

Strategicon presents

# ORCCON

2025



PRESIDENTS DAY WEEKEND  
FEBRUARY 14-17

HILTON LOS ANGELES AIRPORT

5711 W Century Blvd.  
Los Angeles, California 90045



# SBCW

## Sand Box Gaming

ENHANCE YOUR  
**GAMEPLAY**



MAKE THE  
**UPGRADE**

[www.mysandboxgaming.com](http://www.mysandboxgaming.com)

## Table of Contents

Table of Contents	1
Troubleshooting Staff	1
Welcome	1
Convention Hours	1
Game Tournaments and Events	1
Common Rights of Event Officials	1
Event Registration	1
Tournament Prizes	2
A Guide to Orcon 2025 for Non-gamers	2
Special Guests	3
Master Schedule	4
Annual Awards	18
Special Events and Seminars	19
Open Gaming	19
Board Games	20
Family Games	26
Indie New Games	27
Convention Maps	28
Party Games	30
Collectibles	32
LARPs	34
Miniatures	36
Video Games	38
Role Playing	39
War Games	45
Adventurers League	46
General Events	47
Play to Win	48
Pathfinder Society	49
Miniatures Painting Contest	50
Our Sponsors	50
Shopping (Dealer Room, Flea Market, Auction)	50
The Rules	52
Gateway 2024 Winners	53
Afterword	56

## Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer
	Tiffany LaMarre
Volunteers	Kristi Corfield
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Video Games	Jason DuVall
LARPs	Tara Leederman
Miniatures	Mike James
	Frank Vassallo
	Alex Ho
Party Games	
Indie New Games	Touradj Mansouri
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Adventurers League	Felix Rodriguez
Pathfinder Society	Jon Merriex
Auctioneer	Alfonzo Smith
Family Area & Webmaster	Tanya Aldrich
Play To Win	Karla Freeman
War Games	Braden Boe
Library	Travis Cheney
Open Gaming	Michael Fryer
	Robyn L. Nixon
Lots of Stuff	Eric Downing
	Mark Hyman
	Michael J. Russell
Quartermaster	William Altpeter
CTO	Robert Prag

## Welcome

Strategicon welcomes you to Orcon 2025. 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, etc.), each with its own special information under the appropriate headings in the program.

## Common Rights of Event Officials

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

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

## Event Registration

You can register for participation in events on site by entering your name and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person

may not register for another) and you may register for only one event per time slot. 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 Orccon can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

### **The prizes for board games will be as follows:**

Events are played for the pure fun of the game

Tournaments are paid out in dealer dollars as follows:

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

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

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

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

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

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

## **A Guide to Orccon 2025 for Non-gamers**

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

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

Another type of game that you'll enjoy are semi-traditional "Card Games". These include fast and riotous action games such as No Thanks!, Munchkin, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and teachers can be found just about any time in the Open Gaming area or the tournament rooms prior to the start of their tournaments. We have also added many lighter games to the schedule.

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

We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate - just bring your imagination and come play an exciting story - either for the tabletop or in free-form live-action events.

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

We have worked hard to ensure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration area and a friendly staff person will see to your needs. It is our hobby, and we do love it. If there is one thing better than gaming, it is sharing our games with new friends.

Enjoy the con!

## Orcon 2025 Special Guests



**Jeff Siadek**

Designer and publisher of “Battlestations”, “The Worst Game Ever”, “Who Would Win?” and “Lifeboat”. His love of games, gamers and gaming stretches back to the seventies. He’s too modest to talk about himself directly in the first person so he writes flowery bios like this for himself in the third person hoping nobody will notice. His next few releases will include, “Love Conquers All” a tile laying co-op game that abstracts relationships and the widely anticipated 25th anniversary deluxe edition of “Lifeboat”. Life is a co-op game. Let’s win together.

Jeff can be found at this show running the “Battlestations Huge” events down in miniature gaming.

### **Alan Bahr**

Publisher and founder of Gallant Knight Games. Alan is a prolific and award-winning rpg designer and writer, who has worked on everything from internationally known IPs to obscure indie video games.

Alan spends his spare time watching obscure movies, arguing philosophy, playing Destiny 2, writing and lettering comics, and spending time with his wife and three dogs



**Mark Bates**

Mark Bates is the creator of Sovereign Chess and World Cup! under his studio, Infinite Pi Games. Sovereign Chess, a two-player chess variant with pieces of twelve colors, is completing its second print run, and Mark is working on future expansions of World Cup! in anticipation of the football (soccer) tournament coming to North America in 2026.

Besides designing games, Mark is a full-time Professor of Mathematics at Oxnard College, and also teaches at Pepperdine University, where his daughter is graduating this year. His wife, Colleen, is the Lead Pastor of the Free Methodist Church in Santa Barbara, in the town where they both live.

## 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

Host 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, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Fri, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Noon	1	<b>Dead Man's Doubloons</b> 101	International B	B	T	B	B
	4	<b>Fú</b> Demo *	International B	B	F	B	B
	2	<b>Liar's Dice</b> Small	International B	A	T	B	B
	2	<b>Nexus Ops</b>	International B	A	A	B	B
	4	<b>The War Game: WORLD WAR II</b>	International B	A	T	B	B
	3	<b>Dogville</b> Playtest *	Newport A	A	A	B	I
	3	<b>From the Shadows</b> Demo	Newport A	A	T	B	I
	3	<b>Isles of the Odd</b> Demo	Newport A	A	A	B	I
	3.5	<b>Midnight Guardians Board Game</b> (Base Game) Sponsored Demo *	Newport A	B	T	B	I
	3	<b>Nine Fathom Deep</b> Strategy game Prototype *	Newport A	A	T	B	I
	3	<b>TacTile Open Demos</b>	Newport A	A	A	B	I
	3.5	<b>Vampires humans &amp; werewolves</b> Playtest *	Newport A	A	T	B	I
	4	<b>Kitty Paw - Valentine Edition</b> Sponsored	East Foyer	A	A	B	T
	4	<b>Play to win library and demos</b> Sponsored	East Foyer	A	A	B	T
	8	<b>The War Game: WORLD WAR II</b>	Los Angeles B	A	A	B	W
1 pm	1	<b>Alien Frontiers</b> 101	International B	B	A	B	B
	2	<b>Dead Man's Doubloons</b>	International B	A	T	B	B
	3	<b>Oath</b> Small	International B	E	T	B	B
	1	<b>Ticket to Ride Expansions</b> 101	International B	B	A	B	B
	1	<b>Witchstone</b> 101	International B	B	A	B	B
	4	<b>Extraordinary Adventures: Pirates!</b> Sponsored	East Foyer	A	T	B	T
2 pm	3	<b>Alien Frontiers</b> Small	International B	B	T	B	B
	4	<b>Dark Heists</b> Demo	International B	B	T	B	B
	2	<b>No Thanks!</b> Small	International B	A	T	B	B
	1	<b>Scythe</b> 101	International B	B	T	B	B
	3	<b>Witchstone</b>	International B	A	A	B	B
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11c I've Seen Fire and [...] (Pipyap's) (lvs 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-01 The Trouble With [...] (lvs 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-03 The Narrow Path (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-05 The Ones That [...] (lvs 5-10)	Plaza B	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-06 Cold Blooded Bandit (lvs 11-16)	Plaza C	E	T	R	A
	5	<b>Pathfinder 1e</b> PFS1 10-16: What the Helms Hide Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-01: Intro: Year of [...] Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-10: Once in Whispers Sponsored	Los Angeles A	A	T	R	F
	4	<b>Zombicide: Undead or Alive Co-op survival</b>	International A	A	A	M	M
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> Spectacular Lopun	Chair Boardroom	A	T	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> The Shudder Mountains Playtest *	San Lorenzo B	A	T	R	R
	4	<b>D&amp;D 5e (2014)</b> Mischief in Marren's Eve (levels 1-3) Sponsored Playtest *	San Lorenzo F	A	F	R	R
	5	<b>Rifts or Home Brew</b> adventuring *	San Lorenzo D	A	M	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	T	R	R
	4	<b>Scion: Hero - 2e</b> The Hero Inside	San Lorenzo E	A	T	R	R
	4	<b>Star Trek Adventures - Captain's Log</b> Imminent Collision	San Lorenzo B	A	M	R	R
	4	<b>The One Ring Starter Set</b> The Conspiracy of The Red Book	San Lorenzo D	A	A	R	R
	4	<b>The Walking Dead (Free League) Happy Jacks RPG</b> The Wolves Den	San Lorenzo A	A	T	R	R
	4	<b>Treasure Hogs</b> Sponsored	East Foyer	A	T	B	T
3 pm	1	<b>1846</b> 101	International B	B	M	B	B
	3	<b>Scythe</b> Tournament	International B	E	T	B	B
	1	<b>The Great Dalmuti</b>	International B	A	A	B	B
	1	<b>Thurn and Taxis</b> 101	International B	B	A	B	B
	2	<b>Ticket to Ride: Mini Games</b> Small	International B	A	A	B	B
	3	<b>Dogville</b> Playtest *	Newport A	A	A	B	I
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Horror High</b> *	Newport A	A	T	B	I
	3	<b>Isles of the Odd</b> Demo	Newport A	A	A	B	I
	3.5	<b>Midnight Guardians Board Game</b> (Base Game) Sponsored Demo *	Newport A	B	T	B	I
	3	<b>TacTile!</b> Demo	Newport A	A	F	B	I
	3	<b>Vampires humans &amp; werewolves</b> Playtest *	Newport A	A	T	B	I
	4	<b>Munchkin Spongebob Squarepants</b> Sponsored	East Foyer	A	T	B	T

# Friday

Fri, Feb 14

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
4 pm	3	<b>1846</b>	International B	A	A	B	B
	2	<b>Arcs</b>	International B	E	M	B	B
	1	<b>Blood Wars</b> 101	International B	B	T	B	B
	3	<b>Thurn and Taxis</b> Big	International B	E	A	B	B
	1	<b>Ticket to Ride</b> 101	International B	B	T	B	B
	5	<b>Iron Hippo Games</b> 3-Pack Tournament! *	International A	A	A	M	M
	4	<b>Warhammer 40K 10th edition</b> Mega-Apocalypse Deployment	International A	A	A	M	M
	4	<b>Zombicide: Black Plague</b> Players Choice	International A	E	T	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	4	<b>Tournament of Towers</b> The Ultimate Tower Challenge *	International A	A	A	B	I
5 pm	4	<b>Hard Time</b> Sponsored	East Foyer	A	T	B	T
	2	<b>Battlestar Galactica</b> 101	International B	B	A	B	B
	2	<b>Blood Wars</b>	International B	A	T	B	B
	2	<b>Coloretto</b> Small	International B	A	T	B	B
	1	<b>The Castles of Burgundy</b> 101	International B	B	A	B	B
	3	<b>Ticket to Ride</b> Tournament	International B	E	T	B	B
	4	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
	2	<b>Battlestations 2.0 HUGE!</b>	International A	A	A	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
6 pm	1	<b>Age of Empires III</b> 101	International B	B	T	B	B
	1	<b>Power Grid</b> 101	International B	B	A	B	B
	2	<b>Quatermain</b> Sponsored *	International B	A	T	B	B
	6	<b>The Castles of Burgundy</b> Big	International B	E	A	B	B
	2	<b>Altered</b> Demo	La Jolla	A	A	C	C
	1	<b>How to Volunteer</b> Seminar	Carmel	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	0.5	<b>D&amp;D 5e (2024)</b> D&D Adventurers League Trading Post Special	Plaza C	A	T	R	A
	2	<b>BattleTech Alpha Strike</b> Alpha Strike Poker Run	International A	B	T	M	M
	3	<b>One Page Rules, Age of Fantasy: Quest</b>	International A	A	T	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Horror High</b> *	Newport A	A	T	B	I
	1	<b>Isles of the Odd</b> Demo	Newport A	A	A	B	I
	3.5	<b>Midnight Guardians Board Game</b> (Base Game) Sponsored Demo *	Newport A	B	T	B	I
	3	<b>Ship Show</b> Demo	Newport A	A	A	B	I
	3	<b>TacTile!</b> Demo	Newport A	A	F	B	I
	3	<b>Wordly</b> Playtest *	Newport A	A	F	B	I
	4	<b>Tiny D6</b> Tiny Supers Special *	Exec Boardroom	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Sails of Glory (Ships of the Line)</b> Tournament	Los Angeles B	A	A	B	W
7 pm	4	<b>Age of Empires III</b> Small	International B	E	T	B	B
	3	<b>Empires of the Void II</b>	International B	A	A	B	B
	3	<b>Power Grid World Tour: Brazil</b> Special	International B	E	A	B	B
	2	<b>Ticket to Ride: Nordic/Swiss</b>	International B	A	A	B	B
	3	<b>Star Wars Unlimited</b> Chaos Draft	La Jolla	A	A	C	C
	1	<b>Meet &amp; Greet</b> Sponsored *	1635	A	A	G	G
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11f Twice as Nice for [...] (Pipyap's) (lvls 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-08 In the Garden of Evil (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-02 Beyond a Shadow [...] (lvls 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-04 A Devil In The Streets (lvls 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-07 Go There And Kill [...] (lvls 11-16)	Plaza B	E	T	R	A
	5	<b>Iron Hippo Games</b> 3-Pack Tournament! *	International A	A	A	M	M
	3	<b>Warhammer 40K 10th edition</b> Ironman Small	International A	A	A	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
	2	<b>Cash n Guns Live</b>	Catalina D	A	A	B	P
	4	<b>Ultimate Werewolf</b>	Newport C	A	T	B	P
	1	<b>For The Queen</b> For The Queen	Plaza Foyer	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
8 pm	2	<b>7 Wonders</b> Sponsored Small	International B	A	A	B	B
	4	<b>Battlestar Galactica</b>	International B	E	A	B	B
	2	<b>Sorcerer City</b>	International B	A	T	B	B
	1	<b>Teotihuacan: City of Gods</b> 101	International B	B	A	B	B
	3	<b>The Thing: The Board Game</b>	International B	A	T	B	B
	4	<b>Boss Monster 2</b> Tournament	La Jolla	B	F	C	C
	3	<b>Magic: the Gathering</b> Aetherdrift Draft	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Aetherdrift Draft	La Jolla	A	A	C	C

Friday

# Friday

Fri, Feb 14

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	1	<b>Bardic Inspirations - Magic Show</b>	Carmel	A	F	G	G
	2	<b>Flea Market</b>	International F	A	A	G	G
	0.25	<b>Dwarves vs Orcs Special *</b>	Pacific Foyer	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-02: Rain Falls on the [...] Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-04: An Enkindled [...] Sponsored	Los Angeles A	A	T	R	F
	3	<b>Murder Mystery</b> Arsenic and Lies	Bel Air	A	T	L	L
	4	<b>Parlor LARP</b> Lesbian Taco Bar	San Lorenzo F	A	M	L	L
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> Glorious Lopun	Chair Boardroom	A	T	R	R
	4	<b>Alien RPG</b> Chariot of the Gods	San Lorenzo B	A	M	R	R
	4	<b>Call of Cthulhu</b> The Crimson Letters	San Lorenzo D	A	M	R	R
	4	<b>CBR+PNK</b> LAST RUN	San Lorenzo D	A	M	R	R
	4	<b>Champions RPG</b> The Dystopia Police	San Lorenzo E	A	T	R	R
	4	<b>D&amp;D 5e(2024)</b> Expedition to Monster Island	San Lorenzo D	A	A	R	R
	4	<b>Dungeons &amp; Dragons 1e (Red Box)</b> Kobolds for Valhalla	San Lorenzo E	A	T	R	R
	4	<b>D&amp;D 5e (2014)</b> Darkness in Duatia Sponsored Playtest *	San Lorenzo A	E	M	R	R
	3	<b>Good Society RPG</b> An Evening at Bogeyton Park	San Lorenzo E	A	T	R	R
	4	<b>GURPS</b> World of the devine	San Lorenzo A	A	M	R	R
	4	<b>No Other Will But His</b> Demo Demo *	San Lorenzo D	B	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	T	R	R
	4	<b>Sojourn RPG</b> Let Us Build a Tower: A Mythic Bronze-Age Adventure [...] *	San Lorenzo C	A	T	R	R
	4	<b>Star Trek Adventures - Captain's Log</b> Imperatives	San Lorenzo B	A	M	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9 pm	3	<b>Teotihuacan: City of Gods</b> Small	International B	E	T	B	B
	1	<b>Tzolk'in: The Mayan Calendar</b> 101	International B	B	A	B	B
	1	<b>XCOM: The Board Game</b> 101	International B	B	T	B	B
	3	<b>Lorcana TCG</b> Draft	La Jolla	A	A	C	C
	2	<b>Magic: the Gathering</b> K&J Pauper	La Jolla	A	A	C	C
	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
	.2	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	4	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	1	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	T	B	P
10 pm	2	<b>7 Blunders</b> Sponsored Small	International B	A	A	B	B
	2	<b>Tzolk'in: The Mayan Calendar</b> Small	International B	E	A	B	B
	3	<b>XCOM: The Board Game</b>	International B	A	T	B	B
	2	<b>Strategicon Karaoke</b>	Carmel	A	T	G	G
	0.25	<b>Dwarves vs Orcs Special *</b>	Pacific Foyer	A	A	G	G
	2	<b>Cards Against Humanity</b>	Newport D	A	M	B	P
	2	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
11 pm	.2	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G

\* = 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

Host 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, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Sat, Feb 15

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	4	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	M	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
9 am	1	<b>Brass: Birmingham</b> 101	International B	B	A	B	B
	3	<b>Caylus</b> Small	International B	A	T	B	B
	4	<b>Fú</b> Demo	International B	B	F	B	B
	2	<b>Ticket to Ride: USA 1910</b> Small	International B	A	A	B	B
	1	<b>Titan</b> 101	International B	B	T	B	B
	.2	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	9	<b>D&amp;D 5e (2024)</b> CCC-6SWORDS-01 Six Swords [...] (lvs 11-16) Special	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11b When the Debt [...] (Pipyap's) (lvs 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-09 Ruined Prospects (Levels 5-10)	Plaza C	A	T	R	A

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>D&amp;D 5e (2024)</b> DDAL09-19 Fang and Claw (Levels 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-02 Beyond a Shadow [...] (lvs 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-04 A Devil In The Streets (lvs 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-07 Go There And Kill [...] (lvs 11-16)	Plaza B	E	T	R	A
	5	<b>Pathfinder 1e</b> PFS1 10-04: Reaver's Roar Sponsored	Los Angeles A	E	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-04: An Enkindled [...] Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-05: Silver Bark, [...] Sponsored	Los Angeles A	A	T	R	F
	4	<b>Starfinder RPG 2e</b> Starfinder Playtest Adventures! Sponsored	Los Angeles A	A	T	R	F
	5	<b>Classic Battletech</b> Circle of Death Sponsored Tournament *	International A	A	T	M	M
	2	<b>Clay-O-Rama</b> Clay-o-Rama!	International A	A	K	M	M
	9	<b>Conquest: The Last Argument of Kings</b> World Community Event Day 1	International A	A	T	M	M
	7	<b>D&amp;D 5e</b> Curse of the Blood Count Part 1 Sponsored *	International A	A	T	M	M
	2	<b>Gaslands</b> Mario Kart Gaslands	International A	A	F	M	M
	3	<b>RelicBlade by Metal King Studio's</b> Demo	International A	A	T	M	M
	9	<b>Warhammer 40K 10th edition</b> Mega-Apocalypse	International A	A	A	M	M
	3	<b>Blood Moon: Fangs v Fur</b> Demo	Newport A	A	T	B	I
	3	<b>Deep Salvage</b> Submarine themed competitive deck builder Demo *	Newport A	A	T	B	I
	3	<b>From the Shadows</b> Demo	Newport A	A	T	B	I
	3	<b>Islander's Farewell</b> Playtest *	Newport A	A	A	B	I
	3	<b>Midnight Guardians Board Game</b> (Base Game) Sponsored Demo *	Newport A	B	T	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile Open Demos</b> Demo	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$ Open Demos</b> Demo	Newport A	A	F	B	I
	4	<b>Dungeon Crawl Classics (DCC)</b> Colossus, Arise!	San Lorenzo B	A	A	R	R
	4	<b>Disposable Adventurer Gaming System</b> Lets go steal Mjöltnir!	San Lorenzo E	A	A	R	R
	4	<b>Dragonbane</b> Player's Choice part A	San Lorenzo E	A	T	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> Trials of the Trapmaster's Tomb	San Lorenzo B	A	T	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> The Shudder Mountains Playtest *	San Lorenzo B	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo C	A	T	R	R
	4	<b>D&amp;D 5e (2014)</b> Mischief in Marren's Eve (levels 1-3) Playtest *	San Lorenzo F	A	F	R	R
	4	<b>Fabula Ultima</b> PRESS START 101	San Lorenzo D	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	T	R	R
	5	<b>Savage Worlds</b> Savage Rifts - Defenders of Cosmo Town, Episode 1	San Lorenzo D	A	T	R	R
	4	<b>Twilight: 2000</b> Last Detail	San Lorenzo F	A	T	R	R
	4	<b>Virgins &amp; Vixens</b> Unexplained Changes *	Chair Boardroom	A	T	R	R
	4	<b>Zooleretto</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	1	<b>Ark Nova</b> 101	International B	B	A	B	B
	5	<b>Brass Birmingham</b> Tournament	International B	E	M	B	B
	1	<b>Catan</b> 101	International B	B	A	B	B
	1	<b>From the Shadows</b> 101	International B	B	T	B	B
	4	<b>PLAYER AIDES — Catch the Moon / Raids / Gold West / Noli</b>	Plaza A	B	F	B	B
	1	<b>Scepter of Zavandor</b> 101 *	International B	B	A	B	B
	2	<b>THE GAUNTLET QUALIFIER: Acquire</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Azul</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Catan</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Ra</b>	International B	E	T	B	B
	1	<b>Altered</b> 101	La Jolla	A	A	C	C
	7	<b>Vampire the Eternal Struggle</b> Brachah 2R+Final Constructed Tournament	La Jolla	E	M	C	C
	2	<b>War of the Ring - The Card Game</b> Full Trilogy, 2-/3-/4-Player or Coop	La Jolla	E	T	C	C
	1	<b>Board Game Geek No-Ship Math Trade</b>	Bel Air	A	A	G	G
0.25		<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
1.5		<b>Pathfinder 2e Remaster</b> Learn To Play Pathfinder 2e [...] Sponsored	Los Angeles A	A	T	R	F
3		<b>Seven Wonders (Parlor LARP)</b> Before the Storm	San Lorenzo A	A	T	L	L
6		<b>Battletech Alpha Strike</b> Tanks for Everything	International A	A	T	M	M
2		<b>Blood Bowl</b> Demo	International A	A	A	M	M
7		<b>Paint and Take</b>	International A	A	A	M	M
2		<b>Warhammer Old World</b> Demo	International A	A	A	M	M
4		<b>Andromeda Fight League</b> 101	East Foyer	A	T	B	T
4		<b>Deadly Doodles</b> Sponsored Small	East Foyer	A	T	B	T
1		<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
6		<b>Age of Renaissance</b> Tournament	Los Angeles B	A	A	B	W
6		<b>Axis &amp; Allies: D-Day</b> Tournament	Los Angeles B	A	A	B	W
6		<b>Sturm Europa</b>	Los Angeles C	A	A	B	W
6		<b>Weimar: The Fight for Democracy</b>	Los Angeles C	A	T	B	W

# Saturday

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
11 am	7	<b>Ark Nova</b> Big	International B	E	A	B	B
	2	<b>From the Shadows</b>	International B	B	T	B	B
	2	<b>Meadow</b> Small	International B	A	T	B	B
	2	<b>Scepter of Zavandor</b>	International B	A	A	B	B
	10	<b>Titan</b> Tournament	International B	E	T	B	B
	3	<b>Altered</b> Starter	La Jolla	A	A	C	C
	3	<b>Ascension</b> Tournament	La Jolla	A	A	C	C
	4	<b>Magic: The Gathering</b> Horde	La Jolla	E	T	C	C
	1	<b>Board Game Geek Virtual Flea Market</b>	Bel Air	A	A	G	G
	.2	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	6	<b>Flea Market</b>	International F	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	1	<b>LARP 101</b> What Is LARP? 101	Carmel	B	A	L	L
	4	<b>Heroes, Sidekicks, and Minions</b> Sepulchre of the Golden Monkey *	San Lorenzo E	A	A	R	R
	4	<b>The Ninth World: A Skillbuilding Game for Numenera</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>1775 Rebellion</b> Tournament	Los Angeles C	A	A	B	W
	8	<b>World In Flames 5th Ed. 1944 European scenario</b>	Los Angeles B	A	T	B	W
Noon	2.75	<b>Board Game Balance</b>	International B	A	A	B	B
	2	<b>Carcassonne</b> Small	International B	A	T	B	B
	8	<b>Catan National Qualifier</b> Sponsored Special	International B	E	M	B	B
	1	<b>Dune: Imperium</b> 101	International B	B	T	B	B
	3	<b>Firefly: The Game</b>	International B	B	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Splendor</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Stone Age</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Thurn and Taxis</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Ticket to Ride</b>	International B	E	T	B	B
	2	<b>UNO</b> Small	International B	A	F	B	B
	2	<b>Face Painting</b>	Catalina A	A	F	B	Y
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	2	<b>BattleTech Alpha Strike</b> Gridiron Titans Mech Football Sponsored	International A	B	T	M	M
	2	<b>Blood Bowl</b> Demo	International A	A	A	M	M
	2	<b>Chuthulu Wars</b>	International A	A	T	M	M
	4	<b>Star Wars Legion</b> Demo	International A	A	T	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Casting Call</b> Demo *	Catalina B	A	T	B	P
	2	<b>Prince AJ's Challenge #1</b>	Catalina D	A	T	B	P
	3	<b>Blood Moon: Fangs v Fur</b> Demo	Newport A	A	T	B	I
	1	<b>Blood Rune: Catacombs</b> Playtest *	Newport A	A	A	B	I
	3	<b>Boba Mahjong Grande</b> Playtest *	Newport A	A	T	B	I
	3	<b>Deep Salvage</b> Competitive submarine themed deck builder Demo *	Newport A	A	T	B	I
	3	<b>Dogville</b> Playtest *	Newport A	A	A	B	I
	3	<b>From the Shadows</b> Demo	Newport A	A	T	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile Open Demos</b> Demo	Newport A	A	A	B	I
	4	<b>Widgets n' Digit\$ Open</b> Demo	Newport A	A	F	B	I
	1	<b>For The Queen</b> For The Queen	Plaza Foyer	A	A	R	R
	4	<b>Crabs In A Bucket</b> Sponsored	East Foyer	A	T	B	T
1 pm	4	<b>Dark Heists</b> Demo	International B	B	T	B	B
	5	<b>Dune: Imperium</b> Big	International B	E	T	B	B
	1	<b>Kingsburg</b> 101	International B	B	A	B	B
	1	<b>Talisman</b> 101	International B	B	T	B	B
	2	<b>Ticket to Ride France</b>	International B	A	A	B	B
	0.75	<b>Heat: Pedal to the Metal</b> Qualifier 1 2025 Circuit	La Jolla	E	A	C	C
	4	<b>Middle-Earth CCG (ICE)</b> Standard Preconstructed 1v1	La Jolla	E	T	C	C
	4	<b>Overboss</b> Demo	La Jolla	A	A	C	C
	4	<b>Star Wars Unlimited</b> Twin Suns	La Jolla	B	A	C	C
	.2	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	0.5	<b>D&amp;D 5e (2024)</b> D&D Adventurers League Trading Post Special	Plaza C	A	T	R	A
	1.5	<b>Pathfinder 2e Remaster</b> Learn To Play Pathfinder 2e Sponsored	Los Angeles A	A	T	R	F
	4	<b>Full Thrust</b> Defense of ConAm-12	International A	A	A	M	M
	5	<b>Iron Hippo Games</b> 3-Pack Tournament! *	International A	A	A	M	M
	3	<b>Rebels and Patriots</b> Eutaw Springs Demo	International A	A	T	M	M
	5	<b>Tournament of Towers</b> The Ultimate Tower Challenge *	International A	A	A	M	M
	4	<b>CURSES!</b> Demo *	Catalina B	A	F	B	P

