Fri 8 pm, Sat 9 am, 8 pm —

Valor and Company

GM: Alex Abrahams

A custom system mixing D&D and Xcom. Nathaniel Rosco, the head of the Rosco crime family has fallen gravely ill. Fearing that death is upon him and distrustful as ever of his associates, he offered a challenge. Anyone willing to test their mettle can steal a magical family heirloom from a Noble, and he will grant you a portion of his wealth, his personal records, and an invitation to his inner circle.

RPGs

The Collapse — Sun 9 am — GURPS

GM: Michale Shupe

It's been awhile since the Collapse, and we are finally to the point where we've established some semblance of society. Now, we have more exploration to do... Prizes! Sponsored event.

The Collapse: A New Hope — Sat 9 am — GURPS

GM: Dustin Laurence

It's been over a year since a deadly virus wiped out most of the population. The steadily collapsing infrastructure of LA is now mostly gone, but the survivors have done well rebuilding, creating their own services, and protecting their enclave. While a new strain threatens another wave of infections, with the promise of a final cure on the horizon can they move toward normalcy at last?

The Gauntlet — Sat 8 pm — Parallels

GM: Jonathan Albin

The signature Parallels event, this multiplayer team-based game dynamic explores the Starfleet universe in ways not followed in nearly two decades. Players choose factions and experience the conditions in the Deep Space Nine era.

The Happiest Apocalypse on Earth — Sat 8 pm — PbtA

GM: Christopher Grey

Lower your head and watch your step as you enter Mouse Park, the world's favorite children's theme park and secret host to unspeakable horrors. Play as guests or park employees as you try to survive the waking nightmares of the Great Mouse. ENnie-nominated for Game of the Year and run by the game's creator, you'll get to create your own theme park and deal with the terrors you create.

The Kobayashi Alternative 101 — Fri 8 pm — Parallels

GM: Jonathan Albin

After a decade-long hiatus, the Justin Thyme Productions team returns, to bring the power and wonder of the Parallels system out of mothballs. Join us in relaunching the system that created arguably the most excellent fog of war experience ever devised. This is the infamous Starfleet test, with a dynamic and challenging twist.

The Lost Patrol — Sat 2 pm — The Fantasy Trip

GM: Gary Mack

You and the members of your militia squad are sent by the cheapskate leader of your town to find out what happened to the last group of your friends who went missing while on patrol.

War Games

Los Angeles B & C

1775: Rebellion — Sat Noon

In 1775: Rebellion, players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists.

1812: The Invasion of Canada — Sun 6 pm

In 1812 - The Invasion of Canada, players take on one of the roles of the major factions that took part in the War of 1812. Each side will attempt to capture Objective Areas on the map. When a truce is called, the side that controls the most enemy Objective Areas wins.

Axis & Allies — Sat, Sun 9 am

Depicting WWII on a grand scale, full global level. Play as the major belligerents of World War II: Germany, Japan, the Soviet Union, the United Kingdom, and the United States.

The Mist — Sun 9 am — D&D 5e

GM: Keith Estanol

The Mist destroyed the modern world. After hundreds of years of the Mist, your city has regressed to a medieval level of technology, and is the only one to have survived. Take back what was yours with sword and sorcery! Rebuild the golden age that was ruined by the Mist! (part 1)

The Mist — Sun 2 pm — D&D 5e

GM: Keith Estanol

The Mist destroyed the modern world. After hundreds of years of the Mist, your city has regressed to a medieval level of technology, and is the only one to have survived. Take back what was yours with sword and sorcery! Rebuild the golden age that was ruined by the Mist! (part 2)

The Paradox — Fri 8 pm — Agents of Concordia

GM: Chris Czerniak

Concordia Central Intelligence is charged with the safety of the multiverse. Your team will investigate different occurrences, try to thwart schemes, and stop threats against the habited worlds. There is a myriad of species that are working with equal parts technology and mysticism. Now a creature for another dimension has broken through with plans to shatter the entire multiverse.

There They Go Again — Sun 8 pm — One D&D

GM: Michale Shupe

Character creation and a short adventure using the new "One D&D" playtest material released in the Unearthed Arcana as the next version of D&D coming in 2024,

Too Many Changes — Sat, Sun 9 am — Savage Worlds:

Deadlands Noir

GM: Michael M. Kelly

New Orleans, 1938. A vile, supernatural killer stalks the Crescent City streets, leaving the bloody skins of its previous victims behind. The worse thing is that this killer can appear to be anybody, perhaps even your dearest friend, and get close enough to kill again! Teams of Private Detectives must find this elusive murderer and put a stop to its horrific spree before it's too late!

Umber Fist Weapon — Sun Midnight — Call of Cthulhu Second Edition

GM: Zood

Today is the Festival of the Plucking of the First Flower of Spring. Confront your destinies against the backdrop of these splendid, violent celebrations.

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.

Command & Colors: Medieval — Fri Noon, Sat 6 pm

Based on the highly successful Commands & Colors game system and by design is not overly complex. The medieval battles showcased in the scenario book focus on the historical confrontations between the Byzantine Empire and its many foes including the Huns, Persians, and Goths.

Imperial Struggle — Sat 10 am

Imperial Struggle is a two-player game depicting the 18th-century rivalry between France and Britain. It begins in 1697, as the two realms wait warily for the King of Spain to name an heir, and ends in 1789, when a new order brought down the Bastille.

War Games

Kriegsspiel — Sun 9 am

What if Lee encountered Napoleon? In this dramatic, asymmetrical scenario, the ANV encounters the AdN, with each side enjoying distinct advantages...and disadvantages. Although game time is long, the scenario will be broken into two parts, allowing people with less time to play.

