

Strategicon presents

ORCCON

2022



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

PRESIDENTS DAY WEEKEND
FEBRUARY 18-21

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Troubleshooting Staff

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

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

Welcome

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

Orcon brings you the widest array of family, fantasy, historical, and science-fiction board, card, video, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general.

We also offer a wide selection of game retailers and manufacturers in the Dealer Room.

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

You can register for participation in events on site by entering your name and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number

of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it, as 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 Orcon can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

The prizes for board games will be as follows:

Events are played for the pure fun of the game

Tournaments are paid out as follows:

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

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

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

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

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

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

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

A Guide to Orcon 2022 for Non-gamers

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

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

Another type of game that you'll enjoy are semi-traditional "Card Games". These include fast and riotous action games such as Uno, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and teachers can be found just about any time in the Open Gaming area or the tournament rooms prior to the start of their tournaments. We have also added many lighter games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up 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!

Orcon 2022 Special Guests

Dan Smith

An American illustrator and graphic artist known for his distinctive “SMIF” signature, and his work for Wizards of the Coast, FASA, White Wolf, Steve Jackson Games, Iron Crown, Hasbro, Nintendo, Namco and others. While known primarily as an illustrator, Dan Smith is also a designer of family card games, including *Battle of the Bands*, *Portable Adventures* and *King of Crime*.



Dan Smith has a variety of illustration styles ranging from kid friendly to teen edgy. His black-and-white work for GURPS became so prominent in the 1990s, he became the unofficial ‘house artist’ of Steve Jackson Games. One of his techniques was to photograph friends in poses as illustration models. This allows friends to flip through role-playing game books and see themselves on the pages dressed as wizards and secret agents.

Dan Smith, with fellow graphic designers Jeff Koke and Derek Percy, won the 1997 Origins Award for Best Graphic Presentation of a Roleplaying Game, Adventure, or Supplement for the role-playing game *In Nomine*. He also garnered a nomination for best traditional card game and supplement for his seminal *Battle of the Bands* and its sequel, *Backstage Pass*.



Ta-Te Wu

A board game designer living in Los Angeles, originally from Taiwan. He loves board game design and has self-published many games. The most recent two foodie games are *Boba Mahjong* and *Macaron*. And there are many cat games such as *Cat Rescue*, *Cleocatra*, and *Cat Sudoku*. Some of his games are also licensed to US publishers such as Rio Grande Games, Chronicle Books, Z-Man Games, etc. The most recent release is *Art Decko*, a 2 to 4 player economic deck-building game of art and museum, published by Rio Grande Games in 2021.

When not designing and playing board games, he enjoys painting and streaming. His favorite artist is Van Gogh, and his all-time favorite show is *Band of Brothers* and *Modern Family*.



Tuck Davion

Born in Escondido, CA, Tuck moved to Oklahoma in 2007. A professional wrestling ring announcer known as “The Guy in the Bowtie”, Tuck has won multiple awards as Ring Announcer of the Year in Oklahoma. Currently the host of the YouTube show *Battle Bound*, Tuck travels across the country meeting *Battletech* players from all walks of life, and telling the tales of their exploits on the tabletop. Tuck has 25 years experience in the game and has been playing since he was 13 years old.



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

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games,

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

Fri, Feb 18

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Noon	4	Age of Empires III	International B	A	A	B	B
	2	Liar's Dice Small	International B	A	T	B	B
	1	Rising Sun 101	International B	B	T	B	B
	1	Tokaido 101	International B	B	A	B	B
	1	Vampire Rivals 101	International B	B	M	B	B
	4	Clank! 101	La Jolla	A	A	C	C
	1	Vanguard 101	La Jolla	A	A	C	C
	1	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	2	Kid Friendly Movie	Carmel	A	F	G	G
	8	Axis & Allies Open Play	Los Angeles B	A	A	B	W
1 pm	4	On Mars	International B	A	T	B	B
	3	Rising Sun Small	International B	E	T	B	B
	2	Tokaido	International B	A	A	B	B
	2	Vanguard Sponsored Small	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
2 pm	2	No Thanks! Small	International B	A	T	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	4	Dungeons & Dragons 5e DDAL-DRW-11 Shadows in the Stacks (lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-FDC-03 I Find That Familiar (lvls 1-4)	Plaza C	A	T	R	A
	4	GURPS ASPIRE	San Lorenzo A	A	M	R	R
	4	Star Wars Revised Edition Jedi Of The Old Republic	San Lorenzo B	A	A	R	R
	4	They Came From Beyond The Grave! The Haunting of Abbeyham Priory!	San Lorenzo C	A	T	R	R
3 pm	2	Art Decko	International B	A	A	B	B
	3	Thurn and Taxis Tournament	International B	E	A	B	B
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	A	A	C	C
	2	Scifi Movie Hour	Carmel	A	A	G	G
	2	Battletech Alpha Strike 101 *	International A	B	T	M	M
4 pm	1	Azul 101	International B	B	A	B	B
	1.5	Battle of Souls - Deck builder *	International B	B	T	B	B
	2	Coloretto	International B	A	T	B	B
	1	Settlers Of Catan 101	International B	B	A	B	B
	2	Clank! 101	La Jolla	A	A	C	C
	6	Sails of Glory Small	Los Angeles C	A	A	B	W
5 pm	3	Azul Tournament	International B	E	A	B	B
	1	Bargain Quest 101	International B	B	A	B	B
	2	Battlestar Galactica 101	International B	B	A	B	B
	4	Settlers Of Catan Qualifier	International B	E	A	B	B
	1	Wingspan 101	International B	B	F	B	B
	1	Yu-Gi-Oh! Jeopardy	La Jolla	A	A	C	C
	4	Dealer Room Opens!	Pacific	A	A	G	G
6 pm	1	Arcadia Quest 101	International B	B	A	B	B
	2	Bargain Quest Small	International B	A	A	B	B
	1.5	Battle of Souls - Deck builder *	International B	B	T	B	B
	1	Century: Spice Road 101	International B	B	A	B	B
	1	Power Grid 101	International B	B	T	B	B
	4	Wingspan Big	International B	E	F	B	B
	1	Lost Ruins of Arnak 101	La Jolla	A	T	C	C
	2	Yu-Gi-Oh! Draft Sponsored	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	6	Battletech Alpha Strike Raid on Frankport	International A	A	T	M	M
	2	Bloodfields: Eternal Sorrow Proving Grounds Demo	International A	B	T	M	M
	6	HMGs-PSW Presents Team Yankee	International A	A	T	M	M
	4	Warhammer 40K 9th edition Mega-Apocalypse Deployment	International A	A	A	M	M
	4	X-Wing Miniatures 101	International A	A	T	M	M
	2	Hurt 'Em! Comic Book card game *	Newport B	A	A	B	P
	2	War of Crown: Battle of Xuanwu Gate Demo *	International B	A	A	B	I
7 pm	2	Arcadia Quest	International B	E	T	B	B

Friday

Fri, Feb 18

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	4	Battlestar Galactica	International B	A	A	B	B
	3	Century: Spice Road Tournament	International B	E	A	B	B
	3	Power Grid World Tour: China	International B	E	T	B	B
	1	Ra 101	International B	B	A	B	B
	3	Ticket to Ride: Swiss	International B	A	A	B	B
	2	Tiny Towns Small	International B	A	A	B	B
	4	Lost Ruins of Arnak Tournament	La Jolla	A	T	C	C
	1	Orcon 2022 Meet & Greet *	1635	A	A	G	G
	4	Dungeons & Dragons 5e CCC-UK-1 Call of the Elvenflow (Levels 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-12 To Walk the Cold Dark (lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-14 The City That [...] (lvls 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-YEK-01 Favor of Yar [...] (lvls 1-4) *	Plaza C	A	T	R	A
8 pm	1.5	Battle of Souls - Deck builder *	International B	B	T	B	B
	2	Galactic Explorers Demo	International B	B	A	B	B
	2	Ra	International B	A	A	B	B
	2	Stupid Users: BETA- -Dealer Room Tourney Sponsored Tournament *	Pacific Foyer	A	A	B	B
	3	Magic: the Gathering Friday Night Draft	La Jolla	A	A	C	C
	2	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	3	BNS: Vampire the Masquerade Vampire: Last Refuge	Bel Air	A	M	L	L
	2	Pregame Princess (Dry run) *	Newport B	A	M	B	P
	4	GURPS Paragon University - a small issue Sponsored	San Lorenzo A	A	T	R	R
	4	Matrons of Mystery Dicing with Death	San Lorenzo B	A	A	R	R
	4	Star Wars Revised Edition Jedi Of The Old Republic	San Lorenzo C	A	A	R	R
	4	Swords of the Serpentine - GUMSHOE Corpse Astray	San Lorenzo D	A	T	R	R
9 pm	2	Between Two Cities: Capitals	International B	A	A	B	B
	1	Imperial Steam 101	International B	B	A	B	B
	2	Love Letter Small	International B	B	F	B	B
	0	Dealer Room Closes	Pacific	A	A	G	G
	1	Gaslands: Refuelled 101	International A	A	A	M	M
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
10 pm	3	Imperial Steam	International B	A	A	B	B
11 pm	4	Uno Small	International B	B	F	B	B

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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

Sat, Feb 19

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Magic: the Gathering Commander #1 Small	La Jolla	A	A	C	C
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	4	Call of Cthulhu 7th Midnight is Forever	San Lorenzo B	A	T	R	R
9 am	3	Blue Moon City Small	International B	A	A	B	B
	1	The Castles of Burgundy 101	International B	B	T	B	B
	4	The Princes of Florence	International B	A	T	B	B
	1	Ticket to Ride: Expansions 101	International B	B	A	B	B
	1	Too Many Bones 101	International B	B	A	B	B
	6	Vampire the Eternal Struggle (VtES) Sponsored Tournament	La Jolla	B	T	C	C
	4	Dungeons & Dragons 5e CCC-UK-3 The Tainted Grove (Levels 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-18 The Mysterious Isle (Levels 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-13 Night Thieves (Levels 5-10)	Plaza C	E	T	R	A
	5	Pathfinder 1e PFS1 0-01: Silent Tide	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 2-18: The Fanciful March of Urwal Sponsored	Los Angeles A	A	A	R	F
	3	1-48 Tactics Tournament	International A	A	T	M	M
	9	Warhammer 40K 9th edition Mega-Apocalypse Day 1	International A	A	A	M	M
	8	X-Wing Miniatures Game Tournament	International A	A	A	M	M
	6	Dungeons & Dragons 5e Player vs Player Sponsored Tournament	San Lorenzo A	E	T	R	R

Saturday

Saturday

Sat, Feb 19

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	4	Fantasy Trip (GURPS) Best of the Rest Sponsored	San Lorenzo B	A	T	R	R
	4	Fate Dresden Files: Doom of Damocles	San Lorenzo C	A	T	R	R
	4	GURPS Return to Sector 13 Sponsored	San Lorenzo D	A	T	R	R
	4	Index Card RPG Orvald's Tower	San Lorenzo E	B	A	R	R
	8	Axis & Allies	Los Angeles B	A	A	B	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Great Western Trail 2nd Ed 101	International B	B	A	B	B
	2	In the Stars *	International B	B	A	B	B
	5	The Castles of Burgundy Big	International B	E	T	B	B
	1	Ticket to Ride - First Journey	Catalina A	A	K	B	B
	3	Ticket to Ride: MEGA USA	International B	A	A	B	B
	4	Too Many Bones	International B	B	A	B	B
	1	Transformers TCG 101	La Jolla	A	A	C	C
	1	Vanguard 101	La Jolla	A	A	C	C
	1	Boardgamegeek No-ship Math Trade	Bel Air	A	M	G	G
	7	Bolt Action/Konflikt 47 Tournament	International A	A	T	M	M
	6	Classic Battletech - A Game of Armored Combat Circle of Death *	International A	A	T	M	M
	3	Gaslands: Refuelled Death Race	International A	A	A	M	M
	8	La Bataille Linz-Urfahr, 17 May 1809	International A	A	T	M	M
	7	Paint and Take	International A	A	A	M	M
11 am	1	Agricola 101	International B	B	T	B	B
	1	Fireball Island	International B	A	A	B	B
	5	Great Western Trail 2nd Ed Tournament	International B	E	A	B	B
	3	Ascension #1 Tournament	La Jolla	A	A	C	C
	1	Transformers TCG Sponsored Small	La Jolla	A	A	C	C
	2	Vanguard Sponsored Small	La Jolla	A	A	C	C
	1.5	Boardgamegeek Virtual Flea Market	Bel Air	A	M	G	G
	6	Flea Market	International F	A	A	G	G
	2	Kid Friendly Movie	Carmel	A	F	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	6	HMGs-PSW Presents the Great Italian Wars	International A	A	T	M	M
Noon	5	Agricola Tournament	International B	E	T	B	B
	1	Fireball Island: Curse of Vul-Kar	International B	A	A	B	B
	4	Spartacus: A Game of Blood & Treachery	International B	A	T	B	B
	1	Talisman 101	International B	B	T	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con Small	La Jolla	A	A	C	C
	1	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	5.5	Battletech Alpha Strike The Jade Phoenix Event Pt. 1 *	International A	E	M	M	M
	5	Star Wars Legion Small	International A	A	T	M	M
	4	1775 Rebellion Small	Los Angeles C	A	A	B	W
1 pm	1	Downforce	International B	A	A	B	B
	2	Ingenious Small	International B	A	A	B	B
	4	Last Days of Athobrae Demo *	International B	B	T	B	B
	3	Talisman Tournament	International B	E	T	B	B
	3	Magic: the Gathering Sealed	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International B	A	A	M	M
	2	War of Crown: Battle of Xuanwu Gate Demo *	International B	A	A	B	I
2 pm	1	Kingdomino	Catalina A	A	F	B	B
	2	Party Penguins: Dungeon Delve Playtest *	International B	B	A	B	B
	4	Settlers Of Catan Qualifier	International B	E	A	B	B
	1	Survive!	International B	A	A	B	B
	5	The World Cup Game	International B	A	T	B	B
	3	Ticket to Ride: Europe Small	International B	A	M	B	B
	1	7 Wonders Duel 101	La Jolla	A	T	C	C
	2	Clash Royale Mobile-Strategic-Placement-Con Small	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5e DDAL05-19 Eye of Xxiphu (Levels 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-11 Shadows in the Stacks (lvs 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-15 Frozen Whispers (Levels 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-FDC-05 Crumbling [...] (lvs 1-4)	Plaza C	A	T	R	A
	5	Pathfinder 1e PFS1 0-05: Mists of Mwangi	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 2-19: Enter the Pallid Peak Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 2-21: In Pursuit of Water Sponsored	Los Angeles A	A	A	R	F
	4	Foam Combat Foamfight Deathmatch	Malibu Gar.	A	T	L	L
	2	Hurt 'Em! Comic Book card game *	Newport B	A	A	B	P
	1	The Resistance: Avalon	Newport C	A	A	B	P