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
2 pm	1	<b>For The Queen</b> For The Queen	Plaza Foyer	A	A	R	R
	4	<b>Andromeda Fight League</b> Sponsored Small	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>Twilight Struggle</b> 101	Los Angeles C	A	A	B	W
	4	<b>Kingsburg</b> Tournament	International B	E	A	B	B
	2	<b>Phase 10</b> Small	International B	A	F	B	B
	5	<b>Power Grid: Recharged!</b> Small	International B	A	T	B	B
	4	<b>Talisman</b> Small	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Acquire</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Azul</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Catan</b>	International B	E	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Ra</b>	International B	E	T	B	B
	1	<b>Wingspan</b> 101	International B	B	A	B	B
	0.75	<b>Heat: Pedal to the Metal</b> Qualifier 2 2025 Circuit	La Jolla	E	A	C	C
	3	<b>Magic: the Gathering</b> Aetherdrift Sealed	La Jolla	A	A	C	C
	4	<b>Magic: The Gathering</b> Cube: Live Draft	La Jolla	E	T	C	C
	4	<b>Marvel Champions</b>	La Jolla	A	A	C	C
	1	<b>Trans Europa</b>	Catalina A	A	F	B	Y
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	4	<b>D&amp;D 5e (2024)</b> CCC-DES-04-01 A Hellish Haul (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-10 Tipping the Scales (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-20 Where Devils Fear to Tread (Levels 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-01 The Trouble With [...] (lvs 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-03 The Narrow Path (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-05 The Ones That [...] (lvs 5-10)	Plaza B	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-06 Cold Blooded Bandit (lvs 11-16)	Plaza C	E	T	R	A
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-08: Upon Wheels [...] Sponsored	Los Angeles A	A	T	R	F
	3	<b>Starship Valkyrie</b> The Shoulders of Giants	Bel Air	A	T	L	L
	1	<b>Chivalry is Dead: Race for the Crown</b> *	International A	A	A	M	M
	2.5	<b>The Men Who Would Be Kings</b> Mexican-American War Sponsored Demo	International A	B	T	M	M
	4	<b>Zombicide: Undead or Alive Co-op survival</b>	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	2	<b>Prince AJ's Challenge #2</b>	Catalina D	A	T	B	P
	4	<b>5th Conspiracy</b> 5th Conspiracy *	San Lorenzo A	A	T	R	R
	6	<b>Alien RPG</b> Alien3 Film Homebrew	San Lorenzo D	A	T	R	R
	4	<b>A Stranger's Face</b> Whose smile are you wearing? *	San Lorenzo D	A	M	R	R
	4	<b>Cypher System</b> The Takings - A Horror Genre Adventure	San Lorenzo D	A	A	R	R
	4	<b>D&amp;D 5e(2024)</b> Requiem for the Undying	San Lorenzo B	E	T	R	R
	4	<b>Disposable Adventurer Gaming System</b> Better Tombs and Catacombs	San Lorenzo E	A	A	R	R
	4	<b>Dragonbane</b> Thief of Eldmere	San Lorenzo A	A	T	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> Gods of the Earth	San Lorenzo B	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo C	A	T	R	R
	4	<b>Electric State -Happy Jacks RPG</b> Roadtrip!	Chair Boardroom	A	T	R	R
	4	<b>Farsight</b> The Soyuz Gambit Demo *	San Lorenzo B	A	T	R	R
	4	<b>Ghostbusters</b> Lesser Gods of Gor-Slop	San Lorenzo F	A	A	R	R
	4	<b>Girl Bryte Playtest</b> The Fool's Gambit *	San Lorenzo D	A	M	R	R
	4	<b>HAVOC engine</b> Eat The Reich!	San Lorenzo A	A	T	R	R
	4	<b>Magical Kitties Save the Day!</b> You Can Be A Kitty!	San Lorenzo F	A	F	R	R
	5	<b>Rifts or Pathfinder</b> adventuring *	San Lorenzo E	A	M	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	T	R	R
	2	<b>RPG Indie Games on Demand (Kids Edition)</b> various	Plaza Foyer	A	F	R	R
	5	<b>Savage Worlds</b> Savage Rifts - Defenders of Cosmo Town, Episode 2	San Lorenzo D	A	T	R	R
	4	<b>Spirit of 77</b> Midnight at Mojotville	San Lorenzo E	A	T	R	R
	4	<b>Vampire the Masquerade 5e</b> The Tremere Chronicles	San Lorenzo F	A	T	R	R
	4	<b>Munchkin Spongebob Squarepants</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>Star Craft 2 #1</b> Windows Tournament	Marina	A	A	V	V
	4	<b>Diplomacy</b> Tournament	Los Angeles C	A	A	B	W
	5	<b>Twilight Struggle</b> Tournament	Los Angeles B	A	A	B	W
3 pm	1	<b>Black Fleet</b> 101	International B	B	T	B	B
	2	<b>Builders of Blankenburg</b> Sponsored *	International B	A	T	B	B
	1	<b>Space Base</b> 101	International B	B	A	B	B
	4	<b>Stadium: A Sport Odyssey</b> Demo *	International B	B	T	B	B
	4	<b>Wingspan</b> Tournament	International B	E	A	B	B
0.75		<b>Black Forest</b> 101	La Jolla	A	A	C	C

# Saturday

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	.2	Duel 2 Special *	Pacific Foyer	A	A	G	G
	2	Battlestations 2.0 HUGE!	International A	A	A	M	M
	4	Battletech Battletech Letter of the Law: Battle of Stewart - June 3151	International A	A	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	3	One Page Rules, Star Quest Demo	International A	A	T	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport C	E	T	B	P
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	casting call players audition for a role in a movie Demo *	Newport A	A	T	B	I
	2	Cat's Gambit Playtest *	Newport A	A	T	B	I
	3	Dogville Playtest *	Newport A	A	A	B	I
	3	From the Shadows Demo	Newport A	A	T	B	I
	3	Horror High *	Newport A	A	T	B	I
	3	Midnight Guardians Board Game (Base Game) Sponsored Demo *	Newport A	B	T	B	I
	3	TacTile Open Demos Demo	Newport A	A	A	B	I
	3	Widgets n' Digit\$ Open Demos Demo	Newport A	A	F	B	I
	4	Treasure Hogs Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	2	Black Fleet	International B	A	T	B	B
	3	Cave Evil	International B	A	T	B	B
	1	Crash and Grab	International B	A	A	B	B
	3	Space Base Tournament	International B	E	A	B	B
	1	Terraforming Mars: Ares Expedition 101	International B	B	A	B	B
	2	THE GAUNTLET QUALIFIER: Splendor	International B	E	T	B	B
	2	THE GAUNTLET QUALIFIER: Stone Age	International B	E	T	B	B
	2	THE GAUNTLET QUALIFIER: Thurn and Taxis	International B	E	T	B	B
	2	THE GAUNTLET QUALIFIER: Ticket to Ride	International B	E	T	B	B
	4	Black Forest Tournament	La Jolla	A	A	C	C
	0.75	Heat: Pedal to the Metal Qualifier 3 2025 Circuit	La Jolla	E	A	C	C
	3	Lorcana TCG Draft	La Jolla	A	A	C	C
	0.25	Dwarves vs Orcs Special *	Pacific Foyer	A	A	G	G
	1.5	Pathfinder 2e Remaster Learn To Play Pathfinder 2e Sponsored	Los Angeles A	A	T	R	F
	1	Chivalry is Dead: Race for the Crown *	International A	A	A	M	M
	2	Cyberpunk Combat Zone Demo	International A	A	T	M	M
	5	Iron Hippo Games 3-Pack Tournament! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	4	Renegade Games sampler Sponsored	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
5 pm	1	1870 101 *	International B	B	A	B	B
	1	Flight of Icarus Sponsored *	International B	A	T	B	B
	2	Harmonies Demo	International B	B	A	B	B
	1	Lords of Waterdeep 101	International B	B	T	B	B
	4	Terraforming Mars: Ares Expedition Tournament	International B	E	A	B	B
	3	Magic: the Gathering Commander: Pods Tournament	La Jolla	A	A	C	C
	2	Takenoko Tournament	La Jolla	E	A	C	C
	1	Ubongo	Catalina A	A	F	B	Y
	.2	Duel 2 Special *	Pacific Foyer	A	A	G	G
	.1	Raffle Drawing!	Pacific	A	A	G	G
	2	Battlestations 2.0 HUGE!	International A	A	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	6	Circus Maximus Small	International A	A	A	M	M
	6	Firefly: The Game – 10th Anniversary Collector's Edition	International A	E	T	M	M
	3	One Page Rules, Age of Fantasy: Quest	International A	A	T	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Axis & Allies: North Africa *	Los Angeles C	A	M	B	W
	4	Undaunted: Battle of Britain Tournament	Los Angeles C	A	A	B	W
6 pm	6	1870	International B	A	A	B	B
	1	Azul 101	International B	B	A	B	B
	3	Cyclades Small	International B	A	A	B	B
	1	Good Cop Bad Cop	International B	A	A	B	B
	4	Lords of Waterdeep Tournament	International B	E	T	B	B
	0.75	Heat: Pedal to the Metal Qualifier 4 2025 Circuit	La Jolla	E	A	C	C
	4	Lord of the Rings LCG	La Jolla	A	A	C	C
	4	Overboss Tournament	La Jolla	A	A	C	C
	7	Vampire the Eternal Struggle Anarchist Uprising Constructed	La Jolla	E	M	C	C
	2	War of the Ring - The Card Game Full Trilogy, 2-/3-/4-Player or Coop	La Jolla	E	T	C	C

# Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	1	<b>Ghost Blitz</b>	Catalina A	A	F	B	Y
	1	<b>Bardic Inspirations - Magic Show</b>	Carmel	A	F	G	G
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	6	<b>D&amp;D 5e</b> PvP Tournament *	International A	E	T	M	M
	1.5	<b>Miniature Painting Workshop</b> Sponsored *	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	3	<b>Beast Builders: Claws &amp; Jaws</b> Playtest *	Newport A	A	T	B	I
	3	<b>From the Shadows</b> Demo	Newport A	A	T	B	I
	3	<b>Horror High</b> *	Newport A	A	T	B	I
	3	<b>Midnight Guardians Board Game</b> (Standard Game) Sponsored Demo *	Newport A	B	T	B	I
	2	<b>Rascally Rabbits</b> Playtest *	Newport A	A	T	B	I
	3	<b>TacTile Open Demos</b>	Newport A	A	A	B	I
	3.5	<b>Vampires humans &amp; werewolves</b> Playtest *	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$ Open Demos</b>	Newport A	A	F	B	I
	4	<b>Tiny D6</b> Mecha & Monsters: Evolved Special *	Exec Boardroom	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>1960: The Making of the President</b> Tournament	Los Angeles C	A	A	B	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
7 pm	1	<b>A Feast for Odin</b> 101	International B	B	A	B	B
	3	<b>Azul</b> Big	International B	E	A	B	B
	3	<b>Power Grid World Tour: Spain and Portugal</b> Special	International B	E	A	B	B
	2	<b>Rock Hard</b> Small	Pacific Foyer	A	A	G	G
	2	<b>Ticket to Ride: Old West</b>	International B	A	A	B	B
	2	<b>Troyes</b>	International B	A	A	B	B
	2	<b>World Cup!</b> Sponsored Small *	Pacific Foyer	A	F	B	B
	0.75	<b>Heat: Pedal to the Metal</b> Qualifier 5 2025 Circuit	La Jolla	E	A	C	C
	3	<b>Magic: the Gathering</b> Aetherdrift Draft	La Jolla	A	A	C	C
	3	<b>Star Wars Unlimited</b> Chaos Draft	La Jolla	A	A	C	C
	.2	<b>Duel 2</b> Special *	Pacific Foyer	A	A	B	B
	4	<b>D&amp;D 5e</b> DDEP09-01 Infernal Pursuits (Levels 1-10) Special	Plaza C	A	A	R	A
	2	<b>Battlestations 2.0 HUGE!</b>	International A	A	A	M	M
	4	<b>Battletech</b> Urbie Derby - Last Can Standing! Tournament	International A	A	T	M	M
	2	<b>Scott Pilgrim Miniatures the World</b> Demo	International A	A	F	M	M
	2	<b>Cash n Guns Live</b>	Catalina D	A	A	B	P
	1	<b>Trivia</b>	Catalina C	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
8 pm	2	<b>A Feast for Odin</b>	International B	E	A	B	B
	2	<b>Mindbug</b>	International B	A	A	B	B
	1	<b>Root</b> 101	International B	B	T	B	B
	1	<b>Spirit Island</b> 101	International B	B	T	B	B
	4	<b>Trideco</b> Demo *	International B	B	A	B	B
	3	<b>Lorcana TCG</b> Draft	La Jolla	A	A	C	C
	2	<b>Happy Jacks RPG Podcast</b>	Carmel	A	T	G	G
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	5	<b>Pathfinder 1e</b> PFS1 6-98: Serpents Rise (Pregen Only) Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-06: Rotten Apples Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-09: The Power of Legends Sponsored	Los Angeles A	E	T	R	F
	3	<b>LARP/Escape Room</b> Resident Evil- Raccoon City *	Bel Air	A	M	L	L
	4	<b>Ritualized Cursebreaking</b> This Con is (Still) Cursed *	San Lorenzo F	A	M	L	L
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	4	<b>Alien RPG</b> Destroyer of Worlds	San Lorenzo B	A	M	R	R
	4	<b>BECMI</b> Or Die Trying - Ancient Greece	San Lorenzo D	A	M	R	R
	4	<b>Call of Cthulhu</b> Tenth Imperium	San Lorenzo A	A	T	R	R
	4	<b>Call of Cthulhu-7e</b> Edge of Darkness	San Lorenzo D	A	T	R	R
	3	<b>Candela Obscura</b> The Interpretation of Nightmares	Chair Boardroom	A	M	R	R
	4	<b>Curseborne - Storypath Ultra</b> Bedeviled Nights	San Lorenzo E	A	T	R	R
	4	<b>Cypher System</b> The Infinity Shift - A Cypher System Multiverse Adventure	San Lorenzo B	A	A	R	R
	4	<b>Dreamland</b> The Palace of Memories	San Lorenzo B	A	A	R	R
	4	<b>D&amp;D 0e (OD&amp;D)</b> Black Death, Pale Fires: Pilgrims in the Plague's [...] *	San Lorenzo E	A	T	R	R
	4	<b>Dungeons &amp; Dragons 1e (Red Box)</b> Ninety Nine Problems	San Lorenzo E	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo C	A	T	R	R
	4	<b>D&amp;D 5e (2014)</b> Darkness in Duatia Playtest *	San Lorenzo E	A	F	R	R
	4	<b>GURPS</b> Aspire new Fea colony found.	San Lorenzo D	A	M	R	R
	4	<b>Paranoia</b> Meet 'n Greet	San Lorenzo A	A	A	R	R

Saturday

## Saturday

Sat, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
9 pm	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	2	<b>Codenames: Partners</b>	International B	A	T	B	B
	2	<b>Orléans</b>	International B	A	A	B	B
	3	<b>Root</b>	International B	B	T	B	B
	3	<b>Spirit Island</b>	International B	A	T	B	B
	0.75	<b>Heat: Pedal to the Metal</b> Qualifier 6 2025 Circuit	La Jolla	E	A	C	C
	3	<b>Star Wars Unlimited Premier</b> Tournament	La Jolla	A	A	C	C
	.2	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	1	<b>Just One</b>	Newport C	A	T	B	P
	1	<b>Ultimate Werewolf</b> 101	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	3	<b>Cards Against Humanity</b> Small	International B	A	M	B	B
	2	<b>King of Tokyo</b> Small	International B	A	F	B	B
	0.75	<b>Heat: Pedal to the Metal</b> Qualifier 7 2025 Circuit	La Jolla	E	A	C	C
10 pm	3	<b>Magic: the Gathering</b> Aetherdrift Sealed	La Jolla	A	A	C	C
	2	<b>Strategicon Karaoke</b>	Carmel	A	T	G	G
	0.25	<b>Dwarves vs Orcs Special *</b>	Pacific Foyer	A	A	G	G
	1	<b>13 Words</b>	Newport C	A	T	B	P
	2	<b>Two Rooms and a Boom</b>	Century A	A	T	B	P
	2	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>RPG Indie Games on Demand (Open Gaming)</b> various	Plaza Foyer	A	T	R	R
	1	<b>Dubious</b>	Newport C	A	T	B	P
	1	<b>The Judge</b> Playtest	Newport D	A	A	B	P

\* = Play with the creator

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

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

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

Host 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, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Sun, Feb 16

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	E	M	B	P
	4	<b>Call of Cthulhu-7e</b> Baba Dochia	San Lorenzo E	A	T	R	R
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
8 am	1	<b>RPG Design Lean Coffee</b> RPG game design discussion	Plaza Foyer	A	T	R	R
9 am	3	<b>Blue Moon City</b> Small	International B	A	A	B	B
	1	<b>Stone Age</b> 101	International B	B	A	B	B
	4	<b>Trideco</b> Demo *	International B	B	A	B	B
	0.25	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	4	<b>D&amp;D 5e (2024)</b> CCC-DES-04-01 A Hellish Haul (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11c I've Seen Fire and [...] (Pipyap's) (lvls 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11f Twice as Nice for [...] (Pipyap's) (lvls 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-08 In the Garden of Evil (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-05 The Ones That [...] (lvls 5-10)	Plaza B	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-06 Cold Blooded Bandit (lvls 11-16)	Plaza C	E	T	R	A
	5	<b>Pathfinder 1e</b> Pathfinder Module: The Moonscar Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-01: Intro: Year of [...] Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-10: Once in Whispers Sponsored	Los Angeles A	A	T	R	F
	4	<b>Starfinder RPG 2e</b> Starfinder Playtest Adventures! Sponsored	Los Angeles A	A	T	R	F
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	4	<b>Good Society</b> The London Season	San Lorenzo A	A	T	L	L
	8.5	<b>BattleTech Alpha Strike</b> Western Assault Sponsored Tournament	International A	E	T	M	M
	3	<b>Classic BattleTech</b> Kaiju Invasion Sponsored Tournament *	International A	A	A	M	M
	2	<b>Clay-o-Rama</b> Clay-o-Rama!	International A	A	K	M	M
	8	<b>D&amp;D 5e</b> Curse of the Blood Count Part 2 Sponsored *	International A	E	T	M	M
	2	<b>Gaslands</b> Mario Kart Gaslands	International A	A	F	M	M
	3	<b>Beast Builders: Claws &amp; Jaws</b> Playtest *	Newport A	A	T	B	I
	3	<b>Blood Moon: Fangs v Fur</b> Asymmetrical battle between Lycans [...] Demo	Newport A	A	T	B	I

# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	3	<b>Deep Salvage</b> Competitive submarine themed deck builder Demo *	Newport A	A	T	B	I
	1.25	<b>Midnight Guardians Board Game</b> Ongoing Short Sponsored Demo *	Newport A	B	T	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile Open Demos</b> Demo	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$ Open Demos</b>	Newport A	A	F	B	I
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo F	A	T	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> Shadow of the Beakmen	San Lorenzo B	A	A	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> The Cult That Never Was *	San Lorenzo B	A	A	R	R
	4	<b>Dragonbane</b> Player's Choice part B	San Lorenzo E	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo C	A	T	R	R
	4	<b>D&amp;D 5e (2014)</b> Darkness in Duetia Playtest *	San Lorenzo D	A	F	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	T	R	R
	4	<b>X-Crawl Classics</b> Tropicrawl Cataclysm	San Lorenzo B	A	T	R	R
	4	<b>Jetpack Joyride</b> Sponsored	East Foyer	A	A	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific Foyer	A	A	G	G
10 am	4	<b>Fú</b> Demo *	International B	B	F	B	B
	2	<b>Kingdom Builder</b> Small	International B	E	T	B	B
	4	<b>PLAYER AIDES — Catch the Moon / Raids / Gold West / Noli</b>	Plaza A	B	F	B	B
	1	<b>Spirit Island</b> 101	International B	B	T	B	B
	5	<b>Stone Age</b> Big	International B	E	A	B	B
	3	<b>THE GAUNTLET SEMIFINALS: Dune: Imperium</b>	International B	E	T	B	B
	3	<b>THE GAUNTLET SEMIFINALS: Lords of Waterdeep</b>	International B	E	T	B	B
	3	<b>THE GAUNTLET SEMIFINALS: The Castles of Burgundy</b>	International B	E	T	B	B
	3	<b>THE GAUNTLET SEMIFINALS: Wingspan</b>	International B	E	T	B	B
	3	<b>The Princes of Florence</b> Small	International B	A	T	B	B
	1	<b>Altered</b> 101	La Jolla	A	A	C	C
	4	<b>Cribbage</b> Again with the Nobs!	La Jolla	A	A	C	C
	0.75	<b>Heat: Pedal to the Metal</b> Qualifier 8 2025 Circuit	La Jolla	E	A	C	C
	2	<b>Uno: NO MERCY</b> Tournament	La Jolla	A	A	C	C
	7	<b>Vampire the Eternal Struggle</b> Condemnation: [...] Standard Constructed	La Jolla	E	M	C	C
	2	<b>War of the Ring - The Card Game</b> Full Trilogy, 2-/3-/4-Player or Coop	La Jolla	E	T	C	C
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	1	<b>Aftermath</b> 101 *	Carmel	A	M	L	L
	2	<b>BOFFER SHOWCASE</b> Brawlhalla	Bel Air	A	T	L	L
	2	<b>Blood Bowl</b> Demo	International A	A	A	M	M
	7	<b>Paint and Take</b>	International A	A	A	M	M
	1.5	<b>Riftway Cataclysm</b> Intro Demo *	International A	A	T	M	M
	2	<b>Warhammer 40K 10th edition</b> Intro to 40K Demo	International A	A	A	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
	4	<b>Arena For The Gods!</b> Sponsored	East Foyer	A	A	B	T
	4	<b>TETRIS</b> Sponsored Small	East Foyer	A	A	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>Kriegsspiel</b> Tournament	Los Angeles C	A	A	B	W
11 am	1	<b>Agricola</b> 101	International B	B	A	B	B
	2	<b>Cthulhu Wars Expansions</b>	International B	A	T	B	B
	3	<b>Spirit Island</b>	International B	A	T	B	B
	2	<b>The Acts: Letters from Rome</b> Sponsored *	International B	A	T	B	B
	3	<b>Ticket to Ride: Europe</b> Tournament	International B	E	A	B	B
	3	<b>Altered</b> Starter	La Jolla	A	A	C	C
	3	<b>Ascension</b> Tournament	La Jolla	A	A	C	C
	0.75	<b>Civolution</b> 101	La Jolla	A	A	C	C
	4	<b>Dice Masters Draft Pack</b> 101	La Jolla	A	A	C	C
	4	<b>Magic: The Gathering</b> Cube: Live Draft	La Jolla	E	T	C	C
	6	<b>Flea Market</b>	International F	A	A	G	G
	0.25	<b>Duel 2</b> Special *	Pacific Foyer	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	1	<b>Tales from Gloom Hollow</b> 101	Carmel	A	M	L	L
	6	<b>Conquest: The Last Argument of Kings</b> World Community Event Day 2	International A	A	T	M	M
	4	<b>Hard Time</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Battle Cry</b> Tournament	Los Angeles C	A	A	B	W
	3	<b>Charioteer</b> 101	Los Angeles B	A	A	B	W
	8	<b>Civilization</b>	Los Angeles B	A	A	B	W
Noon	5	<b>Agricola</b> Tournament	International B	E	T	B	B
	3	<b>Dream Factory</b> Small	International B	A	A	B	B

Sunday

13

# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	1	<b>Last Days of Athobrae</b> 101	International B	B	T	B	B
	1	<b>Pirates!</b> 101	International B	B	T	B	B
	4	<b>Stadium: A Sport Odyssey</b> Demo *	International B	B	T	B	B
	6	<b>Heat: Pedal to the Metal</b> 2025 Circuit Orcon Championship Tournament	La Jolla	E	A	C	C
	4	<b>Hues and Cues</b> Demo	La Jolla	A	A	C	C
	4	<b>Marvel Dice Masters Draft: Infinity Gauntlet</b>	La Jolla	E	A	C	C
	5	<b>Star Wars Miniatures</b> Sealed Booster Draft	La Jolla	A	A	C	C
	2	<b>Face Painting</b>	Catalina A	A	F	B	Y
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	2	<b>Social Mixer</b> Larp Parlor LA Social!	Malibu Garden	A	A	L	L
	2	<b>Blood Bowl</b> Demo	International A	A	A	M	M
	6	<b>Boothill 2e</b> Big Trouble at Chiriaco Summit	International A	A	T	M	M
	3	<b>Classic Battletech</b> Kaiju Invasion Sponsored Tournament	International A	A	A	M	M
	5	<b>Star Wars Legion</b> Small	International A	A	T	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1.25	<b>Dino Diner</b> Prototype *	Newport A	A	T	B	I
	3	<b>Dogville</b> Playtest *	Newport A	A	A	B	I
	1.5	<b>Midnight Guardians Board Game</b> (Base Game) Sponsored Demo *	Newport A	B	T	B	I
	3	<b>TacTile Open Demos</b> Demo	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$ Open Demos</b> Demo	Newport A	A	F	B	I
	4	<b>Mapmaker - The Gerrymandering Game</b> Sponsored	East Foyer	A	A	B	T
	3	<b>Charioteer</b>	Los Angeles B	A	A	B	W
1 pm	1	<b>A Study in Emerald</b> 101	International B	B	T	B	B
	3	<b>Last Days of Athobrae</b>	International B	A	T	B	B
	1	<b>Pirates!</b>	International B	A	T	B	B
	5	<b>Power Grid</b> Big	International B	E	T	B	B
	1	<b>Ticket to Ride: Rails and Sails</b> 101	International B	B	T	B	B
	4	<b>Civolution</b> Tournament	La Jolla	A	A	C	C
	4	<b>Middle-Earth CCG (ICE)</b> Dream Cards Preconstructed 1v1	La Jolla	E	T	C	C
	1	<b>Monster Factory</b>	Catalina A	A	K	B	Y
	0.25	<b>Duel 2</b> Special *	Pacific Foyer	A	A	G	G
	1.5	<b>Gloom Hollow</b> Welcome to Gloom Hollow *	Malibu Garden	A	M	L	L
	5	<b>Iron Hippo Games</b> 3-Pack Tournament! *	International A	A	A	M	M
	1.5	<b>Riftway Catacyclsm</b> Intro Demo *	International A	A	T	M	M
	5	<b>Tournament of Towers</b> The Ultimate Tower Challenge *	International A	A	A	M	M
	1	<b>For The Queen</b> For The Queen	Plaza Foyer	A	A	R	R
	4	<b>Extraordinary Adventures: Pirates!</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
2 pm	2	<b>A Study in Emerald</b> Small	International B	A	T	B	B
	1	<b>One Letter Better</b> 101 *	International B	B	T	B	B
	1	<b>Railways of the World</b> 101	International B	B	A	B	B
	1	<b>Terraforming Mars</b> 101	International B	B	T	B	B
	4	<b>THE GAUNTLET FINAL: Ark Nova</b> Special MEGA	International B	E	T	B	B
	4	<b>Ticket to Ride: Rails and Sails</b> Tournament	International B	E	T	B	B
	3	<b>Magic: the Gathering</b> Aetherdrift Sealed	La Jolla	A	A	C	C
	1	<b>Race to the Ark</b> Demo *	Catalina A	A	K	B	Y
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	9	<b>D&amp;D 5e (2024)</b> CCC-6SWORDS-01 Six Swords [...] (lvls 11-16) Special	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11b When the Debt [...] (Pipyap's) (lvls 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-09 Ruined Prospects (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-19 Fang and Claw (Levels 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-02 Beyond a Shadow [...] (lvls 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-04 A Devil In The Streets (lvls 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-07 Go There And Kill [...] (lvls 11-16)	Plaza B	E	T	R	A
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-02: Rain Falls on the [...] Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-06: Rotten Apples Sponsored	Los Angeles A	A	T	R	F
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	4	<b>Murder Mystery</b> Endgame Alternate	Bel Air	E	M	L	L
	2	<b>Paint Contest Judging</b>	International A	A	A	M	M
	4	<b>Zombicide: Undead or Alive Co-op survival</b>	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Funemployed</b>	Catalina B	A	M	B	P
	3	<b>Horror High</b> *	Newport A	A	T	B	I

# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>5th Conspiracy</b> 5th Conspiracy *	San Lorenzo B	A	T	R	R
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo F	A	T	R	R
	6	<b>Alien RPG</b> Homebrew Alien3	San Lorenzo D	A	T	R	R
	4	<b>Blue Rose (Cortex)</b> Midwinter's Tale	San Lorenzo E	A	T	R	R
	4	<b>Call of Cthulhu</b> The Shadows of Nyarlathotep	San Lorenzo D	A	M	R	R
	4	<b>Cats of Cathulu 10th Anniversary Ed</b> Cats of Cathulu	San Lorenzo E	A	A	R	R
	4	<b>D&amp;D 5e(2024)</b> Tomb of the Nameless King	San Lorenzo D	A	A	R	R
	4	<b>Dreamland</b> A Flowery Band to Bind Us Demo *	San Lorenzo D	A	T	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> THE GREAT PYRAMID OF ATUM-ISFET	San Lorenzo B	A	A	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo C	A	T	R	R
	4	<b>D&amp;D 5e (2014)</b> Mischief in Marren's Eve (levels 1-3) Playtest *	San Lorenzo E	A	F	R	R
	4	<b>Heaven's Open Door (Monkeyfun games)</b> Walking the Jidwaaq Playtest	San Lorenzo E	A	M	R	R
	4	<b>Magical Kitties Save the Day!</b> You Can Be A Kitty!	Chair Boardroom	A	F	R	R
	4	<b>Paranoia</b> Viva VEG Sector	San Lorenzo F	A	A	R	R
	4	<b>Rifts or Pathfinder</b> adventuring	San Lorenzo F	A	A	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	T	R	R
	2	<b>RPG Indie Games on Demand (Kids Edition)</b> various	Plaza Foyer	A	F	R	R
	4	<b>Renegade Games sampler</b> Sponsored	East Foyer	A	A	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>Star Craft 2 #2</b> Windows Tournament	Marina	A	A	V	V
3 pm	1	<b>Acquire</b> 101	International B	B	A	B	B
	1	<b>Crash and Grab</b>	International B	A	A	B	B
	1	<b>Dune: Imperium: Rise of Ix</b> 101	International B	B	T	B	B
	2	<b>One Letter Better</b> Sponsored *	International B	A	T	B	B
	9	<b>Terraforming Mars</b> Big	International B	E	T	B	B
	3	<b>Altered</b> Constructed	La Jolla	A	A	C	C
	4	<b>Fluxx</b> Tournament	La Jolla	A	A	C	C
	4	<b>Magic: The Gathering</b> Horde	La Jolla	E	T	C	C
	0.25	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	1.5	<b>Gloom Hollow</b> Welcome to Gloom Hollow *	Malibu Garden	A	M	L	L
	2	<b>Battlestations 2.0 HUGE!</b>	International A	A	A	M	M
	2	<b>Blood Bowl</b> Demo	International A	A	A	M	M
	1.5	<b>Riftway Catacylsm</b> Intro Demo *	International A	A	T	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	3	<b>Beast Builders: Claws &amp; Jaws</b> Playtest *	International B	A	T	B	I
	3	<b>Dogville</b> Playtest *	Newport A	A	A	B	I
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	2	<b>Midnight Guardians Board Game</b> (Standard Game) Sponsored Demo *	Newport A	A	T	B	I
	3	<b>Old Mech Donald</b> Demo *	Newport A	A	T	B	I
	3	<b>TacTile Open Demos</b> Demo	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$ Open Demos</b> Demo	Newport A	A	F	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>Wellington: The Peninsular War 1812-1814</b> Tournament	Los Angeles C	A	A	B	W
4 pm	4	<b>Acquire: David Woolcott Memorial</b> Sponsored Tournament	International B	E	A	B	B
	3	<b>Dune: Imperium: Rise of Ix</b>	International B	A	T	B	B
	4	<b>Endeavor: Deep Sea</b> Demo	International B	B	A	B	B
	1	<b>Good Cop Bad Cop</b>	International B	A	A	B	B
	1	<b>Puerto Rico</b> 101	International B	B	A	B	B
	3	<b>Lorcana TCG</b> Draft	La Jolla	A	A	C	C
	0.25	<b>Dwarves vs Orcs Special *</b>	Pacific Foyer	A	A	G	G
	.4	<b>Grid Game Raffle Drawing</b>	Pacific	A	A	G	G
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	5	<b>Iron Hippo Games</b> 3-Pack Tournament! *	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	2	<b>The Drawing! Free Games!!!!</b> Sponsored	East Foyer	A	A	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
5 pm	1	<b>Cat Lady</b> Small	International B	A	F	B	B
	2	<b>Perpetual Motion Machine</b> Small	International B	A	A	B	B
	4	<b>Puerto Rico</b> Tournament	International B	E	A	B	B
	1	<b>Ra</b> 101	International B	B	A	B	B
	2	<b>Sorcerer City Expansion</b>	International B	A	T	B	B
	3	<b>Magic: the Gathering</b> Commander: Pods Tournament	La Jolla	A	A	C	C
	0.75	<b>S.E.T.I.</b> 101	La Jolla	A	A	C	C
	1	<b>Fuzzy Heroes</b> Snow White Sponsored *	East Foyer	A	K	B	Y
	1	<b>How to Volunteer</b> Seminar	Carmel	A	A	G	G