Sails of Glory: Frigates — Sun 6 pm

Sails of Glory: Ships of the Line — Fri 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 board game mechanics.

Shores of Tripoli — Mon 11 am

The Shores of Tripoli reenacts the First Barbary War, an exciting episode of early American military history. With beautifully detailed historically accurate card play and dice, the United States player attempts to defeat the Pirates of the Barbary Coast. While the other player, the Bashaw of Tripoli, attempts to continue his lucrative piracy of merchant trade while countering the American threat on land and sea.

Adventurers League

Plaza C

DDEP08-02 Stardock Under Siege (Levels 1-16) — Sat 7 pm — Dungeons & Dragons 5E

An illithid invasion threatens Stardock, and only you and your allies can stop it! Written by MT Black, Shawn Merwin

Journeys Through the Radiant Citadel Ch. 10 Shadow of the Sun (levels 11-16) — Fri 2 pm, Sun 9 am, Mon 2 pm — Dungeons & Dragons 5E

Every 3 years, a lunar phenomenon of Ancient magic causes the moon to blaze like the sun. Sangarians call this phenomenon "Brilliant Night," and celebrate with a festival commemorating light's triumph over darkness. Atash, who has ruled Akharin Sangar since delivering it from catastrophe 50 years ago, suspends the nightly curfew in honor of the holiday.

Journeys Through the Radiant Citadel Ch. 12 Buried Dynasty(levels 11-16) — Sat, Mon 9 am — Dungeons & Dragons 5E

Grand Secretary Ying governs at the emperor's command. For years, she has known that imperial alchemists sustain the emperor's life using potions enhanced with an ingredient that makes them more potent. But now the source of that ingredient has been depleted. The secretary fears that this additive—powdered shards from the eggshell of the legendary Dragon of Heavenly Blessings—might be irreplaceable.

Journeys Through the Radiant Citadel Ch. 1 Salted Legacy (levels 1-4) — Fri 2 pm, Sat, Sun 7 pm — Dungeons & Dragons 5E

The Xungoon and Tyenmo families have always had a complicated relationship. Their trades and relationships to the Dyn Singh Night Market differ, their stubbornness and intense family loyalty are the same. Despite this, the current heads of each family have vowed not to continue their long rivalry.

Journeys Through the Radiant Citadel Ch. 2 Written in Blood (Levels 1-4) — Fri 7 pm, Sat 2 pm, Sun 9 am, Mon 9 am — Dungeons & Dragons 5E

Life in Godsbreath revolves around agriculture, with locals working hard to feed themselves. As the farmland becomes less fertile, groups of young farmers have begun to plant crops in dangerous borderlands, the Rattle. Despite the threat of predators, new volunteers keep working there to help provide for their people. If the bounty of the Ribbon continues to fade, learning to survive in the Rattle will prove vital.

Sturm Europa — Sat 10 am

World War 2 in the 21st century! Simultaneous action selection and deck-building are featured in this fast-paced grand strategic ETO simulation. An amazing level of detail and realism, yet it plays like a euro! Check out the game hosted by the designer.

The Napoleonic Wars — Sun 10 am, Mon 11 am

A fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history. Every Monday for many years Barry Lew ran Napoleonic Wars — we keep the tradition going in his memory.

War Stories 2nd Ed — Sun 10 am

Narrative-driven World War 2 tactical combat that plays like a video game! No dice, no charts, no math yet an unbelievable level of detail and realism! Check out the game hosted by the designer.

Journeys Through the Radiant Citadel Ch. 3 The Fiend of Hollow Mine (levels 1-4) — Sat 9 am, Sun, Mon 2 pm — Dungeons & Dragons 5E

A sorcerer named Orencio bargained with the demon lord Pazuzu to gain magical power, resulting in the deaths of many. Orencio's partner, Rosa, found evidence of the bargain, revealed his crimes, and witnessed his execution. Pazuzu allowed Orencio to remain in court and serve him in exchange for the soul of Orencio's firstborn, to be taken once the child reached the age of 20. Serapio's 20th birthday approaches.

Journeys Through the Radiant Citadel Ch. 6 Gold Fools and Princes (levels 5-10) — Fri 2 pm, Sun, Mon 9 am — Dungeons & Dragons 5E

The 3 states of the Sensa Empire compete for Empress Inaya's favor, hoping the empress will choose her heir from among their own royal families. Yesterday, in the mines of Anisa, a tunnel collapsed, trapping seven miners inside. Amid efforts to reopen the mine entrance, a survivor claims to have seen a bizarre, many-limbed monster.

Journey Through the Radiant Citadel Ch. 7 Trail of Destruction (levels 5-10) — Sat 9 am, Sun, Mon 2 pm — Dungeons & Dragons 5E

Disaster might strike at any moment, the characters learn soon after arriving in the volcanic region of Tletepec. The town reels from monstrous attacks and mysterious earthquakes. When aid requests from the leaders go unanswered, the townsfolk seek answers. You: Cross the volcanic region and locate a shrine, the Gate of Illumination and placate a fiery creature awakened from its age-long slumber or face devastation.

Journey Through the Radiant Citadel Ch. 9 Between Tangled Roots (levels 5-10) — Fri 7 pm, Sat 2 pm, Sun 7 pm — Dungeons & Dragons 5E

The bakunawa known as Pangil has long dwelled on the dangerous island of Lambakluha, once the holiest site on the Dayawlongon archipelago. Its dwelling lies before the great tree-temple called Bathalang Puno, a massive, sacred tree that was long ago burned by invaders before evil spirits infested the island. These foul spirits caused unnatural growths to corrupt the land and its creatures, including Pangil.