Saturday

Sat, Feb 19

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	4	Fantasy Trip (GURPS) Journey over Daggerfell Peak Sponsored	San Lorenzo A	A	T	R	R
	4	GURPS This Man's Army Sponsored	San Lorenzo B	A	T	R	R
	4	(PBTA) Thirsty Sword Lesbians Encanto'ed Sponsored	San Lorenzo C	A	A	R	R
	4	Runequest: Starter Set A Rough Landing	San Lorenzo D	A	A	R	R
	4	Star Wars Revised Edition Jedi Of The Old Republic	San Lorenzo E	A	A	R	R
	4	Vampire the Requiem 2e The Final Performance of Spiral Jetty: Blaze [...]	San Lorenzo F	A	T	R	R
	1	MTG Arena PC, Android, IOS Tournament	Marina	A	A	V	V
3 pm	2	Blokus	International B	A	A	B	B
	2	Brass: Lancashire 101	International B	B	A	B	B
	1	Kingsburg 101	International B	B	A	B	B
	2	7 Wonders Duel Tournament	La Jolla	A	T	C	C
	1	Gamer Game Show Family Feud Gamer Edition	La Jolla	A	A	C	C
	1	Spyfall / Spyfall 2	Newport C	A	A	B	P
4 pm	1	7 Wonders 101	International B	B	A	B	B
	1.5	Battle of Souls - Deck builder *	International B	B	T	B	B
	3	Dune Imperium	International B	A	T	B	B
	1	Eclipse 101	International B	B	T	B	B
	4	Kingsburg Small	International B	A	A	B	B
	6	Vampire the Eternal Struggle (VtES) Sponsored Tournament	La Jolla	B	T	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International B	A	A	M	M
	2	Street Fighter 2: Champion Edition Arcade1Up Small	Marina	A	A	V	V
5 pm	2	7 Wonders Tournament	International B	E	A	B	B
	3	Brass: Lancashire Small	International B	A	A	B	B
	1	Cloudspire 101	International B	B	A	B	B
	4	Eclipse Small	International B	A	T	B	B
	1	Its a Wonderful World 101	La Jolla	A	T	C	C
	3	Magic: the Gathering Commander #2 Small	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	3	Bushido learn to play / 100 point tournament Small	International A	A	T	M	M
	6	Circus Maximus Tournament	International A	A	A	M	M
6 pm	1	Battle of Souls 101 *	International B	B	T	B	B
	4	Cloudspire	International B	A	A	B	B
	3	Ticket to Ride: Italy	International B	A	A	B	B
	4.5	Its a Wonderful World Tournament	La Jolla	A	T	C	C
	4	Transformers: TCG - Booster Draft Tournament	La Jolla	A	A	C	C
	4	Boothill 1e HMGS-PSW Presents Big Trouble in Chiriaco Summit	International A	A	T	M	M
	2	Memoir 44 New Flight Plan Small	Los Angeles C	A	A	B	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	7 Wonders: Leaders	International B	A	A	B	B
	1	Battle of Souls Sponsored *	International B	B	T	B	B
	2.5	Builders of Blankenburg Sponsored Tournament *	Pacific Foyer	A	A	B	B
	2	In the Stars *	International B	B	A	B	B
	1	Overboss 101	International B	B	A	B	B
	3	Power Grid World Tour: Korea	International B	E	T	B	B
	4	Dungeons & Dragons 5e DDAL-DRW-EP-03 When [...] (lvls 5-15) Special	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-FDC-03 I Find That Familiar (lvls 1-4)	Plaza C	A	T	R	A
	2	Battlestations 2.0 HUGE! *	International B	A	A	M	M
	2	Scott Pilgrim Miniatures The World Demo	International A	A	T	M	M
	1	From The Shadows Playtest	International B	A	T	B	I
	2	Memory Quest: Piracy Playtest	International B	A	T	B	I
8 pm	2	Cyberscape Playtest *	International B	B	T	B	B
	2	Galactic Explorers Demo	International B	B	A	B	B
	1	Half Truth	International B	A	A	B	B
	1	Overboss	International B	A	A	B	B
	2	Red Cathedral	International B	A	A	B	B
	3	Magic: the Gathering Draft #1	La Jolla	A	A	C	C
	0.5	Geek Themed Magic and Comedy Show *	Carmel	A	F	G	G
	3	BNS Vampire: the Masquerade Vampire: Blood Hunt	Bel Air	A	M	L	L
	3	Warhammer 40K 9th edition Ironman Small	International A	A	A	M	M
	2	Pregame Princess (Dry run) *	Newport B	A	M	B	P
	4	Fate of Cthulhu Arachnophobia Sponsored	San Lorenzo C	A	M	R	R
	4	GURPS Project ASPIRE - Return to Alpine TX Sponsored	San Lorenzo A	A	T	R	R
	4	Paranoia Mandatory Complex Undertaking	San Lorenzo B	A	T	R	R
	2	Darkstalkers 3 Arcade1Up Small	Marina	A	A	V	V
9 pm	2	7 Blunders Small	International B	A	A	B	B
	1	Dominant Species Marine 101	International B	B	A	B	B

Saturday

Saturday

Sat, Feb 19

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	2	Magic: the Gathering Keith Aldrich Pauper Tournament	La Jolla	A	A	C	C
	0.5	Geek Themed Magic and Comedy Show *	Carmel	A	F	G	G
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	3	Ultimate Werewolf (Read Desc.)	Catalina B	A	A	B	P
10 pm	3	Dominant Species Marine	International B	A	A	B	B
	2	Phase 10 Small	International B	B	F	B	B
	2	Battlestations 2.0 HUGE! *	International B	A	A	M	M
	2	Muscle Bomber Duo Arcade1Up Small	Marina	A	A	V	V
11 pm	2	7 Wonders: Armada 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

Sun, Feb 20

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Magic: the Gathering Commander #3 Small	La Jolla	A	A	C	C
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
8 am	6	Twilight Imperium Fourth Edition	International A	A	A	M	M
9 am	3	Dream Factory Small	International B	A	A	B	B
	1	Lords of Waterdeep 101	International B	B	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	1	Ticket to Ride: Nordic Countries 101	International B	B	A	B	B
	6	Vampire the Eternal Struggle (VtES) Sponsored Tournament	La Jolla	B	T	C	C
	4	Dungeons & Dragons 5e CCC-UK-4 Bourne of Candles (Levels 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-12 To Walk the Cold Dark (lvs 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-16 Uprising (Levels 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e RMH-01 The Final Curtain (Level 3)	Plaza C	A	T	R	A
	5	Pathfinder 1e PFS1 0-06: Black Waters	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 Intro: Year of Shattered Sanctuaries Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 3-05: Inheritor's Rite Sponsored	Los Angeles A	A	A	R	F
	8	Warhammer 40K 9th edition Mega-Apocalypse Day 2	International A	A	A	M	M
	6	X-Wing Miniatures Open Play	International A	A	T	M	M
	4	GURPS One Man's Trash Sponsored	San Lorenzo A	A	T	R	R
	4	Mutants and Masterminds 3rd The Battle of the Super Friends!	San Lorenzo B	A	F	R	R
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	4	Caylus Small	International B	A	T	B	B
	1	Ghost Fightin Treasure Hunters	Catalina A	A	K	B	B
	2	In the Stars *	International B	B	A	B	B
	2	Phase 10	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
	2	Ticket to Ride: Nordic Countries	International B	A	A	B	B
	6	Classic Battletech - A Game of Armored Combat Circle of Death *	International A	A	T	M	M
	8	Drum Barracks Battle Manual Bragg Defends a GA RR Junction [...]	International A	A	T	M	M
	7	Paint and Take	International A	A	A	M	M
11 am	7	Advanced Civilization Small	International B	A	T	B	B
	10	Terraforming Mars Tournament	International B	E	T	B	B
	3	Ascension #2 Tournament	La Jolla	A	A	C	C
	1	Vanguard 101	La Jolla	A	A	C	C
	6	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	6	HMGs-PSW Presents American Civil War	International A	A	T	M	M
Noon	1	Heroes of Land, Air & Sea 101	International B	A	T	B	B
	3	Settlers Of Catan Finals Sponsored Big	International B	E	A	B	B
	1	Space Base 101	International B	B	A	B	B
	2	Stupid Users: BETA — Dealer Room Tourney Sponsored Tournament *	Pacific Foyer	A	A	B	B
	4	Star Wars Miniatures Star Wars Legion: The Battle of Hoth	La Jolla	A	A	C	C
	2	Vanguard Sponsored Small	La Jolla	A	A	C	C
	1	Yu-Gi-Oh! 101	La Jolla	A	A	C	C

Sunday

Sun, Feb 20

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	0.5	Memorial Service	Carmel	A	A	G	G
	5.5	Battletech Alpha Strike The Jade Phoenix Event Pt. 2 *	International A	E	M	M	M
	4	Kill Team Tournament/ Open play Small	International A	A	T	M	M
	4	Battle Cry Small	Los Angeles C	A	A	B	W
1 pm	4	Heroes of Land, Air & Sea Small	International B	A	T	B	B
	4	Last Days of Athobrae Demo	International B	B	T	B	B
	1	Legacy: The Testament of Duke de Crecy 101	International B	B	A	B	B
	3	Space Base Tournament	International B	E	A	B	B
	2	Trekking The National Parks	International B	A	F	B	B
	3	Magic: the Gathering Draft #2	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International B	A	A	M	M
	4	Bolt Action Narrative Play	International A	A	T	M	M
2 pm	2	In the Stars Sponsored *	International B	B	A	B	B
	2	Legacy: The Testament of Duke de Crecy	International B	A	A	B	B
	5	Power Grid Big	International B	E	T	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	1	Dice Masters 101	La Jolla	A	A	C	C
	2	Vanguard Advance Sponsored Tournament	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5e DDAL05-18 The Mysterious Isle (Levels 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-13 Night Thieves (Levels 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-14 The City That [...] (lvs 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-XGE-01 Rats of Waterdeep (Levels 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e RMH-02 Back to the Front (Level 3)	Plaza C	A	T	R	A
	5	Pathfinder 1e PFS1 0-03: Murder on the Silken Caravan	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 3-02: The East Hill Haunting Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e PFS2 3-08: Foundation's Price Sponsored	Los Angeles A	A	A	R	F
	4	Foam Combat Arena Small	Malibu Gar.	A	T	L	L
	8	Marvel Crisis protocol Tournament	International A	A	A	M	M
	1	Paint Contest Judging	International A	A	A	M	M
	1	Funemployed	Catalina B	A	M	B	P
	2	Hurt 'Em! Comic Book card game *	Newport B	A	A	B	P
	4	Buffy the Vampire Slayer Bright Blades & Black Magick	San Lorenzo A	A	T	R	R
	4	Fantasy Trip (GURPS) The Siege of Daggervale Sponsored	San Lorenzo B	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo C	A	M	R	R
	4	Paranoia Better Living Through Excessive Violence	San Lorenzo D	A	T	R	R
	4	Star Wars Revised Edition Jedi Of The Old Republic	San Lorenzo E	A	A	R	R
	1	MTG Arena Andriod, IOS, and Windows PC Tournament	Marina	A	A	V	V
3 pm	1	Acquire 101	International B	B	A	B	B
	3	Shadows Over Camelot	International B	A	A	B	B
	3	Ticket to Ride: Rails and Sails Tournament	International B	E	T	B	B
	2	Vanguard So-Cali Con Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	A	A	C	C
4 pm	3	Acquire: David Woolcott Memorial Sponsored Tournament	International B	E	A	B	B
	1	Battle of Souls 101 *	International B	B	T	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	6	Vampire the Eternal Struggle (VtES) Sponsored Tournament	La Jolla	B	T	C	C
	0.25	GRID GAME Raffle Drawing! Sponsored *	Pacific	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International B	A	A	M	M
	2	Pregame Princess (Dry run) *	Newport B	A	M	B	P
	2	Super Puzzle Fighter 2 Turbo Arcade1Up Small	Marina	A	A	V	V
5 pm	1	Kingsburg 101	International B	B	A	B	B
	2	Pax Viking	International B	A	T	B	B
	4	Puerto Rico Tournament	International B	E	A	B	B
	3	Magic: the Gathering Commander #4 Small	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Draft Sponsored	La Jolla	A	A	C	C
	2	Fantasy Movie Hour	Carmel	A	A	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	1	Fuzzy Heroes: Big Trouble in Little Candy Land Sponsored *	Family Area	A	K	M	M
6 pm	1	Battle of Souls Sponsored *	International B	B	T	B	B
	1	Concordia 101	International B	B	A	B	B
	1	Gloomhaven 101	International B	B	T	B	B
	4.5	Kingsburg Big	International B	E	A	B	B
	3	Ticket to Ride: Germany	International B	A	A	B	B
	4	Star Wars Miniatures Sealed Booster Draft Tourney for Vir. Set 21+22	La Jolla	A	A	C	C
	4	Sails of Glory- Frigates Small	Los Angeles C	A	A	B	W

Sunday

Sunday

Sun, Feb 20

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	4	Concordia Tournament	International B	E	A	B	B
	3	Gloomhaven	International B	A	A	B	B
	3	Power Grid World Tour: UK/Ireland	International B	E	T	B	B
	2	Feedback Forum Seminar	Carmel	A	A	G	G
	4	Dungeons & Dragons 5e DDAL05-19 Eye of Xxiphu (Levels 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-11 Shadows in the Stacks (lvs 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-15 Frozen Whispers (Levels 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e RMH-03 The Amber Dirge (Level 4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-FDC-09 A Stitch in Time (Levels 1-4)	Plaza C	A	T	R	A
	2	Battlestations 2.0 HUGE! *	International B	A	A	M	M
	1	The Edge: Dawnfall 101	International A	A	A	M	M
	1	From The Shadows Playtest	Family Area	A	T	B	I
	2	Memory Quest: Piracy	International B	A	T	B	I
8 pm	1.5	Battle of Souls - Deck builder Playtest *	International B	B	T	B	B
	2	Cyberscape Playtest *	International B	B	T	B	B
	2	Galactic Explorers Demo	International B	B	A	B	B
	1	Marvel United	International B	A	A	B	B
	3	Magic: the Gathering Draft #3	La Jolla	A	A	C	C
	4	The Edge: Dawnfall	International A	A	A	M	M
	4	GURPS Project ASPIRE - The more things change Sponsored	San Lorenzo A	A	T	R	R
9 pm	3	Nexus Ops Small	International B	A	A	B	B
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
10 pm	1.5	Battle of Souls - Deck builder Playtest *	International B	B	T	B	B
	2	Battlestations 2.0 HUGE! *	International B	A	A	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

Mon, Feb 21

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
9 am	5	Lords of Waterdeep Sponsored MEGA	International B	E	A	B	B
	3	Power Grid World Tour: Northern Europe Tournament	International B	E	T	B	B
	4	Dungeons & Dragons 5e DDAL05-18 The Mysterious Isle (Levels 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-12 To Walk the Cold Dark (lvs 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-16 Uprising (Levels 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e RMH-04 The Amber Secret (Level 4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-FDC-05 Crumbling [...] (lvs 1-4)	Plaza C	A	T	R	A
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Vanguard 101	La Jolla	A	A	C	C
	1	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	6	Etherfields	International A	A	A	M	M
	2.25	Formula De Super-Incredisized Spectacular Long Beach GP Tournament	International A	A	F	M	M
	4	Monday Morning Madness	San Lorenzo A	A	T	R	R
11 am	2	Vanguard Sponsored Small	La Jolla	A	A	C	C
	3	Auction	Carmel	A	A	G	G
	5	Napoleonic Wars: Barry Lew Memorial Tournament	Los Angeles C	A	A	B	W
Noon	4	Vegas Showdown	International B	A	A	B	B
	0.25	Grand Raffle Drawing Special *	Pacific	A	A	G	G
1 pm	2	Nuclear War	International B	A	T	B	B
2 pm	4	Dungeons & Dragons 5e DDAL05-19 Eye of Xxiphu (Levels 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-13 Night Thieves (Levels 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-XGE-01 Rats of Waterdeep (Levels 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e RMH-05 Unexpected Hospitality (Level 5)	Plaza C	A	T	R	A
	4	Pugmire D&D 5e The Secret of Vinsen's Tomb	San Lorenzo B	A	A	R	R
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
3 pm	2	Category 5	International B	A	T	B	B



STRATEGICON SCHEDULE

Convention	Dates	Location
Orcon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Online!
Gateway 2020	Sep 4-7	Still Online!
Orcon 2021	Feb 12-15	Still @#%&* \$! Online!
Gamex 2021	May 28-31	Again Still @#%&* \$! Online!
Gateway 2021	Sep 3-6	Hilton Los Angeles Airport
Orcon 2022	Feb 18-21	Hilton Los Angeles Airport
Gamex 2022	May 27-30	Hilton Los Angeles Airport
Gateway 2022	Sep 2-5	Hilton Los Angeles Airport

Special Events and Seminars

Carmel, Pacific, Plaza C

DDAL-DRW-EP-03 When the Lights Went Out in Candlekeep (lvs 5-15) — Sat 7 pm — Dungeons & Dragons 5th Edition Darkness has fallen on Candlekeep. Just as the Great Library is about to shed light on the last pieces of Szass Tam's plan, another enemy seeks to prevent kindling that knowledge. A 4-Hour D&D Epic™ adventure for 5th through 16th-level characters. CONTENT WARNINGS: mental health (anxiety, "madness"). Plaza C.

