

15¢ STRATEGICON

GATEWAY MAGAZINE



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

LABOR DAY WEEKEND
SEPTEMBER 1-4, 2023



HMGS-PSW Mini-Wars 2023



HMGS-PSW

Two Days of Fun that will be History!
Doubletree by Hilton
7000 Beach Boulevard, Fullerton, CA 92831
Saturday October 14th from 9:00AM until Midnight
Sunday, October 15th from 9:00AM-7:00PM



Mini-Wars is the largest historical miniature gaming convention in the Pacific Southwest. Join us for the weekend to meet new people and play games in person. We have 5,000 sq ft filled with vendors, flea market tables, and incredible miniature tabletop games. There will be a mix of historical, alternative history and science fiction and fantasy games displayed for you to play. Make new friends, play fun games & maybe start a new hobby, or get plugged back into your old one.

Historical Miniature Gaming Society - Pacific Southwest

To host a game, or ask questions, please
contact Harmon Ward at hjw@pacbell.net or
714-414-2749

www.hmgpsw.org
<https://www.facebook.com/groups/hmgpsw>

MASSIVE MINIATURE WARGAMING ESTATE SALE

IN HONOR OF DANA HOHN

CASH ONLY!

Saturday September 9, 2023

Open at 8:00am

6249 Cleon Avenue, North Hollywood

28mm Painted and Unpainted Figures and Terrain

- English Civil War
- Napoleonic Prussians
- American Civil War
- Bolt Action
- Military History Books
- And much more!

Please bring your own bags and boxes



Table of Contents

Table of Contents	1
Troubleshooting Staff	1
Welcome	1
Convention Hours	1
Game Tournaments and Events	1
Common Rights of Event Officials	1
Event Registration	1
Tournament Prizes	2
A Guide to Gateway 2023 for Non-gamers	2
Special Guests	3
Master Schedule	4
Annual Awards	15
Special Events and Seminars	16
Board Games	16
Indie New Games	22
Party Games	23
Convention Maps	24
Family Games	26
Collectibles	26
Open Gaming	27
LARPs	28
Video Games	28
Miniatures	29
Role Playing	31
War Games	36
Adventurers League	36
General Events	38
Pathfinder Society	38
Play to Win	39
Miniatures Painting Contest	41
Our Sponsors	41
Shopping (Dealer Room, Flea Market, Auction)	41
The Rules	43
Orcon 2023 Winners	44
Afterword	48

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	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games	Alex Ho
Indie New Games	Touradj Mansouri
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Adventurers League	Felix Rodriguez
Pathfinder Society	Cy Merriex
Auctioneer	Alfonzo Smith
Family Area & Webmaster	Tanya Aldrich
Play To Win	Karla Freeman
War Games	Braden Boe
Library	Travis Cheney
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mark Hyman Michael J. Russell Eric Burgess
Quartermaster	William Altpeter
CTO	Robert Prag
Marketing Director	Malakai Unland

Welcome

Strategicon welcomes you to Gateway 2023. 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, etc.), 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:
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 2023 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 No Thanks!, Munchkin, 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 2023 Special Guests

Friday

Fri, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat. Type	Host
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Friday

Fri, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat.	Type	Host
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Saturday

Sat, May 27

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat. Type	Host
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Saturday

Sat, May 27

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat.	Type	Host
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Saturday

Sat, May 27

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat.	Type	Host
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Saturday

Sat, May 27

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat. Type	Host
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Sunday

Sun, May 28

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat. Type	Host
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Sunday

Sun, May 28

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat.	Type	Host
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Sunday

Sun, May 28

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat.	Type	Host
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Sunday

Sun, May 28

Start Time	Dur (hrs)	System — Title or Type	Room	Exp. Mat.	Type	Host
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STRATEGICON SCHEDULE

Convention	Dates	Location
Orcccon 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

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, Orcccon 2020 and Gateway 2021 are included in 2022 awards.

For 2020-2022 the winners are:

Jack Butler Award:	1st - Darrell Stark	Long Board Games:	1st - Lisa King
	2nd - Jaye R.		2nd - Scott Samarel
	3rd - Gilbert Quinonez		3rd - Alan Wood
Short Board Games:	1st - Darrell Stark	Collectible Games:	1st - Jon Brown
	2nd - Jaye R.		2nd - Jaime Estrada,
	3rd - Gilbert Quinonez		Jimmy Crowell,
Medium Board Games:	1st - Darrell Stark		Perrin Weiss
	2nd - Gilbert Quinonez	Video Games:	1st - Kyle Moreno
	3rd - Stanley Cascone		

Strategicon congratulates these fine gamers!

