

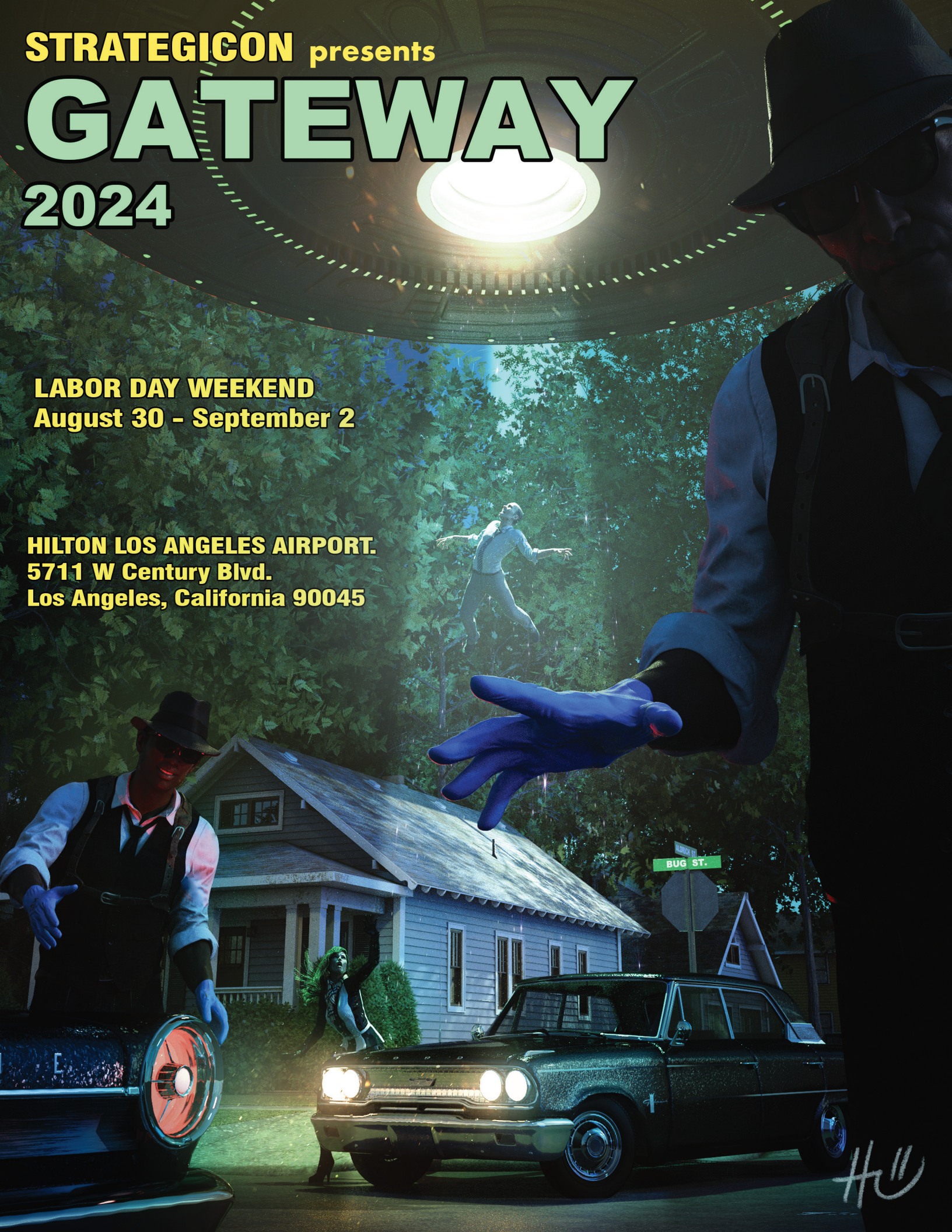
STRATEGICON presents

GATEWAY

2024

LABOR DAY WEEKEND
August 30 - September 2

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



HU

ONE LETTER BETTER TOURNAMENT

SUNDAY, SEPTEMBER 1, 2024

Cruise Monkey Games presents our third One Letter Better Tournament. Sign up at Board Game HQ in the International Ball Room. Space is limited to the first 24 players who sign up.

First place:

- One Letter Better prize pack
- Limited Edition copy of One Letter Better
- Cool Cruise Monkey merch
- Gift card to Game Nights

Sponsored by



WWW.GAMENIGHTSCAFE.COM
POMONA, CA (951) 772-3860

THE
SPELLING, STEALING



CARD GAME

2024

More info
here:



Time: 3:00 PM

Location:
Int'l Ballroom

101 "How to Play"

Time: 2:00 PM

Sign up at BGHQ



We Make Fun By The Barrel
www.cruisemonkeygames.com



HMGS-PSW

HMGS-PSW presents Mini-Wars 2024



HMGS-PSW

Join us for Mini-Wars 2024, a tribute to tabletop gaming's rich history and vibrant community. Experience two days of immersive gaming fun on September 27th, 28th and 29th at the Howard Johnson by Wyndham Fullerton Anaheim Conference Center. 222 W Houston Ave, Fullerton, CA 92832, USA

Explore board games, paint competitions, bring-n-buy, and thrilling miniature battles alongside enthusiasts from across the Western United States. Pre-register via Table Top Events for a seamless check-in experience and prepare for an unforgettable weekend of gaming adventures!

Fri, Sep 27 2024, 5:00pm - 10:00pm

Sat, Sep 28 2024, 9:00am - 10:00pm

Sun, Sep 29 2024, 9:00am - 8:00pm

<https://www.facebook.com/groups/hmgspsw/>

www.hmgspsw.org

<http://groups.io/g/hmgspsw>

<https://www.instagram.com/hmgspsw/>



Mini-Wars 2024

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 2024 for Non-gamers	2
Special Guests	3
Master Schedule	4
Special Events and Seminars	17
Open Gaming	17
Board Games	18
Indie New Games	23
Party Games	24
Annual Awards	25
Family Games	25
Convention Maps	26
Collectibles	28
Video Games	29
LARPs	30
Miniatures	31
Role Playing	34
War Games	40
Adventurers League	41
General Events	42
Play to Win	43
Pathfinder Society	43
Miniatures Painting Contest	45
Our Sponsors	45
Shopping (Dealer Room, Flea Market, Auction)	45
The Rules	47
Gamex 2024 Winners	48
Afterword	52

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	Jon 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	Eric Downing
	Mark Hyman
	Michael J. Russell
Quartermaster	William Altpeter
CTO	Robert Prag
Marketing Director	Malakai Unland

Welcome

Strategicon welcomes you to Gateway 2024. 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 2024 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 2024 Special Guests



Joey Eaton

A long time gaming nerd turned wargamer with a deep passion for lore, art and community driven gameplay. From player to Vanguard and finally Para-Bellum Western US Retail Relationship Manager, her passion is aimed at community growth, events and flavorful gameplay.



Matt Hyra

Working as a game designer for over 20 years. He has nearly 100 game design credits and has designed more unique deck-building game engines than anyone. After working at Wizards of the Coast for 7 years, he moved back to his native California to work at Upper Deck Entertainment for another 7 years. After that, Cryptozoic Entertainment for 9 years. But since the start of 2020, he has been the Senior Game Designer at Renegade Game Studios.



John Wick

Since getting his start in 1995, John has published dozens of games and won over a dozen awards. His games include Legend of the Five Rings RPG, 7th Sea, Orkworld, Houses of the Blooded and Cat: A Little Game about Little Heroes, and even a wrestling game. John was raised to the sublime degree of Master Mason, is a Discordian Double Agent, sings (but not well), still has the first dollar bill he made telling stories, uses Qabalistic rituals on his birthday to help his friends walk up the Tree of Life, was a memetic assassin (it was a corgi), maintains a clutch of Monsters, saw a man cut in half while working as a breakman on the railroad, beat the Devil in a game of riddles, fell asleep in a goth club, plays drums (but not well), was healed by Harlan Ellison, met and talked to characters he created, and wrote this bio. And it's all true.

Friday

Master Schedule of Events

* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Fri, Aug 30

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Noon	1	Chocolatl 101	International B	B	F	B	B
	2	Liar's Dice Small	International B	A	T	B	B
	1	Scythe 101	International B	B	A	B	B
	1	Ticket to Ride: Expansions 101	International B	B	A	B	B
	1	War of the Ring 2nd Edition 101	International B	B	T	B	B
	5	One Piece TCG 101	La Jolla	A	A	C	C
	5	Yu-Gi-Oh! Sponsored 101	La Jolla	A	A	C	C
	3	Car Wars Where we're going we don't need roads Demo	International A	A	T	M	M
	4	The Witcher: Old World	International A	A	M	M	M
	3	battle of souls Prototype *	Newport A	A	T	B	I
	3	Midnight Guardians Board Game Sponsored Demo *	Newport A	A	T	B	I
	3	TacTile Open Demos *	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Open Demos *	Newport A	A	F	B	I
	2	Play to Win.... On Demand Sponsored Demo	East Foyer	A	A	B	T
	2	Axis & Allies - North Africa 101 *	Los Angeles C	A	A	B	W
	8	The War Game: WORLD WAR II	Los Angeles B	A	A	B	W
1 pm	1	Alien Frontiers 101	International B	B	A	B	B
	1	Chocolatl	International B	A	F	B	B
	1	Fear the Kraken Prototype *	International B	B	A	B	B
	3	Scythe Small	International B	A	T	B	B
	5	War of the Ring 2nd Edition Small	International B	A	T	B	B
	2	One Piece TCG Sponsored Small	La Jolla	A	A	C	C
2 pm	2	Alien Frontiers Small	International B	A	A	B	B
	1	Imperial Steam 101	International B	B	T	B	B
	2	No Thanks! Small	International B	A	T	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	2	Ticket to Ride: Mini Games Small	International B	A	A	B	B
	4	Dungeons & Dragons 5e DDEX1-12 Raiders of the Twilight [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDEX1-6 The Scroll Thief - Levels 1-4	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-DRAGON-01 Dancing [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-03 [...] lvls 11-16 Special	Plaza B	E	T	R	A
	5	Pathfinder 1e PFS1 6-98 Serpent's Rise (Pregen Special) Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 5-19 Demonic Afterparty Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 6-01 Intro: Year of Immortal Influence Sponsored	Los Angeles A	A	A	R	F
	5	Starfinder Second Edition SFSPT 1 Shards of the Glass Planet Sponsored	Los Angeles A	A	A	R	F
	6	Battletech 101 - Urbanmech Stables! Grinder 101	International A	B	A	M	M
	4	ISS Vanguard	International A	A	M	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	2	Social deduction party game	Newport D	A	T	B	P
	4	Cairn Temple of 10,000 Swords	San Lorenzo D	A	M	R	R
	4	Call of Cthulhu-7th edition Edge of Darkness	San Lorenzo A	A	T	R	R
	3	Dice-Free Dungeons Tributes Sent North *	San Lorenzo B	A	T	R	R
	4	GURPS Alien Ascension: The Demon In the Mirror	San Lorenzo F	A	M	R	R
	4	Old-School Essentials Mysterious Lopun	San Lorenzo C	A	T	R	R
	2	Pirate Borg Black Coral Bay	San Lorenzo F	A	M	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Scion: Hero - 2nd Edition The Hero Inside	San Lorenzo A	A	T	R	R
	4	Sojourn RPG Mythic Shinar: Beyond Babel *	San Lorenzo D	A	T	R	R
	4	Star Wars: Edge of the Empire Shadowport Adventures: [...] Sponsored *	Chair Boardroom	A	M	R	R
	4	The Hero Instant Intro to The Hero Instant (superheroes!) *	San Lorenzo B	B	T	R	R
	2	Hard Time Sponsored	East Foyer	A	T	B	T
	4	Memoir 44 Tournament *	Los Angeles C	A	A	B	W
3 pm	3	Imperial Steam	International B	E	T	B	B
	1	Inventions: Evolution of Ideas 101	International B	B	A	B	B
	1	RA 101	International B	B	T	B	B
	2	Stuffed Fables	International B	A	T	B	B
	3	Thurn and Taxis Big	International B	E	A	B	B

Friday

Fri, Aug 30

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	E	T	C	C
	3	Warhammer: Age of Sigmar 4th Edition Showdown	International A	A	A	M	M
	2	Dogville Playtest *	Newport A	B	A	B	I
	3	Midnight Guardians Board Game Sponsored Demo *	Newport A	A	T	B	I
	3	TacTile!	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo		A	F	B	I
4 pm	2	Coloretto Small	International B	A	T	B	B
	3	Inventions: Evolution of Ideas	International B	A	A	B	B
	2	RA Tournament	International B	E	T	B	B
	1	Ticket to Ride 101	International B	B	A	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con Small	La Jolla	A	A	C	C
	6	Marvel Crisis Protocol Demo	International A	A	A	M	M
	4	Warhammer 40K 10e Mega-Apocalypse Deployment	International A	A	A	M	M
	2	Blood on the Clocktower	Newport B	A	T	B	P
	2	Social deduction party game	Newport D	A	T	B	P
	2	Pathfinder Revolution! Sponsored	East Foyer	A	T	B	T
5 pm	1	7 Wonders: Leaders	International B	A	A	B	B
	2	Battlestar Galactica 101	International B	B	A	B	B
	1	Quatermain *	International B	A	T	B	B
	1	The Castles of Burgundy 101	International B	B	A	B	B
	4	Ticket to Ride Big	International B	E	A	B	B
	0.75	Heat: Pedal to the Metal 101	La Jolla	A	A	C	C
	4	Dealer Room Opens!	Pacific	A	A	G	G
	4	Conquest: The Last Argument of Kings Demo	Pacific	A	T	M	M
	1	Gaslands: Refuelled Gaslands, Death Match 101	International A	A	T	M	M
	3	1754: Conquest – The French and Indian War	Los Angeles B	A	A	B	W
6 pm	1	Age of Empires III 101	International B	B	T	B	B
	1	Kingdom Builder 101	International B	B	A	B	B
	1	Set	Catalina A	A	F	B	B
	4	Stadium: A Sport Odyssey Demo *	International B	B	T	B	B
	5	The Castles of Burgundy Big	International B	E	A	B	B
	2	Ticket to Ride: Nordic/Swiss	International B	A	A	B	B
	1	Heat: Pedal to the Metal Qualifier 1	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Draft Sponsored Tournament	La Jolla	A	A	C	C
	1	How to Volunteer Seminar	Carmel	A	A	G	G
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3	Battletch: Alpha Strike Retake Frankograd, again	International A	A	T	M	M
	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	E	T	B	P
	2	Blood on the Clocktower	Newport C	A	T	B	P
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	2	Social deduction party game	Newport D	A	T	B	P
	3	Midnight Guardians Board Game Sponsored Demo *	Newport A	A	T	B	I
	3	TacTile! Demo	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Sails of Glory: Ships of the Line Tournament	Los Angeles B	A	A	B	W
7 pm	3	Age of Empires III Small	International B	A	T	B	B
	2	Kingdom Builder Tournament	International B	E	A	B	B
	1	Marvel Legendary 101	International B	B	T	B	B
	3	Power Grid World Tour: Middle East Special	International B	E	T	B	B
	1	Teotihuacan: City of Gods 101	International B	B	T	B	B
	1	Meet & Greet Sponsored	1635	A	T	G	G
	4	Dungeons & Dragons 5e CCC-GOC01-03 Winds of Rot - Levels 11-16	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e CCC-GSP01-01 A Dragon's Breath - Levels 1-4	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL00-02c Spawn of the Maimed [...] lvs 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-DRAGON-02 Head In [...] lvs 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-04 [...] lvs 17-20 Special	Plaza B	E	T	R	A
	3	Warhammer 40K 10e Ironman Small	International A	A	A	M	M
	4	Cash n Guns Live Bluffing	Catalina D	A	A	B	P
	1	For The Queen	Plaza Foyer	A	A	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	4	Battlestar Galactica	International B	A	A	B	B
	2	Cards Against Humanity Small	International B	A	M	B	B
	2	Marvel Legendary	International B	A	T	B	B
	2	Nocturne	International B	A	A	B	B

Friday

Friday

Fri, Aug 30

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	3	Teotihuacan: City of Gods Small	International B	A	T	B	B
	3	Magic: the Gathering Bloomburrow Draft Sponsored Tournament	La Jolla	A	A	C	C
	3	Star Wars Unlimited Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Flea Market	International F	A	A	G	G
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	.75	Sleight of Hand Show - A Rogue by Any Other Name	Carmel	A	A	G	G
	5	Pathfinder 1e PFS1 7-98: Serpents' Ire Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 5-17: Stranded on Yesterday's Tide Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 5-20: The Rakshasa's Court Sponsored	Los Angeles A	A	A	R	F
	4	Murder Mystery Endgame	Bel Air	A	M	L	L
	4	Ritualized Cursebreaking This Con is Cursed	San Lorenzo E	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	2	Social deduction party game	Newport D	A	T	B	P
	4	13th Age Assault on the Dungeon of the Pogonomancer	San Lorenzo F	A	A	R	R
	4	ALIEN The Roleplaying Game Hope's Last Day	San Lorenzo A	A	T	R	R
	5	Call of Cthulhu The Darkness Beneath The Hill	San Lorenzo D	A	M	R	R
	3	Candela Obscura The Great Airship Regatta	San Lorenzo D	A	M	R	R
	4	CBR+PNK PRDTR (Predator)	San Lorenzo B	A	T	R	R
	4	Crypts & Things D&D Retro-Clone The Halls of Nazir-Thun	San Lorenzo B	A	M	R	R
	4	Curseborne The Danger of Missing Out	San Lorenzo A	A	T	R	R
	4	Dungeon Crawl Classics Beneath the Well of Brass	San Lorenzo F	A	A	R	R
	4	D&D 5e The Rat-King's Rise	San Lorenzo F	A	A	R	R
	3	Dice-Free Dungeons Climbing the Tower of Trials *	San Lorenzo B	A	T	R	R
	4	Dreamland The Goodness of Hlanith Demo *	San Lorenzo A	A	T	R	R
	3.5	Eldritch Automata Year Zero - The Forge Sponsored	San Lorenzo D	A	M	R	R
	4	GURPS ASPIRE	San Lorenzo D	A	M	R	R
	4	Old-School Essentials Illustrious Lopun	San Lorenzo C	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	2	7 Wonders Small	International B	A	A	B	B
	3	Blood Rage Small	International B	A	T	B	B
	2	Glory to Rome	International B	A	A	B	B
	2	The Thing The Board Game	International B	A	T	B	B
	1	Wordly Playtest *	Family Area	B	F	B	B
	1	Heat: Pedal to the Metal Qualifier 2	La Jolla	A	A	C	C
	3	Lorcana Sealed Sponsored Tournament	La Jolla	A	A	C	C
	0	Dealer Room Closes	Pacific	A	A	G	G
	2.5	Strategicon Karaoke	Carmel	A	A	G	G
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	Ultimate Werewolf	Newport B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
10 pm	1	7 Wonders: Armada	International B	A	A	B	B
11 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, Y = Family Area

Sat, Aug 31

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Newport B	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	M	B	P
	4	Vaesen A Winter's Tale	Chair Boardroom	A	T	R	R
3 am	3	Ultimate Werewolf	Catalina C	A	A	B	P
8 am	4	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
9 am	4	Blood Moon: Fangs v Fur Demo *	International B	B	T	B	B
	2	Blue Moon City Small	International B	A	A	B	B
	3	Dune Imperium: Uprising	International B	E	A	B	B
	3	Ticket to Ride: USA 1910 Small	International B	A	A	B	B

Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	1	Titan 101	International B	B	T	B	B
	4	Dungeons & Dragons 5e DDAL00-02c Spawn of the Maimed [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDEX1-5 The Courting of Fire - Levels 1-4	Plaza B	A	T	R	A
	9	Dungeons & Dragons 5e DDHC-TYP Ch.2 The Forge [...] lvls 1-4 Special	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-DRAGON-01 Dancing [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-03 [...] lvls 11-16 Special	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-05 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	4	Pathfinder 1e PFS 4-09: The Blakros Matrimony Sponsored	Los Angeles A	A	A	R	F
	4	Pathfinder 2e PFS2 5-12 Mischief in the Maze Sponsored	Los Angeles A	A	A	R	F
	4	Starfinder Second Edition SFSPT 1 Shards of the Glass Planet Sponsored	Los Angeles A	A	A	R	F
	2	Clay-O-Rama!	International A	A	K	M	M
	9	Conquest: The Last Argument of Kings 2000 point Tournament	International A	A	T	M	M
	2	Mario Kart Gaslands!	International A	A	F	M	M
	6	Marvel Crisis Protocol Qualifier Tournament	International A	A	T	M	M
	8	Warhammer 40K 10e Mega-Apocalypse Day One	International A	A	A	M	M
	3	Champions of Wuxing Playtest	Newport A	A	T	B	I
	3	Midnight Guardians Board Game Sponsored Demo *	Newport A	A	T	B	I
	8	TacTile Open Demos	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Open Demos	Newport A	A	F	B	I
	4	Cypher System Rigid Air	San Lorenzo D	A	A	R	R
	4	Dungeon Crawl Classics Crypt of the Devil Lich - Round 1	San Lorenzo F	A	A	R	R
	3	Dice-Free Dungeons Adrift on a Remnant Station *	San Lorenzo B	A	T	R	R
	4	DnD 5e My Forever Adventure	San Lorenzo C	A	T	R	R
	4	DramaSystem St. Cyprian School of Extraordinary Academic Studies	San Lorenzo F	A	A	R	R
	4	Dungeon Crawl Classics The Inn at Five Points	San Lorenzo F	A	A	R	R
	4	Dungeons and Dragons 5e Dungeon Delver Retrieval Squad part 1	San Lorenzo B	A	T	R	R
	4	Dungeons & Dragons 5e Dragons of Stormwreck Isle - An introductory [...]	Catalina A	A	F	R	R
	4	HAVOC Engine Eat The Reich	Chair Boardroom	A	T	R	R
	4.5	Night Sky Falling One-shot battle Playtest *	San Lorenzo A	B	T	R	R
	4	Old-School Essentials Splendid Lopun	San Lorenzo D	A	T	R	R
	4	Pirate Borg Black Coral Bay II	San Lorenzo D	A	M	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	The Hero Instant Intro to The Hero Instant (superheroes!)	San Lorenzo A	B	T	R	R
	1	Play 5 Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Axis & Allies Pacific 1940 2nd Edition Tournament	Los Angeles B	A	A	B	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Ark Nova 101	International B	B	A	B	B
	4	From The Shadows Demo *	International B	B	T	B	B
	2	Havoc the Combat Card Game *	International B	A	T	B	B
	4	Slice!: The Tennis Card Game Demo *	International B	B	F	B	B
	2	THE GAUNTLET QUALIFIER: Catan Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Space Base Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Stone Age Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Wingspan Special	International B	E	A	B	B
	9	Titan Tournament	International B	E	T	B	B
	5	One Piece TCG 101	La Jolla	A	A	C	C
	1	Board Game Geek No-Ship Math Trade	Bel Air	A	A	G	G
	1	How to Volunteer Seminar	Carmel	A	A	G	G
	2	Pathfinder 2e Learn to Play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	F	R	F
	2	Chivalry is Dead: Race for the Crown Sponsored *	International A	A	A	M	M
	8	Conquest: The Last Argument of Kings Demo	Pacific	A	T	M	M
	7	Paint and Take Sponsored by Two Thin Coats	International A	A	A	M	M
	3	Shoshin (Ud6) Mythical Feudal Japan Demo	International A	A	T	M	M
	1	Play to Win.... On Demand Sponsored Demo	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Sturm Europa	Los Angeles C	A	A	B	W
11 am	7	Ark Nova Big	International B	E	A	B	B
	1	Brass: Birmingham 101	International B	B	A	B	B
	2	Builders of Blankenburg Sponsored *	International B	A	T	B	B
	1	Machi Koro	International B	A	A	B	B
	1	Raccoon Tycoon 101	International B	B	A	B	B
	1	TransEuropa	Catalina A	A	F	B	B
	3	Ascension #1 Tournament	La Jolla	A	A	C	C
	4	Magic: The Gathering Horde	La Jolla	E	T	C	C
	2	One Piece TCG Sponsored Small	La Jolla	A	A	C	C
	2	Arcknight TTRPG Sponsored Demo *	Pacific Foyer	A	A	G	G

Saturday

Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	1	Board Game Geek Virtual Flea Market	Bel Air	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	1	LARP 101 What Is LARP? 101 *	Carmel	B	A	L	L
	6	BattleTech: Alpha Strike WNRP AS350 - Clan Invasion Era Tournament	International A	A	T	M	M
	1	The Three Little Wolves Sponsored	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1775: Rebellion Tournament	Los Angeles C	A	A	B	W
	6	Virgin Queen Tournament	Los Angeles C	A	A	B	W
	6	Weimar: The Fight for Democracy Tournament	Los Angeles C	A	T	B	W
Noon	4	Brass: Birmingham Tournament	International B	E	A	B	B
	1	Dune: Imperium 101	International B	B	A	B	B
	4	Firefly: The Game Small	International B	B	T	B	B
	1	Talisman 101	International B	B	T	B	B
	2	The Acts: Letters from Rome Demo *	Pacific Foyer	A	A	B	B
	2	THE GAUNTLET QUALIFIER: Azul Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Splendor Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Thurn & Taxis Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Ticket to Ride Special	International B	E	A	B	B
	2	Treasure Hogs Sponsored Small *	Pacific Foyer	A	A	B	B
	2	Uno Small	International B	A	F	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con Small	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Sponsored 101	La Jolla	A	A	C	C
	1	Face Painting	Catalina A	A	F	G	G
	3	Car Wars Crash Course Demo	International A	A	T	M	M
	2	Chivalry is Dead: Race for the Crown Sponsored *	International A	A	A	M	M
	3	Gaslands: Refuelled Death Race	International A	A	T	M	M
	3	Warhammer: Age of Sigmar 4th Edition Showdown	International A	A	A	M	M
	3	Blood on the Clocktower *	Newport B	E	T	B	P
	2	Blood on the Clocktower	Newport C	A	T	B	P
	4	Champions of Wuxing Demo	Newport A	A	A	B	I
	2	Dogville Playtest *	Newport A	B	A	B	I
	3	Midnight Guardians Board Game Demo *	Newport A	A	T	B	I
	3	Murder Gently *	Newport A	A	T	B	I
	3	TacTile! Demo	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	1	For The Queen	Plaza Foyer	A	A	R	R
	1	Gloomy Graves Sponsored	East Foyer	A	T	B	T
	4	Super Smash Bros Ultimate Nintendo Switch Tournament	Marina	A	A	V	V
1 pm	4	Dune: Imperium Tournament	International B	E	T	B	B
	1	Kingsburg 101	International B	B	A	B	B
	1	Seize the Bean 101	International B	B	F	B	B
	4	Talisman Small	International B	E	T	B	B
	2	The Acts Sponsored *	International B	A	T	B	B
	1	Lorcana 101	La Jolla	A	A	C	C
	2	Arcknight TTRPG Sponsored Demo *	Pacific Foyer	A	A	G	G
	1	Face Painting	Catalina A	A	F	G	G
	2	Pathfinder 2e Learn to Play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	A	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
	4	Heroes, Sidekicks, and Minions The Treasure of the Volcano's Heart *	International A	A	A	M	M
	2	Fiber Arts Meetup! Crochet, Knit, Cross Stitch, and More!	Catalina B	A	A	B	P
	1	For The Queen	Plaza Foyer	A	A	R	R
	2	Play to Win.... On Demand Sponsored Demo	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Twilight Struggle 101	Los Angeles C	A	A	B	W
2 pm	4	Kingsburg Tournament	International B	E	A	B	B
	4	Last Days of Athobrae Demo	International B	B	T	B	B
	2	Phase 10 Small	International B	A	F	B	B
	2	Seize the Bean	International B	A	F	B	B
	2	THE GAUNTLET QUALIFIER: Catan Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Space Base Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Stone Age Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Wingspan Special	International B	E	A	B	B
	1	Wingspan 101	International B	B	A	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con Small	La Jolla	A	A	C	C
	3	Magic: the Gathering Bloomburrow Sealed Sponsored Tournament	La Jolla	A	A	C	C

Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	Marvel Champions	La Jolla	A	A	C	C
	1	Face Painting	Catalina A	A	F	G	G
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5e CCC-QCC2018-01 Of Gods and [...] lvls 11-16	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDEX1-12 Raiders of the Twilight [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDEX1-6 The Scroll Thief - Levels 1-4	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-DRAGON-02 Head In [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-06 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-07 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	5	Pathfinder 2e PFS2 2-06: The Crashing Wave Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 6-01 Intro: Year of Immortal Influence Sponsored	Los Angeles A	A	A	R	F
	5	Starfinder Second Edition SFSPT 1 Shards of the Glass Planet Sponsored	Los Angeles A	A	A	R	F
	5	Starfinder Second Edition SFSPT 2 It Came from the Vast! Sponsored	Los Angeles A	A	A	R	F
	4	Starship Valkyrie Meanwhile, Back at the Ranch	Bel Air	A	T	L	L
	2	Chivalry is Dead: Race for the Crown Sponsored *	International A	A	A	M	M
	6	Heroes of Might and Magic 3	International A	A	M	M	M
	5	Lion Rampant 28mm War of the Roses, 1st Battle of St. Albans	International A	A	T	M	M
	4	Shoshin (Ud6) Mythical Feudal Japan Demo	International A	A	T	M	M
	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Prince AJ's Challenge #1 (Squid Game)	Catalina D	A	T	B	P
	2	Social deduction party game	Catalina C	A	T	B	P
	4	Caster The Happiest Apocalypse on Earth *	San Lorenzo B	A	T	R	R
	4	Champions Absurdly Gifted: Please Let This Be A Normal Field Trip!	Catalina A	A	F	R	R
	4	Changeling the Lost Dazed and Hunted	San Lorenzo B	A	T	R	R
	4	Cypher The Takings	San Lorenzo F	A	A	R	R
	4	Cypher System Lab 8	San Lorenzo A	A	T	R	R
	4	Dungeon Crawl Classics Crypt of the Devil Lich - Round 2	San Lorenzo F	A	A	R	R
	4	D&D 5e The 12 Heroes "The Taken	San Lorenzo F	A	A	R	R
	3	Descended From the Queen Against the Monster	San Lorenzo A	A	T	R	R
	3	Dice-Free Dungeons Tributes Sent North *	San Lorenzo B	A	T	R	R
	4	DnD 5e My Forever Adventure	San Lorenzo C	A	T	R	R
	4	DragonBane Return of the GM!	San Lorenzo D	A	T	R	R
	4	Dreamland Prelude to a Marriage of True Minds Demo *	San Lorenzo A	A	T	R	R
	2	Dungeon Crawl Classics - Empire of the East The Demon Key - Level 0	San Lorenzo D	A	T	R	R
	4	Old-School Essentials Marvelous Lopun	Chair Boardroom	A	T	R	R
	6	rft or home brew russian mission *	San Lorenzo E	A	M	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	2	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	4	Starscape PBTA The Missing Heart *	San Lorenzo D	A	T	R	R
	4	Star Wars: Edge of the Empire Shadowport Adventures: [...] Sponsored *	San Lorenzo E	A	M	R	R
	4	The Hero Instant Avengers Tryouts! *	San Lorenzo D	A	T	R	R
	4	Traveller (Mongoose) Intro to Traveller	San Lorenzo E	A	M	R	R
	4	Triangle Agency Per My Last Email	San Lorenzo F	A	A	R	R
	4	Vampire the Masquerade 5th edition The Tremere Chronicles	San Lorenzo E	E	M	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Diplomacy Tournament	Los Angeles B	A	A	B	W
	5	Twilight Struggle Tournament	Los Angeles C	A	A	B	W
3 pm	3	Concordia	International B	A	A	B	B
	2	Magna Roma Demo	International B	B	A	B	B
	4	Stadium: A Sport Odyssey Demo *	International B	B	T	B	B
	3	Ticket to Ride: Germany Small	International B	A	A	B	B
	4	Wingspan Tournament	International B	E	T	B	B
	1	Heat: Pedal to the Metal Qualifier 3	La Jolla	A	A	C	C
	4	Magic: the Gathering Planechase: Capture the Flag	La Jolla	E	T	C	C
	1	Professional Storytelling Seminar *	Carmel	A	A	G	G
	5	Strategicon Football League Tournament	Exec Boardroom	A	T	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Giant Killer Robots: Heavy Hitters Metal Mayhem	International A	A	A	M	M
	3	Blood on the Clocktower	Newport C	E	T	B	P
	3	Blood on the Clocktower	Newport B	E	T	B	P
	2	Prince AJ's Challenge #2 (Squid Game) Tournament	Catalina D	A	T	B	P
	3	battle of souls Prototype *	Newport A	A	T	B	I
	1.75	Midnight Guardians Board Game Demo *	Newport A	A	T	B	I
	3	Murder Gently *	Newport A	A	T	B	I

Saturday

Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	3	TacTile!	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	4	Apples to Apples Sponsored Small	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	3	Fletcher Pratt 'Lite'	Los Angeles B	A	A	B	W
4 pm	4	Fortune and Glory	International B	A	T	B	B
	1	Good Cop Bad Cop *	International B	A	A	B	B
	4	One Letter Better Demo *	International B	B	T	B	B
	1	Terraforming Mars: Ares Expedition 101	International B	B	A	B	B
	2	THE GAUNTLET QUALIFIER: Azul Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Splendor Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Thurn & Taxis Special	International B	E	A	B	B
	2	THE GAUNTLET QUALIFIER: Ticket to Ride Special	International B	E	A	B	B
	3	Ticket to Ride: Europe Tournament	International B	E	T	B	B
	5	Clank! Catacombs with Adventuring Party Tournament	La Jolla	A	A	C	C
	1	Heat: Pedal to the Metal Qualifier 4	La Jolla	A	A	C	C
	3	Lorcana Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	E	T	C	C
	2	Pathfinder 2e Learn to Play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	A	R	F
	4	Battletech Missions: Dragon's Horde - PLASTIC vs. METAL	International A	E	M	M	M
	4	Full Thrust And the Dreadnaughts Fear Nothing at All	International A	A	T	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Social deduction party game	Catalina C	A	T	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Super Smash Bros Ultimate Teams Nintendo Switch Tournament	Marina	A	A	V	V
5 pm	1	Cat Lady Small	International B	A	F	B	B
	1	Crash & Grab *	International B	A	A	B	B
	1	Lords of Waterdeep 101	International B	B	T	B	B
	4	Terraforming Mars: Ares Expedition Tournament	International B	E	A	B	B
	5	Lost Ruins of Aranak Expedition Leaders/Missing Expedition Tournament	La Jolla	A	A	C	C
	3	Magic: the Gathering Commander: Pods Sponsored Tournament	La Jolla	A	A	C	C
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	6	Circus Maximus Tournament	International A	A	A	M	M
	6	Firefly: The Game – 10th Anniversary Collector's Edition (Full Game)	International A	E	T	M	M
	1	Play to Win.... On Demand Sponsored Demo	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Shores of Tripoli Tournament	Los Angeles C	A	A	B	W
	4	Undaunted: Battle of Britain Tournament	Los Angeles B	A	A	B	W
6 pm	1	Age of Innovation 101	International B	B	A	B	B
	1	Ghost Blitz	Catalina A	A	F	B	B
	5	Lords of Waterdeep Tournament	International B	E	T	B	B
	1	Splendor 101	International B	B	A	B	B
	3	Ticket to Ride: Africa Small	International B	A	A	B	B
	1	Tigris and Euphrates 101	International B	B	A	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con Small	La Jolla	A	A	C	C
	1	Heat: Pedal to the Metal Qualifier 5	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	Blood on the Clocktower	Newport C	E	T	B	P
	2	Blood on the Clocktower	Newport D	A	T	B	P
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	2	Social deduction party game	Catalina C	A	T	B	P
	3	battle of souls Prototype *	Newport A	A	T	B	I
	1.75	Midnight Guardians Board Game Demo *	Newport A	A	T	B	I
	3	Murder Gently *	Newport A	A	T	B	I
	3	TacTile! Demo	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	4	Age of Innovation	International B	A	A	B	B
	4	Ark Nova: Marine Worlds Small	Pacific Foyer	A	A	B	B
	1	Cat Sudoku: Summer Festival 101	International B	B	F	B	B
	2	Play 5: Gateway 2024 Championship Sponsored Tournament *	Pacific Foyer	A	A	B	B
	3	Power Grid World Tour: South Africa Special	International B	E	T	B	B
	3	Splendor Tournament	International B	E	A	B	B
	2	Tigris and Euphrates	International B	A	A	B	B

Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	Legendary Encounters Firefly	La Jolla	A	A	C	C
	3	Magic: the Gathering Bloomburrow Draft Sponsored Tournament	La Jolla	A	A	C	C
	4	Dungeons & Dragons 5e DDEP4 Reclamation of Phlan (lvls 1-16) Special	Plaza C	A	T	R	A
	2	Escape the Citadel Star Wars Legion (ish)	International A	A	T	M	M
	4	Warhammer 40K 10e Intro to 40K Demo	International A	A	A	M	M
	2	Cash n Guns Live Bluffing	Catalina D	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	2	Poker: Texas Hold-Em	International B	A	M	B	B
	1	Race for the Galaxy 101	International B	B	A	B	B
	3	Lorcana Sealed Sponsored Tournament	La Jolla	A	A	C	C
	3	Star Wars Unlimited Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Happy Jacks RPG Podcast LIVE	Carmel	A	T	G	G
	.75	Sleight of Hand Show - A Rogue by Any Other Name	Newport A	A	A	G	G
	5	Pathfinder 1e PFS Special: Ruins of Bonekeep, Level 2: [...] Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 2-06: The Crashing Wave Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 5-18: Equal Exchanges - Tapestry of [...] Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 6-02 Rain Falls on the Mountain of [...] Sponsored	Los Angeles A	A	A	R	F
	4	Murder Mystery The Grass is Always Greener *	San Lorenzo F	A	M	L	L
	4	Parlor LARP Lesbian Taco Bar	San Lorenzo E	A	T	L	L
	4	Raven Pilots The Last Voyage of the ERS Demeter	Bel Air	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Social deduction party game	Catalina C	A	T	B	P
	4	Alien RPG Hope's Last Day	San Lorenzo A	A	M	R	R
	4	ALIEN The Roleplaying Game ALIEN: Fallout	Chair Boardroom	A	T	R	R
	4	Call of Cthulhu Lost Gods	San Lorenzo D	A	T	R	R
	4	Dungeon Crawl Classics Crypt of the Devil Lich - Round 3	San Lorenzo D	A	A	R	R
	4	D&D RedBox Roust the Bandits	San Lorenzo B	A	T	R	R
	5	Delta Green Operation Fulminate	San Lorenzo A	A	M	R	R
	4	Delver's Guide to Beastworld (D&D 5e) The Church in the Woods	San Lorenzo B	A	T	R	R
	3	Dice-Free Dungeons A Trade Deal Gone Wrong *	San Lorenzo B	A	T	R	R
	4	DnD 5e My Forever Adventure	San Lorenzo C	A	T	R	R
	4	Dungeon Crawl Classics - Empire of the East The Hunt for the Howling [...]	San Lorenzo D	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo A	A	M	R	R
	4	HAVOC Engine Eat The Reich (session B)	San Lorenzo D	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	2	Race for the Galaxy	International B	A	A	B	B
	2	Terraforming Mars: Ares Expedition Crisis	International B	A	A	B	B
	1	Heat: Pedal to the Metal Qualifier 6	La Jolla	A	A	C	C
	3	Magic: the Gathering K&J Pauper	La Jolla	A	A	C	C
	2.5	Strategicon Karaoke	Newport A	A	A	G	G
	3	Blood on the Clocktower	Newport C	E	T	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
10 pm	2	Carcassonne Small	International B	A	A	B	B
	2	King of Tokyo Small	International B	A	A	B	B
	3	Magic: the Gathering Bloomburrow Sealed Sponsored Tournament	La Jolla	A	A	C	C
	1	Punderdome	Newport D	A	T	B	P
	2	Social deduction party game	Catalina C	A	T	B	P
	3	RPG Indie Games on Demand (Open Gaming) various	Plaza Foyer	A	A	R	R
11 pm	1	Schmovie	Newport D	A	T	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, Y = Family Area

Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	Cards Against Humanity	La Jolla	A	T	C	C
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	E	M	B	P
	4	Dungeon Crawl Classics The Bloody Wrath of Countess Mekula	Chair Boardroom	A	T	R	R
3 am	3	Ultimate Werewolf	Catalina D	A	A	B	P
8 am	1	RPG Design Lean Coffee RPG game design discussion	Plaza Foyer	A	T	R	R
9 am	2	Dream Factory Small	International B	A	A	B	B
	4	Persecution Demo *	International B	B	A	B	B
	3	Settlers Of Catan Cities & Knights Small	International B	A	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	4	Dungeons & Dragons 5e CCC-GOC01-03 Winds of Rot - Levels 11-16	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e CCC-GSP01-01 A Dragon's Breath - Levels 1-4	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL00-02c Spawn of the Maimed [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-04 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	4	Pathfinder 1e PF1 Mod: Fangwood Keep (must sign up for all) Sponsored	Los Angeles A	A	A	R	F
	4	Pathfinder 1e PFS2 1-23: The Star-Crossed Court Sponsored	Los Angeles A	A	A	R	F
	4	Pathfinder 2e PFS2 1-23: The Star-Crossed Court Sponsored	Los Angeles A	A	A	R	F
	4	Pathfinder 2e PFS2 6-02 Rain Falls on the Mountain of [...] Sponsored	Los Angeles A	A	A	R	F
	4	Starfinder Second Edition SFSPT 2 It Came from the Vast! Sponsored	Los Angeles A	A	A	R	F
	2	Escape Room The Alchemist's Workbench *	Catalina D	A	A	L	L
	7	Classic Battletech Circle of Death Sponsored Tournament	International A	A	A	M	M
	2	Clay-O-Rama	International A	A	K	M	M
	2	Mario Kart Gaslands	International A	A	F	M	M
	8	Warhammer 40K 10e Mega-Apocalypse Day Two	International A	A	A	M	M
	4	Blood Moon: Fangs v Fur Demo *	Santa Monica A	A	T	B	I
	3	Daggerheart The Marauders of Windfall	Santa Monica A	A	A	B	I
	3	Midnight Guardians Board Game Demo *	Newport A	A	T	B	I
	3	TacTile Open Demos	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Open Demo *	Newport A	A	F	B	I
	3	Dice-Free Dungeons Lost Memories and New Friends *	San Lorenzo B	A	T	R	R
	4	DnD 5e My Forever Adventure	San Lorenzo C	A	T	R	R
	4	Dungeon Crawl Classics Frozen in Time	San Lorenzo B	A	A	R	R
	4	Dungeons and Dragons 5e Dungeon Delver Retrieval Squad part 2	San Lorenzo D	A	T	R	R
	4.5	Night Sky Falling One-shot battle - game 2 Playtest *	San Lorenzo B	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	The Hero Instant Intro to The Hero Instant (superheroes!) *	San Lorenzo D	A	T	R	R
	4	Triangle Agency Company Time	San Lorenzo D	A	A	R	R
	2	Andromeda Fight League Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Flight of Icarus Sponsored *	International B	A	T	B	B
	4	From the Shadows Demo *	International B	B	T	B	B
	2	Icecool +2 Sponsored	Catalina A	A	F	B	B
	5	Stone Age Big	International B	E	A	B	B
	1	Terraforming Mars 101	International B	B	T	B	B
	3	THE GAUNTLET SEMIFINALS Special	International B	E	A	B	B
	2	The Princes of Florence Small	International B	A	T	B	B
	2	Cribbage	La Jolla	A	A	C	C
	1	Heat: Pedal to the Metal Qualifier 7	La Jolla	A	A	C	C
	2	Pathfinder 2e Learn to Play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	A	R	F
	2	Parlor Larp Unheroes	San Lorenzo A	A	T	L	L
	3	Parlor LARP Queen of Queens	Bel Air	A	T	L	L
	3	Achtung Panzer Breakthrough	International A	A	T	M	M
	2	Chivalry is Dead: Race for the Crown Sponsored *	International A	A	A	M	M
	8	Conquest: The Last Argument of Kings Demo	Pacific	A	T	M	M
	8	Marvel Crisis Protocol Day 2 Tournament	International A	E	M	M	M
	7	Paint and Take Sponsored by Two Thin Coats	International A	A	A	M	M
	2	Shoshin (Ud6) Demo	International A	A	F	M	M
	5	Star Wars Legion (v2.6.0, ver 2) Small	International A	A	T	M	M
	4	Uncharted Seas Naval Fleet Actions	International A	A	T	M	M
	1	Play to Win.... On Demand Sponsored Demo	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	5	Axis & Allies North Africa - Rommel's Last Push Special *	Los Angeles C	A	A	B	W
	8	Here I Stand Tournament	Los Angeles C	A	M	B	W

Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
11 am	6	Kriegsspiel Tournament	Los Angeles C	A	A	B	W
	1	Art Decko *	International B	A	T	B	B
	1	Catan 101	International B	B	T	B	B
	1	Stadium: A Sport Odyssey 101 *	International B	B	T	B	B
	8	Terraforming Mars Big	International B	E	T	B	B
	3	Ticket to Ride: Europe Small	International B	A	A	B	B
	1	Dice Masters Draft Pack Secret Wars 101	La Jolla	A	A	C	C
	4	Magic: The Gathering Horde	La Jolla	E	T	C	C
	2	Takenoko Tournament	La Jolla	A	A	C	C
	2	Arcknight TTRPG Sponsored Demo *	Pacific Foyer	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	2	Escape Room The Alchemist's Workbench *	Catalina D	A	A	L	L
	4	Battletech Alpha Strike Final Battle of Helm: 3028	International A	A	A	M	M
	2	Shake That City Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Battlecry Tournament	Los Angeles C	A	A	B	W
Noon	1	AQUA *	International B	A	T	B	B
	7	Catan Big	International B	E	T	B	B
	1	Consumption: Food and Choices 101	International B	B	T	B	B
	1	Space Base 101	International B	B	A	B	B
	6	Stadium: A Sport Odyssey Sponsored *	International B	E	T	B	B
	3	Ascension #2 Tournament	La Jolla	A	A	C	C
	4	Blue Moon	La Jolla	A	A	C	C
	4	Dice Masters Draft Pack Secret Wars	La Jolla	A	A	C	C
	6	Heat: Pedal to the Metal FINALS Championship Circuit	La Jolla	A	A	C	C
	5	Star Wars Miniatures Sealed Draft Virtual #26	La Jolla	A	A	C	C
	8	Yu-Gi-Oh! Sponsored 101	La Jolla	A	A	C	C
	1	Face Painting	Catalina A	A	F	G	G
	2	Social Larp Parlor Los Angeles *	Malibu Garden	A	A	L	L
	3	Car Wars Meltdown Demo	International A	A	T	M	M
	2	Chivalry is Dead: Race for the Crown Sponsored *	International A	A	A	M	M
	3.5	Dungeon Crawler Classics Funneling	International A	A	T	M	M
	3	Gaslands: Refuelled Death Race	International A	A	T	M	M
	2	Warhammer: Age of Sigmar 4th Edition Showdown	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	E	T	B	P
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Social deduction party game	Catalina B	A	T	B	P
	3	Blood Moon: Fangs vs Fur Demo	Santa Monica A	A	A	B	I
	3	Daggerheart RPG Demo	Santa Monica A	A	A	B	I
	2	Dogville *	Newport A	A	A	B	I
	3	Midnight Guardians Board Game Demo	Newport A	A	T	B	I
	3	TacTile! Demo	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	1	Play to Win.... On Demand Sponsored Demo	East Foyer	A	A	B	T
1 pm	1	A Study in Emerald 101	International B	B	T	B	B
	3	Castles of Mad King Ludwig Small	International B	A	A	B	B
	2	Consumption: Food and Choices	International B	A	T	B	B
	3	Space Base Big	International B	E	A	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	1	Lorcana 101	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
	2	Arcknight TTRPG Sponsored Demo *	Pacific Foyer	A	A	G	G
	1	Face Painting	Catalina A	A	F	G	G
	3	Strategicon Speed Puzzling	La Jolla	A	M	G	G
	2	Pathfinder 2e Learn to Play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	A	R	F
	2	Battlestations - Dirtside (3X30min Missions) *	International A	A	A	M	M
	4	Full Thrust Defense of ConAm-12	International A	A	T	M	M
	6	Pike & Shotte by Warlord Games The Ottoman Empire's invasion of [...] *	International A	A	T	M	M
	1	For The Queen	Plaza Foyer	A	A	R	R
	2	Munchkin Disney Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
2 pm	2	Agricola: Farmers of the Moor	International B	A	T	B	B
	3	A Study in Emerald Small	International B	A	T	B	B
	2	Forbidden Sky	Catalina A	A	A	B	B
	3	Last Days of Athobrae Small	International B	A	T	B	B
	1	One Letter Better 101 *	International B	B	T	B	B

Sunday

13

Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	THE GAUNTLET FINALS Special MEGA	International B	E	A	B	B
	4	Ticket to Ride: Rails and Sails Tournament	International B	E	T	B	B
	3	Magic: the Gathering Bloomburrow Sealed Sponsored Tournament	La Jolla	A	A	C	C
	1	Face Painting	Catalina A	A	F	G	G
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5e DDEX1-12 Raiders of the Twilight [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDEX1-5 The Courting of Fire - Levels 1-4	Plaza B	A	T	R	A
	9	Dungeons & Dragons 5e DDHC-TYP Ch.2 The Forge [...] lvls 1-4 Special	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-DRAGON-01 Dancing [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-03 [...] lvls 11-16 Special	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-05 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	5	Pathfinder 1e PF1 Mod: Fangwood Keep (must sign up for all) Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 1-14: Lions of Katapesh Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 5-16: A Lie Told to Strangers Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 5-20: The Rakshasa's Court Sponsored	Los Angeles A	A	A	R	F
	4	Starfinder Second Edition SFSPT 1 Shards of the Glass Planet Sponsored	Los Angeles A	A	A	R	F
	2	Escape Room The Alchemist's Workbench *	Catalina D	A	A	L	L
	4	Parlor Larp Mutiny on Dowry Playtest *	Bel Air	A	T	L	L
	4	Ritualized Cursebreaking This Con is Cursed *	San Lorenzo A	A	M	L	L
	3	Achtung Panzer Breakthrough	International A	A	T	M	M
	2	Chivalry is Dead: Race for the Crown Sponsored *	International A	A	A	M	M
	2	Paint Contest Judging	International A	A	A	M	M
	4	Shoshin (Ud6) Demo	International A	A	K	M	M
	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Social deduction party game	Catalina B	A	T	B	P
	4	ALIEN The Roleplaying Game ALIEN: Trojan Horse	San Lorenzo B	A	T	R	R
	4	Call of Cthulhu Overdue	San Lorenzo D	A	T	R	R
	4	Champions Manhattanverse: Only The Strong Survive	San Lorenzo F	A	M	R	R
	4	D&D 5e The Ancient Kingdom of Islesderneath	Chair Boardroom	A	A	R	R
	3	Dice-Free Dungeons A Princess Lost to a Kobold's Klutches *	San Lorenzo D	A	T	R	R
	4	DnD 5e My Forever Adventure	San Lorenzo C	A	T	R	R
	4	DragonBane Return if the GM!	San Lorenzo D	A	T	R	R
	4	Dreamland The Palace of Memories Demo *	San Lorenzo B	A	T	R	R
	4	Mausritter What About Bobs?	San Lorenzo F	A	M	R	R
	4	Pathfinder Pathfinder battle Royal	San Lorenzo F	E	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	2	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	3	Star Wars: Edge of the Empire Shadowport Adventure: [...] Sponsored *	San Lorenzo F	A	M	R	R
	4	The Hero Instant Avengers Tryouts *	San Lorenzo D	A	T	R	R
	4	Thirsty Sword Lesbians Best Days of Their Lives	San Lorenzo B	A	T	R	R
	4	To Change Totally Awesome Mutant Heroes!	Exec Boardroom	B	A	R	R
	2	Play to Win.... On Demand Sponsored Demo	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Mario Kart 8 Deluxe (Singles) Nintendo Switch Tournament	Marina	A	A	V	V
3 pm	1	Acquire 101	International B	B	A	B	B
	1	Cat Sudoku: Summer Festival 101 *	International B	B	F	B	B
	2	One Letter Better Sponsored *	International B	A	T	B	B
	5	Power Grid Tournament	International B	E	T	B	B
	1	Quatermain Sponsored *	International B	A	T	B	B
	4	Magic: the Gathering Planechase: Capture the Flag	La Jolla	E	T	C	C
	2	One Piece TCG Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	E	T	C	C
	2	Battlestations - Dirtside (3X30min Missions) *	International A	A	A	M	M
	5	Battletech Alpha Strike - Purple Bird Stronk!	International A	A	T	M	M
	4	Giant Killer Robots: Heavy Hitters Metal Mayhem	International A	A	A	M	M
	1	Belratti	Catalina C	A	A	B	P
	3	Blood on the Clocktower	Newport C	A	T	B	P
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	battle of souls Prototype *	Newport A	A	T	B	I
	3	Blood Moon: Fangs vs Fur Demo	Santa Monica A	A	A	B	I
	3	Midnight Guardians Board Game Demo	Newport A	A	T	B	I
	3	TacTile! Demo	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo	Santa Monica A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V

Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
4 pm	6	Wellington: The Peninsular War 1812-1814 Tournament	Los Angeles B	A	A	B	W
	4	Acquire: David Woolcott Memorial Sponsored Tournament	International B	E	A	B	B
	1	Agricola 101	International B	B	A	B	B
	1	Cat Sudoku: Summer Festival Sponsored *	International B	A	F	B	B
	1	Good Cop Bad Cop *	International B	A	A	B	B
	3	Lorcana Draft Sponsored Tournament	La Jolla	A	A	C	C
	3	Star Wars Unlimited Draft Sponsored Tournament	La Jolla	A	A	C	C
	.35	GRID GAME Raffle Drawing Sponsored	Pacific	A	A	G	G
	2	Pathfinder 2e Learn to Play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	A	R	F
	2	Escape Room The Alchemist's Workbench *	Catalina D	A	A	L	L
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Social deduction party game	Catalina B	A	T	B	P
	1.5	The Drawing - Free Games!!!! Sponsored	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	5	Agricola Tournament	International B	E	A	B	B
5 pm	1	Crash & Grab *	International B	A	A	B	B
	3	Cthulhu Wars	International B	A	T	B	B
	3	Eldritch Horror	International B	A	T	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	3	Magic: the Gathering Commander: Pods Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Fuzzy Heroes: The Olympics Sponsored *	East Foyer	A	K	M	G
	1	How to Volunteer Seminar	Carmel	A	A	G	G
	0.2	Raffle Drawing!	Pacific	A	A	G	G
	3.5	Dungeon Crawler Classics Level 1-2	International A	A	T	M	M
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Godzilla Pinball 101	Marina	A	A	V	V
	1	Azul 101	International B	B	A	B	B
	3	El Grande	International B	A	A	B	B
	4	Puerto Rico Tournament	International B	E	A	B	B
6 pm	1	Through the Ages: A New Story of Civilization 101	International B	B	A	B	B
	3	Ticket to Ride: Old West	International B	A	A	B	B
	4	Star Wars Miniatures Epic Royal Rumble Draft	La Jolla	A	A	C	C
	2	Feedback Forum	Carmel	A	A	G	G
	2	Battlestations - Dirtside (3X30min Missions) *	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	A	T	B	P
	3	Blood on the Clocktower	Newport C	E	T	B	P
	2	Blood on the Clocktower	Newport D	A	A	B	P
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	2	Social deduction party game	Catalina B	A	T	B	P
	3	battle of souls Prototype *	Newport A	A	T	B	I
	3	Blood Moon: Fangs vs Fur Demo	Santa Monica A	A	A	B	I
	3	TacTile! Demo	Newport A	A	F	B	I
	3	Widgets n' Digit\$ Demo	Santa Monica A	A	F	B	I
	6	RPG Indie Games on Demand (Open Gaming) various	Plaza Foyer	A	A	R	R
6:30 pm 7 pm	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Sails of Glory: Frigates Tournament	Los Angeles C	A	A	B	W
	0	Dealer Room Closes	Pacific	A	A	G	G
	3	Azul Tournament	International B	E	A	B	B
	2.5	Cyberscape Prototype *	International B	B	T	B	B
	3	Power Grid World Tour: Central Europe Special	International B	E	T	B	B
	2	Rock Hard: 1977 Small	Pacific Foyer	A	T	B	B
	3	Through the Ages: A New Story of Civilization	International B	A	A	B	B
	3	Magic: the Gathering Bloomburrow Draft Sponsored Tournament	La Jolla	A	A	C	C
	4	Dungeons & Dragons 5e CCC-QCC2018-01 Of Gods and [...] lvls 11-16	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDEX1-6 The Scroll Thief - Levels 1-4	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-Dragon-02 Head In [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-Dragon-06 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-Dragon-07 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	3	Chivalry is Dead: Race for the Crown Sponsored Tournament *	International A	A	A	M	M
8 pm	2	Cash n Guns Live Bluffing	Catalina D	A	A	B	P
	2	Dark Moon	Catalina B	A	A	B	P
	3	1812: The Invasion of Canada Tournament	Los Angeles B	A	A	B	W
	3	Lorcana Sealed Sponsored Tournament	La Jolla	A	A	C	C
	3	Star Wars Unlimited Draft Sponsored Tournament	La Jolla	A	A	C	C
	.75	Sleight of Hand Show - A Rogue by Any Other Name	Carmel	A	A	G	G
	5	Pathfinder 1e PF1 Mod: Fangwood Keep (must sign up for all) Sponsored	Los Angeles A	A	A	R	F

Sunday

Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	5	Pathfinder 2e PFS2 6-01 Intro: Year of Immortal Influence Sponsored	Los Angeles A	A	A	R	F
	4	Murder Mystery Arsenic and Lies	San Lorenzo E	A	T	L	L
	4	Vampire: The Masquerade Light & Shadows	Bel Air	A	M	L	L
	2	Battlestations - Dirtside (3X30min Missions) *	International A	A	A	M	M
	4	D&D RedBox A Betrayal of the Dead	San Lorenzo B	A	T	R	R
	3	Dice-Free Dungeons A Caravan Gone Missing *	San Lorenzo B	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo D	A	M	R	R
	4	Marvel Multiverse Role-Playing Game Fantastic Four Issue #1	San Lorenzo D	A	M	R	R
	2	Godzilla Pinball Small	Marina	A	A	V	V
9 pm	2	Orléans Small	International B	A	A	B	B
	3	Blood on the Clocktower	Newport C	E	T	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
10 pm	2	Alhambra	International B	A	A	B	B
	2	Ingenious Small	International B	A	A	B	B
	3	Magic: the Gathering Bloomburrow Sealed Sponsored Tournament	La Jolla	A	A	C	C
	2	Mario Kart Gaslands (After Dark Edition)	International A	A	M	M	M

* = 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, Y = Family Area

Mon, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	E	M	B	P
	4	Call of Cthulhu Sorrow in Tsavo	Chair Boardroom	A	T	R	R
3 am	3	Ultimate Werewolf	Catalina D	A	A	B	P
9 am	3	Power Grid World Tour: Benelux Special Tournament	International B	E	T	B	B
	4	Dungeons & Dragons 5e CCC-QCC2018-01 Of Gods and [...] lvls 11-16	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL00-02c Spawn of the Maimed [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDEX1-5 The Courting of Fire - Levels 1-4	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-DRAGON-01 Dancing [...] lvls 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-07 [...] lvls 17-20 Special	Plaza B	E	T	R	A
	4	Pathfinder 2e PFS2 6-01 Intro: Year of Immortal Influence Sponsored	Los Angeles A	A	A	R	F
	2	Mariokart Gaslands	International A	A	F	M	M
	3	Midnight Guardians Board Game Sponsored Demo *	Newport A	A	T	B	I
	3	Dice-Free Dungeons Tributes Sent North *	San Lorenzo A	A	T	R	R
	4.5	Night Sky Falling One-shot battle - game 3 Playtest *	San Lorenzo A	B	T	R	R
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	7 Wonders 101	International B	B	F	B	B
	2	Perpetual Motion Machine	International B	A	A	B	B
	2	Tribune Primus Inter Pares	International B	A	A	B	B
	5	One Piece TCG 101	La Jolla	A	A	C	C
	3	Yu-Gi-Oh! Sponsored 101	La Jolla	A	A	C	C
	4	Conquest: The Last Argument of Kings Demo	Pacific	A	T	M	M
	2.5	Formula De Long Beach Gran Prix Tournament	International A	A	F	M	M
	4	Mythras Shrine of the Traitor Gods	San Lorenzo B	A	T	R	R
	4	The Hero Instant Avengers Tryouts *	San Lorenzo B	A	T	R	R
	4	Axis & Allies North Africa - Operation Torch *	Los Angeles C	A	A	B	W
11 am	2	7 Wonders Sponsored Special MEGA	International B	E	F	B	B
	2	One Piece TCG Sponsored Small	La Jolla	A	A	C	C
	3	Auction	Carmel	A	A	G	G
	6	The Napoleonic Wars	Los Angeles B	A	A	B	W
	2	Undaunted: Battle of Britain	Los Angeles B	A	A	B	W
Noon	1	Super Mega Lucky Box	International B	A	A	B	B
	.35	Grand Raffle Drawing Sponsored	Pacific	A	A	G	G
	3	Midnight Guardians Board Game Sponsored Demo *	Newport A	A	T	B	I
	4	Crypts & Things D&D Retro-Clone The Halls of Nazir-Thun	San Lorenzo D	A	M	R	R
	4	Dungeons & Dragons 0e (OD&D) Pale Fires: Pilgrims in the Black [...] *	San Lorenzo C	A	T	R	R
1 pm	2	Nuclear War	International B	A	T	B	B

Monday

Mon, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	3	Vegas Showdown	International B	A	A	B	B
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
2 pm	4	Dungeons & Dragons 5e DDEX1-6 The Scroll Thief - Levels 1-4	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e FR-DC-STRAT-DRAGON-02 Head In [...] lvs 5-10	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e PS-DC-STRAT-DRAGON-03 [...] lvs 11-16 Special	Plaza B	E	T	R	A
	3	Dice-Free Dungeons Adrift on a Remnant Station *	San Lorenzo D	A	T	R	R
	4	Dungeon Crawl Classics: Horror The Web of All-Torment	San Lorenzo D	A	T	R	R
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
3 pm	3	Category 5	International B	A	T	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

Special Events and Seminars

Carmel, Malibu Garden, Newport A, Plaza B, Plaza C

7 Wonders — Mon 11 am

Draft cards to develop your ancient civilization and build its Wonder of the World. Prizes include 7 Wonders expansions, Strategicon swag, and even a free badge for the next convention. International B

Power Grid World Tour: Benelux — Mon 9 am

Power Grid World Tour: Central Europe — Sun 7 pm

Power Grid World Tour: Middle East — Fri 7 pm

Power Grid World Tour: South Africa — Sat 7 pm

See descriptions under Board Games.

International B

THE GAUNTLET FINALS — Sun 2 pm

The final game will be Terraforming Mars. International B

THE GAUNTLET QUALIFIER: Azul — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Catan — Sat 10 am, 2 pm

THE GAUNTLET QUALIFIER: Space Base — Sat 10 am, 2 pm

THE GAUNTLET QUALIFIER: Splendor — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Stone Age — Sat 10 am, 2 pm

THE GAUNTLET QUALIFIER: Thurn & Taxis — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Ticket to Ride — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Wingspan — Sat 10 am, 2 pm

Three rounds. Three different games. One Champion. THE GAUNTLET is the ultimate test of gaming ability. One winner from each qualifier will play in the Semifinals on Sunday morning. International B

THE GAUNTLET SEMIFINALS — Sun 10 am

The semifinal games will be Dune: Imperium, Lords of Waterdeep, Puerto Rico and The Castles of Burgundy. International B

How to Volunteer Seminar — Fri 6 pm, Sat 10 am, Sun 5 pm

Have you ever wondered what it takes to either volunteer or run games for Strategicon? Well, this seminar will have all the answers you seek. We will give you what you need to contact the relevant people to become part of the family. Carmel

Professional Storytelling — Sat 3 pm

Andy Wallace is a published author, lead game designer for the Arknight TTRPG, lead developer for the unnamed upcoming Arknight Video Game, and more. Today he will talk about the amazing innovations Arknight is bringing to the world of gaming by employing AI in various ways while supporting real life artists and talents at the same time. He will discuss how he juggles raising twin autistic toddlers, supporting his wife who is an award winning screenwriter, etc. Q&A after. Carmel

Axis & Allies North Africa - Rommel's Last Push — Sun 10 am

Just released! Learn to play with the designer. All rules taught! After the Afrika Korps was pushed back from the gates of Cairo, the Japanese attack on Pearl Harbor had the Brits looking elsewhere. Los Angeles C

DDEP4 Reclamation of Phlan (Levels 1-16) — Sat 7 pm

DDHC-TYP Ch.2 The Forge of Fury - Levels 1-4 —

Sat 9 am, Sun 2 pm

PS-DC-STRAT-DRAGON-03 This One is for the Liches - Levels 11-16 —

Fri 2 pm, Sat 9 am, Sun, Mon 2 pm

PS-DC-STRAT-DRAGON-04 My Shattered Heart - Levels 17-20 —

Fri 7 pm, Sun 9 am

PS-DC-STRAT-DRAGON-05 Your Shattered Bond - Levels 17-20 —

Sat 9 am, Sun 2 pm

PS-DC-STRAT-DRAGON-06 Our Shattered Ambitions - Levels 17-20 —

Sat 2 pm, Sun 7 pm

PS-DC-STRAT-DRAGON-07 - Levels 17-20 —

Sat 2 pm, Sun 7 pm, Mon 9 am

Dungeons & Dragons 5th Edition

See descriptions under Adventurers League
Plaza C

Open Gaming

Plaza Ballroom A

Hear Ye, Hear Ye, come one, come all - open gaming can be found in the depths of the hotel.

Board Games

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.

7 Blunders – Fri 11 pm

The basic game of 7 Wonders, but golf style, with specific rules to force card play. Lowest score wins.

7 Wonders 101 – Mon 10 am

7 Wonders – Fri 9 pm

7 Wonders – Mon 11 am (MEGA)

Draft cards to develop your ancient civilization and build its Wonder of the World. Prizes include 7 Wonders expansions, Strategicon swag, and even a free badge for the next convention.

7 Wonders: Armada – Fri 10 pm

In addition to a new Wonder, this expansion allows you to expand your interactions with two new types of cards: Armada cards and Isle cards.

7 Wonders: Leaders – Fri 5 pm

Adds 42 new cards to the base game of 7 Wonders, comprising four new guilds, one new wonder, and 36 white "Leader" cards.

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial – Sun 4 pm

Place your tiles and create hotel chains. Buy stock and anticipate mergers to make money. The player who has the most money at the end of the game wins. Greed is Good!

Age of Empires III 101 – Fri 6 pm

Age of Empires III – Fri 7 pm

Take on the role of a colonial power seeking fame, glory, and riches in the New World. As you proceed through three ages, you can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings, develop your economy, and declare war.

Age of Innovation 101 – Sat 6 pm

Age of Innovation – Sat 7 pm

Set in the world of Terra Mystica, twelve new factions will rise during an industrial revolution to terraform the land to their liking while maintaining close contact with their neighbors. Lead your faction to victory over 6 rounds.

Agricola 101 – Sun 4 pm

Agricola – Sun 5 pm

Build your farmstead by sowing fields and raising livestock. But don't forget to eat! Standard banned cards. First or second edition. Expansions may be available after the first round.

Agricola: Farmers of the Moor – Sun 2 pm

Farming was hard, and even harder if you feed your workers.

Alhambra – Sun 10 pm

Compete to build the most valuable picturesque walled city in 13th-century Granada.

Alien Frontiers 101 – Fri 1 pm

Alien Frontiers – Fri 2 pm

Do you have what it takes to be a deep space colonist? An alien frontier awaits the brave and daring! This new planet will be harsh, but if you have the skills to manage your resources, build a fleet, research alien life, and settle colonies, the world can be yours.

AQUA – Sun Noon

You and your fellow player are curators who want to create the best set-up for a new water-themed exhibit at your art museum. One of you believes very strongly in the power of vertical alignment, while the other argues that the focus should be on horizontal structure.

Ark Nova 101 – Sat 10 am

Ark Nova – Sat 11 am

You bought a zoo! Players balance their zoo's appeal, which will earn income, with conservation efforts, which will earn points. The first two rounds will be today and the Final round on Sunday. Expansions will be used for the final on Sunday.

Ark Nova: Marine Worlds – Sat 7 pm

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. Dealer Dollar Prizes. Pacific Foyer

Art Decko – Sun 11 am

Art Decko is a light strategy game for 2 to 4 painting collectors in which you try to create a valuable deck of gold and painting cards over the course of play.

A Study in Emerald 101 – Sun 1 pm

A Study in Emerald – Sun 2 pm

In an alternate history, Cthulhu took over the world centuries ago. But dynamite has given humanity a tool to potentially throw off the other-worldly overlords. The game uses deck building, area control and hidden identities in a struggle to determine the fate of the world.

Azul 101 – Sun 6 pm

Azul – Sun 7 pm

Introduced by the Moors, azulejos were fully embraced by the Portuguese when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The final will be one of the 6 variants.

Battlestar Galactica 101 – Fri 5 pm

Battlestar Galactica – Fri 8 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 planet Kobol. But beware, at least one of the players is not what they seem!

Blood Moon: Fangs v Fur – Sat 9 am

Two player, asymmetrical strategy game of Lycans vs Vampires. Humans are game AI. Some humans are killer Demons, others are Demon slayers. Kill demons and add power to your clan. Players use Humans to resurrect clan members. Win by occupying the Citadel or killing clan leaders.

Blood Rage – Fri 9 pm

Put your whole self into Valhalla, put you whole self out. That's what it's all about.

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

Brass: Birmingham 101 – Sat 11 am

Brass: Birmingham – Sat Noon

Build networks, grow industries, and navigate the world of the Industrial Revolution as you jostle with other players and compete in this classic economic game.

Builders of Blankenburg – Sat 11 am

Can you earn the key to the city? 2-6 players build up the medieval town of Blankenburg through wise resource management. Pay attention to the citizens in the town to earn silver and prestige, as you strive to become the master builder. Winner offered \$20 game discount.

Carcassonne – Sat 10 pm

Shape the medieval landscape of France, claiming cities, monasteries and farms.

Cards Against Humanity – Fri 8 pm

Including a mix of Crabs Adjust Humidity (The “unofficial” expansion)

Castles of Mad King Ludwig – Sun 1 pm

Choose and play tiles to satisfy the king’s whims and build the best fantasy castle.

Catan 101 – Sun 11 am

Catan – Sun Noon

Collect and trade resources to build up the island of Catan in this modern classic.

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. (This is the best version of 6 Nimmt!)”)

Cat Lady – Sat 5 pm

These cats need you. They love you. Almost as much as you love them. Collect them all!

Cat Sudoku: Summer Festival 101 – Sat 7 pm, Sun 3 pm

Cat Sudoku: Summer Festival – Sun 4 pm

An engaging Cat Sudoku card game designed for 1 to 4 players. The main goal is to place numbered and colored cards on a 3x3 grid, ensuring that each number and color is unique within its respective row and column.

Chocolatl 101 – Fri Noon

Chocolatl – Fri 1 pm

Gather cacao to offer to the Aztec gods.

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.

Concordia – Sat 3 pm

Build the greatest trade empire of ancient Rome! Using actions on cards, each of your decisions can benefit both you and your opponents. Send your colonists to new cities, across the land or sea and build houses to expand your trade empire!

Consumption: Food and Choices 101 – Sun Noon

Consumption: Food and Choices – Sun 1 pm

Gather ingredients and cook well-balanced meals. Healthiest eater wins!

Crash & Grab – Sat, Sun 5 pm

Re-live your favorite old school action game in a battle royale where you’ll race around the board trying to grab energy, boosters, ship upgrades, and a full crew for your flying saucer before your opponents!

Cthulhu Wars – Sun 5 pm

Armageddon came. Humanity fell. Which Elder God will rule the last remains of Earth?

Cyberscape – Sun 7 pm

Deck building and worker placement set in a dystopian world. Players are thrown into a simulated reality that is on a time loop. The Matrix meets Groundhog’s Day. Cards in your deck represent your workers and action spaces will open up based on player decisions.

Dream Factory – Sun 9 am

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

Dune: Imperium 101 – Sat Noon

Dune: Imperium – Sat 1 pm

Influence, intrigue, and combat in the universe of Dune.

Dune Imperium: Uprising – Sat 9 am

An independent expansion of Dune Imperium. Fight with the help from sandworms and your spies everywhere.

Eldritch Horror – Sun 5 pm

A co-operative adventure generating game. You will play 1 of 4 investigators given the task of saving the world. Each turn you will choose what your character is willing to encounter and investigate. All tasks are determined by die rolls matched to your investigator’s stats.

El Grande – Sun 6 pm

The classic 1995 area majority game from Kramer and Ulrich! Winner of both the Spiel Des Jahres and the Deutscher Spiele Preis, it’s influence helped inspire a generation of Blood Rage style dudes on a map games, here’s your chance to experience the BIG grand daddy of them all.

Fear the Kraken – Fri 1 pm

Four players. Set in the Golden Age of Sail you will play a dual role the Captain of a Fleet of ships and the mighty terror of the deep, the Kraken. A puzzle pursuit game with elements of strategy and resource management. Sink 4 ships and win!

Firefly: The Game – Sat Noon

Players captain their own Firefly transport ship, travelling the ‘Verse with a handpicked crew of fighters, mechanics, and other passengers. As a captain desperate for work, players are compelled to take on any job, that pays.

Flight of Icarus – Sun 10 am

2-4 players compete as they build their wings and attempt to complete the flight from Crete to the Greek mainland in this retelling of the classic Icarus myth. Do you have what it takes to down your opponents while staying aloft? Winner offered \$20 discount on game purchase.

Forbidden Sky – Sun 2 pm

Cooperate to connect a set of pieces to a launch pad to rocket everyone off this unstable cloud station while winds try to blow you off and static tries to shock you. And you thought shifting sands and sinking islands was bad. Family Area

Board Games

Fortune and Glory – Sat 4 pm

Co-operative globe trotting adventure generating game. You will play as a renowned adventurer speeding against the Nazis to be the first to find sacred treasure. Conflict and discovery are determined by die rolls against an adventurer's stats.

From The Shadows – Sat, Sun 10 am

Use your unique talents to fight monsters collecting their bounties. 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. Game length from 45 to 90 min

Ghost Blitz – Sat 6 pm

A fast reaction game. Help Balduin, the house ghost, figure out what item he wanted to make disappear, when the photos he took don't quite match the items. Family Area

Glory to Rome – Fri 9 pm

Build card combos and race to rebuild Rome to become the most influential Patrician.

Good Cop Bad Cop – Sat, Sun 4 pm

Take a look around the table to figure out if your fellow cops are Honest or Crooked so you know if they are on your team or against you. Grab a gun or equipment and work with your team to take down the opposing leader!

Havoc the Combat Card Game – Sat 10 am

A fast-paced cards-and-dice game of deadly hand-to-hand combat. Set in the era of swords and shields, spears and axes, Players take on the role of Knights, Barbarians, or other fighters locked in a deadly struggle.

Icecool +2 – Sun 10 am

Penguins in school! 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. Family Area

Imperial Steam 101 – Fri 2 pm

Imperial Steam – Fri 3 pm

Players are railroad companies trying to make the most money. Start at Vienna and head toward Trieste. Keep the money flowing. Lay down track, get new workers, increase your cargo capacity, and secure lucrative contracts.

Ingenious – Sun 10 pm

An ingenious abstract color-matching tile-placement game, Easy and fun, but ingenious.

Inventions: Evolution of Ideas 101 – Fri 3 pm

Inventions: Evolution of Ideas – Fri 4 pm

Follow the evolution of ideas and inventions through times to progress your society.

Kingdom Builder 101 – Fri 6 pm

Kingdom Builder – Fri 7 pm

Players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.

King of Tokyo – Sat 10 pm

Tokyo is under attack! Monsters are rampaging throughout the city, using their special powers to gain victory points while spreading mayhem and destruction! Grab a monster and plunge into the fray, but beware - only one monster can be crowned KING OF TOKYO!

Kingsburg 101 – Sat 1 pm

Kingsburg – Sat 2 pm

Roll your dice and influence minor nobles to give you resources with which to build your village to earn victory points. Game is played over 5 "years" with 3 production seasons each and ending with a battle.

Last Days of Athobrae – Sat, Sun 2 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 5 pm

Lords of Waterdeep – Sat 6 pm

Deploy agents and hire adventurers to expand your control over the city of Waterdeep.

Machi Koro – Sat 11 am

Welcome to the city of Machi Koro. You've just been elected Mayor. Armed only with your trusty die and a dream, you must grow it into the largest city in the region. You will need to collect income from developments, build public works, and steal from your neighbors' coffers

Magna Roma – Sat 3 pm

Build a 5x5 city out of tiles to impress the Roman emperor. Each tile connected to other tiles gains you immediate benefits, which you often need to build more tiles. May the best builder win the Emperor's favor

Marvel Legendary 101 – Fri 7 pm

Marvel Legendary – Fri 8 pm

Assemble Marvel's finest Heroes to combat Masterminds and thwart their Schemes!

Nocturne – Fri 8 pm

A puzzly spatial bidding and set collection game of sly mystics set in a whimsical moonlit forest

No Thanks! – Fri 2 pm

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

Nuclear War – Mon 1 pm

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

One Letter Better 101 – Sun 2 pm

One Letter Better – Sat 4 pm

One Letter Better – Sun 3 pm

The Spelling, Stealing Card Game is back! Bring your "A" Game and battle your way to the Finals. First Prize: a limited edition copy of One Letter Better and a pile of other goodies. Learn to play in the ING room or at our 101 class. Three round tournament, final four get prizes.

Orléans – Sun 9 pm

During the medieval goings-on around Orléans, you must assemble a following of farmers, merchants, knights, monks, etc. to gain supremacy through trade, construction and science in medieval France.

Perpetual Motion Machine – Mon 10 am

Using poker-type hands, fill your board with pegs and increase your power each turn, as you race to complete the Perpetual Motion Machine.

Board Games

Persecution — Sun 9 am

Set in 42 AD Ancient Jerusalem, where players navigate the complex political and religious landscape of the era.

Phase 10 — Sat 2 pm

Classic card game Phase 10

Play 5: Gateway 2024 Championship — Sat 7 pm

\$20 1st place, \$10 2nd place \$5 3rd place dealer dollar prizes. Play 5 combines Poker and Scrabble. Instead of words form poker hands and wager for chips. The player with the most chips at the end is the winner. Pacific Foyer

Poker: Texas Hold-Em — Sat 8 pm

Classic Texas Hold-Em poker, done in a "tournament" style. No money involved, this is for ribbons only. And fun. A lot of fun.

Power Grid — Sun 3 pm

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

Power Grid World Tour: Benelux — Mon 9 am

As the Benelux countries support ecological power, players may have greater opportunities to acquire such power plants. Also, oil is more available and coal less available in these countries.

Power Grid World Tour: Central Europe — Sun 7 pm

As Central Europe has large coal supplies, coal will be much more plentiful than elsewhere. However, due to political stands taken by some countries, players may be limited in their access to nuclear power.

Power Grid World Tour: Middle East — Fri 7 pm

The Middle East map challenges players by offering cheap oil and natural gas in the early game. In the beginning, players cannot purchase uranium or garbage plants. However, these power plants will become available later in the game as fossil fuels become more scarce.

Power Grid World Tour: South Africa — Sat 7 pm

The South Africa map offers players an abundance of coal and the ability to build lucrative international power connections!

Puerto Rico 101 — Sun 5 pm

Puerto Rico — Sun 6 pm

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

Quatermain — Fri 5 pm, Sun 3 pm

1-4 players seek their fortune in turn of the century Africa. Will you chain together adventure cards, focus on hunting, or befriend the most powerful allies? There are multiple paths to victory in this fast-paced adventure.

RA 101 — Fri 3 pm

RA — Fri 4 pm

Bid to acquire the most valuable sets of Egyptian artifacts and resources. This game is a 24 year veteran of the board gaming hobby. It is a bidding masterpiece created by Reiner Knizia a master of the mechanic.

Raccoon Tycoon 101 — Sat 11 am

Players try to produce the most valuable commodities in an ever-changing marketplace. Owning the best towns and railroads determines victory.

Race for the Galaxy 101 — Sat 8 pm

Race for the Galaxy — Sat 9 pm

Worlds await! Colonize, develop and conquer, taking advantage of others' choices.

Rock Hard: 1977 — Sun 7 pm

It's 1977. You're an up-and-coming musician, dreaming of making it big with your band. Over the next few months you'll rehearse, play gigs, write songs, and promote your band. With careful planning and a little luck, you'll earn the most fame and become the best new artist of the year. Dealer Dollar Prizes. Pacific Foyer

Scythe 101 — Fri Noon

Scythe — Fri 1 pm

Five factions vie for dominance in a war-torn, mech-filled, dieselpunk 1920s Europe.

Seize the Bean 101 — Sat 1 pm

Seize the Bean — Sat 2 pm

Start your own cafe to show you're the best barista in the city.

Set — Fri 6 pm

The family game of visual perception. Find a set of three cards that are either all the same or all different in each of four different features. Family Area

Settlers Of Catan Cities & Knights — Sun 9 am

Two games of Cities & Knights and then best 4 players play in a final. Number of games and finals configuration subject to change if number of players require it.

Slice!: The Tennis Card Game — Sat 10 am

A two-player card game based on Tennis. Players play cards on top of each other, back and forth, based on the Shot Type and Pace Value. If you can't play a card, the other player wins the point! Includes dice rolling to add some randomness. Keep score like tennis.