Feedback Forum — Sun 7 pm — Feedback Forum
Our second attempt at a live convention during a pandemic must engender some commentary. What are we thinking? What are you thinking? How'd it go? We'll explore this and more while answering any con-related questions anyone might have as well. Carmel.

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. Pre-reg will each get chance to win prizes so sign up. Pacific.

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 – Sat 9 pm

7 Wonders with a twist: try to have the lowest score, while following a few addition rules.

7 Wonders 101 – Sat 4 pm

7 Wonders – Sat 5 pm

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

7 Wonders: Armada – Sat 11 pm

The horizon is now within reach, your armada waits only on you to go conquer the seas! 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 – Sat 7 pm

At the start of the game, each player takes a hand of four leaders and may play one at the start of each of the three Ages. Unlike the standard cards, leaders cost money (not resources).

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

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

Advanced Civilization – Sun 11 am

Civilization is a game of skill for 2 to 7 players. It covers the development of ancient civilizations from the invention of agriculture c. 8000 B.C. to the emergence of Rome around the middle of the third century

Age of Empires III – Fri Noon

Classic worker placement game where you build your empire, send ships to the new world, and manage your economy.

Agricola 101 – Sat 11 am

Agricola – Sat Noon

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

Arcadia Quest 101 – Fri 6 pm

Arcadia Quest – Fri 7 pm

Players lead guilds of heroes on an epic campaign to dethrone the vampire lord and reclaim the mighty Arcadia for their own. But only one guild may lead in the end, so players must battle each other as well as against the monsters occupying forces.

Art Decko – Fri 3 pm

Buy art & gold to increase the value of the cards in the game. At some point, you'll want to show off your art at the museum, when an exhibit is full it'll unlock an end-game scoring bonus.

Azul 101 – Fri 4 pm

Azul – Fri 5 pm

Players take turns drafting colored tiles from suppliers to their player board. Players then score points based on how they've placed their tiles. Extra points are scored for specific patterns and completing sets. Most points at the end wins.

Bargain Quest 101 – Fri 5 pm

Bargain Quest – Fri 6 pm

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

Battle of Souls 101 – Sat 6 pm, Sun 4 pm

The immortals have engaged in a battle to determine the king of the immortal realm! You are one of them! Gather the power of the souls from ancient earth warriors and prepare for battle!

Battle of Souls – Sat 7 pm, Sun 6 pm

Join the tournament of the Battle of Souls! Winners in the tournament will receive a Battle of Souls set. Play the Battle of Souls deck builder prototype demo and receive a special edition Strategicon card pack to use in your decks.

Battle of Souls - Deck builder – Fri 4 pm

A legendary warrior has overpowered the immortal that summoned him and has entered the Battle of Souls tournament. He hopes to become king and rule over the immortals. You and the other immortals must stop him and his army from reaching their goal!

Battle of Souls - Deck builder –

Fri 6 pm, 8 pm, Sat 4 pm, Sun 8 pm, 10 pm

A legendary warrior has overpowered the immortal that summoned him and has entered the Battle of Souls tournament. He hopes to become king and rule over the immortals. You and the other immortals must stop him and his army from reaching their goal!

Battlestar Galactica 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

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

Between Two Cities: Capitals – Fri 9 pm

Draft tiles for the two cities you are adjacent to and try to build them up as equally as possible. Capitals expansion will be included.

Blokus – Sat 3 pm

Strategical placement of your pieces to block your opponents and dominate the board. It's a pure fun strategy game: no dice, no cards.

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: Lancashire 101 – Sat 3 pm

Brass: Lancashire – Sat 5 pm

Players are competing entrepreneurs in Lancashire during the industrial revolution. Develop, build, and establish your industries and network, in an effort to exploit market demands. The player with the most VP wins.

Board Games

Builders of Blankenburg — Sat 7 pm —

Builders of Blankenburg — Dealer Room Tourney
8 player tournament. 2 rounds. Prizes for everyone making it to 2nd round and Dealer dollar and product prizes for top 2. You are competing to construct the town and earn the most prestige while doing so. Each player takes on a persona which provides a unique benefit during the game

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!)

Caylus — Sun 10 am

Each turn, players pay to place their workers in various buildings in the village. These buildings allow players to gather resources or money, or to build or upgrade buildings with those resources.

Century: Spice Road 101 — Fri 6 pm

Century: Spice Road — Fri 7 pm

Players are caravan leaders who set up spice trading routes on the famed silk road.

Cloudspire 101 — Sat 5 pm

Cloudspire — Sat 6 pm

A strategy game heavily influenced by both tower defense and MOBA games. Send and defend against armies and minions, build towers to protect your base, and explore with your heroes in search of resources and powerful Relics to turn the tide of battle.

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 101 — Sun 6 pm

Concordia — Sun 7 pm

Concordia is a peaceful strategy game of economic development in Roman times. Instead of looking to the luck of dice or cards, players must rely on their strategic abilities. Be sure to watch your rivals to determine which goals they are pursuing and where you can outpace them

Cyberscape — Sat, Sun 8 pm

A deck builder worker placement game set in a dystopian world.

Dominant Species Marine 101 — Sat 9 pm

Dominant Species Marine — Sat 10 pm

The sequel to Dominant Species, this streamlined version has players fighting over the depths in the ocean. Actions are taken immediately instead of at the end of the turn and Domination gives players control of special pawns that can be used during their turn.

Downforce — Sat 1 pm

Auction, bet, and drive as the greatest race in history begins. Downforce is Restoration Game's reintroduction of Wolfgang Kramer's Top Race, with similar game mechanics seen in Daytona 500 and Detroit-Cleveland Grand Prix.

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 — Sat 4 pm

Based on Frank Herbert's Dune series, Dune Imperium allows you to play as a leader of one of the Great Houses of the Landsraad in a game that combines worker placement and deck building. War is coming, and at the center of the conflict is Arrakis — Dune, the desert planet.

Eclipse 101 — Sat 4 pm

Eclipse — Sat 5 pm

Places you in control of a vast interstellar civilization, competing for success with its rivals. You explore new star systems, research technologies, and build spaceships with which to wage war.

Fireball Island — Sat 11 am

You have adventured to Fireball Island where a powerful jewel is guarded by the wrathful Vul-kar. Jump across bridges, run through tunnels, and evade fireballs in this classic Milton Bradley game from 1986. This is NOT Restoration Game's Fireball Island: Curse of Vul-Kar.

Fireball Island: Curse of Vul-Kar — Sat Noon

Ready for a quiet vacation you head to Fireball Island. You arrive prepared to take pictures and collect artifacts, but what you don't know is Vul-kar is back, and he's angry. Beware his wrath as he launches fireballs, and welcome to Fireball Island. Published in 2018

Galactic Explorers — Fri, Sat, Sun 8 pm

Build your ship. Roll your dice. And explore the Galaxy! Come try out a new game and see what awaits you on the Outer Rim.

Ghost Fightin Treasure Hunters — Sun 10 am

Join a group collecting treasure from a haunted house. Cooperate to get all the treasure and everyone out of the house while preventing six rooms from becoming haunted at the same time. Playing basic game rules. Priority will be given to players under 12 yrs.

Gloomhaven 101 — Sun 6 pm

Gloomhaven — Sun 7 pm

Venture into the world of Gloomhaven where darkness threatens the city, and where adventure lurks at every corner. Enter this legacy style game that combines Euro and D&D mechanics. We will be playing scenarios 1 and 2 to introduce new players to Gloomhaven.

Great Western Trail 2nd Ed 101 — Sat 10 am

Great Western Trail 2nd Ed — Sat 11 am

An updated edition of a beloved game about cattle ranching, building, and riding the rails. Manage your herd of cows (aka deck) to make the most profitable run to Kansas City, but beware you aren't the only one on this trail.

Half Truth — Sat 8 pm

A trivia game with a twist! Created by Ken Jennings and Richard Garfield, all questions have 6 possible answers, but only 3 are correct. Place your bets on the ones you think are correct, but be careful, if any of your answers are wrong you'll score nothing for that question.

Heroes of Land, Air & Sea 101 — Sun Noon

Heroes of Land, Air & Sea — Sun 1 pm

Fast-paced 4X gameplay featuring highly detailed miniatures and cardboard constructs.

Imperial Steam 101 — Fri 9 pm

Imperial Steam — Fri 10 pm

Players run railroad companies in Austria-Hungary during the Industrial Age. Select actions that will help you make money and create resources to extend your rail network. After someone connects Vienna to Triste or a set number of round, player with most money wins.

Board Games

Ingenious — Sat 1 pm

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

In the Stars — Sat 10 am, 7 pm, Sun 10 am, 2 pm

A 1 to 6 player roll and draw game. In the game, players create constellations in the galaxies, and they will score based on their constellations plus wormholes and UFO visitors to their constellations. The player with the most points wins the game.

Kingdomino — Sat 2 pm

Build up the resources around the castle of your kingdom. Include resources with crowns or none of that adjacent resource will produce. Crowns are multipliers. The kingdom producing the most resources combined wins.

Kingsburg 101 — Sat 3 pm, Sun 5 pm

Kingsburg — Sat 4 pm, Sun 6 pm

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

Lagacy: The Testament of Duke de Crecy — Sun 2 pm

Build a powerful dynasty in 18th century France. Over three generations, players will attempt to create a legacy by establishing a house with ties to many different wealthy and powerful families across Europe.

Last Days of Athobrae — Sat, Sun 1 pm

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

Legacy: The Testament of Duke de Crecy 101 — Sun 1 pm

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 — Sun 9 am

Lords of Waterdeep — Mon 9 am

The city of Waterdeep is run by a secret council of lords. So secret, that even the lords don't know who is on the council. Congratulations! You are now a lord of Waterdeep, it'll be up to you to gather adventurers, resources, and quests to establish your influence over the city.

Love Letter — Fri 9 pm

A game of risk, deduction, and luck for 2-4 players.

Marvel United — Sun 8 pm

Take the role of iconic Marvel Heroes cooperating to stop the master plan of a powerful Villain controlled by the game.

Nexus Ops — Sun 9 pm

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

No Thanks! — Fri 2 pm

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

Nuclear War — Mon 1 pm

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

On Mars — Fri 1 pm

Revolves around a communal colony on Mars where players collaborate as they develop new additions and meet mission goals of self-sustainability. Together, we embark on a heavy game of player interaction, tempo, worker placement, contracts, tech trees, and so much more.

Overboss 101 — Sat 7 pm

Overboss — Sat 8 pm

Rival Boss Monsters emerge from their dungeons to conquer the Overworld. Each turn, players draft and place terrain tiles and monster tokens. Their goal: to craft the map with the greatest Power and become the ultimate Overboss!

Party Penguins: Dungeon Delve — Sat 2 pm

A cooperative tile placement game where you are a party of penguins exploring a dungeon. Penguins need to get in, find the treasure, and get out before the dragon eats any penguin.

Pax Viking — Sun 5 pm

How will you lead your Vikings? What ventures will you find? What advocates will you recruit? What god will you favor, if any? And what events will you witness to define your legacy?

Phase 10 — Sat 10 pm, Sun 10 am

A rummy-type card game with a challenging and exciting twist. (For Sunday priority will be given to players under 12 yrs.)

Power Grid 101 — Fri 6 pm

Power Grid — Sun 2 pm

Supply the most cities with power when someone's network gains a predetermined size. To do that, you buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants to gain income.

Power Grid World Tour: China — Fri 7 pm

Power Grid World Tour: Korea — Sat 7 pm

Power Grid World Tour: UK/Ireland — Sun 7 pm

Power Grid World Tour: Northern Europe — Mon 9 am

Power Grid World Tour (PGWT) is an annual competition that you can join at any time! You can play in one event or all 12. Each day will be a new location. Every event earns you points towards the prize at each convention's end and the grand prize at the end of the year.

Puerto Rico 101 — Sun 4 pm

Puerto Rico — Sun 5 pm

Players assume the roles of colonial governors on Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings.

Ra 101 — Fri 7 pm

Ra — Fri 8 pm

An auction and set-collection game with an Ancient Egyptian theme. Players use currency, Suns, to bid on tiles to complete sets and combine various other tiles to multiply your score over the course of three large rounds.

Red Cathedral — Sat 8 pm

Along with your competitors, you are working to build the Red Cathedral in Moscow. Use various powers to collect resources and claim positions on the Cathedral. But watch out as other architects try out do your fame

Rising Sun 101 — Fri Noon

Rising Sun — Fri 1 pm

As the Kami descend from the heavens to reshape the land in their image, it is up to each player to lead their clan to victory. Use politics, negotiate alliances, worship the Kami to gain their favor, recruit monsters, and use your resources wisely to be victorious in battle.

Board Games

Settlers Of Catan 101 — Fri 4 pm

Settlers Of Catan Finals — Sun Noon

8 finalists from each Qualifier making a final 16, which is single elimination format. Highest scoring players from qualifiers will be used to fill any no show slots.

Settlers Of Catan Qualifier — Fri 5 pm, Sat 2 pm

The Qualifiers are three games long, with 8 finalists from each Qualifier making a final 16. Players who do not make the cut in the first Qualifier can play in the second,

Shadows Over Camelot — Sun 3 pm

Knight of the Round Table must collaborate to overcome a number of quests, ranging from defeating the Black Knight to the search for the Holy Grail. The knights are trying to build a majority of white swords on the Table before Camelot falls. But one Knight is a traitor

Space Base 101 — Sun Noon

Space Base — Sun 1 pm

Players buy cards, representing spaceships, that have different abilities which pay off when their number is rolled to see who can build up the best fleet.

Spartacus: A Game of Blood & Treachery — Sat Noon

Each player takes on the role of Dominus, head of a rising house in the ancient Roman city of Capua. Each round consists of 3 phases: Intrigue, Market, and Arena.

Stone Age 101 — Sun 9 am

Stone Age — Sun 10 am

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

Stupid Users: BETA — Dealer Room Tourney — Fri 8 pm, Sun Noon

Tournament with dealer dollar prizes and swag ... plus you get to play with the creator. Quick, easy, fun-filled, trash-talking, 15-25minute filler/gateway game for 2-6 players. BETA is a one of a kind, IT vs Zombies, army building card game where you steal or loot anything to win.

Survive! — Sat 2 pm

The island is sinking and you must escape before the volcano explodes. But as you race to safety you must beware the threats of the ocean. Sharks, Whales, and Sea Serpents will try to stop you. Escape the island! Survive the ocean! Feed your friends to the sharks!

Talisman 101 — Sat Noon

Talisman — Sat 1 pm

Includes Basic, Batman, Star Wars, and Cataclysm. Prophetess in the Basic uses only one power. Fourth edition or fourth edition revised will be used.