# Sunday

# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	0.25	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	1.5	<b>Gloom Hollow</b> Welcome to Gloom Hollow	Malibu Garden	A	M	L	L
	2	<b>Battlestations 2.0 HUGE!</b>	International A	A	A	M	M
	2	<b>Blood Bowl</b> Demo	International A	A	A	M	M
	1.5	<b>Riftway Catacylsm</b> Intro Demo *	International A	A	T	M	M
	2	<b>Warhammer Old World</b> Demo	International A	A	A	M	M
	6	<b>Witcher: The Old World</b>	International A	E	T	M	M
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
6 pm	3	<b>Genoa</b>	International B	A	A	B	B
	3	<b>Ra</b> Tournament	International B	E	A	B	B
	1	<b>Splendor</b> 101	International B	B	A	B	B
	2	<b>Ticket to Ride: Italy</b>	International B	A	A	B	B
	4	<b>S.E.T.I.</b> Tournament	La Jolla	A	A	C	C
	4	<b>Star Wars Miniatures</b> Clash of the Titans" Epic/Regular Melee Duels Draft	La Jolla	A	A	C	C
	7	<b>Vampire the Eternal Struggle</b> Riposte Standard Constructed	La Jolla	E	M	C	C
	2	<b>Feedback Forum</b>	Carmel	A	A	G	G
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	0.5	<b>D&amp;D 5e (2024)</b> D&D Adventurers League Trading Post Special	Plaza C	A	T	R	A
	4	<b>Battletech</b> Salvage Booster Draft Tournament	International A	A	A	M	M
	1.5	<b>Miniature Painting Workshop</b> Sponsored *	International A	A	A	M	M
	2	<b>Star Wars Legion (ish)</b> Escape the Citadel	International A	A	T	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Horror High</b> *	Newport A	A	T	B	I
	3	<b>Isles of the Odd</b> Demo	Newport A	A	A	B	I
	3	<b>Sovereign: Fall of Wormwood</b> Demo	Newport A	A	T	B	I
	3	<b>TacTile Open Demos</b> Demo	Newport A	A	A	B	I
	3.5	<b>Vampires humans &amp; werewolves</b> Playtest *	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$ Open Demos</b> Demo	Newport A	A	F	B	I
	4	<b>Cold Shadows (Playtest)</b> Cold Shadows: Director's Cut Special *	Exec Boardroom	A	M	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Fortress America</b>	Los Angeles B	A	A	B	W
	4	<b>Memoir 44</b> Tournament	Los Angeles C	A	A	B	W
	4	<b>Sails of Glory (Frigates)</b> Tournament	Los Angeles B	A	A	B	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
7 pm	1	<b>Barrage</b> 101	International B	B	T	B	B
	1	<b>Eclipse: Second Dawn for the Galaxy</b> 101	International B	B	T	B	B
	3	<b>Power Grid World Tour: China</b> Special	International B	E	A	B	B
	3	<b>Splendor</b> Tournament	International B	E	A	B	B
	3	<b>Time of Crisis: The Roman Empire in Turmoil 235-284 AD</b>	International B	A	T	B	B
	3	<b>Magic: the Gathering</b> Aetherdrift Draft	La Jolla	A	A	C	C
	2	<b>Sovereign Chess</b> Small	Pacific Foyer	A	A	B	B
	0.25	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	2	<b>Oricon Championship</b> Tournament *	Pacific Foyer	A	A	G	G
	4	<b>D&amp;D 5e (2024)</b> DDAL09-10 Tipping the Scales (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL09-20 Where Devils Fear to Tread (Levels 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-01 The Trouble With [...] (lvls 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-03 The Narrow Path (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-06 Cold Blooded Bandit (lvls 11-16)	Plaza C	E	T	R	A
	1	<b>Battlestations Lite Speed!</b> *	International A	A	A	M	M
	4	<b>Dungeon Crawl Classic</b> Funnel	International A	A	T	M	M
	2	<b>Cash n Guns Live</b>	Catalina D	A	A	B	P
	2	<b>1812: The Invasion of Canada</b>	Los Angeles B	A	A	B	W
8 pm	3	<b>Barrage</b>	International B	A	T	B	B
	1	<b>Distilled</b> 101	International B	B	T	B	B
	4	<b>Eclipse: Second Dawn for the Galaxy</b> Small	International B	E	T	B	B
	1	<b>Mandala</b> 101	International B	B	A	B	B
	4	<b>Root</b> Small	International B	E	T	B	B
	3	<b>Lorcana TCG</b> Draft	La Jolla	A	A	C	C
	3	<b>Star Wars Unlimited DRAFT</b> Tournament	La Jolla	A	A	C	C
	1	<b>Bardic Inspirations - Magic Show</b>	Carmel	A	T	G	G
	0.25	<b>Dwarves vs Orcs</b> Special *	Pacific Foyer	A	A	G	G
	5	<b>Pathfinder 2e Remaster</b> PFS2 5-19: Demonic Afterparty Sponsored	Los Angeles A	A	T	R	F

# Sunday

Sun, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>Parlor LARP</b> Raven Pilots (Starship Valkyrie)	Bel Air	A	M	L	L
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo F	A	T	R	R
	4	<b>Call of Cthulhu-7e</b> The Shadow over Providence	San Lorenzo A	A	T	R	R
	4	<b>GURPS</b> Aspire new Fea colony found.	San Lorenzo D	A	M	R	R
	4	<b>No Other Will But His</b> Demo	San Lorenzo E	A	T	R	R
	4	<b>RPG Indie Games on Demand (Open Gaming)</b> various	Plaza Foyer	A	T	R	R
	4	<b>Sojourn RPG</b> Let Us Build a Tower: A Mythic Bronze-Age Adventure [...] *	San Lorenzo D	A	T	R	R
9 pm	3	<b>Distilled</b> Small	International B	E	T	B	B
	2	<b>Mandala</b>	International B	A	T	B	B
	4	<b>Terraforming Mars: Ares Expedition</b> Small	International B	A	A	B	B
	4	<b>Star Wars Unlimited Twin Suns</b> Tournament	La Jolla	A	A	C	C
	0.25	<b>Duel 2 Special *</b>	Pacific Foyer	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	4	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P
	1	<b>Ultimate Werewolf</b> 101	Newport C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P
10 pm	1	<b>Get the MacGuffin...or the MacMuffin</b>	International B	B	F	B	B
	3	<b>Magic: the Gathering</b> Aetherdrift Sealed	La Jolla	A	A	C	C
	2	<b>Strategicon Karaoke</b>	Carmel	A	T	G	G
	0.25	<b>Dwarves vs Orcs Special *</b>	Pacific Foyer	A	A	G	G
	2	<b>Gaslands</b> Mario Kart Late Night!	International A	A	T	M	M
	2	<b>Two Rooms and a Boom #2</b>	Century A	A	T	B	P
	2	<b>Ultimate Werewolf</b>	Newport C	A	A	B	P

\* = Play with the creator

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

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

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

R = Role-Playing Game, V = Video Game

Host 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, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Mon, Feb 17

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	M	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
9 am	4	<b>Beast Builders: Claws &amp; Jaws</b> Playtest *	International B	B	T	B	B
	3	<b>Power Grid World Tour: Korea</b> Special Big	International B	E	A	B	B
	1	<b>Sentinels of the Multiverse: Definitive Ed</b> 101	International B	B	T	B	B
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11c I've Seen Fire and [...] (Pipyap's) (lvs 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> DDAL00-11f Twice as Nice for [...] (Pipyap's) (lvs 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-01 The Trouble With [...] (lvs 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-03 The Narrow Path (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-05 The Ones That [...] (lvs 5-10)	Plaza B	E	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-06 Cold Blooded Bandit (lvs 11-16)	Plaza C	E	T	R	A
	5	<b>Pathfinder 1e</b> PFS1 2-11: The Penumbral Accords Sponsored	Los Angeles A	A	T	R	F
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-05: Silver Bark, [...] Sponsored	Los Angeles A	A	T	R	F
	2	<b>Gaslands</b> Mario Kart Gaslands	International A	A	F	M	M
	1.5	<b>Interdependence Playtest</b> Playtest *	Newport A	B	M	B	I
	1.5	<b>Midnight Guardians Board Game</b> (Base Game) Sponsored Demo *	Newport A	A	T	B	I
	4	<b>Call of Cthulhu-7e</b> We Are All Savages	San Lorenzo E	A	T	R	R
	4	<b>Dungeon Crawl Classics (DCC)</b> The Cult That Never Was *	San Lorenzo B	A	A	R	R
9:30 am	5	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	1	<b>7 Wonders</b> 101	International B	B	T	B	B
	2	<b>Cascadia: Landmarks</b>	International B	A	A	B	B
	4	<b>Fú: Red Envelopes</b> Demo *	International B	B	F	B	B
	3	<b>Perpetual Motion Machine</b>	International B	A	A	B	B
	1	<b>Sentinels of the Multiverse: Definitive Ed</b>	International B	A	T	B	B
	2.5	<b>Formula De Super-Incredisized Spec.</b> Long Beach Grand Prix Tournament	International A	A	F	M	M
	5	<b>Iron Hippo Games</b> 3-Pack Tournament! *	International A	A	A	M	M
	5	<b>Tournament of Towers</b> The Ultimate Tower Challenge *	International A	A	A	M	M
	4	<b>Dungeons and Dragons 5e (2024)</b> "And the Winner Is. . ."	San Lorenzo D	A	A	R	R
11 am	3	<b>7 Wonders</b> Sponsored Special MEGA	International B	E	T	B	B
	3	<b>Let's Go to Japan</b>	International B	A	F	B	B

# Monday

## Monday

**Mon, Feb 17**

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	<b>Tiny Epic Dungeons</b>	International B	A	T	B	B
	4	<b>Tridecco</b> Demo *	International B	B	A	B	B
	3	<b>Auction</b>	Carmel	A	A	G	G
	.2	<b>Duel II- -Gladitorial Combat</b> *	Pacific Foyer	A	A	G	G
	1	<b>The Judge Playtest</b>	Catalina B	A	A	B	P
	4	<b>D&amp;D 0e (OD&amp;D)</b> Black Death, Pale Fires: Pilgrims in the Plague's [...] *	San Lorenzo A	A	T	R	R
	6	<b>The Napoleonic Wars</b> Tournament	Los Angeles C	A	A	B	W
	2	<b>Undaunted: Battle of Britain</b>	Los Angeles C	A	A	B	W
Noon	1	<b>Rival Restaurants</b> 101	International B	B	A	B	B
	.4	<b>Grand Raffle Drawing</b>	Pacific	A	A	G	G
	1.5	<b>Interdependence Playtest</b>	Newport A	B	M	B	I
	3	<b>Midnight Guardians Board Game</b> Ongoing Short Sponsored Demo *	Newport A	A	T	B	I
1 pm	2	<b>Nuclear War</b>	International B	A	T	B	B
	2	<b>Rival Restaurants</b>	International B	A	A	B	B
	2	<b>Terraforming Mars: Ares Expedition Crisis</b>	International B	A	A	B	B
	3	<b>Vegas Showdown</b>	International B	A	A	B	B
	0.5	<b>D&amp;D 5e (2024)</b> D&D Adventurers League Trading Post Special	Plaza C	A	T	R	A
	5	<b>Iron Hippo Games</b> 3-Pack Tournament! *	International A	A	A	M	M
	6	<b>Rising Sun</b>	International A	A	T	M	M
	4	<b>Call of Cthulhu-7e</b> A Light in Darkness	San Lorenzo E	A	T	R	R
2 pm	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-02 Beyond a Shadow [...] (lvs 1-4)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-04 A Devil In The Streets (lvs 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e (2024)</b> FR-DC-STRAT-FIEND-07 Go There And Kill [...] (lvs 11-16)	Plaza B	E	T	R	A
	5	<b>Pathfinder 2e Remaster</b> PFS2 6-08: Upon Wheels [...] Sponsored	Los Angeles A	A	T	R	F
2:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
3 pm	3	<b>Category 5</b>	International B	A	T	B	B

\* = Play with the creator

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

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

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

Host 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, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

## Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of 2024.

For 2024 the winners are:

Jack Butler Award: 1st - Darrell Stark

Short Board Games: 1st - Darrell Stark

Medium Board Games: 1st - Darrell Stark

Long Board Games: 1st - Reid Barkell

Collectible Games: 1st - Chris Davis

War Games: 1st - Ian Rodrigues

Strategicon congratulates these fine gamers!

# STRATEGICON SCHEDULE

### Convention

Gamex 2025

Gateway 2025

Orccon 2026

Gamex 2026

Gateway 2026

### Dates

May 23-26

Aug 29 - Sep 1

Feb 13-16

May 22-25

Sep 4 - Sep 7

### Location

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

## Special Events and Seminars

### Special Events and Seminars

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

#### **7 Wonders** – Mon 11 am

Draft cards to develop your ancient civilization and build its Wonder of the World. Prizes include a free convention badge, a 7 Wonders Expansion and more! International B

#### **Catan National Qualifier** – Sat Noon

3 games for preliminary rounds, 16 player semi, 4 player final. CATAN United States Championship in St. Paul, MN, location TBA. NOTE: Must be resident of the United States, age 18+, can not have already won a qualifier this year. International B

#### **Cold Shadows: Director's Cut** – Sun 6 pm – (Playtest)

GM: Alan Bahr

Come playtest the upcoming second edition of Cold Shadows with creator and writer Alan Bahr! Undertake a complex mission of betrayal, trust, and secrets in this cold war espionage RPG with unique narrative control mechanics. Executive Boardroom

#### **Duel 2** – Fri 9 pm, 11 pm,

Sat, Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm, 9 pm

A turn-based game of gladiatorial combat. Create a team of warriors, outfit them, then fight them in the arena. Fights process every other hour on the odd hours. Pacific Foyer

#### **Dungeons & Dragons 5e (2024) CCC-6SWORDS-01 Six Swords Out of Hell (Levels 11-16)** –

Sat 9 am, Sun 2 pm –

GM: D&D Adventurers League HQ

Visit Maladomini, the Seventh Layer of Hell, in this epic 8-hour adventure for Levels 11-16 characters. A prisoner with knowledge vital to the safeguarding of Faerûn is held in Maladomini, the seventh of the Nine Hells. Retrieving her is a blood-tinted guided tour of all of this plane has to offer. Laughter and screams ring out in symphony from the barbaric playground of the Carnival Eternal. 1 hour break provided Plaza C

#### **Dungeons & Dragons 5e (2024) D&D Adventurers League Trading Post** – Fri 6 pm, Sat 1 pm, Sun 6 pm, Mon 1 pm

GM: D&D Adventurers League HQ

You're wandering the Realms when someone approaches you. There are things that need killing. Go there and kill those things! But be careful, they might kill you back. A Strategicon Orcon 2025 Premiere adventure! Plaza C

#### **Dungeons & Dragons 5e DDEP09-01 Infernal Pursuits (Levels 1-10)** – Sat 7 pm – Dungeons & Dragons 5e

GM: D&D Adventurers League

A horse race in Baldur's Gate becomes a hellish battle on infernal war machines in Avernus when the characters get caught between an evil merchant and his warlord rival. Time to hang on for dear life! Plaza C

#### **Dwarves vs Orcs** – Fri 8 pm, 10 pm

Sat, Sun 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm,

A turn-based game set in the Savage North. Mastermind a clan of dwarves or a tribe of orcs, explore the Savage North, build an army, and destroy the other side. Turns process every other hour on the even hours. Pacific Foyer

#### **How to Volunteer** – Fri 6 pm, Sun 5 pm

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

#### **Power Grid World Tour: Brazil** – Fri 7 pm

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons for 12 total games. (You do not have to play in all of them). In Brazil, power providers prefer biogas for the production of electricity. International B

#### **Power Grid World Tour: China** – Sun 7 pm

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons for 12 total games. (You do not have to play in all of them). In China there is a planned economy - power plants come out in ascending order during step 1 and step 2. International B

#### **Power Grid World Tour: Korea** – Mon 9 am

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons for 12 total games. (You do not have to play in all of them). In Korea there are two separate resource markets (North/South). International B

#### **Power Grid World Tour: Spain and Portugal** – Sat 7 pm

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons for 12 total games. (You do not have to play in all of them). In Spain & Portugal, the interests of power production develop in two directions. International B

#### **THE GAUNTLET FINAL: Ark Nova** – Sun 2 pm

3 rounds. 3 different games. THE GAUNTLET is the ultimate test of gaming ability. This is the final game to determine the 2025 Orcon GAUNTLET Champion! International B

#### **Tiny D6 Mecha & Monsters: Evolved** – Sat 6 pm

GM: Alan Bahr

The hidden home of kaiju, Monster Mountain, needs your help! You are mighty kaiju, and those dastardly humans have been stealing your eggs (or young, or tadpoles). You've recently found some at the nearest human city now it's time to get STOMPY! Executive Boardroom

#### **Tiny D6 Tiny Supers** – Fri 6 pm

GM: Alan Bahr

Sentry City needs your help! Can you answer the call? Come play the award-winning minimalist superhero rpg with creator and architect Alan Bahr. Executive Boardroom

### Open Gaming

Plaza Ballroom A

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

## Board Games

### Board Games

#### International Ballroom B, Catalina A (Family Area)

#### Gaming 101

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

**1846 101** — Fri 3 pm

**1846** — Fri 4 pm

Finance, build, and run railways in the American Midwest

**1870 101** — Sat 5 pm

An 18xx game that features price protection, destinations runs, and share redemption.

**1870** — Sat 6 pm

An 18xx game that features price protection, destinations runs, and share redemption.

**7 Blunders** — Fri 10 pm

Golf-style. Lowest score wins with special rules to force card play.

**7 Wonders** — Fri 8 pm

Lasts three ages. In each age, players receive seven cards, choose one of those cards, then pass the remainder to an adjacent player.

**7 Wonders 101** — Mon 10 am

**7 Wonders** — Mon 11 am

Draft cards to develop your ancient civilization and build its Wonder of the World. Prizes include a free convention badge, a 7 Wonders Expansion and more!

**Acquire 101** — Sun 3 pm

**Acquire: David Woolcott Memorial Tournament** — Sun 4 pm

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

**A Feast for Odin 101** — Sat 7 pm

**A Feast for Odin** — Sat 8 pm

Puzzle together the life of a Viking village as you hunt, farm, craft, and explore.

**Age of Empires III 101** — Fri 6 pm

**Age of Empires III** — Fri 7 pm

As you proceed through three ages, you launch expeditions of discovery, colonize regions, expand your merchant fleet, build capital buildings that give your nation distinct advantages, develop your economy, and (if necessary) declare war.

**Agricola 101** — Sun 11 am

**Agricola** — Sun Noon

Revised edition is the default, however 1st edition may be substituted based on availability. Occupations and minors will be drafted. Ban list and compendium will be observed. Ties: most resources (-guilds), then seating 4-3-1-2. Expansions may be used after the first round

**Alien Frontiers 101** — Fri 1 pm.

**Alien Frontiers** — Fri 2 pm

Race to develop and colonize the surface of planet Maxwell.

**Andromeda Fight League 101** — Sat 10 am

**Andromeda Fight League** — Sat 1 pm

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

**Arcs** — Fri 4 pm

Players build a fleet, recruit guild members, hoard resources and expand across space. A card game of managing limited actions with a touch of trick-taking for determining the starting player for the next round.

**Arena For The Gods!** — Sun 10 am

A strategic battle game in which you fight each other to honor and please the gods who are watching you! Be bold to gain the best equipment and establish your fighting style in the Arena! Fast, skilled, crafty...or just brutal? Each Hero can triumph if the gods are with him!

**Ark Nova 101** — Sat 10 am

**Ark Nova** — Sat 11 am

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

**Ark Nova: Marine Worlds** — Sun 7 pm

Plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world. Dealer Dollar Prizes. Pacific Foyer

**A Study in Emerald 101** — Sun 1 pm

**A Study in Emerald** — Sun 2 pm

In an alternate history blend of Lovecraft & Sherlock Holmes, Cthulhu took over the world 800 years ago. But the recently developed Dynamite has given humanity a tool to potentially throw off the shackles of the other-worldly overlords.

**Azul 101** — Sat 6 pm

**Azul** — Sat 7 pm

Artfully embellish the walls of your palace by drafting the most beautiful tiles. The final may include expansions.

**Barrage 101** — Sun 7 pm

**Barrage** — Sun 8 pm

Players represent countries vying for water flow in the French Alps. Barrage is a worker placement game where water is the most precious resource. Strategically place your dams to collect water and use it to produce energy and fulfill contracts.

**Battlestar Galactica 101** — Fri 5 pm

**Battlestar Galactica** — Fri 8 pm

Play cooperatively as the crew of the Battlestar Galactica, fighting the Cylons, protecting the fleet, and dealing with every-day crises while trying to reach planet Kobol. But beware, at least one of the players is not what they seem!

**Black Fleet 101** — Sat 3 pm

**Black Fleet** — Sat 4 pm

Lead your crews to fortune and glory. Best admiral wins!

**Blood Wars 101** — Fri 4 pm

**Blood Wars** — Fri 5 pm

For the Glory of the Norse Gods!

## Board Games

### **Blue Moon City** – Sun 9 am

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

### **Brass: Birmingham 101** – Sat 9 am

#### **Brass Birmingham** – Sat 10 am

Build networks, grow industries, and navigate the world of the Industrial Revolution

#### **Builders of Blankenburg** – Sat 3 pm

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

#### **Carcassonne** – Sat Noon

Players work together to build the area surrounding the city of Carcassonne. Scoring points by placing workers and knights to lay claim. Player with the most points wins!

#### **Cards Against Humanity** – Sat 10 pm

"A party game for horrible people." Play begins with a judge flipping a black question or fill-in-the-blank card from the top of the deck and showing it to all players. Players choose their funniest answer, and the judge (card czar) picks their choice of funniest answer

#### **Cascadia: Landmarks** – Mon 10 am

A puzzly tile-laying and token-drafting game featuring the habitats and wildlife of the Pacific Northwest. We will use the Landmarks expansion.

#### **Catan 101** – Sat 10 am

#### **Catan National Qualifier** – Sat Noon

3 games for preliminary rounds, 16 player semi, 4 player final. CATAN United States Championship in St. Paul, MN, location TBA. NOTE: Must be resident of the United States, age 18+, can not have already won a qualifier this year.

#### **Category 5** – Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points. Points are added and more rounds follow. The game is over when a player reaches 74 and low score wins. (This is the best version of 6 Nimmt!)"

#### **Cat Lady** – Sun 5 pm

Do you love cats? How much? More than everyone else?

#### **Cave Evil** – Sat 4 pm

Players take the role of an ancient Necromancer. Located deep within the earth, summon minions with precious resources from their Lairs to send forth and destroy, or dig further tunnels to locate other creatures and resources or to ambush another sorcerer.

#### **Caylus** – Sat 9 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.

#### **Codenames: Partners** – Sat 9 pm

This social-deduction "party" game gets fierce with fewer players! Bring your partner (or we can match you with one) and outfox some rival spy networks in under 2 hours. The tournament is comprised of 3 half-hour bouts. It will incorporate a meta-game scoring system & trash talk.

### **Coloretto** – Fri 5 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.

#### **Crabs In A Bucket** – Sat Noon

The 4 Crab Kingdoms are at war, and you're just in time to help! This is an exciting game full of tricks, twists, and pinches. Strategy meets luck as players race to shed their cards and become ruler of the ocean., in a matter of 5 to 15 minutes!

#### **Crash and Grab** – Sat 4 pm, Sun 3 pm

Re-live your favorite old school action game in a battle royale where you'll race around the board trying to grab energy, boosters, ship upgrades, and a full crew for your flying saucer before your opponents. It's like bumper cars with power ups!

#### **Cthulhu Wars Expansions** – Sun 11 am

The Great Old Ones seek to conquer the galaxy!

#### **Cyclades** – Sat 6 pm

Bid to the Gods for expanding you small army and fleet to conquer Greek islands, hire mythological creatures, and build 2 Metropolis to win the game. Resources are tight, so every unit is precious.

#### **Dark Heists** – Fri 2 pm, Sat 1 pm

Dark Heists is a deck building board game. Recruit the best scoundrels into your crew, do spooky heists and prove you're the most notorious in the city.

#### **Deadly Doodles** – Sat 10 am

A quick-playing doodle game, where players simultaneously draw paths through the dungeon. Draw cards, draw a path through your dungeon, and rack up points! Collect loot and fight monsters! First 15 minutes will be a 101 \*This game is not part of the Play to Win free game drawing!

#### **Dead Man's Doubloons 101** – Fri Noon

#### **Dead Man's Doubloons** – Fri 1 pm

The island is full of buried treasure, can you outwit the other captains?

#### **Distilled 101** – Sun 8 pm

#### **Distilled** – Sun 9 pm

Purchase goods, upgrade your distillery, and craft the world's finest spirits.

#### **Dream Factory** – Sun Noon

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

#### **Dune: Imperium 101** – Sat Noon

#### **Dune: Imperium** – Sat 1 pm

Influence, intrigue, and combat in the universe of Dune. After the first round, games may include any expansion if all players agree.

#### **Dune: Imperium: Rise of Ix 101** – Sun 3 pm

#### **Dune: Imperium: Rise of Ix** – Sun 4 pm

Influence, intrigue, and combat in the universe of Dune. Dreadnoughts, Ixian technology & new leaders expand the award-winning Dune: Imperium.

#### **Eclipse: Second Dawn for the Galaxy 101** – Sun 7 pm

#### **Eclipse: Second Dawn for the Galaxy** – Sun 8 pm

Control a vast interstellar civilization, competing for success with its rivals. Explore new star systems, research technologies, and build spaceships with which to wage war.

## Board Games

### **Empires of the Void II** — Fri 7 pm

Explore and establish a foothold in the fringe of the galaxy, using your world ship to explore, expand, exploit, and/or exterminate.

### **Endeavor: Deep Sea** — Sun 4 pm

Use your submarines and experts to dive into the sea, explore new locations, publish critical ecological papers, and launch conservation efforts. You play a fixed amount of rounds but are able to do more and more as the game progresses.

### **Extraordinary Adventures: Pirates!** — Fri, Sun 1 pm

In Extraordinary Adventures: Pirates you'll sail through the Caribbean plundering merchant ships and visiting exotic ports as you race to be the first to reach the Spanish Treasure Fleet!

### **Firefly: The Game** — Sat Noon

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

### **Flight of Icarus** — Sat 5 pm

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

### **From the Shadows 101** — Sat 10 am

### **From the Shadows** — Fri Noon, 3 pm, 6 pm,

Sat 9 am, 11 am, Noon, 3 pm, 6 pm, Sun 3 pm, 6 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.

### **Fú** — Fri Noon, Sat 9 am, Sun 10 am

Our game (which means "Fortune") is a medium-weight game. It is a highly interactive game about the tradition of giving red packets on Chinese New Year.

### **Fú: Red Envelopes** — Mon 10 am

The zodiac animals are celebrating Chinese New Year, buying festive treats and exchanging red envelopes. Who will offer the tastiest treats to receive the most money in their red envelopes?

### **Genoa** — Sun 6 pm

Trading and auctions in medieval Europe. Includes pick up and deliver. Everyone plays on everyone's turn.

### **Get the MacGuffin...or the MacMuffin** — Sun 10 pm

This zany party-ish game sends up to 10 players searching for a needle in a haystack. If they can find IT & hang onto it (whatever IT is) while others run out of Actions & discard Objects, they will win within 30-ish minutes. NOTE: This play will include an unpublished expansion!