Special Events and Seminars

Special Events and Seminars

Carmel, Catalina B, East Foyer, International A, Plaza C, 1635

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.

Board Games

Indie New Games
International B

Party Games

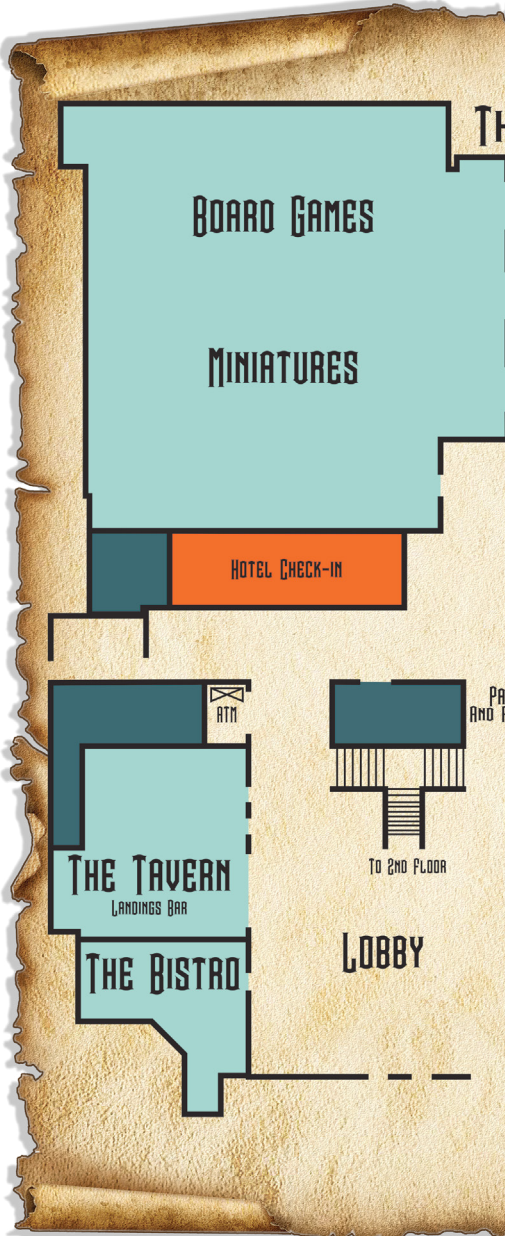
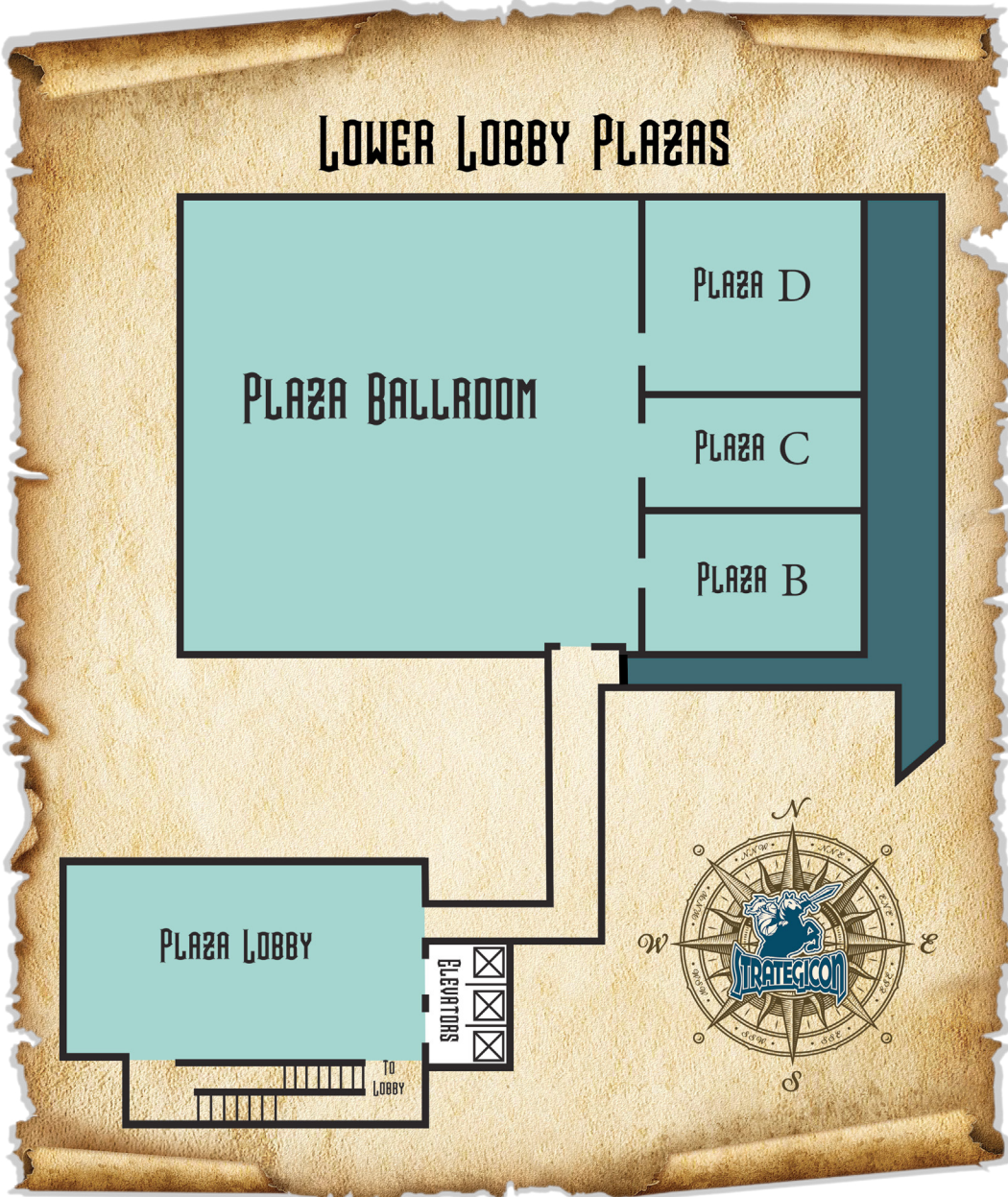
Party Games