Terraforming Mars 101 — Sun 10 am

Terraforming Mars — Sun 11 am

Opening round for Terraforming Mars. All are welcome! Base game only, with drafting during generations only. Second round will start at 3 pm. Third round, if necessary will begin at 6 pm.

The Castles of Burgundy 101 — Sat 9 am

The Castles of Burgundy — Sat 10 am

Players take on the role of an aristocrat, originally controlling a small principedom. While playing they aim to build settlements and powerful castles, practice trade along the river, exploit silver mines, and use the knowledge of travelers.

The Princes of Florence — Sat 9 am

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

The World Cup Game — Sat 2 pm

Run teams in the World Cup! Move your team through the tournament! All players play cards to place tiles onto World Cup games (using the 2020 World Cup teams and games) all being played at the same time.

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: Europe — Sat 2 pm

The 1912 Mega Expansion will be included in these games after the first round.

Ticket to Ride: Expansions 101 — Sat 9 am

Review of all of the T2R expansions, with opportunity for players to try a short game.

Ticket to Ride - First Journey — Sat 10 am

Collect train cards, claim routes on the map and work on connecting the cities on your tickets. First with 6 complete tickets wins. Both US and Europe boards will be available. Priority will be given to those under 12 yrs.

Ticket to Ride: Germany — Sun 6 pm

Build rail lines throughout Germany collecting meeples to increase your score

Ticket to Ride: Italy — Sat 6 pm

Build rail lines to connect as many provinces as possible to increase your score

Ticket to Ride: MEGA USA — Sat 10 am

Basic Ticket to Ride with all the 1910 tickets included.

Ticket to Ride: Nordic Countries 101 — Sun 9 am

Ticket to Ride: Nordic Countries — Sun 10 am

The goal is the same as base Ticket to Ride: collect and play cards to place your trains on the board, attempting to connect the different cities on your ticket cards. The map incorporates tunnels from Europe and also has routes containing ferries.

Ticket to Ride: Rails and Sails 101 — Sun 2 pm

Ticket to Ride: Rails and Sails — Sun 3 pm

Harbors in Great Lakes and World will count 1 Harbor, 10, 2 Harbors, 20, and 3 Harbors, 30. Collect ships and trains. Use certain train cards as Wild cards.

Ticket to Ride: Swiss — Fri 7 pm

3 player game with the chance to score many completed tickets

Tiny Towns — Fri 7 pm

Build your own Tiny Town as best you can with the resources provided-many of which will not be chosen by you and may or may not get in the way...

Tokaido 101 — Fri Noon

Tokaido — Fri 1 pm

Each player travels along the famous road meeting fellow travelers, visiting temples, collecting beautiful items, discovering beautiful panoramas, and much more to find out who best traversed their way down the famous Tokaido road.

Too Many Bones 101 — Sat 9 am

Too Many Bones — Sat 10 am

Dice builder RPG for up to 4 players. Your homeland has been invaded by seven savage Tyrants, and the Gearloc Council has summoned you to defeat them. Draw daily encounters filled with tough decisions and battles as you make your way to the Tyrants' lairs.

Board Games

Trekking The National Parks — Sun 1 pm

Travel the USA visiting National Parks to earn victory points in 3 ways: collecting colored stones by visiting parks, collecting National Parks and collecting Major National Parks with amazing perks. Specialty cards are used for travel and resource collecting.

Uno — Fri 11 pm

Classic card game where players race to empty their hands and catch opposing players with cards left in theirs.

Vampire Rivals 101 — Fri Noon

Indie New Games

Vegas Showdown — Mon Noon

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

Wingspan 101 — Fri 5 pm

Wingspan — Fri 6 pm

You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. The base game will be used for the first round and expansions may be used for later rounds.

Indie New Games

International B

From The Shadows — Sat, Sun 7 pm

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

Memory Quest: Piracy — Sat, Sun 7 pm

Build your crew and explore the open sea. This original game combines the mechanics of memory with deck building. Explore the sea by matching card colors on the table, but beware, there are whirlpools, sirens, and many more things to slow your progress.

War of Crown: Battle of Xuanwu Gate — Fri 6 pm, Sat 1 pm

The game explores a historical tragedy where players assume the role of 3 princes in ancient China. As an eligible prince to the throne, how will you win over the emperor's heart? Will you manage political affairs, lead military campaigns, or undermine your opponent with schemes?

Open Gaming

Plaza Ballroom A

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

Party Games

Catalina B, C, D, Newport B, C

Gaming 101

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

Funemployed — Sun 2 pm

A crazy party-game where players get 4 random Qualification Cards, such as "Russian Accent" or "Dingo Repellent". Players then use their Qualifications to talk their way into jobs like "Professional Cuddler", "Coal Miner" or "The President"!

Hurt 'Em! Comic Book card game — Fri 6 pm, Sat Sun 2 pm

You are a spiritualist in the Astral realm solving a mystery, and resealing an evil rabbit named Rasofer! Be weary, alliances can be made and betrayLive show, teaching you how to play with a tournament after. Prizes! Fun!

Pregame Princess (Dry run) — Fri, Sat 8 pm, Sun 4 pm

You are a princess about to go out for the evening, drinking with your sisters. Defeat them, and become, the Pregame Princess. This is a play test, and a dry run of a drinking game.

Spyfall / Spyfall 2 — Sat 3 pm

A social deduction game in which players ask each other probing questions to detect who is the spy. Spyfall 2 is the same game using different locations. Both versions will be available.

The Resistance: Avalon — Sat 2 pm

Who can you trust? A game of social deduction set in King Arthur's legendary realm.

Ultimate Werewolf —

Fri 9 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

Here you are living in your quiet village when the first of the bodies begin piling up. There are 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 Exreme —

Fri 9 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

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

Ultimate Werewolf (Read Desc.) — Sat 9 pm

For this game, things will be a little different. There will be no special Village or Werewolf roles. Additionally, players will have more of an opportunity to influence what team they will play on, and your only information is seeing who jumped at the chance to be a werewolf.

Collectibles

La Jolla

7 Wonders Duel 101 — Sat 2 pm

GM: John Borders

Resembles its parent game 7 Wonders as over three ages players acquire cards that provide resources or advance their military or scientific development in order to develop a civilization and complete wonders. Come learn to play

7 Wonders Duel — Sat 3 pm

GM: John Borders

This will be a 3 round swiss with finals if necessary. Each round will be 30 minutes. We will be playing the base game. Bring a copy of the game if you have it.

Ascension — Sat, Sun 11 am

Versions to be mixed/matched at GM discretion.

Clank! 101 — Fri Noon, 4 pm

GM: Tara Haughton

Clash Royale — Sat Noon

GM: Yu-Gi-Holics!

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

Clash Royale — Sat 2 pm

GM: Yu-Gi-Holics!

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

Dice Masters 101 — Sun 2 pm

GM: Andres Fresquez

Field one of the superhero teams, with each hero — Captain America, Wolverine, Spider-Man, and more — represented by custom-tooled dice each team must be composed of up to 20 dice, and a player can “purchase” dice only from his team.

Gamer Game Show — Sat 3 pm — Family Feud Gamer Edition

GM: Yu-Gi-Holics!

Join us for an entertaining afternoon on Strategicon’s #1 game show “Gamer Game Show.” We ask teams game related questions in a family feud style to see which team will be victorious!

Its a Wonderful World 101 — Sat 5 pm

GM: John Borders

You are an expanding Empire and must choose your path to your future. You must develop faster and better than your competitors. You’ll carefully plan your expansion to develop your production power and rule over this new world. Drafting and Engine Building. Come learn to play

Its a Wonderful World — Sat 6 pm

GM: John Borders

Two-round swiss with total scoring with a Finals Table. Each round will be 1 hour 30 minutes. We will be playing the base game. Finals will also have Corruption and Ascension. Bring a copy of the game if you have it.

Lost Ruins of Arnak 101 — Fri 6 pm

Lost Ruins of Arnak — Fri 7 pm

GM: John Borders

Combines deck-building and worker placement in a game of exploration, resource management, and discovery. Will play 2 games. Highest combined score will win. Please bring a copy of the game if you have it.

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

GM: Dae Kim/Josh Badger

Mix pods of 3-4 : Winner of each pod will receive \$5 Dealer Dollars : Max 5 pods

Magic: the Gathering — Fri, Sat 8 pm, Sun 1 pm, 8 pm — Draft

GM: Dae Kim/Josh Badger

Kamigawa Neon Destiny: 3 Rounds : Pack per win. \$15 Entry.

Magic: the Gathering — Sat 9 pm —

Keith Aldrich Pauper Tournament

GM: Melissa Weiss

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

Magic: the Gathering — Sat 1 pm — Sealed

GM: Josh Badger

Kamigawa Neon Destiny: 3 Rounds : Pack Per win. \$30 Entry.

Star Wars Miniatures — Sun 6 pm — Sealed Booster Draft

Tournament for Virtual Set #21 & #22

GM: Mel Campbell

Each participant will receive 2 full sets of 30 cards each, plus 2 full sets of 6 cards each, and 2 booster sheets, to make a 200pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

Star Wars Miniatures — Sun Noon — Star Wars Legion: The Battle of Hoth

GM: Mel Campbell

Participants will be divided into Rebels or Imperials, and will compete for supremacy of the icy planet. GM will provide minis to borrow.

Transformers TCG 101 — Sat 10 am

GM: Yu-Gi-Holics!

Learn how to Play Transformers TCG! We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light Transformers TCG Tournaments hosted on Saturday of the Con!

Transformers TCG — Sat 11 am

GM: Yu-Gi-Holics!

Join us for a light Transformers TCG 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!

Transformers: TCG - Booster Draft — Sat 6 pm

GM: Bradley P. Thomas

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

Vampire the Eternal Struggle (ViES) — Sat 9 am, 4 pm

GM: Jeff Poole

Two rounds + finals ViES Standard Constructed tournament.

Proxies allowed. Orccon 2022: The Status Perfectus.

Check-In: 8:45 am.

Vampire the Eternal Struggle (ViES) — Sat 4 pm

GM: Jeff Poole

Two rounds + finals ViES Standard Constructed tournament.

Proxies allowed. Orccon 2022: Fee Stake: Los Angeles.

Check-In 3:45 pm.

Vampire the Eternal Struggle (ViES) — Sun 9 am

GM: Jeff Poole

Two rounds + finals ViES Standard Constructed tournament.

Proxies allowed. Orccon 2022: Free States Rant.

Check-In: 8:45 am.

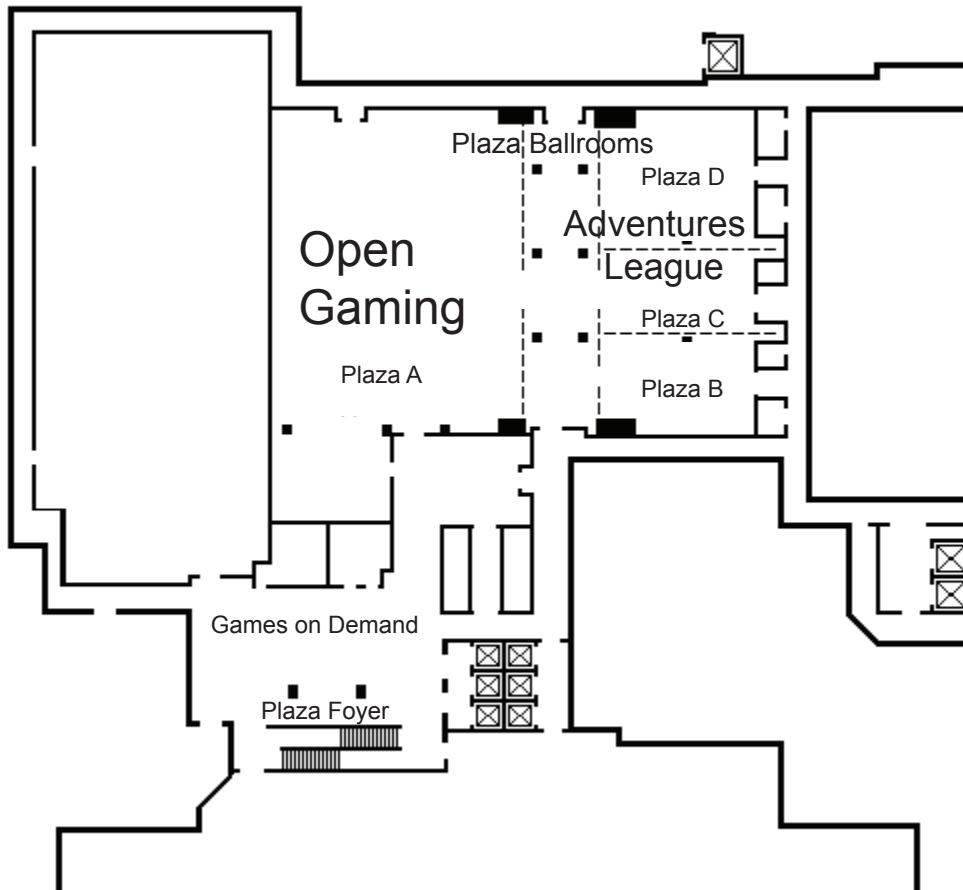
Vampire the Eternal Struggle (ViES) — Sun 4 pm

GM: Jeff Poole

A two rounds + finals ViES Sealed event. Must bring a sealed, or unmodified starter box from the v5 Camarilla or v5 Anarch sets. Orccon 2022: Anarch Manifesto. Check-In 3:45 pm.

