

HILTON VANCOUVER WASHINGTON \* MARCH 24-27 2011

# GameStorm 13





# OryCon 33

Oregon's Premier Sci-Fi/Fantasy Convention

"The Lighter Side of Horror"



**November 11 – 13, 2011**

Portland DoubleTree Hotel  
1000 NE Multnomah Street  
Portland, OR 97232

Author Guest of Honor:  
***E.E. Knight***

Editor Guest of Honor:  
***Scott Allie***

Artist Guest of Honor:  
***Jim Pavelec***

Musical Guest of Honor:  
***Tempest***

Membership Rates for Adults (13 & up):

Until 3/31/11:	\$35	At the door:	\$60
Until 7/31/11:	\$45	Children 6-12:	Half-Price
Until 10/31/11:	\$55	Children 5 & under:	Free

For more information visit:  
<http://www.orycon.org/orycon33>

OryCon 33 is a production of Oregon Science Fiction Conventions, Inc. (OSFCI), a non-profit, tax-exempt corporation.  
Artwork copyrighted and graciously provided by the Artist Guest of Honor, Jim Pavelec.

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Cover art: Where can I get that game?!

By: Louis Gaty and Kyle Rhône  
(Tinderbox Entertainment)

## WELCOME FROM THE CHAIR

I will assume that as you are reading this, you are recovering from a weekend of gaming and visiting friends (If you are reading the boring blurb from the chair during the con, then you should go and enjoy the con; much more fun.). I hope you enjoyed the variety of gaming opportunities represented by Indie Hurricane, Live Action Role-playing, our extensive game library, the special events centered around our Guest of Honor, Lisa Steenson, and Special Guest Mike Stackpole, as well as the wide variety of scheduled gaming. GameStorm is a community of gamers, organized by gamers and for gamers. For that reason, it is one of my favorite weekends of the year.

Not everyone who attends GameStorm sees behind the scenes. The convention committee (ConCom) is dozens of people who give up their spare time year round to organize and plan this event. They are supported by over a hundred staff, game masters, and volunteers who work during the convention to make your experience better. I am sure that when you saw someone with ribbons on their badge, you thanked them for all the work that was put in the past year. Maybe you even had some spare time and offered to volunteer (and if you did...thank you).

GameStorm works because we keep expanding the ConCom and volunteer base every year. Some say it's the best way to experience a convention. Come by the Information Booth in the lobby to find out how you can get involved this year. To get involved in the planning for next year, or just to give your feedback on this year, send an email to [chair@gamestorm.org](mailto:chair@gamestorm.org).

It was my pleasure to spend the weekend with you all!

David Schaber

Chair, GameStorm 13

## FREE Wi-Fi

You should be able to connect in all GameStorm event areas.

The GameStorm Member SSIDs are; Gamestorm1, Gamestorm2, Gamestorm3, Gamestorm4.

Internet provided to GameStorm members is provided for basic web-browsing. Use of high bandwidth applications has been disabled including video streaming, voice chat, and large downloads. Please use the Hotel network for high bandwidth applications.

## GAMESTORM Needs You !

Volunteering to help out is another way to have fun at GameStorm.

Have an hour or two free between games?

Want to help out?

Just come to the Info Desk, Registration (both in the Event Lobby), or Hospitality (Discovery A) to volunteer.

What's in it for you?

Learn about the Mysterious Inner Workings of the convention.

Get GameStorm Bucks, redeemable for cool stuff.

Join us at the Sunbreak Party and meet the ConCom on Sunday at 7pm in Hospitality for treats and serious relaxation.

# Policies

## Children

All children age 10 and under must be actively supervised by a responsible adult at all times.

All children age 14 and under must have a registered parent or legal guardian, or an adult designated by the parent or legal guardian, in writing, on the waiver form, at the convention at all times.

The waiver for a child age 14 or under must have on it the name of the adult who is attending the convention with the child. The adult's badge number and, if available, cell phone and room number are also to be provided at registration. Personal information will be used only in the event that we need to contact you regarding your child.

A signed waiver will be required to pick up the child's badge. Forms are available on line at [gamestorm.org](http://gamestorm.org) or at the registration desk.

If a child age 10 or under is found at the convention without an adult, both the child and parent/guardian will be required to leave the convention. No refunds will be given in this situation.

Children of age 15-17 may attend the convention unsupervised. A waiver signed by their parent or legal guardian is required. The waiver must contain the signature, name, residential address, and telephone number of the parent or legal guardian.

## Smoking

Smoking is not permitted in any indoor public area at GameStorm. Smoking is also not permitted within 25 feet of doors, windows and vents. (That's state law, RCW 70.160.075)

## Food

Outside food is not permitted in the function space of the hotel. Visit the GameStorm Hospitality Room in Discovery A for a quick snack between events. There is a coffee bar and restaurant in the hotel as well.

## Weapons

The wearing and carrying of weapons is permitted at GameStorm ONLY with prior written permission of the GameStorm Chair. Fake weapons (e.g. boffers) may be used only in designated areas at designated times. Failure to comply is grounds for immediate expulsion from the convention.

Any weapons purchased in the Dealers' Room must be securely wrapped, and may only be carried through the function space to be taken directly to the buyer's car or room.

## Security

OSFCI and GameStorm staff assume no responsibility for the security of persons or property. Staff will attempt to resolve any problems which arise with convention attendees. In the event of a problem which cannot be resolved by staff, hotel or other personnel will be called to resolve the problem. Under no circumstances will staff engage in physical altercation with attendees, guests or uninvited personnel.

All attendees are responsible for maintaining security for their own property. Personal property such as games, computer equipment and gaming paraphernalia is used at attendee risk during the convention and GameStorm relies on the honesty and integrity of the convention attendees to safeguard this property. In the event of any unusual or suspicious activity, convention attendees are requested to contact a staff member with their concern.

## **Badges are to be worn and visible by convention attendees at all times.**

Until the end of the convention, badges remain the property of GameStorm.

## REGISTRATION

GameStorm Registration is located in the Event Lobby.

Thursday: Noon—10pm  
 Friday: 8am—10pm  
 Saturday: 8am—6pm  
 Sunday: 8am—Noon  
 Sunday: 12:30pm—6pm For GameStorm 14 Pre-Registration

Photo ID will be required to pick up your badge. No one else can pick up your badge for you.

All members under 18 must have a signed waiver before they will be given a badge. For more details, please see the child policy on page 4.

We're going to have a container for recycling of badge clips again this year. If you don't plan to keep your badge, please drop off your clip as you leave the convention.

## Info Desk

The GameStorm Info Desk is located in the Event Lobby.

Thursday: Noon—10pm  
 Friday: 8am—10pm  
 Saturday: 8am—10pm  
 Sunday: 8am—6pm

Lost and Found items will be taken to the Info Desk. When the Info Desk is closed they may be taken to and retrieved from Operations in Room 339.

If you have any questions about any GameStorm-related issues, the Info Desk is the place to ask!

## CHECK OUT THE GAME LIBRARY

Come on down to the Game Library and check out a game! We have hundreds of games in Heritage B across from the Game Lab. Scan the games on the shelf (from your side of the table please) or review our printed lists of games. Ask Game Library staff for recommendations. Find an old classic or learn a new game. Check out the game, take it to an Open Gaming table, and get started.

Thursday: 4pm-midnight  
 Friday: 8am-midnight  
 Saturday: 8am-midnight  
 Sunday: 8am-6pm

Note that scheduled events have priority at regular gaming tables. If the Open Gaming tables are full, please check the schedule at each table to find a good location for your game.

Return the game when you are finished playing. All games must be returned by 6pm Sunday. You can keep games in the hotel overnight during the convention.

GameStorm and OSFCI thank the many companies and people who have donated games to the Game Library: Aaron Curtis, Antonia Cabal, Beverly "Phoenix" Block, Bucephalus Games, Carey Grayson, Cheapass Games, Funagain.com, Gut Bustin' Games, James Ernest, Mike Selinker, Pair-of-Dice Games, Richard Garfield, Rio Grande Games, D. Stephen Raymond, Sunriver Games, Third World Games, Wattsapoag, Wizards of the Coast, and Z-Man Games.

**Thank You!**

## How to Signup to Play a Game

First, find out which room your event is in. Locate the room on the maps in the center of this book.

Second, find the sign up sheet for your specific event. The sign up sheets will be just outside of the room that the event is to take place in, or on a table to the side of that room. If you signed up online, your name should be listed at the top, and you're all set.

Third, put your badge number in the first empty slot. If a game you want to play is full, sign up as an alternate. This gives you priority in case one of the initial players who signed up does not show five to ten minutes before the game starts, the Game Master who is running your event will take the sheet. Be ready to show him or her your badge to confirm your space.

Many games fill up, so be sure to sign up early! If you have any questions about the game sign up system, ask at the Info Desk or the Game Library.

## ORANGE CONES AND OPEN GAMING

Just arrived? Want to play boardgames? Don't know where to start? A meetup table is right inside the door of the main boardgame room, Heritage B, in front of the Game Library. Join fellow gamers there for a quick session of "what do you want to play" and then check it out of the game library and find an empty table in the open gaming area. While you are waiting for other gamers to show up, challenge whoever is available to a quick turn around the PitchCar track.

Not sure what to play? Look for an orange cone. RPG and board game tables with an orange cone have room for another player.

When starting a game, please grab an orange cone to encourage people to join you. Remember to return the orange cone when your game is full or when it's too late for players to join, so you don't misinform other members. Please do not use orange cones to mark boundaries, as decorations or game components.

Tables near the Game Library in Heritage B are reserved for Open Gaming and are designated by a red tablecloth (or some other color yet to be determined). If you want to be sure your pickup game won't get booted from its table when a scheduled game begins, use an Open Gaming table. You can find players at the meetup table near the Game Library. If Heritage is full, look for more open gaming space in Discover B. It will be open the entire duration of the convention for your late night gaming pleasure. Get together, pick a game, and play!

### Open Indie Gaming

Join the fine, friendly gamers of Indie Hurricane! for pick-up story gaming of all kinds! Check our whiteboard outside Ash and Birch for up-to-date postings of games beginning soon, or ask an Indie Hurricane! representative about playing a small press game you've been dying to try! The Open Indie Gaming main table is located in the Upper Lobby outside Ash and Birch, and is available from 9am to midnight throughout the con.

## Hospitality

GameStorm Hospitality is located in Discovery A and is open to all members.

Thursday:	4pm—10pm
Friday:	7am—11pm
Saturday:	7am—11pm
Sunday:	7am—4pm

We will offer caffeinated and non, sugared and diet, soda, as well as coffee, hot cocoa and tea. In the mornings we will have juice and milk.

While hospitality is included in your membership, donations are encouraged and greatly appreciated. Some special foods may be available with a suggested donation. We are excited to offer a larger variety of healthier options this year.

Should you find yourself between games, please feel free to volunteer! Have a fantastic weekend!

## GAME MASTER AND VOLUNTEER REWARDS

This year's fabulous Game Master and Volunteer appreciation swag will once again be distributed using GameStorm Bucks (provided by Tinderbox Entertainment), which GMs will receive when you turn your completed sign-up sheets to the Info Desk. Volunteers will get bucks from the person for whom they are working. For the more desirable items, you will have an opportunity to put your name on a list of interested Game Masters and volunteers from which a recipient will be chosen at random.

GameStorm Bucks can be redeemed at the following times in room 337.

Friday:	Noon—2pm	5pm—7pm	10pm—11pm
Saturday:	Noon—2pm	5pm—7pm	10pm—11pm
Sunday:	2pm—7pm		

Please check at the Info Desk in the Event Lobby for more details.

### Supporters

The GSB Program would like to thank the following persons for their generous contributions:

Angel May of Guardian Games	Jean Seaborg of Gator Games
Antonia Cabal	Johnn Four of Roleplayingtips.com
Days of Wonder Games	Out of the Box Games
Jason Bostick	Playroom Entertainment

and especially Tinderbox Entertainment for providing this year's GameStorm Bucks.

## LOOKING FOR THAT SPECIAL OUT OF PRINT RPG?



HUNDREDS OF USED RPG'S  
ADDED WEEKLY

GATORGAMES.COM

## SHIRTS, LANYARDS AND DICE

T-Shirts, featuring the fantastic artwork from Tinderbox Entertainment artists Louis Gaty and Kyle Rhône, and the ever-popular GameStorm lanyards, are available for sale in the Dealers Room. The ever-popular GameStorm hoodies are back this year as well. Limited edition GameStorm dice are also available this year so get some and roll up a storm! Don Forbis of Games Plus has graciously agreed to handle the sales for us again this year.

GameStorm Lanyards	\$5
GameStorm Dice (12 d6's or 5 d10's)	\$9.95
GameStorm 13 T-Shirts	\$20
GameStorm Hoodies	\$50

Hoodies are in limited supply. GameStorm T-Shirts from previous years are also available at a discount, also in limited supply.



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MANGA LIBRARY  
GUESTS OF HONOR  
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**WWW.KUMORICON.ORG**

## GUEST OF HONOR

**Lisa Steenson**

People



The Grand Pooh Bah of Gut Bustin' Games®. She designed Redneck Life®, Redneck Life Expansion: Bustin' a Gut®, Trailer Park Wars!®, and 'Oh Gnome You Don't!® board games. She creates games and then conducts extensive test-playing and makes many adjustments before an artist is brought on board. Lisa contracts with the artists, works with the printers, shipping agencies, distributors, retailers and customers to provide games for players 13+ that are fun, funny and a just a wee bit edgy. Her games are sold in 3,000 game, hobby, gift, sporting goods, farm supply and drug stores, as well as on Walmart.com, Target.com and ToysRUs.com.

Gut Bustin' Games has been awarded: Game of the Year 2006 and the Toy Man Award of Excellence for Redneck Life®, Origins Game of the Year Nominee for Trailer Park Wars!®, and 'Oh Gnome You Don't!® will be entered in the Origins 2012 Board Game Competition.

Oh Gnome You Don't!® was released February 10, 2011. There will be a tournament of this game on Saturday night of GameStorm 2011. Lisa will be play-testing her latest creation, The Flea Marketeers, at GameStorm 2011.

Lisa grew up in Sweet Home, Oregon, and has a B.S. in Physical Education from OSU. Battle Ground, Washington is her current home city. Lisa has three daughters: Raina, Jill and Lauren, who are known as "The Gut Bustin' Gals". They help out at shows and conventions. Lisa grew up playing board and card games, and loves the challenge of seeing an idea-turn into a game-turn into an evergreen best seller in the stores.

The Web site is [www.GutBustinGames.com](http://www.GutBustinGames.com).

## SPECIAL GUEST

**Mike Stackpole**

An award-winning game designer, computer game designer, graphic novelist, novelist, editor, screenwriter and podcaster. He's best known for his New York Times bestselling novels *I, Jedi* and *Rogue Squadron*, both set in the Star Wars® universe. His most recent novels are *At The Queen's Command* from Night Shade Books and his superhero noir novel, *In Hero Years... I'm Dead*, which he released as a Digital-Original novel through his website, Stormwolf.com; Amazon, the iBookstore and Barnes & Noble. He lives in Arizona and spends his spare time dancing and playing indoor soccer, both of which can be tough on the feet. He's just finished the novelization for August's *Conan The Barbarian* movie, and is closing in on the end of the sequel to *At the Queen's Command*, titled *Of Limited Loyalty*



People

In his own words:

Born in Wausau, Wisconsin in late 1957 to Jim and Janet Stackpole. I remember little of my time in the dairy state, primarily because I spent the first six months of my life lobbying my parents to return to Vermont, which they did when my father's internship was finished. (My father is a Pediatrician and my mother was a teacher before becoming a politician and active in a variety of programs in the community.)

After the return to Vermont my brother Patrick was born and, four years after that, my sister Kerin was born. Patrick is career military, having graduated from West Point. My sister is a lawyer and quite good at what she does. (I find it rather comforting to know that in my family I can get good medical advice, good legal advice, and good military advice, all of which are vital in my trade.)

Not having been born in Vermont caused a limited amount of childhood trauma for me, since, according to good old Yankee wisdom, I was not truly a Vermonter. (As is commonly noted, if someone is baking cookies in an oven and a puppy crawls in there and is cooked, that doesn't make it a cookie.) I got over this trauma. In my teen years my rebellion against my parents took the form of listening to Boston Bruins hockey games on a transistor radio when I was supposed to be doing homework. I was, as you can see, a real rakehell.

I graduated from Rice Memorial High School in 1975 and went from there to the University of Vermont. I graduated from there in 1979 with a BA in History. Having already sold my first gaming project to Flying Buffalo Inc. in 1977, I headed west to the land of Mexican food, where it seldom snows, and the snow never lasts long enough to be shoveled. I have lived in Arizona ever since, save for a four month stint in Hartford, CT, working as a consultant for Coleco Industries.

Game Lab

2011 GAME LAB – The Game Designer’s Laboratory

For the third year, GameStorm is sponsoring its own track for game designers, prototype builders and people who enjoy play testing brand new, unpublished games. There will be more than 30 events in this track!



People

2011 Guest of Honor, Lisa Steenson (Gut Bustin' Games) will be participating in Game Lab play-testing her own game(s) and speaking in our workshops. We are also welcoming Kris Gould, one of the owners and principal designer for Wattsalpoag Games, and the staff from Tinderbox Games who will be on site.

If you're thinking about designing your first game, or just want to learn more about “how games get from idea to the store shelf,” feel free to stop by and check out any of these events. We have workshops, appointments with industry professionals, problem solving sessions and many opportunities for game designers to play test new games and get valuable feedback.

If you're interested in seeing new games and maybe play testing one or more, stop on by! Our play testers earn one “raffle ticket” per hour played, and the drawings are ONLY for people participating in Game Lab, so chances to win something are pretty good! Prizes include published games, gaming bits and fun stuff. If you just play one game, it is still an opportunity to help a new designer out. This year, there’s a new game or event starting every hour, 9 am through 8 pm.

Join us!

2011 GAME LAB STAFF:

- |  |                            |
|--|----------------------------|
| KC Humphrey, Director, Sunriver Games    | Jeff Hayes, Volunteer Einz |
| Lisa Steenson, Gut Bustin’ Games         | Maureen Wheeler            |
| Kris Gould, Wattsalpoag Games            | Kevin Long                 |
| Rita Humphrey, Sunriver Games            | Miranda Lovegren           |
| Erik Moore, Tinderbox Entertainment      | Monte Milburn              |
| Kyle Rhône, Tinderbox Entertainment      |                            |
| Nick Etchegaray, Tinderbox Entertainment |                            |

Video Console Gaming

Video console gaming is located in the Boardroom on the second floor.

- |           |           |
|-----------|-----------|
| Thursday: | 4pm-10pm  |
| Friday:   | 10am-10pm |
| Saturday: | 10am-10pm |
| Sunday:   | 10am-5pm  |

Come try out video gaming for the first time, try different games or play old favorites. If you are unsure as to what you might like, feel free to ask our gaming staff for recommendations. We will have a good mix of old and new games, including multi-player games so you can play with a group of friends or strangers. We might decide to stay up a bit past our closing times some nights, so feel free to stop by anytime to see what's going on.

## INDIE HURRICANE!

Indie Hurricane! is a self-published gaming expo which takes place within GameStorm. Indie Hurricane! promotes, sells and runs self-published RPGs, holds panel discussions challenging ideas about what RPGs can be, and offers self-publishers booth space to sell their games, plus an organizing banner under which to run amazing, sometimes unconventional game sessions. Indie Hurricane! is the GameStorm delegation of Go Play PDX, Portland's self-published role-playing game community, dedicated to continually exploring the outer limits of play and design, and having a rocking good time in the process!

Indie games are creator owned. The designer has control of all creative and publishing decisions, starting with game mechanics but continuing on to physical format, printing, pricing, marketing, and distribution. Because of this freedom, Indie games are uniquely poised to push the boundaries of subject matter and gameplay with groundbreaking and unique designs. Above all, Indie games are labors of love.

Indie Hurricane! events are listed in the schedule as a separate track. Find scheduled Indie Hurricane! games on the second floor in rooms Ash and Birch, and stop by the Open Indie Gaming table in the Upper Lobby available from 9am to midnight throughout the con. Visit our table in the Dealer hall to purchase Indie games, try demos and get in on pickup games!

To join our community for play and design feedback year round, visit  
[www.goplaypdx.com](http://www.goplaypdx.com)

Portland Stores that carry Indie games:

Guardian Games	215 SE 3rd, Portland Or
Red Castle Games	6416 SE Foster Road, Portland Or
Rainy Day Games	18105 SW TV Hwy, Aloha Or

To find more Indie RPGs online, visit:

The Indie RPGs Un-Store	<a href="http://theunstore.com/">http://theunstore.com/</a>
Indie Press Revolution	<a href="http://www.indiepressrevolution.com">http://www.indiepressrevolution.com</a>

## STEVE JACKSON GAMES - MIB

Once again, Steve Jackson Games will be fully represented at GameStorm. We have over 150 hours of scheduled gaming being run by MIBs from all over the Pacific Northwest. With an assortment of games both old and new, including the Munchkin Regional Tournament, this is a great time to try out that classic game you have been wanting to, or maybe something brand new. Plus, we're on hand to teach/play any of our games you'd like!

Also on hand will be the SJ Game library. If there is a game you were curious about and wanted to learn, please ask any of the MIB to teach it and play a round with you. The library is packed with all the new and current games, as well as some of the older ones. Awful Green Things might be a great one to try out, since it's being re-released shortly!

If you're a Munchkin fan, come see us and earn more swag. We've got lots. Check out some of our other games too. If you've never tried any of them, why not start? We're in Heritage, tables HF66, HF67, HF68, HF76, HF77 and HF79 (just look for the BIG Banners!) The Tournament rules will be posted there as well - there are some changes this year.

Also be sure to stop by the Dealers Room to check out the Munchkin: The Video Game teaser trailer and parley with its developers at the Tinderbox Entertainment booth.



# DEALERS ROOM

The Dealers Room is located in Heritage A and C this year.

On page 14 there is a map to help navigate the GameStorm Dealers Room.

Friday: 1pm—7pm

Saturday: 10am—7pm

Sunday: 10am—4pm

The GameStorm Dealers Room is a service to our attendees and to the game industry.

Gaming tables in the Dealers Room are primarily for the use of dealers to schedule demos and events near their booths.

Dealers are required by law to collect Washington State sales tax, but Oregon residents are not required to pay Washington State sales tax. Be prepared to show your legal Oregon state-issued ID (driver's license or non-driver's ID card) and to fill out a brief form for exemption.

Please support our dealers; their support helps us make GameStorm better every year!

## DEALERS

### Black Wing Arts

Black Wing arts is a collective of Local artists selling Masks, Dice Bags, Feather Jewelry, Pens, Wands, Artisan Soap and More. We will also have a Licensed Massage Therapist giving chair Massages at our booth.

### Crucifiction Games

Crucifiction Games is dedicated to creating innovative, cutting edge games and gaming products such as our flagship RPG 'Horror Rules, the Simply Horrible Roleplaying Game'. Quick to learn and fun to play, our stuff is guaranteed to make you say "Wow... me like!"

### Decision Games

Decision Games publishes board and computer games on military history, and through Strategy & Tactics Press, publishes magazines, games, books, and other media on military history. From ancient warfare to modern and on to hypothetical and science fiction situations, Decision Games provides games ranging in size and complexity from folio games to monster games with hundreds of maps, thousands of playing pieces, and hundreds of pages of detailed rules.

### Dragondyne Publishing

Dragondyne Publishing is the creator and publisher of the table top role-playing game Neverwhen. Neverwhen allows GMs and players to combine any genre in their 3.5 DnD or 4.0 DnD games.

### Flying Buffalo

Flying Buffalo is the publisher of the classic Nuclear War card game, the "old school" Tunnels & Trolls role playing game, the hilarious "pizza dice", and the incredibly useful "box bands". We've been in business 40 years! (since 1970)

### Games Matrix

The Game Matrix is Tacoma's PREMIER retail store for RPG's, CCG's, Miniature Gaming, Board Games and hobby game supplies.