Adventurers League

Spelljammer Academy Parts 1-2 (levels 1-4) —

Fri 2 pm, Sat, Sun, Mon 9 am — Dungeons & Dragons 5E
Welcome to Spelljammer Academy! Recruits are trained here by experienced spelljammers, who prepare fledglings for the perils of Wildspace and the Astral Sea. Cadets learn the finer points of combat, exploration, and clandestine operations. The newest recruits just arrived after an arduous sea voyage, but there's much to do! Business as usual at the Academy, the new cadets soon learn that strange things are afoot.

Spelljammer Academy Parts 3-4 (levels 1-4) —

Fri 7 pm, Sat, Sun, Mon 2 pm — Dungeons & Dragons 5E
Welcome to Spelljammer Academy! Recruits are trained here by experienced spelljammers, who prepare fledglings for the perils of Wildspace and the Astral Sea. Cadets learn the finer points of combat, exploration, and clandestine operations. The newest recruits just arrived after an arduous sea voyage, but there's much to do! Business as usual at the Academy, the new cadets soon learn that strange things are afoot.

Spelljammer Light of Xaryxis: P. 1 Seeds of Destruction (Levels

5-8) — Sat 9 am, Sun 2 pm — Dungeons & Dragons 5E
Spelljammer Light of Xaryxis: P. 1 Seeds of Destruction

Spelljammer Light of Xaryxis: P. 2 Terrors of the Void (Levels 5-8)

— Sat 2 pm, Sun 7 pm — Dungeons & Dragons 5E
Spelljammer Light of Xaryxis: P. 2 Terrors of the Void

Spelljammer Light of Xaryxis: P. 3 Chaos in Doomspace (Levels

5-8) — Mon 9 am — Dungeons & Dragons 5E
Spelljammer Light of Xaryxis: P. 3 Chaos in Doomspace

Spelljammer Light of Xaryxis: P. 4 Saviors of the Multiverse

(Levels 5-8) — Mon 2 pm — Dungeons & Dragons 5E
Spelljammer Light of Xaryxis: P. 4 Saviors of the Multiverse

Last Second additions (all D&D 5E):

CCC-BMG-MOON18-1 Phantom of Prophecy (levels 11-16) —

Fri 7 pm, Sun 9 am

CCC-BMG-MOON18-2 What we Reap (levels 11-16) —

Sat 9 am, Sun 2 pm

CCC-BMG-MOON18-3 Seeds of Discord (levels 11-16) —

Sat 2 am, Sun 7 pm

DDAL07-15 Streams of Crimson (levels 17-20) —

Fri 7 pm, Sun 2 pm

DDAL07-16 Pools of Cerulean (levels 17-20) —

Sat 9 am, Sun 7 pm

DDAL07-17 Cauldron of Sapphire (levels 17-20) —

Sat 2 pm, Mon 9 am

DDAL07-18 Turn Back the Endless Night (levels 17-20) —

Sun 9 am, Mon 2 pm

DDAL-DRW-20 The Death of Szass Tam (levels 17-20) — Sat 9 am, Sun 2 pm

RMH-10 The Scion of Darkness (Level 7) — Sat 2 pm

RMH-11 Calling Upon the Dead (Level 7) — Sun 9 am

RMH-12 Beneath the New Star (Level 7) — Sun 2 pm

RMH-EP-02 The Darklord's Denouement (Level 8) — Sun 7 pm



Pathfinder Society

Los Angeles A

PFS2 3-16: Escape from Oppara — Fri 8 pm — Pathfinder 2E

SFS 5-05: Boom-Block Gambit — Sat 2 pm — Starfinder

PFS1 1-38: No Plunder, No Pay — Sat 2 pm — Pathfinder 1E

PFS1 1-40: Hall of Drunken Heroes — Mon 9 am — Pathfinder 1E

PFS1 2-03: The Rebel's Ransom — Sat 8 pm — Pathfinder 1E

PFS1 5-02: The Wardstone Patrol — Sun 2 pm — Pathfinder 1E

PFS2 3-14: The Tomb Between Worlds — Sun 2 pm — Pathfinder 2E

PFS2 3-15: Cavern of the Sundered Song — Mon 2 pm —
Pathfinder 2E

PFS2 3-16: Escape from Oppara — Mon 9 am — Pathfinder 2E

PFS2 3-17: Dreams of a Dustbound Isle — Sun 8 pm —
Pathfinder 2E

PFS2 3-18: Dacilane Academy's Delightful Disaster — Fri 2 pm —
Pathfinder 2E

PFS2 3-19: Mean Streets of Shadow Absalom — Sat 8 pm —
Pathfinder 2E

PFS2 4-02: Return to the Grave — Sun 9 am — Pathfinder 2E

PFS2 4-03: Linnorm's Legacy — Sat 2 pm — Pathfinder 2E

PFS2 Intro: Year of Boundless Wonder — Sat 9 am — Pathfinder 2E

SFS 4-13: Hard Reset — Mon 9 am — Starfinder

SFS 4-14: Rasheen's Remembrance — Sun 2 pm — Starfinder

SFS 4-15: Feuding Faiths — Sun 9 am — Starfinder

SFS 4-16: Hope for the Future — Sun 8 pm — Starfinder

SFS 5-02: Road to Reconciliation — Fri 8 pm — Starfinder

SFS 5-03: Combatant's Concerto: Fugue of the Traitor — Sat 8 pm —
Starfinder

SFS 5-04: Fragment of the 4th — Mon 2 pm — Starfinder

SFS 5-06: Tarnished Legacy: Historia's Holdout — Fri 2 pm —
Starfinder

SFS Intro: Year of Redemption's Rise — Sat 9 am — Starfinder

Open Gaming

Plaza Ballroom A

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

Play to Win

Play to Win

East Foyer (Hours: Friday 3 – 9 pm, Saturday 9 am – 9 pm, and Sunday 9 am – 4 pm.)