Orecon 2022 Maps

HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL

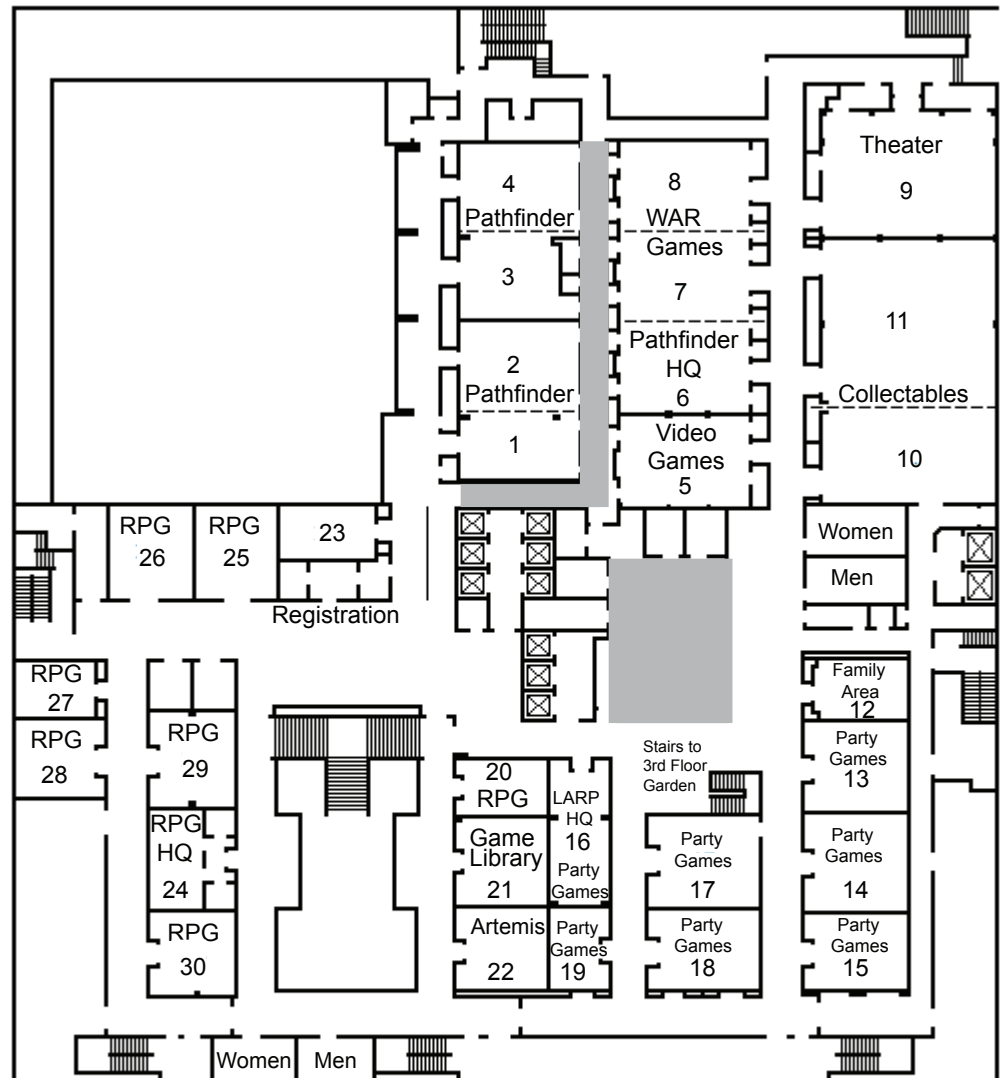
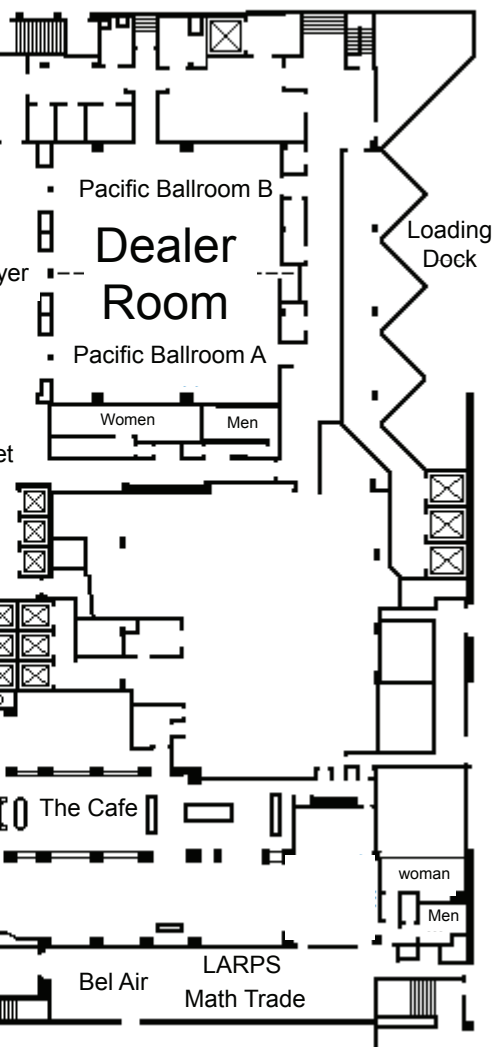


HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - SECOND FLOOR

PORT - LOBBY LEVEL



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

Collectibles

Vanguard 101 — Fri Noon, Sat 10 am, Sun 11 am, Mon 10 am
GM: Yu-Gi-Holics!

Learn how to Play Vanguard 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 Vanguard! Tournaments hosted everyday of Con!

Vanguard — Fri 1 pm, Sat 11 am, Sun Noon, Mon 11 am
GM: Yu-Gi-Holics!

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

Vanguard — Sun 2 pm — Advance

Vanguard — Sun 3 pm — So-Cali Con
GM: Yu-Gi-Holics!

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

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

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

Yu-Gi-Oh! — Fri, Sat, Sun 1 pm
GM: Yu-Gi-Holics!

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
GM: Yu-Gi-Holics!

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

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

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

Yu-Gi-Oh! — Fri 5 pm — Jeopardy
GM: Yu-Gi-Holics!

Join us for an entertaining afternoon on Strategicon's original game show "Yu-Gi-Oh! Jeopardy." We ask individuals Yu-Gi-Oh! related questions Jeopardy style to see who will be victorious!

Family Games Catalina A

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

Kids

Ticket to Ride - First Journey
Ghost Fightin Treasure Hunters
Fuzzy Heroes: Big Trouble in Little Candy Land

Family

Kid Friendly Movie (2)
Wingspan 101
Wingspan Big Tournament

Love Letter Small Tournament

Kingdomino

Geek Themed Magic & Comedy Show (2)

Mutants & Masterminds 3rd - The Battle of the Super Friends!
Phase 10

Trekking The National Parks

Formula De Super-Incredisized Spectacular - Long Beach Grand
Prix Medium Tournament

Video Games Marina

Darkstalkers 3 — Sat 8 pm

The blood moon rises again...The classic arcade game, Darkstalkers 3, returns to Orcon! Best 2 out of 3, finals will be 3 out of 5.

MTG Arena — Sat, Sun 2 pm

This a standard event with best two out of three. All players must have their own account to play.

Muscle Bomber Duo — Sat 10 pm

Bringing fighting games into the wrestling ring, this will be a 2-on-2 brawl. Pick your team, and may the best team win! Best 2 out of 3, finals will be 3 out of 5.

Street Fighter 2: Champion Edition — Sat 4 pm

Here comes a new challenger! The classic Street Fighter 2 returns to Orcon, with the 12 original fighters back once again. Best 2 out of 3, finals will be 3 out of 5.

Super Puzzle Fighter 2 Turbo — Sun 4 pm

Classic characters from fighting games return to fight again ... in a competitive puzzle game! Best 2 out of 3, finals will be 3 out of 5.

LARPs

Bel Air, Newport A, Malibu Gardens

Arena — Sun 2 pm — Foam Combat

GM: Robert Prag

A foam combat-based fighting tournament, with limited character progression and modest opportunities for roleplay. Fight with blaster and blade, with courage and cunning, with honor and heroism. Become a bold gladiator and best your fellows, and rise to win glory in the arena. A waiver will be required for this game. Game will be canceled in the event of rain. Game will be outside.

Foamfight Deathmatch — Sat 2 pm — Foam Combat

GM: LARP Staff (& Rob P)

A foam combat live-action game, wherein players engage in repeated rounds of short, free-or-all dart combat while balancing the needs to find better weapons or eliminate opponents. Game will be many round with minor variation. A waiver will be required for this game. Game will be canceled in the event of rain. Game will be outside.

Miniatures

International Ballroom A

1-48 Tactics Tournament — Sat 9 am

GM: Donald Tseng

36pts. three rounds of WWII fire team action on a 2x2 board - noobs welcome with figures provided.

Battlestations 2.0 HUGE! —

Fri 6 pm, Sat, Sun 1 pm, 4 pm, 7 pm, 10 pm

GM: Jeff Siadek

You get to be a hero aboard a starship for amazing adventures in the classic boardgame/rpg hybrid: Battlestations! Beginners are welcome! Returning players are welcome! Even if you can't find time to play, you must come by and see the amazing spectacle for yourself!

Battletech Alpha Strike 101 — Fri 3 pm

GM: Tuck Davion

A tabletop wargame currently celebrating over 35 years of heavymetal mayhem — one of the most celebrated tabletop wargames of all time. Learn how to play Battletech in a whole new way! We'll teach you everything you need to know to get you out on the table in no time flat.

Battletech Alpha Strike — Fri 6 pm — Raid on Frankport

GM: Francisco Vassallo

Raid on Frankport. Each player will control a small unit of mechs either attacking or defending the spaceport of Frankport. Everything will be provided. If you wish to make your own lance, bring an 80 point, late succession war list, with at most 5 mechs.

Battletech Alpha Strike — Sat Noon —

The Jade Phoenix Event Pt. 1

GM: Tuck Davion

An epic clashes of mettle vs. metal in the Inner Sphere, the Invading Clans took on Comstar with the fate of Terra hanging in the balance. A contest of wills to be won, Tukayyid changed history in more ways than one. What if YOU were in command? This is your chance to be a part of that history and make your mark, be it Clan or Inner Sphere, you decide!

Vampire: Blood Hunt — Sat 8 pm — BNS Vampire: the Masquerade

GM: John King

Welcome Cainites to Hanover in the year of our Lord 1202. The Prince has died and the city is in chaos. Everyone suspects everyone else of foul play and while some try to find the killer, others plot to fill the power vacuum. But all may be for nought as rumors of invaders taking advantage of the chaos circulate. Can you help to restore order? Will you try to take power yourself or put another on the throne? Can you even survive the night? Only the sunrise is certain. Vampire: Dark Ages New to LARP and Vampire friendly.

Vampire: Last Refuge — Fri 8 pm — BNS: Vampire the Masquerade

GM: John King

Hey vamp, welcome to LA. Dangerous monsters stalk shadowed alleys and corporate corridors alike here. Whether you are one of those monsters or not remains to be seen... In Compton, many have sought refuge after the Hunters massacred the city's vamps, but the fight for survival isn't over yet. Surrounded by enemies, it's up to you to carve out a new home. Will you secure your turf? Can you protect your gang? Can you even survive the night? Only the sunrise is certain. Vampire: the Masquerade LARP, New to LARP and Vampire friendly.

Battletech Alpha Strike — Sun Noon —

The Jade Phoenix Event Pt. 2

GM: Tuck Davion

This is a continuation of the previous day's scenario. Can the defending Com Guards hold off the marauding Clan Jade Falcon? All materials will be provided by the event organizers.

Bloodfields: Eternal Sorrow — Fri 6 pm — Proving Grounds

GM: Jared Rutledge

Bloodfields: Eternal Sorrow is a fully 3d printable war game. It can be played one on one or in teams. Roster generator and rules can be found in the link. I will be bringing two prefabricated teams to demo. Official dice, minis, measuring tape, terrain, and play mat will be brought.

Bolt Action — Sun 1 pm — Narrative Play

GM: Jacob Shober

1000 pt Bolt Action force. Single Reinforced Platoon, ANY units are allowed. If you have the campaign book, bring the unit! Be prepared for a single round, though long game the mission is a custom one, designed by Jacob Shober

Bolt Action/Konflikt 47 — Sat 10 am

GM: Jacob Shober

First 2 rounds are 1000 pt Bolt Action force. Last round 1250 Konflikt '47 or Bolt Action force can be built by adding Konflikt '47 forces to your existing Bolt Action force, using the appropriate rules for the models added (round will still be played using BoltAction rules you are able to spice up your force with something interesting!) Single Reinforced Platoon, Armies of... books only. No dice limit.

Miniatures

Boothill 1e — Sat 6 pm —

HMGS-PSW Presents Big Trouble in Chiriaco Summit

GM: Angelo Chiriaco

1975 edition of the Western-themed RPG by Brian Blume & Gary Gygax. There is big trouble in Chiriaco Summit! Every player will be in charge of a faction of characters who are given a specific goal to achieve in the town of Chiriaco Summit.

Bushido — Sat 5 pm —

Bushido learn to play/100 point tournament

GM: Robert Courtney

A Japanese fantasy tabletop miniature battle game for two players. Each player commands a force of a handful of individuals. Bushido is a fast moving, skirmish game. Come join us in a small 100 point tournament or to learn the rules.

Circus Maximus — Sat 5 pm

GM: Jamie Vann

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

Classic Battletech - A Game of Armored Combat —

Sat, Sun 10 am — Circle of Death

GM: Mario Acuña

Unique Free For All Tournament format. Book Mechs only. All game materials provided.

Drum Barracks Battle Manual — Sun 10 am — Bragg Defends a GA RR Junction Sept 15 1863

GM: Stephen Phenow

Had Gen Rosecrans USA gone West instead of East, Chickamagua would have never happened. Instead an attack might have occurred as Maj. Gen Rosecrans struck at General Bragg's communications, instead. This was before Longstreet could have possibly joined the Army of Tennessee, so the fight between the corps of the Army of the Cumberland and the Army of Tennessee would be a more even battle then at Chickamagua.

Etherfields — Mon 10 am

GM: Solomon Chang

Etherfields is a narrative, cooperative game for 1 - 4 (5 with the 5th player expansion). A series of unique Dreams await to be discovered through tense exploration and tactical encounters.

Formula De Super-Incredisized Spectacular — Mon 10 am —

Long Beach Grand Prix

GM: John Paiva

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

Fuzzy Heroes: Big Trouble in Little Candy Land — Sun 5 pm

GM: Victor Bugg

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

Gaslands: Refuelled 101 — Fri 9 pm

Gaslands: Refuelled — Sat 10 am — Death Race

GM: Bradley P. Thomas

In an alternate present day, Earth is in post-apocalyptic ruins while Mars is a eutopian paradise. In order for the people of Earth to escape to the pleasures and wonders of Mars, they have to participate in the sporting event known as Gaslands. As one of these people who wishes to escape Earth and make it to Mars, you participate in Gaslands in a vehicle you assemble and drive like there's no tomorrow.

HMGS-PSW Presents American Civil War — Sun 11 am

GM: James Corbet and Luis Medrano

Large Scale demo game. All materials will be provided. Black Powder2 Rules - 28mm. Corps of both Union and Confederate forces fight a meeting engagement of over key terrain in the Western Theatre - 1862. The rules are fast and fun.

HMGS-PSW Presents Team Yankee — Fri 6 pm

GM: Harold Crossley and Adam Hammer

Demo style game where all materials are provided. WWII has begun! A combined Soviet and Syrian armored force has broken through the Golan Heights and are driving on Haifa. Their goal is to seize Israel's deep water port in order to prevent the landing of further US support. The IDF and an US QRF are on the ground to halt the advance.

HMGS-PSW Presents the Great Italian Wars — Sat 11 am

GM: Dana Hohn and Adam Hammer

Large scale demo game with all materials provided. Pike and Shotte rules. This a fun and fast paced game staged during the Renaissance. The French Army is a juggernaut attempting to subjugate the riches of the Italian City States however, many of them have turned to Spain and the Imperial Holy Roman Empire for assistance. The battle will feature some very colorful units: Landsknechts, Elite Swiss Pikemen, Arqubusiers, and French Gendarmes to say the least. Rules will be taught.

Kill Team — Sun Noon — Small Tournament/ Open play

GM: Greg Mazourek

Bring your kill team for some much needed "training". Depending on participation, we'll have a small 3 round tournament or some narrative open play. Terrain will be provided, Kill teams WON'T.

La Bataille — Sat 10 am — Linz-Urfahr, 17 May 1809

GM: Dan Munson

During the War of the Fifth Coalition, Feldzeugmeister Johann Kollwrat's III Armeekorps moved on the Linz-Urfahr bridge. In our reflight part of a French Corps replaces the The Saxons "corps" of reinforcements and Bernadotte' Saxons are the defenders of the Linz bridgehead. Should be interesting fight. Both sides will have pontoon bridges in order to cross the Danube and take the battle to the enemy.

Marvel Crisis protocol — Sun 2 pm

GM: Joey Vigil

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

Paint and Take — Sat, Sun 10 am

GM: Robin Parker

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

Paint Contest Judging — Sun 2 pm

GM: Victor Bugg

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

Miniatures

Scott Pilgrim Miniatures The World — Sat 7 pm

GM: Trevor Lincoln

A competitive board game where one team takes on the role of Scott and the other Good Guys to fight against the League of Evil Exes. Each character has unique powers, and as they battle they will level up and unlock new special abilities. The action takes place on a pop-up board with large pre-painted miniatures, custom dice, and 3D constructible objects for smashing and throwing!