# DEALERS

## Games Plus

Games Plus is a Lake Stevens, Wa store with a wide variety of board games, RPG's, card games and dice. A long-time GameStorm regular, Don will also be selling convention "T" shirts, hoodies, dice sets and lanyards.

## Guardian Games

With 10,000+ game items in stock every day, if we don't have what you're looking for, let us endeavor to find it. From the latest and greatest, to the nostalgic and ancient, we love games and the people that play them!

## King of RPGs

King of RPGs by Jason Thompson and Victor Hao, published by Del Rey Manga, is the epic graphic novel series about one man's quest to become... THE GREATEST GAME MASTER IN THE WORLD! Featuring King of RPGs graphic novels and T-shirts, gaming jewelry and d20 necklaces, and other comics, including comic adaptations of the work of H.P. Lovecraft and Clark Ashton Smith!

## Indie Hurricane!

Indie Hurricane! is a self-published gaming expo which takes place within GameStorm. Indie Hurricane! promotes, sells and runs self-published RPGs, and offers self-publishers booth space to sell their games. Indie Hurricane! is dedicated to continually exploring the outer limits of play and design, and having a rocking good time in the process! Come by the booth to browse diverse game titles or try demos and pick-up games!

## PDXyar

PDXyar is home to some of the most cutthroat scallywags, rogues and mercenaries to ever set sail on the big blue wet thing. We formed our band of miscreants in early 2008 and have since been raiding ports with our unique brand of piratical living history. We will be running our games in the Dealers Room.

## PDX Browncoats

Our annual "Can't Stop the Serenity" event, born here in Portland, has become a global phenomenon with events in Europe and Australia as well as all over North America. The event raises money for Equality Now and has raised more than \$400,000 over the past four years.

## Red Castle Games

Located in SE Portland, we focus on the kinds of games that encourage community and real face to face human interaction, from a lighthearted game of Uno to regular Magic: The Gathering tournaments and pitched Warhammer 40K battles on one of our custom-built tables. Our regulars' diverse interests and inclusive demeanor create a casual, friendly environment for beginners, grizzled veterans, and just about anyone looking to hang out for an hour. Come visit us in the Dealers' Room

## Sigh Co. Graphics

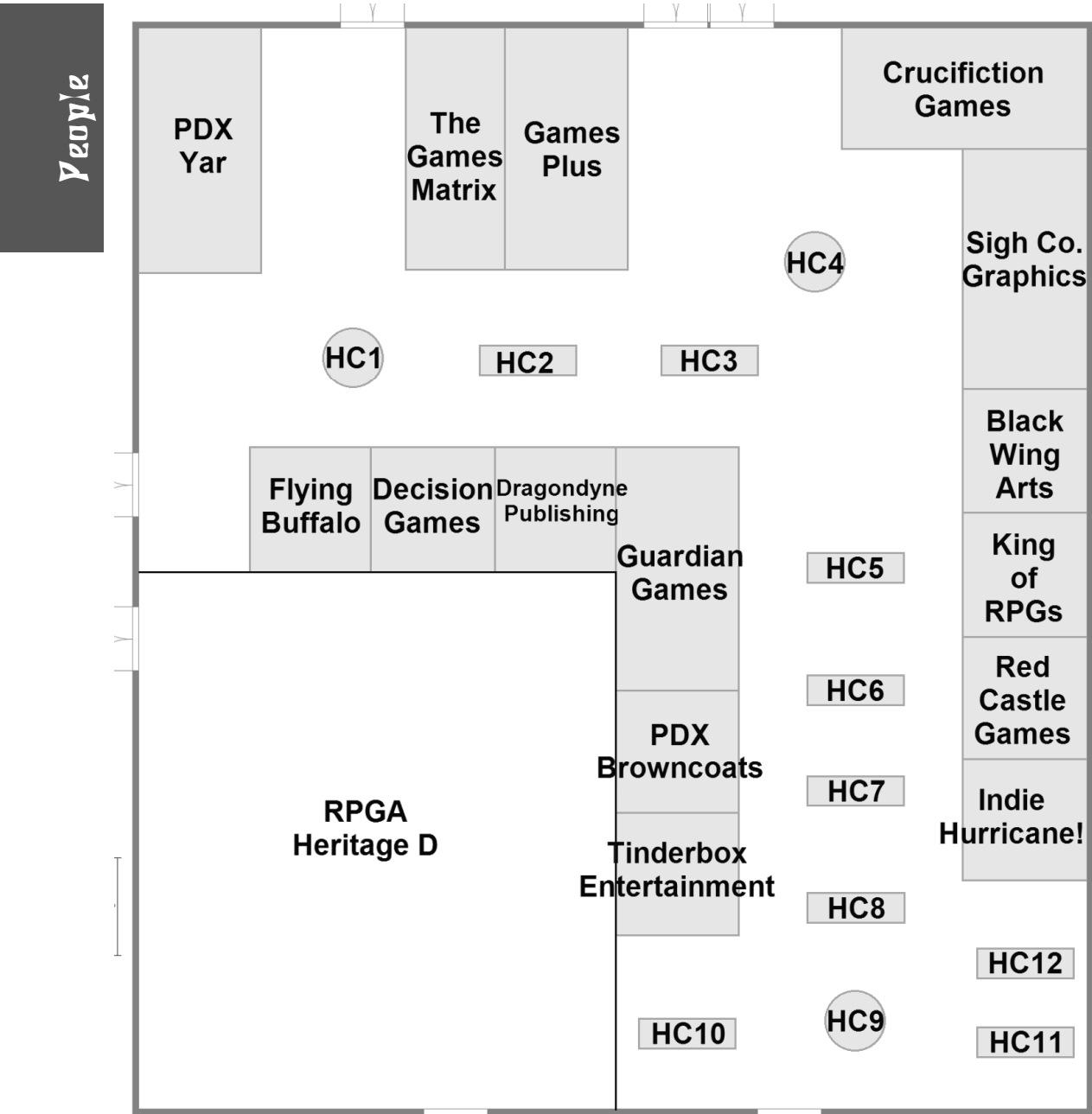
Apparel that complements the darkness in you; t-shirts, babydolls, workshirts, and hoodies. Plus your one stop Lovecraft shop with games, books, pins, stickers, and more!

## Tinderbox Entertainment

The minions from Tinderbox demand that you to come and taste their delicious homemade games. These are not the games your mom used to make! Check out the schedule to see when you can play their bestselling game, Cutthroats! Also take in the glory that is the video teaser for a little project they are working on, Munchkin: The Video Game.

GAMESTORM 13  
DEALERS ROOM

To: Registration / Info Desk





Serge Laget

# CARGO NOIR™

## TRAFFICKING IN TROUBLED WATERS

“Little Hong Kong: Hour of the Tiger -  
Loaded with clandestine goods,  
a sampan glides through the dark  
waters of Aberdeen Harbour...”



**Cargo Noir** is a game of illicit trading in which players run “families” who traffic in smuggled goods around the world in the thrilling and evocative setting of 1950’s film noir.

Game play revolves around a changing set of notorious smuggling ports around the world, each filled with contraband.

Quickly learned, but offering many routes to victory this is the rare trading game that works as well with 2 players as 5.

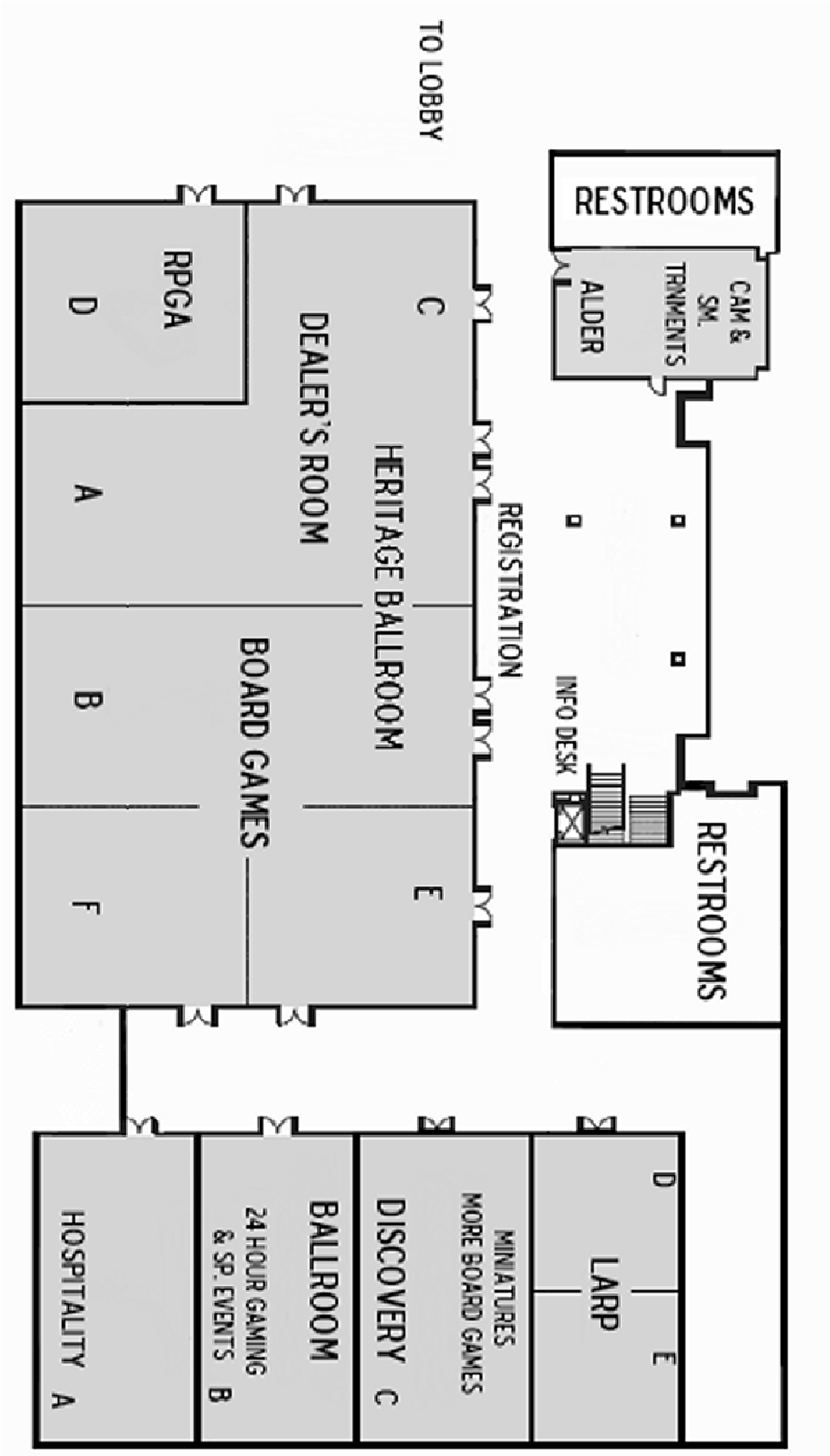
[www.cargonoir.com](http://www.cargonoir.com)

**DAYS OF  
WONDER**

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First Floor

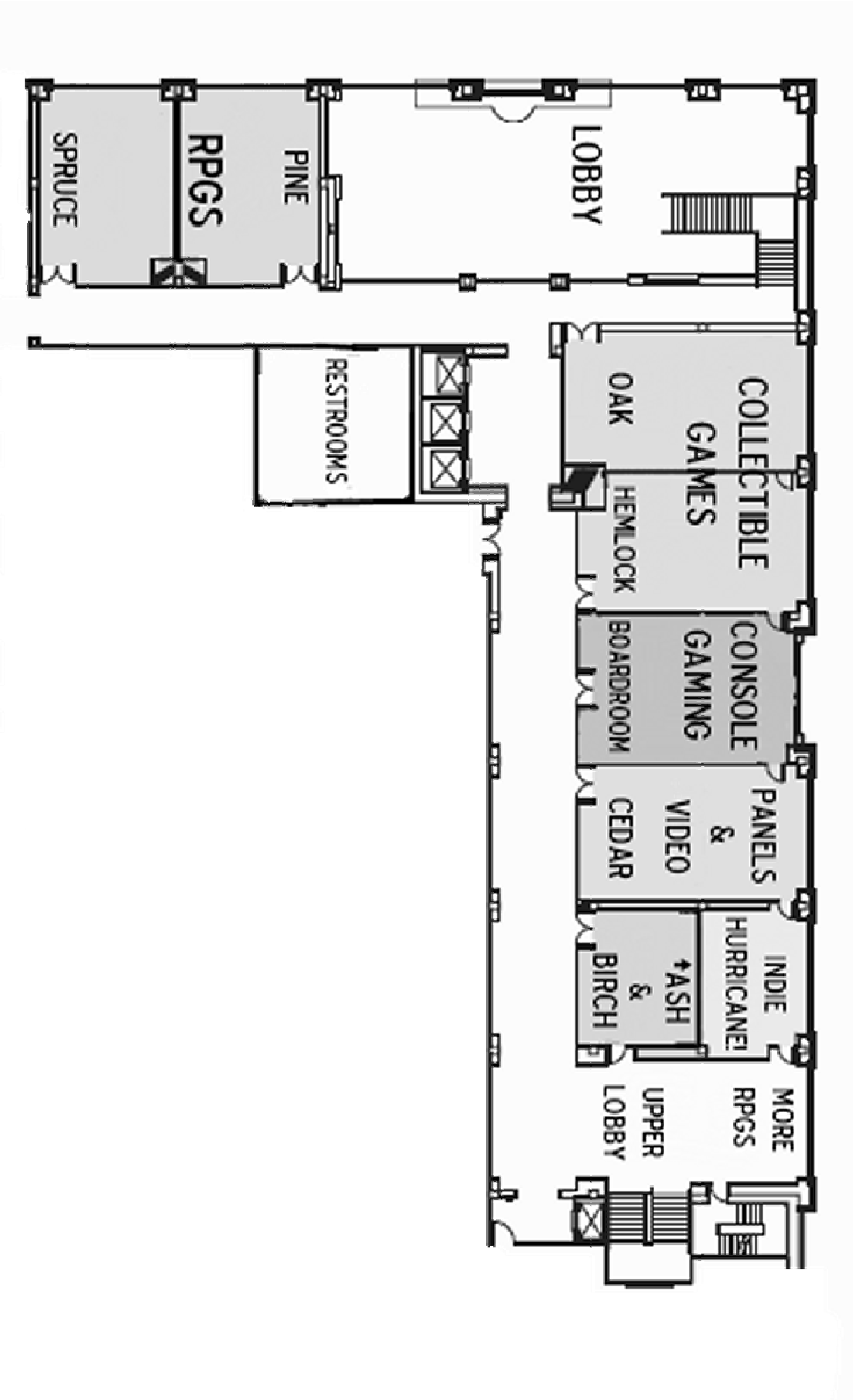


Columbia St.

Hotel



SECOND FLOOR



Hotel

Columbia St.

Thursday, March 24th

Schedule

2:00pm-4:00pm	Ninja Burger	Alder - 02	Boardgames
2:00pm-4:00pm	Chez Request	Alder - 01	Boardgames
2:00pm-4:00pm	Munchkin Fantasy	Alder - 03	Boardgames
2:00pm-3:00pm	Welcome to Game Lab (Thursday)	Heritage B - 20	Game Lab
2:00pm-5:00pm	MAID The Role Playing Game: Be Our Demon King!	Spruce - 01	Roleplaying
2:00pm-6:00pm	Traveler: Terra/Sol: Twilight Sector: Somnium Mundus	Spruce - 03	Roleplaying
3:00pm-4:00pm	Dominion (Introduction) - Beginners Welcome	Heritage B - 17	Boardgames
3:00pm-4:00pm	Pack and Stack	Heritage B - 06	Boardgames
3:00pm-4:00pm	Blokus	Heritage E - 61	Boardgames
3:00pm-4:00pm	Zombinion	Heritage B - 33	Boardgames
3:00pm-5:00pm	Galaxy Trucker	Heritage B - 28	Boardgames
3:00pm-5:00pm	Airships	Heritage B - 04	Boardgames
3:00pm-5:00pm	Revolution	Heritage F - 76	Boardgames
3:00pm-5:00pm	Panzer Leader Dieppe	Heritage F - 46	Boardgames
3:00pm-5:00pm	Pirate's Cove	Heritage B - 37	Boardgames
3:00pm-5:00pm	Dungeon Lords for beginners	Heritage B - 34	Boardgames
3:00pm-5:00pm	Cutthroats!	Heritage A - 01	Boardgames
3:00pm-5:00pm	Mousquetaires du Roy	Discovery B - 04	Boardgames
3:00pm-6:00pm	Agricola - Farmers of the Moor	Heritage F - 47	Boardgames
3:00pm-6:00pm	ZOMBES!!!	Heritage F - 55	Boardgames
3:00pm-6:00pm	Game of Thrones - Beginning players welcome	Discovery B - 03	Boardgames
3:00pm-7:00pm	Battlestar Galactica	Heritage B - 18	Boardgames
3:00pm-7:00pm	Dragon Dice: "Demo & Die" and Open Play	Heritage B - 35	Boardgames
3:00pm-7:00pm	Manifest Destiny	Heritage B - 29	Boardgames
3:00pm-8:00pm	Sid Meier's Civilization The Board Game	Heritage E - 64	Boardgames
3:00pm-1:00am	Axis & Allies 1940 Global (Europe 1940 + Asia 1940)	Discovery B - 01	Boardgames
3:00pm-5:00pm	Game Lab Play Test 1: (open)	Heritage B - 21	Game Lab
3:00pm-4:00pm	Third Annual Miniature Painting Contest	Discovery C - 32	Miniatures
3:00pm-5:00pm	Wings of War WWI : Watch your back	Discovery C - 26	Miniatures
3:00pm-7:00pm	Warhammer 40,000 for beginners	Discovery C - 01	Miniatures
3:00pm-12:00am	Operation: No Guts No Glory	Discovery C - 16	Miniatures
4:00pm-5:00pm	Dominion - All Sets	Heritage B - 17	Boardgames
4:00pm-5:00pm	RIP - Restless in Pieces	Heritage E - 40	Boardgames
4:00pm-5:00pm	Intangibles	Heritage B - 27	Boardgames
4:00pm-5:00pm	Zombinion - Entrails	Heritage B - 33	Boardgames
4:00pm-5:00pm	Master Thieves	Heritage B - 39	Boardgames
4:00pm-6:00pm	Nanuk	Heritage F - 66	Boardgames
4:00pm-6:00pm	The Stars Are Right	Heritage F - 67	Boardgames
4:00pm-6:00pm	Revolution	Heritage F - 68	Boardgames
4:00pm-6:00pm	Ticket to Ride: Marklin Edition	Heritage B - 06	Boardgames
4:00pm-6:00pm	SPANC	Heritage F - 77	Boardgames
4:00pm-6:00pm	Learn the Innovation card game	Heritage B - 36	Boardgames
4:00pm-6:00pm	Pueblo	Heritage B - 26	Boardgames
4:00pm-6:00pm	Game Lab Play Test 25: Monty Python Board Game	Heritage B - 32	Game Lab
4:00pm-7:00pm	Savage Worlds: Daring Tales of the Space Lanes	Spruce - 02	Roleplaying
5:00pm-6:00pm	Zombinion - Genocide	Heritage B - 33	Boardgames
5:00pm-7:00pm	Vegas Showdown	Heritage B - 34	Boardgames
5:00pm-7:00pm	Game Lab Play Test 3: Lost World (Kevin Long)	Heritage B - 21	Game Lab
5:00pm-10:00pm	AE Bounty :demos and standard crew games	Discovery C - 26	Miniatures
6:00pm-7:00pm	Trailer Park Wars! by Gut Bustin' Games	Heritage E - 51	Boardgames
6:00pm-7:00pm	11 nimm!	Heritage B - 06	Boardgames
6:00pm-7:00pm	Zombinion 3 decks mixed (original + Entrails & Genocide expansions)	Heritage B - 33	Boardgames
6:00pm-7:00pm	Dice Games	Heritage F - 77	Boardgames
6:00pm-7:00pm	Mad Scientist University	Heritage E - 43	Boardgames
6:00pm-8:00pm	Galaxy Trucker	Heritage B - 28	Boardgames
6:00pm-7:00pm	Dice Games	Heritage F - 66	Boardgames
6:00pm-8:00pm	Munchkin Star	Heritage F - 76	Boardgames

**Improved Rule Set!**

**New Dice!**

**DEMO & DIE!**  
See Rep for details!

**DRAGON DICE**

Join us at: [www.sfr-inc.com](http://www.sfr-inc.com)

## THURSDAY, MARCH 24TH

6:00pm-8:00pm	Nexus Ops	Heritage B - 26	Boardgames
6:00pm-8:00pm	Summoner Wars	Heritage B - 27	Boardgames
6:00pm-8:00pm	Shark	Discovery B - 03	Boardgames
6:00pm-8:00pm	Star Fleet Battle Force	Discovery C - 05	Boardgames
6:00pm-8:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	Heritage E - 40	Boardgames
6:00pm-9:00pm	Power Grid: Central Europe w Alt Plants	Heritage B - 37	Boardgames
6:00pm-9:00pm	Liberté	Heritage F - 47	Boardgames
6:00pm-9:00pm	Fresco	Discovery B - 23	Boardgames
6:00pm-9:00pm	Game Lab Play Test 4: (open)	Heritage B - 32	Game Lab
6:00pm-10:00pm	Barbarians of Lemuria: See Hwamgaarl and Die	Spruce - 01	Roleplaying
6:00pm-10:00pm	1st Edition AD&D Quest of Nostalgia!	Upper Lobby - 02	Roleplaying
7:00pm-8:00pm	Guillotine	Heritage B - 18	Boardgames
7:00pm-8:00pm	Order Up	Heritage E - 71	Boardgames
7:00pm-9:00pm	Redneck Life Board Game by Gut Bustin' Games	Heritage E - 70	Boardgames
7:00pm-9:00pm	Warhamster Rally	Heritage F - 55	Boardgames
7:00pm-9:00pm	Frag	Heritage F - 68	Boardgames
7:00pm-9:00pm	Chez Cthulhu	Heritage F - 77	Boardgames
7:00pm-11:00pm	Dragon Dice: Tournament - Single Race	Heritage B - 35	Boardgames
7:00pm-9:00pm	Pokemon Open Play and Trade	Oak - 02	Collectible Games
7:00pm-9:00pm	L5R CCG Open Play and Trade	Oak - 04	Collectible Games
7:00pm-9:00pm	Star Wars CCG by Decipher Play and Trade	Hemlock - 04	Collectible Games
7:00pm-9:00pm	Star Trek CCG Open Play and Trade	Hemlock - 02	Collectible Games
7:00pm-10:00pm	Magic Open Play and Trade	Oak - 01	Collectible Games
7:00pm-8:00pm	Game Lab Play Test 5: Battling Towers	Heritage B - 21	Game Lab
7:00pm-10:00pm	In the Belly of the Whale	Ash - 02	Indie Hurricane!
7:00pm-11:00pm	Prey For Daylight	Discovery E - 01	LARP
7:00pm-9:00pm	Starmada: Asteroid Rally!	Discovery C - 03	Miniatures
7:00pm-12:00am	War hammer 40 apoc cry havoc and let slip the dogs of WHAGG!!!	Discovery C - 06	Miniatures