### **Good Cop Bad Cop** — Sat 6 pm, Sun 4 pm

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

### **Hard Time** — Fri 4 pm, Sun 11 am

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

### **Harmonies** — Sat 5 pm

Build landscapes by selecting wooden colored discs (similar to Azul) and placing them to create habitats for your animals. Incorporate the habitats in your landscapes wisely and have as many animals as you can settle there.

### **Iron Hippo Games** — Fri 4 pm, 7 pm, Sat, Sun 1 pm, 4 pm, Mon 10 am, 1 pm

Tournament with competitive & co-op elements! across 3 games, easy to learn, fun to master. Game 1: Safari Spaceship (Animal Card Matching Space Race) Game 2: Stomp Stomp Dino (Molding Clay Co-Op Dino Survival) Game 3: Tournament of Towers (Dexterity Stacking & Card Drafting)

### **Jetpack Joyride** — Sun 9 am

Gear up and be the first to make your way through the research lab! Jetpack Joyride is a fast-paced, real-time, crazy puzzle race!

### **Kingdom Builder** — Sun 10 am

Build to establish the best kingdom for your people.

### **King of Tokyo** — Sat 10 pm

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

### **Kingsburg 101** — Sat 1 pm

### **Kingsburg** — Sat 2 pm

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

### **Kitty Paw - Valentine Edition** — Fri Noon

The fast pace cat building game - Meow!

### **Last Days of Athobrae 101** — Sun Noon

### **Last Days of Athobrae** — 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.

### **Let's Go to Japan** — Mon 11 am

A card-driven game that simulates a six-day vacation in Japan. Tokens represent the types of activities a tourist might engage in. Careful placement ensures maximum points.

### **Liar's Dice** — Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die, if they were not the challenger.

### **Lords of Waterdeep 101** — Sat 5 pm

### **Lords of Waterdeep** — Sat 6 pm

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

### **Mandala 101** — Sun 8 pm

### **Mandala** — Sun 9 pm

This seemingly simple abstract finds 2 players vying for cards. Sounds dry? Bring the rain! It flows from the (contested) Mountains, to the players' Fields, then into their Rivers (where asymmetrical scores are assigned), and into their Cups at last (where the winner is decided).

### **Mapmaker - The Gerrymandering Game** — Sun Noon

You belong to a political party. Your only job? Make sure your party wins the election. You get to draw the districts. But so do the other mapmakers. Can you crack and pack voters? Can you scheme and strategize? Gerrymandering with friends is a whole lot of fun.

## Board Games

### **Meadow** — Sat 11 am

Meadow is a stunning card-drafting and tableau-building game where players collect flora, fauna, and landscapes to create vibrant meadows. With a blend of strategy and tranquility, it's perfect for nature lovers and gamers seeking an engaging yet relaxing experience.

### **Mindbug** — Sat 8 pm

In Mindbug, you summon creatures and send them to battle — but the opponent may use one of their Mindbugs to take control of it. Outwit your opponent in a fascinating tactical duel in which having the best cards and playing them at the wrong time can be deadly for yourself.

### **Munchkin Spongebob Squarepants** — Fri 3 pm, Sat 2 pm

Experience the back stabbing and treasure collecting of Munchkin, set in the world of Spongebob Squarepants!

### **Nexus Ops** — Fri Noon

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. Strategicon Rule: If the World is Destroyed... ALL PLAYERS LOSE (no winner)!

### **Oath** — Fri 1 pm

As an exile, take down the chancellor and usurp the throne. As the chancellor, crush the rebellious exiled. A medieval themed strategy game with many paths to victory but only one outcome. Help the empire or create your own story. The map and cards change in every gameplay.

### **One Letter Better 101** — Sun 2 pm

### **One Letter Better** — Sat 9 am, Noon, Sun 9 am, 3 pm

A mashup of the classics Scrabble and Gin Rummy with a twist, Stealing! Draw cards and spell words, longer words get bonus points. Add letters and steal your opponent's word or add to your own words for more points. Family friendly rules for younger players. 20-30 minute game

### **Orléans** — Sat 9 pm

Craftsmen, scholars & monks can help you reign supreme—but who will turn up to help?

### **Perpetual Motion Machine** — Sun 5 pm, Mon 10 am

A game of set collection, skill-tree building, and long and short term strategy. Race against other players to build the most efficient machine possible using limited resources. As you build, you'll choose which areas to focus on to ensure victory.

### **Phase 10** — Sat 2 pm

A rummy-type card game where players compete to be the first to finish completing all ten phases. The first player to finish completing the 10th phase wins.

### **Pirates! 101** — Sun Noon

### **Pirates!** — Sun 1 pm

Collect 7 Pirate points or eliminate all the other players.

### **PLAYER AIDES** — **Catch the Moon** / **Raids** / **Gold West** / **Noli** — Sat 10 am

### **PLAYER AIDES** — **L.L.A.M.A.** / **Picture Perfect** / **Nehemiah** / **King of Monster Island** — Sun 10 am

Each 4-hour session features a curated menu of board games on-demand. Games begin whenever players show up. The hosts of PLAYER AIDES enjoy facilitating great experiences! How does it work? A: You walk up. B: Pick a game from the menu. C: We teach you how to play. It's that easy.

### **Play to win library and demos** — Fri Noon

Check out the Play to Win library, and request a demo of any game you'd like. Attend an on-demand demo, a scheduled demo, or just check out the games to get entered to win the game(s) you played in. Friday noon to 6 pm, Saturday 9 am to 6 pm, Sunday 9 am to 4 pm.

### **Power Grid 101** — Fri 6 pm

### **Power Grid** — Sun 1 pm

The object is to supply the most cities with power when the game ends. With auction rounds, fuel buying and network building, balancing different areas of game play is critical in the quest to build the largest network. "Classic" rules will be used.

### **Power Grid: Recharged!** — Sat 2 pm

The object is to supply the most cities with power when the game ends. With auction rounds, fuel buying and network building, balancing different areas of game play is critical in the quest to build the largest network. Newer recharged rules will be used.

### **Power Grid World Tour: Brazil** — Fri 7 pm

### **Power Grid World Tour: China** — Sun 7 pm

### **Power Grid World Tour: Korea** — Mon 9 am

### **Power Grid World Tour: Spain and Portugal** — Sat 7 pm

### **Puerto Rico 101** — Sun 4 pm

### **Puerto Rico** — Sun 5 pm

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

### **Quatermain** — Fri 6 pm

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

### **Ra 101** — Sun 5 pm

### **Ra** — Sun 6 pm

Bid to acquire the most valuable sets of Egyptian artifacts and resources.

### **Railways of the World 101** — Sun 2 pm

Build rails, race to deliver scarce goods, and fulfill your Rail Baron's secret goal.

### **Renegade Games sampler** — Sat 4 pm, Sun 2 pm

In Duel of Wands: Kids on Brooms Card Game players are attempting to prove themselves the superior caster, slinging spells at each other to try and remove their opponent's Psyche and win the duel. In Space Battle Lunchtime you are a contestant on the intergalactic cooking show!

### **Rival Restaurants 101** — Mon Noon

### **Rival Restaurants** — Mon 1 pm

A simultaneous play, real-time trading / negotiation game. Earn popularity points by buying and trading for ingredients and using them to "cook" (complete) recipes. The more advanced the recipe, the more points it's worth.

## Board Games

### **Rock Hard: 1977** — Sat 7 pm

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

### **Root 101** — Sat 8 pm

#### **Root** — Sat 9 pm, Sun 8 pm

A game of adventure and war in which 2 to 4 (1 to 6 with the 'Riverfolk' expansion) players battle for control of a vast wilderness. Each player in Root has unique capabilities and a different victory condition.

### **Scepter of Zavandor 101** — Sat 10 am

#### **Scepter of Zavandor** — Sat 11 am

Become the foremost wizard in the land through strategic shopping!

### **Scythe 101** — Fri 2 pm

#### **Scythe** — Fri 3 pm

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

### **Sentinels of the Multiverse: Definitive Ed 101** — Mon 9 am

#### **Sentinels of the Multiverse: Definitive Ed** — Mon 10 am

A cooperative game in which each player controls a Hero, using their powers and wits to work together with their fellow Heroes and save the world! Each game involves three to five Heroes fighting against one Villain in a perilous environment.

### **Sorcerer City** — Fri 8 pm

As a city building wizard, you have two minutes to build a magical city. Compete to build the best city but beware of monsters!

### **Sorcerer City Expansion** — Sun 5 pm

You have two minutes to build a magical city. Compete with players to build the best city but beware of monsters! The Artifact mini-expansion tiles add unique starting tiles to your deck.

### **Sovereign Chess** — Sun 7 pm — Orcon Championship

A two-player game played on a 16x16 board. One player is black, and the other white, but there are neutral pieces of ten other colors located around the outer edge of the board. Around the center of the board are 24 squares of color (two each of the twelve colors in the game, including white and black). When a player's piece is on a colored square, she controls the pieces of that color.

### **Space Base 101** — Sat 3 pm

#### **Space Base** — Sat 4 pm

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

### **Spirit Island 101** — Sat 8 pm, Sun 10 am

#### **Spirit Island** — Sat 9 pm, Sun 11 am

A complex and thematic co-op game about defending your island home from colonizing Invaders. Players are different spirits of the land, each with its own unique elemental powers.

### **Splendor 101** — Sun 6 pm

#### **Splendor** — Sun 7 pm

Renaissance merchants race to grab gems, acquire property, and please nobility.

### **Stadium: A Sport Odyssey** — Sat 3 pm, Sun Noon

Become a legendary coach in a dark sci-fi future where victory lies in the cards. Draft your team, build playbooks, and master the ever-changing Stadium in this intense two-player expandable card-board game inspired by America's favorite sport!!

### **Stone Age 101** — Sun 9 am

### **Stone Age** — Sun 10 am

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

### **Talisman 101** — Sat 1 pm

#### **Talisman** — Sat 2 pm

Talisman Tournament 5th ed. Rev., Batman, Harry Potter, Star Wars. Prophetess will use only one power. Expansions possible.

### **Teotihuacan: City of Gods 101** — Fri 8 pm

#### **Teotihuacan: City of Gods** — Fri 9 pm

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

### **Terraforming Mars 101** — Sun 2 pm

#### **Terraforming Mars** — Sun 3 pm

Compete with rival CEOs to make Mars habitable and build your corporate empire. WSBG rules: select from 3 corps, no draft, then draft opening hands in packets of 5. First round will not contain any expansions but in later rounds expansions are allowed.

### **Terraforming Mars: Ares Expedition 101** — Sat 4 pm

#### **Terraforming Mars: Ares Expedition** — Sat 5 pm, Sun 9 pm

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

### **Terraforming Mars: Ares Expedition Crisis** — Mon 1 pm

A cooperative effort to keep Mars habitable amidst crisis!

### **TETRIS** — Sun 10 am

The addictive puzzle game that started it all has a new challenge - play head-to-head against your friends in this tabletop strategy game! The first 15 minutes will be a "Ei" to learn the rules. \*This game is not part of the Play to Win free game drawing!

### **The Acts: Letters from Rome** — Sun 11 am

Go back to the first century A.D. and experience the spread of the early church. 2-4 players compete via worker placement to add the most believers by preaching, praying, planting churches, and performing mighty miracles. Winner offered free upgrade to KS exclusive expansion.

### **The Castles of Burgundy 101** — Fri 5 pm

#### **The Castles of Burgundy** — Fri 6 pm

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

### **THE GAUNTLET QUALIFIER: Acquire** — Sat 10 am, 2 pm

#### **THE GAUNTLET QUALIFIER: Azul** — Sat 10 am, 2 pm

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

#### **THE GAUNTLET QUALIFIER: Ra** — Sat 10 am, 2 pm

#### **THE GAUNTLET QUALIFIER: Splendor** — Sat Noon, 4 pm

#### **THE GAUNTLET QUALIFIER: Stone Age** — Sat Noon, 4 pm

#### **THE GAUNTLET QUALIFIER: Thurn and Taxis** — Sat Noon, 4 pm

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

#### **THE GAUNTLET SEMIFINALS: Dune: Imperium** — Sun 10 am

#### **THE GAUNTLET SEMIFINALS: Lords of Waterdeep** — Sun 10 am

#### **THE GAUNTLET SEMIFINALS: The Castles of Burgundy** — Sun 10 am

#### **THE GAUNTLET SEMIFINALS: Wingspan** — Sun 10 am

3 rounds. 3 different games. One Champion! THE GAUNTLET is the ultimate test of gaming ability. Each qualifying event is a single four-player game. The winners from each will play in the Semifinals Sunday morning. Then the four winners will play a final game Sunday afternoon.

## Board Games

### **THE GAUNTLET FINAL: Ark Nova** — Sun 2 pm

3 rounds. 3 different games. THE GAUNTLET is the ultimate test of gaming ability. This is the final game to determine the 2025 Orcon GAUNTLET Champion!

### **The Great Dalmuti** — Fri 3 pm

Attempt to rise up or maintain a lofty position in the social hierarchy of the Great Dalmuti, a light card game that rewards those who can overcome how unfair the hierarchy is.

### **The Ninth World: A Skillbuilding Game for Numenera** — Sat 11 am

A card game set a billion years into the future, after civilization has come and gone eight times. Gameplay is an innovative blending of technology tree advancement, bidding, and deck-building called skillbuiding. Step into the future now.

### **The Princes of Florence** — Sun 10 am

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

### **The Thing: The Board Game** — Fri 8 pm

A group of scientists stuck on a base in Antarctica have to work together to survive a deadly blizzard. However, there is an alien among them trying to assimilate them and escape as a false human. Can you figure out who is the alien and escape the base before freezing?

### **The War Game: WORLD WAR II** — Fri Noon

Fans call it "Axis & Allies on steroids" and the most improvisational, play-tested, and balanced in the genre. Applauded for its intuitive d12 combat rules which include partial retreat, aircraft support, and dynamic naval engagement.

### **Thurn and Taxis 101** — Fri 3 pm

### **Thurn and Taxis** — Fri 4 pm

Build postal routes across a map of southern Germany and neighboring countries, using them to place post offices and earn bonus points for finishing provinces and constructing long routes.

### **Ticket to Ride 101** — Fri 4 pm

### **Ticket to Ride** — Fri 5 pm

Ticket to Ride is a strategic board game where players collect train cards to claim railway routes across a map. The goal is to connect cities, complete destination tickets, and score the highest points. Simple rules, deep strategy, and beautiful artwork make it a favorite!

### **Ticket to Ride: Europe** — Sun 11 am

Europe map using stations and large card deck.

### **Ticket to Ride Expansions 101** — Fri 1 pm

See all the T2R games and expansions and learn how to play them. Also ideas for alternate options.

### **Ticket to Ride France** — Sat 1 pm

Can not draw the colors you need? France requires you to lay track after selecting cards.

### **Ticket to Ride: Italy** — Sun 6 pm

Try the Italy version using extra scoring for connecting different areas.

### **Ticket to Ride: Mini Games** — Fri 3 pm

Play 3 for the small games with winner being the lowest place score. Ties will be most points, then total score.

### **Ticket to Ride: Nordic/Swiss** — Fri 7 pm

Play any of the 3 player games.

### **Ticket to Ride: Old West** — Sat 7 pm

Play the old west, building from your track and place depots to take points from other players.

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

### **Ticket to Ride: Rails and Sails** — Sun 2 pm

Convention points: first Harbor, 10 pts 2d Harbor, 20 pts. 3d Harbor, 30 pts. Great Lakes will be used for the first round with The World for the second round. Don't forget the Wild Cards appear in the Train Deck.

### **Ticket to Ride: USA 1910** — Sat 9 am

Ticket to Ride USA using expanded deck

### **Time of Crisis: The Roman Empire in Turmoil 235-284 AD** —

Sun 7 pm

The Roman Empire is in turmoil. Take control of a Roman Dynasty during the time of the likes of the barracks emperors, and see if you can become the most powerful family in the empire in this area control deck builder.

### **Tiny Epic Dungeons** — Mon 11 am

A fully co-operative dungeon crawler for 1 to 4 players set in the fantasy world of Aughmoore. In Tiny Epic Dungeons, players control a band of Heroes exploring a treacherous dungeon in search of the fearsome Dungeon Boss.

### **Titan 101** — Sat 9 am

### **Titan** — Sat 11 am

Travel the land, amass your forces and fight for supremacy in this fantasy classic!

### **Treasure Hogs** — Fri 2 pm, Sat 3 pm

Will you become the ultimate treasure hog? Players take on the role of a Hog-Archeologist collecting treasures, but must beware of thieves planning to steal your treasure!

### **Tridexco** — Sat 8 pm, Sun 9 am, Mon 11 am

13-sided competitive tile board game. Based on the amazing Einstein shape discovered in 2023.

### **Troyes** — Sat 7 pm

Players must manage their personal worker dice collections to defend the city of Troyes while also trying to build its cathedral and influence the merchants, knights, and clergy for points.

### **Tzolk'in: The Mayan Calendar 101** — Fri 9 pm

### **Tzolk'in: The Mayan Calendar** — Fri 10 pm

Place workers on interconnected gears to gain resources and trigger various actions. Build monuments, make temple offerings, and much more in your quest to please the gods!

### **UNO** — Sat Noon

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. A commercial version of Crazy 8's

### **Vegas Showdown** — Mon 1 pm

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

### **Wingspan 101** — Sat 2 pm

### **Wingspan** — Sat 3 pm

Attract a beautiful and diverse collection of birds to your wildlife preserve. We will remove the powerful birds (Chihuahuan Raven, Common Raven, Franklin's Gull, and Killdeer)

### **Witchstone 101** — Fri 1 pm

### **Witchstone** — Fri 2 pm

Use your cauldron wisely to multiply actions because the more you do, the better. Join us for Reiner Knizia's 2021 Witchstone, a mid-weight euro with a unique, tile-based action selection mechanism.

## Board Games

### **World Cup!** — Sat 7 pm — Orccon Championship

Players select teams to play throughout a tournament and are dealt “game cards” which add actions (goals, corner kicks, fouls, etc.) to each game. As many games are played simultaneously, players must determine which teams to support on each turn. Each team also has a special ability that gives uniqueness and flavor to the game.

### **XCOM: The Board Game 101** — Fri 9 pm

### **XCOM: The Board Game** — Fri 10 pm

You are humanity’s last hope. In XCOM: The Board Game, you and up to three friends assume the roles of the leaders of the elite, international organization known as XCOM. It is your job to defend humanity from the extraterrestrial threat and quell the rising panic.

### **Zooleretto** — Sat 9 am

Each player uses small, large, wild and exotic animals and their young to try and attract as many visitors as possible to their zoo. But be careful - the zoo must be carefully planned. Before you know it, you have too many animals and no more room for them.



## Family Games

### Catalina A (Family Area)

For Orccon 2025, we put together a selection of family-oriented games in several departments. Some of these events will be hosted in the Family Area, while others will be hosted in their department’s designated space. Please check the schedule or with the respective department HQ! Some of the sign-up sheets for these games will be in Catalina A. For a description of 101, see the respective department.

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

### **Face Painting** — Sat, Sun Noon

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

### **Fuzzy Heroes** — Sun 5 pm — Snow White

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

### **Ghost Blitz** — Sat 6 pm

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

### **Monster Factory** — Sun 1 pm

Put together the biggest monster you can, because you will have to make up the difference in size with monsters with lots of eyes. Don’t like the monster part you picked up stick it on an opponent’s monster to make their goal more difficult.

### **Race to the Ark** — Sun 2 pm

Try to reach the ark with the most animals collected in this children’s game that grows with your kids. Will you risk taking more time to gather animals as the flood nears? Rules increase in complexity, featuring push-your-luck, set collection, variable powers, and more. Ages 5+

### **Trans Europa** — Sat 2 pm

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

### **Ubongo** — Sat 5 pm

Try to fit the selected Tetris like tiles into the squares on your board in a time limit. Acquire different valued gems based on order of completion, some are randomly acquired.

### **Kids Only**

Board & Card Games

Monster Factory, Race to the Ark Demo

Miniatures

Clay-o-Rama (2), Fuzzy Heroes - Snow White Sponsored

### **Family Events**

Board & Card Games

Cat Lady Small Tournament, Fú Demo (3), Fú: Red Envelopes Demo, Get the MacGuffin...or the MacMuffin, Ghost Blitz, King of Tokyo Small Tournament, Let’s Go to Japan, Phase 10, PLAYER AIDES — Catch the Moon / Raids / Gold West / Noli, PLAYER AIDES — L.L.A.M.A. / Picture Perfect / Nehemiah / King of Monster Island, TacTile! Demo (2), Trans Europa, Ubongo, UNO, Widgets n’ Digit\$ Open Demo (7) Wordly Playtest, World Cup! Orccon Championship

Collection Cards & Minis

Boss Monster 2 Medium Tournament,  
Widgets n’ Digit\$ Open Demo

Miniatures

Formula De Long Beach Grand Prix, Gaslands Mario Kart (3), Scott Pilgrim Miniatures the World Demo

RPGs

Dungeons & Dragons 5e (2014) - Darkness in Duatia Playtest (2)  
Dungeons & Dragons 5e (2014) - Mischief in Marren’s Eve (levels 1-3) Playtest (3)

Magical Kitties Save the Day! - You Can Be A Kitty! (2)  
RPG Indie Games on Demand (Kids Ed) (2)

General

Bardic Inspirations - Magic Show (2), Face Painting (2)

## Indie New Games Newport A

### **Beast Builders: Claws & Jaws** — Sat 6 pm, Sun 9 am, 3 pm

A fast-paced light-medium strategy card game, with elements of hand management, multi-use cards, and take-that interaction. Combine animal cards into a uniquely dangerous Beast, and attack your opponents to win rare Lithium Salts! Beginner & experienced gamers welcome.

### **Blood Moon: Fangs v Fur** — Sat 9 am, Noon, Sun 9 am

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

### **Blood Rune: Catacombs** — Sat Noon

A card-based cooperative dungeon crawler set in a rich fantasy world. Build your hero and fight through a labyrinth of creatures and hazards to reach the dungeon boss. 2 to 6 players.

### **Boba Mahjong Grande** — Sat Noon

A Mahjong-inspired set collection card game for 2 to 4 bobaristas, combining strategy and the delightful charm of a boba tea twist.

### **casting call** — Sat 3 pm

Players audition for a role in an upcoming blockbuster movie. See if you can impress the director and be awarded a star card. Be careful, though "Do you know who I am cards" change everything in Hollywood!

### **Cat's Gambit** — Sat 3 pm

Face off against the cunning Cat-kens (Cat Krakens) as you strategically place chess piece cards on a 4x4 grid. The challenge? Avoid checkmate and outwit your feline foes! With each card played, the tension rises, and every move brings you closer to victory—or defeat. Can you master the game and achieve the highest royal ranking in the kingdom of cats?

### **Deep Salvage** — Sat 9 am, Noon, Sun 9 am

In the future, a fleet of subs navigates the ocean depths for tech and treasure. Build your crew, outfit your sub and stock Animose Rum. An original deck builder with four Guilds battling it out for credits and glory. To win, dodge SNAFUs and be the first to complete three jobs.

### **Dino Diner** — Sun Noon

It's survival of the fattest in a prehistoric race to invent the restaurant! Can you feed your hungry customers before ravenous dinosaurs eat them?

### **Dogville** — Fri, Sat, Sun Noon, 3 pm

Players have a backyard where they home up to four dogs (purebred & rescue) adopted from the kennel. There are over 50 customized dog cards with individualized skills and traits, so no two dogs (or games) are the same. Each dog spends energy pursuing 1 task or adventure per round in the pursuit of Joy (VP). After each stretch (good stretch!) comprised of 3 rounds, there's a Road Trip where dogs are rewarded for added skills, shared events occur, & dogs are fed. The pack with the most JOY at the end of the 9 rounds is Top Dog!

### **From the Shadows** — Fri Noon, 3 pm, 6 pm,

Sat 9am, 11 am, Noon, 3 pm, 6 pm, Sun 3 pm, 6 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.

### **Horror High** — Fri, Sat 3 pm, 6 pm, Sun 2 pm, 6 pm

The 90s Cliché Teen Horror Flick Board Game! Highschool seniors with unique abilities face off against an unrelenting Killer in a gambit for survival in this hilariously nostalgic slasher inspired asymmetrical game for up to 5 players. So, what would YOU do in a scary movie?!

### **Interdependence Playtest** — Mon 9 am, Noon

A semi-cooperative social-economic board game where players take control of 1 of 4 different medieval factions. Players must balance cooperation and manipulation to become the Kingdom's next Crown.

### **Islander's Farewell** — Sat 9 am

A 2-6 player game, where players lead a tribe across the Pacific Ocean, braving the dangers of the sea, discovering and settling new islands. Push your luck, manage your tribe, and win! - - Designed by Shawn Lu

### **Isles of the Odd** — Fri Noon, 3 pm, 6 pm, Sun 6 pm

A tile placing pirate game in which players build out the open ocean, discover treasure and recruit powerful crewmates that will grant their ships unique abilities. To win the game, a player must get a hold full of gold and bring it back to the port avoiding opponents!

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

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

Mon 9 am, Noon — (Base Game)

Zumoffa Lord of Night is hungry! Midnight Guardians is a 1-5 player cooperative game with a cute horror theme for ages 14+. Rescue the little ones of Shady Valley from Zumoffa's massive Wall of Pain through fast-paced, puzzly set collection! Multiple Game Modes + Base and Standard versions.

### **Nine Fathom Deep** — Fri Noon

A strategy/puzzle game with simple rules that are complicated by a tricky and novel mechanic. You play 2 roles Captain of a Fleet of ships and the legendary monster of the deep, giant of the gloomy depths and scourge of mariners every where ... the Kraaken.

### **Old Mech Donald** — Sun 3 pm

Call the shots for worn-out warbots raising crops on your tabletop while keeping your eyes on the skies for raiding crowbots!

### **One Letter Better** — Sat 9 am, Noon, Sun 9 am, 3 pm

A mashup of the classics Scrabble and Gin Rummy with a twist, Stealing! Draw cards and spell words, longer words get bonus points. Add letters and steal your opponent's word or add to your own words for more points. Family friendly rules for younger players. 20-30 minute game

### **Rascally Rabbits** — Sat 6 pm

A 2-8 player trick-writing game where bunnies compete to grab veggies. Propose plans, win tricks, and score points for accurate predictions. After three rounds, the bunny with the most points is crowned the most "rascally" rabbit of all!

### **Ship Show** — Fri 6 pm

A cooperative party game where communication is done through organization. Work together to organize objects in the Everything, Inc warehouse, take in customer orders, and ship them out correctly! Perfect for people who love Codenames.

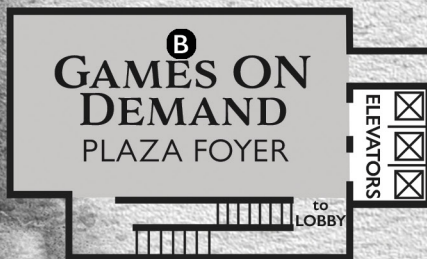
### **Sovereign: Fall of Wormwood** — Sun 6 pm

A sci-fi tactical card game for 2-4 players with over 500 unique cards and a detailed world. Fight, bluff, or negotiate your way to victory! The feeling of a collectible card game in a single box, with 10 preconstructed decks.

# LAX Hilton Maps

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

## LOWER LOBBY PLAZAS



## DEPT HQs

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

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





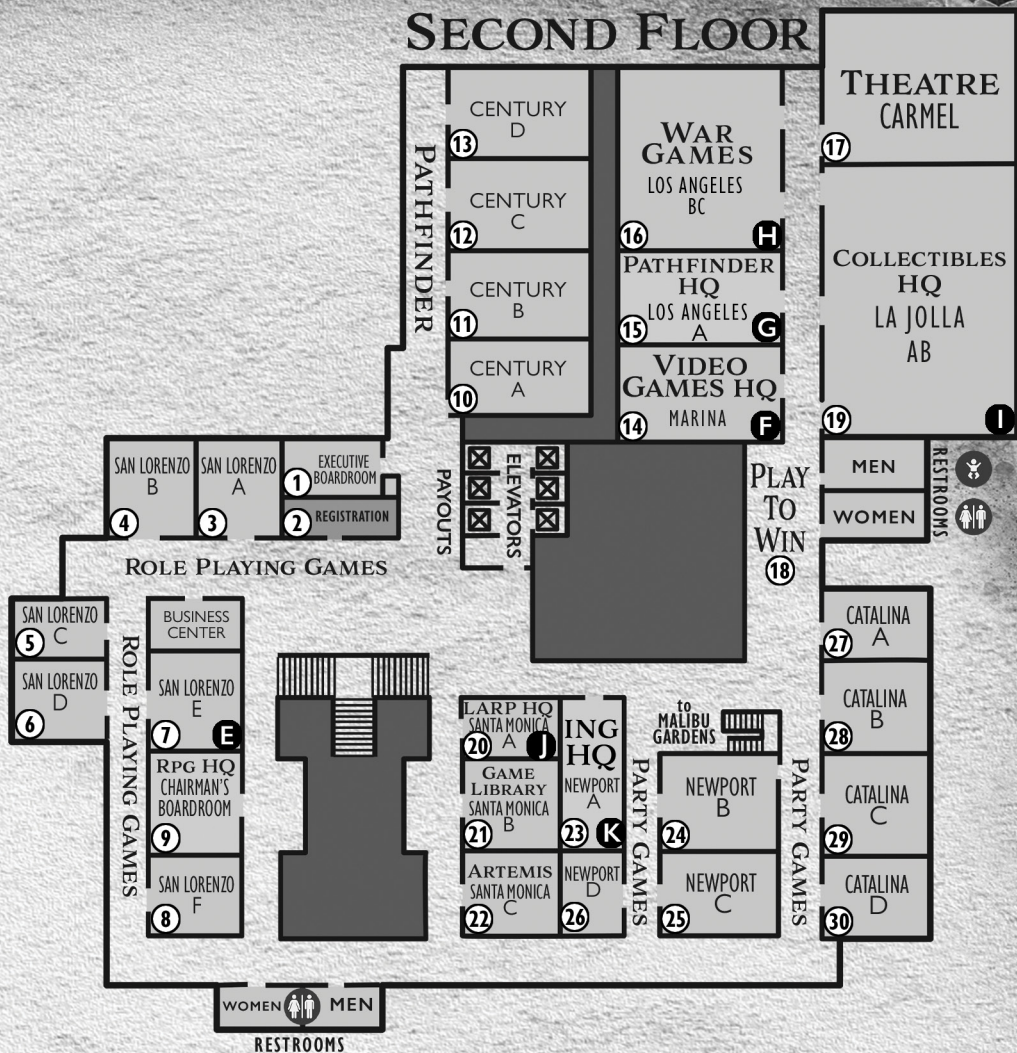
THE LOBBY



CAFE

BEL AIR

## SECOND FLOOR



## LEGEND

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

## Indie New Games

### **TacTile!** – Fri 3 pm, 6 pm

Race your opponents across the modular 4 color board while building a tableau of colorful action cards. Landing on a tile activates all the action cards you own of the same color for bonus actions. Cleverly position your pieces to trigger multiple colors for an action cascade!