Star Wars Legion — Sat Noon

GM: Francisco Vassallo

3 round 500 point tournament. Games will be played on a 3x3 board.

The Edge: Dawnfall 101 — Sun 7 pm

The Edge: Dawnfall — Sun 8 pm

GM: Solomon Chang

A dynamic, miniature and card battle game with elements of territory control (gathering crystals) as well as campaign play. Each player controls unique units with special abilities that can be enchanted with special spell or progress cards.

Twilight Imperium Fourth Edition — Sun 8 am

GM: Solomon Chang

Twilight Imperium is a game of galactic conquest in which up to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining.

Warhammer 40K 9th edition — Sat 8 pm — Ironman

GM: SoCal Crusaders

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

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

Warhammer 40K 9th edition (Day 1) — Sat 9 am

Warhammer 40K 9th edition (Day 2) — Sun 9 am

Mega-Apocalypse

GM: SoCal Crusaders

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

X-Wing Miniatures — Sun 9 am — Open Play

GM: Craig Konas

Reserving space to play X-Wing with anyone who wants to play.

X-Wing Miniatures 101 — Fri 6 pm

GM: Craig Konas

Learn how to play the X-Wing miniatures game!

X-Wing Miniatures Game — Sat 9 am — Tournament

GM: Craig Konas

200 points extended format, swiss/cut TBD depending on number of signups

War Games

Los Angeles B & C

1775 Rebellion — Sat Noon

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

Axis & Allies — Sat 9 am

Axis & Allies Open Play — Fri Noon

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

Battle Cry — Sun Noon

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

Memoir 44 New Flight Plan — Sat 6 pm

The same classic lite game of WWII tactical ground combat but now with all-new tactical air support units and rules. Still the same great game only better!

Napoleonic Wars: Barry Lew Memorial Tourney — Mon 11 am

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

Sails of Glory — Fri 4 pm

Recreates naval combat in the Age of Sail (1750–1815).

Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechanics.

Sails of Glory- Frigates — Sun 6 pm

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

Roleplaying

Newport, San Lorenzo

Arachnophobia — Sat 8 pm — Fate of Cthulhu

GM: Stephanie Bryant

You are a team of time travelers sent back from the apocalyptic nightmare future where Atlach-Nacha arose from her thick web of dreams and opened the way for the eldritch horrors to escape into the waking world.

A Rough Landing — Sat 2 pm — RuneQuest: Starter Set

GM: Scott Joest

Fresh from the Battle of Dangerford, the adventurers run afoul of aggressive dark trolls, and must resolve a problem in a nearby farming community. This is one of the adventures from the excellent Runequest: Starter Set. In RuneQuest, everyone uses spells and anyone can be a warrior. The gods provide powers to their mortal worshipers, and can intercede on their behalf. Each adventurer is unique, defined by their Runes, culture, and cult.

ASPIRE — Fri 2 pm, Sun 2 pm — GURPS

GM: Daniel Alvarez

Project ASPIRE is the Agency for Supernatural and Paranormal Investigation Research and Exploratio. Get a call from an old friend that needs help. Sponsored event with Prizes!

Best of the Rest — Sat 9 am — Fantasy Trip (GURPS)

GM: Ron Shaw

SPONSORED - Prizes A local Lord Wants to sponsor a dungeon expedition, however he wants to make sure that he is getting his money's worth so he is pitting adventuring teams against each other so that he may indeed select the best

Better Living Through Excessive Violence — Sun 2 pm — Paranoia

GM: Ed Murphy

Attention, Troubleshooter! You have been assigned to reactivate an inoperative power facility in GRU Sector, and determine whether the shutdown was due to Commie sabotage, mechanical failure, or planned downtime. Please report to Autotram platform 57X in SRT Sector in five minutes, where you will be transported to Briefing Room 35-LT and [DELETED FOR SECURITY PURPOSES].

Bright Blades & Black Magick — Sun 2 pm —

Buffy the Vampire Slayer

GM: Chris Czerniak

Paris 1626, the Musketeers guard the King from all manner of danger, from the schemes of foreign powers to the plots of Cardinal Richelieu. But now there is a sinister plan to overthrow the King with the aid of the darkest magick. Can the Musketeers and the Slayer defeat this menace and save the King and all of France?

Corpse Astray — Fri 8 pm — Swords of the Serpentine -

GUMSHOE

GM: Stephanie Bryant

'If you want to track down foul sorcerers in a corrupt and decadent city, clamber through underground ruins to sneak into an enemy's home and rob them, or wage a secret war against a rival political faction, you're in the right place. Swords of the Serpentine is a sword & sorcery GUMSHOE game of investigation, heroism, sly politics and bloody savagery.

Dicing with Death — Fri 8 pm — Matrons of Mystery

GM: Scott Joest

There's been a murder. The peace & quiet of your charming village has been shattered, & someone's going to have to do something about it. And that someone is you and your friends older ladies with time on your hands and a keen eye for a mystery. Step into the role of an older lady turned amateur sleuth, & work with your fellow Matrons to discover clues, unearth secrets & solve mysteries in this cozy mystery RPG.

Dresden Files: Doom of Damocles — Sat 9 am — Fate

GM: Chris Czerniak

When you're a Wizard you live by 7 unbreakable laws. Break one and it's an instant death sentence. But what happens when you're falsely accused? Your only hope is the Doom of Damocles, a stay of execution and a chance to get your old life back. And that's exactly the choice the White Council has given you - go on a dangerous suicide mission, or face an instant death by the swords of the Wardens.

Encanto'ed — Sat 2 pm — (PBTA) Thirsty Sword Lesbians

GM: Stephanie Bryant

As members of the Family Magical, your entire family are all magically gifted due to a miracle 50 years ago. You have strong bonds of both love and trauma, which have formed central and unique conflicts for each of you. Today, a new threat has come to your enchanted valley. Can you overcome your emotional conflicts to protect your home? Note: Singing voice not required for this adventure.

Jedi Of The Old Republic — Fri 2 pm, 8 pm, Sat, Sun 2 pm —

Star Wars Revised Edition

GM: Allan Sylvia III

Follow the path of the Jedi, or turn to the Darkside and become a Sith. Play as a group of Force-Sensitive characters during the turmoil of The Old Republic, as the Sith Empire rises to power and wages a covert war against the Jedi and Republic. Select from Pre-Made Characters or spend time making your own, or bring one from home. (28-Pointbuy)

Journey over Daggerfell Peak — Sat 2 pm — Fantasy Trip (GURPS)

GM: Gary Mack

In a race against time your adventuring group has been asked to traverse Daggerfell Mountain in order to aid a local village nearby

Mandatory Complex Undertaking — Sat 8 pm — Paranoia

GM: Ed Murphy

Greetings, Troubleshooter! You have been volunteered for the Justified Computer's Avengers. Rejoice in this opportunity to serve your Complex! The JCA's mission is to locate a malfunctioning warbot and return it intact to Armed Forces. Due to temporary broadcast difficulties, a jackobot has been deployed to escort you to Mobile Briefing Room HERO, where CPU liaison Runn-Y-NOZ will provide further instructions.

Midnight is Forever — Sat Midnight — Call of Cthulhu 7th

GM: Michale Shupe

The past few evenings, people have been noticing clocks slowing down at midnight, and it's increasing in length. Find and stop the source before it's too late and it's midnight forever! Pregens or make a Pulp Cthulhu character on the spot in moments!

RPGs

Monday Morning Madness – Mon 10 am – Various

GM: Michale Shupe

Any game of mine you missed during con, I'll run, or do an on the spot Fate Accelerated game. GURPS, Call of Cthulhu, or Mutants and Masterminds!

One Man's Trash – Sun 9 am – GURPS

GM: Ron Shaw

Prizes! A paranoid doomsday prep'er has decided to use all his wealth to buy an underground bunker to wait out the end times with his wife. Unfortunately, his wife found a very pretty object that ASPIRE believes should not be left in her hands

Orvald's Tower – Sat 9 am – Index Card RPG

GM: Geoff Kloess

Orvald the Wizard lies defeated, and our heroes stand at the pinnacle of his mind-bending spire. Now, a magical maelstrom destroys the incredible structure, and the only escape is down!

Paragon University - a small issue – Fri 8 pm – GURPS

GM: Michale Shupe

Paragon is a college for supernatural creatures and people with gifts. It's Valentine's day again and we need a bigger event than ever, because Aphrodite is visiting! Sponsored event with Prizes!

Player vs Player Tournament – Sat 9 am –

Dungeons & Dragons 5e

GM: David Arvizu

Experience the ultimate PvP experience: Fight to survive against other players in this Kill-or-be-Killed tournament. Hunt other players in an underground maze using the best character that you can create or use our Pre-Gens. Earn points based on how much damage you inflict on other players. Character Creation HELP available 1 hour prior to start of game.

Project ASPIRE - Return to Alpine TX – Sat 8 pm – GURPS

GM: Michale Shupe

Project ASPIRE is the Agency for Supernatural and Paranormal Investigation, Research and Exploration. A team is dispatched once again to Alpine, Texas, as there seems to be no end to the activity here. Sponsored event with Prizes!

Project ASPIRE - The more things change – Sun 8 pm – GURPS

GM: Michale Shupe

Project ASPIRE is the Agency for Supernatural and Paranormal Investigation Research and Exploration. An old enemy rears their head and a task force is sent to stop them! Sponsored event with Prizes!

Return to Sector 13 – Sat 9 am – GURPS

GM: Gary Mack

Your ASPIRE Team has been ordered to aid you allies from Sector 13 in tracking and stopping a group of Illegal Wizards from your home dimension as Sector 13 has no magic of its own

Adventurers League

Plaza C

CCC-UK-1 Call of the Elvenflow (Levels 1-4) – Fri 7 pm –

Dungeons & Dragons 5th Edition

Folk tales warn of strange noises from the Cormanthor Forest when winter fogs are thickest and the black of night has no shadows to cast. When such noises are heard on a late summer's afternoon, perhaps it's time to turn once again to the old stories?

CCC-UK-3 The Tainted Grove (Levels 1-4) – Sat 9 am –

Dungeons & Dragons 5th Edition

Everyone in Moonfern Ford knows to avoid the Tainted Grove, a place of darkness and evil amidst the sylvan beauty of Cormanthor. When a young hunter goes missing in the forest, things in the village take a dark turn. A 4-hour adventure for Tier 1 characters (optimized for APL 3).

The Battle of the Super Friends! – Sun 9 am –

Mutants and Masterminds 3rd

GM: Michale Shupe

Campy 70s / 80s Saturday morning cartoon style Superhero action and adventure! Play a pregenerated character or make one from an archetype on the spot!

The Final Performance of Spiral Jetty: Blaze of Glory – Sat 2 pm

Vampire the Requiem 2nd Edition

GM: Louis Garcia

The damned call it the Requiem. The Requiem is the unlife of a vampire, the grand, doomed waltz through which everyone of their kind dances each night, urged on by the metaphorical strains of music that represent the hidden powers that guide, manipulate and inspire. You are one of those vampires and this is The Requiem Chronicles. Presented by the Dead Gamers Society

The Haunting of Abbeyham Priory! – Fri 2 pm –

They Came From Beyond The Grave!

GM: Louis Garcia

Abbeyham Priory is a gothic abbey of crumbling walls and dreadful history. Its inhabitants are terrible, its purpose is malign, and those intrepid adventurers who poke around in its ruined masonry may well unleash something utterly horrid on the world beyond. You are the intrepid adventurers! And you are the only people who can contain the Haunting of Abbeyham Priory! Presented by the Dead Games Society

The Secret of Vinsen's Tomb – Mon 2 pm – Pugmire D&D 5e

GM: Louis Garcia

Close out the con with this unique adventure. A cat living in Pugmire disappears, but neither the police dogs nor the cats of the Cat Quarter know why. When zombies attack the heroes, however, all signs point to an invasion by the Monarchies of Mau. But how does this intrigue tie into the lost tomb of the first king of Pugmire. Presented by the Dead Gamers Society

The Siege of Daggervale – Sun 2 pm – Fantasy Trip (GURPS)

GM: Gary Mack

The Village of Daggervale is under siege. They need your adventuring crew to sneak past enemy lines, disrupt their supply chains, and kill their commanders so that the siege may be broken.

This Man's Army – Sat 2 pm – GURPS

GM: Ron Shaw

SPONSORED - Prizes After the Great Reveal a large amount of supernatural information was made available to the public. Arming themselves with this knowledge several purist militia groups have decided to set themselves against the supernatural threat. ASPIRE has been called upon to deal with this issue.

CCC-UK-4 Bourne of Candles (Levels 1-4) – Sun 9 am –

Dungeons & Dragons 5th Edition

An ancient legend, a missing wife, and a broken heart that time won't mend. A 4-hour adventure for Tier 1 characters (optimized for APL 4).

Adventurers League

DDAL05-18 The Mysterious Isle (Levels 17-20) — Sat 9 am, Sun 2 pm, Mon 9 am — Dungeons & Dragons 5th Edition
Baron Rajiram has secured the Nelanther Isles and scoured the Sword Coast for treasures. Now they explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, competing with the baron, aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophe.

DDAL05-19 Eye of Xxiphu (Levels 17-20) — Sat 2 pm, Sun 7 pm, Mon 2 pm — Dungeons & Dragons 5th Edition
Baron Rajiram has secured the Nelanther Isles and scoured the Sword Coast for treasures. Now they explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, competing with the baron, aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophe.

DDAL-DRW-11 Shadows in the Stacks (Levels 5-10) — Fri, Sat 2 pm, Sun 9 pm — Dungeons & Dragons 5th Edition
Hoping to put names to the location descriptions you uncovered in Waterdeep, you head to Candlekeep. You are not alone. Some want what you know, others don't want you to learn more. A Dreams of the Red Wizards: Terminal Ambitions Adventure. A 4 Hour Adventure for Levels 5-10
CONTENT WARNINGS: illness (fictional, contagious, quarantine), madness, suicide (mention of thoughts).

DDAL-DRW-12 To Walk the Cold Dark (Levels 5-10) — Fri 7 pm, Sun, Mon 9 am — Dungeons & Dragons 5th Edition
In search of the Tenebrous Creed's lair, you head to the Thunder Peaks—and the prison of an ancient evil bound there by the elves of Myth Drannor. A Dreams of the Red Wizards: Terminal Ambitions adventure. Part Four of the Shadow Games series. A four hour adventure for Levels 5-10
CONTENT WARNINGS: death (murder by consuming flesh), "madness," abduction, imprisonment, illness, loss of self.

DDAL-DRW-13 Night Thieves (Levels 5-10) — Sat 9 am, Sun, Mon 2 pm — Dungeons & Dragons 5th Edition
Intelligence en route to a Thayan base is passing through Mulmaster. You have just 2 days to plan and execute a heist or lose your shot at the information forever. A Dreams of the Red Wizards: Terminal Ambitions adventure. A 4-Hour Adventure for levels 5-10
CONTENT WARNINGS: oppressive government, grave desecration (mention), mass murder, corporal punishment (amputation), execution (hang, quarter, burn), gore.

DDAL-DRW-14 The City That Should Not Be (Levels 11-16) — Fri 7 pm, Sun 2 pm — Dungeons & Dragons 5th Edition
Agents of the Red Wizards have come north in force and are excavating the buried city of Xorvintroth. You're tasked with getting inside the city and finding a safe place from which the Harpers and their allies can spy on the Thayan operations.: A Dreams of the Red Wizards: Terminal Ambitions adventure. An Adventure for levels 11-16
CONTENT WARNINGS: slavery, abduction (mention).