Thursday, March 24th

7:00pm-11:00pm	Traveler: Tera/Sol: Ancient Trails: And So It Begins	Spruce - 03	Roleplaying
8:00pm-9:00pm	Trailer Park Wars! by Gut Bustin' Games	Heritage E - 51	Boardgames
8:00pm-9:00pm	Cannibal Pygmies from the Dungeon of Dragons	Heritage B - 18	Boardgames
8:00pm-10:00pm	Space Alert	Heritage B - 17	Boardgames
8:00pm-10:00pm	Give Me The Brain	Heritage F - 67	Boardgames
8:00pm-10:00pm	Munchkin Booty	Heritage F - 66	Boardgames
8:00pm-10:00pm	Domaine	Heritage E - 64	Boardgames
8:00pm-10:00pm	Puzzle Strike	Heritage B - 27	Boardgames
8:00pm-10:00pm	Z-Man Games Demo	Heritage F - 46	Boardgames
8:00pm-10:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	Heritage E - 40	Boardgames
8:00pm-11:00pm	Automobile	Discovery B - 24	Boardgames
8:00pm-10:00pm	World of Warcraft TCG Open Play and Trade	Oak - 03	Collectible Games
8:00pm-10:00pm	Yu-Gi-Oh CCG Play and Trade	Hemlock - 01	Collectible Games
8:00pm-10:00pm	HeroClix Open Play and Trade	Hemlock - 03	Collectible Games
8:00pm-9:00pm	Game Lab: Hands On Workshop #1 (Primarily for Designers)	Heritage B - 20	Game Lab
8:00pm-12:00am	Pathfinder: Neverwhen Demonstration	Spruce - 06	Roleplaying
8:00pm-12:00am	Ashes of Athas: The Worth of a Slave (AOA1-1)	Heritage D - 07	RPG Campaigns
8:00pm-12:00am	Shadowrun Missions - Moving Day (CMP 2011-01)	Heritage D - 09	RPG Campaigns
8:00pm-12:00am	Living Forgotten Realms: SPEC3-2 Roots of Corruption: Dark Seeds (Lvls 11-20)	Heritage D - 02	RPG Campaigns
8:00pm-12:00am	Living Forgotten Realms: ELTU 3-1 Good Intentions (Levels 1-10)	Heritage D - 01	RPG Campaigns
9:00pm-11:00pm	Frag	Heritage F - 76	Boardgames
9:00pm-11:00pm	Buffy the Vampire Slayer	Heritage B - 19	Boardgames
9:00pm-11:00pm	Puerto Rico	Discovery B - 06	Boardgames
9:00pm-11:00pm	Redneck Life Board Game by Gut Bustin' Games	Heritage E - 61	Boardgames
9:00pm-11:00pm	Glen More	Discovery B - 22	Boardgames
9:00pm-11:00pm	Game Lab Play Test 6: Pirate Treasure Island	Heritage B - 32	Game Lab
9:00pm-10:00pm	Wings of War, VS King Kong	Discovery C - 09	Miniatures
10:00pm-12:00am	Learn the Innovation card game	Heritage B - 36	Boardgames
10:00pm-1:00am	Power Grid - Russia map	Discovery B - 03	Boardgames
10:00pm-3:00am	Late Nite Arkham Horror	Discovery B - 07	Boardgames
10:00pm-12:00am	Wings of War, WWII Stop the bombing	Discovery C - 09	Miniatures
12:00am-1:00am	Are You A...?	Discovery E - 01	LARP

Friday, March 25th

8:00am-10:00am	SPANC	Heritage F - 68	Boardgames
8:00am-11:00am	Portal Combat	Heritage E - 41	Boardgames
8:00am-11:00am	Star Wars Miniatures : Battle of Endor	Discovery C - 09	Miniatures
8:00am-6:00pm	Operation: No Guts No Glory	Discovery C - 16	Miniatures
9:00am-11:00am	Give Me The Brain	Heritage F - 67	Boardgames
9:00am-11:00am	Munchkin Tourney Qualifier	Heritage F - 79	Boardgames
9:00am-11:00am	Kingsburg	Heritage B - 17	Boardgames
9:00am-11:00am	Asteroyds - Rio Grande Demo, session 1	Heritage F - 65	Boardgames
9:00am-11:00am	Thunder Road	Heritage B - 26	Boardgames
9:00am-11:00am	Sylla	Discovery B - 03	Boardgames
9:00am-12:00pm	Steam Over Holland	Heritage B - 18	Boardgames
9:00am-12:00pm	Wallenstein	Heritage B - 06	Boardgames
9:00am-12:00pm	Lost Valley	Discovery B - 05	Boardgames
9:00am-3:00pm	Through the Ages	Heritage F - 55	Boardgames
9:00am-5:00pm	Advanced Civilization	Heritage B - 39	Boardgames
9:00am-6:00pm	Rio Grande Demos	Heritage F - 65	Boardgames
9:00am-6:00pm	Dragon Dice: "Demo & Die" and Open Play	Heritage B - 35	Boardgames
9:00am-6:00pm	1880	Heritage B - 03	Boardgames
9:00am-10:00am	Welcome to Game Lab (Friday)	Heritage B - 20	Game Lab
9:00am-11:00am	Game Lab Play Test 7: (open, 2 hours)	Heritage B - 32	Game Lab
9:00am-1:00pm	OG: No Bang!	Discovery E - 01	LARP
9:00am-1:00pm	Traveller: Terra/Sol: Twilight Sector: Somnium Mundus	Spruce - 03	Roleplaying
9:00am-1:00pm	Living Forgotten Realms: CORE2-04 Lost on the Golden Way (Lvls 1-4)	Heritage D - 01	RPG Campaigns

Schedule

Friday, March 25th

9:00am-1:00pm	Ashes of Athas: The Worth of a Slave (AOA1-1)	Heritage D - 07	RPG Campaigns
9:00am-7:00pm	Living Forgotten Realms: EPIC3-1 The Glorious Hunt (Level 21)	Heritage D - 06	RPG Campaigns
9:00am-7:00pm	Living Forgotten Realms: CORE2-10 Upon the Sea of Stars (Lvls 17-20)	Heritage D - 04	RPG Campaigns
9:00am-7:00pm	Living Forgotten Realms: CORE2-11 The Sign of Four (Levels 17-20)	Heritage D - 05	RPG Campaigns
10:00am-11:00am	Pondora	Heritage B - 05	Boardgames
10:00am-11:00am	Oregon	Heritage B - 33	Boardgames
10:00am-11:00am	Intangibles	Heritage B - 28	Boardgames
10:00am-12:00pm	Diplomacy Session 1 of 5	Heritage E - 73	Boardgames
10:00am-12:00pm	Munchkin Cthulhu	Heritage F - 76	Boardgames
10:00am-12:00pm	King's Blood	Heritage F - 68	Boardgames
10:00am-12:00pm	Albion - Rio Grande Demo, session 1	Heritage F - 75	Boardgames
10:00am-12:00pm	Louis XIV	Heritage F - 47	Boardgames
10:00am-12:00pm	Eragon Dominion - a Fan Expansion	Heritage B - 36	Boardgames
10:00am-1:00pm	Battlestar Galactica: Exodus	Heritage B - 19	Boardgames
10:00am-1:00pm	Mall Warriors	Heritage F - 46	Boardgames
10:00am-1:00pm	Merchants of Venus	Heritage B - 29	Boardgames
10:00am-2:00pm	Twilight Struggle	Heritage E - 44	Boardgames
10:00am-2:00pm	Merchants & Marauders	Discovery B - 26	Boardgames
10:00am-3:00pm	Greed, Incorporated	Heritage E - 63	Boardgames
10:00am-4:00pm	Through the Ages	Heritage E - 52	Boardgames
10:00am-11:00am	Game Lab Play Test 8: (open, 1 hour)	Heritage B - 21	Game Lab
10:00am-1:00pm	0 Hunters: Cold Blood on a Hot Rock	Birch - 01	Indie Hurricane!
10:00am-2:00pm	Adventures in the Sudan	Discovery C - 02	Miniatures
10:00am-2:00pm	Horror Rules: Terror in Tarrytown	Spruce - 01	Roleplaying
10:00am-3:00pm	Pathfinder: Neverwhen Demonstration	Spruce - 06	Roleplaying
11:00am-12:00pm	Famiglia - Rio Grande Demo	Heritage F - 65	Boardgames
11:00am-12:00pm	Tobago	Heritage B - 33	Boardgames
11:00am-12:00pm	Ricochet Robots	Heritage B - 04	Boardgames
11:00am-12:00pm	Oasis	Discovery B - 23	Boardgames
11:00am-1:00pm	Munchkin Fu	Heritage F - 67	Boardgames
11:00am-1:00pm	SJ Games Open	Heritage F - 66	Boardgames
11:00am-1:00pm	Stone Age	Heritage B - 27	Boardgames
11:00am-1:00pm	Ninja Burger	Heritage F - 77	Boardgames
11:00am-2:00pm	Mansions of Madness	Discovery B - 06	Boardgames
11:00am-4:00pm	GMT Games Demos	Heritage B - 37	Boardgames
11:00am-12:00pm	GameLab Workshop: Prototypes -- playing your best game	Cedar - 01	Game Lab
11:00am-1:00pm	Wings of War WWI : Airbase attack.	Discovery C - 26	Miniatures
11:00am-3:00pm	Savage Worlds: Zombies vs. The Marines	Upper Lobby - 02	Roleplaying
12:00pm-1:00pm	Pandemic	Heritage B - 33	Boardgames
12:00pm-2:00pm	Revolution	Heritage F - 76	Boardgames
12:00pm-2:00pm	Pirate's Cove	Heritage E - 61	Boardgames
12:00pm-2:00pm	Learn the Innovation card game	Heritage B - 36	Boardgames
12:00pm-2:00pm	Space Alert	Heritage E - 70	Boardgames
12:00pm-2:00pm	Game Lab Play Test 9: Paradise (Dave Meyers)	Heritage B - 32	Game Lab
12:00pm-1:00pm	On the Ecology and Behavior of the Mud Dragon	Ash - 01	Indie Hurricane!
12:00pm-1:00pm	Assassins Start-up	Discovery E - 02	LARP
12:00pm-4:00pm	Wings of War WW1: The Devil's Cloverleaf	Discovery C - 09	Miniatures
12:00pm-6:00pm	D&D Retro-Clone: Caverns of the Minotaur King	Spruce - 02	Roleplaying
1:00pm-2:00pm	Pandemic - On The Brink	Heritage B - 33	Boardgames
1:00pm-2:00pm	Give Me The Brain	Heritage F - 67	Boardgames
1:00pm-3:00pm	Frag	Heritage F - 68	Boardgames
1:00pm-3:00pm	Mall of Horror	Heritage B - 26	Boardgames
1:00pm-4:00pm	McMulti	Heritage B - 06	Boardgames
1:00pm-4:00pm	Power Grid	Discovery B - 24	Boardgames
1:00pm-4:00pm	World of Warcraft - The Adventure Game	Discovery B - 07	Boardgames
1:00pm-5:00pm	Munchkin Quest	Heritage F - 77	Boardgames
1:00pm-5:00pm	Le Havre	Heritage E - 43	Boardgames
1:00pm-5:00pm	Z-Man Games Demo - Cleopatra's Caboose	Heritage F - 46	Boardgames
1:00pm-7:00pm	Dominant Species	Heritage B - 08	Boardgames

Schedule



GameStorm 13

Friday, March 25th

Schedule

1:00pm-3:00pm	Pokemon Open Play and Trade	Oak - 04	Collectible Games
1:00pm-3:00pm	Resident Evil Deck Building Card Game in the CCG Hall	Hemlock - 02	Collectible Games
1:00pm-4:00pm	Magic EDH Commander Dueling	Oak - 02	Collectible Games
1:00pm-4:00pm	Yu-Gi-Oh Duelist League	Hemlock - 01	Collectible Games
1:00pm-4:00pm	World of Warcraft TCG RAID Deck Run	Hemlock - 03	Collectible Games
1:00pm-7:00pm	Magic the Gathering 15 minute Demos - Learn to Play	Oak - 03	Collectible Games
1:00pm-2:00pm	Game Lab Play Test 10: RIP -- Restless In Pieces	Heritage B - 21	Game Lab
1:00pm-3:00pm	You Don't Know LARP	Discovery E - 01	LARP
1:00pm-6:00pm	Arcane Legions 7000 points	Discovery C - 26	Miniatures
1:00pm-2:00pm	Gaming with Your Heart on Your Sleeve	Cedar - 01	Panels
2:00pm-3:00pm	Dice Games	Heritage F - 76	Boardgames
2:00pm-3:00pm	Chateau Roquefort	Heritage E - 61	Boardgames
2:00pm-4:00pm	Munchkin: Good/Bad/Munchkin	Heritage F - 67	Boardgames
2:00pm-4:00pm	The Scepter of Zavandor	Heritage B - 04	Boardgames
2:00pm-4:00pm	Reef Encounter	Heritage F - 47	Boardgames
2:00pm-4:00pm	Liar's Dice	Heritage E - 64	Boardgames
2:00pm-4:00pm	Give Me The Brain	Heritage F - 66	Boardgames
2:00pm-4:00pm	Catacombs	Heritage E - 74	Boardgames
2:00pm-4:00pm	Agricola for beginners	Heritage B - 33	Boardgames
2:00pm-4:00pm	Cutthroats!	Heritage A - 01	Boardgames
2:00pm-12:00am	Tichu tournament	Discovery B - 23	Boardgames
2:00pm-6:00pm	Magic Booster Draft Scars-Besieged	Oak - 01	Collectible Games
2:00pm-4:00pm	Game Lab Play Test 11: Pirate Treasure Island	Heritage B - 32	Game Lab
2:00pm-4:00pm	The Dreaming Crucible	Ash - 02	Indie Hurricane!
2:00pm-6:00pm	Dramatis: Heroes of Elona	Ash - 01	Indie Hurricane!
2:00pm-6:00pm	Remember Tomorrow	Birch - 01	Indie Hurricane!
2:00pm-6:00pm	Indie Demos and Open Gaming	Heritage C - 07	Indie Hurricane!
2:00pm-3:00pm	Getting the most out of GameStorm	Cedar - 01	Panels
2:00pm-6:00pm	D&D 3.5e: The H-Team	Spruce - 03	Roleplaying
2:30pm-6:30pm	Ashes of Athas - The False and the True (AOA1-2)	Heritage D - 07	RPG Campaigns
2:30pm-6:30pm	Living Forgotten Realms: DALE2-3 Swords from Plowshares (Lvls 4-7)	TBD	RPG Campaigns
2:30pm-6:30pm	Living Forgotten Realms: LURU2-03 Forgotten Crypts, Hidden Dangers (Levels 1-4)	Heritage D - 01	RPG Campaigns
3:00pm-4:00pm	Mad Scientist University	Heritage B - 05	Boardgames
3:00pm-4:00pm	Bridgetown Races	Heritage B - 34	Boardgames
3:00pm-4:00pm	Chateau Roquefort, session 2	Heritage E - 61	Boardgames
3:00pm-4:00pm	Dominion (Introduction) - Beginners Welcome	Heritage B - 17	Boardgames
3:00pm-4:00pm	Five Crowns	Heritage B - 28	Boardgames
3:00pm-5:00pm	Chez Cthulhu	Heritage F - 68	Boardgames
3:00pm-5:00pm	Nanuk	Heritage F - 76	Boardgames
3:00pm-5:00pm	Monty Python's Flying Board Game - Playtest	Heritage E - 62	Boardgames
3:00pm-5:00pm	Cyclades	Heritage B - 19	Boardgames
3:00pm-5:00pm	Industrial Waste	Discovery B - 23	Boardgames
3:00pm-6:00pm	Merchants & Marauders	Discovery B - 05	Boardgames
3:00pm-4:00pm	Dominion Deck Building Card Game in the CCG Hall	Oak - 02	Collectible Games
3:00pm-5:00pm	L5R CCG Contructed Tournament	Oak - 04	Collectible Games
3:00pm-6:00pm	HeroClix Open Play and Trade	Hemlock - 02	Collectible Games
3:00pm-5:00pm	Game Lab Play Test 12: Tinderbox Entertainment	Heritage B - 21	Game Lab
3:00pm-6:00pm	Battle for Peleliu	Discovery C - 01	Miniatures
3:00pm-4:00pm	RPG GMing 101	Cedar - 01	Panels
4:00pm-5:00pm	Under the Crossbones	Heritage B - 05	Boardgames
4:00pm-5:00pm	Dominion - All Sets	Heritage B - 17	Boardgames
4:00pm-5:00pm	Greed Quest	Heritage F - 67	Boardgames
4:00pm-5:00pm	Lunch Money /Sticks and Stones	Heritage B - 26	Boardgames
4:00pm-5:00pm	Dice Games	Heritage F - 66	Boardgames
4:00pm-6:00pm	The Scepter of Zavandor	Heritage B - 04	Boardgames
4:00pm-6:00pm	Learn the Innovation card game	Heritage B - 36	Boardgames
4:00pm-6:00pm	Warhammer Fantasy LCG	Hemlock - 01	Collectible Games
4:00pm-6:00pm	Game Lab Play Test 13: Portal Combat (Bruce Reed)	Heritage B - 32	Game Lab

Friday, MARCH 25<sup>TH</sup>

4:00pm-6:00pm	The Dreaming Crucible	Ash - 02	Indie Hurricane!
4:00pm-8:00pm	404	Discovery E - 01	LARP
4:00pm-5:00pm	How to be a Demo Monkey	Cedar - 01	Panels
4:00pm-8:00pm	Pathfinder: Neverwhen Demonstration	Spruce - 06	Roleplaying
4:00pm-8:00pm	Savage Worlds: HyperDrive	Upper Lobby - 02	Roleplaying
5:00pm-6:00pm	Puzzle Strike	Heritage B - 29	Boardgames
5:00pm-6:00pm	Management Material. General office edition+ Information Technology	Discovery B - 03	Boardgames
5:00pm-7:00pm	Munchkin Tourney Qualifier	Heritage F - 79	Boardgames
5:00pm-7:00pm	Pyrite Isle	Heritage B - 05	Boardgames
5:00pm-7:00pm	Kremlin - Classic Avalon Hill	Heritage F - 55	Boardgames
5:00pm-7:00pm	Cutthroats!	Heritage A - 01	Boardgames
5:00pm-8:00pm	IDEOLOGY the War of Ideas	Heritage B - 07	Boardgames
5:00pm-9:00pm	Kingmaker	Discovery B - 22	Boardgames
5:00pm-10:00pm	StarCraft "Eye Of the Storm" Scenario (From Brood War)	Heritage B - 19	Boardgames
5:00pm-11:00pm	Die Macher	Heritage B - 26	Boardgames
5:00pm-7:00pm	Star Trek CCG Open Play and Trade	Hemlock - 02	Collectible Games
5:00pm-8:00pm	Magic Planechase Multi-Player Mayhem	Oak - 02	Collectible Games
5:00pm-7:00pm	Game Lab Play Test 14: Zombie City (Kevin Long)	Heritage B - 21	Game Lab
5:00pm-9:00pm	MechWarrior: AoD -- The Perfect Storm	Discovery C - 19	Miniatures
5:00pm-6:00pm	The Next Generation of GM's	Cedar - 01	Panels
6:00pm-7:00pm	Cheeky Monkey	Heritage B - 27	Boardgames
6:00pm-7:00pm	Trailer Park Wars! by Gut Bustin' Games	Heritage E - 51	Boardgames
6:00pm-8:00pm	The Big Idea	Heritage E - 63	Boardgames
6:00pm-8:00pm	Munchkin Supers	Heritage F - 68	Boardgames
6:00pm-8:00pm	Illuminati	Heritage F - 77	Boardgames
6:00pm-8:00pm	Give Me The Brain	Heritage F - 66	Boardgames
6:00pm-8:00pm	Chez Cthulhu	Heritage F - 67	Boardgames
6:00pm-8:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	Heritage E - 40	Boardgames
6:00pm-10:00pm	Talisman (4th Edition)	Heritage F - 46	Boardgames
6:00pm-10:00pm	Indonesia	Heritage B - 06	Boardgames
6:00pm-10:00pm	Phantom League	Heritage B - 28	Boardgames
6:00pm-10:00pm	Indonesia	Heritage B - 04	Boardgames
6:00pm-12:00am	Age of Rennaissance	Discovery B - 06	Boardgames
6:00pm-8:00pm	Call of Cthulhu LCG Open Play	Oak - 01	Collectible Games
6:00pm-8:00pm	Star Wars CCG by Decipher Open Play and Trade	Oak - 04	Collectible Games
6:00pm-9:00pm	Pokemon Theme Deck Casual Tourney	Hemlock - 01	Collectible Games
6:00pm-7:00pm	Game Lab: Hands On Workshop #2 (Primarily for Designers)	Heritage B - 20	Game Lab
6:00pm-11:00pm	War hammer 40 apoc cry havoc and let slip the dogs of WHAGG!!!	Discovery C - 03	Miniatures
6:00pm-7:00pm	RPG Gaming For Kids	Cedar - 01	Panels
6:00pm-9:00pm	Hunter Planet	Spruce - 05	Roleplaying
6:00pm-10:00pm	H.O.L. Gunning for the Buddha	Pine - 01	Roleplaying
7:00pm-8:00pm	Intangibles	Heritage B - 18	Boardgames
7:00pm-9:00pm	Revolution	Heritage F - 76	Boardgames
7:00pm-9:00pm	Betrayal at the House on the Hill	Heritage B - 17	Boardgames
7:00pm-9:00pm	Power Grid - Germany Map	Heritage E - 73	Boardgames
7:00pm-9:00pm	Redneck Life Board Game by Gut Bustin' Games	Heritage E - 61	Boardgames
7:00pm-11:00pm	Dune - The Spice Must Flow	Heritage B - 08	Boardgames
7:00pm-3:00am	Late-Night Twilight: Star Wars Edition	Discovery B - 04	Boardgames
7:00pm-8:00pm	Ascension Deck Building Card Game in the CCG Hall	Oak - 03	Collectible Games
7:00pm-9:00pm	L5R CCG Constructed Tournament	Hemlock - 02	Collectible Games
7:00pm-11:00pm	Dragon Dice: Tournament - Sealed Starter	Hemlock - 03	Collectible Games
7:00pm-10:00pm	Game Lab Play Test 15: Hanford (KC Humphrey)	Heritage B - 32	Game Lab
7:00pm-10:00pm	Panty Explosion: Red Ghost	Birch - 01	Indie Hurricane!
7:00pm-11:00pm	Poison'd! A pirate RPG (for adults, please.)	Ash - 03	Indie Hurricane!
7:00pm-11:00pm	Microscope	Birch - 04	Indie Hurricane!
7:00pm-12:00am	Vampire the Masquerade - Sabbat	Alder - 01	LARP
7:00pm-9:00pm	Wings of War WWII : Watch your back	Discovery C - 09	Miniatures
7:00pm-12:00am	AE Bounty :demos and standard crew games	Discovery C - 26	Miniatures
7:00pm-8:00pm	Putting the "Role" back into role playing games	Cedar - 01	Panels