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.

Gateway 2023 Maps





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

Family Games

Family Games

Catalina A (Family Area)

For Gateway 2023, 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! Some of the sign-up sheets for these games will be in Catalina A.

Hours: Fri: 5 pm to 9 pm, Sat: 9 am to 9 pm, Sun: 9 am to 9 pm

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.

Collectibles

Open Gaming

Plaza Ballroom A

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

Open Gaming

LARPs

LARPs

Bel Air, Newport A, Malibu Gardens, 3103

Video Games

Marina, Santa Monica C

Miniatures

International Ballroom A, Catalina A (Family Area)

RPGs

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.

War Games

War Games

Los Angeles B & C

Adventurers League

Plaza C

General Events

General Events

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

Pathfinder Society
Los Angeles A

Play to Win

Play to Win

East Foyer (Hours: Friday 1 pm – 9 pm, Saturday 9 am – 9 pm, and Sunday 9 am – 5 pm.)



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
- * Fantasy Unit
- * Fantasy Large
- * Science Fiction Single
- * Science Fiction Unit
- * Science Fiction Large
- * Historical Single
- * Historical Unit
- * Historical Large
- * Open
- * Strategikids
- * Stratigiteen

* 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.

* Stratigiteens: 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
Area 88	Mayday Games
Army Painter	NycosRPG
Blue Panther	Odyssey Games
Celebrity Body Contouring	Paizo Publishing
Critical Hit Games	Privateer Press
CMON	Reaper Paints & Miniatures
Dan Verssen Games	Renegade Game Studios
Days of Wonder	Rio Grande Games
Decision Games	Steve Jackson Games
Existence Games	The Game Chest
Fire & Dice	Ultra Pro
Frog Knight Games	Vallejo Paints
Gamecraft Miniatures	Warlord Games
Games Workshop	White Wizard Games
Gather 4 Games	Wizards of the Coast
Ghost Brush	Wizkids
Imperial Outpost Games	World of Game Design
Kayenta Publishing	

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 2023 Dealer Room Vendors:

Area 88	Critical Hit Games
As seen on Happy Jacks	Dice Envy
BGE's Tabletop	DM Dunn
Blue Panther	Farrshire Games
Blue Rondo Games	Fire & Dice
Board Game Promos	Frog Knight Games
Clyde Jones & Son	Ghost Brush
Cobblestone Games	Gillian Fraser
Crazy Bob's Dream Emporium	Good Newsd Euros

Goodman Games
Huck and Puck Books
Janken Deck
Ken Meyer Jr.
Killroy's 3D Printing & Design
Loscon
Lost Planet Games
Meepleshop
Mythify
New London Enterprises
Ninja Star Games
Numbskull Games
Odyssey Games
Pique Games
Play 5

Ramen Sandwich Press
RosaleenDhu Designs
Saber Martial Arts Foundation
Scruffy's Treasure Hunt
Sovereign Chess
Strategicon Market
Super Dimension Convention
The Collector's Corner
The Game Chest
The Goods Merchant
The Guild House
The Weekend Warrior
Tiny Shiny Squids
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. **There are no minimum bids accepted on lots.** This is a change for Gateway 2023 over previous show.
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 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 said LARPs 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. 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 2023 Winners



Strategicon Mask and Vaccine Policy

Overview: Due to the declared end of the COVID-19 public health emergency and falling infection numbers, Strategicon has moved to end its COVID Check station and provide only recommendations and best practices to attendees, staff, and volunteers. This page's goal is to provide attendees with an overview and details of best practices before attending the convention, in order to best keep themselves safe.