Donated games will be given away on Sunday at 4:45 pm to those present. We have a select number of games that are for kids only. Come by to see what we have!

Choose Your Game – Fri 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm
Sat 9 am, 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm,
6 pm, 7 pm, 8 pm,

Sun 9 am, 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm
Play to Win gives you a chance to win a game you play, in a scheduled demo, with a host, or checking the game out & playing it with friends in the play to win area. Due to seating, priority goes to those signed up, though drop ins are welcome and also encouraged! Lots of games!

Kid's Only! Choose Your Game – Fri, Sat 3 pm, 4 pm, 5 pm,
Sun Noon, 1 pm, 2 pm

Play to Win gives you a chance to win a game you play. Parents are welcome to play too, but only kids will have a chance to win these games! Priority goes to those signed up, though drop ins are welcome and also encouraged! Lots of games!

Munchkin – Fri 6 pm, Sat 1 pm, Sun 10 am
Player's choice between Munchkin Apocalypse or Star Munchkin. Play and earn a chance to win a copy of the game.

Steve Jackson Games sampler – Fri 3 pm, Sat 6 pm, Sun 1 pm
Your MIB host will be offering demos of Hack & Slash, Scarf-N-Barf, and Munchkin Farkle, as well as Deadly Doodles, Z-Shot, Chez Goth, and more. Play and earn a chance to win a copy of the game you play.

General Events

Pacific Ballroom, Carmel, International F, 1635, Bel Air, Santa Monica A, Executive Boardroom

A Brief History of Games – Sat Noon

The Game Market Guru, Jonathan Albin reveals the mysteries and twists of tabletop, roleplaying, and video games marketplaces from within the eye of the storm. Albin, an RPG storyteller with nearly fifty years of constant experience, has a candid and qualified take on the subject. Carmel

Ark Nova – Sat, Sun 7 pm –

Come play a game of Ark Nova with the winner of each game receiving prizes which include \$10 dealer dollars. Sponsored and run by The Game Chest. Outside the dealer's room in the Pacific Foyer

Auction – Mon 11 am

Your last chance to buy or sell random gaming stuff at a Strategicon in 2022. Always entertaining. Carmel

Board Game Geek No-Ship Math Trade – Sat 10 am

This is a No-Shipping Math Trade specifically for Strategicon attendees. You must have a badge to participate. and can be purchased at the convention. Please see the Hosted Events under the shopping tab for full details. Bel Air

Board Game Geek Virtual Flea Market – Sat 11 am

This event is for pickup only, You must have a badge to participate. and can be purchased at the convention. Please see the Hosted Events under the shopping tab for full details. Bel Air

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
Pacific Ballroom

Fantasy Movie – Sun 1 pm

Join us for a fantasy movie in Carmel.

Feedback Forum – Sun 6 pm

Four live cons (mostly) down, and some potentially grandiose plans for the future. Give us your thoughts about how we're doing. No pizza here. Carmel

Flea Market – Fri 8 pm, Sat, Sun 11 am

Gateway's Bazaar of the Bizarre. Used games galore. Clear out your closet or fill it up with games from the past 60 years. Internation Foyer.

Fuzzy Heroes: Jurassic Park Minions – Sun 5 pm – Fuzzy Heroes

A toy and stuffed animal fighting and adventure game for the whole family. It teaches fundamental miniatures, role playing, and tactics while still offering fun entertainment for even the most seasoned gamer. In the Family Area, 2nd floor, Catalina A

Gateway 2022 Meet & Greet – Fri 7 pm

Join us for an unique Meet & Greet with our special guests Jeff Laubenstein, jim pinto, and Douglas Sun. Food, beverages, and wonderful conversation with the guests. Suite 1635

Grand Raffle Drawing – Mon Noon

Raffle drawing in the Dealers 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. Pacific Ballroom

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. Pacific Ballroom

Kid Friendly Movie – Sat 9 am, Sun 10 am

Join us for a Kid-friendly movie in Carmel

LIVE! Attackers of Opportunity Podcast – Sat 6 pm – LIVE!

Attackers of Opportunity Podcast
Returning to the Con, the Heroes from the podcast Attackers of Opportunity will be appearing LIVE! Come experience the game live as our heroes fight, talk, and bribe their way through the world of Tavarnin! Santa Monica A

Raffle Drawing! – Sat, Sun 11 am, 2 pm, 5 pm

Raffle drawing at the Strategicon Booth in the Dealers Room! Three tickets will be pulled to win 10 Dealer Tokens each. Pacific Ballroom

Sci-Fi Movie – Fri 7 pm, Sat 4 pm

Join us for a Sci-fi movie in Carmel

Strategicon Football League – Sat 3 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 13th season of the SFL. Over 15 weeks teams play head-to-head as they compete (4 divisions) with a 3-week post season. Beginners are welcome and there is no entry fee. Executive Boardroom

The Great Strategicon Karaoke Competition – Fri, Sat, Sun 8 pm
Welcome one and all! Come join us after a long day of gaming and test your vocal prowess in our tournaments, or relax and cheer others on! This tavern welcomes all aspiring bards, so whether you're new to karaoke or a total pro, come and stay a while! Bel Air

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted from 10 am Saturday until noon Sunday at the Painting Contest table in 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 | * Strategiteen |

* 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 a submission to the competition indicates permission for Strategicon to use such images for any purpose, including posting to an online photo gallery or to social media for marketing purposes.