Schedule

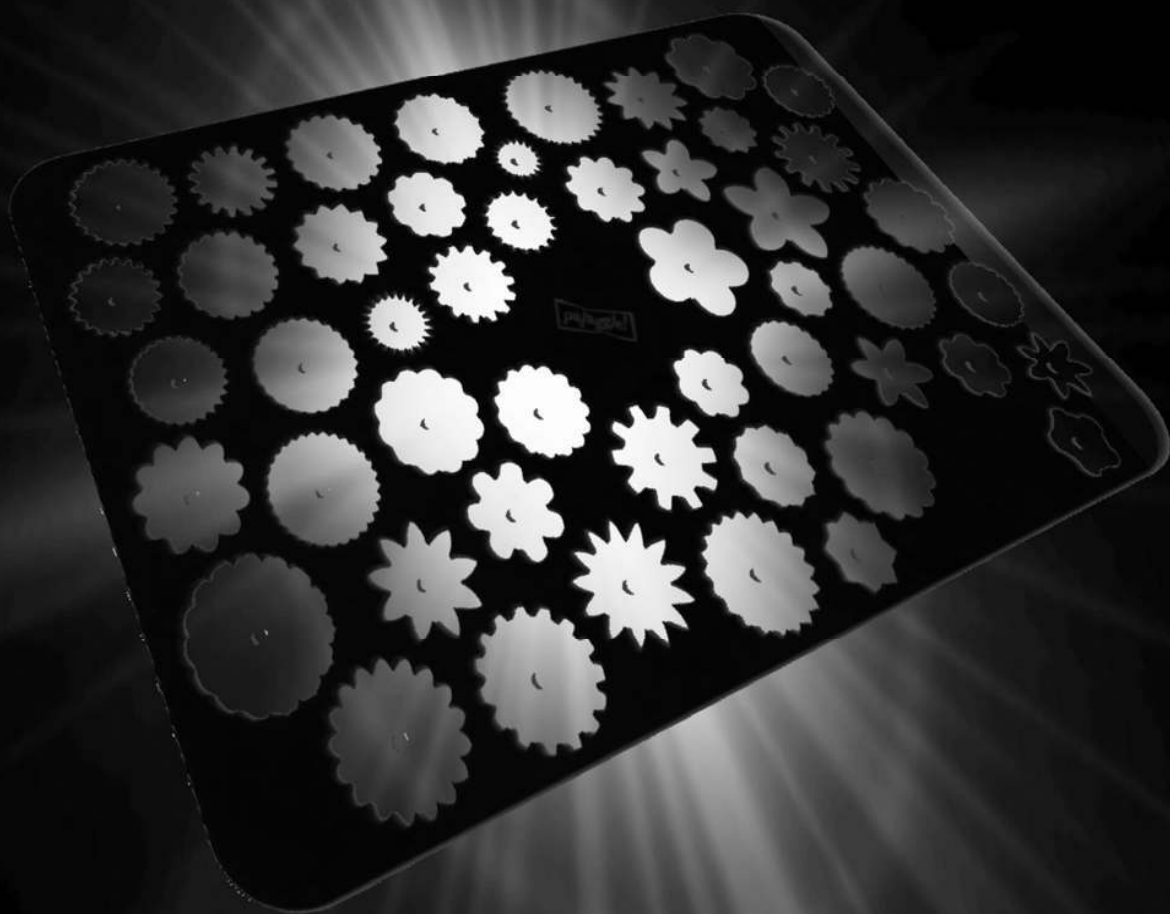
GameStorm 13

Friday, March 25th

Schedule

8:00pm-9:00pm	Apples to Apples Curses Union	Heritage E - 50	Boardgames
8:00pm-9:00pm	Give Me The Brain	Heritage F - 66	Boardgames
8:00pm-9:00pm	Trailer Park Wars! by Gut Bustin' Games	Heritage E - 51	Boardgames
8:00pm-10:00pm	Sticheln	Heritage B - 37	Boardgames
8:00pm-10:00pm	Chez Request	Heritage F - 67	Boardgames
8:00pm-10:00pm	Munchkin Tourney Qualifier	Heritage F - 79	Boardgames
8:00pm-10:00pm	Hansa Teutonica	Heritage B - 05	Boardgames
8:00pm-10:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	Heritage E - 40	Boardgames
8:00pm-10:00pm	The Stars Are Right	Heritage F - 68	Boardgames
8:00pm-11:00pm	Arkham Horror: Indiana Jones Scenario	Heritage B - 18	Boardgames
8:00pm-11:00pm	Zombie State	Discovery B - 10	Boardgames
8:00pm-11:00pm	Liar's Dice epic throwdown!	Heritage E - 64	Boardgames
8:00pm-11:00pm	Magic Standard Constructed Type 2 Tournament	Oak - 02	Collectible Games
8:00pm-11:00pm	Magic MINI-Masters Sealed Events	Oak - 03	Collectible Games
8:00pm-11:00pm	World of Warcraft CCG and Minis Open Play and Trade	Oak - 04	Collectible Games
8:00pm-12:00am	Magic Sealed M11 Tournament	Oak - 01	Collectible Games
8:00pm-10:00pm	Game Lab Play Test 16: Mystery Game #1 (Monte Milburn)	Heritage B - 21	Game Lab
8:00pm-9:00pm	15 Years of Fudge	Cedar - 01	Panels
8:00pm-12:00am	Spirit of the Century - "The Final Frontier"	Spruce - 02	Roleplaying
8:00pm-12:00am	Ashes of Athas - The True Lesson Learned (AOA1-3)	Heritage D - 08	RPG Campaigns
8:00pm-12:00am	Living Forgotten Realms: SPEC3-1 Roots of Corruption: Infestation (Lvls 1-10)	Heritage D - 01	RPG Campaigns
8:00pm-12:00am	Living Forgotten Realms: IMPI2-04 Goblins Strike Back (Levels 17-20)	Heritage D - 05	RPG Campaigns
8:00pm-12:00am	Ashes of Athas - The False and the True (AOA1-2)	Heritage D - 07	RPG Campaigns
9:00pm-10:00pm	Dice Games	Heritage F - 66	Boardgames
9:00pm-11:00pm	Munchkin Unknown	Heritage F - 76	Boardgames
9:00pm-11:00pm	Munchkin Bites	Heritage F - 77	Boardgames
9:00pm-11:00pm	Redneck Life Board Game by Gut Bustin' Games	Heritage E - 61	Boardgames
9:00pm-11:00pm	Thebes	Heritage B - 27	Boardgames
9:00pm-12:00am	Invasion from Outer Space / Last Night on Earth: Zombie Overrun	Heritage B - 36	Boardgames
9:00pm-11:00pm	Thunderstone Deck Building Card Game in the CCG Hall	Hemlock - 01	Collectible Games
9:00pm-12:00am	80% Pure	Discovery E - 01	LARP
9:00pm-12:00am	Monsterpocalypse : Float Like a Butterfly....Sting Like a Bee /table 1	Discovery C - 06	Miniatures
9:00pm-10:00pm	Anime in Gaming	Cedar - 01	Panels
9:00pm-12:00am	XCrawl: OryCrawl IV	Spruce - 01	Roleplaying
9:00pm-1:00am	Cthulhutech : Head Case	Spruce - 04	Roleplaying
10:00pm-11:00pm	Dice Games	Heritage F - 67	Boardgames
10:00pm-12:00am	Diplomacy Session 2 of 5	Heritage E - 73	Boardgames
10:00pm-12:00am	Ad Astra	Discovery B - 07	Boardgames
10:00pm-1:00am	Power Grid - Japan map	Discovery B - 03	Boardgames
10:00pm-11:00pm	Sea Dracula and the case of how much I hate your mother	Cedar - 01	Indie Hurricane!
12:00am-1:00am	Are You A...?	Discovery E - 01	LARP

*And then there was ....*



*...a game of speed and space.*



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GameStorm 13

Saturday, March 26th

Schedule

8:00am-10:00am	Munchkin Star	Heritage F - 68	Boardgames
8:00am-1:00pm	Descent: Journeys in the Dark	Heritage B - 08	Boardgames
8:00am-11:00am	Mechwarrior Solaris VII : Grand Melee / updated rules system.	Discovery C - 29	Miniatures
8:00am-12:00pm	Adventures in the Sudan	Discovery C - 01	Miniatures
8:00am-6:00pm	Operation: No Guts No Glory	Discovery C - 16	Miniatures
9:00am-10:00am	GameStorm Math Trade game exchange	Alder - 01	Boardgames
9:00am-11:00am	Hoity Toity (Adel Verpflichtet)	Heritage B - 28	Boardgames
9:00am-11:00am	Ninja Burger	Heritage F - 66	Boardgames
9:00am-11:00am	The Stars Are Right	Heritage F - 67	Boardgames
9:00am-11:00am	Munchkin Ninja/Pirate	Heritage F - 76	Boardgames
9:00am-11:00am	Betrayal at the House on the Hill	Heritage B - 17	Boardgames
9:00am-11:00am	Great Games for Kids (and their grown-ups)!	Heritage B - 33	Boardgames
9:00am-12:00pm	Empire Builder	Heritage E - 61	Boardgames
9:00am-1:00pm	Starfarers of Catan	Heritage B - 19	Boardgames
9:00am-6:00pm	Dragon Dice: "Demo & Die" and Open Play	Heritage B - 35	Boardgames
9:00am-6:00pm	Twilight Imperium 3rd Edition - A game of Galatic Conquest	Heritage F - 56	Boardgames
9:00am-6:00pm	18EA	Heritage B - 03	Boardgames
9:00am-7:00pm	TAC V	Discovery B - 01	Boardgames
9:00am-7:00pm	Tichu tournament	Discovery B - 23	Boardgames
9:00am-10:00am	Welcome to Game Lab (Saturday)	Heritage B - 20	Game Lab
9:00am-11:00am	Game Lab Play Test 17: Mystery Game with Kris Gould (Wattsalpoag Games)	Heritage B - 32	Game Lab
9:00am-11:00am	Science!	Discovery E - 01	LARP
9:00am-5:00pm	Warmachine and Hordes 50-point Steamroller Tournament	Discovery C - 03	Miniatures
9:00am-1:00pm	Hellride: A Line in the Bloodsand	Spruce - 01	Roleplaying
9:00am-1:00pm	D&D 3.5: The H-Team	Spruce - 03	Roleplaying
9:00am-1:00pm	Fudge: Beneath the Crimson Palace	Pine - 05	Roleplaying
9:00am-1:00pm	Shadowrun Missions - The Prize of Failure (CMP 2011-02)	Heritage D - 09	RPG Campaigns
9:00am-1:00pm	Pathfinder Society: Before the Dawn—Part I: The Bloodcove Disguise (#2-01)	Heritage D - 08	RPG Campaigns
10:00am-12:00pm	Diplomacy Session 3 of 5	Heritage E - 73	Boardgames
10:00am-12:00pm	Dork Tower	Heritage F - 68	Boardgames
10:00am-12:00pm	Pirate Fluxx!	Heritage F - 47	Boardgames
10:00am-12:00pm	Learn the Innovation card game	Heritage B - 36	Boardgames
10:00am-12:00pm	Neuroshima Hex	Heritage B - 29	Boardgames
10:00am-12:00pm	Cutthroats!	Heritage A - 01	Boardgames
10:00am-12:00pm	Eragon Dominion - a Fan Expansion	Heritage E - 43	Boardgames
10:00am-1:00pm	Silverton	Heritage B - 04	Boardgames
10:00am-1:00pm	Bug House Chess	Heritage E - 51	Boardgames
10:00am-1:00pm	Blockade Runner	Discovery B - 24	Boardgames
10:00am-2:00pm	Twilight Struggle	Heritage E - 44	Boardgames
10:00am-2:00pm	Fury of Dracula	Heritage E - 42	Boardgames
10:00am-1:00pm	War @ Sea A&A Sealed CMG Tournament	Oak - 02	Collectible Games
10:00am-1:00pm	Pokemon Constructed Tournament	Oak - 03	Collectible Games
10:00am-1:00pm	Magic Standard Constructed Type 2 Tournament	Oak - 04	Collectible Games
10:00am-1:00pm	YOMI Card Fightning Game in the CCG Hall	Hemlock - 01	Collectible Games
10:00am-2:00pm	Magic Booster Draft 2011 Core Set	Oak - 01	Collectible Games
10:00am-11:00am	Game Lab Play Test 18: Kingdoms of Faith (Doug Richardson)	Heritage B - 21	Game Lab
10:00am-1:00pm	Escape from the Lab of Doctor Malvolius	Birch - 01	Indie Hurricane!
10:00am-2:00pm	Deadlands: The Resurgence from the West	Discovery D - 01	LARP
10:00am-11:00am	Board Game Glut - Too Much of a Good Thing?	Cedar - 01	Panels
10:00am-1:00pm	GURPS: SWAT	Upper Lobby - 02	Roleplaying
10:00am-2:00pm	Grimm: Bonegrinders and Beanstalks	Spruce - 04	Roleplaying
10:00am-2:00pm	Horror Rules: Terror in Tarrytown	Spruce - 02	Roleplaying
10:00am-2:00pm	Pathfinder: Neverwhen Demonstration	Spruce - 06	Roleplaying
10:00am-2:00pm	7th Seas: Treasure Island!	Pine - 01	Roleplaying
10:00am-2:00pm	Shadowrun 4th Edition: The Purge	Pine - 06	Roleplaying
11:00am-1:00pm	Give Me The Brain	Heritage F - 67	Boardgames
11:00am-1:00pm	Munchkin Tourney Qualifier	Heritage F - 79	Boardgames

SATURDAY, MARCH 26TH

11:00am-1:00pm	Stone Age	Heritage B - 27	Boardgames
11:00am-1:00pm	Swap Meet	Alder - 01	Boardgames
11:00am-1:00pm	SPANC	Heritage F - 66	Boardgames
11:00am-1:00pm	Dominion (Patient introduction for beginners only)	Heritage E - 54	Boardgames
11:00am-3:00pm	Roman Games - Circus Maximus & Gladiator	Heritage B - 09	Boardgames
11:00am-4:00pm	GMT Games Demos	Heritage B - 37	Boardgames
11:00am-12:00pm	GameLab Workshop: Playtesting -- watching your best game	Cedar - 01	Game Lab
11:00am-1:00pm	Wings of War WWII : Watch your back	Discovery C - 26	Miniatures
11:00am-1:00pm	AE:WWII - Demo/Play in Master Maze	Discovery C - 34	Miniatures
11:00am-9:00pm	Knightfall Games Miniatures - Open Gaming, Demos and Play Session!	Discovery C - 09	Miniatures
12:00pm-2:00pm	Revolution	Heritage F - 76	Boardgames
12:00pm-2:00pm	Great Games for Kids (and their grown-ups)!	Heritage B - 33	Boardgames
12:00pm-3:00pm	Innovation Tournament	Heritage B - 36	Boardgames
12:00pm-4:00pm	Munchkin Quest	Heritage F - 77	Boardgames
12:00pm-4:00pm	Z-Man Games Demo - Mines of Zavandor	Heritage F - 46	Boardgames
12:00pm-2:00pm	Game Lab 19: Let's Create a Game Right Now (with Mike Selinker)	Heritage B - 32	Game Lab
12:00pm-1:00pm	On the Ecology and Behavior of the Mud Dragon	Ash - 01	Indie Hurricane!
12:00pm-1:00pm	Assassins Meet-Up	Discovery E - 02	LARP
12:00pm-2:00pm	(Demo) Amtgard, Inc: Duchy of Mithril Hills	Discovery E - 01	LARP
12:00pm-1:00pm	Horror 101	Cedar - 01	Panels
12:00pm-2:00pm	Savage Worlds: 50 Fathoms: Dragon of Ice	Pine - 03	Roleplaying
12:00pm-4:00pm	Fantasy Hero: The Duke of Orcs	Spruce - 05	Roleplaying
12:00pm-4:00pm	Spirit of the Century - "The Dead Shall Stalk the Living"	Pine - 02	Roleplaying
1:00pm-2:00pm	Who can be a Super Hero?	Heritage B - 18	Boardgames
1:00pm-2:00pm	Greed Quest	Heritage F - 67	Boardgames
1:00pm-2:00pm	Regatta	Heritage E - 41	Boardgames
1:00pm-3:00pm	Alien Frontiers	Heritage E - 61	Boardgames
1:00pm-3:00pm	Kingsburg	Heritage B - 17	Boardgames
1:00pm-3:00pm	Albion - Rio Grande Demo	Heritage F - 65	Boardgames
1:00pm-3:00pm	Speicherstadt, The	Heritage B - 28	Boardgames
1:00pm-3:00pm	Chaos In The Old World	Discovery B - 10	Boardgames
1:00pm-3:00pm	Cutthroats!	Heritage A - 01	Boardgames
1:00pm-4:00pm	Kingsburg: To Forge a Realm	Heritage B - 25	Boardgames
1:00pm-4:00pm	Acquire	Heritage B - 29	Boardgames
1:00pm-5:00pm	Android- All's Fair in Love and Murder- An original murder mystery for Android by Fantasy Flight Games	Heritage E - 73	Boardgames
1:00pm-6:00pm	Roads and Boats	Heritage B - 06	Boardgames
1:00pm-8:00pm	Ultimate Runebound	Discovery B - 20	Boardgames
1:00pm-3:00pm	L5R CCG Constructed Tournament	Oak - 03	Collectible Games
1:00pm-3:00pm	HeroClix Open Play and Trade	Oak - 04	Collectible Games
1:00pm-3:00pm	Ascension Deck Building Card Game in the CCG Hall	Hemlock - 02	Collectible Games
1:00pm-5:00pm	Magic 2HG Team Sealed Theme Deck Tournament	Oak - 02	Collectible Games
1:00pm-5:00pm	Magic the Gathering 15 minute Demos - Learn to Play	Hemlock - 01	Collectible Games
1:00pm-2:00pm	Game Lab: Hands On Workshop #3 (Primarily for Designers)	Heritage B - 20	Game Lab
1:00pm-3:00pm	Wings of War WWII : Pacific Battle	Discovery C - 29	Miniatures
1:00pm-3:00pm	AE:WWII - Demo/Play in Master Maze	Discovery C - 34	Miniatures
1:00pm-5:00pm	Warhammer 40,000 for beginners	Discovery C - 01	Miniatures
1:00pm-6:00pm	AE Bounty :demos and standard crew games / day 3 Table 1	Discovery C - 26	Miniatures
1:00pm-2:00pm	Q&A with Keith Baker	Cedar - 01	Panels
1:00pm-2:00pm	Dice swap	Spruce - 03	Roleplaying
1:00pm-4:00pm	Call of Cthulhu: Curse of the Yellow Sign: Digging for a Dead God	Pine - 04	Roleplaying
1:00pm-5:00pm	Savage Worlds: Just when you thought it was safe... Part 1	Spruce - 01	Roleplaying
2:00pm-4:00pm	Fische Fluppen Frikadellen - 3 Tables, 15 players	Heritage E - 51	Boardgames
2:00pm-4:00pm	Munchkin Tourney Qualifier	Heritage F - 79	Boardgames
2:00pm-4:00pm	Nanuk	Heritage F - 66	Boardgames
2:00pm-4:00pm	Revolution	Heritage F - 68	Boardgames
2:00pm-4:00pm	Asteroyds - Rio Grande Demo	Heritage F - 75	Boardgames
2:00pm-4:00pm	Give Me The Brain	Heritage F - 67	Boardgames
2:00pm-4:00pm	Great Games for Kids (and their grown-ups)!	Heritage B - 33	Boardgames

Schedule

Saturday, March 26th

Schedule

2:00pm-4:00pm	Win, Place & Show	Discovery B - 04	Boardgames
2:00pm-6:00pm	Outpost	Heritage B - 19	Boardgames
2:00pm-6:00pm	Battlestar Galactica	Heritage E - 74	Boardgames
2:00pm-6:00pm	Magic EDH Commander Multi-Player Games	Oak - 01	Collectible Games
2:00pm-5:00pm	Super Smash Brothers Brawl! Tournament	Boardroom	Console Gaming
2:00pm-3:00pm	Game Lab Play Test 20: Mystery Game #2 (Monte Milburn)	Heritage B - 32	Game Lab
2:00pm-5:00pm	"Where Are Your Keys?": a Game of Rapid Language Learning	Upper Lobby - 02	Indie Hurricane!
2:00pm-6:00pm	Dramatis: Tinkers of Copper Town	Ash - 01	Indie Hurricane!
2:00pm-6:00pm	Danger Patrol (beta) - Neptunian Eaters of Time!	Birch - 01	Indie Hurricane!
2:00pm-6:00pm	The Tulip Academy's Society for Dangerous Gentlemen	Birch - 04	Indie Hurricane!
2:00pm-6:00pm	Indie Demos and Open Gaming	Heritage C - 07	Indie Hurricane!
2:00pm-6:00pm	Perfect, Unrevised	Ash - 02	Indie Hurricane!
2:00pm-6:00pm	Babylon 5: A Call To Arms	Discovery C - 18	Miniatures
2:00pm-3:00pm	Q&A with Special Guest Michael Stackpole and Guest of Honor Lisa Steenson	Cedar - 01	Panels
2:00pm-6:00pm	Savage Worlds: Mars: Locust Men of Barsoom	Spruce - 04	Roleplaying
2:00pm-6:00pm	Fudge: Swords Against Chaos	Pine - 05	Roleplaying
2:00pm-8:00pm	Pathfinder: Curse of the Riven Sky!	Spruce - 03	Roleplaying
2:30pm-6:30pm	Ashes of Athas - The False and the True (AOA1-2)	Heritage D - 01	RPG Campaigns
2:30pm-6:30pm	Ashes of Athas: The Worth of a Slave (AOA1-1)	Heritage D - 07	RPG Campaigns
2:30pm-12:30am	Living Forgotten Realms: ADCP3-1 Swarm of Chaos (Levels 1-20)	Heritage D - 01	RPG Campaigns
3:00pm-4:00pm	Sharkbait	Heritage B - 28	Boardgames
3:00pm-4:00pm	Furstenfeld - Rio Grande Demo	Heritage F - 65	Boardgames
3:00pm-5:00pm	Frag	Heritage F - 76	Boardgames
3:00pm-5:00pm	Cleopatra	Heritage B - 17	Boardgames
3:00pm-6:00pm	Dominant Species	Heritage E - 43	Boardgames
3:00pm-6:00pm	Luna - In the Domain of the Moon Priestess	Discovery B - 05	Boardgames
3:00pm-7:00pm	Twilight Struggle	Heritage E - 44	Boardgames
3:00pm-5:00pm	Warhammer Fantasy LCG in the CCG Hall	Oak - 03	Collectible Games
3:00pm-5:00pm	Puzzle Strike Deck Building Chips Game in the CCG Hall	Oak - 04	Collectible Games
3:00pm-6:00pm	Pirates of the Cursed Seas! Sealed	Hemlock - 05	Collectible Games
3:00pm-4:00pm	Game Lab Play Test 21: Guest of Honor Lisa Steenson's choice	Heritage B - 21	Game Lab
3:00pm-6:00pm	Adventure and Boff	Discovery E - 01	LARP
3:00pm-5:00pm	AE:WWII - Demo/Play in Master Maze	Discovery C - 34	Miniatures
3:00pm-6:00pm	Special Monsterpocalypse Gigantic Gigantic Monster Battle	Discovery C - 29	Miniatures
3:00pm-4:00pm	"Moralists" vs. RPGs	Cedar - 01	Panels
3:00pm-7:00pm	Spirit of the Century: Aces Harrington and the Aerial Army	Pine - 01	Roleplaying
3:00pm-8:00pm	Pathfinder: Neverwhen Demonstration	Spruce - 06	Roleplaying
4:00pm-5:00pm	Famiglia - Rio Grande Demo	Heritage F - 75	Boardgames
4:00pm-5:00pm	Ticket to Ride	Heritage B - 33	Boardgames
4:00pm-6:00pm	Chez Goth	Heritage F - 68	Boardgames
4:00pm-6:00pm	Kingsburg	Heritage B - 28	Boardgames
4:00pm-6:00pm	Telestrations - the world's greatest hilarious party game!	Heritage E - 62	Boardgames
4:00pm-6:00pm	Oh Gnome You Don't Tournament	Heritage E - 40	Boardgames
4:00pm-7:00pm	Battlestar Galactica: Exodus	Heritage B - 18	Boardgames
4:00pm-7:00pm	Mansions of Madness	Discovery B - 07	Boardgames
4:00pm-7:00pm	The Princes of Florence (with color artwork)	Heritage E - 54	Boardgames
4:00pm-7:00pm	A&A WWII Sealed Booster Tournament	Hemlock - 02	Collectible Games
4:00pm-7:00pm	Game Lab Play Test 22: Portal Combat (Bruce Reed)	Heritage B - 32	Game Lab
4:00pm-8:00pm	HeroClix - Marvel vs. DC pre-constructed challenge	Discovery C - 33	Miniatures
4:00pm-5:00pm	Gaming: Hobby or Lifestyle?	Cedar - 01	Panels
5:00pm-6:00pm	Dice Games	Heritage F - 67	Boardgames
5:00pm-7:00pm	Nanuk	Heritage F - 76	Boardgames
5:00pm-7:00pm	Munchkin Tourney Qualifier	Heritage F - 79	Boardgames
5:00pm-7:00pm	Munchkin Impossible	Heritage F - 77	Boardgames
5:00pm-7:00pm	Cuththroat Caverns	Heritage B - 27	Boardgames
5:00pm-7:00pm	Marvel Heroes	Discovery B - 06	Boardgames
5:00pm-7:00pm	Cutthroats!	Heritage A - 01	Boardgames
5:00pm-7:00pm	Thunderstone Deck Building Card Game in the CCG Hall	Oak - 02	Collectible Games