### **TacTile Open Demos** – Fri Noon, Sat, Sun 9 am, Noon, 3 pm, 6 pm

Race your opponents across the modular 4 color board while building a tableau of colorful action cards. Landing on a tile activates all the action cards you own of the same color for bonus actions. Cleverly position your pieces to trigger multiple colors for an action cascade!

### **Tournament of Towers** – Fri 4 pm

Come play Tournament of Towers in Party Mode! (30+ Player Co-Op) If you can help complete the Ultimate Tower Challenge, you'll get a killer prize!

### **Vampires humans & werewolves** – Fri Noon, 3 pm,

Sat, Sun 6 pm

You and up to 3 others are would-be-heroes attempting to save as many villagers caught in the middle of a battle between vampires and werewolves.

### **Widgets n' Digit\$ Open Demos** – Sat 9 am, 3 pm, 6 pm,

Sun 9 am, Noon, 3 pm, 6 pm

Create your own unique widget and invest profits to scale your burgeoning business! Be careful, every decision you make affects prices in the market, can you see through market trends to come out on top?

### **Wordly** – Fri 6 pm

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

## Party Games

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

### 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.

### **13 Words** – Sat 10 pm

Cooperative party game. The captain secretly picks a word card they think has the most obvious link to the word on the center card and the other players try to guess the captain's choice.

### **Blood on the Clocktower** – Sat 3 pm, Sun Noon –

Bad Moon Rising

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

### **Blood on the Clocktower** – Fri 9 pm, Sat, Sun 6 pm, 9 pm –

Custom Scripts

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

### **Blood on the Clocktower** – Sat, Sun 3 pm –

Ouroboros Once Said...

A custom script featuring the Xaan character, good must navigate a series of abilities and shenanigans from the evil team meant to disrupt and destroy their information. An intermediate custom script with few experimental roles and many familiar faces.

### **Blood on the Clocktower** – Sun 3 pm, 6 pm –

Player's Choice (Base 3)

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

### **Blood on the Clocktower** – Sat Noon, 6 pm – Sects & Violets

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

### **Blood on the Clocktower** – Fri 4 pm, 6 pm, 8 pm,

Sat Noon, 2 pm, 4 pm, 6 pm, 8 pm,

Sun Noon, 2 pm, 4 pm, 6 pm – Trouble Brewing

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

### **Blood on the Clocktower** – Fri 6 pm – Uncertain Death

We will run the Uncertain Death custom script, a mixture of characters from the base 3 scripts + Marionette. Perfect for those who want something different without being complicated.

### **Cards Against Humanity** – Sat 10 pm

"A party game for horrible people" This is the adult version of "Apples to Apples" Who can come up with the most hilariously obscene answers in this party game

### **Cash n Guns Live** – Fri, Sat, Sun 7 pm

Push your luck to leave this "Gangsta" stand-off with the cash. Bluff or don't, Chicken out or Stand your ground.

### **Casting Call** – Sat Noon – casual play

From dramatic performances to over-the-top comedic moments, each player tries to outshine the other as they audition for a director in hopes of grabbing the starring role in their next movie. Players who get cast three times win the game.

### **CURSES!** – Sat 1 pm

A hilarious party game where players take on silly challenges, like explaining why cats are better than dogs while speaking like a pirate with their hands stuck to their head.

### **Dubious** – Sat 11 pm

Players are given a hidden occupation and secret and must creatively answer questions posed by other players, trying to get the majority (but not all!) of the other players to correctly guess both.

## Party Games

### **Funemployed** — Sun 2 pm

The crazy party game where each player gets 4 Qualification cards, like Umbrella or Dingo Repellent. Players must use their 4 Qualifications to convince an interviewer why they'd be the best person for a job, be it Professional Cuddler, Coal Miner or The President!

### **Just One** — Sat 9 pm

In this cooperative party game, players simultaneously write down one-word clues for the guesser to guess the mystery word but duplicate clues are discarded.

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

Gather your Ninja skills to dodge and strike other Ninjas to be the last standing. Action filled playground game testing your cunning and reflexes. Tons of laughs will be had.

### **Prince AJ's Challenge** — Sat Noon, 2 pm

Based on competition shows like Squid Game and Survivor! Outwit your opponents and betray your friends to be the survivor who wins real prizes. Different from the previous con. Games like egg on spoon, puzzle solving, or a scavenger hunt. Anything is possible!

### **The Judge** — Sat 11 pm

### **The Judge Playtest** — Mon 11 am

A social deduction game where one player takes the role of the Judge in a murder trial. The Judge must determine which lawyers are honest and which have been corrupted. It is a game that fans of games like Secret Hitler and Avalon will enjoy.

### **Trivia** — Sat 7 pm

Join us at trivia night hosted by LFG Con - LA's newest tabletop gaming convention! The winning team of trivia night will each win a badge to LFG Con in June 13 - 15, 2025. Teams of 3! If you don't have a team, we will do our best to match you! LFG Con: <https://www.lfg-con.com>.

### **Two Rooms and a Boom** — Sat, Sun 10 pm

3 games will be played. Join any time! 10-25 players. Blue Team has the President. Red Team has the Bomber. Players will move between two different rooms. If the Bomber is in the same room as the President at the end of the timer... BOOM!

### **Ultimate Werewolf** — Fri 7 pm

Format will be San Francisco style (3 noms/day and 1 minute defense). New test roles will be introduced. Come find the evil-doers!

### **Ultimate Werewolf** — Fri 9 pm

### **Ultimate Werewolf 101** — Sat, Sun 9 pm

Come learn the game followed by a Introductory game so you can be ready for any Village.

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

People started dying in your town. its up to you to find out who is eating them, or to eat the village. in the day you will communicate to locate the werewolves or possibly try to get rid of a pesky human in your way.. do you have what it takes?

### **Ultimate Werewolf** — Fri, Sat, Sun 10 pm

Love the game of Ultimate Werewolf!? You died early? Veterans players or New players can find a Village here. Come join this fast paced Village.

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

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

### **Ultimate Werewolf** — Mon 3 am

It's the last Werewolf game of Orcon 2025! I have a tradition for my Monday 3 am games — every player selects one role card out of my vast collection that will be inserted into the game. Let's see how much fun we can have in one last crazy game before con is over!

### **Ultimate Werewolf** — Sun 9 pm — Anonymous Roles

Social deduction brought to you by yours truly.

### **Ultimate Werewolf** — Mon Midnight — Experimentation

A game of Werewolf with an experimental twist. Don't worry about it.

### **Ultimate Werewolf** — Sat 9 pm — Mentalist, Witch, Huntress

Welcome to Ultimate Werewolf, the social deduction game where you get to kill your Villager friends and lie to others about it. This Mentalist/Witch/Huntress setup is similarly basic & beginner-friendly as role distribution gets before I throw you to the wolves in later games.

### **Ultimate Werewolf** — Sun Midnight — Player's Choice

Pick a role that you've always wanted to play with, and I will add it to the game. (Note: this does not guarantee you will play AS that role.)

### **Ultimate Werewolf** — Sat Midnight — Quick

This game setup strives for faster gameplay in the hopes of allowing more than one game within the three-hour timeslot. The biggest difference is that there is no peanut gallery and that the nominators only speak for thirty seconds in trials. Get your information out.

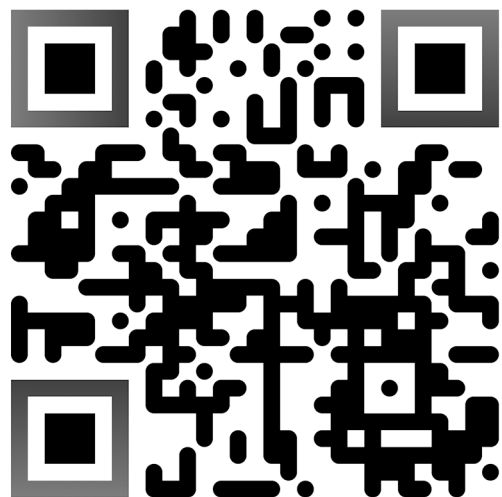
### **Ultimate Werewolf** — Fri 9 pm — Seer, Witch, Hunter

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

# Word Limit

## A Clue-Giving Party Game

Start playing now on iPhone or Android:



<https://tdsgames.com/word-limit>

## Party Games

## Collectibles

### La Jolla

#### Gaming 101

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

**Altered 101** — Sat, Sun 10 am

**Altered** — Fri 6 pm

GM: Diane Grotjohn

You'll lead two Expeditions as they discover and explore the land surrounding your native peninsula of Asgartha. Choose a faction and lead your expeditions through an ever-changing world.

**Altered** — Sun 3 pm — Constructed

GM: Diane Grotjohn

Bring any legal Altered deck (starter decks are legal decks). We will play 3 rounds with prizing from the new "Trial by Frost" set.

**Altered** — Sat, Sun 11 am — Starter

GM: Diane Grotjohn

Choose a starter deck and play a 3-round event. Entry fee (\$10) includes the starter deck in the faction of your choice.

**Ascension** — Sat, Sun 11 am

GM: George Carceres

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

**Black Forest 101** — Sat 3 pm

**Black Forest** — Sat 4 pm

GM: John Borders

The number of players for this tournament will be limited by the number of copies of the game. If you have it and want to play, please bring a copy. Max 2 rounds. All starting setups will be identical each round. Start player and positions will be random.

**Boss Monster 2** — Fri 8 pm

GM: William Salazar

Now you're slaying with power! The hit Dungeon-Building Card Game is back and badder than ever. Return to the videogame-inspired world of Arcadia in Boss Monster 2: The Next Level!™

**Civolution 101** — Sun 11 am

**Civolution** — Sun 1 pm

GM: John Borders

The number of players will be limited by the number of games available for this tournament. If you own a copy and wish to play, please bring it with you. Max 2 rounds. Each round will have identical maps. Overall winner will be based on total points.

**Cribbage** — Sun 10 am — Again with the Nobs!

GM: Melissa Weiss

Yes, THAT Cribbage. Make everyone weep against your 29 point hand. Count your opponents points and take them for yourself. Gloat in a sportsman-like fashion. Mostly, though, have a good time with this classic. Games of 2-4 Players, dependent on attendance.

**Dice Masters Draft Pack 101** — Sun 11 am

GM: Andres Fresquez

Dice Masters is a 2-player card and dice game. Players face off in a "dice building" style game, building to buy better and better character dice. Dice are then rolled and used to battle the opponent, with the goal of reducing their 20 life down to 0.

**Fluxx** — Sun 3 pm

GM: William Salazar

It all begins with one basic rule: Draw one card, Play one card. As cards are drawn and played from the deck, the rules of the game change from how many cards are drawn, played or even how many cards you can hold at the end of your turn.

**Heat: Pedal to the Metal** — Sun Noon — 2025 Circuit ORCCON Championship

GM: John Borders

To participate you must have a top 8 overall from the qualifiers (Will be posted). This is a 3 race event.

**Heat: Pedal to the Metal** — Sat 1 pm — Qualifier 1 2025 Circuit

**Heat: Pedal to the Metal** — Sat 2 pm — Qualifier 2 2025 Circuit

**Heat: Pedal to the Metal** — Sat 4 pm — Qualifier 3 2025 Circuit

**Heat: Pedal to the Metal** — Sat 4 pm — Qualifier 3 2025 Circuit

**Heat: Pedal to the Metal** — Sat 6 pm — Qualifier 4 2025 Circuit

**Heat: Pedal to the Metal** — Sat 7 pm — Qualifier 5 2025 Circuit

**Heat: Pedal to the Metal** — Sat 9 pm — Qualifier 6 2025 Circuit

**Heat: Pedal to the Metal** — Sat 10 pm — Qualifier 7 2025 Circuit

**Heat: Pedal to the Metal** — Sun 10 am — Qualifier 8 2025 Circuit

GM: John Borders

This is a single lap race where you want to have the best finish. The overall top 8 racers can compete in the Main Event on Sunday. Cameras will be on the field but otherwise it will be a no upgrade Event.

**Hues and Cues** — Sun Noon

GM: William Salazar

Hues and Cues® is the award-winning vibrant game of colorful communication where players are challenged to make connections to colors with words. Since everyone imagines colors differently, connecting colors and clues has never been this much fun!

**Lorcana TCG** — Fri 9 pm, Sat, Sun 4 pm, 8 pm — Draft

GM: Josh Badger

Draft event for Disney's Lorcana TCG where you use beloved characters from Mickey to Wreck-It Ralph to accumulate lore and be the top storyteller! Event will last 3 rounds. \$30 entry fee will get 4 packs with additional packs for top prizes.

**Lord of the Rings LCG** — Sat 6 pm

GM: Robert Reeley

Players use their decks with up to 3 heroes of middle earth to contend with the growing darkness fending off foes and completing objectives as a team. need to be able to read and basic addition. please feel free to bring your own decks and copies of the game.

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

Aetherdrift Draft

GM: Josh Badger/Dae Kim

Draft event for the Aetherdrift set. 3 rounds with top winners receiving booster packs, \$25 entry gets you 3 packs.

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

Aetherdrift Sealed

GM: Josh Badger/Dae Kim

Sealed event for the Aetherdrift set. 3 rounds with top winners receiving booster packs, \$45 entry gets you 6 packs.

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

GM: Josh Badger

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

## Collectibles

**Magic: The Gathering** — Sat 2 pm, Sun 11 am — Cube: Live Draft  
GM: Michael Arsollon  
Casual multiplayer cube draft variant. Players draft their opening hands. Choose from among five cards to add to your hand at the draw step.

**Magic: The Gathering** — Sat 11 am, Sun 3 pm — Horde  
GM: Michael Arsollon  
A cooperative challenge: Hordes of creatures are attacking! Can you and the other planeswalkers stand against this onslaught?

**Magic: the Gathering** — Fri 9 pm — K&J Pauper  
GM: Melissa Weiss  
Do you want the Golden Binkie? Everyone wants the Golden Binkie! The way to get it is to use really, really cheap cards while playing an otherwise Standard Format M:tG Deck. (If you don't want the Golden Binkie, see the second sentence of this description.)

**Marvel Champions** — Sat 2 pm  
GM: Robert Reeley  
Players use their decks to embody iconic heroes from the Marvel universe as they battle to stop infamous villains from enacting their devious schemes. A living Card Game. Need to be able to read and basic addition. please feel free to bring your own decks and copies of the game

**Marvel Dice Masters Draft: Infinity Gauntlet** — Sun Noon  
GM: Andres Fresquez  
Players will draft a team from the Infinity Gauntlet series with Super rares removed for fairness. This team can have up to 8 cards and up to 20 dice across those cards. Players with use their constructed teams to battle each other in a tournament format with 20 health.

**Middle-Earth CCG (ICE)** — Sun 1 pm —  
Dream Cards Preconstructed 1v1  
GM: Larry Page  
Be one of the Istari gathering forces to fight evil, or be Sauron/Ringwraith, or an Elf-/Dwarf-Lord This 1990s CCG is enhanced by recent expansions- bring your own decks, or use one of ours! Proxies are welcome, and will do two 2-hour rounds to let the decks and games breathe!

**Middle-Earth CCG (ICE)** — Sat 1 pm —  
Standard Preconstructed 1v1  
GM: Larry Page  
Be one of the Istari gathering forces to fight evil, or be Sauron or a Ringwraith! This 1990s CCG endures with the original out-of-print cards- bring your own decks, or you can use one of ours! Proxies are welcome, and will do two 2-hour rounds to let the decks and games breathe!

**Overboss** — Sat 1 pm, 6 pm  
GM: William Salazar  
A devious tile-laying game featuring the retro villains of Boss Monster! Emerge from your dungeon to conquer the overworld in this game of tile drafting, map building, and set collection. Up to five players compete to build the map with the greatest Power. You can fill your world with spreading swamps, spooky graveyards, dense forests, dark caves, and orc encampments.

**S.E.T.I. 101** — Sun 5 pm

**S.E.T.I.** — Sun 6 pm  
GM: John Borders  
The number of players will be limited by the number of games available. If you have a copy, please bring it with you. 2 rounds Max. Starting conditions will be the same among all games. Points will be added to determine overall winner.

**Star Wars Miniatures** — Sun 6 pm — Clash of the Titans"  
Epic/Regular Melee Duels Draft  
GM: Mel Campbell  
Minimum 50 pt, predetermined melee characters- no Vong. Used in several sudden death rounds, using 2 piles of facedown cards, flipping 1 card from each pile to battle their opponent. Characters that have been defeated will be unavailable to them in subsequent rounds. Winner will be the player standing.

**Star Wars Miniatures** — Sun Noon — Sealed Booster Draft  
GM: Mel Campbell  
SWM's Virtual Sets #25 "Conquest and Rebellion" with the 12 card mini set "Kenobi" and #26 "New Peridea Exiles" and the subset "Primary Operations Strikeforce". The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

**Star Wars Unlimited** — Fri, Sat 7 pm — Chaos Draft  
GM: Kyle Ginn  
Draft one pack from each of the first three sets to complete a 30 card deck! Will be a casual 3-4 round tournament, depending on number of players. Winner gets an additional prize! Cost is \$15/ player.

**Star Wars Unlimited** — Sat 1 pm — Twin Suns  
GM: Kyle Ginn  
Bring two leaders and a 50 card deck that includes no duplicates! 4-player games with a fun board game feel! I will have some pre-built decks for players to use if anyone wants to try this exciting format

**Star Wars Unlimited DRAFT** — Sun 8 pm  
GM: John Borders  
Draft and build a deck from packs. All you need to bring are sleeves and tokens if you have them. 3 rounds Max. \$20 Entry for 3 packs.

**Star Wars Unlimited Premier** — Sat 9 pm  
GM: John Borders  
Minimum 50 card deck, 1 leader, 1 base, Sideboard of max 10 cards. Decklist required(will be available to fill out). Best of 3. 55 minute rounds. 3 rounds max.

**Star Wars Unlimited Twin Suns** — Sun 9 pm  
GM: John Borders  
Minimum 50 card deck. Cannot have more than 1 copy of any card, 2 leaders (both must be either heroism or villainy), 1 base. Deck list required(will be available to fill out). Best of 1. 80 minute rounds. 3 rounds max.

**Takenoko** — Sat 5 pm  
GM: John Borders  
Who can best tend the garden of the Japanese Emperor?

**Uno: NO MERCY** — Sun 10 am  
GM: Dooley  
UNO Show 'Em No Mercy is a brutal, ruthless version of the classic UNO card game. In addition to standard action cards like Skip, Reverse, and Draw 2, No Mercy comes with Wild Draw 6, Wild Draw 10, Skip Everyone, Discard All, and the new Wild Color Roulette.

**Vampire the Eternal Struggle** — Sat 6 pm — Anarchist Uprising Constructed  
GM: Chris Shorb  
2R+F Standard Constructed. No Proxies except those defined in section 4.1 of VEKN Tournament rules. Multi-judge judging will be in effect. There may be prizes, there may be promos.

**Vampire the Eternal Struggle** — Sat 10 am — Brachah 2R+Final Constructed  
GM: Chris Shorb  
2R + Final Standard Constructed. Proxies not allowed except for online only sets per 4.1 of the Tournament Rules. Multi-Judge judging will be used. There may be prizes, there may be promos.

## Collectibles

## Collectibles

**Vampire the Eternal Struggle** — Sun 10 am — Condemnation:  
Betrayed Standard Constructed

GM: Chris Shorb

2R+F Standard Constructed No Proxies except those defined in section 4.1 of VEKN Tournament rules. Multi-judge judging will be in effect. There may be prizes, there may be promos.

**Vampire the Eternal Struggle** — Sun 6 pm — Riposte Standard Constructed

GM: Chris Shorb

2R+F Standard Constructed Multi-Judge judging will be in effect. Proxy rule per V:EKN Tournament Rules 4.1. There may be promos, there may be prizes

**War of the Ring - The Card Game** —

Sat 10 am, 6 pm, Sun 10 am —

Full Trilogy, 2-/3-/4-Player or Coop

GM: Larry Page

A distillation of Ares' highly acclaimed grand strategy board game. You are provided with four preconstructed 30-card decks, representing the Free Peoples and their enemies, with the Ring Bearer struggling towards Mount Doom while massed armies battle for locations.

**Widgets n' Digit\$ Open** — Sat Noon

GM: Joseph Bugbee

Create your own unique widget and invest profits to scale your burgeoning business! Be careful, every decision you make affects prices in the market, can you see through market trends to come out on top?

## LARPs

Bel Air, Santa Monica A, Malibu Gardens, 3103

**Aftermath 101** — Sun 10 am

GM: Ridley Cruz

A post-apocalyptic survival LARP taking place roughly 150 years after the fall. Our goal is to immerse every participant in a post-apocalyptic setting, where working with your fellow survivors is key. Through collaborative storytelling and gameplay, we aim to provide an unforgettable experience that challenges, inspires, and fosters camaraderie in a world trying to rebuild itself. Join us for an intro into the Setting, Lore, and Mechanics of Aftermath.

**Arsenic and Lies** — Fri 8 pm — Murder Mystery

GM: Ross Cheung

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

**Before the Storm** — Sat 10 am — Seven Wonders (Parlor LARP)

GM: Kevin Pearl

Play an epic fantasy campaign in one sitting, starting in the penultimate chapter, and picking back through the characters' shared history, to discover who they are and what they're really doing here. With their final battle upon them, you'll see their struggles to stick together despite all their differences, and you'll find out what remains when the Storm clears.

**Brawlhalla** — Sun 10 am — BOFFER SHOWCASE

GM: Rob Prag

Join Odin's Einherjar, the greatest warriors collected across centuries and continents, as they fight, fall, and rise to fight again in Valhalla, all in preparation for Ragnarök. With the Last War still far away, this shall be a day of bravado and blade sport. Brawlhalla is a lightest touch, plot-light foam combat game with varying weapons, teams, and objectives. A waiver will be required for this event, and players are asked to wear closed-toed shoes.

**Endgame Alternate** — Sun 2 pm — Murder Mystery

GM: Ash Perrine

The year is 1925. Booze and gambling are prohibited, and you've just been invited to an evening of both... in an organized, respectable fashion of course, with people of your own class. Invitations to Mr Harrington's poker nights are in high demand among the rich and fashionable, and it's all just a bit of fun! What's the worst that could happen? This is an alternate scenario with the same faces as the original, but different goings-on. It has some more mature subject matter, so player discretion is advised.

**Larp Parlor LA Social!** — Sun Noon — Social Mixer

GM: Bex Roycroft

Have you gone to a larp and want to talk about your experience? Want to write larps and/or meet fellow larpers? Come share your experiences and ideas, no matter whether you are new to larp or a veteran! Light refreshments will be served. Hosted by Larp Parlor Los Angeles.

**Lesbian Taco Bar** — Fri 8 pm — Parlor LARP

GM: Ash Perrine

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

**Raven Pilots (Starship Valkyrie)** — Sun 8 pm — Parlor LARP

GM: Chris Cummins

Your training has been hard and many of your classmates have washed out, unable to handle the rigors and demands of the training program or the 8Gs of a Raven cockpit. You've persisted, and you have all gained the coveted wings that mark a graduate of the elite Raven Wing program of the Star Navy Academy. Tomorrow, you ship out. Thus begins the story of a group of young pilots on the eve of the Praezorian War. This will be a scene-based, mechanics-light LARP focusing on the story and emotions of people caught up in a greater drama and interstellar war.

**Resident Evil- Raccoon City** — Sat 8 pm — LARP/Escape Room

GM: Alice Herla

Welcome to Raccoon City! Outside, the streets are packed with zombies. But you're safe inside the Raccoon City Police Department... for now. Work with other survivors to solve escape room puzzles, uncover mysteries, and get out of town before it's too late. But beware, not everyone is your ally. Expect cooperation, social deduction, and even a little manipulation if you want to get out alive. You never know what biological horrors might be lurking around the corner. CW: Horror, violence, presence of prop weapons (e.g. guns), and frightening imagery.

## LARPs

### **Tales from Gloom Hollow 101** — Sun 11 am

GM: Ridley Cruz

Welcome to Tales from Gloom Hollow the LARP, a modern-day urban fantasy live-action roleplaying game. Our larp takes place in the small town of Gloom Hollow, where strange and mysterious things happen to those who visit. Join us for an introduction to the Setting, Lore, and Mechanics of Gloom Hollow before the main scenario Sunday afternoon.

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

GM: Ryan McMullan, Jamie McMullan

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

### **The London Season** — Sun 9 am — Good Society

GM: Ross Cheung

It's 1812, and you are young members of the gentry staying in London for the season. There, you'll grapple between duty, desire, and the affairs of the heart, as you chase advantageous marriages, inheritance, and more. For part of the larp, you will take part of high society, and this will be broken up by epistolary chapters where letters are exchanged and rumors are spread. Note there will be romance but with gender norms switched off.

### **The Shoulders of Giants** — Sat 2 pm — Starship Valkyrie

GM: LARP Staff

Capitalizing on a sudden break in the Praezorians' defenses, the ERS Fomorian presses the Republic's offensive into Pollux, aiming to return the Praezorians' war to the doorstep of their homeworld. Starship Valkyrie is a mechanical, cooperative LARP wherein the players operate the largest and most advanced warships of 2153 AD Earth, while fighting off aliens and solving spatial anomalies, with players forming a strictly cooperative force against myriad hazards.

### **This Con is (Still) Cursed** — Sat 8 pm — Ritualized Cursebreaking

GM: Bex Roycroft

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

### **Welcome to Gloom Hollow** — Sun 1 pm, 3 pm, 5 pm — Gloom Hollow

GM: Ridley Cruz

Welcome to Tales from Gloom Hollow - LARP, a modern day urban fantasy live action role-play. Our larp takes place in the small town of Gloom Hollow, where strange and mysterious things happen to those who visit. This is a small introductory scenario featuring a boffer line course to familiarize players with the game.

### **What Is LARP? 101** — Sat 11 am

GM: Tara Leederman

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



## **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](mailto:safety_help@strategicon.net).

## Miniatures

### International Ballroom A, Catalina A

**Battlestations 2.0 HUGE!** — Fri 5 pm, Sat 3 pm, 5 pm, 7 pm, Sun 3 pm, 5 pm

GM: Mario Acuña

Battlestations is a heroic space adventure game aboard a starship. Amazing space battles and insane boarding actions. Gather your crew for a series of exciting space missions. Create and rank up a unique character, learning new special abilities and collecting powerful treasure rewards. Beginners Welcome. All game materials provided.

**Battlestations Lite Speed!** — Sun 7 pm

GM: Jeff Siadek

Battlestations Lite Speed is a fast paced space adventure game. Pilot a star ship. Save the diplomat. Destroy the enemy ship. Warp away to safety.

**Battletech** — Sat 3 pm — Battletech Letter of the Law: Battle of Stewart - June 3151

GM: Philip Abramowitz

Reenact the battle on planet Stewart in the year 3151 between a Star of Sea Fox Clan Protectorate mechs vs. two lances of Free Worlds League mechs in a game of Battletech. Players of any experience are invited to join in this battle - all materials provided.

**Battletech** — Sun 6 pm — Salvage Booster Draft

GM: Dan Morton

Must a have 1 Inner Sphere and 1 Clan READY Mech before play You can select a Mech Salvage Box or Vehicle Salvage box You get to build a force of 5k BV with using the contents of the Salvage Box and of your READY mechs. Max Skill level is 2 Era limit is Civil War, Entry Fee is a sealed Mech or Vehicle Salvage box.

**Battletech** — Sat 7 pm — Urbie Derby - Last Can Standing!

GM: Darren Eskandari

Each MechWarrior will pilot an UrbanMech UM-R60 or UM-R6OL to battle for supremacy in a King of the Hill match, scoring 2 pts per kill, 1 pt per round next to the hill, or 3 pts per round on the objective. The first player to score 10 pts or the player with highest score at the end 16 rounds will be crowned the winner! All materials will be provided. But bringing your own dice and Urbies is highly encouraged.

**BattleTech Alpha Strike** — Fri 6 pm — Alpha Strike Poker Run

GM: Carrie Patton

Solaris VII Presents a game of guile, guts, and a poker face, with the infamous Poker Run. Each year teams of the best Mechwarriors in the Inner Sphere face off against each other for the title of the best poker player as they fight to score cards from each objective and make their hand in the arena! All materials provided

**BattleTech Alpha Strike** — Sat Noon — Gridiron Titans Mech Football

GM: Carrie Patton

BattleTech AlphaStrike Football!!! It is game time, with the Star League's new favorite pass time! Will your team come out on top? It Takes Offence, Defense, and a lot of spirit! Score points to win, survive to earn the prize of being the best.