Our sponsors include:

Advanced Grafix	Konami
AEG	Looney Labs
Arcane Wonders	Magic Meeple Games
Army Painter	Mayday Games
Blue Panther	Paizo Publishing
Critical Hit Games	Reaper Paints & Miniatures
Dan Verssen Games	Renegade Game Studios
Days of Wonder	Rio Grande Games
Decision Games	SleepWalkAir
Existence Games	Steve Jackson Games
Phoenix Hobbies	The Game Chest
Fire & Dice	The Warhouse
Gamecraft Miniatures	Ultra Pro
Games Workshop	Vallejo Paints
Gate Keeper Games	Warlord Games
Imperial Outpost Games	White Wizard Games
Kayenta Publishing	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 Gateway 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.

Gateway 2022 Dealer Room Vendors:

+3 To Charisma	Goblin & Bees Magic Shoppe
Arcknight	Hobby Goblins
Area 88	Line of Sight Terrain
Clyde Jones & Son	Loscon
Cobblestone Games	Meepleshop
Crazy Bob's Dream Emp.	Moonlit Moor Games
Critical Hit Games	Ninja Star games
Dice Envy	Numbskull Games
Dimension Board Games	Obscure Reference Games
DM Dunn	Odyssey Games
Fire & Dice	Party Penguins
Flight & Fancy	Play 5
Garage Quest	Ramen Sandwich Press

Ratmasters House of Anime
RosaleenDhu Designs
Sand Box Gaming
Shawnsolo Games
Spellbinders
Stonehouse Miniatures
Strategicon Market
Super Dimension Convention

The Collector's Corner
The Game Chest
The Goods Merchant
Tiny Shiny Squids
Warlord Games
Weird Works
Yu-Gi-Holics

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 you have 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"). The convention does not verify any claims made by 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, and 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 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, pay, 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 safekeeping 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 (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with LARP are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without 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, except 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.

GameX 2022 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
Acquire: David Woolcott Memorial	Ryan Tinus	Bill Gallagher	Erick Vallejos
Age of Empires III	Kenneth Thomas	Matthew Gaffney	Kyle Greenwood
Anno 1800	Brett Holbrook	Dave Moser	Chris Buskirk
Arcadia Quest	Thena Hendrick	Gary Manzano	
Ark Nova	Scott Samarel	Dean Taylor	Bill Gallagher
Battlestar Galactica	Group Victorics		
Blue Moon City	Cameron David	Marisa Kantor	Darrell Stark
Boss Battle	Players 4 : Game 0		
Can't Stop	Daniel Cramer	Chris Green	John Heydorn
Cartographers Heroes	Aviva Pressman	Corey Dihel	Dwight Stone
Cat Lady	Benjamin Ou	Ann Marie Marie	Sean Rich
Catacombs	Forces of Darkness		
Catan	David Sander	Katie Kuhn	Jaime Bastidas
Catan Finals	Derek Shiu	Tiankai Su	Angela Relucio
Category 5	Sean Rich	Jaye R.	Richard Potthoff
Century: Spice Road	Stephen Bowen	Benjamin Ou	David Parayre
Coloretto	Steve Estrella	Darrell Stark	Scott Samarel
Cry havoc	Casey Jones	Ivan Demoura	Jacob Hampton
Deception: Murder in Hong Kong	Players		
Don't L.L.A.M.A.	Stella Guisto	Leo Hyman	James Aldrich
Dream Factory	Darrell Stark	Andre Chautard	Cameron David
Dream Home	Rose Brinkley	Tanya Aldrich	James Aldrich
Dune Imperium	Stanley Cascone	Rowie Nameri	Nick Cascone
Empire Builder	Kenneth Thomas	Bill Gallagher	Jonathan Flagg
Fireball Island	Keira Estrella	Andrew Ma	Joe Ackerman
Five Crowns	Robert Lamarre	Krysta Fryer	Steve Estrella
Heroes of Land, Air, and Sea	Lili Yen		
Icecool / Icecool 2	Edan Cienfuegos	Ezkiele Cienfuegos	Leo Hyman
Ingenious	Darrell Stark	Valerie Lake	David Parayre
Kingdom Builder	Christopher Buckley	Dwight Stone	John Heydorn
Kingsburg	Jay Spowart	Matthew Gaffney	Heather Spowart
Last Days of Athobrae	Paul Slavich	Andrew Ma	Lorie York
Last Days of Athobrae	Damon Sutton	Jake Buchheit	Gautam Nagaraj
Liar's Dice	Gilbert Quinonez	Lance Sullivan	Lisa Buroola
Liar's Dice	Kyle Greenwood	John Heydorn	
Lost Cities	Chris Green	Kyle Greenwood	Rich Liang
Lost Ruins of Arnak	Bruce Schlickbernd	Alan Wood	Martin Juarez
Love Letter	Michael Deich	Cameron David	Myleen Jones
Love Letter	Nova Gurantz	Lisette Martinez	Sana Arora
Nemesis Lockdown	Nathan Neumann		
Nexus Ops	Darrell Stark	David Parayre	Kyle Greenwood
No Thanks!	Jason De Moura	Olga Pedroza	Robert Neff
Perpetual Motion Machine	David Parayre	Darrell Stark	Lorie York
Phase 10	Robert Lamarre	Shaun Bernard	Jennifer Ursich
Photosynthesis	Jason Folger	David Parayre	Matilda Caballero
Power Grid	Jack Munson	Gilbert Quinonez	Paul Kankowski
Power Grid World Tour: Australia	Lisa Buroola, Jack Munson,	John Byun, Jacob Norton,	Ried Barkell, Bill Harris,
Power Grid World Tour: Benelux	David Whiting	Brian Simmons	Mark Dierking
Power Grid World Tour: Central Europe	Jacob Norton	Ried Barkell	Jack Munson
Power Grid World Tour: India	John Byun, Sean Rich,	Gilbert Quinonez, Cameron	Ried Barkell, Jack Munson,
Puerto Rico	Jonathan Flagg	David, Jacob Norton	Lance Sullivan
Race for the Galaxy	Ried Barkell, Jacob Norton,	Gilbert Quinonez, Andrew	Lisa Buroola, Jack Munson,
Red Dragon Inn	Mark Dierking	Risner, Jonathan Flagg	Gerald Delker
Relic	Paul Kankowski	Warren Usui	Brian Wallis
Roll Player	Chris Green	Ehren Evans	Georgios Mallas
Shadows Over Camelot	Brooke Saltveit	Blair Pillay	Jami Eidson
Space Base	Joseph Kim		
Splendor	Gregory Huber	Corey Dihel	Bridget Colbert
Stone Age	Knights	Traitor	
Talisman	Sean Rich	Jaye R.	David Parayre
Terraforming Mars	Andre Chautard	David Parayre	Darrell Stark
The Princes of Florence	Olga Pedroza	Alex Trujillo	Christian Go
Thurn and Taxis	Kenneth Thomas	Cameron David	David Whiting
Ticket to Ride - First Journey	Jack Munson	Jacob Norton	Bruce Schlickbernd
Ticket to Ride: Europe	Gregory Huber	Susan Fintland	Christian Lockmann
Ticket to Ride: Mini Games	Ozgun Tumer	Gilbert Quinonez	Stephen Bowen
Ticket to Ride: Old West	Tanya Aldrich	James Aldrich	Seneca Greenware
Ticket to Ride: Pennsylvania	Jonathan Flagg	Courtney Holland	Rebecca Murphy
Ticket to Ride: Rails and Sails	Jeremy Estrella	Andrew Ma	Gautam Nagaraj
UNO	Jaye R.	David Sander	Charles Watson
	Jaye R.	Brian Simmons	Marsha Waldau
	Courtney Holland	Jessey Oxford	Ivan Yospe
	Krysta Fryer	Vincent Langston	Mary Taylor