## SATURDAY, MARCH 26TH

5:00pm-7:00pm	Star Trek CCG Open Play and Trade	Oak - 03	Collectible Games
5:00pm-7:00pm	HeroClix Sealed Booster Casual Tourney	Oak - 04	Collectible Games
5:00pm-8:00pm	World of Warcraft TCG 2 Pack Sealed	Hemlock - 01	Collectible Games
5:00pm-7:00pm	Game Lab Play Test 23: GameStorm Chair's Choice! (with Dave Schaber)	Heritage B - 21	Game Lab
5:00pm-7:00pm	AE:WWII - Demo/Play in Master Maze	Discovery C - 34	Miniatures
5:00pm-6:00pm	Has RPG Marketing been getting it right?	Cedar - 01	Panels
5:00pm-7:00pm	Horror Rules: Tatonka's Fury	Spruce - 02	Roleplaying
5:00pm-9:00pm	Savage Worlds: Just when you thought it was safe... Part 2	Spruce - 01	Roleplaying
6:00pm-7:00pm	Dice Games	Heritage F - 67	Boardgames
6:00pm-7:00pm	Trailer Park Wars! by Gut Bustin' Games	Heritage E - 51	Boardgames
6:00pm-8:00pm	Power Grid - US Map	Heritage B - 17	Boardgames
6:00pm-8:00pm	Munchkin Booty/Cthulhu	Heritage F - 66	Boardgames
6:00pm-8:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	Heritage E - 40	Boardgames
6:00pm-1:00am	Through the Ages: Full Game	Discovery B - 22	Boardgames
6:00pm-8:00pm	Call of Cthulhu LCG Open Play	Oak - 01	Collectible Games
6:00pm-7:00pm	Game Lab: Hands On Workshop #4 (Primarily for Designers)	Heritage B - 20	Game Lab
6:00pm-11:00pm	War hammer 40 apoc cry havoc and let slip the dogs of WHAGG!!!	Discovery C - 06	Miniatures
6:00pm-10:00pm	Steam Wars! The Impeccably Timed Return of the Jedi!	Spruce - 05	Roleplaying
6:00pm-10:00pm	Runequest: Lords of Shadizar	Spruce - 04	Roleplaying
6:00pm-10:00pm	Basic/Expert D&D (1981): Into the Unknown	Pine - 05	Roleplaying
7:00pm-8:00pm	Battle for Glyderion	Heritage B - 29	Boardgames
7:00pm-9:00pm	Burn in Hell	Heritage F - 68	Boardgames
7:00pm-9:00pm	Memoir '44	Heritage B - 27	Boardgames
7:00pm-9:00pm	Redneck Life Board Game by Gut Bustin' Games	Heritage E - 70	Boardgames
7:00pm-10:00pm	The Great Space Race	Heritage B - 28	Boardgames
7:00pm-10:00pm	Last Night on Earth: Stories of the Undead Inferno	Discovery B - 04	Boardgames
7:00pm-12:00am	Arkham Horror - Late Night - Many Sessions	TBD	Boardgames
7:00pm-9:00pm	Star Wars CCG By Decipher Open Play and Trade	Oak - 04	Collectible Games
7:00pm-9:00pm	Dominion Deck Building Card Game in the CCG Hall	Hemlock - 02	Collectible Games
7:00pm-10:00pm	Yu-Gi-Oh Duelist League	Oak - 03	Collectible Games
7:00pm-11:00pm	Dragon Dice: Tournament - Sealed Starter "Draft"	Hemlock - 03	Collectible Games



# Coming Spring 2011

## Vancouver, WA

War Games, Board Games, Role Playing Games

Collectible Card Games, Collectible Miniatures, Dice, and Hobby Supplies

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Saturday, March 26th

7:00pm-11:00pm	Magic CHAOS Booster Draft Tournament	Oak - 02	Collectible Games
7:00pm-9:00pm	Game Lab 24: Play Testing with Industry Professionals	Heritage B - 21	Game Lab
7:00pm-9:00pm	F**k Youth!	Ash - 02	Indie Hurricane!
7:00pm-11:00pm	FreeMarket	Birch - 01	Indie Hurricane!
7:00pm-12:00am	Vampire the Masquerade - Camarilla/Anarch	Alder - 01	LARP
7:00pm-11:00pm	Arcane Legions 7000 points (Day 2).	Discovery C - 26	Miniatures
7:00pm-8:00pm	Breaking into Game Design	Cedar - 01	Panels
8:00pm-9:00pm	Give Me The Brain	Heritage F - 66	Boardgames
8:00pm-9:00pm	Trailer Park Wars! by Gut Bustin' Games	Heritage E - 51	Boardgames
8:00pm-9:00pm	Apples to Apples Curses Union	Heritage E - 50	Boardgames
8:00pm-10:00pm	Give Me The Brain	Heritage F - 67	Boardgames
8:00pm-10:00pm	Power Grid - US Map	Heritage B - 17	Boardgames
8:00pm-10:00pm	DungeonQuest (FFG 3rd Edition)	Discovery B - 03	Boardgames
8:00pm-10:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	Heritage E - 40	Boardgames
8:00pm-10:00pm	Vasco da Gama	Discovery B - 05	Boardgames
8:00pm-11:00pm	Mansions of Madness	Heritage B - 18	Boardgames
8:00pm-12:00am	BATTLETECH Old-School: The Swarm's Sting	Heritage B - 36	Boardgames
8:00pm-12:00am	Arkham Horror	Discovery B - 07	Boardgames
8:00pm-11:00pm	Magic MINI-Masters Sealed Events	Hemlock - 01	Collectible Games
8:00pm-12:00am	Magic Archenemy 1 vs. Many	Oak - 01	Collectible Games
8:00pm-10:00pm	Game Lab Play Test 25: Monty Python Board Game	Heritage B - 32	Game Lab
8:00pm-12:00am	Prey For Daylight	Discovery E - 01	LARP
8:00pm-9:00pm	How to write for a game publisher	Cedar - 01	Panels
8:00pm-2:00am	D&D 4e: King of RPGs: The Siege of Gharazak	Spruce - 03	Roleplaying
8:00pm-12:00am	Ashes of Athas - The False and the True (AOA1-2)	Heritage D - 07	RPG Campaigns
9:00pm-11:00pm	Munchkin Unknown	Heritage F - 76	Boardgames
9:00pm-11:00pm	Frag	Heritage F - 68	Boardgames
9:00pm-11:00pm	Chez Cthulhu	Heritage F - 77	Boardgames
9:00pm-11:00pm	Redneck Life Board Game by Gut Bustin' Games	Heritage E - 61	Boardgames
9:00pm-12:00am	World of Warcraft TCG RAID Deck Run	Oak - 04	Collectible Games
9:00pm-12:00am	Until We Sink	Ash - 02	Indie Hurricane!
9:00pm-10:00pm	Hosting a weekly game night	Cedar - 01	Panels
9:00pm-1:00am	Horror Rules: Wrath of Con	Spruce - 06	Roleplaying
10:00pm-12:00am	Diplomacy Session 4 of 5	Heritage E - 73	Boardgames
10:00pm-12:00am	Monty Python's Flying Board Game - Playtest	Heritage E - 64	Boardgames
10:00pm-12:00am	Cosmic Encounter	Heritage E - 74	Boardgames
10:00pm-12:00am	Endeavor	Discovery B - 06	Boardgames
10:00pm-12:00am	Game Lab Play Test 25 and a half: Monty Python Board Game ... again	Heritage B - 32	Game Lab
11:55pm-12:55am	Are You A...?	Discovery E - 01	LARP

Schedule



Portland MiB

Teaching SJ Games in  
the local area



Games at Gamestorm

- Munchkin
- Revolution
- Cthulhu Dice
- Chez
- Zombie Dice
- Frag
- And much more!

Games after Gamestorm

Regular local events open to the public.  
Setup your own time to learn/play games.  
Calendar on website or join mailing list.  
<http://www.portlandmib.org>

## SUNDAY, MARCH 27TH

8:00am-10:00am	Munchkin Booty	Heritage F - 76	Boardgames
8:00am-10:00am	Munchkin Request	Heritage F - 68	Boardgames
8:00am-10:00am	Betrayal at the House on the Hill	Heritage B - 17	Boardgames
8:00am-4:00pm	Battletech : Pirate Hunt, starts at 8:30am	Discovery C - 09	Miniatures
9:00am-11:00am	Mystery Rummy: Jack the Ripper	Heritage B - 29	Boardgames
9:00am-11:00am	SPANC	Heritage F - 68	Boardgames
9:00am-11:00am	Frag	Heritage F - 66	Boardgames
9:00am-12:00pm	Agricola with the Gamers' Deck	Heritage B - 37	Boardgames
9:00am-12:00pm	Mousquetaires du Roy - Rio Grande Demo	Heritage F - 65	Boardgames
9:00am-12:00pm	Risk 2210 - Like Risk, but fun (for Euro players, too)	Discovery B - 05	Boardgames
9:00am-3:00pm	1861: The Railroads of the Russian Empire	Heritage B - 19	Boardgames
9:00am-4:00pm	Dragon Dice: "Demo & Die" and Open Play	Heritage B - 35	Boardgames
9:00am-7:00pm	1817	Heritage B - 03	Boardgames
9:00am-11:00am	Star Trek CCG Open Play and Trade	Oak - 01	Collectible Games
9:00am-12:00pm	Magic Sealed Freebie Deck Casual Tourney	Oak - 04	Collectible Games
9:00am-10:00am	Welcome to Game Lab (Sunday)	Heritage B - 20	Game Lab
9:00am-11:00am	Game Lab Play Test 26: Guest of Honor Lisa Steenson's choice (2 hr)	Heritage B - 32	Game Lab
9:00am-12:00pm	Starmada: roll-your-own free-for-all!	Discovery C - 03	Miniatures
9:00am-10:00am	Non-Denominational Christian LARP	Discovery D - 01	Panels
9:00am-1:00pm	D&D 3.5: The H-Team	Spruce - 04	Roleplaying
9:00am-1:00pm	Traveler: Tera/Sol: Ancient Trails: And So It Begins	Spruce - 03	Roleplaying
9:00am-1:00pm	Shadowrun Missions - Ancient Pawns (CMP 2011-04)	Heritage D - 09	RPG Campaigns
9:00am-1:00pm	Pathfinder Society: Before the Dawn— Part II: Rescue at Azlant Ridge (#2-02)	Heritage D - 08	RPG Campaigns
10:00am-11:00am	Kids Gaming 5-7 ish	Heritage E - 40	Boardgames
10:00am-11:00am	Munchkin booty/ Jump the Shark	Heritage F - 47	Boardgames
10:00am-11:00am	Intangibles	Heritage B - 27	Boardgames
10:00am-12:00pm	Chez Request	Heritage F - 68	Boardgames
10:00am-12:00pm	Diplomacy Session 5 of 5	Heritage E - 73	Boardgames
10:00am-12:00pm	Stone Age	Heritage B - 17	Boardgames
10:00am-12:00pm	Furstenfeld - Rio Grande Demo	Heritage F - 75	Boardgames
10:00am-12:00pm	Cutthroats!	Heritage A - 01	Boardgames
10:00am-12:00pm	Conquest of Planet Earth	Discovery B - 23	Boardgames
10:00am-1:00pm	Age of Steam	Discovery B - 03	Boardgames
10:00am-2:00pm	Twilight Struggle	Heritage E - 44	Boardgames
10:00am-3:00pm	Escape from Colditz	Heritage B - 18	Boardgames
10:00am-3:00pm	Dune	Heritage B - 26	Boardgames
10:00am-12:00pm	Thunderstone Deck Building Card Game in the CCG Hall	Hemlock - 02	Collectible Games
10:00am-2:00pm	Magic Booster Draft Tournament Sets TBD	Oak - 02	Collectible Games
10:00am-2:00pm	Magic Standard Constructed Type 2 Tournament	Oak - 03	Collectible Games
10:00am-11:00am	Game Lab Play Test 27: Potlatch (KC Humphrey)	Heritage B - 21	Game Lab
10:00am-1:00pm	0 Hunters: You Can't Outclass These Outcasts.	Birch - 01	Indie Hurricane!
10:00am-12:00pm	Flames of War: Bootcamp Introduction	Discovery C - 13	Miniatures
10:00am-11:00am	Gaming News & Demos	Cedar - 01	Panels
10:00am-2:00pm	D&D 4e Essentials: The Twisting Halls	Spruce - 01	Roleplaying
10:00am-3:00pm	Pathfinder: Neverwhen Demonstration	Spruce - 06	Roleplaying
10:30am-2:30pm	Boffer event	Discovery E - 01	LARP
11:00am-12:00pm	Dice Games	Heritage F - 76	Boardgames
11:00am-3:00pm	Runewars	Heritage B - 28	Boardgames
11:00am-4:00pm	Indonesia	Heritage E - 72	Boardgames
11:00am-1:00pm	World of Warcraft TCG Open Play and Trade	Hemlock - 01	Collectible Games
11:00am-2:00pm	Magic Open Play and Trade	Oak - 01	Collectible Games
11:00am-12:00pm	GameLab Workshop: Results of Playtests-- improving your best game	Cedar - 01	Game Lab
11:00am-1:00pm	The Dreaming Crucible	Ash - 03	Indie Hurricane!
11:00am-3:00pm	Fudge: Torchwood PDX	Upper Lobby - 02	Roleplaying
11:00am-5:00pm	Savage Worlds: Realms of Cthulhu: The Witch of November	Spruce - 05	Roleplaying

GameStorm 13

Sunday, March 27th

Schedule

12:00pm-1:00pm	Blazing Inferno	Heritage B - 27	Boardgames
12:00pm-2:00pm	The Downfall of Pompeii	Heritage B - 17	Boardgames
12:00pm-3:00pm	Munchkin Tourney Finals	Heritage F - 79	Boardgames
12:00pm-2:00pm	Star Wars CCG by Decipher Open Play and Trade	Oak - 04	Collectible Games
12:00pm-2:00pm	Dominion Deck Building Card Game in the CCG Hall	Hemlock - 02	Collectible Games
12:00pm-2:00pm	Game Lab Play Test 28: Mystery Game with Kris Gould (Wattsalpoag Games)	Heritage B - 21	Game Lab
12:00pm-1:00pm	On the Ecology and Behavior of the Mud Dragon	Ash - 01	Indie Hurricane!
12:00pm-5:00pm	Flames of War: Total War, European Late War, 6000 to 8000 pts	Discovery C - 13	Miniatures
12:00pm-1:00pm	Basics of Game Design	Cedar - 01	Panels
12:00pm-4:00pm	Spirit of the Century - "National Treasures"	Spruce - 02	Roleplaying
1:00pm-2:00pm	Bible Story Item Memory Game	Heritage B - 27	Boardgames
1:00pm-3:00pm	Thunderstone or Roll Through the Ages	Heritage E - 64	Boardgames
1:00pm-3:00pm	Revolution	Heritage F - 68	Boardgames
1:00pm-3:00pm	In the Year of the Dragon	Heritage B - 04	Boardgames
1:00pm-3:00pm	Hansa Teutonica with East Expansion	Heritage B - 05	Boardgames
1:00pm-3:00pm	Settlers of the Stone Age	Discovery B - 06	Boardgames
1:00pm-3:00pm	Pirate's Cove	Heritage E - 61	Boardgames
1:00pm-4:00pm	Player's Choice	Discovery B - 04	Boardgames
1:00pm-4:00pm	Zombie State	Discovery B - 10	Boardgames
1:00pm-3:00pm	L5R CCG Open Play and Trade	Hemlock - 01	Collectible Games
1:00pm-4:00pm	Pirates of the Cursed Seas! Sealed	Hemlock - 05	Collectible Games
1:00pm-3:00pm	Game Lab Play Test 29: 2011 FEATURE GAME	Heritage B - 32	Game Lab
1:00pm-4:00pm	Monstercapocalypse Round Robin Tournament	Discovery C - 20	Miniatures
1:00pm-2:00pm	Role-Playing Game Design Workshop	Cedar - 01	Panels
2:00pm-4:00pm	Thurn & Taxis - Power & Glory	Heritage B - 06	Boardgames
2:00pm-4:00pm	Pokemon Open Play and Trade	Oak - 03	Collectible Games
2:00pm-4:00pm	Ascension Deck Building Card Game in the CCG Hall	Hemlock - 02	Collectible Games
2:00pm-5:00pm	Magic Sealed Theme Deck Casual Tourney	Oak - 01	Collectible Games
2:00pm-5:00pm	Yu-Gi-Oh Duelist League	Oak - 04	Collectible Games
2:00pm-6:00pm	Magic Archenemy vs. Planechase Multi-Player Chaos	Oak - 02	Collectible Games
2:00pm-4:00pm	Game Lab Play Test 30: Three Games from Fish Face Party Company (Cris Kelly)	Heritage B - 21	Game Lab
2:00pm-6:00pm	Gotham by Gaslight	Birch - 01	Indie Hurricane!
2:00pm-4:00pm	Horror Rules: Widow Darling's Mine of Doom	Cedar - 01	Roleplaying
2:00pm-5:00pm	CoC/BRP: The Laundry	Pine - 01	Roleplaying
2:00pm-11:00pm	Living Forgotten Realms: ADAP2-01 Monument of the Ancients (Levels 11-14)	Heritage C - 03	RPG Campaigns
2:30pm-6:30pm	Shadowrun Missions - Threads of the Past (CMP 2011-03)	Heritage D - 09	RPG Campaigns
2:30pm-6:30pm	Living Forgotten Realms: ELTU3-2 Blue Wounds (Levels 1-10)	Heritage D - 01	RPG Campaigns
2:30pm-6:30pm	Ashes of Athas - The True Lesson Learned (AOA1-3)	Heritage D - 07	RPG Campaigns
2:30pm-11:30pm	Living Forgotten Realms: CORE2-12 The Sschindylryn Heresy (Levels 17-20)	Heritage D - 04	RPG Campaigns
3:00pm-5:00pm	SJ Games Open	Heritage F - 68	Boardgames
3:00pm-4:00pm	Game Lab: Evaluate 2011 Game Lab	Heritage B - 20	Game Lab
3:00pm-4:00pm	Assassins Wrap-Up	Discovery E - 01	LARP
4:00pm-6:00pm	Puzzle Strike Deck Building Chip Game in the CCG Hall	Hemlock - 02	Collectible Games
4:00pm-6:00pm	LARP Raffle	Discovery E - 01	LARP
4:00pm-5:00pm	Critical Hits & Misses	Cedar - 01	Panels
5:00pm-6:00pm	CEL*STYLE Cosplay Contest	Cedar - 01	Indie Hurricane!
6:00pm-7:00pm	Sea Dracula at the end of time (and GameStorm)	Cedar - 01	Indie Hurricane!

SEE YOU NEXT YEAR FOR:

GameStorm 14!

1817

Sun 09:00am-07:00pm Mike Monical Heritage B - 03  
18xx in Northeast US with a new exciting way to finance your companies.

1880

Fri 09:00am-06:00pm Mike Monical Heritage B - 03  
18xx game system set in China.

11 nimmt!

Thu 06:00pm-07:00pm Rich Lau Heritage B - 06  
This belongs to the 6 nimmt!/5 Slide family of games.

Light and fun.

1861: The Railroads of the Russian Empire

Sun 09:00am-03:00pm Matt Riley Heritage B - 19  
1861 is an 18xx variant set in Russia. 1861's defining characteristics include: 16 minor companies that are put up for auction during stock rounds, minors having the opportunity to merge or convert in to major corporations, and a non-player controlled government railway.

18EA

Sat 09:00am-06:00pm Mike Monical Heritage B - 03  
18xx set in East Anglia, northeast of London

Acquire

Sat 01:00pm-04:00pm Craig Cowley Heritage B - 29  
An elegant interactive abstract which rewards the skills of a broker. You invest in hotel chains, expand them, merge them. Seek ownership of the best of them. Manage development and cash flow to acquire the most wealth. Constant significant choices with enough chance to make each play unique.

Ad Astra

Fri 10:00pm-12:00am Roy Starkweather Discovery B - 07  
Build your space civilization as humanity travels to new stars and meets the weird artifacts of ancient alien races!

Advanced Civilization

Fri 09:00am-05:00pm Craig Cowley Heritage B - 39  
An epic multi-player board game. Lead your people from the dawn of history to the age of the civilized state: settle land, build cities, trade and war with others; always gaining new abilities and knowledge as you choose your way.

Age of Renaissance

Fri 06:00pm-12:00am tristan jenkins Discovery B - 06  
Become a European Powerhouse by abusing the lack of labor laws and taking all the profits for monarchy (that's you!). Some start modifications to map and cards for game balance (no crusades at start, etc).

Age of Steam

Sun 10:00am-01:00pm D.E. Lentzner Discovery B - 03  
2002 train game by Martin Wallace which quickly developed a fan following and reputation as intimidatingly challenging. Players try to create the most profitable rail networks by laying track, upgrading locomotives, urbanizing towns, and planning for supply and demand of goods.

Agricola - Farmers of the Moor

Thu 03:00pm-06:00pm David Thompson Heritage F - 47  
Farmers of the Moor expands Agricola adding the challenge of heating your home, with new actions and cards to help you do it. Players must be experienced with Agricola, but I'll be teaching the expansion. We will be playing without occupations, as is standard with this expansion.

Agricola for beginners

Fri 02:00pm-04:00pm Miranda Lovegren Heritage B - 33  
If you've never played Agricola and would like to start with the basic "family" game - come on over to table HB33! (only 1st-time Agricola players please)



### Battlestar Galactica

Thu 03:00pm-07:00pm	Craig Cowley	Heritage B - 18
Fri 10:00am-01:00pm (w/ Exodus)	Eric Endres	Heritage B - 19
Sat 02:00pm-06:00pm	Beverly Block	Heritage E - 74
Sat 04:00pm-07:00pm (w/ Exodus)	Eric Endres	Heritage B - 18

A remnant of the human race seeks a safe home, facing Cylon threats from without, treachery within. To survive, the humans must work together. But one or more players are (secretly) Cylons, who can win only by extinguishing the humans.

### BATTLETECH Old-School: The Swarm's Sting

Sat 08:00pm-12:00am	Chris French	Heritage B - 36
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Mercer Ravannion believes the future of 'Mech Warfare is light-'Mech "hordes", sweeping all before them. The test of his belief will fall on McKinnon's Raiders' Recon Lance. Which side is to be pitied is up for debate....

### Betrayal at the House on the Hill

Fri 07:00pm-09:00pm	William Cohen	Heritage B - 17
Sat 09:00am-11:00am	William Cohen	Heritage B - 17
Sun 08:00am-10:00am	William Cohen	Heritage B - 17

A mysterious house is explored by a group of friends. Unknown to all except one, there is a traitor among them with a sinister and dark purpose for his/her friends. Who will survive the ultimate Betrayal at the House on the Hill???

### Bible Story Item Memory Game

Sun 01:00pm-02:00pm	Nathan Monger	Heritage B - 27
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This is a game of remembering all those stories that we learned in Sunday School. Even if you can remember them, can you remember the insignificant items in that story?

How well do you remember the Bible Stories?

### Blazing Inferno

Sun 12:00pm-01:00pm	Nathan Monger	Heritage B - 27
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This is a forest fire game of survival while fanning the flames to burn out your opponents. If everyone is eliminated, the fire wins...

### Blockade Runner

Sat 10:00am-01:00pm	David Abel	Discovery B - 24
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Players attempt to make money by shipping cargo in and out of the South during the American Civil War in this trading game with a dash of danger. Play it safe to keep or take profitable risks. Bring in vital war goods to reduce the growing blockade, or more profitable black market goods.

### Blokus

Thu 03:00pm-04:00pm	Carol McCuen	Heritage E - 61
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An abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. The only caveat to placing a piece is that it may not lie adjacent to your other pieces, but instead must be placed touching at least one corner of your pieces.