Space Base 101 — Sun Noon

Space Base — Sun 1 pm

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 — Sat 6 pm

Splendor — Sat 7 pm

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

Stadium: A Sport Odyssey — Fri 6 pm, Sat 3 pm

Become a revered coach in a dark sci-fi future where victory is in the cards. Build your team, construct your playbooks, and take control of the Stadium in this intense, competitive two-player, expandable card-board game based on American football rules.

Stadium: A Sport Odyssey 101 — Sun 11 am

Stadium: A Sport Odyssey — Fri 6 pm, Sat 3 pm, Sun Noon

It all comes down to this! The 2nd annual SASO bowl tournament is here! Pre-registered coaches will play early qualifiers (to half-time) to advance to full single-elimination games against ranked players. The last one standing will be crowned the 2024 SASO season two champion.

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 while also growing your tribe and developing tools to gather resources.

Board Games

Stuffed Fables — Fri 3 pm

Sworn to protect the little girl that loves them, a group of stuffed toys have been drawn into an otherworldly fantastic realm ruled by the Lord of Nightmares. This is an adventure storybook where players choices will decide how the adventure plays out.

Super Mega Lucky Box — Mon Noon

A light, flip-and-write, bingo-like game with some added decisions. For each number 1-9 revealed to everyone, you cross off a matching number on one of your cards. Each time you complete a row or column, receive the printed bonus next to it.

Talisman 101 — Sat Noon

Talisman — Sat 1 pm

4th Edition of Basic Rev. Includes Star Wars, Batman, Harry Potter, One Power for Prophetess in Basic 4th, Expansions Considered.

Teotihuacan: City of Gods 101 — Fri 7 pm

Teotihuacan: City of Gods — Fri 8 pm

Players use their worker dice to move around the board in order to gain resources. Gain points by building and decorating the pyramid, or by building houses for the dead. Workers will grow in power level and eventually ascend. Plan and use them to their full potential.

Terraforming Mars 101 — Sun 10 am

Terraforming Mars — Sun 11 am

We'll try to group initial tables by preference for add-ons after the first round, but all tables will decide expansions and extras by black-ball method. Three rounds max, hopefully two!

Terraforming Mars: Ares Expedition 101 — Sat 4 pm

Terraforming Mars: Ares Expedition — Sat 5 pm

Return to Mars and terraform it once again, this time using only cards.

Terraforming Mars: Ares Expedition Crisis — Sat 9 pm

A cooperative effort to keep Mars habitable amidst crisis!

The Acts — Sat 1 pm

Go back to the first century A.D. and experience the spread of the early church. 2-4 players compete to add the most believers by preaching, praying, planting churches, and performing mighty miracles. No Biblical knowledge required to play. Winner offered \$20 discount on game

The Acts: Letters from Rome — Sat Noon

You take on the role of disciples in the early church. Starting in Judea, you can spread throughout the Roman Empire, sharing the gospel in the goal of saving souls. Each turn you can preach, pray, plant churches, write letters, disciple others, and perform mighty miracles. Worker placement game. With multiple paths to victory, every game is unique. Demo is 15 minutes.

The Castles of Burgundy 101 — Fri 5 pm

The Castles of Burgundy — Fri 6 pm

Congratulations you own land in eastern France! Now develop it to be the best territory. Roll dice, use workers, and plan to score the most victory points as you fill your estate with castles, ships, pastures, and more. The final round will use the 2023 Special Edition.

THE GAUNTLET FINALS — Sun 2 pm

The final game will be Terraforming Mars. International B

THE GAUNTLET QUALIFIER: Azul — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Catan — Sat 10 am, 2 pm

THE GAUNTLET QUALIFIER: Space Base — Sat 10 am, 2 pm

THE GAUNTLET QUALIFIER: Splendor — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Stone Age — Sat 10 am, 2 pm

THE GAUNTLET QUALIFIER: Thurn & Taxis — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Ticket to Ride — Sat Noon, 4 pm

THE GAUNTLET QUALIFIER: Wingspan — Sat 10 am, 2 pm

Three rounds. Three different games. One Champion. THE GAUNTLET is the ultimate test of gaming ability. One winner from each qualifier will play in the Semifinals on Sunday morning. International B

THE GAUNTLET SEMIFINALS — Sun 10 am

The semifinal games will be Dune: Imperium, Lords of Waterdeep, Puerto Rico and The Castles of Burgundy. International B

The Princes of Florence — Sun 10 am

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

The Thing The Board Game — Fri 9 pm

Social deduction/semi-cooperative game where one player is the alien trying to assimilate or escape with the human players. Work together to survive the Arctic condition and escape the base at the risk of being consumed by an alien. Or work alone at the risk of failure.

Through the Ages: A New Story of Civilization 101 — Sun 6 pm

Through the Ages: A New Story of Civilization — Sun 7 pm

Rewrite history as you build up your civilization in this epic card drafting game!

Thurn and Taxis 101 — Fri 2 pm

Thurn and Taxis — Fri 3 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.

Ticket to Ride 101 — Fri 4 pm

Ticket to Ride — Fri 5 pm

Build your railroad across North America to connect cities and complete tickets.

Ticket to Ride: Africa — Sat 6 pm

Game uses land cards to increase scoring

Ticket to Ride: Europe — Sat 4 pm

Similar to other Ticket to rides but with additional features such as tunnels, ferries and stations. No getting cut off! The cities have the names they had circa 1910's for historical flair. Only basic arithmetic needed to decide on destination cards or whether to use stations.

Ticket to Ride: Europe — Sun 11 am

Game will use expansion cards

Ticket to Ride: Expansions 101 — Fri Noon

See and learn the various T2R game expansions

Ticket to Ride: Germany — Sat 3 pm

Game uses meeples to increase scoring

Ticket to Ride: Mini Games — Fri 2 pm

Will use the small mini games, NY, London, San Fran, etc. First 2 rounds will be random games. Final will be a game the top 3 have not played

Ticket to Ride: Nordic/Swiss — Fri 6 pm

Nordic and Swiss games will be played based on availability

Ticket to Ride: Old West — Sun 6 pm

Special rules for building from existing track

Board Games

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

Ticket to Ride: Rails and Sails — Sun 2 pm

Harbors in the Great Lakes and The World Count as: 1, 10 pts., 2, 20 pts. and 3, 30 pts. The World or Great Lakes will be used for the final round. Only the train decks contain Wild Cards.

Ticket to Ride: USA 1910 — Sat 9 am

Mega game cards will be used

Tigris and Euphrates 101 — Sat 6 pm

Tigris and Euphrates — Sat 7 pm

Reiner Knizia's epic tile laying strategy game! Players will build kingdoms and see their rise and fall over time as internal and external conflicts dramatically shift the board states, disasters strike, and mighty monuments are erected.

Titan 101 — Sat 9 am

Titan — Sat 10 am

The classic Gorgonstar/Avalon Hill Monster Slugathon.

TransEuropa — Sat 11 am

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. Family Area

Treasure Hogs — Sat Noon

Treasure hogs is a competitive, fast pace card game where players take on the role of an Archeologist and compete to become the ultimate Treasure Hog. Watch out! Every turn is filled with surprises! Thieves lurk in the shadows and your riches could be stolen at any moment!

Indie New Games

Newport A

battle of souls — Fri Noon, Sat, Sun 3 pm, 6 pm,

Build your deck of warriors and fight against 2-10 other players in a battle to be named the king of the immortal realm in Battle of Souls! This is an easy to learn fun to play battle card game where it's all about deck building skills and not breaking the pocket book!

Blood Moon: Fangs v Fur — Sun 9 am, Noon, 3 pm, 6 pm

Two player, asymmetrical strategy game of Lycans vs Vampires. Humans are game AI. Some humans are killer Demons, others are Demon slayers. Kill demons and add power to your clan. Players use Humans to resurrect clan members. Win by occupying the Citadel or killing clan leaders.

Champions of Wuxing — Sat 9 am, Noon

The emperor has summoned the greatest practitioners of the ancient Chinese magic in a competition to see who's the best. Summon ephemeral essence to power up your scrolls and impress the imperial court. 2-5 players. 60-120 minutes.

Daggerheart — Sun 9 am, Noon — The Marauders of Windfall Aboard the R.A.S. Windfall, your party streaks through the sky to retrieve an important arcane component in the Kinekozan Jags. Along the way, it's up to you to protect your crew from dangerous creatures and travelers of the sky. Official starter adventure. d-12 based system.

Dogville — Fri 3 pm, Sat, Sun Noon

A strategy game with over 50 unique purebreds and mutts with custom, breed-specific traits. Adopt the ideal pack and match dogs' traits to doggie activities and careers that make their tails wag. The pack with the most Joy after three stretches is declared Top Dog!

Tribune Primus Inter Pares — Mon 10 am

This early worker placement game from Karl-Heinz Schmiel (of Die Macher fame) is unlike anything else yet remains comfortable and smooth. Players compete to gather sets of cards so that they can seize control of the factions of Rome as they race to become Tribune!

Uno — Sat Noon

It's UNO. You know UNO, right?

Vegas Showdown — Mon 1 pm

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 of the Ring 2nd Edition 101 — Fri Noon

War of the Ring 2nd Edition — Fri 1 pm

Decide the fate of Middle Earth as either the Shadow Army or the Free People. A war game where you create your own events for the story of the Lord of the Rings.

Wingspan 101 — Sat 2 pm

Wingspan — Sat 3 pm

Wingspan is a card driven engine-building game based on birds.

Wordly — Fri 9 pm

A fun, competitive word game for 2-6 players. Form words and score points based on word length over three rounds. Each turn, manage your 5 random letters by picking up, discarding, or forming words. The game ends after five words are completed. Highest score wins!

Midnight Guardians Board Game — Fri Noon, 3 pm, 6 pm

Sat 9 am, Noon, 3 pm, 6 pm, Sun 9 am, Noon, 3 pm, Mon 9 am, Noon

Zumoffa Lord of Night is hungry! Midnight Guardians is a 1-5 player cooperative game with a cute horror theme for ages 13+. Rescue the little ones of Shady Valley from Zumoffa's massive Wall of Pain through fast-paced, puzzly set collection! Multiple Game Modes. Freebies!

Murder Gently — Sat Noon, 3 pm, 6 pm

A soon-to-be-released mansion mystery storytelling game for groups of 2-5 backstabbing killers. There are no rules to learn or explain before you play. Powered by conversation and imagination, this game isn't about solving mysteries—it's about inventing them.

TacTile! — Fri 3 pm, 6 pm, Sat, Sun Noon, 3 pm, 6 pm

TacTile Open Demos — Fri Noon, Sat, Sun 9 am

An abstract strategy engine builder that combines classic tile movement with wild chaining card combos! Your goal is to cross the modular 4 color board and score your pawns in your opponents home first. As you advance you can buy permanent cards that give you free actions when you land on tiles of a specific color. Build your action engine to trigger cascading chains of combos for a gaming experience that is as satisfying as it is strategic! Can you master the tile tactics of TacTile?

Widgets n' Digit\$ — Fri 3 pm, 6 pm, Sat, Sun Noon, 3 pm, 6 pm

Widgets n' Digit\$ Open Demos — Fri Noon, Sat, Sun 9 am

A race against the clock about building your own business! Each turn you'll make and sell Widgets, using the profits to purchase resources and upgrade your business. Unique market mechanics allow demand from your competitors to set prices creating dynamic market-driven play! Only the savviest CEO will come out on top in this quick, fun, economic strategy game!

Party Games

Party Games

Catalina B, C, D, Newport B, C, Santa Monica A

Belratti — Sun 3 pm

If you like Dixit or Mysterium, you'll like this party game of trying to match paintings to theme cards and identifying the fake paintings shuffled in by the forger known as Belratti.

Blood on the Clocktower — Sat 3 pm, Sun Noon — Bad Moon Rising

A death extravaganza, designed for experienced players who are "proactive, dedicated to working as a team, and don't fear dying." Players should already be familiar with Trouble Brewing... first-time players of Bad Moon Rising are welcome.

Blood on the Clocktower — Sun 3 pm, 6 pm — Base 3 (player's choice)

One of the 3 base scripts of Blood on the Clocktower- Trouble Brewing, Sects & Violets or Bad Moon Rising- will be selected based on the players' preferences and experience levels. Open to all players (although first-timers may experience a wild introduction to the game).

Blood on the Clocktower — Fri 6 pm, 9 pm, Sat, Sun 3 pm, 6 pm, 9 pm — Custom Scripts

This session is for experienced players who would like to play advanced games of Blood on the Clocktower using custom scripts and experimental characters. Players should already be familiar with both Sects & Violets and Bad Moon Rising. Not intended for newer players.

Blood on the Clocktower — Sat Noon, 6 pm — Sects & Violets

Sects & Violets is designed for experienced players who "want to do wild and unexpected things, pushing the limits of what can be achieved in a bluffing game." Players should already be familiar with Trouble Brewing...first-time players of Sects & Violets are welcome, however.

Blood on the Clocktower — Fri 4 pm, 6 pm, 8 pm, Sat Noon, 2 pm, 4 pm, 6 pm, 8 pm, Sun Noon, 2 pm, 4 pm, 6 pm — Trouble Brewing

A social deduction game in which townsfolk attempt to execute a hidden demon before evil destroys the town. All players contribute (even after death) up to the final execution...but who can be trusted? Open to all...first-timers are welcome.

Cash n Guns Live Bluffing — Fri, Sat, Sun 7 pm

You are gangsters about to share the loot. Player have to aim at each other, using their finger, and have to try to protect their teammates.

Dark Moon — Sun 7 pm

Need a social deduction gaming fix before Werewolf? Based on the hit board game Battlestar Galactica, Dark Moon takes the hidden traitor gaming mechanic and puts a dice-y twist on it.

Fiber Arts Meetup! Crochet, Knit, Cross Stitch, and More! — Sat 1 pm

How often have you walked around the convention to find someone crafting while gaming! Let's all come together and share our finished work, WIPs and ideas. Feel free to bring your favorite fiber arts themed game like Arch Ravens, Calico, Patchwork, and more.

Ninja: Playground Game — Fri, Sat, Sun 6 pm

Objective is to take turns swiping at the opponents hands to eliminate them. Be the last person standing to be called "The Best Ninja"

Prince AJ's Challenge (Squid Game) — Sat 2 pm, 3 pm

Based on the three Netflix challenge shows (Squid Game, Devil's Plan, The Mole)! Outwit your opponents to be the lone survivor and win the prize. This con we have actual prizes! Different challenges from the previous con. New games, new surprises! Plus... nobody will die!

Punderdome — Sat 10 pm

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

Schmovie — Sat 11 pm

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

Social deduction party game — Fri 2 pm, 4 pm, 6 pm, 8 pm, Sat 2 pm, 4 pm, 6 pm, 8 pm, 10 pm, Sun Noon, 2 pm, 4 pm, 6 pm —

Similar to games like Mafia/Werewolf, Secret Hitler, the Resistance, or Among Us, Burn the Witch divides players into two factions: zealots and sympathizers.

More of what you love about social deduction games, less of what you don't: *No player elimination. You play to the end.* No moderator. Everyone plays to win no one sits out to facilitate the fun.* No night-phase, private missions, or moving around. Everyone's in on the action.

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

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 is the culprit! Are you up to the task?

Ultimate Werewolf — Sun 9 pm, Mon Midnight — Extreme

This is Ultimate Werewolf, but EXTREME! The pool of available roles have been expanded, so be on your toes and paws.

Ultimate Werewolf — Sat Midnight — - No Trials

8-minute day phases, but no trials. Instead, once per day phase, if you want to eliminate a player, raise one of your hands while pointing to that player with your other hand. Need a majority of players (50%+1) for the vote to succeed, with last man standing (Day 2+) if needed.

Ultimate Werewolf — Fri 9 pm — - Seer, Witch, Hunter

The social deduction game where you get to kill your Villager friends and lie to others about it. This Seer/Witch/Hunter spread is as basic, balanced, and beginner-friendly as role distribution gets before I throw you to the wolves in later games.

Ultimate Werewolf — Sat 9 pm — - Seer/Witch/Hunter Plus

Seer, Witch, Hunter are givens, but I'll be including up to three anonymous roles from the base game as added spice. 6-minute day phases, trial phases pause time and deduct one minute, three peanuts (i.e. additional comments) per trial. Last man standing from Day 2 onward.

Ultimate Werewolf — Sun Midnight — - Witch Hunt

This is Ultimate Werewolf, but every role in the game is taken from another social deduction game, Witch Hunt. All roles have abilities and have the potential of being allied with the evil team, so consider this a variant of an "All Specials" type of game.

Annual Awards

Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of 2023.
For 2023 the winners are:

Jack Butler Award:	1st - Darrell Stark	Medium Board Games:	1st - Darrell Stark
	2nd - Kyle Greenwood		2nd - Bruce Schlickbernd
	3rd - Jonathan Crespín, Michael Swinson, Mike Munson		3rd - Lisa King
Short Board Games:	1st - Darrell Stark	Long Board Games:	1st - Mike Munson
	2nd - Kyle Greenwood		2nd - Chris Mills
	3rd - Gilbert Quinonez		3rd - Winton Lemoine
		Collectible Games:	1st - Jon Brown

Strategicon congratulates these fine gamers!

STRATEGICON SCHEDULE

Convention	Dates	Location
Orccon 2025	Feb 14-17	Hilton Los Angeles Airport
Gamex 2025	May 23-26	Hilton Los Angeles Airport
Gateway 2025	Aug 29 - Sep 1	Hilton Los Angeles Airport
Orccon 2026	Feb 13-16	Hilton Los Angeles Airport
Gamex 2026	May 22-25	Hilton Los Angeles Airport
Gateway 2026	Sep 4 - Sep 7	Hilton Los Angeles Airport

Family Games

Catalina A (Family Area)

For Gateway 2024, 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. For a description of 101, see the respective department.

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

Kids Only

Miniatures
Clay-O-Rama! (2),
Fuzzy Heroes: The Olympics Sponsored,
Shoshin (Udó) Demo

TacTile! (2),
TacTile! Demo (7),
TransEuropa,
Uno Small Tournament,
Widgets n' Digit\$ Demo (7),
Wordly Playtest

Family Events

Board & Card Games
7 Wonders 101,
7 Wonders Sponsored Special MEGA Tournament,
Cat Lady Small Tournament,
Cat Sudoku: Summer Festival 101 (2),
Cat Sudoku: Summer Festival Sponsored,
Chocolat! 101,
Chocolat!,
Ghost Blitz,
Icecool +2 Sponsored,
Phase 10 Small Tournament,
Seize the Bean 101,
Seize the Bean,
Set,
Slice!: The Tennis Card Game Demo,

Miniatures
Formula De Long Beach Gran Prix,
Mario Kart Gaslands (3),
Shoshin (Udó) Demo

RPGs

Champions - Absurdly Gifted: Please Let This Be A Normal Field Trip!,
Dungeons & Dragons 5e- Dragons of Stormwreck Isle - for D&D Beginners,
Pathfinder RPG 2nd Ed - Learn to Play Sponsored,
RPG Indie Games on Demand (Kids Ed) (2)

General

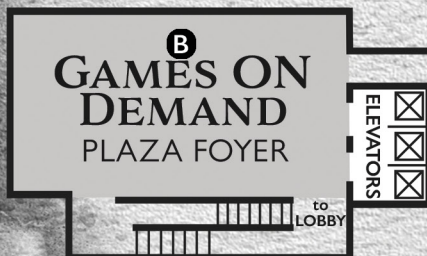
Face Painting (6)

Family Games

LAX Hilton Maps

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

LOWER LOBBY PLAZAS



DEPT HQs

- Lower Lobby Plazas**
- A** Adv. League
 - B** Games on Demand
- The Lobby**
- C** Board Games
 - D** Miniatures

- Second Floor**
- E** RPGs HQ
 - F** Video Games HQ
 - G** Pathfinder HQ
 - H** War Games
 - I** Collectibles HQ
 - J** LARP HQ
 - K** Party Games HQ
 - L** ING HQ





THE LOBBY

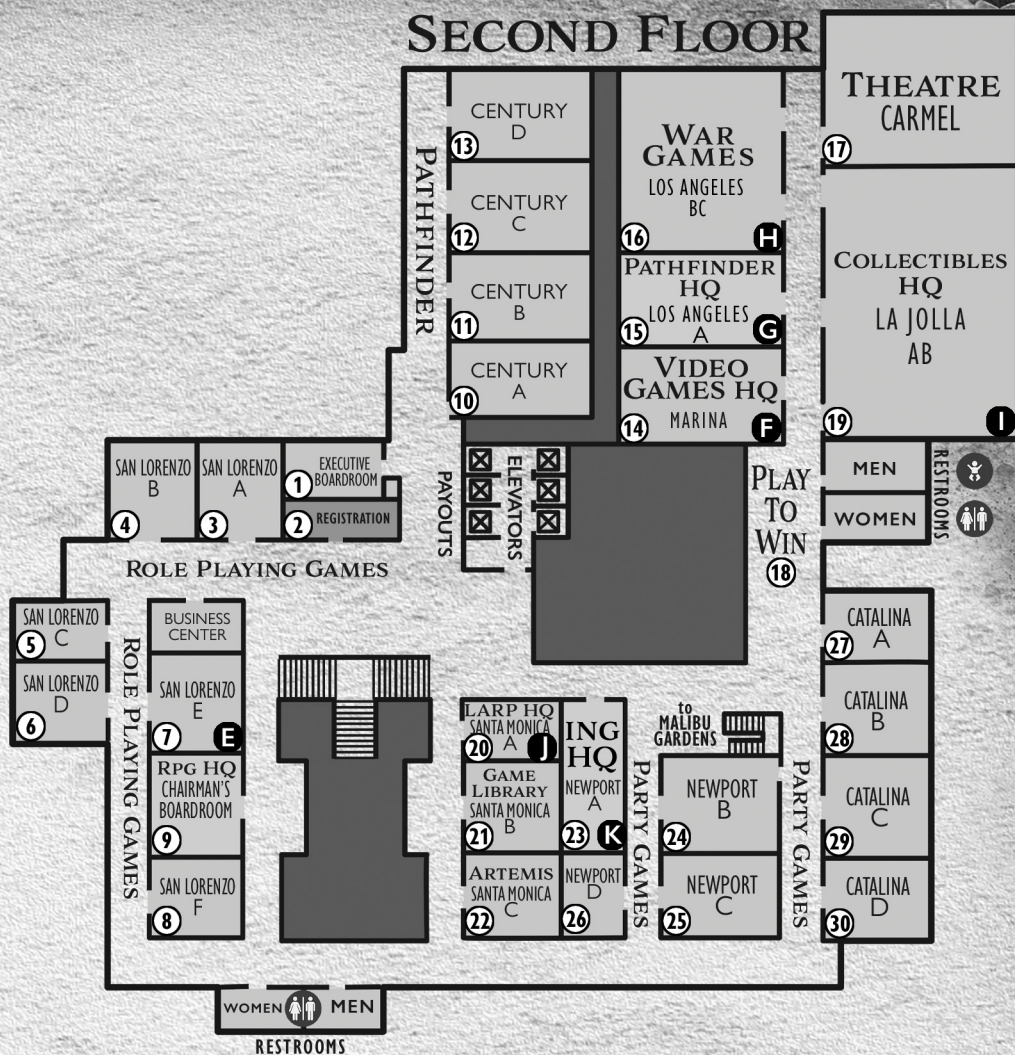
DEALER
ROOM
PACIFIC BALLROOM

WOMEN MEN

CAFE

BEL AIR

SECOND FLOOR



LEGEND

- | | |
|---------------------------------|----------------------------------|
| ① Exec. Boardroom | ①⑥ Los Angeles BC (War Games) |
| ② Registration & Payouts | ①⑦ Carmel (Theatre) |
| ③ San Lorenzo A | ①⑧ East Foyer (Play To Win) |
| ④ San Lorenzo B | ①⑨ La Jolla AB (Collectibles HQ) |
| ⑤ San Lorenzo C | ②① Santa Monica A (LARP HQ) |
| ⑥ San Lorenzo D | ②② Santa Monica B (Game Library) |
| ⑦ San Lorenzo E | ②③ Santa Monica C (Artemis) |
| ⑧ San Lorenzo F | ②④ Newport A (ING HQ) |
| ⑨ Chairman's Boardroom (RPG HQ) | ②⑤ Newport B |
| ⑩ Century A | ②⑥ Newport C |
| ⑪ Century B | ②⑦ Newport D |
| ⑫ Century C | ②⑧ Catalina A (Family Games) |
| ⑬ Century D | ②⑨ Catalina B |
| ⑭ Marina (Video Games HQ) | ②⑩ Catalina C |
| ⑮ Los Angeles A (Pathfinder HQ) | ③① Catalina D |

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.

Ascension — Sat 11 am, Sun Noon

GM: George Carceres

The (now) classic deck-builder wherein you defeat the evil other play-er, hordes of demons. Boards to be determined at time of event. Between 2 and 4 players per board.

Blue Moon — Sun Noon

GM: Cosmo Diener

Reiner Knizia's take on a MTG style game, and one of the most underrated ever. It's a very exciting and tense duel with pre constructed asymmetrical decks that are well balanced and diverse. This game only gets better the more you play, and it's got full art on tarot sized cards!

Cards Against Humanity — Sun Midnight

GM: Jon Brown

Everyone's favorite anti-social, inappropriate card game returns once again. As usual, there is no redeeming value to the game but you'll have a lot of fun playing it. Mature audiences only.

Clank! — Sat 4 pm — Catacombs with Adventuring Party

GM: John Borders

Please bring a copy of the base game and Adventuring Party if you have it. This event is single elimination and may last two rounds depending on player counts.

Clash Royale — Fri 4 pm, Sat 2 pm, 6 pm

1v1 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place.

Clash Royale — Sat Noon

2v2 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place.

Cribbage — Sun 10 am

GM: Melissa Weiss

Yes, Cribbage. Two, three, or four players per board depending on number of players. Play, win! For his nobs!

Dice Masters Draft Pack — Sun Noon — Secret Wars

GM: Andres Fresquez

Dice Masters Double Rainbow Draft Format: 1 Draft Pack (per player). At least 8 Player Pods. Players open pre-shuffled draft packs (Super Rares removed) containing 6 commons, 3 uncommons, 3 Rares, and 3 Basic Action Cards. BACs 1st, then cards. 12 each, dice limit ignored.

Dice Masters Draft Pack 101 — Sun 11 am — Secret Wars

GM: Andres Fresquez

Collectible Dice Building on the tabletop with this award-winning competitive game set in the Marvel universe! This is the Learning event where the game is taught using basic pre-built decks/teams.

Heat: Pedal to the Metal 101 — Fri 5 pm

GM: John Borders

Puts players in the driver's seat of intense car races, jockeying for position to cross the finish line first, while managing their car's speed if they don't want to overheat. Come and learn to play!

Heat: Pedal to the Metal FINALS Championship Circuit — Sun Noon

GM: John Borders

Gateway Grand Prix. 7 Previously Qualified Racers will race a 3 Race Championship Circuit. Check in is Noon. Parts Draft will commence at 12:15.

Heat: Pedal to the Metal Qualifier —

Fri 6 pm, 9 pm, Sat 3 pm, 4 pm, 6 pm, 9 pm, Sun 10 am

GM: John Borders

Qualifier for the Gateway Grand Prix. 7 Racers will race a single lap to qualify for Sunday's big race. Will it be you?

Legendary Encounters Firefly — Sat 7 pm

GM: Robert Reeley

co-operative Deck building game using the legendary system with cards based on the show Firefly.