UNO	Robert Lamarre	Matilda Caballero	Lisette Martinez
UNO	Paul Slavich	Cameron David	Michelle Paradis
Vampire: The Masquerade Rivals	Branden Adams	Albert Chen	Richard Giedlin
Vegas Showdown	Daniel Henderson	Darrell Stark	David Mines
Yahtzee Free For All	Paul Slavich	Krysta Fryer	Robert Lamarre
Collectible Cards & Minis	1st Place	2nd Place	3rd Place
7 Wonders Duel	Brian Wallis	Taryn Marcelino	T.J. Kuhn
Ark Nova	Nicolo Guevarra	Kenneth Osborne	Bruce Schlickbernd
Ascension - #1	Ephraim Silverman	Lisa Adams	Katie Ritchie
Ascension - #2	Lisa Adams	Courtney Holland	Melissa Weiss
Clank!	Brett Holbrook	Cormac Power	Gerald Power
Clank!	Bradley Emmerson	Nathan Yospe	River
Clash Royale - Con 1v1	David Parayre	Tyler Neal	George Caceres
Clash Royale - Con 2v2	David Parayre	Courtney Holland	Kenneth Phuong
Cubitos	Andre Abreo	Ehren Evans	Kim Shaver
Deadly Doodles and SJG Dice Games	Kim Shaver	Maryam Al-Hammami	Karen Altwein
Its a Wonderful World	Benjamin Ou	Ann Marie Marie	Rebecca Ou
Lost Ruins of Arnak w Expedition Leaders	Alan Wood	Alex Trujillo	George Caceres
Magic: the Gathering - Commander	Cormac Power		
Magic: the Gathering - Commander	Jake Buchheit		
Magic: the Gathering - Commander	Michael Valeri		
Magic: the Gathering - Com: King of the Hill	Anthony Villa	Cormac Power	Gerald Power
Magic: the Gathering - Com: King of the Hill	Jaime Estrada	Hailey Genova	Aidan Albano-Bachtell
Magic: the Gathering - Draft	Gerald Power	Dae Kim	
Magic: the Gathering - Pauper Tournament	Jon Brown	Tanya Aldrich	Perrin Weiss
Magic: the Gathering - Sealed	Alizabath Blackburn	Cormac Power	Marybelle Foster
Magic: the Gathering - Sealed	Aidan Albano-Bachtell		
Munchkin	Ayla Acuña		
Munchkin - Sudden Death	Christopher Jones		
Munchkin - Sudden Death	Jason Duvall		
Munchkin - Sudden Death	Duncan Jones	Chris Morss	
Pokemon - Advance	Rose Brinkley		
Space Base	Jeff Gray		
Star Wars Miniatures - Sealed Booster Draft	Andre Bashay	Karin Yospe	Ivan Yospe
Star Wars Miniatures - The Battle of Scarif	Jeremy Branzuela	Jeremy Branzuela	
Transformers TCG	Perrin Weiss	Andre Bashay	
Transformers TCG - Light	Perrin Weiss	Grace Lee	Jon Brown
Yu-Gi-Oh! - Advance	Aaron Franklin	Jon Brown	Ronen Ziegert
Yu-Gi-Oh! - Advance	Ronen Ziegert		
Yu-Gi-Oh! - Advance	Ronen Ziegert	Rob Chun	Christopher Anderson
Yu-Gi-Oh! - Jeopardy	Jesse Garcia-Marchese	Christopher Anderson	Aaron Franklin
Yu-Gi-Oh! - Light	Rob Chun	Joshua Wu	Brian Tatang
Yu-Gi-Oh! - Light	Christopher Anderson	Edgar Garcia	Ronen Ziegert
		Ronen Ziegert	
Miniatures	1st Place	2nd Place	3rd Place
Battletech Alpha Strike - Draft	Rick Demott	John Manis	Mike James
Battletech Alpha Strike - Salvage Box	Darren Eskandari		Jacob Shober
Circle of Death - Classic Battletech	Jose Vasquez	David Ziegert	David Theobald Iii
Conquest, the Last Argument of Kings - 1500 point (Unofficial event)	Frank Vassallo	Erik Duran	Robert Courtney
Formula De - Long Beach Grand Prix	Robert Giordano	Jesse Oxford	Jessey Oxford
Fuzzy Heroes	Leo Hyman, James Aldrich,		
Warhammer 40K 9th edition - Ironman	Rose Brinkley, Rush Brinkley		
Warhammer 40K: Kill Team	Christian Ramirez	Willie Malone	Paul Gutierrez
	Chris Harris	Anthony Hosking	Aric Kuschinsky
Party Games	1st Place	2nd Place	3rd Place
Ca\$h 'n Gun\$ Live	Team 4	Pulling your Chickens Out	Not Werewolves
Ca\$h 'n Gun\$ Live	Team 4tress	Dysfunctional Family	T-Minus 3 Months
Ca\$h 'n Gun\$ Live	Runaway	AKA	Stay Away From Me
Ultimate Werewolf	Villagers	Wolves	Lovers
Ultimate Werewolf	Wolves >:D	Villagers ;;;	
Ultimate Werewolf	Villagers		
Role Playing Games	1st Place	2nd Place	3rd Place
Dungeons & Dragons 5.0 Player vs Player	Seth Iskenderian		
Paragon U - GURPS	Kethry York	Scott York	
Survivors of the Apoc.: other [...] GURPS	Daniel Alvarez		
Survivors of the Apoc.: The [...] GURPS	Mark Clark	Alex Dragojlovic	
Survivors of the Apoc.: get [...] GURPS	Daniel Alvarez		
The Blackout Era - GURPS	Don Forsman	Kris Freeman	Ron Shaw
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Ilya Rakhlin	Thom Denick	
Fantasy Single	Quinn Ziegert	Mike Jones	
Historical Single	M H		
Historical Unit	Allen Rockwell		
Sci Fi Large	Ilya Rakhlin	Mike Jones	
Sci Fi Single	M H	Mike Jacobs	Mike Jones
Sci Fi Unit	Mike Jacobs	Philip Abramowitz	