### Bridgetown Races

Fri 03:00pm-04:00pm	Miranda Lovegren	Heritage B - 34
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Too cool! A new board game, set in Portland!

Race over the (Ross Island to Fremont) city bridges via different modes of transportation and capture their flags.

### Buffy the Vampire Slayer

Thu 09:00pm-11:00pm	Elyiot Lance	Heritage B - 19
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Help Buffy and her friends stop the spread of Evil in Sunnydale! Which villain and his minions will plague the town? The Master? The Judge? The Mayor? Or Adam? Patrol the board. Collect cards - gain power. Roll dice to fight and cast spells. but don't slack, or evil will slay you first!

### Bug House Chess

Sat 10:00am-01:00pm	Lisa Steenson	Heritage E - 51
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Bughouse chess is an exciting chess variant played on two chess boards by four players in teams of two. Normal chess rules apply, except that captured pieces on one board are passed on to the players of the other board, who then have the option of putting these pieces on their board.

### Burn in Hell

Sat 07:00pm-09:00pm	Sean Cunningham	Heritage F - 68
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Collect the souls of the damned! In Burn in Hell, you try to assemble the tastiest "Circles" of history's sinners. Trade souls with your rivals . . . or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics . . . or build sets of the Seven Deadly Sins.



Cuththroat Caverns

Sat 05:00pm-07:00pm	William Cohen	Heritage B - 27
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TRUST NO ONE!!! Without teamwork... you will never survive. Without betrayal... you will never win. In this game, you decide to swing for a whopping 50-points of damage or hold back, awaiting a more opportune time to slay the monster. ONLY the final blow matters if you are to score the kill. Hold back or sabotage other's plans too much - and the entire party will die, without a winner.

Cutthroats!

Thu 03:00pm-05:00pm	Rob Guinn	Heritage A - 01
Fri 02:00pm-04:00pm	Rob Guinn	Heritage A - 01
Fri 05:00pm-07:00pm	Rob Guinn	Heritage A - 01
Sat 10:00am-12:00pm	Rob Guinn	Heritage A - 01
Sat 01:00pm-03:00pm	Rob Guinn	Heritage A - 01
Sun 10:00am-12:00pm	Rob Guinn	Heritage A - 01
Sat 05:00pm-07:00pm	Rob Guinn	Heritage A - 01

A 3 - 7 player pirate board game published by local game developer, Tinderbox Entertainment. Survive a variety of voyages on the high seas, but beware of your mutinous crew.

Cyclades

Fri 03:00pm-05:00pm	David Abel	Heritage B - 19
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Players must buy the favor of the gods in their race to be the first player to build two cities in the Ancient Greek island group known as the Cyclades. Each turn, players bid for the favors of the gods, only one player can have the favor of each god per turn and the limited actions each provides.

Descent: Journeys in the Dark

Sat 08:00am-01:00pm	Bryann Turner	Heritage B - 08
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Join me for a delve into the terrifying dungeons of Terrinoth! Slay monsters, get treasure, have a blast! New players welcome, but experienced players preferred. Scenario chosen by the players.

Dice Games

Thu 06:00pm-07:00pm	Sara Ruth	Heritage F - 77
Thu 06:00pm-07:00pm	Jason Bostick	Heritage F - 66
Fri 02:00pm-03:00pm	Car Bostick	Heritage F - 76
Fri 04:00pm-05:00pm	Car Bostick	Heritage F - 66
Fri 09:00pm-10:00pm	Sara Ruth	Heritage F - 66
Fri 10:00pm-11:00pm	Sara Ruth	Heritage F - 67
Sat 05:00pm-06:00pm	Sara Ruth	Heritage F - 67
Sat 06:00pm-07:00pm	Car Bostick	Heritage F - 67
Sun 11:00am-12:00pm	Sara Ruth	Heritage F - 76

Zombie Dice & Cthulhu Dice will be played. Get your brain quota before being shot, and steal sanity from other players!

Die Macher

Fri 05:00pm-11:00pm	Chris Shaffer	Heritage B - 26
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Die Macher is the original eurogame - German politics, cubes, cards and 5+ hours of fun. New players welcome, but you MUST watch the BGWS tutorial video and read the rules before the game.

Diplomacy

Fri 10:00am-12:00pm (1 of 5)	Jonathan Nichol	Heritage E - 73
Fri 10:00pm-12:00am (2 of 5)	Jonathan Nichol	Heritage E - 73
Sat 10:00am-12:00pm (3 of 5)	Jonathan Nichol	Heritage E - 73
Sat 10:00pm-12:00am (4 of 5)	Jonathan Nichol	Heritage E - 73
Sun 10:00am-12:00pm (5 of 5)	Jonathan Nichol	Heritage E - 73

Play the original game of Diplomacy face to face! Must attend all sessions!

Domaine

Thu 08:00pm-10:00pm	Steve McCuen	Heritage E - 64
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Players try and form domaines by placing walls on the modular board. Completed domaines can then be expanded, even into your opponents'. Protect domaines by placing knights. Actions are taken by playing cards which have a cost associated with them. Gain money by selling cards and controlling mines.



BOARD AND CARD GAMES

Dominant Species

Sat 03:00pm-06:00pm	John Lyons Beck	Heritage E - 43
Fri 01:00pm-07:00pm	Sharan LaDuca	Heritage B - 08

The Ice Age is coming! Which of the great classes of species will survive? You will play as either the Mammals, Reptiles, Arachnids, Insects, Birds or Amphibians, evolving different species to Dominate the coming landscape.

Dominion—introduction for beginners

Thu 03:00pm-04:00pm	Paul Kushnir	Heritage B - 17
Fri 03:00pm-04:00pm	Paul Kushnir	Heritage B - 17
Sat 11:00am-01:00pm	Fillard Spring-Rhyne	Heritage E - 54

Come learn how to play Dominion - the 2009 Spiel des Jahres winner!

Dominion - All Sets

Thu 04:00pm-05:00pm	Paul Kushnir	Heritage B - 17
Fri 04:00pm-05:00pm	Paul Kushnir	Heritage B - 17

Play a couple fun hands of Dominion. All released expansions + promos available!

Dork Tower

Sat 10:00am-12:00pm	Sean Cunningham	Heritage F - 68
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You can play John Kovalic's Dork Tower characters . . . as they play their characters . . . in a magical quest for the ultimate prize where no strategy is too low, no player too Munchkiny, and no rule is safe!

Dragon Dice: "Demo & Die" and Open Play

Thu 03:00pm-07:00pm	Dave Borgeson	Heritage B - 35
Fri 09:00am-06:00pm	Dave Borgeson	Heritage B - 35
Sat 09:00am-06:00pm	Dave Borgeson	Heritage B - 35
Sun 09:00am-04:00pm	Dave Borgeson	Heritage B - 35

Stop by for a demo or an open play session of Dragon Dice.

Dragon Dice: Tournament - Single Race

Thu 07:00pm-11:00pm	Dave Borgeson	Heritage B - 35
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Bring your best 36 pt. health army of a single race and prepare to do battle in the Land of Esfah!

Dune

Sun 10:00am-03:00pm	Craig Cowley	Heritage B - 26
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Each player, with unique strengths and weaknesses, competes to obtain invaluable spice from an inhospitable desert planet in this strategic board game. Resources are limited, treachery abounds; the fate of the universe may turn on the tiniest detail.

Dune - The Spice Must Flow

Fri 07:00pm-11:00pm	Seth Howard	Heritage B - 08
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Back by popular demand, a Friday evening of Dune.

Dungeon Lords for beginners

Thu 03:00pm-05:00pm	Miranda Lovegren	Heritage B - 34
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A "learning game" for aspiring Dungeon Lords (1st time players only please).

Learn what it takes to build and run a respectable dungeon: dig tunnels, mine gold, hire monsters, create traps, put your minions & imps to work, and fight off heroic do-gooders out to ruin all your hard work!

DungeonQuest (FFG 3rd Edition)

Sat 08:00pm-10:00pm	Bryann Turner	Discovery B - 03
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Battle monsters! Lay tiles! Fall into pits! Explore the catacombs! Steal treasure from a ferocious dragon! Dare you explore?

Empire Builder

Sat 09:00am-12:00pm	Carol McCuen	Heritage E - 61
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The original Mayfair's crayon-rails line allows players to draw their train routes over a map of the United States. Players start with enough money to build short lengths of track, and by running their trains and delivering loads to various cities acquire more cash to expand their networks.

Endeavor

Sat 10:00pm-12:00am	Roy Starkweather	Discovery B - 06
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A game of world exploration and empire building. You represent a European empire colonizing the Mediterranean and shipping to all parts of the world to increase the empire's glory and status in Industry, Culture, Finance and Politics.

## Eragon Dominion - a Fan Expansion

Fri 10:00am-12:00pm	Andrew Korson	Heritage B - 36
Sat 10:00am-12:00pm	Andrew Korson	Heritage E - 43
Eragon Dominion - a Fan Expansion A full 25 card set of cards based on Eragon and the Inheritance Cycle.		

## Escape from Colditz

Sun 10:00am-03:00pm	Andrew Nisbet	Heritage B - 18
Escape from Colditz is a game devised by successful escaper Pat Reid, based on the former POW camp at Colditz Castle in Germany during World War II.		

## Famiglia - Rio Grande Demo, session 1

Fri 11:00am-12:00pm	Doug Walker	Heritage F - 65
Sat 04:00pm-05:00pm	Doug Walker	Heritage F - 75
Famiglia, a card game by Friedemann Friese. Two Mafia-bosses try to recruit the most and also the best members for their gangs.		

## Fische Fluppen Frikadellen - 3 Tables, 15 players

Sat 02:00pm-04:00pm	Tim Shippert	Heritage E - 51
Back by popular demand, it's the annual Gamestorm running of Friedemann Friese's Fische Fluppen Frikadellen. Work the market at your table to get the resources to buy a fetish - then jump to another table and do it again. It's a gaming experience unlike any other.		

## Five Crowns

Fri 03:00pm-04:00pm	Ralph Strauser	Heritage B - 28
Basic play is make sets of 3 or more or runs of 3 or more simple to learn fun to play. Ages 8 and up.		

## Frag

Thu 07:00pm-09:00pm	Sean Cunningham	Heritage F - 68
Thu 09:00pm-11:00pm	Paul Borte	Heritage F - 76
Fri 01:00pm-03:00pm	Sean Cunningham	Heritage F - 68
Sat 03:00pm-05:00pm	Paul Borte	Heritage F - 76
Sat 09:00pm-11:00pm	Sean Cunningham	Heritage F - 68
Sun 09:00am-11:00am	Jason Bostick	Heritage F - 66
Frag is a computer game without a computer - a "first-person shooter" on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!		

## Fresco

Thu 06:00pm-09:00pm	Lynette Jagoda	Discovery B - 23
Players are Master Painters who have to restore a fresco in a Renaissance church. The board and components are beautiful. The decision making is fun and interesting. Plus the game play requires some deep thinking.		

## Furstenfeld - Rio Grande Demo

Sat 03:00pm-04:00pm	Doug Walker	Heritage F - 65
Sun 10:00am-12:00pm	Doug Walker	Heritage F - 75
An economic development game for 2-5 Princely Players from Friedemann Friese.		

## Fury of Dracula

Sat 10:00am-02:00pm	David Engle	Heritage E - 42
Semi-cooperative game in which four vampire hunters work together to chase down Dracula across the cities of Europe. The Dracula player eludes using hidden movement while leaving a trail of victims and mayhem.		

## Galaxy Trucker

Thu 03:00pm-05:00pm	Scot McDonald	Heritage B - 28
Thu 06:00pm-08:00pm	Scot McDonald	Heritage B - 28
Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first?		

## Game of Thrones - Beginning players welcome

Thu 03:00pm-06:00pm	Sean Carrick	Discovery B - 03
Players take control of one of the great Houses of Westeros. Via resource management, diplomacy, and cunning, they seek to win dominance over the land. Players must give orders to armies, control important characters, gather resources for the coming winter, and survive the onslaught of their enemies. A unique phase mechanic, battle resolution, and special ordering system make for an engaging game in which all players are actively involved at all times.		

GameStorm 13

BOARD AND CARD GAMES

GameStorm Math Trade game exchange

Sat 09:00am-10:00am David Thompson Alder - 01

Meet up and exchange your games from the 2011 GameStorm Math Trade! I'm hosting this year's GameStorm game trade again on [www.boardgamegeek.com](http://www.boardgamegeek.com). These trades are a no-risk affair, so please consider joining this year's trade!

Give Me The Brain

Thu 08:00pm-10:00pm	Car Bostick	Heritage F - 67
Fri 01:00pm-02:00pm	Sara Ruth	Heritage F - 67
Fri 02:00pm-04:00pm	Jason Bostick	Heritage F - 66
Fri 06:00pm-08:00pm	Jason Bostick	Heritage F - 66
Fri 08:00pm-09:00pm	Sara Ruth	Heritage F - 66
Fri 09:00am-11:00am	Car Bostick	Heritage F - 67
Sat 11:00am-01:00pm	Car Bostick	Heritage F - 67
Sat 02:00pm-04:00pm	Sara Ruth	Heritage F - 67
Sat 08:00pm-09:00pm	Sara Ruth	Heritage F - 66
Sat 08:00pm-10:00pm	Car Bostick	Heritage F - 67

You think working in a fast-food restaurant is hell? This place is worse. All the employees are zombies (that includes you). The jobs are repetitive and gross. The customers ask stupid questions. And all the zombies have to share a single brain . . . and they keep dropping it on the floor.

Glen More

Thu 09:00pm-11:00pm Lynette Jagoda Discovery B - 22

Each player represents the leadership of a 17th century Scottish clan looking to expand its territory and its wealth. Released in 2010 - So This is a fairly new game.

Glen More is 6 in the Alea medium box series, and is rated a 4 on the Alea complexity level.

GMT Games Demos

Fri 11:00am-04:00pm	Lyman Leong	Heritage B - 37
Sat 11:00am-04:00pm	Lyman Leong	Heritage B - 37

GMT Games Demos.

Great Games for Kids (and their grown-ups)!

Sat 09:00am-11:00am	Miranda Lovegren	Heritage B - 33
Sat 12:00pm-02:00pm	Miranda Lovegren	Heritage B - 33
Sat 02:00pm-04:00pm	Miranda Lovegren	Heritage B - 33

My favorite games for kids (ages 6+) that grown-ups enjoy too. Drop in anytime during session to try these games with your kids. I'll teach any you want to learn: Hey That's My Fish!, Giro Gallopo, Hamster Rolle, O Zoo la Mio, Cha-teau Roquefort, Valley of Adventure, Daytona 500 for kids, & more!

Greed Quest

Fri 04:00pm-05:00pm	Sara Ruth	Heritage F - 67
Sat 01:00pm-02:00pm	Sara Ruth	Heritage F - 67

Greed Is Good!

. . . and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it . . . but everyone else is between you and the exit!

Greed, Incorporated

Fri 10:00am-03:00pm Aaron Curtis Heritage E - 63

You are CEO of one of the world largest fraudulent companies. Your task: pump up the value of your company, then crash it so you get fired and collect a huge bonus. Spend you bonus on executive toys, then take over someone else's wrecked company and start again.

Guillotine

Thu 07:00pm-08:00pm Antonia Cabal Heritage B - 18

Off with their heads! In this game, players are executioners during the French Revolution. Gain prestige and points by getting rid of the cream of French Nobility.

Hansa Teutonica

Fri 08:00pm-10:00pm	Sharan LaDuca	Heritage B - 05
Sun 01:00pm-03:00pm (East expansion)	Sharan LaDuca	Heritage B - 05

From BGG, "The players act as traders trying to get victory points for building a network of offices, controlling cities, collecting bonus markers or for other traders using the cities they control."

From Z-MAN Games, "Deutsche Hanse or, in Latin, Hansa Teutonica, are alternative names for the Hanseatic League, an alliance between merchant guilds and (later) between cities originating from lower Germany. Cities that joined the League were called Hansa cities..."

Hoity Toity (Adel Verpflichtet)

Sat 09:00am-11:00am	Heather Drake	Heritage B - 28
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You will do anything to assemble the most valuable art collection: spend down the family fortune, swipe money from the auction house, even steal your peers' paintings if you can get away with it. Klaus Teuber won the 1990 Spiel de Jahres for this addictive rock-paper-scissors style game.

IDEOLOGY the War of Ideas

Fri 05:00pm-08:00pm	Scott Rose	Heritage B - 07
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The War of Ideas on a world wide scale.

Illuminati

Fri 06:00pm-08:00pm	Marcus Evenstar	Heritage F - 77
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The object of Illuminati is to take control of the world. The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS!

In the Year of the Dragon

Sun 01:00pm-03:00pm	Rich Lau	Heritage B - 04
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Players take on the role of Chinese rulers around the year 1000. The game plays out in twelve rounds, with each round representing one month in a year that seems to go from bad to worse.

Indonesia

Fri 06:00pm-10:00pm	Rich Lau	Heritage B - 06
Fri 06:00pm-10:00pm	Dave Blanchard	Heritage B - 04
Sun 11:00am-04:00pm	Rachel A.	Heritage E - 72

Indonesia is a game in which players build up an economy. As the game unfolds, the basic agricultural economy develops into early industry - the players getting rich in the meantime by producing and transporting goods, and by acquiring and merging companies at the right time, and for the right price.

Industrial Waste

Fri 03:00pm-05:00pm	Lynette Jagoda	Discovery B - 23
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A game in which players run factories and produce resources and finished goods as profitably as possible, but need to keep an eye on their waste output. Development of technological improvements requiring less waste, fewer resources and reduced workforce are the key to this game.

Innovation Tournament

Sat 12:00pm-03:00pm	Craig Cummings	Heritage B - 36
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Build your civilization's ideas and technologies from the Stone Age, to modern times. Prize awarded for 1st place. Multiple rounds may be played.

Intangibles

Thu 04:00pm-05:00pm	Petrea Mitchell	Heritage B - 27
Fri 10:00am-11:00am	Petrea Mitchell	Heritage B - 28
Fri 07:00pm-08:00pm	Petrea Mitchell	Heritage B - 18
Sun 10:00am-11:00am	Petrea Mitchell	Heritage B - 27

Collect the best items before someone else does - but the definition of "best" varies...

Invasion from Outer Space / Last Night on Earth: Zombie Overrun

Fri 09:00pm-12:00am	Dale Braun	Heritage B - 36
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Zombies vs Martians vs Carnies! It's a three-way melee!

Kids Gaming 5-7 ish

Sun 10:00am-11:00am	Art Colvig	Heritage E - 40
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Kids Gaming, My Son and I will be teaching some of our favorite games.



Web-page: [www.newhorizon1.com](http://www.newhorizon1.com)

Join our forums: [www.newhorizon1.com/forum/forum.php](http://www.newhorizon1.com/forum/forum.php)

Art by: Kerem Beyit

# NEW HORIZON

WELCOME TO A NEW WORLD

BEYOND THE HORIZON

Have you been yearning to explore a new world for your RPG? Frustrated by complicated rules that are difficult to understand? New Horizon was originally settled by Earth explorers and now is waiting for you to explore it!

The New Horizon table top RPG features 6 playable races, over 70 creatures, over 50 NPCs, and adventures spanning four continents. New Horizon uses an exciting new system called Vo|t. This system allows you to navigate the world with the Volt 3.0 system and two D20 dice.

Everything you need to play the RPG is available for FREE from the New Horizon web-page. Download our character sheet, create a character using our easy point and click script and join a currently running RPG or start one of your own. Follow the point 1-9 shown on the main page of our web-page, and after that, just have fun and enjoy the game!

AVALON



TRAPPER TOWN



WARHEAD KEEP



PORT OF NAREHL



# NEW HORIZON



## New Horizon

The New Horizon® Role Playing Game Compendium™ is everything you need to master the ways of becoming a hero in the New Horizon setting. This book contains everything that players and game masters need to participate in and run exciting games in the New Horizon setting.

This book contains the complete Volt rule system™ which is easily learned and used for any New Horizon role playing games. This book is suitable for both new and experienced players. It contains the New Horizon Campaign Setting Guide showing the unexplored world of New Horizon in detail, the Player's Manual with an easy guide to character creation, the Game Master's Manual with the very first part of the Season of Gunshots quest line, and the first Monster Manual with unique monsters and creatures. It also contains unique bonus materials never before made available to the public.

This book is further supplemented and expanded by free content found on the website, including a character creation tool for those who dread the long process, an online dice system as well as periodic low cost or even free supplemental materials including role playing supplemental data on small towns and areas and even all new quest lines.

New Horizon Role Playing Game Compendium

<http://www.newhorizon1.com/order.php>

ISBN: 978-1-4475-0996-7 (full color)

ISBN: 978-1-4475-0994-3 (black & white)

Join our creation and be part of our growth and expansion. We do not know where this will lead us, but we can promise you we'll have a lot of fun!

[www.newhorizon1.com](http://www.newhorizon1.com)

GAMESTORM 13  
 BOARD AND CARD GAMES

Kingmaker

Fri 05:00pm-09:00pm Frank Durovchic Discovery B - 22  
 Its the mid 15th century, the York's and the Lancaster's are fighting over the throne of England. As an English noble can your faction have the rightful heir crowned King?

King's Blood

Fri 10:00am-12:00pm Sean Cunningham Heritage F - 68  
 King's Blood is a fast-paced multi-player card game. Build the family tree by arranging marriages, exiling rivals, and crowning new royalty. Match a character with a compatible member of the opposite sex, and start a new generation. Play the last family member from your hand, and you've won!

Kingsburg

Fri 09:00am-11:00am William Cohen Heritage B - 17  
 Sat 01:00pm-03:00pm William Cohen Heritage B - 17  
 Sat 04:00pm-06:00pm Sharan LaDuca Heritage B - 28  
 The realm of Kingsburg is under attack. Your King has chosen you to take charge of a province on the border to fight off monstrous invaders. You must manage your province with gold, wood, stone, and soldiers by influencing the King's advisors and the Royal family. However, there are other players who are trying as well to protect the kingdom. Who will build a statue to the King? Who will hire more soldiers? Will you build stronger walls? In the end, only one governor will earn a place among the King's advisors? Will that governor be you?

Kingsburg: To Forge a Realm

Sat 01:00pm-04:00pm Dale Braun Heritage B - 25  
 Let's play Kingsburg with all 5 expansion modules thrown in!

Kremlin - Classic Avalon Hill

Fri 05:00pm-07:00pm Seth Howard Heritage F - 55  
 Calling all comrades, your Party Leader needs you!

Last Night on Earth: Stories of the Undead Inferno

Sat 07:00pm-10:00pm Dale Braun Discovery B - 04  
 Stories of the Undead Inferno, a fan-based expansion for LNoE, uses new boards and Fire/Rubble/Burning Zombie tokens.

Late-Night Twilight: Star Wars Edition

Fri 07:00pm-03:00am John Redmond Discovery B - 04  
 Forget Mecatol Rex - Coruscant is the real seat of Galactic power! Play familiar factions like the Rebel Alliance, Hutt Clans, Kingdoms of Naboo, and even the Galactic Empire and rule the galaxy!

Le Havre

Fri 01:00pm-05:00pm Dave Blanchard Heritage E - 43  
 A game about managing a harbor, building ships and constructing building that give sepcial abilities.

Learn the Innovation card game

Thu 04:00pm-06:00pm Craig Cummings Heritage B - 36  
 Thu 10:00pm-12:00am Craig Cummings Heritage B - 36  
 Fri 12:00pm-02:00pm Craig Cummings Heritage B - 36  
 Fri 04:00pm-06:00pm Craig Cummings Heritage B - 36  
 Sat 10:00am-12:00pm Craig Cummings Heritage B - 36  
 Build your civilization's ideas and technologies from the Stone Age, to modern times. Learn to play before the Saturday tournament.

Liar's Dice

Fri 02:00pm-04:00pm Katherine Powers Heritage E - 64  
 Fri 08:00pm-11:00pm (epic throwdown!) Katherine Powers Heritage E - 64  
 The ancient game of bluffing and chance as played by Davy Jones himself.