Lorcana 101 — Sat, Sun 1 pm

GM: EB Wonder

If Disney and Collectible Cards games are your jam but you don't have a good grasp on the gaming part, come learn to play Lorcana! If you don't care about Disney but want to learn an awesome game, come learn to play Lorcana! Really, just come learn this great game.

Lorcana — Sat, Sun 4 pm — Draft: Lorcana TCG

GM: Josh Badger

4 pack draft. 3 Rounds. Booster Pack prizing. (\$30 entry)

Lorcana — Fri 9 pm, Sat, Sun 8 pm — Sealed: Lorcana TCG

GM: Josh Badger/Dae Kim

6 pack sealed. 3 Rounds. Booster Pack prizing. (\$45 entry)

Lost Ruins of Aranak — Sat 5 pm — Expedition Leaders/Missing Expedition

GM: John Borders

Check in 5PM Start Time 5:15. Please bring a copy of the base game, Expedition Leaders, and Missing Expedition if you have it. This event is single elimination and may last two rounds depending on player counts.

Magic: the Gathering — Fri 8 pm, Sat, Sun 7 pm —

Bloomburrow Draft

GM: Josh Badger/Dae Kim

3 pack draft. 3 Rounds. Booster Pack prizing *Event ran using the Magic Companion App, app subscription not required* (\$25 Entry)

Magic: the Gathering — Sat, Sun 2 pm, 10 pm —

Bloomburrow Sealed

GM: Josh Badger/Dae Kim

6 pack sealed. 3 Rounds. Booster Pack prizing *Event ran using the Magic Companion App, app subscription not required* (\$45 Entry)

Magic: the Gathering — Sat, Sun 5 pm — Commander: Pods

GM: Josh Badger

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

Magic: the Gathering — Sun 3 pm — K&J Pauper

GM: Melissa Weiss

Do you want the Golden Binkie? Everyone wants the Golden Binkie! The way to get it is to use really, really cheap cards while playing an otherwise Standard Format M:tG Deck. (If you don't want the Golden Binkie, see the second sentence of this description.)

Collectibles

Magic: The Gathering — Sat, Sun 11 am — Horde

GM: Michael Arsollon

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

Magic: the Gathering — Sat, Sun 3 pm —

Planechase: Capture the Flag

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this multiplayer variant. This is a casual multiplayer event using modified Planechase rules.

Marvel Champions — Sat 2 pm

GM: Robert Reeley

Players use their decks to embody iconic heroes from the Marvel universe as they battle to stop infamous villains from enacting their devious schemes. A living Card Game. Need to be able to read and basic addition. Please feel free to bring your own decks and copies of the game

One Piece TCG — Fri 1 pm, Sat 11 am, Sun 3 pm, Mon 11 am

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

One Piece TCG 101 — Fri Noon, Sat, Mon 10 am

GM: Marcus Walker

Description: Learn how to Play One Piece TCG! We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance One Piece Tournaments hosted everyday of Con!

Star Wars Miniatures — Sun 6 pm — Epic Royal Rumble Draft

GM: Mel Campbell

Each participant will receive 3, 2 character randomized teams, each totalling 200 points or less, to borrow. Play will be on 1 map, and will be a free-for-all format, with the best team prevailing. GM will provide minis, cards, and map, for participants to borrow.

Star Wars Miniatures — Sun Noon — Sealed Draft Virtual #26

GM: Mel Campbell

"New Peridea Exiles"/"Primary Operations Strikeforce". Each participant will receive a full set of 42 cards for the main set and a full set of 12 cards for the subset, and 2 random booster sheets, to make a 200pt team. The tourney will consist of 3-4 swiss rounds. Minis and maps available.

Star Wars Unlimited Draft — Fri, Sat 8 pm, Sun 4 pm, 8 pm

GM: John Borders

\$25 Entry. Just bring tokens and sleeves. 3 Rounds, Each round is 1 game.

Takenoko — Sun 11 am

GM: John Borders

Please bring a copy of the game if you have it. This will be a 2 round elimination tournament.

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

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

Yu-Gi-Oh! — Sun, Mon 1 pm

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

Yu-Gi-Oh! — Fri 3 pm, Sat 4 pm, Sun 3 pm — Advance

Join us for an advance Yu-Gi-Oh! Tournament for experienced duelists! Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Yu-Gi-Oh! — Fri 6 pm, Sun 5 pm — Draft

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

Video Games

Marina, Santa Monica C

Artemis Spaceship Bridge Simulator — Fri 6 pm, 7 pm, 8 pm

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

Sun 9 am, 10 am, 11 am, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm

This is a 6-player co-op spaceship simulator. Play bridge officer – Helm, Science, Weapons, Engineering, and Comm – or Captain the ship and guide your team to victory. Sessions are 50 minutes with a tutorial starting on the hour. Children under 16 require parental supervision.

Godzilla — Sun 8 pm — Godzilla

With a purposeful grimace and a terrible sound, come out and pull the other tournament players down!

Godzilla 101 — Sun 5 pm — Godzilla 101

Want to learn how to do battle in Tokyo with other kaiju? Step right up and learn the ins and outs of Godzilla, and the tricks you might need to play in Sunday's tournament!

Mario Kart 8 Deluxe (Singles) — Sun 2 pm — Mario Kart 8

Deluxe (Singles)

150cc, Normal Items, Hard CPU, 16 max

Super Smash Bros Ultimate — Sat Noon — Super Smash Bros Ultimate

This is going to be a tournament for Super Smash Bros Ultimate. It is going to be 1v1 with stocks so be prepared for a good fight.

Super Smash Bros Ultimate Teams — Sat 4 pm — Super Smash Bros Ultimate Teams

This is going to be a tournament for Super Smash Bros Ultimate. This is going to be 2v2 (or some variation based on turnout) tag team matches, so grab a buddy or get ready to get a new one.

LARPs

Bel Air, Santa Monica A, Malibu Gardens, 3103

Arsenic and Lies — Sun 8 pm — Murder Mystery

GM: Ross Cheung

Arsenic & Lies is a 3-hour Murder Mystery LARP for 5-12 players inspired by Downton Abbey and Agatha Christie novels. Rather than being a classical whodunnit, it focuses on the emotions, relationships and secrets of the characters involved solving the murder, which might be less important to the characters than pursuing their clandestine affairs, arranging marriages of convenience or blackmailing their enemies. Set just after the end of the Great War, you are country nobility and friends/family celebrating a party when someone drops dead.

Endgame — Fri 8 pm — Murder Mystery

GM: Ash 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 Harringdon'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.

Larp Parlor Los Angeles — Sun Noon — Social

GM: Bex Roycroft

Come join us for the Larp Parlor Los Angeles social! All are welcome! Come meet other larp enthusiasts and connect with friends. Light refreshments will be served the amount will be based loosely on the number of sign-ups.

Lesbian Taco Bar — Sat 8 pm — Parlor LARP

GM: Ash Perrine

Come to an evening of festive and flirty dating, exploration of queerness and people's inner depths. All genders of player are welcome in this Nordic-inspired LARP's exploration of lesbian queer culture and mores, and we hope everyone will celebrate this inclusive exploration of lesbianism. Come act your heart out with a broad spectrum of Lesbian-identifying characters, all come together at a clean and polished Taco Night put on by a local LGBTQ center, as they flirt and explore, and go down some darker avenues. CWs for sexuality and alcohol use.

Light & Shadows — Sun 8 pm — Vampire: The Masquerade

GM: Christopher Jones

It's the early 20th century, and you've just been Embraced. Join your fellow Kindred at Elysium, and dazzle us with tales of your deeds, both good and ill, as we progress into modern nights. How well do you adapt with the times? How do you survive major events of history? This is a mechanics-light Parlor LARP set within the Vampire: The Masquerade setting, with a focus on collective storytelling. The game timeline will jump through multiple decades, from 1900 until the present day.

Meanwhile, Back at the Ranch — Sat 2 pm — Starship Valkyrie

GM: Tara Leederman & Ryan McMullan

As a stunning counter-offensive reverses humanity's fortunes in the Second Praezorian War, the recently-repaired ERS Valkyrie leads an impromptu supply caravan through several dangerous star systems to rearm the front lines and continue to press the offensive. Starship Valkyrie is a mechanical, cooperative LARP wherein the players operate the largest and most advanced warships of 2153 AD Earth, while fighting off aliens and solving spatial anomalies, with players forming a strictly cooperative force against myriad hazards.

Mutiny on Dowry — Sun 2 pm — Parlor Larp

GM: Kevin Pearl

It's a nice day for a.... Fae Wedding! Come playtest this new Live Action Roleplaying Game the combines high fantasy and high-stakes sociopolitical strategy, set on the high seas!

Queen of Queens — Sun 10 am — Parlor LARP

GM: Ash Perrine

Come explore the generous, benevolent bountiful Utopia of the Hive with Queen of Queens, a larp about bees, their lives, existence, and one's place in the world. Participants will get to create their own pipe cleaner bees, and take on a vital and important role within the hive, as they fulfil their loving and wonderful duty to the Queen, under the bountiful guidance of the Queen of Queens, the creator of their world.

The Alchemist's Workbench — Sun 9 am, 11 am, 2 pm, 4 pm — Escape Room

GM: Ryan McMullan, Jamie McMullan

Your group has at last uncovered the alchemical workbench of Paracelsus of Basel, famed alchemist said to have recreated the Philosopher's Stone. But can you unravel its mysteries? Form teams of 5 players and try to find the Philosopher's Stone in this escape room-style puzzle. How fast can you solve this mystery based on historical alchemy texts? (This is the same scenario as previous cons, so no repeat players please.) No pre-reg — registration will open for this event in LARP HQ, on Friday of convention at 5pm.

The Grass is Always Greener — Sat 8 pm — Murder Mystery

GM: Anne Ratchat

He's powerful, captivating, loved and hated in equal measure. He's also dead. Hollywood magnate Reginald Meadows was murdered at his villa tonight and one of the dinner party guests did it. But is the story sold the next day ever fully reflective of reality? The Grass is Always Greener is a collaborative freeform murder mystery larp with a twist. No costumes necessary. 18+.

The Last Voyage of the ERS Demeter — Sat 8 pm — Raven Pilots

GM: Ross Cheung

You are members of the elite Raven Pilots Corps of the Earth Republic Star Navy. You've been assigned to the ERS Demeter, which is patrolling the fringe of civilized space, when they are caught up in a situation beyond anyone's control. This will be a scene-based mechanics-light LARP focusing on the story and emotions of people caught up in a greater drama, and developing situation aboard a starship, set within the Starship Valkyrie universe.

This Con is Cursed — Fri 8 pm, Sun 2 pm —

Ritualized Cursebreaking

GM: Bex Roycroft

Three wicked spirits stalk the convention: strange scuttling is heard in the halls, horrible noises disturb your sleep, and the plumbing is oozing with slime. Will you help us set the con free? THIS CON IS CURSED is a cooperative larp employing mechanics for magic: players will engage in rituals to bind evil using components like chanting, physicality, and crafting of sigils and wards. There will also be magical training, divinatory fact-finding, and team building, as you join a cohort of curse-breakers.

LARPs

Unheroes — Sun 10 am — Parlor Larp

GM: Kevin Pearl

Unheroes is about a group of superheroes who tried to save the world and messed up big time. Panicking, they changed reality so supers never existed, heroes or villains, and ended up living in our world with almost no memory of who they used to be. But they do remember something, and when their powers begin to return they realise something's wrong. They need to figure out what happened, and ultimately decide if they want to leave things as they are now, or go back and try to deal with the fallout of their mistake.

Miniatures

International Ballroom A, Catalina A (Family Area)

Achtung Panzer — Sun 10 am, 2 pm — Breakthrough

GM: Stan Stratton

Come learn the new Warlord tank-centric game, Achtung Panzer. Can you stop the armored spearhead that has broken through the front lines before they cut off key supplies? Or, can you push the attack forward and end the war before Christmas?

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

Sat 1 pm, 3 pm, 6 pm, 8 pm

GM: Jeff Siadek

A heroic space adventure game aboard a starship. Amazing space battles and insane boarding actions. 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 (3X30min Missions) —

Sun 1 pm, 3 pm, 6 pm, 8 pm

GM: Jeff Siadek

Battlestations - Dirtside is a game of heroic space adventure where you get to visit an alien planet. Together with your team of heroes, set out for a series of three 30mins adventures on mysterious planets. Create and rank up a unique character, learning new special abilities and collect powerful treasure rewards. Beginners Welcome. All game materials provided.

Battletech: Alpha Strike — Fri 6 pm — Retake Frankograd, again

GM: Francisco Vassallo

The glorious Clans have retaken Frankograd at a great cost. The city is perilously held by a single mech and some archaic defenses. Can it be retaken? Can it be held? The comm-center is the lynch pin of the operation. Whoever controls it gains control of the city's defenses. Armies will be provided. If you'd like to bring your own, make a list: 150 point forces, Clan invasion era mechs please.

Battletech 101 - Urbanmech Stables! 101 — Fri 2 pm — Grinder

GM: Tuck Davion

Monster Truck Rally-meets-WWE with mecha combat action! Learn to play Classic Battletech in the Reaches of Solaris VII, where Urbanmech pilots duke it out in the streets for fame, glory, and the almighty C-Bill! Play as characters such as Martian Belle, Cpl. Punishment, Silver Sable, or The Marshall and pop 'til you drop! All materials provided! Fun for all ages! Kids welcome!

Battletech Alpha Strike — Sun 11 am — Final Battle of Helm: 3028

GM: Philip Abramowitz

Reenact the final battle at planet Helm in the year 3028 between the Gray Death Legion and the Free Worlds League in a game of Battletech Alpha Strike. Players of any experience are invited to join in this massive battle featuring 50-60 total battlemechs and vehicles. All materials will be provided.

What Is LARP? — Sat 11 am — LARP 101

GM: Tara Leederman

Join LARP Department Head and long-time LARP player, writer, lore manager for Starship Valkyrie, and GM Tara Leederman to learn all about LARP- what it is, the different types, how to play it safely and sanely, what LARPs tend to run at Strategicon, and to have your questions answered about both playing and running LARPs at convention. You can also learn here about the department and get your questions answered about general expectations for LARP GMs.

BattleTech: Alpha Strike — Sat 11 am — WNRP AS350 - Clan Invasion Era

GM: Darren Eskandari

The AS350 Tournament format uses the Alpha Strike:

Commanders Edition rules along with the AS350 Tournament Rules. Each player must bring a 350 PV faction specific army from the Clan Invasion Era following force construction rules from the AS350 player packet linked below. Each match will use a 250PV list from your 350PV army. Lists should be submitted to la.battletech@gmail.com by 8/26.

Battletech Alpha Strike - Purple Bird Stronk! — Sun 3 pm

GM: Tuck Davion

Learn to play the fast-paced game of Battletech - Alpha Strike as the forces of House Marik take on the hardened warriors of House Kurita in this combined arms slobberknocker! Tanks and 'mechs abound! Will House Marik's edge in gunnery outlast the iron of House Kurita? Swear fealty to the Dragon or to the Captain-General, the choice is yours!

Battletech Missions: Dragon's Horde - PLASTIC vs. METAL —

Sat 4 pm

GM: Tuck Davion

Jump into the cockpit of some of Battletech's more iconic 'mechs in this clandestine raid by Clan Jade Falcon against House Kurita's infamous 2nd Sword of Light. During the communications blackout of the Dark Age and with clanners inbound, the 2nd must reach and defend a friendly power generator from the savage talons of the Jade Falcons. Heavy metal mayhem turns 40 this year, and the game has never looked better.

Car Wars — Sat Noon — Crash Course

Car Wars — Sun Noon — Meltdown

Car Wars — Fri Noon — Where we're going we don't need roads

GM: Jessie Foster

The original game of vehicular combat is back! Whether you're a seasoned road warrior or a rookie looking for your first taste of fame and glory, this is your chance to shine. No experience? No problem! We provide everything you need to jump right into the action.

Chivalry is Dead: Race for the Crown —

Sat, Sun 10 am, Noon, 2 pm

GM: Cory Nelson

Fantasy Chariot Racing! Try your hand at controlling one of four unique races in a competition to rule the kingdom. Use brawn, throw traps or just be the sneakiest chariot racer out there as we you race against your competitors. Preview this game coming to Kickstarter soon after the convention..

Miniatures

Chivalry is Dead: Race for the Crown Tournament — Sun 7 pm

GM: Cory Nelson

Fantasy Chariot Racing! Try your hand at controlling one of four unique races in a competition to rule the kingdom. Use brawn, throw traps or just be the sneakiest chariot racer out there as we you race against your competitors. This is a one-game elimination. Unique perk cards will be given to the winning team and chariot with the most kills.

Circus Maximus — Sat 5 pm

GM: Mark Sanfilippo

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

Classic Battletech — Sun 9 am — Circle of Death TOURNAMENT

GM: Mario Acuña

Specialized F4A Tournament Who will be the last Mech standing? Can you kill your target before you die? Who will destroy the most mechs in the circle of death! Beginners Welcome All Materials Provided Each player receives a FREE 2D6

Classic Battletech — Sat 8 am, Sat 1 pm — Kaiju Invasion

GM: Mario Acuña

The power station is under attack from Kaiju! Command several Mechs to protect the station. Beginners Welcome - All Materials Provided. Free Pair of d6 dice for all participants

Clay-O-Rama — Sat, Sun 9 am

GM: Benjamin Hicks

The gods of Claydonia seek gladiators to fight for their amusement! Your fighter is limited only by your imagination! (Well, and the medium of one can of play-doh) A kid favorite, come smash some clay with us!

Conquest: The Last Argument of Kings —

Fri 5 pm, Sat, Sun, Mon 10 am

GM: Joey Eaton

Join Para-Bellum Games at in the vendor hall for professional demos of the mass battle rank-and-file game, Conquest: The Last Argument of Kings and the small scale tactical skirmish game, Conquest: First Blood. This 38mm scale miniature wargame plays big and bold for epic battles in a high fantasy setting!

Conquest: The Last Argument of Kings — Sat 9 am — 2000 point Tournament

GM: Carlos Venegas

Join us at Gateway for a 2000pt Conquest: The Last Argument of Kings Tournament! 4 rounds of intense combat for Para-Bellum Games' first official tournament at Strategicon! For full tournament rules and regulations, see our official rules under the for more information

Dungeon Crawler Classics — Sun Noon — Funneling

GM: Donald Tseng

You are refugees who have managed to retreat into the inner keep of the besieged city of Sentilgrad: the battering ram of the orcs echo throughout with each clang heralding your doom. Rumor has it that the crypt has a passage way out, but was sealed off as one of the royal family "turned" - Will you brave the crypt for a chance to escape?

Dungeon Crawler Classics — Sun 5 pm — Level 1-2

GM: Donald Tseng

The nine princes must decide in their most desperate hour the fate of the Principality of Dissantia - do they ask for aid from the Crusader Kingdom of the Bellicross or go at it alone against the implacable green tide of orc and goblin? The Kingdom of the Bellicross would exact hefty price for their aid: total conversion and submission to their god Apex. The vote is split with Prince Nathaniel in position to break the tie - he asks your party to keep him safe.

Escape the Citadel — Sat 7 pm — Star Wars Legion (ish)

GM: Francisco Vassallo

As a republic hero, will you be able to escape from the Citadel? Players will take control of a Hero and some minions and they will try to escape the Citadel's Labyrinth. Game will use Star Wars Legion rules in a player vs GM game.

Firefly: The Game - 10th Anniversary Collector's Edition (Full Game) — Sat 5 pm

GM: Brian Cook

Players captain their own Firefly transport ship, travelling the 'Verse with a handpicked crew of fighters, mechanics, and other passengers. As a captain desperate for work, players are compelled to take on any job, as long it pays. This will be a full game using all expansions

Formula De — Mon 10 am —

Super-Incredisized Spectacular Long Beach Gran 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 names engraved on the Perennial Award Plaque for years of bragging rights!! No Experience needed, all rules taught!!

Full Thrust — Sat 4 pm —

And the Dreadnaughts Fear Nothing at All

GM: Ken Pick and David Selby

A new enemy battleship is being deployed to the front. Your scratch team of cruisers and/or destroyers is to ambush it and shoot it up enough to put it back into the shipyards. Full Thrust is a fast, simple space-combat game from Ground Zero Games back in the 1990s. Though out of print, the rules are still available as free PDF downloads from GZG's website.

Full Thrust — Sun 1 pm — Defense of ConAm-12

GM: Ken Pick and David Selby

ConAm-12 is an asteroid mining/refining station vital to the New Anglian Coalition's war effort this makes it a prime target for the opposing Eurasian Solar Union. Play the NAC defenders or the ESU scratch raid group. Full Thrust is a fast, simple space-combat game from Ground Zero Games back in the 1990s. Though out of print, the rules are still available as free PDF downloads from GZG's website.

Gaslands: Refuelled — Sat Noon — Death Race

GM: Eric Harman

Saturday Gaslands at Gateway. Our Corporate Sponsors™ have decreed our Saturday event will be Death Race. First past the finish line (or the last survivor) wins!

Gaslands: Refuelled — Sun Noon — Death Race

GM: Eric Harman

Sunday! Sunday! Sunday! Death Race at Gateway! Do you have what it takes to win a trip to Mars? Our Corporate Sponsors™ have decreed that the first past the finish line, or last to explode, will be entered to win* an all expenses paid trip to the Miyazaki Resort and Casino on Mars. *Winning does not guarantee a trip to Mars.

Miniatures

Gaslands: Refuelled 101 — Fri 5 pm — Gaslands 101, Death Match

GM: Eric Harman

Drop-in drop-out Gaslands Deathmatch. Our Corporate Sponsors™ have instructed me to say that this game is intended for players of any skill level, new players welcome and encouraged. Learn how the game works before the Death Races this weekend.

Giant Killer Robots: Heavy Hitters — Sat, Sun 3 pm — Metal Mayhem

GM: Robert James

Corporate sponsorship, explosions and orbital strikes abound in Weta Workshops amazing game of televised violence. No experience necessary, all materials provided.

Heroes of Might and Magic 3 — Sat 2 pm

GM: Steven Rodriguez

Based on the acclaimed video game, play one of the major factions in a competitive or cooperative scenario. Improve your town, build your army, explore, and lead your faction to victory. No experience required.

Heroes, Sidekicks, and Minions — Sat 1 pm —

The Treasure of the Volcano's Heart

GM: Jeff McArthur

THIS IS AN RPG BEING RUN AS A MINIATURES GAME. The Treasure of the Volcano's Heart is one of the most priceless items scattered throughout the cosmos. And your small band of pirates are just the ones to find it! And don't miss the other valuable relics along the way. Arr!

ISS Vanguard — Fri 2 pm

GM: Steven Rodriguez

Join a mission from Earth as a sleeper ship explores the stars looking for answers to the origin of life. Upgrade the ship, and explore distant planets. This is an ongoing campaign game, no experience required, jump in and join the mission.

Lion Rampant — Sat 2 pm — 28mm War of the Roses, 1st Battle of St. Albans

GM: Rene Lafargue

Sponsored by San Diego Historical Miniature Wargamers, 28mm War of the Roses action with the 1st Battle of St. Albans. May 22nd, 1455. This marks the beginning of the WOTR as Yorkist and Lancastrian forces battle in the streets of St Albans, commanded by the Duke of York and Henry VI. Will Henry be captured as in the historical outcome? We'll see. Minis, dice, gaming aids provided. Lion Rampant rules, 6 players.

Mario Kart Gaslands — Sat, Sun, Mon 9 am

GM: Adam Hicks

Do you like Mario Kart? Do you like miniatures? Do you want to learn the basics of miniatures gaming? Then this is for you! Race and Battle modes are available! Uses a modified Gaslands system. Family friendly, kids encouraged!

Mario Kart Gaslands (After Dark Edition) — Sun 10 pm

GM: Adam Hicks

This is Mario Kart after dark! When the sun goes down on the Mushroom Kingdom, who knows what the races and battles look like! Race and Battle modes are available! Uses a modified Gaslands system. Adults and teens (with accompanying adult) welcome!

Marvel Crisis Protocol — Sun 10 am — Tournament Day 2

GM: Frank Zazanis

1 v 1 double elimination Challenger Series Rules. Day 2 competitors will receive wooden pins that say Strategicon Gateway 2024 MCP Top 4 - "I Survived The Snap" Top 8 will receive another pin TBD Top 4 will receive custom mini trays Top 2 will receive something special Winner will add their name The Strategicon Mjolnir Trophy. This is a large wooden replica of Thors Hammer with the words The Worthy.

Marvel Crisis Protocol - Demo — Fri 4 pm

GM: Veero Derkarabetian

Play Marvel Crisis Protocol, all minis provided. Beginners and veterans welcome.

Marvel Crisis Protocol - Tournament - Qualifier — Sat 9 am

GM: Frank Zazanis

This event uses the Challenger Event Rules with rounds and cut based on attendance. This is a qualifier for Day 2 which the top 50% of players qualify for. GM may allow for more than 50% depending on player count. Day 1 standings will have no effect on Day 2 rankings or pairings. It's a fresh start! Note Day 2 is not a team event. It will be 1v1 double elimination. Required: models, terrain, and cards (app is ok)

Paint and Take — Sat, Sun 10 am — Sponsored by Two Thin Coats
GM: Robin Parker

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

Paint Contest Judging — Sun 2 pm

GM: Victor Bugg

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

Pike & Shotte by Warlord Games — Sun 1 pm — The Ottoman Empire's invasion of Ireland!

GM: Ilan Mitchell-Smith, Andrew Gledhill

In 1624, 12 year old Ottoman Sultan Murad IV was (maybe, who really knows) given some Boxtty Cakes and a hurling stick by traveling Irish merchants. He then definitely probably ordered a full-scale invasion of Ireland. Kids do weird things. This game re-plays this invasion in 28mm scale, using Pike & Shotte rules for a large, multi-player battle. 2 game masters will be happy to teach the game during play.

Shoshin (Ud6) — Sat, Sun 10 am, 2 pm

GM: Jared Hungerford

Shoshin is a tabletop skirmish set in mythical feudal Japan

Star Wars Legion (v2.6.0, ver 2) — Sun 10 am

GM: Francisco Vassallo

500 point ver R™ tournament. Will be played on 3x3 boards.

The Witcher: Old World — Fri Noon

GM: Kat Ramirez

In this competitive adventure board game, 2-5 players travel across a vast map, embarking on masterfully penned quests, encountering and making ambiguous moral choices, fighting monsters — and sometimes brawling with other witchers to defend their school's honor!

Uncharted Seas — Sun 10 am — Naval Fleet Actions

GM: Rick Brown and William Spears

Join us for Fantasy naval combat in fleet engagements. All materials provided, beginners welcome.

Miniatures

Warhammer 40K 10e — Sat 7 pm — Intro to 40K

Come learn to play one of the most popular miniature games in the world that just happens to have a new and improved version. All materials provided.

Warhammer 40K 10e — Fri 7 pm — Ironman

Come test your skills in our 1,000 pts mini tournament. Rules are simple, first and foremost all basic tournament rules apply. Second whatever dies and / or takes wounds stays as is for the second game and the same for the third game. Last man standing with the most wins is our Champ. Winner will receive Dealer Dollars as a prize. So come have fun and make new friends or possibly new rivals...