Vaccine Eligibility: Currently, there are four vaccines approved for emergency use against COVID-19 in the United States. At this time, vaccines are available to all individuals six months and older, barring those individuals who may have been declared ineligible by their supervising physician. Strategicon recommends all eligible individuals receive full vaccination and the latest available variant booster before attending the convention.

Vaccine Enforcement: There will be no enforcement of vaccination status at Strategicon for the upcoming show.

Testing: Testing remains available via home tests and lab tests. Strategicon recommends staff, attendees, and volunteers take a home test before arrival at the convention, in order to keep fellow attendees and volunteers safe.

Mask Mandate: There will be no mask mandate at the upcoming show. For those who are immunocompromised, Strategicon recommend that individuals wear a mask with N95 protection while in indoor spaces in order to keep themselves safe.

Individual Departments: Strategicon strongly recommends that staff and volunteers remain current on vaccinations, continue to recommend and check vaccination status with volunteers, and ask that volunteers test before and after convention, especially when volunteers are sleeping in shared hotel rooms. This recommendation represents best practices based on CDC and CDPH guidelines, and all departments may have their own policy and enforcement practices regarding COVID-19 risk mitigation.

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

T-Shirts!

Design 1

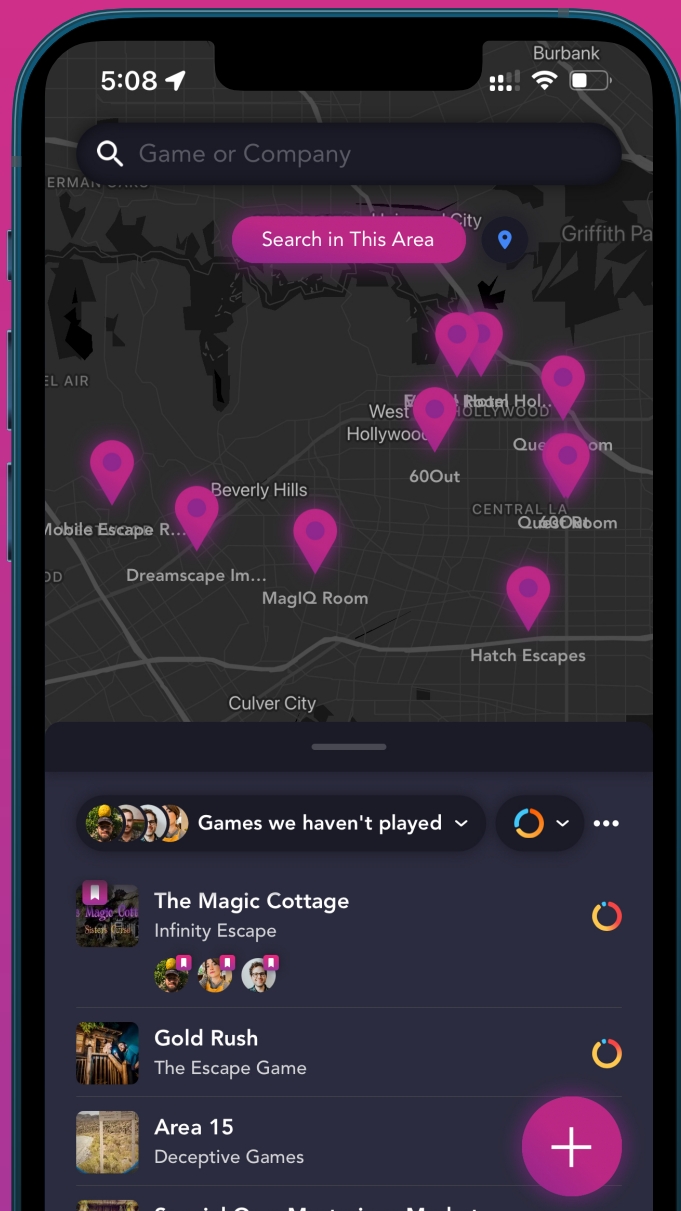


Design 2
(all year)

Two different Convention Shirts
Available in the Dealer Room for \$30
All sizes from S to 4XL
Men's, Women's and Youth shirts are available.



Every.
Escape room.
Ever.



“This app is
seriously
incredible!”