**Battletech Alpha Strike** — Sat 10 am — Tanks for Everything

GM: David Selby

An all-vehicle BattleTech Alpha Strike scenario where tanks rule the battlefield! Two opposing armored forces face off, each vying for control of key objectives. With no BattleMechs in sight, this showdown will test your tactical skills in large-scale armored warfare. Prepare for intense engagements, rapid maneuvers, and critical positioning as heavy armor collides. Do you have what it takes to lead your forces to victory?

**BattleTech Alpha Strike** — Sun 9 am — Western Assault

GM: Carrie Patton

Western Assault is a BattleTech Alpha Strike tournament. Points Allowance: 375 Points, Alpha Strike If you have any questions or queries about the event, please contact the Tournament Organizer.

**Blood Bowl** — Sat, Sun 10 am, Noon, 3 pm, 5 pm

GM: Craig Jindra

Come and learn Games Workshop's original game of Fantasy Football. Select one of our teams for the updated version of smashmouth football action. Come check it out to get a raffle ticket to win a copy of the game. Drawing on Sunday Afternoon.

**Boothill 2e** — Sun Noon — Big Trouble at Chiriaco Summit

GM: DM Angelo

Just a normal day in the Wild West town of Chiriaco Summit. Each player will be responsible for a single faction assigned specific goals.

**Chivalry is Dead: Race for the Crown** — Sat 2 pm, 4 pm

GM: Cory Nelson

Fantasy Chariot Racing at its finest. Come play this recently funded Kickstarter miniatures game where you compete as one of 5 distinct races in a chariot race to rule the kingdom. This will be the large King sized copy of the game.

**Chuthulu Wars** — Sat Noon

GM: Stella Guisto

The Old Ones have risen. Monsters walk the Earth. Humanity is finished, but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take the part of various monstrous aliens seeking to dominate the world. You can play as Great Cthulhu himself, or you can take charge of other factions.

**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** — Sat 9 am — Circle of Death

GM: Mario Acuña

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

**Classic Battletech** — Sun 9 am, Noon — Kaiju Invasion

GM: Mario Acuña

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

**Clay-o-Rama** — Sat, Sun 9 am — Clay-o-Rama

GM: Benjamin Hicks

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

**Conquest: The Last Argument of Kings** — Sat 9 am, Sun 11 am — World Community Event Day 1 & 2

GM: Joey Eaton

Join us for Day one of this World Qualifier for Para-Bellum Games 2025 Road to Chios World Championship! 12 player minimum. 2000pts. See details in the attached Player Packet link. 3 (Sat) then 2 (Sun) rounds.

## Miniatures

### **Cyberpunk Combat Zone** — Sat 4 pm

GM: Donald Tseng

Come try Cyberpunk Combat Zone with its innovative design and depth, featuring Night City's Tyger Claw street gang vs. the Maelstrom.

### **Dungeon Crawl Classic** — Sun 7 pm — Funnel

GM: Donald Tseng

DCC - Funneling Baggage Train Players 6 Max - In the wake of a battlefield between orc and human, you make up a stalwart rear guard composed mostly of laundresses and whores. But as the tides of battle pitch and turn, a squadron of orcs break off heading towards your direction. Do you flee with the others or make this the turning point from serf to adventurer?

### **Dungeons & Dragons 5e** — Sat 9 am — Curse of the Blood Count Part 1

GM: David Arvizu

A dark mist blankets Whitby, a small coastal town in Northeast England where the malevolent Count Dracula reigns. Shipwrecked on these haunted shores, you must decipher ancient riddles, recover lost relics, and storm Castle Dracula to break his unholy grip. Played on a 10' x 5' scale model town/castle, can you survive the night of terror? 8th level Pre-gen character available. Experienced players recommended.

### **Dungeons & Dragons 5e** — Sun 9 am — Curse of the Blood Count Part 2

GM: David Arvizu

You have saved the town of Whitby from the grip of Count Dracula, but can you defeat him in his own castle? Rally the town folk and plan your attack as your party storms Castle Dracula in the desperate attempt to rid the world of one of its worst villains. 8th lvl Pre-gen characters available. If you played in Part 1 on Saturday you can level up to 9th for this game. Note: you do NOT have to play both Part 1 & 2.

### **Dungeons & Dragons 5e** — Sat 6 pm — PvP

GM: David Arvizu

The ultimate D&D PVP challenge! Fight to be the sole survivor as you hunt other players in an underground maze in this PVP tournament. Create the best character OR monster you can from our rules. Score points for each hit point of damage you inflict. Combat is round-to-round, all Actions are secret. First Place: \$50 Dealer Dollars. Character creation HELP available 1 hour prior to start.

### **Firefly: The Game - 10th Anniversary Collector's Edition** —

Sat 5 pm

GM: Brian Cook

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

### **Formula De 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 names engraved on the Perennial Award Plaque for years of bragging rights!! No Experience needed, all rules taught!!

### **Full Thrust** — Sat 1 pm — Defense of ConAm-12

GM: Ken Pick

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

### **Gaslands** — Sat, Sun, Mon 9 am — Mario Kart Gaslands

### **Gaslands** — Sun 10 pm — Mario Kart Late Night!

GM: Adam Hicks

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

### **Miniature Painting Workshop** — Sat, Sun 6 pm

GM: Jeff Beyer

Painting workshop sponsored and run by GHOST Brush. Miniature and paints supplied. \$10 which includes brushes, hands on instruction, and giveaways. All materials provided.

### **One Page Rules, Age of Fantasy: Quest** — Fri 6 pm, Sat 5 pm

GM: Francisco Vassallo

Take control of an aspiring hero and seek fortune and glory. Age of Fantasy Quest is a Tactical/RPG game. We will be playing a two mission chapter. All materials will be provided. If you want to run your own hero, keep them

### **One Page Rules, Star Quest** — Sat 3 pm

GM: Greg Mazourek

One Page Rules Star Quest demo. Very small tactical-RPG game set in a Sci-Fi setting.

### **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

### **Rebels and Patriots** — Sat 1 pm — Eutaw Springs

GM: William Graham

San Diego Historical Miniatures Wargamers present the battle of Eutaw Springs, the last pitched battle of the American Revolution. American forces launch an unexpected attack on a British encampment. The British will be on their heels early, but will history repeat itself and see the American diverted by plundering of the British camp? Rebels and Patriots rules.

### **RelicBlade by Metal King Studio's** — Sat 9 am

GM: Greg Mazourek

Learn to play Metal King Studio's RelicBlade. Everything will be provided

### **Riftway Cataclysm** — Sun 10 am, 1 pm, 3 pm, 5 pm — Intro

GM: David Rogers

Learn to play Riftway Cataclysm, a new diceless wargame where you craft the custom faction of your dreams. Play a short demo game with the creator. Models and supplies will be provided. In Riftway Cataclysm you can use models from any artist to craft any army you can imagine, no rebasing necessary! Gambling, bluffing, and the quasi-real-time turns make every game unpredictable.

### **Rising Sun** — Mon 1 pm

GM: Joseph Beck

Eric Lang's masterpiece of clan intrigue and warfare in mythic medieval Japan. Form alliances, summon monsters, curry favor with the gods, and strategically commit suicide to cement your house's place at the top of the victory track.

## Miniatures

## Miniatures

### **Scott Pilgrim Miniatures the World** — Sat 7 pm

GM: Trevor Lincoln

Scott Pilgrim Miniatures the World is 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

Come learn Atomic Mass' Star Wars Legion. Everything will be provided.

### **Star Wars Legion** — Sun Noon

GM: Hunter Fox

500 point, 3 round tournament, ~60min games.

### **Star Wars Legion (ish)** — Sun 6 pm — Escape the Citadel

GM: Francisco Vassallo

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

### **The Men Who Would Be Kings** — Sat 2 pm —

Mexican-American War

GM: John Harrel

### **Tournament of Towers** — Fri 4 pm, Sat, Sun 1 pm, Mon 10 am — The Ultimate Tower Challenge

Come play Tournament of Towers in Party Mode! (30+ Player Co-Op) If you can help complete the Ultimate Tower Challenge, you'll get a killer prize!

### **Warhammer 40K 10th edition** — Sun 10 am — Intro to 40K

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

### **Warhammer 40K 10th edition** — Fri 7 pm — Ironman

Bring 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 10th edition** — Sat 9 am — Mega-Apocalypse

Start of a new year-long campaign to decide the fate of worlds. 10,000 points, no Lords of War. Yet.

### **Warhammer 40K 10th edition** — Fri 4 pm — Mega-Apocalypse Deployment

Start of a new year-long campaign to decide the fate of worlds. This is the deployment for Saturday's game. You do not need to attend to play on Saturday.

### **Warhammer Old World** — Fri 5 pm, 7 pm,

Sat, Sun 10 am, Noon, 3 pm, 5 pm

GM: Craig Jindra

Host and demonstrate how to play old world. Teaching how to play Warhammer Old World with 500 point armies. Demonstrating the rules and tactics of the game, plus the hobby side of all the miniatures painting and building. Each demonstration game should take about an hour to play. Check it out to get a raffle ticket to win a copy of the game. Drawing Sunday afternoon.

### **Witcher: The Old World** — Sun 5 pm

GM: Joseph Beck

Board game adaptation of the novel/video game/Netflix show phenomenon. Compete against other Witchers to be the biggest and baddest Witcher there is. Interesting and elegant combat and travel systems, deckbuilding, cool minis, and roleplay-style choices and quests.

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

GM: Squee

All for one. We escape together or we all die together.

### **Zombicide: Black Plague** — Fri 4 pm — Players Choice

GM: Larry Ross

Take control of paladins, dwarves, knights, and magicians, wielding powerful swords, crossbows, and even magic spells to defeat the zombie hordes and its Necromancer overlords. This will be the base game for Zombicide: Black Plague, no expansions. 6 players. Scenario will be chosen based upon player experience.



## Video Games

Marina, Santa Monica C

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

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

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

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

### **Star Craft 2** — Sat, Sun 2 pm

This will be a player vs player event. A Blizzard account, although needed, it is not required to play.

## Roleplaying

### Newport, San Lorenzo, Catalina A (Family Area)

#### RPGs on Demand

Games on Demand is a model of games that has been popular at conventions like Origins and Gen Con. Facilitators will have a variety of games ready to go on a first come first serve basis. At designated times, per the listing on the convention calendar, we will gather facilitators and players and get tables going to explore small press and independent role playing and story games. It is also possible to play and run role playing games in between those designated times, as long as there is space and you allow for an open table that is inclusive and respectful of others. We are located in the Lower Lobby, at the bottom of the escalators.

#### **5th Conspiracy** — Sat, Sun 2 pm — 5th Conspiracy

GM: Stephen Koontz

Join a conspiracy of ancient gods, angels, myths, and monsters who compete for control over the unsuspecting world's most precious resource, its attention. The more you're worshiped, the more powerful you'll become, even as the precious things that made you human slip away. Balance your need for veneration against the oratum's number one rule: do not let mankind become aware of your true nature.

#### **Advanced Dungeons & Dragons 1e** — Fri 8 pm — Glorious Lopun

GM: Zood

A lone horn sounds a clarion call: War! Adventure forth into a world of wonder! Brave terrible dangers! Seek gold and glory! Your destiny awaits.

#### **Advanced Dungeons & Dragons 1e** — Fri 2 pm — Spectacular Lopun

GM: Zood

Today is the Festival of the Plucking of the First Flower of Spring. Confront your destinies against the backdrop of these splendid, violent celebrations. Adventure forth into a world of wonder! Brave terrible dangers! Seek gold and glory!

#### **Advanced Dungeons & Dragons 1e** — Sun 9 am, 2 pm, 8 pm

— My Old School

GM: Zood

The Obscurity lies in ruins south of Nupol. It is rumored to be an ancient school. You adventure there for Gold and Glory. This module will be hosted repeatedly throughout the course of the convention all games forming one continuous campaign. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

#### **Alien RPG** — Sat 2 pm — Alien3 Film Homebrew

GM: Tod Hostetler

You are one of many abandoned prisoners at the edge of space awaiting judgment for your crimes. When a stranger appears in your midst with stories of horror, how will you respond? How will you survive? Cinematic homebrew based on Alien3 film. Premade chars, simple rules, newbie friendly but with a lot of options of how to handle the Alien threat.

#### **Alien RPG** — Fri 8 pm — Chariot of the Gods

GM: Jay, Robert Gould

First adventure of the Alien cinematic series. "Step aboard a derelict starship where something has gone terribly wrong. As you and your crew investigate its eerie secrets, tensions rise, paranoia sets in, and survival becomes your only goal. Will you uncover the truth, or will the darkness consume you?"

#### **Alien RPG** — Sat 8 pm — Destroyer of Worlds

GM: Robert Gould

Second scenario of the Alien cinematic series. "Join a team of Colonial Marines sent on what seems like a simple rescue mission—until everything goes to hell. Cut off, outnumbered, and outgunned, you'll face horrors you never imagined in a fight for your lives. Can you keep it together long enough to survive?"

#### **Alien RPG** — Sun 2 pm — Homebrew Alien3

GM: Tod Hostetler

Cinematic with very easy to learn rules and premade chars. You are one of many abandoned prisoners at the far edge of space awaiting judgment for your crimes. When a stranger appears with tales of horror, how will you respond? How will you survive?

#### **A Stranger's Face** — Sat 2 pm — Whose smile are you wearing?

GM: christian yetter

you grin at yourself with stranger's lips and you weep someone else's tears. A Stranger's Face is a GMless tabletop RPG of possession and familial horror, for 2-4 players. Players take turns playing a body-swapping assassin, their targets, and the people close to them. Swapping bodies is far from safe and the assassin's reality begins to fray and fracture.

#### **BECMI** — Sat 8 pm — Or Die Trying - Ancient Greece

GM: DM Angelo

The future king is cursed! Only the bravest heroes are needed to complete this quest. For those of you who loved the old Sinbad movies of the 60s and 70s - this is for you. Red box D&D rules with Pregens provided.

#### **Blue Rose (Cortex)** — Sun 2 pm — Midwinter's Tale

GM: Chris Czerniak

Blue Rose is the game of romantic fantasy where the peaceful Kingdom of Aldis strives to uphold the ideals of fairness, justice, and equality, while protecting their homeland against its oppressive neighbors. The city of Aldis is excited as a new play house is about to open and the queen will be in attendance. Members of The Sovereign's Finest need to make sure the play succeeds and everyone remains safe.

#### **Call of Cthulhu** — Sat 8 pm — Tenth Imperium

GM: Zood

An old college chum has invited you to a weekend getaway.

#### **Call of Cthulhu** — Fri 8 pm — The Crimson Letters

GM: Isaiah Bird

After the unexpected and sudden death of Professor Charles Letter at the Miskatonic University in 1922, (you) the investigators are called to solve the case and recovers some mysterious papers. but the facts of this case are shrouded by strange events, greed, and obsession. Something supernatural may be at play as well...

#### **Call of Cthulhu** — Sun 2 pm — The Shadows of Nyarlathotep

GM: Isaiah Bird

Arkham, Massachusetts 1922. Six students at Miskatonic University wake up to find everyone is missing around them. As they explore town looking for signs of life, they can't help but feel that someone, or something, is watching them. Call of Cthulhu is a horror RPG that has players investigate mysteries of Cosmic Horror and fight off the insanity that ensues when a person understands too much...

## RPGs

### **Call of Cthulhu-7e** — Sat 8 pm — Edge of Darkness

GM: Don Forsman

A classic introduction to the horror investigation RPG, Call of Cthulhu. A group of investigators is called to the bedside of a dying friend and mentor, who tasks them with fulfilling his last request: overcoming an ancient supernatural curse. Old mistakes and regrets come to light as the investigators follow clues to complete their friend's last request. Pregens provided.

### **Call of Cthulhu-7e** — Mon 1 pm — A Light in Darkness

GM: Don Forsman

Survival Horror in WWII's Pacific Theater for Call of Cthulhu. June 1945: The US and Allies continue to make progress against the forces of Imperial Japan. A group of Navy Seabees rushed to repair a runway on a recently liberated jungle island, rest exhausted under a strange stone statue as the marines leave. But who is this VIP, "Daybreak", and why were they instructed to make themselves scarce when he arrived?

### **Call of Cthulhu-7e** — Sun 12 am — Baba Dochia

GM: Don Forsman

Baba Dochia is a Call of Cthulhu mystery of folk horror set in 1990s Romania. Investigators arrive in a remote mountain village plagued by corruption, destitution, the spirit of a tormented mother, and a witch grieving for her lover. Baba Dochia is a scenario about motherhood, young love, and grief. It is set within the corrupt and paranoid Romanian society in the wake of the dramatic revolution of 1989. It is inspired by the folk legend of Baba Dochia ("old woman Dochia") but interpreted through the lens of the Cthulhu Mythos.

### **Call of Cthulhu-7e** — Sun 8 pm — The Shadow over Providence

GM: Don Forsman

August 25th, 1928: Providence, Rhode Island. The Milton Hotel cordially invites you to view the fantastical traveling expedition "The Kingdom of Fire - Egypt's 18th Dynasty." With an invitation like that how could your investigators possibly refuse? And what possible danger could there be in going to see the mortal remains of someone called "Ibn Hotep the Mad"? Pregens provided.

### **Call of Cthulhu-7e** — Mon 9 am — We Are All Savages

GM: Don Forsman

January 1760. Six months ago, British troops captured Fort Niagara from the French, and with it, control of the Great Lakes region and the Ohio River Valley. Now snow piles high against the walls of the fort, and somewhere beyond the shadowy pines, something ancient stirs, woken by the European conflict. This scenario includes six provided investigators for speed of play.

### **Candela Obscura** — Sat 8 pm — The Interpretation of Nightmares

GM: Claire Hatch

Your circle of Paranormal Investigators is called upon to investigate mysterious disappearances from the office of a corrupt doctor in the steampunk town of Wayfaire. Will you find his lost patients, or will you become lost yourself? (CW: psychological horror, medical malpractice)

### **Cats of Cathulu 10th Anniversary Ed** — Sun 2 pm —

Cats of Cathulu

GM: michael cantin

CATS OF CATHULHU is the beloved rules-light roleplaying game in which the players take the part of ordinary cats, secretly defending human civilization from the Chaos Cults of the other animals. All the players have to do is act like cats, while the Cat Herder arranges exciting challenges for them—anything from snacky time to daringly interrupting dire rituals.

### **CBR+PNK** — Fri 8 pm — LAST RUN

GM: Oscar Simmons

In CBR+PNK (Cyber plus Punk) you play as a team of RUNNERS—mercs, criminals, activists living on the edge and running in the shadows of a gritty, ultraviolent world. In each game we play an entire new cast of characters making their LAST RUN.

### **Champions RPG** — Fri 8 pm — The Dystopia Police

GM: Dave Starks

The heroes (pre-designed by the GM) are plucked from various times / places by The Dystopia Police, an Inter-Dimensional Police Force, to correct timespace disruptions in crisis locations. What horrifying anomaly will you be thrust into THIS time?

### **Cold Shadows (Playtest)** — Sun 6 pm — Cold Shadows: Director's Cut

GM: Alan Bahr

Come playtest the upcoming second edition of Cold Shadows with creator and writer Alan Bahr! Undertake a complex mission of betrayal, trust, and secrets in this cold war espionage RPG with unique narrative control mechanics.

### **Curseborne - Storypath Ultra** — Sat 8 pm — Bedeviled Nights

GM: Louis Garcia

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

### **Cypher System** — Sat 8 pm — The Infinity Shift - A Cypher System Multiverse Adventure

GM: Frederick Sexe

Welcome to the High Frequency Active Auroral Research Program! They call it HAARP. You call it the rear end of a two-year stint at the United States Air Force base in Gakona, Alaska. Nothing ever happens at HAARP—or at least nothing used to happen until they really turned on the machine for the first time. Can you and your buddies survive one eternal shift at the center of all space-time?

### **Cypher System** — Sat 2 pm — The Takings - A Horror Genre Adventure

GM: Frederick Sexe

It is 1921. Three young men (fraternal triplets, barely adults) have disappeared from a rural village in Devon. Authorities are called in, but the villagers have their own theory: a local myth tells of a vampire that, every few decades, steals away three young people. Creston Grange, the local manor house, is rumored to be one of the most haunted sites in England. Everything needed to play the game will be provided.

### **D&D 5e (2024)** — Fri 8 pm — Expedition to Monster Island

GM: Michael Schrepfer

In exchange for gold and glory you are investigating the deadly and mysterious Monster Island. From eerie ruins haunted by living shadows to cryptic puzzles hiding ancient secrets, every step brings you closer to the island's dark heart. Battle monstrous beasts, uncover lost knowledge, and confront terrible evils. Survive the island. Unravel its secrets. Return as legends - or not at all.

### **D&D 5e (2024)** — Sat 2 pm — Requiem for the Undying

GM: Michael Schrepfer

You've been summoned to destroy an undying terror, will you become the next victims of her eternal reign or heroes who cleanse the world of her dark legacy. Time is running out.— Level 18 Characters - Magic Items: 1 Legendary, 1 Very Rare, 2 Rare, 4 Uncommon - Break them to bits - NO Pregens Available —

## RPGs

### **D&D 5e (2024)** — Sun 2 pm — Tomb of the Nameless King

GM: Michael Schrepfer

Venture through the harsh desert and gather the objects you were tasked to get by your benefactor. Level 5 Adventure, 1 Uncommon item (Bring your own character or get Pre-Gen)

### **Disposable Adventurer Gaming System** — Sat 2 pm — Better Tombs and Catacombs

GM: Ian ChristianScher

Adventuring is a perilous profession. What do you expect when you work for the DOA (dungeon owners association) cleaning up dungeons that aren't up to code. Luckily you have many friends/relatives ready to avenge your death. Even better, you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming, with inspections!

### **Disposable Adventurer Gaming System** — Sat 9 am — Lets go steal Mjölñir!

GM: Ian ChristianScher

Adventuring is a perilous profession. What do you expect when you try to steal the god of thunder's hammer? Luckily you have many friends/relatives ready to avenge your death. Even better, you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming, with thunder!

### **Dragonbane** — Sat/Sun 9 am — Player's Choice part A/B

GM: Ron Shaw

Sweden's version of D&D since 1982 made it to the U.S. last year with an English translation of the latest edition. This event, the players will decide on pre-generated characters, or make their own from scratch As well as a "from the book" adventure or one generated by the GM.

### **Dragonbane** — Sat 2 pm — Thief of Eldmere

GM: Justin Hamilton

The Village of Eldmere has long flourished thanks to the Bloomheart Effigy, an enchanted stone idol which blesses the land with plentiful harvests. However, this sacred stone was missing one fog-drenched morning with strange tracks heading into the Eldwood. The elders plead with you to find the thief and return the stone. If the effigy is absent from the upcoming equinox, the community will be forever cursed.

### **Dreamland** — Sun 2 pm — A Flowery Band to Bind Us

GM: Aaron Vanek

Dreamers chaperone a princess as she prepares for her wedding. But there are meddlers... Dreamland is a portal fantasy RPG created by Jason Thompson to be published by Exalted Funeral. It uses a unique Word Mechanic: talk in character using random words to add to a die roll. Inspired by Lord Dunsany, H.P. Lovecraft, isekai anime, Kij Johnson, The Neverending Story, Alice in Wonderland, Baums Oz, Little Nemo, etc.

### **Dreamland** — Sat 8 pm — The Palace of Memories

GM: Aaron Vanek

Your beloved city suffers a plague of amnesia! Can you stop it? Dreamland is a portal fantasy RPG created by Jason Thompson and will be published this year by Exalted Funeral. It uses a unique Word Mechanic: talk in character using random words to add to a die roll. Inspired by Lord Dunsany, H.P. Lovecraft, isekai anime, Kij Johnson, The Neverending Story, Alice in Wonderland, Baum's Oz, Little Nemo, etc.

### **Dungeon Crawl Classics (DCC)** — Sat 9 am — Colossus, Arise!

GM: Paul Keller

Giants stalk the shifting sands as the lost city of Stylos awakens from its deathless slumber. The Fourth Age of Man is at hand! All that stands between the gigantic hordes of Stylos and their conquest of the world is your band of adventurers. Sinister traps, implacable foes, and the crushing tread of the dread Colossus all lurk within these pages, eager to test the courage and cunning of even the most accomplished adventurers.

### **Dungeon Crawl Classics (DCC)** — Sat 2 pm — Gods of the Earth

GM: Marc Anderson

Gods of the earth is an adventure for 6-8 1st level characters. The PCs begin in the coastal settlement of Isvik at the funeral feast of Horwend the Jarl. After the funeral, the PCs will be obligated by his brother Feng to stand watch in Horwend's tomb overnight. The events in the tomb lead to a descent to the underworld and a confrontation with the ancient powers of chaos who once ruled the lands of the north.

### **Dungeon Crawl Classics (DCC)** — Sun 9 am — Shadow of the Beakmen

GM: Paul Keller

Towering obelisks stab the sky. Monstrous knights with blazing lances prowl the night. Huts burn, and entire villages are taken as slaves to be fed darksome pits. The cries of terror and panic give the horrors a name: the Beakmen have come. But you are no mere peasant or serf, cowering in the dark. You turn your steps towards the great stone obelisk, the source of the beakmen and their alien magics.

### **Dungeon Crawl Classics (DCC)** — Sun, Mon 9 am — The Cult That Never Was

GM: Judge Cro

Death Guaranteed Games bring you a brand new zero-level funnel adventure for Dungeon Crawl Classics! A great introductory module for new players to DCC, but still super fun for experienced gamers. Dice will be available to borrow. It starts at a funeral. But that is also where it gets weird. The town has been overrun by a cult or so it seems. Characters will solve the mystery or die trying.

### **Dungeon Crawl Classics (DCC)** — Sun 2 pm — THE GREAT PYRAMID OF ATUM-ISFET

GM: Marc Anderson

A DCC Funnel designed for 16-24 zero level DCC RPG characters who are hired as guides and guards by a group of professional treasure seekers to find and investigate a lost pyramid of an ancient ruler. Only the tenacious, resourceful, and lucky can survive. Only the tenacious, resourceful, and lucky can survive. This is a Playtest of a module written by a fellow gamer here at the con.

### **Dungeon Crawl Classics (DCC)** — Sat 9 am — Trials of the Trapmaster's Tomb

GM: Marc Anderson

A funnel adventure intended for 16 to 20 zero-level PCs. The adventure begins with the gongfarmers seeking their fortunes in the trapmaster's tomb: a locale shrouded in mystery because it becomes accessible for only one day every decade. Within, the party must survive by their wits and luck as they face a multitude of deadly traps.

### **Dungeon Crawl Classics (DCC)** — Fri 2 pm, Sat 9 am —

The Shudder Mountains

GM: Judge Ike

This is a 4th level adventure set in the Shudder Mountains. This is a playtest of my upcoming adventure The Secret of Kythe Hollow. Will the party be able to unravel the secret behind The Tradition? Or will they succumb to the terrors of the holler. Some D20 experience and familiarity with DCC mechanics will be helpful but not necessary. Pre-gens will be provided.

## RPGs

**Dungeons and Dragons 5e (2024)** — Mon 10 am — “And the Winner Is. . .” A One-Shot by Andrew Collins

GM: Claire Hatch

Your party is invited to a magnificent mansion, where your enigmatic Host invites you to a series of competitions to prove your mettle. Will you win the grand prize? A One-Shot from “Adventuring with Pride: A Queero’s Journey” by Jack Dixon. Adjusted for Level 6. New and experienced players welcome.

**Dungeons & Dragons 0e (OD&D)** — Sat 8 pm, Mon 11 am — Black Death, Pale Fires: Pilgrims in the Plague’s Apocalypse

GM: Caleb Wimple

The year is 1348, and the world burns with the Black Death. Penitents pray to a deaf God for mercy amidst the plagued ruins of Christendom. Hell’s mouth has opened wide from its jaws the dead return to torment the living. As fallen knights, seek the lost relic of a saint said to cure the Plague. Draw your blade against unknown evils, then steel your hearts for this grim pilgrimage.

**Dungeons & Dragons 1e (Red Box)** — Fri 8 pm —

Kobolds for Valhalla

GM: Gary Mack

Kobolds are normally cowards who will flee from danger. This is so typical that it is expected. However, if they are given a cause to fight for, especially one that benefits them personally and as a group, they will fight hard for it. So what happens when a drunken north man convinces them that Valhalla is better than the bleak afterlife their kind is promised?

**Dungeons & Dragons 1e (Red Box)** — Sat 8 pm —

Ninety Nine Problems

GM: Gary Mack

The Isle of Dead Men has forever been rumored to be a torturous prison colony from which none ever return. Those sent there are given funerals before they away. However, thanks to several new arrivals, the isle has become almost livable. However, solutions always bring more problems.

**Dungeons & Dragons 5e** — Sat 9 am, 2 pm, 8 pm,

Sun 9 am, 2 pm — My Forever Adventure

GM: Clive Souter and Colin Merritt

Now a challenge, you defeated the evil force you we after, but then encountered a worse foe! One that will try to take half your money and treasure! So, now do you take on an ancient red dragon, be adventurous and continue to explore, or play it safe for a short while and return home to collect your accolades, and then decide what to do?

**Dungeons & Dragons 5e (2014)** — Fri, Sat 8 pm, Sun 9 am —

Darkness in Duatia

GM: James Clover

Your caravan approaches Duatia, a great rest stop along the trade routes. But ahead of you, the normally sunny town is covered by a darkness... a darkness that seems to be spreading. Your crew must investigate, brave the terrors, and rescue the town before the dread veil spreads. This is a test for Tale Workshop, an upcoming tool for writing and running TTRPGs. Characters welcome, pre-gens are also provided.