Warhammer 40K 10e — Fri 4 pm — Deployment

Warhammer 40K 10e — Sat, Sun 9 am —

Mega-Apocalypse Days One & Two

Join the SoCal Crusaders for an epic two day game of Warhammer 40K Apocalypse. Any, all and even custom mini's are welcome. (printed rules required for custom stuff) All armies of any size and all models ranging from basic infantry size to super heavy and all titans are welcome. Basic game rules apply as well some special house rule. (Will be supplied at game) So come join us for dice rolling, laughs and Epic Battle!

Roleplaying

Newport, San Lorenzo, Catalina A (Family Area)

RPGs on Demand

Games on Demand is a model of games that 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.

13th Age — Fri 8 pm —

Assault on the Dungeon of the Pogonomancer

GM: Stephanie Bryant

Confront the renegade dwarf wizard Owlbeard and defend the clan from his attacks! As a strike team, your job is to stop Owlbeard before it's too late! 3rd level pre-gens (mostly dwarves!) provided.

Alien RPG — Sat 8 pm — Hope's Last Day

GM: Mean Gene

Hope's Last Day tells the story of the final hours of Hadley's Hope, a terraforming colony on LV-426, all through the eyes of five colonist workers. Together they have one desperate collective mission: to escape LV-426 alive. Dice, Pencils, Maps, Tokens & Characters provided. New players welcome! Go!!!

ALIEN The Roleplaying Game — Sat 8 pm — ALIEN: Fallout

GM: Jennifer Wolff

Something sinister has happened on the colony world of LV-187. Is it the latest in a string of deadly bio-chemical attacks, an infestation of dangerous lifeforms, or the cruel result of reckless posturing by callous politicians? No survivors were left behind—no human survivors, at least. As scientists researching cures for dangerous new diseases, your search for medical samples leads you into a deadly conflict.

Warhammer Age of Sigmar —

Fri 6 pm, Sat 2 pm, 6 pm, Sun 2 pm — Spearhead

GM: Bex Alvarez

Try out Warhammer's new Age of Sigmar game mode made to be fast and strategic in close combat. Get introduced to your new favorite army!

Warhammer: Age of Sigmar — Fri 3 pm, Sat, Sun Noon —

4th Edition Showdown

GM: Ernest daniel

Come face off against your enemies in Age of Sigmar! learn how to defeat your foes in this newest edition made for a better playing experience! (Loan armies and equipment will be supplied)

Zombicide: Undead or Alive Co-op survival — Fri, Sat, Sun 2 pm

GM: Luis Alvarez

Time to team up and save the townsfolk from the horde.

ALIEN The Roleplaying Game — Sun 2 pm — ALIEN: Trojan Horse

GM: Jennifer Wolff

Someone has smuggled a bioweapon onto the USS Alexiares, bound for a historic peace summit on LV-846. Now, in orbit above the planet, the cargo of deadly Xenomorphs has broken loose and you're waking up from cryosleep right in the middle of it. Nobody is making it off this ship alive, but can your heroics still save the summit and give peace a chance? Or does one of your fellow marines have an ulterior objective?

ALIEN The Roleplaying Game — Fri 8 pm — Hope's Last Day

GM: Jennifer Wolff

Four days ago, Russ Jorden was brought back to Hadley's Hope infected with some kind of parasite. He died, and rumor has it more parasites are on the loose. Returning from a maintenance run to the atmosphere processor, you find the comms are down and the colony has gone dark. What happened in the last 24 hours? How will you survive? And can you trust your teammates, or is one of them a Company sellout?

Cairn — Fri 2 pm — Temple of 10,000 Swords

GM: Artem

Presented by the Dead Gamers Society Swords are spilling into the local spring and ruining the drinking water. The source of the sword spillage? The Temple of Swords! (Duh.) Can you stop the seriously stupid amount of swords spilling into the spring and spoiling the water? A comedy horror survival adventure full of swords, more swords, mindless violence, swords again, ducks, and also swords! LGBTQIA+

Call of Cthulhu — Sat 8 pm — Lost Gods

GM: Zood

Experience the destinies of gods.

RPGs

Call of Cthulhu — Sun 2 pm — Overdue

GM: Jacob Forsman

An investigation into the missing Bobby Armstrong uncovers more disappearances, an ancient evil and a new “friend”. How much are the investigators willing to give up to save him? Their souls? Overdue is a scenario for the Call of Cthulhu set in the modern era. Inspired by H.P. Lovecraft’s *The Dreams in the Witch House* (1933)

Call of Cthulhu — Mon Midnight — Sorrow in Tsavo

GM: Donald Forsman

Tsavo means “a place of slaughter.” In 1898 Kenya, British investigators lead a railway bridge project over the River Tsavo. Amid camp illness and discord, man-eating lions “The Ghost” and “The Darkness” are killing crew members. With 30 men vanished overnight, the Investigators must uncover who or what sent the lions and stop them to save the project and secure British interests. Failure is not an option.

Call of Cthulhu — Fri 8 pm — The Darkness Beneath The Hill

GM: Peter Johnston

A house renovation project leads to unexpected discoveries in 1920’s Providence, Rhode Island. No experience required. Content includes horror, violence, and historical slavery. No derogatory language will be permitted at the table.

Call of Cthulhu-7th edition — Fri 2 pm — Edge of Darkness

GM: Don Forsman

A Classic Introduction to the Horror Investigation RPG, Call of Cthulhu. A group of investigators is called to the bedside of a dying friend and mentor, who tasks them with fulfilling his last request, overcoming an ancient supernatural curse. Old mistakes and regrets come to light as the investigators follow the clues to complete their friend’s last request. This classic Call of Cthulhu scenario, upgraded for 7th edition, comes with Pregens.

Candela Obscura — Fri 8 pm — The Great Airship Regatta

GM: Claire Hatch

As paranormal investigators for Candela Obscura, you sense that the brilliant zeppelins zipping across Newfaire’s smoggy sky may not be as they seem. What terrifying magick is leaking through the flare, keeping these machines aloft? CW: mass death, exploitation of labor, death of a parent, death of a sibling, mild/medium gore. d6-based system, open to beginners and experienced players

Caster — Sat 2 pm — The Happiest Apocalypse on Earth

GM: Christopher Grey

Lower your head and watch your step as you embark into Mouse Park! We are afraid What a Wittle World is closed for repairs, please don’t go anywhere near it. We don’t want any naughty guests running amok, do we? No one goes missing at Mouse Park, they just don’t ever want to leave! Ho! Ho! Christopher Grey’s yet-to-be-released 2nd Edition of The Happiest Apocalypse on Earth!

CBR+PNK — Fri 8 pm — PRDTR (Predator)

GM: Moe Poplar

Your crew is hired to escort six survivors through a mega corps abandoned jungle game hunting habitat playground. What could go wrong?

Champions — Sat 2 pm — Absurdly Gifted: Please Let This Be A Normal Field Trip!

GM: Dustin Laurence

The third-graders at the School for the Absurdly Gifted were reading about logging. To illustrate, Dr Multo took them on a field trip to...the asteroid belt? A lighthearted, fun game of grade school kids with super powers and the weirdest teacher since Ms. Frizzle. Sufficiently fun adults are welcome, but kids and their families get priority. No experience necessary, pregens provided.

Champions — Sun 2 pm — Manhattanverse: Only The Strong Survive

GM: Dustin Laurence

The Defenders’ investigations have led them to the top of a San Francisco skyscraper...one full of Hydra agents with one mission: no one gets out alive. Can our heroes beat the odds? No experience needed, but players should be prepared for the dark themes of the TV shows. Pregens provided.

Changeling the Lost — Sat 2 pm — Dazed and Hunted

GM: Andrew Henkes

After coming face-to-face with a Huntsman, a member of the Freehold has gone into hiding. You are part of a special team tasked with tracking down your terrified friend before the Huntsman finds him and hauls him back to Arcadia. Presented by the Dead Gamers Society.

Crypts & Things D&D Retro-Clone — Fri 8 pm, Mon Noon — The Halls of Nazir-Thun

GM: Mean Gene

A fast paced Action/Adventure Dungeon Crawl. Enter the Halls of Nazir-Thun and return the potion of immortality. No Demi-Humans. Magic is a double-edge sword, everyone can backstab, everyone is a thief, but the thief does it better! Players needed to play as barbarians, warriors, and thieves! Dice, Pencils, Maps, Tokens & Characters provided. Leave your 10 foot pole at home! New players welcome! Go!!!

Curseborne — Fri 8 pm — The Danger of Missing Out

GM: Louis Garcia

You are one of the Accursed, supernatural creatures lurking in the boundaries of the world. Tied into powerful familial curse, you accept and reject them in equal measure, working with your fellow Accursed to carve out a place in the cursed world. Be the first to play in the upcoming new horror game by Onyx Path Publishing. Presented by the Dead Gamers Society.

Cypher — Sat 2 pm — The Takings

GM: Frederick Sexe

It is 1921. Three young men have disappeared from a rural village in Devon. Authorities are called in, but the villagers have their own theory: a local myth tells of a vampire that, every few decades, steals away three young people. Is there any truth to the myth, or is something more mundane at work? This is a horror genre adventure based on the Cypher Role-Playing Game System.

Cypher System — Sat 2 pm — Lab 8

GM: Jeremy Otsap

This is a horror scenario using Monty Cook’s cypher d20 system. Pre-generated characters will be provided and a rulebook will be made available for the group. If possible bring your own d20 and a pencil. For those who are familiar the world setting is similar to Delta Green with a drop of SCP

Cypher System — Sat 9 am — Rigid Air

GM: Frederick Sexe

One of the investigators are named the executor to a close friend and are requested to travel in a dirigible to read the will and sort the affairs of the deceased. Pre-generated characters and rules will be provided. This is a Call of Cthulhu adventure adapted for The Cypher System. The Cypher rules system is renowned for its elegance and narrative focus, intuitive character creation and fast-paced gameplay.

D&D 5e — Sat 2 pm — The 12 Heroes “The Taken

GM: Michael Schrepfer

You have just formed your new adventuring party. Come explore the great city of Candlewind, and the secrets that lie within.

RPGs

D&D 5e — Sun 2 pm — The Ancient Kingdom of Islesderneath
GM: Michael Schrepfer

You have been hired by the king of the Chesal Dynasty to explore the Ancient Kingdom of Islesderneath and find the source of the evil power spewing from the underground. BYOC (lvl 2 with 1 common magic item) OR Pregens Available.

D&D 5e — Fri 8 pm — The Rat-King's Rise

GM: Michael Schrepfer

In the beautiful city of Candlewind a dark presence has been felt by even the average citizens of the city. Rats have appeared much more often than normal and have been much stronger than average. (Pregens Available)

D&D RedBox — Sun 8 pm — A Betrayal of the Dead

GM: Gary Mack

A frontiersman calling himself a homesteader on the Isle of Dead Men has been reporting sightings of Undead. The leadership of Sanctuary is asking you to check it out.

D&D RedBox — Sat 8 pm — Roust the Bandits

GM: Gary Mack

On the Isle of Dead Men Life is already hard and harsh. One of the caravanners calling himself a merchant has posted a bounty on those who would dare try at banditry in a place like this.

Delta Green — Sat 8 pm — Operation Fulminate

GM: Peter Johnston

Not all those who are lost should be found. Take on the role of Delta Green agents, part of a conspiracy inside the US Government to investigate, prevent, and contain the Unnatural. No experience required. Content includes horror, violence, and children in peril.

Delver's Guide to Beastworld (D&D 5e) — Sat 8 pm — The Church in the Woods

GM: Jacob Shober

The Delver's Guide to Beastworld is a D&D 5e expansion with new races, classes, cosmology, and worlds! The party gets a Lead on a city district in need. At a mysterious Dungeon church in the Kirkward Woods, an order of Clockwork knights spreading the word of their god, have imposed martial law in the nearby district of Glasshenge. The promise of treasure and fame awaits as with all dungeon delves!

Descended From the Queen — Sat 2 pm — Against the Monster

GM: Kevin Pearl

Against the Monster is a story game about a monster hunt, the good of the monster, and the monstrosity of the hunters. Whether it's a dragon, vampire, tentacle monster, artificial intelligence, or something else entirely—you'll decide in which setting you'll hunt what kind of monster.

Dice-Free Dungeons — Sun 8 pm — A Caravan Gone Missing

GM: David Grisanti

The Clan seems to have lost a small contingent of their caravan in the last coriolis storm. If the great Djinn wills it, you and your fellow volunteers will return safely with your wayward family members. Travel across the dunes and fend off raiders and beasts as you attempt to restore the family's peace.

Dice-Free Dungeons — Sat 9 am, Mon 2 pm —

Adrift on a Remnant Station

GM: David Grisanti

Adrift in space without fuel or a functioning transponder, the crew of the exploratory vessel 105t entered stasis until awoken in the hanger bay of a strange and alien space station (the remnant of a bygone age). Put on your spacesuits and turn on the torches. Time to salvage what's possible before it's too late.

Dice-Free Dungeons — Sun 2 pm —

A Princess Lost to a Kobold's Klutches

GM: David Grisanti

Embark on an adventure commissioned by the local lord. Rescue and retrieve the princess (and heir to the throne) Buttercup. The way is dangerous and the foes are cunning. Successfully retrieve the princess and the king will give you a fine ransom.

Dice-Free Dungeons — Sat 8 pm — A Trade Deal Gone Wrong

GM: David Grisanti

Life in the smuggling business can be rough sometimes, especially when the bounty on your head spans several planets. Take on the roles of misfit space scoundrels on the run from the central government. Evade bounty hunters, sneak through planetary customs, and charm local businessmen on your way to interplanetary renown.

Dice-Free Dungeons — Fri 8 pm — Climbing the Tower of Trials

GM: David Grisanti

The Tower of Trials has existed for as long as can be remembered. And all who have successfully passed its tests have earned great powers and prestige. Join with fellow classmates to conquer (and survive) the dangers found within. Rise through the challenges to earn your place in magical society.

Dice-Free Dungeons — Sun 9 am —

Lost Memories and New Friends

GM: David Grisanti

Waking up in a dark room the lamp on the central pillar gradually brightens the room. Scattered around the room are other strangers, equally confused as you. It seems that nobody remembers who they are. There is only one door leading deeper into the structure. Use what's available to survive and learn the truth of why you are here.

Dice-Free Dungeons — Fri, Sat 2 pm, Mon 9 am —

Tributes Sent North

GM: David Grisanti

Set in the world of the United Gulag of Goblinoid Races (UGGR). Join fellow tribute graduates from Tomsk Teknikal an begin your military commission in the military. Embark on a mission into the North to improve relations between the Central Government and the Last Tribes. 'For the Good of the Commonwealth!'

DnD 5e — Sat 9 am, 2 pm, 8 pm, Sun 9 am, 2 pm —

My Forever Adventure

GM: Clive Souter and Colin Merritt

The party discovered who was behind the raids on their homeland, helping defeat the evil wizard and her henchmen. What will our brave adventurers do next? Stay to help restore peace to the mainland? Hunt down the remaining raiding parties to ensure the safety of the realm? Maybe traverse into the heart of the mainland to see what adventures and fortune exist? Or go back home to the island? It's up to you to decide!

DragonBane — Sun 2 pm — Return if the GM!

GM: Seth Halbeisen

Let try this again. Day 2!. Play a small group of adventurers exploring the "Foggy Vally" of DragonBane, with Pre-gen characters, reverse D20 (Low is GOOD!) and an oddly gritty combat system that exploits willpower points to do cool stuff. Check out a uniquely Scandinavian take on O'D&D!

DragonBane — Sat 2 pm — Return of the GM!

GM: Seth Halbeisen

Let try this again... Play a small group of adventurers exploring the "Foggy Vally" of DragonBane, with Pre-gen characters, reverse D20 (Low is GOOD!) and an oddly gritty combat system that exploits willpower points to do cool stuff. Check out a uniquely Scandinavian take on O'D&D!

RPGs

DramaSystem — Sat 9 am — St. Cyprian School of Extraordinary Academic Studies

GM: Stephanie Bryant

An elite boarding school for the magically-enhanced prepares students to use their magical abilities with discretion and as good citizens of the world.... with dramatic results! Play as a popular kid, athlete, studious nerd, outsider, or class clown in this drama-heavy one-shot of Dramasystem. This is a playtest of this scenario.

Dreamland — Sat 2 pm — Prelude to a Marriage of True Minds

GM: Aaron Vanek

Fairytale portal fantasy role-playing beyond the wall of sleep & based on the words of H.P. Lovecraft, Lord Dunsany, Kij Johnson, Michael Ende, and more. Featuring a unique word-based mechanic with a d6 roll -use more Words, get a bigger bonus. But the more Words used, the greater risk of breaking the Pillars of Dreamland! Crowdfund launching in 2025 thru Exalted Funeral. Game created by Jason Bradley Thompson.

Dreamland — Fri 8 pm — The Goodness of Hlanith

GM: Aaron Vanek

Fairytale portal fantasy role-playing beyond the wall of sleep & based on the words of H.P. Lovecraft, Lord Dunsany, Kij Johnson, Michael Ende, and more. Featuring a unique word-based mechanic with a d6 roll -use more Words, get a bigger bonus. But the more Words used, the greater risk of breaking the Pillars of Dreamland! Crowdfund launching in 2025 thru Exalted Funeral. Game created by Jason Bradley Thompson.

Dreamland — Sun 2 pm — The Palace of Memories

GM: Aaron Vanek

Fairytale portal fantasy role-playing beyond the wall of sleep & based on the words of H.P. Lovecraft, Lord Dunsany, Kij Johnson, Michael Ende, and more. Featuring a unique word-based mechanic with a d6 roll -use more Words, get a bigger bonus. But the more Words used, the greater risk of breaking the Pillars of Dreamland! Crowdfund launching in 2025 thru Exalted Funeral. Game created by Jason Bradley Thompson.

Dungeon Crawl Classics — Fri 8 pm — Beneath the Well of Brass

GM: Paul Keller

A Zero Level Funnel - Three days ago the Black King and his brigands overran your small hamlet, taking friends and family hostage. His demands are as simple as they are impossible: Venture into the burning caverns and return with the secret of eternal life.

Dungeon Crawl Classics — Sat 9 am, 2 pm, 8 pm —

Crypt of the Devil Lich - Rounds 1, 2, & 3

GM: Paul Keller

The heroes are sent into the Devil Lich's crypt to destroy her before she can return to power, as foreseen in a prophecy! A 7th level adventure in three parts, each part can stand alone so don't worry if you miss the other two... Likely no one will survive them anyway!

Dungeon Crawl Classics — Sun 9 am — Frozen in Time

GM: Tim Csernica

Eons-old secrets slumber beneath the forbidden Ghost Ice. Since the time of the Elders, the local tribes have shunned the crawling glacier, knowing it as taboo land that slays all who tread its frigid expanse. Now, the Ghost Ice has shattered, revealing hints at deeper mysteries

Dungeon Crawl Classics — Sun Midnight — The Bloody Wrath of Countess Mekula

GM: Jacob Forsman

Centuries after her supposed demise, Countess Mekula returns for retribution upon the mortal world! Can a band of simple yet stalwart villagers stop her before the next setting sun? A thriller four hundred years in the making, this is a DCC funnel adventure loaded with traps, puzzles, ghoulish hordes, and a climactic battle with a vampire.

Dungeon Crawl Classics — Sat 9 am — The Inn at Five Points

GM: Tim Csernica

The Inn at Five Points is a local landmark, known for decent food, good drink, a good night's rest—and a special reputation for neutrality. Warring parties use the Inn to negotiate and make peace. And now the amenable neutrality of the Inn has attracted the attention of the Crawling Lord, the most and extreme defender of Law.

Dungeon Crawl Classics - Empire of the East — Sat 2 pm —

The Demon Key - Level 0 Adventure

GM: Robert Dunlap

Experience the excitement of Dungeon Crawl Classics in "The Demon Key," set in the Empire of the East. This adventure welcomes newcomers and seasoned players alike to a high-stakes quest filled with dark magic and ancient artifacts. Guided by Judge Rob, you'll face cunning foes, solve arcane puzzles, and uncover the secrets of the Demon Key. Prepare for an epic journey where every decision could mean life or death!

Dungeon Crawl Classics - Empire of the East — Sat 8 pm —

The Hunt for the Howling God - Level 1 Adventure

GM: Robert Dunlap

Immerse yourself in Dungeon Crawl Classics with "The Hunt for the Howling God." Set in a land of dark fantasy, this adventure invites newcomers and veterans to a perilous quest filled with eerie mysteries and formidable foes. Guided by Judge Rob, you'll confront ancient evils, explore cursed ruins, and uncover the truth behind the Howling God. Prepare for a gripping journey where every choice could be your last!

Dungeon Crawl Classics: Horror — Mon 2 pm —

The Web of All-Torment

GM: Jacob Forsman

A group of adventurers discovers an idyllic inn in a quiet town, but it hides a sinister secret. Beneath its peaceful facade lies the Web of All-Torment, a realm of nightmares and unimaginable evil. Here, horrors and imprisoned souls become instruments of torture. The adventurers must confront these terrors and escape this nightmarish domain, facing the greatest challenge of their lives.

Dungeons & Dragons 5e — Sat, Sun 9 am —

Dungeon Delver Retrieval Squad part 1 & 2

GM: Ron Shaw

In a world where dungeons have towns grow up around them and prosper and Wizard Banks Hold the Gold the Temples offer Body Retrieval and revival services for a price. You all owe one of the Temples for these services and it is time to work it off.

Dungeons & Dragons 0e (OD&D) — Mon Noon — Pale Fires:

Pilgrims in the Black Death's Apocalypse

GM: Caleb Wimble

The year is 1349, and the world burns with the Black Death. Penitents pray to a deaf God for mercy amidst the plagued ruins of Christendom. Hell's mouth has opened wide. From it the dead return to torment the living. As fallen knights, you seek the lost relic of a saint said to cure the plague. Its reliquary church stands guarded by a cult who worship a blasphemous angel. Steel your hearts for this grim pilgrimage.

RPGs

Dungeons & Dragons 5e — Sat 9 am — Dragons of Stormwreck Isle - An introductory Adventure for D&D Beginners

GM: Robert Dunlap

New to Dungeons & Dragons? Discover the magic of tabletop role-playing in this beginner-friendly adventure on Stormwreck Isle! Designed for first-time players, this session introduces D&D basics in a fun way. Guided by Dungeon Master Rob, you'll explore mysterious landscapes, encounter intriguing characters, and embark on an exciting quest. Character generation at 8 am, otherwise pre-gens are provided at game start.

Eldritch Automata — Fri 8 pm — Eldritch Automata: Year Zero - The Forge

GM: JAY GELLERMAN - @Neofett3

Welcome to the dark and dangerous world of Eldritch Automata. E//A takes place in a recent-apocalyptic world filled with horror, drama, and psychological torment. In E//A, you play one of humanity's last defenders, facing down abominations while piloting a monstrosity of a mech

For The Queen — Fri 7 pm, Sat Noon, 1 pm, Sun 1 pm

For the Queen is a card-based story-building game. Choose your queen from many gorgeously varied illustrations - or start from scratch - and use the prompt cards to collaboratively tell a story of love, betrayal, doubt, and devotion. Hosted at Games on Demand where we set you up to play in minutes. If you have not played a collaborative role-playing or story game, this is THE place to start, and a good feel for the types of games we play in this space!

GURPS — Fri 2 pm — Alien Ascension: The Demon In the Mirror

GM: Dustin Laurence

You heroically volunteered no questions asked for a top secret program. But now you struggle to wake from the endlessly repeating nightmare. Terror, black gleaming skin, and jaws within dripping jaws. Men in white lab coats preparing you for...what? Where are you, what have you become, and why? A game of personal and body horror in the Aliens universe for mature players. Pregens provided. No GURPS experience necessary.

GURPS — Fri, Sat, Sun 8 pm — ASPIRE

GM: Daniel Alvarez

In the mid west a tropical jungle appears. Where did it come from. Lets go into the Jungle and find out.

HAVOC Engine — Sat 9 am, 8 pm — Eat The Reich

GM: michael cantin

The year is 1943. You are a team of crack vampire commandos with one mission: drink all of Hitler's blood.

Marvel Multiverse Role-Playing Game — Sun 8 pm — Fantastic Four Issue #1

GM: Mean Gene

Recreate the 1961 Issue #1 of the Fantastic Four by reading through the comic as your characters and the various NPCs up to the point where the adventure begins! Dice, Pencils, Maps, Tokens & Characters provided.

Mausritter — Sun 2 pm — What About Bobs?

GM: Artem

Presented by Happy Jacks RPG Network You're a mouse named Bob from the village of Bobs. When a mouse from the town of Steves, bearing a barely legible letter, is found dead in the village square, Elder Bob assigns you to investigate. Grab your fellow Bobs, confront hideous dangers, and uncover the Secrets of Steves in this epic adventure of truly tiny proportions. LGBTQIA+

Mythras — Mon 10 am — Shrine of the Traitor Gods

GM: Don Forsman

This is a short scenario designed to act as introduction to roleplaying games, using a set of pre-created characters and a short set of rules to govern what happens. The players each take on the role of a Hero of Meeros. Meeros is a city state in an ancient fantasy world not unlike ancient Greece, Rome or Sparta. The children of an important merchant have been kidnapped by the sinister cult

Night Sky Falling — Sat, Sun, Mon 9 am — One-shot battle

GM: John Behrendt

A sci-fi roleplaying game that puts you in command of a fleet of spaceships. It features tactical, kinetic combat with a focus on careful planning and positioning.

Old-School Essentials — Fri 8 pm — Illustrious Lopun

Old-School Essentials — Sat 2 pm — Marvelous Lopun

Old-School Essentials — Fri 2 pm — Mysterious Lopun

Old-School Essentials — Sat 9 am — Splendid Lopun

GM: Zood

Adventure forth into a world of wonder! Brave terrible dangers! Seek gold and glory! Your destiny awaits.

Pathfinder — Sun 2 pm — Pathfinder battle Royal

GM: Chuck O'Connor

Pathfinder battle Royal tournament: team game with objectives for most points wins. Points are awarded for:- kill opposing players (players respawn)- kill monsters- accomplish objectives on the map- other goals Players will choose from a list of pre-generated level 7 characters (that I will provide and have pre-printed ahead of time. 4-10 players

Pirate Borg — Fri 2 pm — Black Coral Bay

GM: Tim Heiderich

Set sail in the strange and spooky seas of this Mork Borg-based OSR. Roll up your scurvy seadog and face random encounters in search of buried treasure! You and your crew will lead this rudderless voyage across the Dark Caribbean. A quick, rules-light adventure for players from cabin boy to cap'n! Sessions are two 2-hour one-shots for up to six players.

Pirate Borg — Sat 9 am — Black Coral Bay II

GM: Tim Heiderich

Set sail in the strange and spooky seas of this Mork Borg-based OSR. Roll up your scurvy seadog and face random encounters in search of buried treasure! You and your crew will lead this rudderless voyage across the Dark Caribbean. A quick, rules-light adventure for players from cabin boy to cap'n!

rift or home brew — Sat 2 pm — russian mission

GM: Ebenezer Eibenhardt

finish up a scenario from the last con. were the player are tring escape the german task force

RPG Design Lean Coffee — Sun 8 am

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.

RPG Indie Games on Demand —

Fri 2 pm, 8 pm, Sat 9 am, 2 pm, 8 pm, Sun 9 am, 2 pm

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, Apocalypse World, Monster of the Week, and many more. Games tend to be 2-4 hours.

RPGs

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

In the Kids Edition of Indie Games on Demand we gather kids and teens and parents who want to play role playing games and run games for kids such as For The Queen, The Deep Forest, and more. Listed as 2 hour slot but may run much shorter.