DDAL-DRW-15 Frozen Whispers (Levels 11-16) — Sat 2 pm, Sun 7 pm — Dungeons & Dragons 5th Edition
Something in Xorvintroth is harming your Harper allies at the safe house. If you can't find and stop it, your mission will be over before you ever take the fight to the Red Wizards. A Dreams of the Red Wizards: Terminal Ambitions adventure. Levels 11-16
CONTENT WARNINGS: substance (alcohol, mention), abuse (mind control, manipulation, forced self-harm), possible phobia trigger (confined spaces, suffocation)

DDAL-DRW-16 Uprising (Levels 11-16) — Sun, Mon 9 am — Dungeons & Dragons 5th Edition
Debating December 2021: A Dreams of the Red Wizards: Terminal Ambitions adventure. Part Three of The Cold Dark series. An Adventure for 11th through 16th-Level Characters. Optimized for: APL 13

DDAL-DRW-EP-03 When the Lights Went Out in Candlekeep (levels 5-15) — Sat 7 pm — Dungeons & Dragons 5th Edition
Darkness has fallen on Candlekeep. Just as the Great Library is about to shed light on the last pieces of Szass Tam's plan, another enemy seeks to prevent kindling that knowledge. A 4-Hour D&D Epic™ adventure for 5th through 16th-level characters. CONTENT WARNINGS: mental health (anxiety, "madness")

DDHC-XGE-01 Rats of Waterdeep (Levels 1-4) — Sun, Mon 2 pm — Dungeons & Dragons 5th Edition
Solve a brutal crime on the mean streets of Waterdeep in this madcap companion adventure for Xanathar's Guide to Everything! A thrilling murder mystery set in the City of Splendors. Written by Lysa Chen, Will Doyle

RMH-01 The Final Curtain (Level 3) — Sun 9 am — Dungeons & Dragons 5th Edition
Over dinner, a friendly face asks you to venture to Emherst, a quirky village in Kartakass, in search of a missing person. When you arrive, villagers start winding up dead. Who is behind the murders? A Ravenloft: Mist Hunters adventures. CONTENT WARNING: Murder, death by suffocation and poisoning, fire, gore, mutilation, performance anxiety, forced into a role, manipulation (gaslighting), substance abuse.

RMH-02 Back to the Front (Level 3) — Sun 2 pm — Dungeons & Dragons 5th Edition
Your quarry has been located, meaning that returning them to Alanik Ray is just a matter of getting to them. Unfortunately, a never-ending horde of zombies stands between them and you—can you complete your mission? A Ravenloft: Mist Hunters adventure for 3rd level characters

RMH-03 The Amber Dirge (Level 4) — Sun 7 pm — Dungeons & Dragons 5th Edition
Your benefactor, Alanik Ray, has dispatched you to Har'Akir to investigate rumors of the White Oasis. Residents of the nearby River's Shelter are all dying and seek to cleanse themselves in the oasis's waters as hauntingly beautiful reed pipe music accompanies their passing. Something isn't quite right, however. Are there more nefarious deeds afoot? A Ravenloft: Mist Hunters adventure for 4th level characters.

RMH-04 The Amber Secret (Level 4) — Mon 9 am — Dungeons & Dragons 5th Edition
You've revealed the mastermind behind the disappearances in River's Shelter, and confrontation is imminent! But is the puppet master merely a puppet himself? If so, who is pulling the strings and to what end? A Ravenloft: Mist Hunters adventure for 4th level characters. CONTENT WARNING: Swarms of insects, claustrophobic suffocation, gaslighting.

RMH-05 Unexpected Hospitality (Level 5) — Mon 2 pm — Dungeons & Dragons 5th Edition
While you were attending to other matters, Alanik dispatched a team of operatives to Barovia. The team has gone silent, and Alanik fears the worst. You have been tasked with discovering the fate of the lost team and completing their mission. If you can avoid the attention of Count Strahd von Zarovich, all the better. A Ravenloft: Mist Hunters adventure for 5th-level characters.

Adventurers League

WBW-DC-FDC-03 I Find That Familiar (Levels 1-4) — Fri 2 pm, Sat 7 pm — Dungeons & Dragons 5th Edition
This is a disaster! Spellcasters all over the realm cannot summon their fey familiars. Something must've happened in Paliparan, the Domain of Delight where a lot of fey creatures go before they get summoned using the find familiar spell. A four-hour adventure for level 1-4 characters. **CONTENT WARNING:** Gambling, animal harm, fey curses, child imprisonment, illness, loss of a friend. Written by Paul Gabat

WBW-DC-FDC-05 Crumbling Castles & Candy Clouds (Levels 1-4) — Sat 2 pm, Mon 9 am — Dungeons & Dragons 5th Edition
The legendary city of Castamella, held aloft by clouds, has meandered peacefully above the Feywild for time immemorial. When its spires suddenly begin to crumble and crash through the sky below, only you stand between this haven and destruction. As factions coalesce in a battle that reaches beyond the sky, you must delve into the underbelly of this Seelie society to discover the culprits and stop their evil plans.

Pathfinder Society Los Angeles A

PFS1 0-01: Silent Tide — Sat 9 am —
PFS1 0-03: Murder on the Silken Caravan — Sun 2 pm —
PFS1 0-05: Mists of Mwangi — Sat 2 pm —
PFS1 0-06: Black Waters — Sun 9 am —
Pathfinder 1e
Join the Los Angeles Pathfinder Society for a weekend of games at Orcon 2022. Find out more or sign up for games head to our Warhorn website or check us out at the convention in Los Angeles Ballroom A.

Pathfinder Society

WBW-DC-FDC-09 A Stitch in Time (Levels 1-4) — Sun 7 pm — Dungeons & Dragons 5th Edition
A royal artificer is on an important mission to clear the passageways that lead to the mechanism keeping the domain of Belleturnum alive. The domain sprang into existence when a modron wandered through a fey crossing. Now the heart of the domain is at risk of collapse as nature attempts to entangle the clockworks. Visitors are challenged with puzzles, by some most peculiar creatures as they attempt to save the domain

WBW-DC-YEK-01 Favor of Yar Yekim (levels 1-4) — Fri 7 pm — Dungeons & Dragons 5th Edition
The court of Yekim presents its once a decade festival of games, the Yek Games. Teams from all over are in town to compete. But not everything is fun and games at the competition. Will your team win the favor of the court and stand on the victor's platform? A 4 hour Wild Beyond Witchlight Dungeoncraft adventure for PCs levels 1-4. The first adventure in the Fist of Yar Yekim trilogy.

PFS2 2-18: The Fanciful March of Urwal — Sat 9 am —
PFS2 2-19: Enter the Pallid Peak — Sat 2 pm —
PFS2 2-21: In Pursuit of Water — Sat 2 pm —
PFS2 3-02: The East Hill Haunting — Sun 2 pm —
PFS2 3-05: Inheritor's Rite — Sun 9 am —
PFS2 3-08: Foundation's Price — Sun 2 pm —
PFS2 Intro: Year of Shattered Sanctuaries — Sun 9 am —
Pathfinder 2e
Join the Los Angeles Pathfinder Society for a weekend of games at Orcon 2022. Find out more or sign up for games head to our Warhorn website or check us out at the convention in Los Angeles Ballroom A.



Annual Awards

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

For 2019 the winners are:

Jack Butler Award:	1st -	Darrell Stark
	2nd -	Eric Downing
	3rd -	Brian Rush
Short Board Games:	1st -	Darrell Stark
	2nd -	Sean Growley
	3rd -	Eric Downing
Medium Board Games:	1st -	Darrell Stark
	2nd -	Jaye R
	3rd -	Josh Ballard

Long Board Games:	1st -	Bruce Schlickbernd
	2nd -	Maria Loram
	3rd -	Jay Spowart
Collectible Games:	1st -	Gene Berry, James Branzuela
Video Games:	1st -	Ryan Caven
	2nd -	Jason Bailey
Kids' Games:	1st -	James Aldrich
	2nd -	Aeris Holland, Arryn Holland

Strategicon congratulates these fine gamers!

Annual Awards

General Events

General Events

Pacific Ballroom, Carmel, International F, 1635

Auction — Mon 11 am

The best live entertainment Strategicon has to offer! Join us for the return of our triannual redistribution of wealth and games. One never knows what one may find here, but it's sure to be interesting. Carmel.

Board Game Geek No-ship Math Trade — Sat 10 am

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

Board Game Geek Virtual Flea Market — Sat 11 am

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

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

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

Fantasy Movie Hour — Sun 5 pm

We invite children, parents and non-parents alike to watch a classic fantasy movie with us. Join us for a fantastical journey and adventure, where heroes are made and born. Carmel.

Feedback Forum — Sun 7 pm — Feedback Forum

Our second attempt at a live convention during a pandemic must engender some commentary. What are we thinking? What are you thinking? How'd it go? We'll explore this and more while answering any con-related questions anyone might have as well. Carmel.

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

Strategicon's Bazaar of the Bizarre returns for its triannual run. Whether clearing out your closet, filling it up, or both - - one never knows what one might find here. International Foyer.

Geek Themed Magic and Comedy Show — Sat 8 pm, 9 pm

Magic with a hint of geek. Frank Stiles magician presents - Magic with a hint of geek. A Board Game and RPG themed magic show with plenty of comedy for our convention crowd. Take an hour and enjoy some geek themed comedy magic. Carmel.

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. Pre-reg will each get chance to win prizes so sign up

GRID GAME Raffle Drawing! — Sun 4 pm

The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our vendors and Strategicon.

Kid Friendly Movie — Fri Noon, Sat 11 am

We invite children, parents and non-parents alike to watch Kid Friendly Movies with us. Carmel.

Memorial Service — Sun Noon

A few moments for anyone and everyone to share memories of friends and loved ones who we've lost recently. This is open for everyone who wishes to say a few words, support a friend, or just be present. Carmel.

Orccon 2022 Meet & Greet — Fri 7 pm

Come join our special guests Dan Smith, Ta-Te Wu, and Tuck Davion for a special Meet & Greet Event. Food, drinks, and a great time chatting with the special guests. Suite 1635

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

Sci-Fi Movie Hour — Fri 3 pm

We invite children, parents and non-parents alike to watch a classic sci-fi Movie with us. Join us for a surreal experience where reality is stranger than fiction. Carmel.

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
Army Painter	Magic Meeple Games
Blue Panther	Mayday Games
Critical Hit Games	Paizo Publishing
Dan Verssen Games	Reaper Paints & Miniatures
Days of Wonder	Renegade Game Studios
Decision Games	Rio Grande Games
Dust Studios, USA	SleepWalkAir
Existence Games	Steve Jackson Games
Phoenix Hobbies	The Warhouse
Fire & Dice	Ultra Pro
Gamecraft Miniatures	Vallejo Paints
Games Workshop	Warlord Games
Gate Keeper Games	White Wizard Games
Imperial Outpost Games	Wizards of the Coast

Shopping

Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:

Friday	5 pm to 9 pm
Saturday	9:30 am to 6:30 pm
Sunday	9:30 am to 6:30 pm
Monday	9:30 am to 2:30 pm

Individuals found selling wares at Orcon in an unauthorized manner (i.e., not as an authorized dealer in the Dealer Room, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Orcon 2022 Dealer Room Vendors:

+3 to Charisma	DE Distribution
Area 88	Dent Ventures
Arcknight	Dice Tower Dungeons
At Ease Games	Extra Life
BGE's Tabletop	Fire & Dice
Board Game Paradise	Game N Grounds
Board Game Promos	Gap Closer Games
Cantrip Candles	GoodDay Games
Cobblestone Games	Line of Sight Terrain
Crazy Bob's Dream Emporium	Loscon
Critical Hit Games	Meepleshop
Dan Smith	Micro Games of America
David Wong	Moonlit Moor Games

North Valley Games
Numbskull Games
Odyssey Games
Party Penguins
Ratmasters House of Anime and Stuff
Retro House
RosaleenDhu Designs
Sand Box Gaming
Seth's Games & Anime

Shawnsolo Games
Sidequest Games & Accessories
Spell binders
Stonehouse Miniatures
Strategicon Market
The Game Chest
Warlord Games
Yu-Gi-Holics

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will briefly tell you about their show specials, new products, describe their game, etc.

Sheets do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps you have acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables.
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes – no dice games, grab bags, roulette wheels, etc.
5. Please exercise good taste in what you offer.

Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). The convention does not verify any claims made by the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and buyer. Standard terms are cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention

Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!

3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.

4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.

5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

Game manufacturers or their designees have exclusive rights to sell their products at this convention. You may not violate any attending exhibitor's product exclusivity. Therefore, the sale by any individual at the Flea Market, in the judgment of Strategicon or the attending manufacturer/designee, of new games produced by an attending manufacturer/designee is prohibited and constitutes a violation of this policy.

In addition, the selling of any appreciable quantity of new product (in or out of shrink wrap, freight damaged, etc.) is not allowed. The convention reserves the right to refuse the use of Flea Market tables. Individuals judged in violation of any of these policies and regulations may be expelled from the convention site for the remainder of the event without a refund of fees paid.

Notice from the State of California

If you do not have a seller's permit and are not an occasional seller you MAY NOT sell at this event. A temporary seller's permit can be obtained at any Board of Equalization office, at no cost to you. The business address on your temporary permit should be the address of the temporary selling location. The mailing address is your permanent place of business or residence.

Occasional sellers are persons who will not be making a series of sales sufficient in number, scope, and character to constitute an activity requiring the holding of a seller's permit. Occasional sellers are typically people who clear out their own garage and who sell those items.

Game Auction

The convention hosts, as one of its prime attractions, the auction of games and related products. This entertainment highlight, where items often sell for below retail price, will be held on Monday at 11 am in the Carmel room.

Auction Registration Rules

What is sellable at the auction includes any boxed, bagged, or envelope-packaged games or game-related materials (originals only please; no copies). This includes magazines, variants, and spare components.

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should list what items the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed.

War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware"): All auction items are sold "as is", and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table, pay, and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game to go around. If you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safekeeping of your belongings, with the exception of items left with us at the auction.

4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.

5. Single day badges gain you admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All Live-Action Role-Playing Games (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with LARP are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, except at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.
11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. A 10 pm, "noise curfew" will be strictly enforced on all room floors. Remember, the third floor is a guest room floor. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.