**Dungeons & Dragons 5e (2014)** — Fri 2 pm — Mischief in Marren’s Eve (levels 1-3)

GM: James Clover

Along the coast lies the quiet town of Marren’s Eve. Your circus caravan has been on the road for a while and looks forward to earning a few coins. But strange things are happening and seem to be getting worse. Can your crew fix what’s happening so that the show can finally go on? This is a test for Tale Workshop, an upcoming tool for writing and running TTRPGs. Characters welcome, pre-gens are also provided.

**Dungeons & Dragons 5e (2014)** — Sat 9 am, Sun 2 pm — Mischief in Marren’s Eve (levels 1-3)

GM: James Clover

Along the coast lies the quiet town of Marren’s Eve. Your circus caravan has been on the road for a while and looks forward to earning a few coins. But strange things are happening and seem to be getting worse. Can your crew fix what’s happening so that the show can finally go on? This is a test for Tale Workshop, an upcoming tool for writing and running TTRPGs. Characters welcome, pre-gens are also provided.

**Electric State -Happy Jacks RPG** — Sat 2 pm — Roadtrip!

GM: CADave Hoover

You and your group are making your way through a California in societal collapse as more and more people log into virtual space and never come back. You will get a chance to make characters and see what weirdness we can find along the roadside! These characters may appear as NPCs in a future streamed Actual Play on the Happy Jacks RPG Network!

**Fabula Ultima 101** — Sat 9 am — PRESS START

GM: Oscar Simmons

Fabula Ultima recreates the wondrous worlds of Japanese console videogames (JRPG) like Bravely Default, Kingdom Hearts, and the legendary Final Fantasy series. Scenario - Dunova citizens report seeing troops from the neighboring Empire of Elonia. King Roland decides against action toward Elonia, but his daughter Blair disobeys and gathers a group of exceptional individuals to personally investigate the situation.

**Farsight** — Sat 2 pm — The Soyuz Gambit

GM: James Vun Kannon

The Soyuz Gambit is a short mission set in a dystopian future full of criminal organizations, corrupt police, and people trying to do the right thing caught in the middle. This mission will use the Farsight RPG system, Dice will be made available. Farsight is a tabletop RPG system oriented towards SciFi stories. It utilizes a 2d12 dice mechanic.

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

For The Queen

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

**Ghostbusters** — Sat 2 pm — Lesser Gods of Gor-Slop

GM: Zood

Perilous adventures for the frightfully cheerful.

**Girl Bryte Playtest** — Sat 2 pm — The Fool’s Gambit

GM: Stephanie Bryant

Join the elite evil-fighting Magical Girl club to face down the horrors from the other side, save the world, and try to go to the school dance! Balancing your magical powers with high school politics and drama is tough, but you are up to the job! This is a playtest with the designer.

**Good Society RPG** — Fri 8 pm — An Evening at Bogeyton Park

GM: Claire Hatch

You have been invited into Regency high society to gossip, dance, and get up to all manner of frivolous activities. But beware, there are rumors of monsters invading neighboring courts, demons slinking in amongst the elite, and worst of all: your peers, who may deem you unworthy of your reputation. Beginners and Experienced Players welcome.

## RPGs

**GURPS** — Sat, Sun 8 pm — Aspire new Fea colony found.

GM: Daniel Alvarez

In Yosemite there been a a rise of sightings of supernatural events. You been asked to investigate.

**GURPS** — Fri 8 pm — World of the devine

GM: Daniel Alvarez

In a post apocalyptic world where you actions change you for better or worse. Monsters and angels lurking around every corner. Will you make other survivors your friends or foes.

**HAVOC engine** — Sat 2 pm — Eat The Reich!

GM: michael cantin

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

**Heaven's Open Door (Monkeyfun games)** — Sun 2 pm — Walking the Jidwaaq

GM: Mike Leader

Massive Corporations have sent the remnants of humanity to the stars for vital resources, and you you're out there to fix what is broken...as well as avoiding the dark specters that haunt the cosmos. Join us for the newest Monkeyfun game, "Heaven's Open Door: Diamond Class" at its first convention run. Utilizing the 3D S dice system designed by Gallant Knight Games' Allan Bahr. Is it sci-fi? Is it scary? YES!

**Heroes, Sidekicks, and Minions** — Sat 11 am — Sepulchre of the Golden Monkey

GM: Jeff McArthur

Ancient and powerful artifacts are scattered across myriad worlds inside the ruins of long-lost civilizations. The Gold Monkey is thought to be one of these artifacts, and it's believed to be hidden somewhere deep within a ruin which has recently been uncovered by the desert sands. But beware dangerous traps and fierce monsters await within.

**Magical Kitties Save the Day!** — Sat, Sun 2 pm — You Can Be A Kitty!

GM: Shawna Leader

Come down and learn the Magical Kitties Saved the Day game system. It's a place where you can play as a cat taking care of its human, while saving their town from the evils at play. (Translation: Meow, meow, ma-ow, rrrr!)

**No Other Will But His** — Fri, Sun 8 pm — Demo

GM: Aaron Vanek

February, 1542. Outside London. You live a life of luxury as a Lady-in-Waiting to Queen Katherine Howard, the 5th wife of His Majesty King Henry VIII. The day begins much like any other...until the Queen is accused of treason and sentenced to be beheaded. What to do, what to do?

**Paranoia** — Sat 8 pm — Meet 'n Greet

GM: Ed Murphy

Two hourcycles ago, each of you received a Coretech brain message assigning you to a very fun and urgent Troubleshooter mission. Assigned the team name 'D3JA-7U', you each reported to your Briefing Officer, Pedro-Y-GHU, who assigned you the task of investigating a systems failure at the HardNQwik Foam Sealant Production Facility in TKG sector.

**Paranoia** — Sun 2 pm — Viva VEG Sector

GM: Ed Murphy

Hey. Hey! Pay attention! This is Ben-V-BNN. Do not rejoice! This is a secret mission! Due to your ability to keep a secret, you have been selected to join Troubleshooter Team 89109. This mission is vital to the security of Alpha Complex. Because of that, it must remain a secret! Anyone who divulges knowledge of this mission will be dead-dead.

**Rifts or Home Brew** — Fri 2 pm — adventuring

GM: MILO BURR

Agroun looking for adventure and loot

**Rifts or Pathfinder** — Sat, Sun 2 pm — adventuring

GM: MILO BURR

adventuring / and party fun

**RPG Design Lean Coffee** — Sun 8 am — RPG game design discussion

GM: Tomer Gurantz

Gather with fellow RPG designers to discuss role playing and story game design issues and solutions. We will use "Lean Coffee", a structured, but agenda-less meeting style where we gather, build an agenda, and begin talking. Conversations are directed and productive because the agenda for the meeting was democratically generated by us. Optionally use the space to run and play pre-released RPGs.

**RPG Indie Games on Demand** — Fri 2 pm, 8 pm,

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

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Apocalypse World, Monster of the Week, and many more. Games tend to be 2-4 hours.

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

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

**RPG Indie Games on Demand (Open Gaming)** —

Sat 10 pm, Sun 8 pm

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

**Savage Worlds** — Sat 9 am — Savage Rifts - Defenders of Cosmo Town, Episode 1

GM: Anthony Hansen

For a group of rookie mercenaries, this looked to be an easy job. All they needed to do was watch a small town in remote New Mexico while their benefactor is out of town. Little do the adventurers realize that their cushy job is anything but, and a disappearance in town sets off a series of events that may lead to ill consequences for not only Cosmo Town, but all of Rifts North America...

**Savage Worlds** — Sat 2 pm — Savage Rifts - Defenders of Cosmo Town, Episode 2

GM: Anthony Hansen

The mercenaries defending Cosmo Town are tasked by their mysterious benefactor to clear out a demon that resides in an old silver mine. The demon covets something of great importance that their benefactor wants the mercenaries to have. All the while, the town suffers yet another crisis that requires the expert services of the mercenaries.

**Scion: Hero - 2e** — Fri 2 pm — The Hero Inside

GM: Louis Garcia

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

## RPGs

**Sojourn RPG** — Fri, Sun 8 pm — Let Us Build a Tower: A Mythic Bronze-Age Adventure in Babel

GM: Caleb Wimble

Journey back thousands of years to a temple-city in the throes of apocalypse. Climb the Tower to Heaven, where a jealous god cursed humanity and cast them down into chaos. Shifting floors of wondrous artifacts, fallen gods, and angelic horrors greet the bold on their ascent to glory. The Throne of Heaven awaits at the top for your taking. What will you sacrifice to reach it?

**Spirit of 77** — Sat 2 pm — Midnight at Mojotville

GM: Mike Leader

Heyyyyyyyyyyy Boppers! It's DJ Mike comin' at ya with a tale upon tales. It's time for a cheeseburger in paradise in the sleepy town of Wilbur's Lot, where a brand-new restaurant is being threatened by visiting vampires, possessed cars and teenagers with psychic powers! Come on down to the world of Spirit of 77, where we put the record of 1970s pop culture on, and never turn the volume down!

**Star Trek Adventures - Captain's Log** — Fri 2 pm — Imminent Collision

GM: John Paul Spore

In the backwater of the Federation, and staffed by Starfleet's misfits, Valhalla Station stands guard over the Eriksson Expanse. When an asteroid comes hurtling towards the station, the characters must overcome not just the challenge it presents, but also the machinations of the station's less reputable elements. We'll use a modified version of the Captain's Log rules, and all materials will be provided.

**Star Trek Adventures - Captain's Log** — Fri 8 pm — Imperatives

GM: John Paul Spore

In the backwater of the Federation, and staffed by Starfleet's misfits, Valhalla Station stands guard over the Eriksson Expanse. The station is to play host to the final rounds of peace negotiations between two rival species, but things quickly spiral out of control. We'll use a modified version of the Captain's Log rules, and all materials will be provided.

**The One Ring Starter Set** — Fri 2 pm — The Conspiracy of The Red Book

GM: Oscar Simmons

The One Ring is set between the time Bilbo went on his journey and the events in The Lord of the Rings, allowing you to explore the Shire by taking on the roles of those same Hobbits whose children will go on to do extraordinary things, such as Drogo Baggins, Rory Brandybuck and Esmeralda Took.

**The Walking Dead (Free League) Happy Jacks RPG** — Fri 2 pm — The Wolves Den

GM: CADave

From the AMC TV show, a world overrun with zombies, but far worse are usually the other survivors. Can your small group find a way to survive?

**Tiny D6** — Sat 6 pm — Mecha & Monsters: Evolved

GM: Alan Bahr

The hidden home of kaiju, Monster Mountain, needs your help! You are mighty kaiju, and those dastardly humans have been stealing your eggs (or young, or tadpoles). You've recently found some at the nearest human city now its time to get STOMPY!

**Tiny D6** — Fri 6 pm — Tiny Supers

GM: Alan Bahr

Sentry City needs your help! Can you answer the call? Come play the award-winning minimalist superhero rpg with creator and architect Alan Bahr.

**Tiny D6** — Fri 6 pm — Tiny Supers

GM: Alan Bahr

Sentry City needs your help! Can you answer the call? Come play the award-winning minimalist superhero rpg with creator and architect Alan Bahr.

**Twilight: 2000** — Sat 9 am — Last Detail

GM: Zood

Discover the last detail.

**Vampire the Masquerade 5e** — Sat 2 pm — The Tremere Chronicles

GM: Louis Garcia

They call them warlocks, hermetics, usurpers...they are the Tremere. The Tremere are a clan with secrets and they hoard knowledge known only to them. What scares the Tremere as they hide away in their Chantryes? Only they know. You play a vampire from Clan Tremere in this game of sinister darkness in the World of Darkness Presented by the Dead Gamers Society

**Virgins & Vixens** — Sat 9 am — Unexplained Changes

GM: Kimi Hughes

Virgins & Vixens gives players the opportunity to reshape the women in folklore and create new ideas about how women can behave... maybe saving the day in the process! \*\*\*THIS GAME IS OPEN TO ALL PLAYERS! The game system is written for characters who identify as feminine, but there is wiggle room and anyone can play.\*\*

**X-Crawl Classics** — Sun 9 am — Tropicrawl Cataclysm

GM: Marc Anderson

It's a rumble in the jungle as DJ Flexxx brings the heat with this years Miami Tropicrawl! Fabulous prizes and certain death await anyone foolish enough to enter the arena to face the insane garmen astride turbo-powered jet skis, exploding volcanic caverns, and more amazing cash prizes. Those lucky enough to survive the gauntlet will face off with the dreaded Lizard King, all for the Glory of the NAE!!



## War Games

### Los Angeles B & C

#### **1775 Rebellion** – Sat 11 am

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

#### **1812: The Invasion of Canada** – Sun 7 pm

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

#### **1960: The Making of the President** – Sat 6 pm

This fast-playing strategy game for two players challenges you to run for the most powerful elective office in the world, at one of its most unique crossroads. Recreate history or rewrite it.

#### **Age of Renaissance** – Sat 10 am

Players attempt to build up their cultures during the Middle Ages and Renaissance periods. Features a card deck that holds events, payout cards, and famous leaders of the particular eras.

#### **Axis & Allies: D-Day** – Sat 10 am

It's the morning of June 6, 1944. As Allied forces prepare to storm Normandy's beaches, the fate of Europe is in your hands!

#### **Axis & Allies: North Africa** – Sat 5 pm – Operation Torch

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

#### **Battle Cry** – Sun 11 am

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

#### **Charioteer 101** – Sun 11 am

Learn to Play!

#### **Charioteer** – Sun Noon

Enter the Circus Maximus as a Charioteer to win a three lap race for the glory of Rome. Use your hand of cards to out maneuver and out sprint the competition while surviving attacks from your opponents and the crowd. Choose your strategy wisely and improve your skills in the arena to be crowned the winner.

#### **Civilization** – Sun 11 am

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 B.C. Each player leads a nation of peoples over a map board of the Eastern Mediterranean and Near East as they attempt to carve a niche for themselves and their culture.

#### **Diplomacy** – Sat 2 pm

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

#### **Fortress America** – Sun 6 pm

The United States must defend itself from three deadly invading armies: the Asian People's Alliance from the West, the Central American Federation from the South, and the Euro-Socialist Pact from the East.

#### **Kriegsspiel** – Sun 10 am

A genre of wargaming developed by the Prussian Army in the 19th century to teach battlefield tactics to officers. Scenario TBD. All persons are invited, no rule knowledge is required.

#### **Memoir 44** – Sun 6 pm – Suomussalmi

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

#### **Sails of Glory (Frigates)** – Sun 6 pm

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 (Ships of the Line)** – Fri 6 pm

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.

#### **Sturm Europa** – Sat 10 am

World War 2 in the 21st century! Simultaneous action selection and deck-building are featured in this fast-paced grand strategic ETO simulation.

#### **The Napoleonic Wars** – Mon 11 am

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

#### **The War Game: WORLD WAR II** – Fri Noon

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

#### **Twilight Struggle 101** – Sat 1 pm

#### **Twilight Struggle** – Sat 2 pm

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

#### **Undaunted: Battle of Britain** – Sat 5 pm

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

#### **Undaunted: Battle of Britain** – Mon 11 am

The RAF and Luftwaffe face off in a specially designed introductory scenario for this new deck building game of WWII aerial warfare.

#### **Weimar: The Fight for Democracy** – Sat 10 am

The game is about the major actors in the new Republic. The Social Democrats and the Conservatives are trying to defend the democracy. Communists and Nationalists are looking to overthrow the government and install their own regime. Will it survive or fall to the Nazis?

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

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

#### **World In Flames 5th Ed. 1944 European scenario** – Sat 11 am

Australian Design group's international award winning game that is the strategic game of World War II.

## Adventurers League

### Adventurers League

#### Plaza C

All games are Dungeons & Dragons 5th Edition (2024) unless specified otherwise

#### CCC-6SWORDS-01 Six Swords Out of Hell (Levels 11-16) —

Sat 9 am, Sun 2 pm

Visit Maladomini, the Seventh Layer of Hell, in this epic 8-hour adventure for Levels 11-16 characters. A prisoner with knowledge vital to the safeguarding of Faerûn is held in Maladomini, the seventh of the Nine Hells. Retrieving her is a blood-tinted guided tour of all of this plane has to offer. Laughter and screams ring out in symphony from the barbaric playground of the Carnival Eternal. 1 hour break provided

#### CCC-DES-04-01 A Hellish Haul (Levels 1-4) — Sat 2 pm, Sun 9 am

A fiendish proposition offers heroes a way home but relies upon a task so torturous that it pushes their loyalty, greed and sanity to their limits! Can adventurers endure the hellish haul or will their hopes sink into the fetid fens of an endless bog?

#### D&D Adventurers League Trading Post —

Fri 6 pm, Sat 1 pm, Sun 6 pm, Mon 1 pm

Features 3 activities: trading items, buying items, and interactions from older adventures. A player may participate in each activity once per day. The Trading Post is for characters in the Forgotten Realms campaign. Magic items can be traded 1-for-1. Items characters receive must be of equal or lower rarity. In case of conflict, the Dungeon Master's Guide 2024 determines rarity and properties.

#### DDAL00-11b When the Debt Comes Due (Pipypap's Guide) (Levels 1-4) — Sat 9 am, Sun 2 pm

An adventure optimized for 3rd-level characters that takes place in the Moonsea, and Dis, the Second Layer of Hell.

#### DDAL00-11c I've Seen Fire and I've Seen Pain (Pipypap's Guide) (Levels 5-10) — Fri 2 pm, Sun, Mon 9 am

Optimized for 8th-level characters that takes place in the Moonsea, and Phlegethos, the Third Layer of Hell.

#### DDAL00-11f Twice as Nice for Half the Price (Pipypap's Guide) (Levels 17-20) — Fri 7 pm, Sun, Mon 9 am

Optimized for 18th-level characters that takes place anywhere in Faerûn, and Nessus, the Ninth Layer of Hell.

#### DDAL09-08 In the Garden of Evil (Levels 5-10) —

Fri 7 pm, Sun 9 am

Long before it was a ravaged battlefield, Avernus was a den of temptation a place to which ambitious, greedy, and covetous mortals were lured by the promise of power, wealth, and love. While the plane no longer serves this purpose, small pockets of beauty remain. You have been sent in search of one such oasis to locate a fallen celestial. Will you find it? If so, will the creature still be capable of service?

#### DDAL09-09 Ruined Prospects (Levels 5-10) — Sat 9 am, Sun 2 pm

Elturel isn't the only city to have been claimed by Avernus scores of towns and villages, long forgotten, litter the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and battle evil once more. Has that time come at long last?

#### DDAL09-10 Tipping the Scales (Levels 5-10) — Sat 2 pm, Sun 7 pm

Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of his consort for nearly a millennium, and it's time for him to throw in the towel. Dara has asked that you venture into the Diremire Pit and convince him of this, as there are greater wars to be won!

**DDAL09-19 Fang and Claw (Levels 17-20) — Sat 9 am, Sun 2 pm**  
Zariel's deputy, General Everbleed, has fled with Commander De La Reue's soul only to be captured by Yeenoghu's brood! Dara implores you to recover the commander, though his soul has been taken to a most unusual place. Part One of the Red Hunt series of adventures.

#### DDAL09-20 Where Devils Fear to Tread (Levels 17-20) —

Sat 2 pm, Sun 7 pm

The commander's soul has been cast through the portal into the Death Dells. You must follow into the lair of Yeenoghu and rescue the commander before the Beast of Butchery devours him! Part Two of the Red Hunt series of adventures.

#### DDEP09-01 Infernal Pursuits (Levels 1-10) — Sat 7 pm

A horse race in Baldur's Gate becomes a hellish battle on infernal war machines in Avernus when the characters get caught between an evil merchant and his warlord rival. Time to hang on for dear life!

#### FR-DC-STRAT-FIEND-01 The Trouble With Quasits (Levels 1-4) —

Fri, Sat 2 pm, Sun 7 pm, Mon 9 am

Evil is brewing in Secomber. Young folk go missing. Strange creatures attack. Demons wear tiny red fezzes and cute little vests. Clearly the Apocalypse is upon us. Join the fun! A Strategicon Orcon 2025 Premiere adventure!

#### FR-DC-STRAT-FIEND-02 Beyond a Shadow of Drought (Levels 1-4) —

Fri 7 pm, Sat 9 am, Sun, Mon 2 pm

A drought has parched the town of Bowshot, leaving farmers struggling. Crops have withered, wells have run dry, and despair threatens this once-thriving community. Hope flickers in the form of an aqueduct currently under construction, aimed at bringing life-giving water from the Delimbiyr River. Until it is complete, the people of Bowshot face a desperate situation. A Strategicon Orcon 2025 Premiere adventure!

#### FR-DC-STRAT-FIEND-03 The Narrow Path (Levels 5-10) —

Fri, Sat 2 pm, Sun 7 pm, Mon 9 am

A powerful fiend has taken a group of innocent civilians hostage in a temple, using them as leverage to demand the release of one of its fiendish kin from captivity. The players must infiltrate the fiend's lair, navigate the tense hostage situation, and find a way to resolve the crisis without sacrificing the lives of the captives. A Strategicon Orcon 2025 Premiere adventure!

#### FR-DC-STRAT-FIEND-04 A Devil In The Streets (Levels 5-10) —

Fri 7 pm, Sat 9 am, Sun, Mon 2 pm

Athkatla, City of Coin! Where a person's status is as high as their purse is heavy. The head of its wealthiest house lies dead, sparking a war for position in the chaos. Something more fiendish is at work in this land of intrigue. Will it be "a good business" for our heroes in this treacherous city, or will they lose their souls as well as their gold? A Strategicon Orcon 2025 Premiere adventure!

#### FR-DC-STRAT-FIEND-05 The Ones That Walk Towards Goldenleaf (Levels 5-10) — Fri, Sat 2 pm, Sun, Mon 9 am

Just west of the Moonsea exists the City of Goldenleaf. It's as close to a perfect city as you can get. There are never monster attacks, raids, famine, or disease. Almost everyone leads long and happy lives. Yet hidden in the city is a dark secret. A deal made with an infernal being long ago. Can you enter the city and save the life of an innocent before it's too late? A Strategicon Orcon 2025 Premiere adventure!

## Adventurers League

### FR-DC-STRAT-FIEND-06 Cold Blooded Bandit (Levels 11-16) —

Fri, Sat 2 pm, Sun 9 am, 7 pm, Mon 9 am

"If it's just a simple escort job through the mountains, then why does she look like she's seen a ghost?" Did you just see those red eyes in the distance? Wait, she's rewarding us with that much? Never mind, the questions can wait." A Strategicon Orcon 2025 Premiere adventure!

### FR-DC-STRAT-FIEND-07 Go There And Kill More Things (Levels 11-16)

— Fri 7 pm, Sat 9 am, Sun, Mon 2 pm

You're wandering the Realms when someone approaches you. There are things that need killing. Go there and kill those things! But be careful, they might kill you back. A Strategicon Orcon 2025 Premiere adventure!

## General Events

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

### Auction — Mon 11 am — Auction

Strategicon's triannual redistribution of wealth and games. One never knows what games might show up here. Always entertaining.

### Bardic Inspirations - Magic Show — Fri, Sat, Sun 8 pm

40-60 minutes of Family Friendly Clean Comedy Magic with jokes for Gamers and Geeks. An all-new show by Frank Zazanis, our award-winning magician and Karaoke Host. If you saw him last con, see him again if not come see what all the fuss was about. A different show each night

### Board Game Geek No-Ship Math Trade — Sat 10 am

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

### Board Game Geek Virtual Flea Market — Sat 11 am

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

### Dealer Room 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

### Duel 2 — Fri 9 pm, 11 pm,

Sat, Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm, 9 pm

A turn-based game of gladiatorial combat. Create a team of warriors, outfit them, then fight them in the arena. Fights process every other hour on the odd hours.

### Duel II — Gladiatorial Combat — Mon 11 am

Duel II is a game of gladiatorial combat. Players generate five characters, each of which get seventy randomly and 14 player-allocated points among multiple attributes: Constitution, Dexterity, Size, Speed, Strength, Will, and Wit. Players also choose a fighting style. Game is played by taking the warrior overview and developing a strategy to beat a player's opponents in the arena. Turns put in every other hour. Play by mail run at con with mailboxes for each player.

### Dwarves vs Orcs — Fri 8 pm, 10 pm

Sat, Sun 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm

A turn-based game set in the Savage North. Mastermind a clan of dwarves or a tribe of orcs, explore the Savage North, build an army, and destroy the other side. Turns process every other hour on the even hours.

### Feedback Forum — Sun 6 pm

How are we doing? We'd like to know! What are we doing? Don't ask. We have a few changes this show and one announcement for the future that will be announced here.

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

Our first Bazaar of the Bizarre of 2025! Used games galore! One never knows what one can find here.

### Grand Raffle Drawing — Mon Noon

Raffle drawing in the Dealers Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon booth and see if you win! There will be additional tickets drawn for people attending this drawing for more prizes. Pacific Ballroom

### Grid Game Raffle Drawing — Sun 4 pm

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

### Happy Jacks RPG Podcast — Sat 8 pm

Join the Happy Jacks Podcast to share your gaming experiences running or playing games at OrcCon 2025! This event is livestreamed and recorded.

### How to Volunteer — Fri 6 pm, Sun 5 pm

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

### Meet & Greet — Fri 7 pm

Join us for an unique Meet & Greet with our special guests Alan Bahr, Jeff Siadek, Mark Bates, and Reality Simulations, Food, beverages, and wonderful conversation with the 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. Pacific Ballroom

### Strategicon Karaoke — Fri, Sat, Sun 10 pm

Do you have what it takes to sing with the greats? Yeah, me neither. Come make that someone else's problem and have some fun in the process! Might start a little late Saturday, based on Happy Jacks.

## Play to Win

### Play to Win

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

#### **Andromeda Fight League 101** – Sat 10 am

#### **Andromeda Fight League** – Sat 1 pm

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

#### **Arena For The Gods!** – Sun 10 am

A strategic battle game in which you fight each other to honor and please the gods who are watching you! Be bold to gain the best equipment and establish your fighting style in the Arena! Fast, skilled, crafty...or just brutal? Each Hero can triumph if the gods are with him!

#### **Crabs In A Bucket** – Sat Noon

The 4 Crab Kingdoms are at war, and you're just in time to help! This is an exciting game full of tricks, twists, and pinches. Strategy meets luck as players race to shed their cards and become ruler of the ocean., in a matter of 5 to 15 minutes!

#### **Deadly Doodles** – Sat 10 am

A quick-playing doodle game, where players simultaneously draw paths through the dungeon. Draw cards, draw a path through your dungeon, and rack up points! Collect loot and fight monsters! First 15 minutes will be a 101 \*This game is not part of the Play to Win free game drawing!

#### **Extraordinary Adventures: Pirates!** – Fri, Sun 1 pm

You'll sail through the Caribbean plundering merchant ships and visiting exotic ports as you race to be the first to reach the Spanish Treasure Fleet!

#### **Hard Time** – Fri 4 pm, Sun 11 am

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

#### **Jetpack Joyride** – Sun 9 am

Gear up and be the first to make your way through the research lab! Jetpack Joyride is a fast-paced, real-time, crazy puzzle race!

#### **Kitty Paw - Valentine Edition** – Fri Noon

The fast pace cat building game - Meow!

#### **Mapmaker - The Gerrymandering Game** – Sun Noon

You belong to a political party. Your only job? Make sure your party wins the election. You get to draw the districts. But so do the other mapmakers. Can you crack and pack voters? Can you scheme and strategize? Gerrymandering with friends is a whole lot of fun.

#### **Munchkin Spongebob Squarepants** – Fri 3 pm, Sat 2 pm

Experience the back stabbing and treasure collecting of Munchkin, set in the world of Spongebob Squarepants!

#### **Play to win library and demos** – Fri Noon

Check out the Play to Win library, and request a demo of any game you'd like. Attend an on-demand demo, a scheduled demo, or just check out the games to get entered to win the game(s) you played in. Friday noon to 6 pm, Saturday 9 am to 6 pm, Sunday 9 am to 4 pm.

#### **Renegade Games sampler** – Sat 4 pm, Sun 2 pm

In Duel of Wands: Kids on Brooms Card Game players are attempting to prove themselves the superior caster, slinging spells at each other to try and remove their opponent's Psyche and win the duel. In Space Battle Lunchtime you are a contestant on the intergalactic cooking show!

#### **TETRIS** – Sun 10 am

The addictive puzzle game that started it all has a new challenge - play head-to-head against your friends in this tabletop strategy game! The first 15 minutes will be a "Êi" to learn the rules. \*This game is not part of the Play to Win free game drawing!

#### **The Drawing! Free Games!!!!** – Sun 4 pm

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

#### **The Ninth World: A Skillbuilding Game for Numenera** – Sat 11 am

A card game set a billion years into the future, after civilization has come and gone eight times. Gameplay is an innovative blending of technology tree advancement, bidding, and deck-building called skillbuilding. Step into the future now.

#### **Treasure Hogs** – Fri 2 pm, Sat 3 pm

Will you become the ultimate treasure hog? Players take on the role of a Hog-Archeologist collecting treasures, but must beware of thieves planning to steal your treasure!

#### **Zooleretto** – Sat 9 am

Each player uses small, large, wild and exotic animals and their young to try and attract as many visitors as possible to their zoo. But be careful - the zoo must be carefully planned. Before you know it, you have too many animals and no more room for them.



## Pathfinder Society Los Angeles A

### Learn To Play Pathfinder 2nd Edition Remaster –

Sat 10 am, 1 pm, 4 pm

Experience the Pathfinder Roleplaying Game (2nd Edition Remaster) in this 90-minute experience. Select one of the exciting Pathfinder Iconic Characters -- or create a character of your own, then grab some dice, a miniature, and start rolling in your first quest. Everything, including dice, will be provided.

### Pathfinder Module: The Moonscar – Sun 9 am – Pathfinder 1e

An interplanetary adventure for 16th-level characters. For millennia, a complex plot has brewed in a demonic jungle on the surface of the moon—a plan by the patient and sinister succubi of the Moonscar to kidnap and brainwash the people of Golarion.