RPG Indie Games on Demand (Open Gaming) —

Sat 10 pm, Sun 6 pm

During this time at RPG Games on Demand there are a number of open tables. Feel free to come by and run role playing games with friends, old or new. Unlike our other sessions, we will not organize and pitch games, instead it may be up to you to get your table together.

Scion: Hero - 2nd Edition — Fri 2 pm — The Hero Inside

GM: Louis Garcia

You are a child of a God from the pantheons of old. You live in a world of myth, where every ancient story is true. Your ancient enemies, the Titans, stir in their prison, hidden away. Their spawn issues forth from their prisons and the specter of war falls across the worlds. Find your destiny. Live the myth. Embrace your fate. Presented by the Dead Gamers Society.

Sojourn RPG — Fri 2 pm — Mythic Shinar: Beyond Babel

GM: Caleb Wimble

An ancient evil stirs, threatening to break free from its prison and unleash a wave of chaos across Bronze Age Shinar. A conjurer has hired you to ascend the Tower of Babel and find an object of power capable of containing this evil. Brave an apocalyptic wilderness to recover the artifact from its Tower heights before it is too late. Or heed the call from the shadows and seize this great power for your own.

Starscape PBTA — Sat 2 pm — The Missing Heart

GM: Kimi Hughes

You are the “fetch” crew. You get back things that are lost. A large commerce transport has gone missing and you have to get it back! Starscape is a found-family sci-fi game that focuses on the Trust between crewmates and how it changes during their adventures.

Star Wars: Edge of the Empire — Sun 2 pm — Shadowport

Adventure: Out Rim Tales

GM: JAY GELLERMAN - @Neofett3

You are playing as an assembled group of mercenaries and smugglers working for a mysterious benefactor while obtaining credits and having a fun adventure. This game will utilize the Star Wars narrative dice system. Beginners are Welcomed!

Star Wars: Edge of the Empire — Fri 2 pm — Shadowport

Adventures: Slug Games Part 1—Dinner to Die For

GM: JAY GELLERMAN - @Neofett3

You are playing as an assembled group of mercenaries, hired guns, and smugglers working together for a Hutt benefactor to Win the Annual Slug Games Competition. A three-part event where a powerful Hutt sponsors a team to compete in deadly games for a grand prize and a mountain of credits. This is Part One of Three

Star Wars: Edge of the Empire — Sat 2 pm — Shadowport

Adventures: Slug Games Part 2 - Dodgeball of Death

GM: JAY GELLERMAN - @Neofett3

You are playing as an assembled group of mercenaries, hired guns, and smugglers working together for a Hutt benefactor to Win the Annual Slug Games Competition. A three-part event where a powerful Hutt sponsors a team to compete in deadly games for a grand prize and a mountain of credits. This is Part Two of Three.

The Hero Instant — Sat, Sun 2 pm, Mon 10 am —

Avengers Tryouts

GM: Andrew Ashcraft

A new West Coast Avengers team is being formed, led by Tigra and Angel. Who will they choose? And what first adventure awaits? Characters will be provided, OR you can play the character you created in the Introduction game. No experience necessary.

The Hero Instant — Fri 2 pm, Sat, Sun 9 am —

Intro to The Hero Instant (superheroes!)

GM: Andy Ashcraft

In this Intro Event, you will create a new superhero character and play that character in a short adventure.

Thirsty Sword Lesbians — Sun 2 pm — Best Days of Their Lives

GM: Chris Czerniak

In TSL a sword duel can end in kissing, a witch can gain her power by helping others find love, and an entire campaign can be built around wandering matchmakers flying from system to system. In this scenario the players must escort the princess of their kingdom to be married to the prince of an enemy kingdom in hopes of creating peace. However, many would like to see the wedding not happen, including the princess.

To Change — Sun 2 pm — Totally Awesome Mutant Heroes!

GM: Trina Christensen

Totally Radical! You have been subjected to mutagenic experiments that merge animal characteristics with humans by the evil megacorp, TechnoCorp Labs Inc. To escape, your team will need to ascend TechnoCorp tower, as you mutate in to a team of mutant animal martial artists in this rules-light tarot-based story game of transformation.. Inspired heavily by TMNT.

Traveller (Mongoose) — Sat 2 pm — Intro to Traveller

GM: Tim Heiderich

The original 2D6 sci-fi RPG, Traveller is The Expanse, Firefly, and the game where you can die in character creation. Join up for a Session 0 of character creation, follow a life-path, meet your crew-mates, learn about the setting, and go on your first adventure. You will start with some skills and equipment, friends and enemies, and maybe even a ship (with a sizable mortgage). Bring 2D6 and a pencil.

Triangle Agency — Sat 2 pm, Sun 9 am — Company Time

GM: Ian ChristianScher

Simply by reading “Simply by reading” in this sentence, you have agreed to become an employee for Triangle Agency. The shape of your thoughts has created a binding mental imprint. Your assignment will be to properly use your personal anomaly (P.A.) to contain more dangerous anomalies (D.A.) on behalf of the company to help stabilize reality. Don’t forget to clock out before your mandatory overtime.

Vaesén — Sat Midnight — A Winter’s Tale

GM: Jacob Forsman

Cross the Baltic Sea and brave the wintry forests of Ingria, where an unknown being stalks the night beneath glittering stars.

Vampire the Masquerade 5th edition — Sat 2 pm —

The Tremere Chronicles

GM: Louis Garcia

They call them warlocks, hermetics, usurpers...they are the Tremere. The Tremere are a clan with secrets and they hoard knowledge known only to them. What scares the Tremere s they hide away in their Chantryes? Only they know. Presented by the Dead Gamers Society.

War Games

Los Angeles B & C

1754: Conquest – The French and Indian War – Fri 5 pm

It's 1754 and both France and Britain have colonies in North America. Now fighting has erupted. France and its Native Allies control the Ohio Valley but George Washington prepares an army to take it from them. A war has started in the colonies but control of the world is at stake.

1775: Rebellion – Sat 11 am

Players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control the colonies, provinces, and territories.

1812: The Invasion of Canada – Sun 7 pm

In this War of 1812 game, two cooperative teams of 2 American players and 3 British players seek to control the Canadian-U.S. border by moving units into enemy territory and using action cards to do battle. Whoever controls the most enemy objectives by the end of the game wins!

Axis & Allies - North Africa 101 – Fri Noon

Axis & Allies North Africa - Operation Torch – Mon 10 am

Just released! Learn to play with the designer. All rules taught! Rommel is at the gates of Cairo but has run out of steam. The UK has built up big under Monty and might push the Afrika Korps all the way back to Tripoli. Meanwhile, the Allies are landing in Northwest Africa, squeezing the Axis from two directions.

Axis & Allies North Africa - Rommel's Last Push – Sun 10 am

Just released! Learn to play with the designer. All rules taught! After the Afrika Korps was pushed back from the gates of Cairo, the Japanese attack on Pearl Harbor had the Brits looking elsewhere. Rommel had one big operation left in him in the Western Desert, but will he take Tobruk and Cairo this time? Or will the Anglo-American landings in Northwest Africa see him retreating all the way to Tunisia?

Axis & Allies Pacific 1940 2nd Edition – Sat 9 am

Take on the Empire of Japan in this epic WWII PTO game.

Battlecry – Sun 11 am

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.

Diplomacy – Sat 2 pm

The peace of pre-WWI Europe was threatened by intense competition between seven major empires. Players must skillfully use conflict and negotiation to become the predominant power in Europe. Do you have what it takes to conquer the continent using the art of DIPLOMACY?

Fletcher Pratt 'Lite' – Sat 3 pm

A lite, fast-playing version of Fletcher Pratt (naval warfare game) with detailed mini warships will be played on a tabletop. Come blow up ships, work damage control, and make tough choices while coping with smoke and the confusion of battle.

Here I Stand – Sun 10 am – 1517 Scenario

The epic asymmetric wargame of 16th century religion and warfare, featuring Luther vs the Papacy the Habsburg grand empire, and the English, French, and Ottomans vying for supremacy on land & sea. And Henry VIII trying to make a son.

Kriegsspiel – Sun 10 am

Our scenario takes place in the Russian winter, outside Moscow where OPFOR is poised to launch an offensive to capture the city. Kriegsspiel is the most realistic wargame devised, yet is accessible to beginners. All persons are invited, no rule knowledge is required.

Memoir 44 – Fri 2 pm

A historical boardgame where players face-off in stylized battles of some of the most famous historic battles of World War II including Omaha Beach, Pegasus Bridge, Operation Cobra and the Ardennes.

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 – Sat 5 pm

Plays out this exciting episode of Early American military history. As the United States, one player will pressure Tripolitania to allow the free movement of American merchant vessels - or face the consequences. As the bashaw of Tripoli, the other player will continue the lucrative piracy of the fearsome corsairs while countering the American threat on land and sea.

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.

The Napoleonic Wars – Mon 11 am

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

The War Game: WORLD WAR II – Fri Noon

Fans call it "Axis & Allies on steroids". Highest reviewed, balanced & most improvisational of the genre. Celebrated qualities: d12, partial retreat, realistic/fun air, sea, "Rommel's" combat rules.

Twilight Struggle 101 – Sat 1 pm

Twilight Struggle – Sat 2 pm

Relive the Cold War and rewrite history in an epic clash between the USA and USSR.

Undaunted: Battle of Britain – Sat 5 pm, Mon 11 am

The RAF and Luftwaffe face off in a specially designed multiplayer tournament scenario for this new deck building game of WWII aerial combat

Virgin Queen – Sat 11 am

A game of grand strategy for two to six players based on the military, political and religious conflicts within Europe during the reigns of Elizabeth I of England and Philip II of Spain. Each player controls one or more of the major powers that presided over European politics in that day.

Weimar: The Fight for Democracy – Sat 11 am

A game about the major actors in the spectrum of the new Republic. The Social Democrats and the Conservatives are trying to defend the democracy. Communists and Nationalists are looking to overthrow the government and install their own regime.

Wellington: The Peninsular War 1812-1814 – Sun 3 pm

The armies of Napoleonic France are masters of continental Europe. One man stands between them and the conquest of the Spanish Peninsula: an English general called the Duke of Wellington. Take command in this classic GMT card-driven strategy game.

Adventurers League

Plaza C

All games are Dungeons & Dragons 5th Edition unless specified otherwise

CCC-GOC01-03 Winds of Rot - Levels 11-16 — Fri 7 pm, Sun 9 am
High above the Quivering Forest hovers Athal'deras, an earth mote that is home to a tribe of aarakocra. But a shadow has fallen over the floating rock, and the bird people have succumbed to the darkness, which they now strive to spread upon the winds. A 3 to 4-hour adventure for Tier 3 characters.

CCC-GSP01-01 A Dragon's Breath - Levels 1-4 —

Fri 7 pm, Sun 9 am

Ragvala, also known as the "Coinmaker," is an ancient gold dragon who wishes to mend his broken friendship with his old adventuring buddy. Recently, he has heard rumors that his friend's old magical instrument has resurfaced in the Quivering Forest. Unable to change shape anymore, the dragon needs the help of skilled adventurers who can join him on his quest. A 4-hour adventure for Tier 1 characters.

CCC-QCC2018-01 Of Gods and Monsters - Levels 11-16 —

Sat 2 pm, Sun 7 pm, Mon 9 am

Rumors abound that the travelling faire known as Doctor Jubal's Carnival of Curiosities have somehow acquired an actual, live tarrasque that they are displaying as part of their travelling show. An ancient eladrin who claims to be part of a secret order dedicated to protecting society from the creature is honor-bound to investigate the matter and wants you to track down the faire and see what you can discover.

DDAL00-02c Spawn of the Maimed Virulence (Lost Tales of Myth Drannor) - Levels 5-10 — Fri 7 pm, Sat, Sun, Mon 9 am

Before his death, the green dragon The Maimed Virulence, Vorgansharax, had many mates across Faerun. The forest of Cormanthor and surrounding areas have become a battleground between sibling dragons, all vying for the choicest territory. Can a band of adventurers protect Hillsfar by either defeating or negotiating with the spawn of The Maimed Virulence? Chapter 5 of Lost Tales of Myth Drannor.

DDEP4 Reclamation of Phlan (Levels 1-16) — Sat 7 pm

For too long, the Maimed Virulence has held Phlan in its grasp. The factions have begun to muster and sounded the call to battle throughout the Moonsea. Allies new and old will be called upon to aid in their attempts to reclaim the ancient town. Are you one of the few bold enough to answer the call to battle?

DDEX1-12 Raiders of the Twilight Marsh - Levels 5-10 —

Fri, Sat, Sun 2 pm

A black dragon's treasure horde has been located in the Twilight Marsh, and within it are secrets that hold interest to the factions. With the dragon marauding over the countryside, the horde is left unguarded. Now is the time to plunder its lair!

DDEX1-5 The Courting of Fire - Levels 1-4 —

Sat 9 am, Sun 2 pm, Mon 9 am

An exiled cultist and his kobold minions are spotted searching long-forgotten ruins in the Dragonspire Mountains. Rumors say he looks for a precious gift to give to a fearsome dragon that dwells there. What he hopes to attain with his gift is unknown, but can't be good for the citizens of Phlan.

DDEX1-6 The Scroll Thief - Levels 1-4 —

Fri, Sat 2 pm, Sun 7 pm, Mon 2 pm

Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decides to reach out to you and your kind to bring those responsible to justice.

DDHC-TYP Ch.2 The Forge of Fury - Levels 1-4 —

Sat 9 am, Sun 2 pm

The great dwarven smith, Durgeddin founded a stronghold 200 years ago after his clan were driven from their home. Orcs raised a great army, stormed the stronghold and slew the dwarves, allowing the five levels to fall to ruins. Now goblins, orcs and other monsters use the ruins as a base. Legends tell of the extraordinary blades Durgeddin forged here, drawing many to come to the ruins of Khundrukar to obtain them.

FR-DC-STRAT-DRAGON-01 Dancing In The Moonlight - Levels 5-10 —

Fri 2 pm, Sat 9 am, Sun 2 pm, Mon 9 am

A priest of Selûne needs adventurers to locate a powerful magic item in a fallen city, but the city's guardian dragon has turned hostile. Part 1 of the Tears of Trouble. A 4 hour adventure for Tier 2 characters.

FR-DC-STRAT-DRAGON-02 Head In The Clouds - Levels 5-10 —

Fri 7 pm, Sat 2 pm, Sun 7 pm, Mon 2 pm

A foolish red dragon has acquired a magic item capable of great destruction. Thankfully, she doesn't know how to use it... yet. Invade her castle and defeat her before she learns the truth! Part 2 of the Tears of Trouble. A 4 hour adventure for Tier 2 characters.

PS-DC-STRAT-DRAGON-03 This One is for the Liches - Levels 11-16 —

Fri 2 pm, Sat 9 am, Sun, Mon 2 pm

Liches have always taken what they want, regardless of the consequences. But no more! The people of Emmerock have pooled their resources to hire you, brave adventurers, to reclaim their stolen castle. Together, you will crash the lich's wedding, face-off against D'alva's dastardly challenges, and end her reign of terror once and for all! A Gateway 2024 Premiere Adventure!

PS-DC-STRAT-DRAGON-04 My Shattered Heart - Levels 17-20 —

Fri 7 pm, Sun 9 am

Long ago a prophecy was misinterpreted, for catastrophic results. Now, you've been asked if you can help right the mistake that was made, and save a dragon lost to time. Part 1 of the Wyrmguard Trilogy A Gateway 2024 Premiere Adventure!

PS-DC-STRAT-DRAGON-05 Your Shattered Bond - Levels 17-20 —

Sat 9 am, Sun 2 pm

The adventurers are close to accomplishing their mission, but just as success seems assured, the past becomes undone. Can the adventurers save themselves before they run out of time? Part 2 of the Wyrmguard Trilogy A Gateway 2024 Premiere Adventure!

PS-DC-STRAT-DRAGON-06 Our Shattered Ambitions - Levels 17-20 —

Sat 2 pm, Sun 7 pm

Debating at Gateway2024! Part 3 of the Wyrmguard Trilogy It's SO new, we don't even have the blurb ready yet. Written by our very own James Clark & Alexis Paige!

PS-DC-STRAT-DRAGON-07 - Levels 17-20 —

Sat 2 pm, Sun 7 pm, Mon 9 am

The Cult of Dark Wonders have made themselves known across the universe. Their initial scheme to resurrect the dead god, Kalzareinad was thwarted by brave adventurers, but they are far from defeated. Now, they have turned their eyes upon the Githyanki city of Tu'narath. Along with a band of heroes, you must traverse the planes through the city of doors and gather unlikely allies to aid you in... The War of Dragons.

General Events

General Events

Pacific Ballroom, Pacific Foyer, Carmel, Catalina A, International F, 1635, Bel Air, Santa Monica A, Executive Boardroom, Pasadena Garden

Arcknight TTRPG — Sat, Sun 11 am, 1 pm

Combat and RP demo for the Arcknight TTRPG. The folks that brought you the Flat Plastic Minis, Spell Effect Sheets, and the amazing Mimic Dice Boxes (Not to mention the maps you love), have developed a full fledged TTRPG from the ground up. The game is many years in the making, and coming up on its final phase of development. Jump right in and play out an opening scene, or more, of their initial campaign, Magic of the Past, written by published author and Lead Content Designer, Andy Wallace. 20 minute demo

Auction — Mon 11 am

Our third and final redistribution of games for 2024. One never knows what games might show up here. Always entertaining. Note: We have a major change this show - no minimum bids. See the updated Auction Rules.

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.

Board Game Geek Virtual Flea Market — Sat 11 am

Link posted! VFM starts 8/8. 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.

Dealer Room Closes — Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

Dealer Room Opens! — Fri 5 pm, Sat, Sun, Mon 9:30 am

Face Painting — Sat, Sun Noon, 1 pm, 2 pm

Join us for face or arm painting. View samples or put in a request. Limited sign-ups available in the Family Area. Walk-ins welcome with time permitting.

Feedback Forum — Sun 6 pm

We made it through another year. How? Why? Did the parking improve from Gamex? Who knows! But hey, let's discuss the state of the con. All this and more!

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

Our final Bazaar of the Bizarre of 2024! Used games galore! One never knows what one can find here.

Fuzzy Heroes: The Olympics — Sun 5 pm

A toy and stuffed animal fighting and adventure game for kids. It teaches fundamental miniatures, role playing, and tactics while still offering fun entertainment for even the most seasoned gamer. East Foyer, just outside of Family Area

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 donated by Strategicon and vendors. 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

Happy Jacks RPG Podcast LIVE — Sat 8 pm

Join us for a live stream of the Happy Jacks RPG Podcast. Come share your experiences playing and running games at the con!

How to Volunteer Seminar — Fri 6 pm, Sat 10 am, Sun 5 pm

Have you ever wondered what it takes to either volunteer or run games for Strategicon? Well, this seminar will have all the answers you seek. We will give you what you need to contact the relevant people to become part of the family.

Meet & Greet — Fri 7 pm

Join us for an unique Meet & Greet with our special guests Joey Eaton, Matt Hyra, and John Wick. Food, beverages, and wonderful conversation with the guests. Suite 1635

Professional Storytelling — Sat 3 pm

Andy Wallace is a published author, lead game designer for the Arcknight TTRPG, lead developer for the unnamed upcoming Arcknight Video Game, and more. Today he will talk about the amazing innovations Arcknight is bringing to the world of gaming by employing AI in various ways while supporting real life artists and talents at the same time. He will discuss how he juggles raising twin autistic toddlers, supporting his wife who is an award winning screenwriter, and all his various other pursuits. There will be time for a Q/A after

Raffle Drawing! — Fri 6 pm, 8 pm, 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

Sleight of Hand Show - A Rogue by Any Other Name —

Fri, Sat, Sun 8 pm

A 40 minute theatrical experience of gaming themed magic with a bard/rogue telling stories and doing sleight of hand inches from your eyes. . All ages welcome but this is an adult level magic show like you would see at Hollywood's Magic Castle. Frank is an award winning magician who performs all over the world and in Las Vegas.

Strategicon Football League — Sat 3 pm

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

Strategicon Karaoke — Fri, Sat 9 pm

Do you have what it takes to sing with the greats? Yeah, me neither. Come make that someone else's problem and have some fun in the process!

Strategicon Speed Puzzling — Sun 1 pm

Join us for the 1st ever Strategicon Speed Puzzling competition! Teams of 4 will race to assemble a 1,000 piece Ravensburger puzzle as quickly as they can. While this Special Event is included in your convention badge, registration MUST be completed using the link

Play to Win

Play to Win

East Foyer (Hours: Friday Noon – 6 pm, Saturday 9 am – 6 pm, and Sunday 9 am – 4 pm.)

Andromeda Fight League – Sun 9 am

The Millennial Wars have ended....it is a time of peace in the galaxies between man, machine and all life forms. In the absence of conflict, to fill the void, great warriors, enchanters, creatures, and engineers began to compete in battling tournaments.

Apples to Apples - Tournament!!!! – Sat 3 pm

The classic games of hilarious comparisons where everyone's opinion counts is coming to Play to Win in tournament form! Come join the fun!

Gloomy Graves – Sat Noon

In Gloomy Graves, you work as a gravedigger in a dark fantasy world where epic battles rage continuously. The corpses of pixies, goblins, unicorns, cyclops, and dragons have begun to pile up, so you've got your work cut out for you....

Hard Time – Fri 2 pm

Inside of these concrete walls a bitter feud has broken out. You and your rivals have reached the boiling point. Only one of you can rule the yard. You must buy Influence with Commissary items, and use that to gather the Crucial resources you need to eliminate another player.

Munchkin Disney – Sun 1 pm

It's not a Strategicon at Play to Win if we don't have a Munchkin event! Join us in defeating Disney villains, collecting treasures, and becoming a super Disney fan!

Pathfinder Revolution! – Fri 4 pm

Secretly bid against your opponents for control of important people and guilds, gaining influence in different regions throughout the city, as well as more gold, power, or blackmail for your war chest. Pathfinder Revolution! is a game of bidding and intrigue for three to six players.

Pathfinder Society

Los Angeles A

Learn to Play Pathfinder 2nd Edition –

Sat, Sun 10 am, 1 pm, 4 pm

Come grab a pre-generated character, or create one of your own, and join us on an adventure where you will battle foes, solve mysteries, and learn how to play Pathfinder! New players welcomed!

PF1 Mod: Fangwood Keep (must sign up for all 3 slots) –

Sun 9 am, 2 pm, 8 pm – Pathfinder First Edition

Fangwood Keep has changed hands innumerable times since its founding decades ago on the border between the warring nations of Molthune and Nirmathas. Over the years, both countries have sacrificed money and soldiers in an effort to control the fortress along the Marideth River valley, both for its tactical location and for its secure defenses. This respite was shattered by the arrival of a renegade Molthuni commander

PF1 6-98 Serpent's Rise (Pregen Special) – Fri 2 pm –

Pathfinder First Edition

Years of political maneuvering, espionage, smuggling, and diplomacy have set the stage for the Aspis Consortium's most ambitious attack on their Inner Sea rivals: the Pathfinder Society. All that remains are several key preparations that only an elite team of Aspis agents can arrange, and once the fireworks begin, these same agents must strike quickly and mercilessly to secure objectives.

Play 5 – Sat 9 am

Combines the strategy of a crossword puzzle with the excitement of poker. Players create interlocking poker hands in a crossword fashion to achieve the highest points score or for other players' chips. The publisher will be having a tournament at this convention!

Play to Win.... On Demand Demo – Fri Noon,

Sat 10 am, 1 pm, 5 pm, Sun 10 am, Noon, 2 pm

Check out the Play to Win library, and request a demo of any game you'd like. Attend an on-demand demo, a scheduled demo, or just check out the games to get entered to win the game(s) you played in.

Shake That City – Sun 11 am

Welcome City Planners! It's up to you to design the best city block using patterns from the exciting Cube Shaker. You'll place a mix of building tiles to help grow the thriving city. The best design wins the game! Are YOU ready to Shake That City?

The Drawing - Free Games!!!! – Sun 4 pm

The moment you have waited for - FREE GAMES! We will draw the winner of each game from those who played those games. Winners must be present. Your agent may be present for you, as long as we can verify.

The Three Little Wolves – Sat 11 am

Work to build the tallest house before the Big Bad Pig demolishes your building in this fast-playing card game.

PF1 7-98: Serpents' Ire – Fri 8 pm – Pathfinder First Edition

A parasitic faction known as the Korholm Agenda has tried to corrupt the upstanding Aspis Consortium from the inside out, all in the vain pursuit of revenge and profit! In this adventure the players portray agents of the Aspis Consortium using 8th-level pregenerated characters. Content in Serpents' Ire also ties into a special metaplot element from Pathfinder Society Special #6-98: Serpents Rise.

PF2 1-14: Lions of Katapesh – Sun 2 pm –

Pathfinder Second Edition

Goblin patriarch, merchant, and Pathfinder Society ally Yigrig Moneymaker needs help! The cunning goblin merchant has big plans to build a bridge that will connect two promising trade partners, but something is stirring up the local wildlife and convincing the lions and other predators of the Katapeshi plains that goblins are more tasty than can possibly be true.

PF2 1-23: The Star-Crossed Court – Sun 9 am –

Pathfinder First Edition

On an idyllic island of the western coast of Garund, the PCs arrive at the iruxi city of Ekkeshikaar. Seeking to establish new trade relations between the lizardfolk of Ekkeshikaar and the people of Vidrian, the Pathfinder Society must navigate a delicate political landscape while thwarting the efforts of nefarious forces who seek to stop the proposed alliance by any means necessary.

Pathfinder Society

PFS2 1-23: The Star-Crossed Court — Sun 9 am — Pathfinder Second Edition

On an idyllic island of the western coast of Garund, the PCs arrive at the iruxi city of Ekkeshikaar. Seeking to establish new trade relations between the lizardfolk of Ekkeshikaar and the people of Vidrian, the Pathfinder Society must navigate a delicate political landscape while thwarting the efforts of nefarious forces who seek to stop the proposed alliance by any means necessary.

PFS2 2-06: The Crashing Wave — Sat 2 pm, 8 pm — Pathfinder Second Edition

On an island off the coast of Jalmeray, the Pathfinders are called to action! The Society's friends at the Monastery of Unbreaking Waves are faced with a horde of sea devils seeking to level their recently-rebuilt temple and claim it for themselves. The Pathfinders arrive just as the invasion reaches a crescendo and must fight for their lives if they hope to protect themselves and their allies!

PFS2 5-12 Mischief in the Maze — Sat 9 am — Pathfinder Second Edition

The Maze of the Open Road has mostly been stabilized, and yet agents are still ending up at the wrong destination. While no one has been hurt, Venture-Captain Sigvard Tornkvist fears that it might be a matter of time until injury or worse results. She tasks the PCs with investigating the cause of these mishaps, and dealing with it if possible.

PFS2 5-16: A Lie Told to Strangers — Sun 2 pm — Pathfinder Second Edition

A Pathfinder Society Scenario designed for 3rd- through 6th-level characters. Poorer citizens of Kaer Maga, the City of Strangers, have been going missing, and while many think they've simply left to emigrate to New Thassilon, a purported haven for outcasts, an independent journalist feels that there's something unsavory going on. Kaer Maga doesn't have much in the way of authorities.

PFS2 5-17: Stranded on Yesterday's Tide — Fri 8 pm — Pathfinder Second Edition

A Pathfinder Society Scenario designed for 1st- through 4th-level characters. The Pathfinder Society has heard reports of a ship sighted over and over, apparently following the same path before vanishing each week. This unfortunate ship is stuck in time, repeating the same week over and over. The crew has tried everything to escape this fate, and gave up years of the same week ago.