Liberté

Thu 06:00pm-09:00pm David Thompson Heritage F - 47  
 Vie for influence in three factions of the French Revolution - Radicals, Moderates, and Royalists. With Revolution and Counter-Revolution just a hair breadth away, the victory is always in reach. New players welcome!

Lost Valley

Fri 09:00am-12:00pm

Eric Mowrer

Discovery B - 05

Players are prospectors in the Klondike. The game is played on an expanding map of rhombuses and triangles. Players move along the edges of the tiles, trying to accumulate the most gold nuggets. The triangular tiles contain special locations such as trade posts, Indian villages and river sources.

Louis XIV

Fri 10:00am-12:00pm

David Thompson

Heritage F - 47

Power and influence in the French court at the end of the 17th Century.

A tense, tight battle for influence over four rounds.

New players welcome!

Luna - In the Domain of the Moon Priestess

Sat 03:00pm-06:00pm

Kevin Moore

Discovery B - 05

"The end of her regency is nigh. It's time to clear the way for a new bearer of the burden. She will keep a wary eye on the novices representing their Orders and trying to win her favor. Eventually, she will have to come to a decision. Which Order will prove itself worthy to decide on her successor? There will be a new Moon Priestess and she will bear the title: LUNA."

Lunch Money /Sticks and Stones

Fri 04:00pm-05:00pm

Antonia Cabal

Heritage B - 26

Lunch Money: All the feel of a playground fight, without the bruises or slippery blood.

Mad Scientist University

Thu 06:00pm-07:00pm

Antonia Cabal

Heritage E - 43

Fri 03:00pm-04:00pm

Antonia Cabal

Heritage B - 05

Polish up your laser gun, put on your lab coat and get your maniacal laugh ready. You're about to enroll in Mad Scientist University! Whichever student devises the most evilly ingenious schemes will pass with honors. The rest will be set home ... in boxes ... one piece at a time.

Mall of Horror

Fri 01:00pm-03:00pm

Ken Dodge

Heritage B - 26

As in Dawn of the Dead, zombies are invading the mall. Each player controls 3 characters: a blond girl, a big guy and a dude with a gun. They must escape the zombies by locking themselves in the stores. But be careful: there is not always enough room in the stores for everybody, you might get trapped in the hallway, amongst the living dead.

Mall Warriors

Fri 10:00am-01:00pm

Dave McCloskey

Heritage F - 46

Spend your money on a gift, explore new stores, hit the ATM or run like mad to get to the last open bookstore before it closes. Oh No!! The hall is mobbed and there is a line at the cash register. Wait! I've got a special "cut into line" card. Merry Christmas.

Management Material. General office edition+ Information Technology

Fri 05:00pm-06:00pm

Nicholas Lauman

Discovery B - 03

your at the job that you do not want to leave. use lame excuses to avoid being promoted to management.

Manifest Destiny

Thu 03:00pm-07:00pm

Doug Cooley

Heritage B - 29

Like Age of Renaissance but hate the math? Manifest Destiny is waiting for YOU! This game has a great mix of strategy and screwage, so come on out and see if you have what it takes to build a country!

Mansions of Madness

Fri 11:00am-02:00pm

Brad Richards

Discovery B - 06

Sat 04:00pm-07:00pm

Brad Richards

Discovery B - 07

Sat 08:00pm-11:00pm

Kevin Shaw

Heritage B - 18

Do you have what it takes to find the clues and solve the mystery to survive the Mansions of Madness?

Marvel Heroes

Sat 05:00pm-07:00pm

Roy Starkweather

Discovery B - 06

Marvel Heroes is a game set in the Marvel Universe for 2 to 4 players, with plenty of opportunities for cooperation and competition between the Super Heroes controlled by the players. Players take control of a group of Super Heroes (X-Men, Fantastic Four, Marvel Knights or the Avengers) as well as the Nemesis of one of the other player's group (Magneto, Dr. Doom, Kingpin or Red Skull). During the game, each player finds allies, enemies and power-ups, and face the menacing Super Villains controlled by the other players.



GAMESTORM 13  
 BOARD AND CARD GAMES

Master Thieves

Thu 04:00pm-05:00pm
 Miranda Lovegren
 Heritage B - 39  
 Strategically unload imitation gems in a nifty jewelry box with secret rotating compartments. Steal or smuggle real gems when you can. Use the detective to confiscate stolen gems. Player who cunningly (or luckily) gathers the most value in jewels wins. A rare and unusual game for up to 8 players.

McMulti

Fri 01:00pm-04:00pm
 Dan Hyer
 Heritage B - 06  
 An economic game that simulates the oil industry, and probably one of the best simulations out there. This is being reprinted by Stronghold Games.

Memoir '44

Sat 07:00pm-09:00pm
 William Cohen
 Heritage B - 27  
 Memoir '44 is a historical game where players face-off in over a dozen WWII battles on an oversize hex game board. Each battle scenario mimics the historical terrain, troop placements, and objectives of each army. Memoir '44 requires strategic card play, timely dice rolling, and an aggressive, yet flexible battle plan to achieve victory.

Merchants & Marauders

Fri 10:00am-02:00pm
 David Abel
 Discovery B - 26  
 Fri 03:00pm-06:00pm
 Eric Endres
 Discovery B - 05  
 Live the life of an influential merchant or a dreaded pirate in the Caribbean during the Golden Age of Piracy. Seek your fortune through trade, rumors, missions, and of course, plundering. Will your captain gain glory and wealth or find his wet grave? BBG suggested play time + 1hr for setup & rules.

Merchants of Venus

Fri 10:00am-01:00pm
 Andrew Tullsen
 Heritage B - 29  
 Players take on the roles of space traders who move their ships through interconnected systems discovering new alien worlds to trade with. As players start to make money delivering commodities in a very unique supply and demand system, their earnings can be used to purchase better ships.

Monty Python's Flying Board Game - Playtest

Sat 10:00pm-12:00am
 Mark Santillo
 Heritage E - 64  
 Fri 03:00pm-05:00pm
 Mark Santillo
 Heritage E - 62  
 Players travel across a map of Britain, experiencing Events and collecting Props to complete Sketches for points. Expect things to get "too silly" very quickly! Knowledge of the Python canon is helpful but not necessary.

Mousquetaires du Roy

Thu 03:00pm-05:00pm
 Eric Endres
 Discovery B - 04  
 Sun 09:00am-12:00pm
 Doug Walker
 Heritage F - 65  
 Mousquetaires du Roy is a new semi-cooperative (all-against-one) game published by Ystari.

Munchkin Bites

Fri 09:00pm-11:00pm
 Marcus Evenstar
 Heritage F - 77  
 The Munchkins are now vampires . . . and werewolves . . . and changelings. Bash through the haunted house and slay the monsters. The OTHER monsters. You can't slay your fellow munchkins, but you can curse them, send foes at them, and take their stuff. Of course . . .

Munchkin Booty

Thu 08:00pm-10:00pm
 Jason Bostick
 Heritage F - 66  
 Sun 08:00am-10:00am
 Paul Borte
 Heritage F - 76  
 Munchkin Booty brings the greatest gold-grabbers in history - pirates! - to the world of Munchkin. Use your Silver Long Johns to beat the Lobster Mobster, drink your Demon Rum to fight off the Viking Kittens, and defend yourself with the Cutlass (or Cutlad, for the gents) against the Prince of Whale.

Munchkin booty/ Jump the Shark

Sun 10:00am-11:00am
 Katherine Powers
 Heritage F - 47  
 Sail the Seven Seas. Plunder the treasure. Make your crew walk the plank.

Munchkin Booty/Cthulhu

Sat 06:00pm-08:00pm
 Sara Ruth
 Heritage F - 66  
 It's Munchkin: Pirates of the Carribean!  
 Use your Silver Long Johns to beat Cthulhu. Struggle to retain your sanity against Viking Kittens!

**Munchkin Cthulhu**

Fri 10:00am-12:00pm

Paul Borte

Heritage F - 76

Munchkins face their greatest challenge - Cthulhu! Will they survive? Will they retain their sanity? Will they . . . level up?

**Munchkin Fantasy**

Thu 02:00pm-04:00pm

Sean Cunningham

Alder - 03

Munchkin is the mega-hit card game about dungeon adventure . . . with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm . . . or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon . . .

**Munchkin Fu**

Fri 11:00am-01:00pm

Car Bostick

Heritage F - 67

The Munchkins are back! Now the game is chop-socky Hong Kong action. The characters are Samurai, Ninja, Yakuza, and Monks. The foes are mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles to build up your character.

**Munchkin Impossible**

Sat 05:00pm-07:00pm

Marcus Evenstar

Heritage F - 77

The Munchkins are now spies . . . eliminating the opposition, playing with self-destructing gadgets, and changing loyalties even faster than they change hats. Be a Playboy, Tourist, or Assassin. Report to the Americans, Russians, British, or Chinese (it'll change!).

**Munchkin Ninja/Pirate**

Sat 09:00am-11:00am

Paul Borte

Heritage F - 76

Are you a pirate or a ninja? Either way, you're a munchkin in this game!

**Munchkin Quest**

Fri 01:00pm-05:00pm

Marcus Evenstar

Heritage F - 77

Sat 12:00pm-04:00pm

Marcus Evenstar

Heritage F - 77

Like Munchkin as a card game? Try it as a board game!

**Munchkin Request**

Sun 08:00am-10:00am

Sean Cunningham

Heritage F - 68

Haven't had enough of Munchkin yet this con? Show up and play another round. Players choose which version(s) they want to play.

**Munchkin Star**

Thu 06:00pm-08:00pm

Paul Borte

Heritage F - 76

Sat 08:00am-10:00am

Sean Cunningham

Heritage F - 68

The Munchkins are back - and they're in space! Now they're Mutants, Cyborgs, and Cat People . . . grabbing Lasers, Vibroswords, and Nova Grenades . . . fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar.

**Munchkin Supers**

Fri 06:00pm-08:00pm

Sean Cunningham

Heritage F - 68

Be a Mutant, an Exotic, a Mystic, or a Techno. The higher your Level, the more Powers you can have. Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension - from the wimpy Bucketman all the way up to Big Ol' Planet Eater Guy himself - and TAKE THEIR STUFF!

**Munchkin Tourney**

Fri 09:00am-11:00am (Qualifier)

Jason Bostick

Heritage F - 79

Fri 05:00pm-07:00pm (Qualifier)

Car Bostick

Heritage F - 79

Fri 08:00pm-10:00pm (Qualifier)

Jason Bostick

Heritage F - 79

Sat 11:00am-01:00pm (Qualifier)

Jason Bostick

Heritage F - 79

Sat 02:00pm-04:00pm (Qualifier)

Car Bostick

Heritage F - 79

Sat 05:00pm-07:00pm (Qualifier)

Jason Bostick

Heritage F - 79

Sun 12:00pm-03:00pm (Finals)

Car Bostick, Jason Bostick

Heritage F - 79

Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience . . . with none of that stupid roleplaying stuff.

For the finals for the Munchkin Tournament. Only the winners of the 6 qualifiers are eligible to participate.

**Munchkin Unknown**

Fri 09:00pm-11:00pm

Paul Borte

Heritage F - 76

Sat 09:00pm-11:00pm

Paul Borte

Heritage F - 76

There's a bunch of Munchkin cards here, all printed prior to 2010. They've been unsorted so long, nobody even knows what sets are included. Dare to find out?

GAMESTORM 13  
 BOARD AND CARD GAMES

Munchkin: Good/Bad/Munchkin

Fri 02:00pm-04:00pm      Sara Ruth      Heritage F - 67  
 The Good, the Bad, and the Munchkin opens a whole new frontier - the Wild West! Forget dragons and goblins - Jackalopes and Davy Croc have just as much treasure. Those plains may seem wide open, but there's lots of monsters to kill, and lots of stuff to take.

Mystery Rummy: Jack the Ripper

Sun 09:00am-11:00am      Heather Drake      Heritage B - 29  
 Search for clues and marshal your evidence before another detective solves the case -- or the Ripper escapes.

Nanuk

Thu 04:00pm-06:00pm      Jason Bostick      Heritage F - 66  
 Fri 03:00pm-05:00pm      Paul Borte      Heritage F - 76  
 Sat 02:00pm-04:00pm      Jason Bostick      Heritage F - 66  
 Sat 05:00pm-07:00pm      Paul Borte      Heritage F - 76  
 Winter is coming. All the hunters boasted of their prowess, but you boasted the loudest. Now you have to deliver

Neuroshima Hex

Sat 10:00am-12:00pm      Andrew Tullsen      Heritage B - 29  
 Neuroshima Hex is a strategy game placed in a post-apocalyptic world of Neuroshima (a Polish RPG). Each army deck consists of 34 tiles - soldiers, support tiles and special actions.

Nexus Ops

Thu 06:00pm-08:00pm      Ken Dodge      Heritage B - 26  
 Nexus Ops is a light-medium science fiction war game. The game boasts a hexagonal board that is dealt differently every time, as well as cool "glow" miniatures and lots of combat. Players control competing futuristic corporations that battle each other for control of the moon's Rubium Ore.

Ninja Burger

Thu 02:00pm-04:00pm      Car Bostick      Alder - 02  
 Sat 09:00am-11:00am      Jason Bostick      Heritage F - 66  
 Fri 11:00am-01:00pm      Sara Ruth      Heritage F - 77  
 Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option.

Oasis

Fri 11:00am-12:00pm      Sean Carrick      Discovery B - 23  
 You are the head of a Mongolian family, intent on becoming the most powerful in the land. Use your resources wisely to take control of fertile steppe lands to raise horses, build sacred temples, develop caravans of camels, and control the beautiful oases. The player with the most points at the end of the game will be anointed the Noble of the Oasis.

Oh Gnome You Don't Board Game by Gut Bustin' Games

Thu 06:00pm-08:00pm      Lisa Steenson      Heritage E - 40  
 Thu 08:00pm-10:00pm      Lisa Steenson      Heritage E - 40  
 Fri 06:00pm-08:00pm      Lisa Steenson      Heritage E - 40  
 Fri 08:00pm-10:00pm      Lisa Steenson      Heritage E - 40  
 Sat 06:00pm-08:00pm      Lisa Steenson      Heritage E - 40  
 Sat 08:00pm-10:00pm      Lisa Steenson      Heritage E - 40

Just Released! 'Oh Gnome You Don't!' Board Game  
 A Gnome-tastic adventure through the forest. Gnomes acquire beautiful gems by selling goods, mining, and beating the tar out of each other.

Oh Gnome You Don't Tournament

Sat 04:00pm-06:00pm      Lisa Steenson      Heritage E - 40  
 Guest of Honor Lisa Steenson and Gut Bustin' Games present a tournament of "Oh Gnome You Don't!" The tournament will start with 6 tables of 3 players. The winners of those will play off at 2 tables of 3. The top 2 from each of those will play off at a final game. Great prizes to the winner!

Order Up

Thu 07:00pm-08:00pm

Carol McCuen

Heritage E - 71

A family board game where you race to make and deliver pizzas. Players vie for ingredients to meet the orders of customers then move on a track to reach their house with the right ingredients for the pizza they want. When the pizzeria closes, the player with the most money wins.

Oregon

Fri 10:00am-11:00am

Miranda Lovegren

Heritage B - 33

Oregon is a family/strategy game with a colonization-theme and a card-driven placement mechanism. The aim of the game is to position farmers and point-giving buildings in the best possible locations on the board.

Outpost

Sat 02:00pm-06:00pm

Jeff Fisher

Heritage B - 19

Outpost is a start-small and grow-big resource-management game from 1991.

Pack and Stack

Thu 03:00pm-04:00pm

Rich Lau

Heritage B - 06

In Pack & Stack the players try to fill their trucks as perfectly as possible.

Pandemic

Fri 12:00pm-01:00pm

Miranda Lovegren

Heritage B - 33

Basic Pandemic: The team mission is to prevent a worldwide pandemic outbreak, treating hot spots while researching cures for each of the four plagues before they get out of hand. Excellent cooperative game.

Pandemic - On The Brink

Fri 01:00pm-02:00pm

Miranda Lovegren

Heritage B - 33

So you've played Pandemic and like it, but have never tried the "On The Brink" expansion? Here's your chance! We will play both the "mutation" and "virulent strain" expansions together.

Panzer Leader Dieppe

Thu 03:00pm-05:00pm

Greg Moore

Heritage F - 46

A Battle of Dieppe scenario for Avalon Hill's Panzer Leader Board Game system from the 1970's.

Phantom League

Fri 06:00pm-10:00pm

David Abel

Heritage B - 28

Inspired by the computer game Elite, you are the captain of a merchant spaceship with a hunger for recognition and glory that will soon lead you onto a path of fame or notoriety! Build your career through trading, piracy, exploring new systems and eliminating your rivals.

Pirate Fluxx!

Sat 10:00am-12:00pm

Katherine Powers

Heritage F - 47

Fluxx is a fun, quick, addictive card game that never plays the same way twice.

Pirate's Cove

Thu 03:00pm-05:00pm

Ken Dodge

Heritage B - 37

Fri 12:00pm-02:00pm

Carol McCuen

Heritage E - 61

Sun 01:00pm-03:00pm

Carol McCuen

Heritage E - 61

Battle for the rights to plunder and become the most famed and feared Pirate the world has ever seen. You will gain fame by winning battles; burying gold and treasure; and bragging about your exploits at the Tavern.

Player's Choice

Sun 01:00pm-04:00pm

Chris Ballowe

Discovery B - 04

Play a variety of games from Steve Jackson Games and Looney Labs.

Pondora

Fri 10:00am-11:00am

Nathan Monger

Heritage B - 05

A pond is being splashed around while all the frogs are rushing to get to their mates who are on the other side of the pond.

Portal Combat

Fri 08:00am-11:00am

Bruce Reed

Heritage E - 41

Abstract strategy for teams or individuals. Capture enough of your opponents' pieces to win. Strategically, its similar to chess. However, its played with partners, fewer piece types, and portals that allow you to dominate your opponents.

GameStorm 13

BOARD AND CARD GAMES

Power Grid

Thu 06:00pm-09:00pm (Central Europe & New Plants)	Jeff Fisher	Heritage B - 37
Thu 10:00pm-01:00am (Russia)	Chris Ballowe	Discovery B - 03
Fri 01:00pm-04:00pm	Lynette Jagoda	Discovery B - 24
Fri 07:00pm-09:00pm (Germany)	Steve McCuen	Heritage E - 73
Fri 10:00pm-01:00am (Japan)	Chris Ballowe	Discovery B - 03
Sat 06:00pm-08:00pm (USA)	Steve McCuen	Heritage B - 17
Sat 08:00pm-10:00pm (USA)	Steve McCuen	Heritage B - 17

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. Power plants and raw materials are bought along with city infrastructure. All must be balanced and optimized to win.

Pueblo

Thu 04:00pm-06:00pm	Ken Dodge	Heritage B - 26
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Pueblo - the ultimate building challenge! Work with the other players to create a mighty home for the Chieftain, stone by stone. You are a craftsman, but you cannot let the Chieftain see your trademark stones, or you will be penalized. The longer you play, the more difficult this task becomes!

Puerto Rico

Thu 09:00pm-11:00pm	Roy Starkweather	Discovery B - 06
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Prospector, captain, mayor, trader, settler, craftsman, or builder?

Which roles will you play in the new world? Will you own the most prosperous plantations? Will you build the most valuable buildings?

Puzzle Strike

Thu 08:00pm-10:00pm	John Redmond	Heritage B - 27
Fri 05:00pm-06:00pm	Andrew Tullsen	Heritage B - 29

This Dominion-style deckbuilding game, played with chips instead of cards, is perfect for anyone who feels that Dominion needs more player interaction. Simulating a puzzle game, send gems from your overflowing gem pile to your opponents and be the last one standing!

Pyrite Isle

Fri 05:00pm-07:00pm	Nathan Monger	Heritage B - 05
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This is a Pirate strategy game involving: Treasure Hunting, Ship Designing, Sea Battles, Back Stabbing, & maybe even a little bit of secret Diplomacy...

Redneck Life Board Game by Gut Bustin' Games

Thu 07:00pm-09:00pm	Lisa Steenson	Heritage E - 70
Thu 09:00pm-11:00pm	Lisa Steenson	Heritage E - 61
Fri 07:00pm-09:00pm	Lisa Steenson	Heritage E - 61
Fri 09:00pm-11:00pm	Lisa Steenson	Heritage E - 61
Sat 07:00pm-09:00pm	Lisa Steenson	Heritage E - 70
Sat 09:00pm-11:00pm	Lisa Steenson	Heritage E - 61

The player with the most teeth remaining wins!

Reef Encounter

Fri 02:00pm-04:00pm	David Thompson	Heritage F - 47
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Build up your coral colonies on the reef, battling with other players for precious space. Tip the balance of power in your favor through clever combinations of moves.

New players welcome, experienced players preferred.

Regatta

Sat 01:00pm-02:00pm	Chris Walker	Heritage E - 41
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A yacht racing game with a pleasant nautical theme, classic visual appeal and engaging tactics. Part of the classic 3M sports game line. We will be playing the basic rules and will conduct at least three races.

Revolution

Thu 04:00pm-06:00pm	Sean Cunningham	Heritage F - 68
Thu 03:00pm-05:00pm	Paul Borte	Heritage F - 76
Fri 12:00pm-02:00pm	Paul Borte	Heritage F - 76
Fri 07:00pm-09:00pm	Paul Borte	Heritage F - 76
Sat 12:00pm-02:00pm	Paul Borte	Heritage F - 76
Sat 02:00pm-04:00pm	Sean Cunningham	Heritage F - 68
Sun 01:00pm-03:00pm	Sean Cunningham	Heritage F - 68

Secretly bid against your opponents to gain the support of the people, win territory . . . and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support - and where to back away and let your opponents fight - is the key to victory. It's a game of bluff, counter-bluff, and surprise.

Ricochet Robots

Fri 11:00am-12:00pm	Sharan LaDuca	Heritage B - 04
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A unique game that will have you literally bouncing off the walls while you exercise your spacial relations skills. Ages 12 and up.

Rio Grande Demos

Fri 09:00am-06:00pm	Doug Walker	Heritage F - 65
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Demos of Rio Grande's latest releases.

RIP - Restless in Pieces

Thu 04:00pm-05:00pm	Nathan Monger	Heritage E - 40
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mooooaannnn...

This is a zombie game of finding your lost body parts the you dropped last time you were out of the grave before the sun rises...

Risk 2210 - Like Risk, but fun (for Euro players, too)

Sun 09:00am-12:00pm	Sean Carrick	Discovery B - 05
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The traditional game of risk, completely redone as a Euro. The basic game remains intact, but now there is an economic engine, a set of strategy cards, an entirely new map, with both Sea and Moon locations, and, most importantly, a 5 turn limit.

Roads and Boats

Sat 01:00pm-06:00pm	Rich Lau	Heritage B - 06
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In Roads and Boats, players start with a modest collection of donkeys, geese, boards, and stone. With these few materials, players work to develop their civilization. The emphasis in the game is logistical transport as you bring goods to producers to make new goods.

Roman Games - Circus Maximus & Gladiator

Sat 11:00am-03:00pm	Seth Howard	Heritage B - 09
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We will be hosting Roman Games throughout the day. Choose your chariot and race for glory in the Circus Maximus. Next, choose your Gladiator and fight to see who will be awarded the coveted wooden sword and freedom!

Runewars

Sun 11:00am-03:00pm	David Abel	Heritage B - 28
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Runewars is an epic board game of conquest, adventure, and fantasy empires. Players are pitted against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to fortified cities. BBG suggested play time + 1 hr for setup and rules.

Settlers of the Stone Age

Sun 01:00pm-03:00pm	Roy Starkweather	Discovery B - 06
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Man's Epic Struggle. The cradle of modern humans, called Homosapiens by scientists, was located in Africa more than 100,000 years ago. The first branches of this family began a journey that spanned thousands of years. Eventually leading them to Australia and America. The enormous difficulties of this journey were overcome because of the homosapiens' unique ability to adapt to its environment. Their highly developed brains and their mastery of crafts enabled them to flourish in even the harshest conditions.