### PFS1 10-04: Reaver's Roar – Sat 9 am – Pathfinder 1e

Designed for levels 7-11. Your mission to retrieve a relic of the Shining Crusade from a cathedral guarded by a fearsome beast seems straightforward. However, will you survive the deadly onslaught of a territorial guardian, or will you play into the hands of even more sinister forces?

### PFS1 10-16: What the Helms Hide – Fri 2 pm – Pathfinder 1e

Designed for levels 7-11. Over the years, the Pathfinder Society has sent several teams into the mist-shrouded Gloomspires to explore the tomb of the legendary pirate Sempet Sevenfingers. Each has contended with unforeseen horrors, but the way to Sevenfingers's final resting place and his treasures has remained hidden and sealed—until now.

### PFS1 2-11: The Penumbral Accords – Mon 9 am – Pathfinder 1e

Designed for 1st to 5th level characters. The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters.

### PFS1 6-98: Serpents Rise (Pregen Only) – Sat 8 pm – Pathfinder 1e

Designed for 7th-level pregenerated characters. Years of political maneuvering, espionage, smuggling, and diplomacy have set the stage for the Aspis Consortium's most ambitious attack on their Inner Sea rivals: the Pathfinder Society. All that remains are several key preparations that only an elite team of Aspis agents can arrange.

### PFS2 5-19: Demonic Afterparty – Sun 8 pm – Pathfinder 2e Remaster

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

### PFS2 6-01: Intro: Year of Immortal Influence –

Fri 2 pm, Sun 9 am – Pathfinder 2e Remaster

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

### PFS2 6-02: Rain Falls on the Mountain of Sea and Sky –

Fri 8 pm, Sun 2 pm – Pathfinder 2e Remaster

Designed for 1st- through 4th-level characters. Many newer agents are often sent to the Three Gates Lodge to make sure that the wildlife on the island isn't out of control, and that the various allies that the Society made when claiming the lodge are rewarded for their continued aid.

### PFS2 6-04: An Enkindled Carnival – Fri 8 pm, Sat 9 am – Pathfinder 2e Remaster

Designed for 3rd- through 6th-level characters. In her latest venture to help fund the Knights of Lastwall and to bring some needed cheer to Absalom, Lady Hesla Embersplitter has announced a carnival within the Foreign Quarter, inviting the children of Absalom to come and spend some time among games and entertainment.

### PFS2 6-05: Silver Bark, Golden Blades – Sat, Mon 9 am – Pathfinder 2e Remaster

Designed for 1st- through 4th-level characters. Silvertree Village is a small settlement within the Forest of Spirits, not far off the Spirit Road, the trade route tracing the southern coast of the forest. It's a smaller river crossing, but often used when the larger Ohira's inns are full, and some travelers even prefer using it. Or they did, until the found access to it cut off.

### PFS2 6-06: Rotten Apples – Sat 8 pm, Sun 2 pm –

Pathfinder 2e Remaster

Designed for 3rd- through 6th-level characters. Deep in the Fangwood Forest, sits an isolated leshy village called Compost Watch. Compost Watch has kept up a vigil of their primal space for generations, however after a recent distress signal from the trees of the Fangwood, no one's heard from the little town. It's up to you to find out what's happened!

### PFS2 6-08: Upon Wheels and Rime – Sat, Mon 2 pm –

Pathfinder 2e Remaster

Designed for 1st- through 4th-level characters. Within Irrisen, Queen Anastasia has spent the better part of a decade testing the boundaries of her rulership and seeing where she can and cannot make change. After enough discussion with fellow leaders, she's finally decided to go ahead on the first of many plans she has to help bring her new home to the forefront of Avistani politics.

### PFS2 6-09: The Power of Legends – Sat 8 pm –

Pathfinder 2e Remaster

Designed for 9th- through 12th-level characters. The Godsrain has caused chaos throughout Golarion, but it has also caused opportunity. The rain of pieces of Gorum's Armor, the Warshards, has lead to a race of various groups to collect these artifacts, either for study or more nefarious purposes. The Pathfinder Society has collected several themselves, and learned of a way to find more.

### PFS2 6-10: Once in Whispers – Fri 2 pm, Sun 9 am –

Pathfinder 2e Remaster

Designed for 5th- through 8th-level characters. On the border of Numeria and Ustalav, there sits an abandoned manor filled with strange technology and shuffling undead named the Crushed Meteor. Once a stronghold of the Technic League, it has fallen into the hands of the Whispering Way.

### Starfinder Playtest Adventures! – Sat, Sun 9 am – Starfinder 2e

Experience the Starfinder Roleplaying Game (2nd Edition)! Select one of the exciting Iconic Characters -- or create a character of your own, then grab some dice, a miniature, and start rolling in your first quest. Everything, including dice, provided.

## Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted from 10 am Saturday until noon Sunday at the Painting Contest table in Miniatures HQ. Judging will take place at 2 pm on Sunday. Miniatures can be picked up after 4pm. Prizes for up to 1st, 2nd, and 3rd place in each category will be awarded. Each Judge will also select a 'Judge's Choice' award.

### Categories

- |                          |                     |
|--------------------------|---------------------|
| * Fantasy Single         | * Historical Single |
| * Fantasy Unit           | * Historical Unit   |
| * Fantasy Large          | * Historical Large  |
| * Science Fiction Single | * Open              |
| * Science Fiction Unit   | * Strategikids      |
| * Science Fiction Large  | * Strategiteen      |

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

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

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

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

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

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

### Rules

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

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

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

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

11. All entries will be photographed, and a submission to the competition indicates permission for Strategicon to use such images for any purpose, including posting to an online photo gallery or to social media for marketing purposes.

### Our sponsors include:

- |                        |                            |
|------------------------|----------------------------|
| Advanced Grafix        | Looney Labs                |
| AEG                    | Lost Planet Games          |
| Arcane Wonders         | Mayday Games               |
| Area 88                | NycosRPG                   |
| Bandai                 | Paizo Publishing           |
| Bandero Tequila        | Para Bellum Games          |
| Blue Panther           | Reaper Paints & Miniatures |
| Dan Verssen Games      | Renegade Game Studios      |
| Days of Wonder         | Rio Grande Games           |
| Decision Games         | Silver Dragon Games        |
| Devir Games            | Steve Jackson Games        |
| Existence Games        | The Army Painter           |
| Fire & Dice            | The Game Chest             |
| Gamecraft Miniatures   | Ultra Pro                  |
| Game Nights            | Vallejo Paints             |
| Games Workshop         | Warlord Games              |
| Ghost Brush            | White Wizard Games         |
| Imperial Outpost Games | Wizards of the Coast       |
| Inferno Games          | World of Game Design       |
| Kayenta Publishing     |                            |

### Shopping

#### Dealer Room

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

Hours:

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

Individuals found selling wares at 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 2025 Dealer Room Vendors:

- |                         |                            |
|-------------------------|----------------------------|
| Area 88                 | Cobblestone Games          |
| As seen on Happy Jacks  | Crazy Bob's Dream Emporium |
| BGE's Tabletop          | Critical Hit Games         |
| Black Rose Designs      | Devir Games                |
| Blue Panther            | Dice Envy                  |
| Blue Rondo Games        | DM Dunn                    |
| Board Game Promos       | Fire & Dice                |
| Cactus Blossom Artworks | Forgeborne Games           |
| Christopher Grey        | Gallant Knight Games       |
| Clyde Jones & Son       | Game Nights Cafe           |

Ghost Brush  
 Golden Lasso Games  
 Good Newsed Euros  
 Goodman Games  
 Good Time Hat  
 Gorilla Games  
 Hidden Enchantery  
 Huck & Puck Books  
 Infinite Pi Games  
 LFG Con  
 Line of sight Terrain  
 Loscon  
 Lost Planet Games  
 Merch Nozzle Max  
 Mimsy Fair  
 Nabbitt's Treasure Hoard  
 NerdPool Industries  
 No Limit Games  
 Para Bellum Games  
 Party Penguins  
 Party Wanted

Play 5  
 Quicksilver Mercantile  
 Services  
 Ramen Sandwich Press  
 Ratmaster's House of Anime  
 & Stuff  
 Reality Simulations Inc.  
 RosaleenDhu Designs  
 Sand Box Gaming  
 Savage Collections  
 Save vs Death Ray  
 Sojourn RPG Publishing  
 Sovereign Chess  
 Squad Marks  
 Strategicon Market  
 Super Dimension Convention  
 The Game Chest  
 The Goods Merchant  
 The Guild House  
 The Weekend Warrior  
 Tiny Shiny Squids, Inc

## The Grid Game!

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

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

## Flea Market

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

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections. Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

## Convention Seller Rules

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

## Buyer Guidelines

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

## Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

## Product Policy

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

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

## Notice from the State of California

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

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

## Game Auction

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

## Auction Registration Rules

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

## A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should list what items the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

## Auction Seller rules

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

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. **There are no minimum bids accepted on lots.**
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

## Auction Buyer rules

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

## Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!

2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game to go around. If you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safekeeping of your belongings, with the exception of items left with us at the auction.
- 4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.
5. Single day badges gain you admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. Now that we are in 2025 there is indeed a rule 6.
7. All Live-Action Role-Playing Games (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with said LARPs are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, except at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.
11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

## Hilton Hotel Rules

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

## Gateway 2024 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
7 Blunders	Michael Deni	Kyle Greenwood	Steven Ross
7 Wonders	Lumin Sperling	Mike Munson	Darrell Stark
A Study in Emerald	Ian Caballero	Michael Mirth	Richard Potthoff
Acquire: David Woolcott Memorial	Jim Gorz	Matt Hyra	Tom Corbett
Age of Empires III	Winton Lemoine	Tom Corbett	Ivan Demoura
Age of Innovation	Chaowei Wu	Erick Vallejos	Brian Fong
Agricola	Lumin Sperling	Alan Wood	Ray Avedian
Alhambra	Dirk the AI	Ying Chu Chen	Scott Samarel
Alien Frontiers	David Mines	Michelle Mills	Roxanne Pompilio
AQUA	Andre Chautard	Ed Murphy	Alex Georges
Ark Nova	Stan Cascone	Ani Sharma	Vikram Kirby
Art Decko	Erick Vallejos	Benjamin Cosman	Alex Georges
Azul	Sean Rich	Stevie Wegrzyn	Saul Bruenell
Battlestar Galactica	Cylon Edwin Williams		
Blue Moon City	Darrell Stark	Winton Lemoine	Lyle L Burley
Brass: Birmingham	Michael Deni	Alex Trujillo	Roan Laplante
Carcassonne	Darrell Stark	Judy Zhu	David Whiting
Cards Against Humanity	Kathy Tenorio-Ramos	Kristian Trodick	David Morgan
Cards Against Humanity	Tom Corbett	Jon Brown	Audrey Lewis
Castles of Mad King Ludwig	Scott Samarel	David Mines	Thomas Lowerre
Cat Lady	Vanessa Gonsalves	Lance Sullivan	Sean Rich
Cat Sudoku: Summer Festival	Ed Murphy	Steven Mann	Rebecca Murphy
Catan Tournament	Audrey Lewis	David Whiting	John Cuthbertson
Category 5	Bill Harris	David Parayre	J. R.
Chocolatl	Darrell Stark	Cadave Hoover	Tina Brawner
Clank! - Catacombs with Adventuring Party	Leah Fales	Mark Carr	
Coloretto	Paul Slavich	Stephanie Wilborn	Gerald Delker
Concordia	Susan Finland	Edwin Williams	Michael Swinson
Consumption: Food and Choices	Alex Georges	Bill Harris	Andre Chautard
Crash & Grab	Leland Koontz	Travis Grady	Christine Omori
Cthulhu Wars	Stella Guisto	Jason Orman	Rachel Adams
Dream Factory	Michael Swinson	Darrell Stark	Andre Chautard
Dune Imperium: Uprising	Rylan Klaseen /	Theo Black /	Josh Gibson /
	Marisa Kantgor	Shmuel Steinberg	CHris Janquart
Dune: Imperium	Stephen Ebrey	Derek La	Richard Giedlin
El Grande	Zachary Treitel	Richard Potthoff	David Mines
Flight of Icarus	Dustin Mccraw		
Forbidden Sky	Storm won		
Ghost Blitz	Tanya Aldrich	James Aldrich	Adrian Miller
Glory to Rome	Nathan Morelli	Shang-Min Tsai	Salina Kinney
Good Cop Bad Cop	Cody Price	Travis Grady	Jeff Adair
Havoc the Combat Card Game	Dustin Mccraw	Benjamin Cosman	Ilse Tse
Heat: Pedal to the Metal Qualifier 1	Anais Morgan	Todd Hannan	Toni Johnson
Heat: Pedal to the Metal Qualifier 3	Veero Derkarabetian	Lance Sullivan	Toni Johnson
Heat: Pedal to the Metal Qualifier 5	Prince Aj Of House Aj	Jan Milan	Eric Silva
Heat: Pedal to the Metal Qualifier 6	Lance Sullivan	Kevin Smith	Mike Fryer
Heat: Pedal to the Metal Qualifier 7	Bruce Schlickbernd		
Icecool +2	Siven Prasad	James Aldrich	Keith Aldrich
Imperial Steam	Olga Pedroza	Theo Black	Danielle B
Ingenious	Darrell Stark	Saul Bruenell	David Parayre
King of Tokyo	David Parayre	Adam Diprofio	Gilbert Quinonez
Kingdom Builder	Ted Marshall	Warren Usui	Steven Estrella
Kingsburg	Bruce Schlickbernd	David Parayre	Sean Rich
Last Days of Athobrae	Judy Zhu	Eric Valoff	
Liar's Dice	Paul Slavich	Robert Neff	Chanel Leibsohn
Lords of Waterdeep	Rob Helbing	Eric Ongchangco	Cheryl Gaul
Lost Ruins of Aranak - Expedition [...]	Todd Hannan	Chaowei Wu	
Machi Koro	Stella Guisto	Lyla Pinedo	
Marvel Legendary	Joseph Guerin	Dan Trinh	Robert Reeley
No Thanks!	Stephanie Wilborn	Mark Nadeski	Paul Slavich
Nocturne	Jonathan Zev	Samina Schiller	Chanel Leibsohn
One Letter Better	Luca Carnevale	Saul Bruenell	Asher Liebgold
Orleans	Michael Swinson	Mark Nadeski	Thomas Wallace
Perpetual Motion Machine	Darrell Stark	Dooley	Andrew Ma
Phase 10	J. R.	Kristie Brown	James Aldrich
Poker: Texas Hold-Em	Bruce Potter	Samir Shah	Reagan Duerner
Power Grid	Michelle Mills	Calvin Lee	Richard Heller, Chris Mills
Power Grid World Tour: Benelux	Reid Barkell	Mike Munson	Chris Mills, Bill Harris
Power Grid World Tour: Central Europe	Mike Munson, Lisa Burola, Heide Nichols, Reid Barkell	John Cuthbertson, Christine Marciniak, Jonathan Flagg, Michelle Mills	Bill Harris, David Whiting, Kevin Barber, Richard Heller

Power Grid World Tour: Middle East	Mike Munson, Gilbert Quinonez, Lance Sullivan, Richard Heller	Reid Barkell, Chris Mills, David Whiting, Heide Nichols	John Byun, Michelle Mills, John Cuthbertson, Danielle B
Power Grid World Tour: South Africa	Reid Barkell, Bruce Schlickbernd, Georgios Mallas	Mike Munson, Chris Mills, Drewkitty ~..~	John Byun, Richard Heller, Jonathan Flagg
Puerto Rico	Darrell Stark	Cheryl Gaul	Warren Usui
Quatermain	Benjamin Cosman		
Quatermain	Eric Valoff		
RA	Bruce Schlickbernd	Reid Barkell	Winton Lemoine
Race for the Galaxy	Travis Grady	Ehren Evans	Kristian Trodick
Scythe	Marisa Kantgor	Andrew Gonzalez	Charles O'Connor
Seize the Bean	Zee Levi	Bill Harris	Travis Grady
Set	Tanya Aldrich	James Aldrich	
Settlers Of Catan Knights & Cities	Lumin Sperling	Mary Lee Lindquist / Andrew Brandeo	
Space Base	Arik Llerena	Darrell Stark	Keira Estrella
Splendor	Kyle Greenwood	Andre Chautard	Pear Brinkley
Stadium: A Sport Odyssey	Marcus Warren	Aaliyah E	Ramone Harrold
Stone Age	J. R.	Andrew Gonzalez	Gilbert Quinonez
Super Mega Lucky Box	Lisa Burolo	Bill Harris	Gilbert Quinonez
Talisman	James Foley	Jonathan Schrepfer	Thomas Safer
Teotihuacan: City of Gods	Olga Pedroza	Evelyn Robles	Evan Sarafian
Terraforming Mars	James Creech	Lisa King	Derek La
Terraforming Mars: Ares Expedition	Dominic Sanqui	Ehren Evans	
The Castles of Burgundy	Michael Swinson	Chris Buskirk	David Mines
THE GAUNTLET FINALS	Adam Diprofio	Mike Munson	Chaowei Wu
THE GAUNTLET QUALIFIER: Azul	Chaowei Wu	Angela York	Mark Sanfilippo
THE GAUNTLET QUALIFIER: Azul	Jonathan Zev	Justin Rager	Rachel Adams
THE GAUNTLET QUALIFIER: Catan	Heide Nichols	John Cuthbertson / Daniel Cramer / Thomas Wallace	
THE GAUNTLET QUALIFIER: Catan	James Creech	Cheryl Gaul	Luca Carnevale
THE GAUNTLET QUALIFIER: Space Base	Adam Diprofio	Derek La	Richard Zamberlan
THE GAUNTLET QUALIFIER: Splendor	Barbara Newton	James Creech	Alfonso Weilbach
THE GAUNTLET QUALIFIER: Splendor	Derek La	Zaxxon Rehm	Atticus Isaacs
THE GAUNTLET QUALIFIER: Stone Age	Evan Sarafian	Lance Sullivan	Angela York
THE GAUNTLET QUALIFIER: Stone Age	John Cuthbertson	Angela York	Jonathan Flagg
THE GAUNTLET QUALIFIER: Thurn & Taxis	Winton Lemoine	Steven Estrella	William Guisto
THE GAUNTLET QUALIFIER: Thurn & Taxis	Thomas Wallace	Gerald Delker	Jonathan Flagg
THE GAUNTLET QUALIFIER: Ticket to Ride	Cheryl Gaul	James Creech	Thalia Miller
THE GAUNTLET QUALIFIER: Ticket to Ride	Kyle Greenwood	Mae Zhang	Kathy Frye
THE GAUNTLET QUALIFIER: Wingspan	Mike Munson	Leah Fales	Jonathan Zev
THE GAUNTLET QUALIFIER: Wingspan	Rachel Adams	Leah Fales	Chaowei Wu
The Princes of Florence	Jamie Bussio	Ian Caballero	Susan Finland
Through the Ages: A New Story of [...]	Ben Kanani	Alastair Shearman,	
Thurn and Taxis	Joseph Beck	Joseph Beck	Lumin Sperling
Ticket to Ride	Gilbert Quinonez	Gilbert Quinonez	Michael Deni
Ticket to Ride: Africa	Ozgun Tumer	Ozgun Tumer	Doran Davis
Ticket to Ride: Europe	Thalia Miller	Thalia Miller	Kyle Greenwood
Ticket to Ride: Europe	Darrell Stark	Darrell Stark	Michelle Mills
Ticket to Ride: Germany	Thalia Miller	Thalia Miller	Jan Milan
Ticket to Ride: Mini Games	Gilbert Quinonez	Gilbert Quinonez	Liam Frembling
Ticket to Ride: Rails and Sails	Lucas Takao-Haun	Lucas Takao-Haun	Amy Eriksen
Ticket to Ride: USA 1910	Courtney Holland	Courtney Holland	Gilbert Quinonez
Tigris and Euphrates	Pear Brinkley	Pear Brinkley	Lance Sullivan
Titan	Ted Blegen	Ted Blegen	Jeff Matthews
TransEuropa	Gordon Schick	Gordon Schick	Keith Aldrich
Uno	James Aldrich	James Aldrich	Zane Getty
War of the Ring 2nd Edition	James Aldrich	Chris Stewart	Michael Bryson
Wingspan	Nola Dodd	Nola Dodd	Lisa King
<b>Collectible Cards &amp; Minis</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Ascension - #1	Ted Blegen	Eric Sliverman	Roger Ritchie
Ascension - #2	Mark Sanfilippo	Cheryl Gaul	Ted Blegen
Dice Masters Draft Pack - Secret Wars	Dave Intner	Ruby Intner	Elliot Peters
Lorcana - Sealed: Lorcana TCG	Evan V	Quan Vuong	Perrin Weiss
Magic: the Gathering - Bloomburrow Draft	Manuel Herrera		
Magic: the Gathering - Bloomburrow Draft	Jon Brown	Grant Gaines	
Magic: the Gathering - Commander: Pods	Perrin Weiss	Manuel Herrera	
Magic: The Gathering - Planechase: [...]	Michael Arsollon	Allan Stevens	
Star Wars Miniatures - Epic [...] Draft	Brandon Timms	Jeremy Branzuelli	
Star Wars Miniatures - Sealed Draft Virtual	Brandon Timms	Jeremy Branzuelli	
Star Wars Unlimited Draft	Santiago Perez	Steven Mann	Jan Milan
Star Wars Unlimited Draft	Santiago Perez	Jan Milan	Manny Perez

Strategicon Speed Puzzling	Tammy McLeod, Yvonne Feucht, Matthew Corder, Monica Mendez		
<b>Family Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Fuzzy Heroes: The Olympics	The Heroes		
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
BattleTech: Alpha Strike - WNRP AS350	Zachary Nigro	Stuart Fields	
Circus Maximus	Michael Carnevale	Eric Harman	Perrin Weiss
Classic Battletech - Circle of Death	David	Nick Ortiz	Benjamin Stratton
Conquest: The Last Argument of Kings	Kotaro Banno	Brandon Brown	Jacob Merkovsky
Formula De [...] Long Beach Gran Prix	Tall Paul	El Rea	Short Fritzie
Star Wars Legion (v2.6.0, ver 2)	Hunter Fox	Gabriel Fox	Lisa Adams
Warhammer 40K 10th edition - Ironman	Josh Stevens	Dylan Hagmaier	Donald Tseng
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Fantasy Large	Jennifer Morgan Wolff	Ernest Daniel	Stephanie SãEnz, Peter Schultz
Fantasy Single	Cecil Cares Less	Kevin Hill	David
Fantasy Unit	David	Frank Vassallo	Peter Schultz
Sci Fi Large	Veero Derkarabetian	Jennifer Morgan Wolff	Trina Christensen
Sci Fi Single	Steve Tran	Veero Derkarabetian	Jim Sandoval
Sci Fi Unit	Steve Tran	Veero Derkarabetian	Tuck Davion
Open	Kevin Hill		
Kids	Raphael Weinstein		
Teens	Ike Eliot	Gavin Fields	Juaquin Naranjo
<b>Party Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Blood on the Clocktower - Bad Moon Rising	Evil		
Blood on the Clocktower - Base 3	Good		
Blood on the Clocktower - Custom Scripts	Good 6 : Evil 1		
Blood on the Clocktower - Sects & Violets	Good 1 : Evil 1		
Blood on the Clocktower - Trouble Brewing	Evil 4 : Good 1		
Cash n Guns Live Bluffing	Patrick Ward	Andrew Federspiel	Jessica Wang
Cash n Guns Live Bluffing	No Idea	Strawberry Pirk	We Care (not)
Cash n Guns Live Bluffing	Kill CCB	Ribbitz	Magic Gun Buddy's
Dark Moon	Uninfected		
Ninja: Playground Game	Patrick Ward	David Brown	
Prince AJ's Challenge #1 (Squid Game)	Christina Koeritz	Jose Vasquez	Evelyn V
Prince AJ's Challenge #2 (Squid Game)	Evan V	Jose Vasquez	Evelyn V
Ultimate Werewolf	Village 6 : Wolves 3 : Cults 1		
Ultimate Werewolf - - Seer, Witch, Hunter	Werewolf		
Ultimate Werewolf - - Seer/Witch/Hunter +	Village		
Ultimate Werewolf - - Witch Hunt	Werewolf		
Ultimate Werewolf - Extreme	Werewolf 1 : Village 1		
<b>Play to Win</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Apples to Apples	Michelle Estrella	Lalypopk	Brittany Corbett
<b>Video Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Godzilla Pinball	Jason Duvall	Jeff Beyer	David Parayre
Nintendo Switch - Mario Kart 8 Deluxe	James Aldrich	Travis Grady	Aabid Fitzgerald
Nintendo Switch - Super Smash Bros Ult.	Aabid Fitzgerald	David Ayala	Ray Zhang
<b>War Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
1775: Rebellion	Ian Rodrigues	Jon Daneshgar	
Axis & Allies Pacific 1940 2nd Edition	Dale Conklin	Charles Bantum	
Battlecry	Ian Rodrigues	Gus Gilman	
Diplomacy	Georgios Mallas	Thien Dinh	Brad Saathoff
Here I Stand - 1517 Scenario	Eric Lanham	Richard Cordero	Michael Bryson
Kriegsspiel	David Beck	David Mohajer-Rahbari	
Memoir 44	Eugene Massimo	Rob Helbing	
Sails of Glory: Frigates	Doran Davis		
Sails of Glory: Ships of the Line	Terry Newton, Marshall Neal		
Twilight Struggle	Sergio Vasquez	Kevin Sue	
Virgin Queen	Colin Whitman	Matt Elstein	Rob Helbing
Wellington: The Peninsular War 1812-1814	Eugene Massimo	Eugene Hourany	



## Alan Emrich 1959-2025

Strategicon cofounder, convention manager, auctioneer, and former owner passed away January 7, 2025.

To say this con was shaped by him in no small way would be an understatement. Alan lived and breathed these shows from the mid 1970s through the late 1980s. His energy was boundless.

His involvement with computer gaming, war gaming, role-playing, and even collectible card gaming was notable. He created Diverse Talents, Inc (aka DTI) and Victory Point Games. He helped found what became Strategicon while still in high school.

He is credited with coining the term "4X" (for eXplore, eXpand, eXploit, and eXterminate) for computer games, writing what is often considered the definitive game guide of all game guides for Master of Orion.

He was a Strategicon Guest of Honor for Gamex 2010, insisting that we make it Victory Point Games and not him with the distinction.

Alan continued to be involved in the industry literally until the day he died – one of his last actions of his life was posting on boardgamegeek on the same day he passed.

He was friend to many here, and he will be missed. Thank you Alan, from all of us.



---

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

### Welcome to Orcon!

Glad you could make it. It's been a weird few months since we last got together in September – good to see everyone again.

### This show will be big.

We set a record this con for the most attendees signed up before the show even starts, beating Orcon 2020. So assuming we have parking, this show will be big. As it was, Gateway topped 2200 – our largest show post pandemic. All indications are this show will be larger.

### State of the con

As mentioned above, last show was our largest post pandemic, but unfortunately in a weird set of circumstances actually lost money (not a lot, but still...). Turns out inflation had caught up with us, and a few hotel overruns were costly. So prices had to go up because we couldn't make it up with volume as it was the volume that was leading to the overruns. So we did what we didn't want to have to do – raise prices. I hope that is the end of it for a while.

### The Con Book that ate my brain

The con book you now hold in your hands was one of the hardest we ever had to put together, for a myriad of reason. Typos in the online game code that somehow worked, to deadlines blown, to lots of weird issues, including a network card spontaneously quitting mid production. I almost made this pdf only.

### More changes coming to the web site

The web site will be down after Orcon for some planned maintenance. We will be changing a bit of the backend during that time. So if you see it down the week following the convention don't fret – it's planned.

### Alan Emrich

Alan and I went way back. You can blame him in no small part for this group running the cons as he was one of the first to bring me and some of the other current owners in to learn what went on behind the curtain.

I have a lot of Alan stories from back in the 1980s and early 1990s. Suffice it to say, Alan was a complex character, and he was a great friend. He would have been an excellent Diplomacy player – but I don't think he ever played (much – he knew how the game worked).

Fun fact: Alan assembled the first complete Magic: the Gathering Alpha set outside of Wizards of the Coast and sold it at the Gateway 1993 auction for \$600 to Darwin Bromley, founder of Mayfair Games.

I could write pages about him, but 40 years is a lot of personal history to put into perspective. Thanks Alan.

# Feedback Forum Sunday

6pm  
in Carmel

Come  
share your  
thoughts!



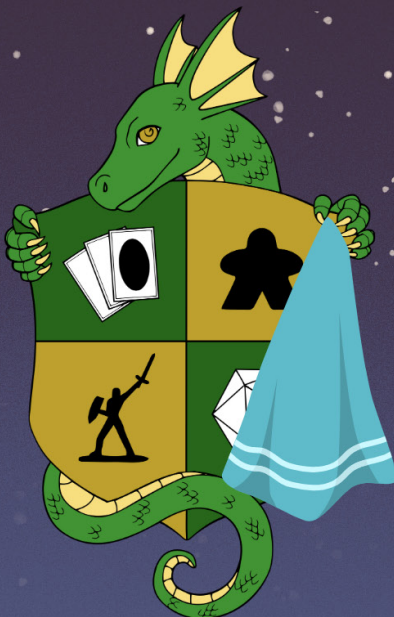
## YOUR AD COULD BE HERE



Interested in being featured?

Check out:

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



[linktr.ee/polycongaming](https://linktr.ee/polycongaming)



# Life, the Universe & PolyCon 42

June 20-22, 2025  
Cal Poly San Luis Obispo

Board Games, RPGs, CCGs, miniatures, paint-and-  
take room, auction, BBQ and more to come!

This year's theme is "The Hitchhiker's Guide to  
the Galaxy" by Douglas Adams.

# T-Shirts!

Design 1



Design 2



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