Gateway 2021 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
Advanced Civilization	Neil Kessler	Ozgun Tumer	Bill Gallagher
Agricola	Reid Barkell	Winton Lemoine	Richard Heller
Azul	Gilbert Quinonez	Philip Strom	Sean Rich
Blood Rage #1	Jeremy Carver	Pedro Chavez	David Mohajer
Blood Rage #2	Alberto Quintero	Mark Dierking	David Mohajer
Blue Moon City	Dwight Stone	Darrell Stark	Valerie Lake
Brass: Birmingham	Nick Cascone	Tracy Sangster	Erick Vallejos
Castles of Burgundy	Georgios Mallas	Nick Chavez	Jasmine Le
Caylus	Jaye R.	Samir Shah	Robert Neff
Century: Spice Road	Sean Rich	Kevin Roberts	Mike Fryer
Coloretto	Cameron David	Donald Brown	Darrell Stark
Cursed Court	Sage Garver	Brent Wallace	David Ballesteros
Formula De	Alex Chabot	Ashley Turner	Daniel Cramer
Grand Austria Hotel	Ozgun Tumer	David Mines	Tracy Sangster
Last Days of Athobrae #1	Carrie Strom		
Last Days of Athobrae #2	Christine Marciniak	Scott Samarel	
Liar's Dice	Lisa Burola	Bill Harris	Vanessa Gonsalves
Lifeboat Deluxe	Bridget Landry	Dylan Bunyak	Samir Shah
Nexus Ops	Darrell Stark	Andres Fresquez	Pedro Chavez
No Thanks!	Willy Hoej	Andrew Ma	Robert Neff
Nuclear War	John Spence	Sean Rich	Daniel Cramer
Oath: Chronicles of Empire and Exile	Kaonee Shugart	Chris Green	Jonathan Murray
Obsession	Jeff Gray	Chris Green	Tracy Sangster
Port Royal: Just One More Contract	Bill Harris	Darrell Stark	Gilbert Quinonez
Power Grid	John Cuthbertson	Reid Barkell	Bruce Schlickbernd
Power Grid World Tour	Reid Barkell, Heide		
Power Grid World Tour	Nichols, John Byun		
Power Grid World Tour	Bruce Schlickbernd,		
Power Grid World Tour	Christine Marciniak, Sean Rich		
Power Grid World Tour	Morgan Maynard,		
Power Grid World Tour	Sean Rich, Adanahi		
Power Grid World Tour	Saldivar-Gonzalez, Bruce Schlickbernd		
Power Grid World Tour	Nick Chavez, Reid Barkell,		
Puerto Rico	Courtney Holland		
Race for the Galaxy	Darrell Stark	Cameron David	Reid Barkell
Rising Sun	Collin Lierz	Andres Fresquez	Ozgun Tumer
Space Base	Aaron J Gomez	Ryan Jacobson	David Mohajer
Star Trek Ascendancy	Jaye R.	Sean Growly	Courtney Holland
Stone Age #1	Joey Vigil	Al Gaines	Tim Cox
Stone Age #2	Bruce Schlickbernd	Winton Lemoine	Jonathan Murray
Suburbia	Sean Growly	Gilbert Quinonez	Cameron David
Talisman	Brian Wallis	Alex Georges	Ron Haas
Terraforming Mars Finals	David Whiting	Tim Cox	
Terraforming Mars: Ares Expedition	Stan Cascone	Lisa King	Nick Cascone
The King is Dead (2nd Edition)	Valerie Lake	Lisa Gray	Scott Samarel
The Princes of Florence	Jonathan Murray	Andres Fresquez	Darrell Stark
Thurn & Taxis: Power and Glory	Darrell Stark	Robert Neff	Winton Lemoine
Thurn and Taxis	Scott Samarel	Darrell Stark	Linus Busby Thompson
Ticket to Ride: Europe	Darrell Stark	Gilbert Quinonez	Winton Lemoine
Ticket to Ride	Gilbert Quinonez	Tom Cummings	Pair-A-Dice
Ticket to Ride: France	Courtney Holland	Thomas Barry	Cameron David
Ticket to Ride: Japan	Jaye R.	Heide Nichols	Cameron David
Ticket to Ride: Mini Games	Rebecca Murphy	Darrell Stark	Gilbert Quinonez
Ticket to Ride: Rails and Sails	Scott Kelly	Cameron David	Donald Brown
Watergate	Daniel Henderson	Heide Nichols	Cameron David
	Erick Vallejos	Andres Fresquez	
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Ascension-'#1	Lisa Adams	Melissa Weiss	Josh Maxman
Ascension-'#2	Melissa Weiss	Angharad Caceres	Brandon Holland
Clash Royal	Enrique Jimenez	Anthony Walker	Jason Bailey
Digimon-'Constructed #1	Perrin Weiss	Diane Grotjohn	Jake Buchheit
Flesh and Blood-'Blitz - Constructed #1	Austin Schmidt, Jake Buchheit		
Flesh and Blood-'Constructed #2	Jim Crowell	Perrin Weiss	Jake Buchheit
Magic: the Gathering-'Commander #1	Aaron Castaneda, Will Badgett, Martin Deolden, Anthony Villa		
Magic: the Gathering-'Commander #2	Jonathan Murray	George Caceres	Man Man Crowell
Magic: the Gathering-'Commander #3	Austin Schmidt	Noah Massarro	Noah Massaro
Magic: the Gathering-'Draft #1	George Caceres	Matthew Lau	

Magic: the Gathering-'Draft #2	Dayes Abasi	Brian Williams	Robert Kent
Magic: the Gathering-'Draft #3	Jaime Estrada	Brian Williams	Rich Liang
Star Wars Miniatures-/X-Wing Minis Crossover	Kyle Trujillo	James Branzuela	
Star Wars Miniatures-'Sealed Booster Draft	Jeremy Branzuela	Kyle Trujillo	
Transformers TCG	Jon Brown	Perrin Weiss	
Yugioh!	Noah Massarro	Kai Bunyak	Michael Howell
General Events	1st Place	2nd Place	3rd Place
Stupid Users: BETA	Jefferson Tinus	Kayla Sison	Mark Delatorre
Strategicon Football League	Hipsters		
Miniatures	1st Place	2nd Place	3rd Place
1-48 Tactics Tournament	Gerg Mazourek	Chris Andrews	
Bushido - Learn to play /100 point	Donald Tseng	Frank Vassallo	Gerg Mazourek
Circus Maximus	Tim Cox	Joseph Beck	Edgar Morales
Flames of War - The Longest Day	Clive Henrick	Bryan Koches	Kevin Morris
Formula De	Erika Hansen	Rowan Vuong	San Vuong
Star Wars Legion	Chris Andrews	Christopher Lawrence	Donald Tseng
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Chris Andrews		
Fantasy Single	Michael Morris	Michael Basnight	
Fantasy Unit	Dana Hohn		
Historical Large	Dana Hohn		
Historical Unit	Dana Hohn		
Open	Jeff Huerta		
Sci Fi Large	John Paiva		
Sci Fi Single	Quinn Ziegert		
Sci Fi Unit	Jeff Huerta		
Strategikids	Lily Crossley		
Party Games	1st Place	2nd Place	3rd Place
Blood on the Clocktower	Jefferson Tinus, Rob		
Blood on the Clocktower	Mcguinness		
The Tube Test (TV Trivia Quiz)	Good Team	Bad Team	
Ultimate Werewolf	Stephanie Hootman,	Lisa Adams, Tara	
	Joseph Guerin	Haughton	
	Village 5	Wolves 0	
RPGs	1st Place	2nd Place	3rd Place
Dungeons & Dragons 5.0 - Player vs Player	Jonathan Murray	Seth Iskenderian	
War Games	1st Place	2nd Place	3rd Place
A Game Of Thrones The Board Game	Enrique Jimenez	Brandon Holland	Martin Juarez
Axis and Allies	Luke Hardman	Ryan Voznick	Charles Bantum
Battle Cry	Manny Perez	Luke Hardman	
Sails of Glory - Ships of the line	Shal Kumar	Daniel Cramer	Neil Kessler
Sails of Glory - Frigates	Neil Kessler	Cameron Rhodes	Daniel Cramer



In Memoriam

Steve Luckey



Postal worker and gaming hobbyist Steven Luckey realized the potential of the Dungeons & Dragons when he became aware of the game. He organized his friends to spread the news of the hobby throughout Los Angeles and Orange Counties. Selling the game to stores, he became one of the leading sellers for its publisher, Tactical Studies Rules.

Sales grew rapidly and the Balboa Game Company was created as a distributor. The distributor began a game store, The War House. Stock grew to include other roleplaying games, dice, figures, and war games. Gaming tables, a novel idea at the time, allowed players to play in the store. Participation in local conventions was part of Steve's outreach activities to bring new players into the hobby.

Steve would continue to practice his hobby of war gaming and participating in Dungeons & Dragons campaigns as a player and a dungeonmaster. His later years were plagued by a Parkinson's Disease curse. Despite being surrounded by many clerics in the end, they were unable to assist the fallen hero. On December 31, 2021, Steve performed his final death saving throw versus a Parkinson's Disease spell. The spell was too powerful. Steven Luckey now resides with other departed kindred in Valhalla.

Warren "The Mook" Wilson

As some may know, we recently lost a valued member of our community, Warren "Mook" Wilson.

There are many ways you may recall Mook. He wore his prematurely white hair in a long ponytail when we first welcomed him into the Los Angeles gaming community (Salem, MA was home), succumbing to a buzz-cut in recent years. He was whip-smart, incredibly creative, and supremely kind and thoughtful—the epitome of a gentle giant. He could be a bit quiet if he didn't know you but chatty and hilarious when he did. He was a geek, a nerd, a commander of niche knowledge. Mook was also an extremely talented game master, who arrived at every table with a 'Mookcase,' meeples, and heaviest metal dice.



Mook played and ran ttrpgs for over forty years, but he was most known for his love and mastery of GURPS. He ran a well-known site (themook.net) globally renowned for GURPS info, particularly combat examples and resource material for his con games. He was prominent in many RPG communities (including his own GURPS Discord) and a prolific writer, blogger, and game-runner/streamer. Mook wrote the definitive GURPS GM book for Steve Jackson Games, appropriately titled "How to Be a GURPS GM." The book's advice doesn't just apply to GURPS; it's a catch-all of great GM advice (Mookisms), applicable to any system.

As a GM, Mook was what every one of us who plays or runs games would aspire to be. Not just because of his creativity, mastery, or generosity, but also because he built games with a degree of craftsmanship and attention to detail that few can approach much less match. Many of us were fortunate enough to play these games at Strategicon, where Mook ran games over the last decade. In them we played bug-hunters and bunnies, motorcycle warriors and cartoon pop stars, para-military agents and multiverse nexus travelers. Mook built wildly varied games that, at their core, were full of heart and designed to make you fall in love with gaming (and GURPS).

Barry Lew



It is with great sadness we must announce the passing of our dear friend, and avid War Game player, Barry Lew. He suffered a heart attack at home, on November 3, 2020. He was surrounded by friends and passed quickly. Barry was the head of the War Games Room for Strategicon for several years and could always be found there during the con. We will hold our annual Napoleonic War Game on Monday, at 11 am — it will be a memorial game for Barry.

Strategicon would like to thank Bootsie Brenner, Ken Fonarow, Gina Ricker, Alfonzo Smith, Jason Tryon, and several others for helping us to put these together. Steve, Warren, and Barry will be greatly missed.

Strategicon Mask and Vaccine Policy

Due to rising COVID-19 numbers and the prevalence of new variants, as well as the reimplementing of mask mandates in Los Angeles County, Strategicon has elected to require both vaccination for all eligible individuals and masking across the convention, regardless of vaccination status. This page's goal is to provide attendees with an overview and details of this policy, how to make sure attendees and volunteers are in compliance with the policy before the convention, and provide details on the enforcement of these policies.

Vaccine Eligibility: Currently, there are three vaccines approved for emergency use against COVID-19 in the United States. At this time, vaccines are available to individuals five and older, meaning that children under the age of five are currently ineligible for vaccination. In addition, some individuals may have been declared ineligible by their supervising physician. Strategicon recognizes all individuals that have reached their fifth birthday and don't have a doctor-provided medical exemption as eligible for vaccination. Proof of vaccine ineligibility and a negative COVID test taken within 72 hours of the convention will be required for unvaccinated adults. Proof of age and a negative COVID test taken within 72 hours of the convention will be required for children under the age of five.

If your child turns five less than a month before the convention, they will likely not have time to get into compliance and will be considered ineligible for vaccination. If your child has already turned five as of January 15, 2022, they will be considered eligible for vaccination.

Strategicon will not be accepting vaccine exemptions on the basis of religious or personal belief, and reserves the right to refuse service to anyone who refuses to comply with our policies.

Compliance: Two of the three available vaccines in the United States are two-dose vaccines. If you're planning to come to Strategicon, are eligible to get vaccinated, and have not yet got your first dose, begin scheduling your doses so that you will be out of your exclusion period (about two weeks after the second dose) by the time of the convention's start.

Vaccine Ineligibility: Medical exemptions for those five and older are provided by physician's notes. If you need a medical exemption to the vaccine requirement, please contact vaxpolicy@strategicon.net.

Vaccine Enforcement: We will be asking all attendees (and guardians of underage attendees) to sign an attestation that they have been vaccinated.

For all attendees and volunteers vaccinated in California, we are accepting the California vaccination verification system and rolling out a special raffle ticket program for all attendees who connect their QR code and positive vaccination status with their badge. The raffle ticket can be used for prizes in the Vendor Hall. If you were vaccinated out-of-state, please contact vaxpolicy@strategicon.net. We may be able to use a different state's verification system, or we may be able to verify the information on your CDC-issued card.

While we will continue to accept online verification, we don't know at this point whether local mandates will require us to request it again at registration.

Testing: Ineligible individuals will need to take a COVID test and show a negative result within 72 hours of the beginning of the convention. Tests will need to be an approved testing method in the state of California. Attendees who are marked ineligible for vaccination will need to show their negative test result at the registration desk when picking up their badge (guardians will need to show negative test results for their children who are under five years old). Strategicon will not be databasing any medical information beyond eligible/ineligible and vaccinated/unvaccinated status for the purposes of badge registration, and is not a covered entity under HIPAA restrictions. Strategicon will not share your vaccination or eligibility status with any other entity.

If you have any questions about eligible tests or how to confirm your negative test with Strategicon prior to arrival, please contact vaxpolicy@strategicon.net.

Mask Mandate: As of July 25, 2021, Los Angeles County has a blanket indoor mask mandate that applies to both the vaccinated and unvaccinated, regardless of age. We will be enforcing this mask mandate in all convention spaces. The mask mandate currently states that eating and drinking must be done in designated areas. It is important to us that attendees remain hydrated, so we will ask that, while eating should be done in the cafe/lobby/bar area of the hotel or out at eateries, attendees continue to drink water as necessary and to please minimize as much as possible the amount of time their mask is off their mouth and nose.

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

Just Begin Again

For those that have been coming to these conventions for years, you may have noticed something odd about last con — it was smaller than prior shows. It was not intentional, but it was certainly anticipated. As a result of the pandemic our attendance, on paper, was about half normal. I suspect it was less than that as more than a few people donated funds via buying badges and then not attending.

As is, this show might hit about 75 percent of normal going by the pre registration numbers. So we're clearly rebuilding, but I'll take 50 percent growth con over con. As we shift towards the post-pandemic stage of things hopefully the numbers will return to normal.

Superb Owl!

One major concern going into this show with the Super Bowl in Los Angeles the weekend prior was the potential room crunch. This went away when the Los Angeles Rams made it to the big game. And they did us even a bigger favor by winning, there by helping to clear out the potential partiers from outside the area quickly. So in the end, we were essentially unaffected except for the room prices not being lowered.

Now being a lifelong Rams fan, it made my weekend, even if it delayed getting this con book (ahem!) done.

Pandemic? Post-Pandemic?

As I write this the state of California is looking at moving from a pandemic footing to a post-pandemic footing. Too

late to result in changes for this show, but things may be relaxed a bit by next show. Heck, we might even know by the Feedback Forum on Sunday (hint, hint) what the plan is, but as I write this, we don't.

Still in jail

I'm still on lockdown. Will be until at least March 2022 — so for at least 24 months. It does make working on the con a lot easier, however.

To Absent Friends

We've lost some absolute fixtures at our shows in the last few months — Steve Luckey who ran The War House had been with the cons since they started back in the 1970s, Barry Lew who had helped run our War Game room for the past decade, and Warren "The Mook" Wilson who had helped run, write, and organize our GURPS events for years.

On a more personal note, it was through Steve Luckey and The War House that I found out about these conventions back in 1980. He encouraged me to go and the rest is, as they say, history. So you can blame him!

Enjoy the Show!

One thing all of this past couple years has taught me is we cannot take these shows, the people involved, and our hobby, for granted. So make the most of these shows. Be nice to people. Have fun. Hopefully we get to keep doing these.

T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts
Available in the Dealer Room for \$20
\$25 for the annual shirt
All sizes from S to 4XL
Men's, Women's and Youth shirts are available.