Strategikids	John Adams		
Teen	Duncan Jones		
Video Games	1st Place	2nd Place	3rd Place
Starcraft 2	Steven Artle	Christopher Anderson	Chris Cummins
Starcraft 2	Andrew Yao	David Beck	Christopher Anderson
Super Smash Bros FFA #1	Jason Bailey	Ronen Ziegert	Robbie Martin
Super Smash Bros FFA #2	Jeremy Estrella	Jeremy Estrella	Michael Schrepfer
War Games	1st Place	2nd Place	3rd Place
1775: Rebellion	Alastair Valyocsik, Sander Valyocsik		
Axis & Allies	Luke Hardman	Ryan Voznick	
Battlecry	Ryan Voznick	Craig Caven	
Sails of Glory: Frigates	Mike Fryer	Matt Denny	
Sails of Glory: Ships of the Line	Rebecca Ou	Richard Cordero	
Wellington: The Peninsular War 1812-1814	Richard Cordero	Kurt Keckley	Braden Boe



STRATEGICON SCHEDULE

Convention	Dates	Location
Orccon 2023	Feb 17-20	Hilton Los Angeles Airport
Gamex 2023	May 26-29	Hilton Los Angeles Airport
Gateway 2023	Sep 1-4	Hilton Los Angeles Airport
Orccon 2024	Feb 16-19	Hilton Los Angeles Airport
Gamex 2024	May 24-27	Hilton Los Angeles Airport
Gateway 2024	Aug 30 - Sep 2	Hilton Los Angeles Airport

Strategicon Mask and Vaccine Policy

Overview: Due to changes in the recommendations made by the CDC and the lack of a mask mandate from Los Angeles County, Strategicon has elected not to reinstate its masking policy. However, in acknowledgment of recommendations for mega events made by the state of California and the safety of our attendees, we will continue to require proof of full vaccination for all eligible individuals, a negative PCR test performed within 48 hours of your arrival at the convention, or an antigen test performed by a medical professional within 24 hours of your arrival. This page's goal is to provide attendees with an overview and details of this policy, how to make sure attendees and volunteers are in compliance with the policy before the convention, and provide details on the enforcement of these policies.

Vaccine Eligibility: All attendees must have completed the two-week exclusion period after their second dose by their arrival, or have either a negative lab-performed PCR or antigen COVID test performed at an approved testing site. Per the California SMART Guidelines, PCR tests must have been performed within 48 hours of arrival at the convention, with appropriate documentation dating the test, and antigen tests (performed at a testing site by a medical professional—NO HOME TESTS) must have been performed within 24 hours of arrival, with appropriate documentation dating the test. Children under six months are not eligible for the vaccine and must be tested as stated above to be admitted into public convention spaces.

Currently, there are four vaccines approved for use against COVID-19 in the United States, and two vaccines fully approved by the FDA (Pfizer and Moderna). At this time, vaccines are only available to individuals six months and older, meaning that children under the age of six months are currently ineligible for vaccination and will need to enter Strategicon spaces with a negative PCR or antigen test.

If you and your children are eligible for vaccination, the CDC and California DPH highly recommends that you be vaccinated and boosted before taking part in indoor mega events such as Strategicon, in order to safeguard your health and preserve the full capabilities of local medical infrastructure. Remember that Strategicon is a multi-day, indoor mega event featuring thousands of people from across the country in a business hotel frequented by international travelers, and our events often oblige our attendees to spend long periods in close proximity to people from outside their own households. Please take these conditions into account when considering your level of risk and exposure, as well as the best ways to protect yourself and your family members.