PFS2 5-18: Equal Exchanges – Tapestry of the Mind — Sat 8 pm — Pathfinder Second Edition

Her identity finally revealed to the Pathfinders, the Waterfall makes a final request: have a group of senior agents travel into the mindscape attached to her and extract whatever it is that ties her to entities unknown. With any hope, this will give her the privacy and security she so desires and deserves after her life. Within her mindscape, strange aberrations lurk, and even stranger are their motivations

PFS2 5-19 Demonic Afterparty — Fri 2 pm — Pathfinder Second Edition

A Pathfinder Society Scenario designed for 3rd- through 6th-level characters. A demonic cult recently performed a ritual to great success, part of its leader's grander schemes. Her work near Nerosyan complete for now, she left a token force to guard the site, no longer needing it, and prepared to travel elsewhere for grander plans. This activity, though, has been noticed.

PFS2 5-20: The Rakshasa's Court — Fri 8 pm, Sun 2 pm — Pathfinder Second Edition

A Pathfinder Society Scenario designed for 7th- through 10th-level characters. With clues from around Jalmeray and Niswan, Venture-Captain Safa has been able to determine where the mysterious Benefactor lives in the city. It's up to a group of Pathfinders to break into the enormous mansion to confront her, while ducking the underlings and trying to find evidence of her wrongdoings.

PFS2 6-01 Intro: Year of Immortal Influence — Fri 2 pm — Pathfinder Second Edition

A Pathfinder Society Scenario designed for 1st- through 4th-level characters. A new year comes for the Pathfinder Society, and what better way to start it off than by attending a fancy event? The Pathfinders find themselves invited to a charity dinner to benefit the Knights of Lastwall fighting in far-off lands against the lich king, Tar-Baphon.

PFS2 6-01 Intro: Year of Immortal Influence —

Sat 2 pm, Sun 8 pm, Mon 9 am — Pathfinder Second Edition
A Pathfinder Society Scenario designed for 1st- through 4th-level characters. A new year comes for the Pathfinder Society, and what better way to start it off than by attending a fancy event? The Pathfinders find themselves invited to a charity dinner to benefit the Knights of Lastwall fighting in far-off lands against the lich king, Tar-Baphon.

PFS2 6-02 Rain Falls on the Mountain of Sea and Sky —

Sat 8 pm, Sun 9 am — Pathfinder Second Edition
Many newer agents are often sent to the Three Gates Lodge to make sure that the wildlife on the island isn't out of control, and that the various allies that the Society made when claiming the lodge are rewarded for their continued aid. The tasks are routine, as the greatest threats were dealt with when initially setting up the lodge, and Venture-Captain Kukuha Mukai performed a ritual utilizing the ley-lines.

PFS 4-09: The Blakros Matrimony — Sat 9 am — Pathfinder First Edition

The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses.

PFS Special: Ruins of Bonekeep, Level 2: Maze of the Mind Slave — Sat 8 pm — Pathfinder First Edition

A group of Pathfinders recently delved into the ruins of Bonekeep, a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also extraordinary treasures. Warded by the magic of a senior Pathfinder, the party must explore as much of Bonekeep as they can before the spell dissipates, lest they too are enslaved by the enchanted maze that looks hauntingly more familiar

SFSPT 1 Shards of the Glass Planet —

Fri 2 pm, Sat 9 am, 2 pm, Sun 2 pm —

SFSPT 2 It Came from the Vast! — Sat 2 pm, Sun 9 am — Starfinder Second Edition

Welcome to the Starfinder Playtest! You can directly shape the future of the Starfinder Roleplaying Game by participating in a fun and rigorous playtest period using the Starfinder Playtest Rulebook and one of several playtest adventures—including Starfinder Playtest Scenarios! Each Starfinder Playtest Scenario is a short, single-session adventure designed to be played in 2–3 hours

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 | * Strategiteens |

* Single: All single 25 mm to 35 mm scale human-sized and smaller models. Model should be on an appropriately sized base. The majority of miniatures fit into this size range. The upper limit may reasonably include things such as an orc on a boar (fantasy), Space Marine Terminator (science fiction), and mounted cavalry (historical). Judges reserve the right to move entries intended for the Single category to Large.

* Unit: Groups of two to twelve miniatures grouped together as a cohesive unit. Entry should follow legal games system rules where available. It is suggested you use some form of tray for loose units but is not required.

* Large: All miniatures larger than a normal 28 mm human-sized model. This may include models such as dragons (fantasy), tanks and similar vehicles (science fiction and historical), and large-scale models.

* Open: Entry can be anything from a single model straight out of the package to a sweeping diorama with dozens of figures. Have dueling dragons, blow-up tanks, or a completely scratch-built model? This is where it goes. The only restriction is that entries can be no larger than 18" x 18" x 18".

* Strategikids: For contestants 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

* Strategiteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate painters.

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The

judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

9. The greatest care will be afforded to all entries, by staff who share a passion for the miniature-painting hobby, but Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

10. All entries must be reclaimed by noon Monday. Entries must be reclaimed by the person submitting them unless plans have been established and approved beforehand. ID will be required.

11. All entries will be photographed, and 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 | Kayenta Publishing |
| AEG | Konami |
| Arcane Wonders | Looney Labs |
| Area 88 | Lost Planet Games |
| Army Painter | Mayday Games |
| Bandai | NycosRPG |
| Bandero Tequila | Paizo Publishing |
| Blue Panther | Reaper Paints & Miniatures |
| CMON | Renegade Game Studios |
| Dan Verssen Games | Rio Grande Games |
| Days of Wonder | Silver Dragon Games |
| Decision Games | Steve Jackson Games |
| Existence Games | The Game Chest |
| Fire & Dice | Ultra Pro |
| Gamecraft Miniatures | Vallejo Paints |
| Game Nights | Warlord Games |
| Games Workshop | White Wizard Games |
| Ghost Brush | Wizards of the Coast |
| Imperial Outpost Games | World of Game Design |
| Inferno Games | |

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 2024 Dealer Room Vendors:

- | | |
|------------------------|----------------------------|
| Adventures in 3D | Carnival Six Studio |
| ANR Studios | Christopher Grey |
| Arcknight | Clyde Jones & Son |
| Area 88 | Cobblestone Games |
| As seen on Happy Jacks | Crazy Bob's Dream Emporium |
| Bits and Pips | Critical Hit Games |
| BGE's Tabletop | Devir Games |
| Blue Panther | Dice Envy |
| Blue Rondo Games | DM Dunn |
| Board Game Promos | Erin Hunt Rado |

Farrshire Games
 Fire & Dice
 Forgeborne Games
 Game Nights Cafe
 Gem Hunt Games
 Ghost Brush
 Golden Lasso Games
 GoodDays Games
 Good Newsed Euros
 Goodman Games
 Huck & Puck Books
 KosoGames
 LFG Con
 Line of sight Terrain
 Loscon
 Lost Planet Games
 Merch Nozzle Max
 Mimsy Fair
 NerdPool Industries
 Ninja Star Games
 Numbskull Games

Para Bellum Games
 Party Penguins
 Party Wanted
 Pique Games
 Play 5
 Ramen Sandwich Press
 Ratmaster's House of Anime
 & Stuff
 RosaleenDhu Designs
 Savage Collections
 Save vs Death Ray
 Sovereign Chess
 Strategicon Market
 Super Dimension Convention
 The Collector's Corner
 The Game Chest
 The Goods Merchant
 The Weekend Warrior
 Tiny Shiny Squids, Inc
 Wicked Grin Interactive
 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, of new games produced by an attending manufacturer 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.**
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.

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 2024 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
51st State	Brandon Burrow	Robert Reeley	Angela Zhang
A Study in Emerald	Holly Spore	Prince Aj	Dennis Carlos
Acquire - David Woolcott Memorial	Eric Downing	Tom Corbett	Ozgun Tumer
Agricola	Lumin Sperling	Reid Barkell	Winton Lemoine
Alien Frontiers	Michelle Mills	Julie Rinehart	Theo Black
Altiplano	Scarlett Witch	Bill Harris	Tina Brawner
Anachrony	Ruth Rodrigues	Dean Taylor	
Apiary	Jonathan Zev	Emily Moran	Daniel Hoffman
Arcadia Quest	Robert Reeley	Pedro Chavez	Andres Fresquez
Ark Nova	Lumin Sperling, Stanley Cascone	Derek La	Jack Munson
Atiwa	Jenn Van Persaud	Bill Persaud	Eric Hoover
Azul	Angela York	Josephine Cheung	Lumin Sperling
Bag-O-Loot	Danielle Mancini	Tanya Aldrich	Keith Aldrich, Aubrey Stephens
Battlestar Galactica	Cylons Won	Ovid Maximus	Margaret Lum
Blood Rage	Danielle Brown	Darrell Stark	Winton Lemoine
Blue Moon City	Michael Swinson	Adam Seakins	David Morgan
Cards Against Humanity	Amy Munoz	Jonathan Zev	Saul Bruenell
Cat Lady	Eric Downing	Kyle May	Austin Dias
Catan	Clint Moreno	Maggie Alvarado	John Spence
Category 5	Michael J. Russell	Sean Thompson	Winton Lemoine
Chaos Poker	Reagan Duerner		Reagan Duerner, Stephen Nguyen
Codenames: Partners	Audrey Lewis, Mendel Keller	Cade Shiozaki, Mason Wynn	Jonathan Nowak
Coloretto	Mark Dierking	Robert Neff	Brent Peterson
Crabs in a Bucket	Mendel Keller	Alex Ratica	
Crash & Grab	Nico Carnevale		
Dale of Merchants	Greg Bailey	Valerie Nafius	Sergio Vasquez
Diamant	Gabrielle Martinez	Andrew Holmes	Chris Morss
Dimension	Ken Lee		
Distilled	Andres Fresquez	Darrell Stark	Vincent Langston
Dream Factory	Michael Swinson	Andre Chautard	Darrell Stark
Dune	Chris Janquart	Andrew Clark	Liam Clark
Eldritch Horror	Players won		
Empires: Age of Discovery	Scott Kelly	Ivan Demoura	Tom Corbett
Firefly: The Game	Julie Rinehart	Brian Alvarado	Scott Rinehart
Flight of Icarus	Trina Mangione	Peter Schultz	Alexandra Schultz
Gaia Project	Prince Aj , Steven Cole	Courtney Magdaleno, Reid Barkell	David Magdaleno, Sage Garver
Havoc the Combat Card Game	Ian Curtiss		
History of the World	Jenn Van Persaud	Patrick Olive	Noah Massaro
Icecool + Icecool 2	Siven Prasad	Satyen Prasad	Keith Aldrich
Imperial Steam	Lucia Gonzalez	Dave Hoffman	
Ingenious	Darrell Stark	Valerie Lake	
King of Tokyo	Gilbert Quinonez	J. R.	Darrell Stark
Kingdom Builder	Steve Estrella	Eric Downing	Christine Marciniak
Kingsburg	Eric Downing	Christine Marciniak	David Parayre
Last Days of Athobrae	Lee Baxter	Brian Alvarado	Emily Alvarado
Let's Go! To Japan	Kirk Lynch, Peter Rich		
Liar's Dice	Darrell Stark	Paul Slavich	Bill Gallagher
Lizard Wizard	Kyle Johnson	Noah Massaro	Jennifer Veloso
Mansions of Madness	Game Won		
Mantis	Brent Wallace	Reagan Duerner	Travis Griffin
Meadow	Porter Wade	Chris Davis	Valerie Lake
Mission: Red Planet	Brian Mccarty	Richard Fenn	Andrew Cabal
Nexus Ops	David Parayre	Darrell Stark	Brian Alvarado
No Thanks!	Andrew Ma	Eric Downing	David Parayre
Nuclear War	Winton Lemoine	Kyle Greenwood	Darrell Stark
Oath: Chronicle of Exile	Michael Brands		
One Letter Better	Saul Bruenell	Asher Liebgold	Gus Gilman
Orléans	Kyle Greenwood	Brandon Muller	Michael Swinson
Pax Pamir: Second Edition	Michael Pinedo	Chris Green	Martin Juarez
Phase 10	Robert Lamarre	Serina Pinedo	Shaun Bernard
Power Grid	Michelle Mills	Chris Mills	Lance Sullivan
		Jack Munson, Drewkitty	Lisa Buroola, Michelle Mills, Joseph Nunn, Bruce Schlickbernd
Power Grid World Tour: Australia	Joseph Vigil, John Byun, Ozgun Tumer, Bill Harris	~..~, Paul Bonday, Reid Barkell	Aaron Carrasco, Chris Mills, Michelle Mills, John Cuthbertson
Power Grid World Tour: India	Reid Barkell, Christine Marciniak, Mike Munson, Robert Neff	Bruce Schlickbernd, Lisa Buroola, Drewkitty ~..~, Bill Gallagher	

Power Grid World Tour: Northern Europe	Reid Barkell	Bill Harris, Mike Munson	
Power Grid World Tour: UK/Ireland	Jack Munson, John Byun, Mike Munson	Chris Mills, Michelle Mills, Reid Barkell	Christine Marciniak, Drewkitty ~..~, Gilbert Quinonez
Power Grid: Recharged!	Michelle Mills	Anna Burgess	Chris Mills
Puerto Rico	Scott Nicks	Emily Alvarado	Darrell Stark
Rebel Princess	Nathan Morelli	Michael Rizzo	Pedro Chavez
Root	Danielle Brown	Anton Huff	Mark Dierking
Scythe	Charles O'Connor	Chaowei Wu	John Heydorn
Settlers of Catan National Qualifier	Michael Seggebruch	Alicia Solombrino	Nathan Neumann
Sorcerer City	Rosemary Maxwell	Nicholas Heard	Isabelle Lovell
Space Base	J. R.	Ozgun Tumer	Zee Levi
Splendor	Steve Estrella	Darrell Stark	Ozgun Tumer
Squarrels	Adrian Miller	James Aldrich	Tanya Aldrich
Stone Age	J. R.	Gilbert Quinonez	Lacey Pitino
Summoner Wars	Michael Rizzo		
Talisman	Frankie Venegas	Chainsaw 666	Emily Alvarado
Teotihuacan: City of Gods	Olga Pedroza	Frankie Venegas	Enrique Mesina
Terraforming Mars	James Creech	Derek La	Q Q
Terraforming Mars: Ares Expedition	Dale Conklin	Prince Aj	Tevin Bishop
Terraforming Mars: Ares Expedition Disco.	Peter Rich	Greg Bailey	Ted Blegen
Terraforming Mars: Ares Expedition Found.	Thomas Lowerre	James Martin	Mary Lowerre
Texas Hold'em Poker	Thomas Botts	Daniel Cramer	Joe Pearce
The Castles of Burgundy	Chaowei Wu	Stephanie Wilborn	David Mines
The Gauntlet qualifier: Catan	Petros Hong	John Cuthbertson	
The Gauntlet qualifier: Ra	Maggie Alvarado	Winton Lemoine	
The Gauntlet qualifier: Space Base	Jonathan Zev	Daniel Cramer	Mark Sanfilippo
The Gauntlet qualifier: Splendor	Michael Deni	Dan Jordan	
The Gauntlet finals	Mike Munson	Chaowei Wu	
The Gauntlet qualifier: Azul	Jean-Patrick Francoise	Lisa Burola	
The Gauntlet qualifier: Kingdom Builder	Lance Sullivan	Chaowei Wu	
The Gauntlet qualifier: Stone Age	Mike Munson	Charles O'Connor	
The Gauntlet qualifier: Thurn & Taxis	Ozgun Tumer	Jon Archer	
THE GAUNTLET SEMIFINALS	Mark Sanfilippo	Kyle Greenwood	Chaowei Wu
The Princes of Florence	Chris Green	Robert Neff	Nathan Heard
Thunder Road: Vendetta	Emma Griffin, Erica Lopez	Mvp Pinedo	Zee Levi
Thurn and Taxis	Mike Munson	Andre Chautard	Lisa Burola
Ticket to Ride	Scott Samarel	J. R.	Gilbert Quinonez
Ticket to Ride: Rails and Sails	Amy Eriksen	Rebecca Murphy	Chris Stewart
Titan	Eric Gerber	James Wiggs	Daniel Cramer
Twilight Imperium Expansions	Michael Deni	Alfonso Weilbach	Joseph Nunn
Unicorn Fever	Ed Murphy	Rebecca Murphy	Jane Sheppard
Uno	David Parayre	James Aldrich	Alex Ratica
Viticulture Essentials	David Parayre	Susan Fintland	Richard Potthoff
War of the Ring 2nd Edition	Don Forsman	Mike McCarthy	
Wingspan	Duckie (Ken Osborne)	Lumin Sperling	Saida Shows
Winner's Circle	Toni Johnson	Robert Neff	Brent Peterson
Wyrmspan	Duckie (Ken Osborne)	Erica Lopez	
Collectible Cards & Minis	1st Place	2nd Place	3rd Place
#1 - Ascension	Vincent Langston	Theo Black	Ephraim Silverman
#2 - Ascension	Melissa Weiss	Ephraim Silverman	Andres Perez
Clash Royale - Con 1v1	Kenneth Phuong	Quan Vuong	Anh Vuong
Clash Royale - Con 1v1	Kenneth Phuong	David Parayre	Davie Gersowsky
Clash Royale - Con 2v2	George Carceres	David Parayre	Arryn Holland
Dice Masters - Secret Wars Rainbow Draft	Jose Vasquez	Ruby Intner	Robert Knight
Heat: Pedal to the Metal FINALS	Bruce Schlickbernd	Chandra Gimenez	Ted Blegen
Heat: Pedal to the Metal Qualifier 1	Anita Collins	Duckie (Ken Osborne)	Chandra Gimenez
Heat: Pedal to the Metal Qualifier 2	Bill Persaud	Theo Black	
Heat: Pedal to the Metal Qualifier 3	Bruce Schlickbernd	James Goux	Chandra Gimenez
Heat: Pedal to the Metal Qualifier 4	David Mines	Pearl Brinkley	Kyle Minnis
Heat: Pedal to the Metal Qualifier 5	Terry Newton	Ted Blegen	
Heat: Pedal to the Metal Qualifier 6	Chandra Gimenez	Ted Blegen	Rhayn Of Terror
Heat: Pedal to the Metal Qualifier 7	James Goux		
Lorcana - Sealed	Luke Cameron	Josh Hildebrandt	Anais Morgan
Lorcana - Sealed	Brian Fong	Jami Eidson	
Lorcana - Sealed	Brian Fong	Lisa Adams	
Lord of the Rings: The Card Game LCG	Chris Davis		
Lord of the Rings: Passage Through [...]	Ralph Montano		
Lord of the Rings: Wizards of Middle Earth	Jonathan Murray	Chris Davis	
Lord of the Rings: Wizards of Middle Earth	Jonathan Murray	Theo Black	
Lost Ruins of Aranak - Expedition Leaders	Duckie (Ken Osborne)		
Magic: The Gathering - Horde	Players 1 : Horde 1		
Magic: the Gathering - Outlaws [...]	Gustavo Garcia	Chris Davis	Jon Brown
Magic: the Gathering - Outlaws [...]	Chris Davis	Jon Brown	Perrin Weiss

Magic: the Gathering - [...] Draft	Jaime Estrada	Nathan Heard	
Marvel Champions	Players		
Middle-Earth CCG - MECCG Constructed	Ralph Montano	Ben Canlas	Larry Page
Pokemo - Stratigicon Gym #1	Scott Wheeler	Philip Piceno	Michael Schrepfer
Pokemo - Stratigicon Gym #2	Daisy Hansen		
Star Wars Miniatures - CA Regional Champ	Andre Bashay	Jeremy Branzuela	
Star Wars Miniatures - Royal Rumble	Jeremy Branzuela	Connor Mowatt	
Star Wars: Unlimited - Draft Tournament	Kyle Ginn	Jimmy "Crusher" Crowell	Matthew Cataldo
Transformers Deck Building Game - Co-Op	Players Won		
Yu-Gi-Oh! - Tournament (Draft)	David Do	Tevin Bishop	Dylan Rios De Sabato
Miniatures	1st Place	2nd Place	3rd Place
BattleTech: Alpha Strike - WNRP AS350	Zachary Nigro	Stuart Fields	Gavin Fields
Circus Maximus	Emmanuel Suarez	Chandra Gimenez	Jerry Kegley
Dungeons & Dragons 5.0 - Player vs Player	Liam Hogan		
Flames of War	Kevin Morris	Igor Torgeson	John Oh
Formula De Long Beach Gran Prix	Tall Paul	Captain Joy	Potato Pie
Fuzzy Heroes - A Cat's Life	Everyone Wins		
Warhammer 40K 10e - Ironman	Chris Parker	Willie Malone	
Party Games	1st Place	2nd Place	3rd Place
Blood on the Clocktower - Bad Moon Rising	Good 3 : Evil 1		
Blood on the Clocktower - Custom Scripts	Good 3 : Evil 1		
Blood on the Clocktower - Sects & Violets	Evil		
Blood on the Clocktower - Trouble Brewing	Evil 5: Good 3		
Cash n Guns Live Bluffing	Double J	Hilton Hotel & Resorts	Los Pitufinas
CrossTalk: Phase Game / Team Word	Blue Team	Black Team	
Dixit: Disney Edition	Michelle Estrella	Jane Sheppard	Ilana Horowitz
Panic Station	Jonathan Crespin,		
	Jesse Feldman		
Squid Game 2: Devil's Plan	Michael Baaske	Brandon Muller	Jesse Feldman
Squid Game VIP	Brandon Muller	Kim Chen	Michael Swinson
Ultimate Werewolf	Village 7, Werewolves 3,		
	1 Tie		
Ultimate Werewolf - Seer, Witch, Hunter	Villager 1 : Werewolves 1		
Ultimate Werewolf Extreme	Village 1 : Werewolf 1		
Ultimate Werewolf Legacy	Village 2 : Werewolves 0		
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Jennifer Wolff	Peter Schultz	Stephanie SājEnz
Fantasy Single	Louis Rudziewicz	Peter Schultz	Paul Schipitsch
Fantasy Unit	Blake Livesay	Peter Schultz	Jerry Kegley
Historical Single	Jerry Kegley		
Historical Unit	Jerry Kegley	Michael Gregory	
Kids	Hayden Kirby	Raphael Weinstein	
Open	Louis Rudziewicz	Natasha Romanov	
Sci Fi Large	Veero Derkarabetian	Natasha Romanov	Michael Gregory
Sci Fi Single	Natasha Romanov	Tuck Davion	Louis Rudziewicz
Sci Fi Unit	Louis Rudziewicz	Veero Derkarabetian	Carrie Patton
Teens	Victoria Schultz		
Judges' Choice	Jerry Kegley		
Play to Win	1st Place	2nd Place	3rd Place
Deadly Doodles	Robert Knight	Valerie Nafius	Kim
Video Games	1st Place	2nd Place	3rd Place
Mario Kart 8 Deluxe #1 - Random Rules	Maggie Alvarado	Zachary Alvarado	Alex Ratica
Mario Kart 8 Deluxe #2 - 200cc	Zachary Alvarado	Travis Grady	Maggie Alvarado
War Games	1st Place	2nd Place	3rd Place
1775: Rebellion	Michael Brands	Ian Rodrigues	
Axis and Allies: Pacific	Ian Rodrigues	Dale Conklin	
Cameron Takahashi	Del Lau	Michael Brands	Peter Rich
Cameron Takahashi	Ian Rodrigues	Craig Caven	
Diplomacy	Georgios Mallas	Colin Whitman	Ian Rodrigues
Maria	Michael Bryson	Benjamin Ou	
Sails of Glory: Frigates	Terry Newton	Sander Valyocsik	Rhayn Of Terror
Sails of Glory: Ships of the Line	Rhayn Of Terror	Sander Valyocsik	
The Napoleonic Wars	Terry Newton	Gene Massimo	Michael Sheeter
Undaunted: Battle of Britain	Terry Newton	Frank Yuan	Sander Valyocsik
Versailles 1919	Frank Yuan	Craig Caven	Colin Whitman
Virgin Queen	Roger Ritchie	Alec Macias	Michael Bryson
Wellington: The Peninsular War 1812-1814	Richard Cordero	Fona Kitty	

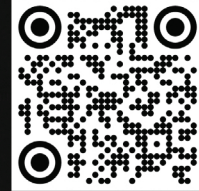
FOLLOW US FOR NEWS, EVENTS,
AND OUR KICKSTARTER ANNOUNCEMENT

THE SCAVENGER'S OUTPOST

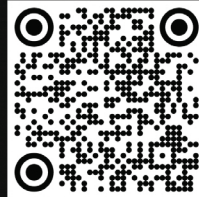
A BOARD GAME CAFE

COMING TO WEST LOS ANGELES
IN 2025

WWW.THESCAVENGERSOUTPOST.COM



JOIN
THE MAILING
LIST



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

Record Gamex!

We broke 2000! Meaning now all three shows have done so since the pandemic. Official number was 2040. It's the first show we've hit 90 percent+ of our pre-pandemic average.

The elephant in the ... garage?

Parking at Gamex, however, was a disaster. Somehow people found parking, despite there being very little. We guess we easily lost 100+ attendees to this. It was bad. I don't think I've ever seen it worse, but I don't want to be proven wrong. There is no easy solution. Plan ahead.

Don't blame the hotel

Memorial weekend 2024 was a record travel weekend for both California and the nation as a whole. Airports and roads were jammed. Los Angeles is often a destination too, so everywhere was packed. The hotel did what it could, but given the circumstances, there wasn't much they could do. Carpooling and the light rail worked well for several people.

State of the con

All things considered we're in a pretty good place. We broke all room sales record this show and pre reg's might be at the highest since 2019. I'll take it. Now if people can only park this weekend....

Are we having fun yet?

We have officially 830 events as of this writing. Again, the most since we've been back. All departments are relatively healthy. The variety is better than it's been in a

long time. Heck, I might get to play a game or two this show! (yeah, I don't believe that either).

We need volunteers!

Volunteers are the lifeblood of a show. If you're interested in possibly helping us out we're hosting three separate seminars on "How to Volunteer", one each on Friday, Saturday, and Sunday. Should be entertaining too.

50 years!

Unless you've been living under a rock recently you're probably aware that this year marks the 50th year of Dungeons & Dragons. It brought a lot of people into the hobby that, if not for Gary Gygax's and Dave Arneson's creation, would not be here. It deserves some recognition.

And finally, a big thank you to our staff

There was a very real chance my family and I would have to miss this show. A lot of people pulled together just to make sure that if something slipped through the cracks that we'd normally handle, it got handled. Thankfully, I think we'll be there, but I think the show might have run just fine if we weren't.

At least the con book got done, and surprisingly smoothly at that. I'll take it.

I hope everyone has as much fun as I will this weekend. I'm looking forward to it.

Feedback Forum Sunday

6pm
in Carmel

Come
share your
thoughts!



BASED ON
THE SEVEN DEADLY SINS...

VICE & VIRTUE

A DEADLY TABLETOP
ROLE-PLAYING GAME

THE DEBUT
OF OUR NEW
TTRPG!

COME SEE US



IN THE
DEALER ROOM!

(this is us)

YOUR AD COULD BE HERE



Interested in being featured?

Check out:

<https://www.strategicon.net/?advertising>
for more details
or scan above!

T-Shirts!

Design 1



Design 2

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.