Compliance: Three of the four available vaccines in the United States are two-dose vaccines. If you're planning to come to Strategicon, are eligible to get vaccinated, and have not yet received your first dose, begin scheduling your doses so that you will be out of your exclusion period (about two weeks after the second dose) by the time of your arrival at the convention. If you plan to continue unvaccinated, begin looking for a testing site and prepare to have your lab-grade test(s) taken within 48 hours of you and your party's arrival (24 hours if you plan to do an antigen test). If you do not use the online QR code system to upload your vaccination status, you will need to show your proof of vaccination or negative test results at the COVID Check station upon arrival at Registration.

Vaccine Enforcement: We will be asking all attendees (and guardians of underage attendees) to sign a waiver holding the convention harmless in case of COVID exposure during our event. The COVID Check station will be present at Registration, but you can bypass the line by uploading your vaccination QR code through our online registration system. If you have already done this for a previous con, you are good to go.

Testing: Per the California SMART Guidelines, unvaccinated individuals will need to take a PCR or antigen (either one performed at a lab) COVID test at an approved testing site and show a negative result within 48 hours (PCR test) or 24 hours (antigen test) of your arrival at the convention. Unvaccinated attendees will need to show their negative test result at COVID Check before picking up their badge, and guardians will need to show negative test results for their unvaccinated children. A waiver will be required for every individual once proof of vaccination or a negative COVID test has been shown at the check station. Strategicon will not be databasing any medical information beyond vaccinated/unvaccinated status for the purposes of badge registration, and is not a covered entity under HIPAA restrictions. Strategicon will not share your vaccination or eligibility status with any other entity.

Mask Mandate: As of April 1, 2022 Los Angeles County has dropped its blanket mandate requiring masking, but Los Angeles and the state of California continue to highly recommend masking for large indoor events, such as Strategicon. At Gateway 2022, we will not be enforcing masking. However, given the spike in cases in Los Angeles County over the summer and medium-high level of community transmission, we highly recommend mask use (N95 or similar) for all attendees, in accordance with California and Los Angeles County recommendations. We also ask that attendees be polite and kind about other attendees' choice to mask or not to mask.

Strategicon Doxxing and Social Media Harassment Policy

While Strategicon Conventions normally concerns itself primarily with incidents that occur at Strategicon shows, we also recognize that our staff, volunteers, and supervisors are operating digitally in the course of their duties.

Strategicon will not tolerate:

Digital or in-person harassment of a Strategicon volunteer, member of staff, or supervisor for acting in the course of their duties
Social media campaigns against particular members of staff, volunteers, or supervisors in order to create pressure on staff, engender a change in policy, or force an issue.

Doxxing of volunteers and their personal information including private phone numbers, email addresses, social media handles, physical address, etc.

Spamming, phishing, sending malware, shock images or otherwise engaging in adverse digital actions against Strategicon staff members, volunteers, supervisors, or any participant as a result of their activities at or for Strategicon.

General social media posts discussing general policy or concerns are fine, but targeting and attacking a particular member of staff or volunteer will not be tolerated. If you have any questions or concerns regarding the actions of a volunteer, supervisor, or member of staff for Strategicon Conventions, please contact a member of the board in order to resolve it at safety_help@strategicon.net.

A Word (or two) from the Con Man

Glad you could make it!

Welcome to Gateway 2022 — our last live show of the year. I wish I could say we're out of the live-action pandemic game, but we're not.

Do it again!

We now get to put on a second iteration of a live con since we reopened last year. By all indications this show will be much larger than the last one, with over 600 events. Last year we were just short of 400. A normal pre-pandemic show is over 850, so we have a ways to go. This time we all but sold out the room block, so that's something.

What have you done for us lately?

GameX went well, but not as well as we hoped. On paper it was just barely larger than Orcccon, but with a lot fewer no shows. We're obviously still in recovery mode.

I'm going slightly mad

If anyone ever tells you you'll have plenty of time when you retire, the proper response is: "Bullsh*t!" This is because ...

Big plans!

The one thing that retirement allows you to do is start all the projects you've put off for years. That includes for the con. Expect a lot of developments over the next few months. We're going to branch out in a few ways — we'll see how well that works.

Inflation hurts

No getting around it, costs are going up. As mentioned in this space last show, we will have to raise prices for next year, but we will honor the current pricing structure for this show and through the month of September. Take advantage of it while you can.

Play to Win!

Way back in 2020 we had plans to bring a "Play to Win" department into the fold. The concept is simple, we get sent a lot of games to just give away as prizes or otherwise. We decided to have fun with it. But something happened <ahem!> that sidetracked this plan a bit. So now we're getting back to it.

Everything is awesome!

All departments are now back up and running. First time since Orcccon 2020. Everything we offered back then is offered now. Yes, many of the games are different — times and tastes change after all — but we finally have everyone back in action.

Last second additions

We ended up getting over 40 events after all the deadlines for inclusion in the con book were passed due to various issues. Both Adventurers League and Pathfinder Society got bitten by this. So if one plays their games, you'll need to stop by their respective HQs and get additional details.

Bursting at the seams

But that's not all! The last-second stuff led to a con book that's a bit tight for space, so much so that important department notes had to be put in with the game descriptions or moved to some rather unconventional locations — navigating this con book might be a bit tricky in places. Sorry. Consider it a challenge.

Time to enjoy the hobby

Gaming is one of the most multifaceted hobbies I know of. No one games exactly alike, and there's so much to choose from. I've recently been looking at stuff I hadn't touched since the 1990s, stuff I swore I was done with. What goes around comes around.

Enjoy the show!

Whatever aspect of the gaming hobby you're into, we hope you enjoy the show. Have fun, and thanks for joining us.

T-Shirts!

Design 1

Design 2 (all year – low stock)



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.