Shark

Thu 06:00pm-08:00pm	Sean Carrick	Discovery B - 03
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Shark is a cut throat stock-trading game. Buy/sell shares, crash companies, and bottom out people's investments, laughing all the way to the bank. But beware, the other players have just as much of a chance to crash your stock.

GAMESTORM 13

BOARD AND CARD GAMES

Sharkbait

Sat 03:00pm-04:00pm Nathan Monger Heritage B - 28

A piratical game of injury and welfare on the high seas.

If you can lose both eyes, both arms, and both legs by the end of the game, you gain the honorable name: 'Sharkbait'.

Sid Meier's Civilization The Board Game

Thu 03:00pm-08:00pm John Fundak Heritage E - 64

Civilization: The Board Game is inspired by the legendary video game series created by Sid Meier. Players are tasked with guiding an entire civilization throughout the ages, taking ownership of your people's technology, economy, culture, and military, as well as all the choices that go along with that.

Silverton

Sat 10:00am-01:00pm Brian Diggs Heritage B - 04

Silverton is a game of prospecting, rail building, and delivering commodities in the central Rocky Mountains and the surrounding areas.

SJ Games Open

Fri 11:00am-01:00pm Jason Bostick Heritage F - 66

Sun 03:00pm-05:00pm Sean Cunningham Heritage F - 68

Curious as to what SJ Games produces besides Munchkin? Ever wanted to try out one of the games you've seen us demoing but just haven't had the time? Like an old game of ours that's rarely played? Stop by and ask. We'll play anything we've got.

Space Alert

Thu 08:00pm-10:00pm Bryann Turner Heritage B - 17

Fri 12:00pm-02:00pm Mike "Rimoran" McCarrig Heritage E - 70

Fire lasers! Power the Engines! Defeat Enemies! All while communicating with your team and working together in a fast paced game cooperative game. New and experienced players welcome!

Space Alert

"Space Alert is a team survival game. Players take on the role of a crew of space explorers sent out through hyperspace to survey a dangerous sector of the Galaxy."

SPANC

Thu 04:00pm-06:00pm Sara Ruth Heritage F - 77

Fri 08:00am-10:00am Sean Cunningham Heritage F - 68

Sat 11:00am-01:00pm Sara Ruth Heritage F - 66

Sun 09:00am-11:00am Car Bostick Heritage F - 68

Cross the universe with your crew of catgirls, overcoming challenges, and win the most loot - including poolboys!

Speicherstadt, The

Sat 01:00pm-03:00pm Sharan LaDuca Heritage B - 28

Well, its the 8th of March and only one person has signed up for this game... trust me, this is an awesome auction/bidding game. Just because the BGG rating hasn't caught up to this game yet doesn't mean you shouldn't be the trend setter!

Star Fleet Battle Force

Thu 06:00pm-08:00pm Joe Hatfield Discovery C - 05

Face off against other space forces in a tight and quick space battle game using the Star Fleet Universe rules in a handy card game!

StarCraft "Eye Of the Storm" Scenario (From Brood War)

Fri 05:00pm-10:00pm Elyiot Lance Heritage B - 19

The Overmind has come to destroy all that the Protoss and Terran hold dear, and assimilate all who stand against it. If the Overmind is not destroyed, the Zerg will become an unstoppable force in the galaxy!

Starfarers of Catan

Sat 09:00am-01:00pm Elyiot Lance Heritage B - 19

Explore and Colonies new planets in this Sci-fi Adaptation of the Catan series. Far from a rethemed Catan Starfarers introduces many new mechanics to the series including Event Cards, Guaranteed resources every turn, and most importantly, the ability to fight space pirates.

Steam Over Holland

Fri 09:00am-12:00pmMatt RileyHeritage B - 18

Despite it's name, this is an 18xx game - but a light one. SoH has all the basics of the 18xx system, but less complex and plays in less than 3 hours.

Sticheln

Fri 08:00pm-10:00pmHeather DrakeHeritage B - 37

What will your pain color be? Prepare to turn your trick-taking card game instincts on their heads to succeed in this simple, evil gem.

Stone Age

Fri 11:00am-01:00pmWilliam CohenHeritage B - 27

Sat 11:00am-01:00pmWilliam CohenHeritage B - 27

Sun 10:00am-12:00pmWilliam CohenHeritage B - 17

In Stone Age, players will have to do what their ancient ancestors did in order to survive to the present. They will collect wood, break stone, and wash the gold from the river. They will trade freely, expand their village, and so achieve new levels of civilization. With a luck of balance and planning, the players will compete for food in this pre-historic time.

Summoner Wars

Thu 06:00pm-08:00pmAndrew TullsenHeritage B - 12

Summoner Wars is a fast-playing, action-packed 2-4 player card game. Players take on the role of Summoners: powerful beings who harness the power of mysterious Summoning Stones to lead their race to conquest on the war-torn planet of Itharia.

Swap Meet

Sat 11:00am-01:00pmMimi WalkerAlder - 01

Give your old games new life with a new owner.

Sylla

Fri 09:00am-11:00amSean CarrickDiscovery B - 03

Players take the role of Roman senators in their quest for glory. They use their fortunes and their connections to build great works and resolve the political problems of the Republic. At the end of the game the player with the most prestige wins and takes control of Rome.

TAC V

Sat 09:00am-07:00pmAndrew NisbetDiscovery B - 01

Massive Combat WW II tec.

Talisman (4th Edition)

Fri 06:00pm-10:00pmDavid (D.J.) AndersonHeritage F - 46

The cult classic board game with a fantasy theme. The most recent edition of the game with ALL the expansions thrown in for spice. :) No prior experience needed even with all the expansions.

Telestrations - the world's greatest hilarious party game!

Sat 04:00pm-06:00pmNate SandallHeritage E - 62

from the box.. Telestrations The telephone game sketched out! Draw what you see, then guess what you saw. all players simultaneously sketch, pass, guess & laugh to reveal hilarious and unpredictable outcomes!

The Big Idea

Fri 06:00pm-08:00pmMichael HopcroftHeritage E - 63

Can you sell Flammable Beer? How about Deadly Martian Chocolate? Play a wild game of wacky inventions, investment and sales pitches!

The Downfall of Pompeii

Sun 12:00pm-02:00pmWilliam CohenHeritage B - 17

In the year 79 A.D., The beautiful city of Pompeii sits at the foot of Mt. Vesuvius. Attract your friends and families to enjoy the greatness of Pompeii using cards. However, among the deck is the infamous dreaded event that occurred on August 24. The goal is to have your friends and family flee Pompeii as walls of lava and ash consume the city. The player who has the most people flee the doomed city is the winner. Those that fail to leave the city are residents forever.

The Great Space Race

Sat 07:00pm-10:00pmSharan LaDucaHeritage B - 28

From BGG, "From the publisher: The Great Galactic Emperor has decreed the Great Space Race is on! Can you, as representative of your ill-fated species, pilot your starship to victory? You must, for those who fail to win doom their species to total annihilation. Keep your tentacles to the floor ..."



BOARD AND CARD GAMES

The Princes of Florence (with color artwork)

Sat 04:00pm-07:00pm

Fillard Spring-Rhyne

Heritage E - 54

This is a 2007-edition set with full-color artwork by Eckhard Freytag. We'll play by the familiar rules from 2000 (i.e. without the supplemental cards that are included in the 2007 edition).

The Scepter of Zavandor

Fri 02:00pm-04:00pm

Roy Starkweather

Heritage B - 04

Fri 04:00pm-06:00pm

Roy Starkweather

Heritage B - 04

In this strategic game of magic, power, and political wrangling, the players represent young magicians who have gained possession of ancient magical knowledge, and seek to utilize it to gain the position of archmage, symbolized by the Scepter of Zavandor. To achieve their goal, they must seek out jewels to enchant in order to devise magical energy sources to tap into and increase their power and influence.

The Stars Are Right

Thu 04:00pm-06:00pm

Car Bostick

Heritage F - 67

Fri 08:00pm-10:00pm

Sean Cunningham

Heritage F - 68

Sat 09:00am-11:00am

Car Bostick

Heritage F - 67

You'll start small, bringing ghosts and ghouls back to our reality. Invoke minor creatures to flip over a tile or push a row, creating the correct patterns to summon more and more powerful ones.

Thebes

Fri 09:00pm-11:00pm

Beverly Block

Heritage B - 27

Acquire knowledge about ancient cities; dig in them looking for artifacts. Money isn't an issue, but time is short -- will you spend yours digging or giving lectures?

Through the Ages

Fri 09:00am-03:00pm

Dave Blanchard

Heritage F - 55

Fri 10:00am-04:00pm

Scot McDonald

Heritage E - 52

Build the most cultured civilization and guide it from antiquity to the modern era.

Through the Ages: Full Game

Sat 06:00pm-01:00am

Jeff Fisher

Discovery B - 22

For those who've played at least the "simple game" variant before... Let's do a full game (advanced + Age IV). I'll be using the following options: No ganging up; 1 extra round in Age IV.

Thunder Road

Fri 09:00am-11:00am

Ken Dodge

Heritage B - 26

Thunder Road is Hasbro's answer to Car Wars. You rocket your team (three cars and a helicopter) down a stretch of post-apocalyptic highway and try to either wipe out the other teams or outdistance them and leave them in the dust.

Thunderstone or Roll Through the Ages

Sun 01:00pm-03:00pm

Ron Steinhauser

Heritage E - 64

We'll play either Thunderstone or Roll Through the Ages, whichever the players prefer. I'll bring both. I may even have Dominion with me...

Thurn & Taxis - Power & Glory

Sun 02:00pm-04:00pm

Beverly Block

Heritage B - 06

Collect cards to build routes between cities; put stations in all of a region's cities to earn bonus points.

Tichu tournament

Fri 02:00pm-12:00am

Jennifer Geske

Discovery B - 23

Sat 09:00am-07:00pm

Jennifer Geske

Discovery B - 23

Single elimination Tichu tournament. Sign up with a partner or be paired up before the first round. Teams will have 4 hours to complete each of the first 2 rounds on Friday. The final 2 rounds will take place on Saturday. Note times you are not available when you sign up.

Ticket to Ride

Sat 04:00pm-05:00pm

Miranda Lovegren

Heritage B - 33

Ticket to Ride for newbies - let the greatest "gateway" game be your gateway into the wonderful world of designer boardgames. Beginners only please (played 0-3 times).

### Ticket to Ride: Marklin Edition

Thu 04:00pm-06:00pm

Rich Lau

Heritage B - 06

Ticket to Ride - Marklin Edition is the third installment in Days of Wonder's best-selling Ticket to Ride series. The board for the Marklin Edition is based on a map of Germany and each individual card in the deck depicts a different Marklin Trains model.

### Tobago

Fri 11:00am-12:00pm

Miranda Lovegren

Heritage B - 33

An island adventure game where players try to find the most treasures to win. Players possess different parts of treasure maps. Locations of treasures are gradually revealed and players race their ATV's to dig them up, and also to gather the magical amulets which mysteriously appear near the ocean.

### Trailer Park Wars! by Gut Bustin' Games

Thu 06:00pm-07:00pm

Lisa Steenson

Heritage E - 51

Thu 08:00pm-09:00pm

Lisa Steenson

Heritage E - 51

Fri 06:00pm-07:00pm

Lisa Steenson

Heritage E - 51

Fri 08:00pm-09:00pm

Lisa Steenson

Heritage E - 51

Sat 06:00pm-07:00pm

Lisa Steenson

Heritage E - 51

Sat 08:00pm-09:00pm

Lisa Steenson

Heritage E - 51

Trailer Park Wars!

Who will be the best darn trailer park manager in town?

### Twilight Imperium 3rd Edition - A game of Galactic Conquest

Sat 09:00am-06:00pm

David (D.J.) Anderson

Heritage F - 56

An epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. This game will include the Shattered Empire expansion

### Twilight Struggle

Fri 10:00am-02:00pm

Jon Jacob

Heritage E - 44

Sat 10:00am-02:00pm

Jon Jacob

Heritage E - 44

Sat 03:00pm-07:00pm

Jon Jacob

Heritage E - 44

Sun 10:00am-02:00pm

Jon Jacob

Heritage E - 44

Four round tournament -- assuming we get 16 players -- run over the course of three days.

### Ultimate Runebound

Sat 01:00pm-08:00pm

Sean Carrick

Discovery B - 20

You and your opponents take on the roles of heroes questing across the land in search of adventure. Along the way, you will find magical artifacts and cunning allies help you in your quest.

### Under the Crossbones

Fri 04:00pm-05:00pm

Nathan Monger

Heritage B - 05

A game of old sea dogs sitting around a table in a tavern, with the table laden high with scraps of old treasure map pieces. Will you be able to create a map or maybe steal one that is made???

### Vasco da Gama

Sat 08:00pm-10:00pm

Heidi Eldridge

Discovery B - 05

Vasco da Gama is billed as a maritime game of amassing prestige and riches. What it really is a balancing act with a little wagering and precognition thrown in to boot.

### Vegas Showdown

Thu 05:00pm-07:00pm

Miranda Lovegren

Heritage B - 34

Build the most famous hotel/casino by placing your slots, lounges, restaurants, etc, in the best arrangement to bring in the crowds and cash. Adjust your strategy to deal with unexpected events, price wars, and availability of most desirable rooms. Easy to learn, easy to play, not so easy to win.

### Wallenstein

Fri 09:00am-12:00pm

Dan Hyer

Heritage B - 06

Similar to Shogun (which is a remake of this game) and uses the famous cube tower. This is set in Germany during the 30 years war 1618-1648.

### Warhamster Rally

Thu 07:00pm-09:00pm

David (D.J.) Anderson

Heritage F - 55

Vie for the Warhamster Cup! Arena rally on giant hamsters, who needs horses. Hilarious game that is more crazed than Robo Rally.

GameStorm 13

Board and Card Games

Who can be a Super Hero?

Sat 01:00pm-02:00pm Nathan Monger Heritage B - 18

This is a Cooperative game: each player is a Superhero for a single day, to see if they can handle the stress of it. Just to save one day!!!

Win, Place & Show

Sat 02:00pm-04:00pm Chris Walker Discovery B - 04

Horse racing and wager game. Experience the excitement of horse racing as an owner, jockey AND bettor! Classic horse racing game that allows you to control the horses, collect the purses and bet on the results.

World of Warcraft - The Adventure Game

Fri 01:00pm-04:00pm Sean Carrick Discovery B - 07

World of Warcraft: the Adventure Game is a competitive, quick-moving romp through the world of Warcraft. Taking your character from humble beginnings to the dizzying heights of power, challenging dangerous monsters and the dangers of your fellow players, will you be the one to emerge victorious?

Z-Man Games Demo

Thu 08:00pm-10:00pm Art Colvig Heritage F - 46

Come Check out some of the newer quick Z-Man Games. I plan to have Pocket Battles Orcs Vs. Elves, Burrows, the King Commands and possible some other titles depending on what is available.

Z-Man Games Demo - Cleopatra's Caboose

Fri 01:00pm-05:00pm Art Colvig Heritage F - 46

The train game based in Ancient Egypt....

Play time is 90-120 minutes.

Z-Man Games Demo - Mines of Zavandor

Sat 12:00pm-04:00pm Art Colvig Heritage F - 46

Z-Man Games Demo - Mines of Zavandor.

Estimated play time is about 60 Minutes.

ZOMBES!!!

Thu 03:00pm-06:00pm Frank Durovchic Heritage F - 55

The goal of ZOMBIES!!! is to be the first player to reach the center square of the "helipad" tile, kill any zombies there and escape the advancing zombie horde. Alternately, a player also wins if he is the first to collect 25 zombies.

Zombie State

Fri 08:00pm-11:00pm Scott Rose Discovery B - 10

Sun 01:00pm-04:00pm Scott Rose Discovery B - 10

The MV1 "Moaning Virus" outbreak threatens to turn the worlds population into flesh eating Zombies. Do you have the skills and savvy to prevent it?

Zombinion

Thu 03:00pm-04:00pm Miranda Lovegren Heritage B - 33

Dominion with Zombie Theme - same actions, new names, very funny (if you like Zombie humor that is). For those who already know how to play Dominion.

Zombinion - Entrails

Thu 04:00pm-05:00pm Miranda Lovegren Heritage B - 33

Dominion-Intrigue is now Zombinion-Entrails! If you love Dominion & Zombies this table is the place to be. :-)

For players who have played Dominion-Intrigue before.

Zombinion - Genocide

Thu 05:00pm-06:00pm Miranda Lovegren Heritage B - 33

Dominion-Seaside has been Zombified into Zombinion-Genocide! No more wimpy renaissance theme, it's time to shoot some Zombies! For players who have played Dominion-Seaside before.

Zombinion 3 decks mixed (original + Entrails & Genocide expansions)

Thu 06:00pm-07:00pm Miranda Lovegren Heritage B - 33

Estate, Duchy, Province? Boring! Turn in your coppers, silvers and gold for bullets, slugs and shells and go shoot some Zombies (and More Zombies, and Even More Zombies)! For players who have played Dominion with the 1st 2 expansions before.

# Collectible Games

## A&A WWII Sealed Booster Tournament

Sat 04:00pm-07:00pm      Angel May      Hemlock - 02

Axis & Allies WWII sealed booster tournament. \$15 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your booster pack. There will be prizes awarded.

## Ascension Deck Building Card Game in the CCG Hall

Fri 07:00pm-08:00pm      Angel May      Oak - 03

Sat 01:00pm-03:00pm      Angel May      Hemlock - 02

Sun 02:00pm-04:00pm      Angel May      Hemlock - 02

Ascension, a great, quick filler card game that crosses genres and categories. We have a copy in the CCG room for you to play too.

## Call of Cthulhu LCG Open Play

Fri 06:00pm-08:00pm      Angel May      Oak - 01

Sat 06:00pm-08:00pm      Angel May      Oak - 01

Call of Cthulhu is a two-player card game in which players construct decks from a choice of seven different factions from the Cthulhu Mythos. Players then muster their decks against each other and attempt to win story cards through various challenges. The first player to win three story cards wins.

## Dominion Deck Building Card Game in the CCG Hall

Fri 03:00pm-04:00pm      Angel May      Oak - 02

Sat 07:00pm-09:00pm      Angel May      Hemlock - 02

Sun 12:00pm-02:00pm      Angel May      Hemlock - 02

Dominion, a great, quick filler card game that crosses genres and categories. We have a copy in the CCG room for you to play too.

## Dragon Dice: Tournament - Sealed Starter

Fri 07:00pm-11:00pm      Dave Borgeson      Hemlock - 03

Dragon Dice sealed starter tournament. \$20 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your starter. There will be prizes awarded after 3 rounds of play.

## Dragon Dice: Tournament - Sealed Starter "Draft"

Sat 07:00pm-11:00pm      Dave Borgeson      Hemlock - 03

Dragon Dice sealed starter tournament. \$20 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your starter. There will be prizes awarded after 3 rounds of play.

## HeroClix Open Play and Trade

Thu 08:00pm-10:00pm      Angel May      Hemlock - 03

Fri 03:00pm-06:00pm      Angel May      Hemlock - 02

Sat 01:00pm-03:00pm      Angel May      Oak - 04

Open play for HeroClix collectible minis game. Bring any figures, any format. Bring maps and some figs to loan/teach with. Just hang out, play some games, do some trading. Promos for participants while supplies last.

## HeroClix Sealed Booster Casual Tourney

Sat 05:00pm-07:00pm      Angel May      Oak - 04

HeroClix sealed booster tournament. \$15 entry fee includes what you need to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your booster pack. There will be prizes awarded.

## L5R CCG Constructed Tournament

Fri 07:00pm-09:00pm      Angel May      Hemlock - 02

Sat 01:00pm-03:00pm      Angel May      Oak - 03

Fri 03:00pm-05:00pm      Angel May      Oak - 04

Bring a current L5R CCG constructed clan deck of your choice. If you don't have one, you can purchase one in the dealers room from Guardian Games. We'll duel for a few rounds, and declare a winner. Prizes for winners. Promos for participants while supplies last.

GameStorm 13  
Collectible Games

L5R CCG Open Play and Trade

Thu 07:00pm-09:00pm	Angel May	Oak - 04
Sun 01:00pm-03:00pm	Angel May	Hemlock - 01

Open play for L5R CCG. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading. Promos for participants while supplies last.

Magic 2HG Team Sealed Theme Deck Tournament

Sat 01:00pm-05:00pm	Angel May	Oak - 02
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Magic sealed theme deck 2 headed giant team tournament. \$20 per team entry fee for 2 pre-constructed theme decks. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your theme decks. There will be prizes awarded after 3 rounds of play.

Magic Archenemy 1 vs. Many

Sat 08:00pm-12:00am	Angel May	Oak - 01
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Bring your own Archenemy deck, purchase one from Guardian Games in the dealers room, or borrow one of ours. You can also bring a regular constructed deck to team up with others and defeat the Archenemy. We have 2 ways we can play. Multi-player or 1 vs many. Promos for playing.

Magic Archenemy vs. Planechase Multi-Player Chaos

Sun 02:00pm-06:00pm	Angel May	Oak - 02
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Bring your own Archenemy and/or Planechase deck, purchase one from Guardian Games in the dealers room, or borrow one of ours. We're gonna play multi-player games with both Archenemy and Planechase decks out at the same time. Multi-player mayhem!

Magic Booster Draft 2011 Core Set

Sat 10:00am-02:00pm	Angel May	Oak - 01
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Magic booster draft. \$10 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your packs. There will be prizes awarded after 3 rounds of play.

Magic Booster Draft Scars-Besieged

Fri 02:00pm-06:00pm	Angel May	Oak - 01
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Magic booster draft. \$10 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your packs. There will be prizes awarded after 3 rounds of play.

Magic Booster Draft Tournament Sets TBD

Sun 10:00am-02:00pm	Angel May	Oak - 02
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Magic booster draft. \$10 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your packs. There will be prizes awarded after 3 rounds of play.

Magic CHAOS Booster Draft Tournament

Sat 07:00pm-11:00pm	Angel May	Oak - 02
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Magic booster draft. \$12 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your packs. You'll get to choose your packs from a pool of many different sets for random chaotic-ness :-)

Magic EDH Commander Dueling

Fri 01:00pm-04:00pm	Angel May	Oak - 02
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Elder Dragon Highlander is a Magic variant which provides a way of encouraging casual, interactive games with a low barrier to entry while still requiring good deck building skills. It can be played 1-on-1 but is usually multiplayer. Participants will get a promo card prize.

Magic EDH Commander Multi-Player Games

Sat 02:00pm-06:00pm	Angel May	Oak - 01
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Elder Dragon Highlander is a Magic variant which provides a way of encouraging casual, interactive games with a low barrier to entry while still requiring good deck building skills. It can be played 1-on-1 but is usually multiplayer. We'll be playing multi-player games at round tables. Promos.

### Magic MINI-Masters Sealed Events

Fri 08:00pm-11:00pm	Angel May	Oak - 03
Sat 08:00pm-11:00pm	Angel May	Hemlock - 01

Magic sealed mini-masters. \$3 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your pack. Prizes will be awarded after 3 rounds of play. There will be multiple events, and you can join all of them.

### Magic Open Play and Trade

Thu 07:00pm-10:00pm	Angel May	Oak - 01
Sun 11:00am-02:00pm	Angel May	Oak - 01

Open play for Magic the Gathering. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading. Promos for participants while supplies last.

### Magic Planechase Multi-Player Mayhem

Fri 05:00pm-08:00pm	Angel May	Oak - 02
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Bring your own Planechase deck, purchase one from Guardian Games in the dealers room, or borrow one of ours. Participation prizes will be awarded for playing.

### Magic Sealed Freebie Deck Casual Tourney

Sun 09:00am-12:00pm	Angel May	Oak - 04
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Each participant will receive 2 FREE pauper style sealed decks to create their deck with. Just mix 'em up and play.

### Magic Sealed M11 Tournament

Fri 08:00pm-12:00am	Angel May	Oak - 01
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Magic sealed booster tournament. \$15 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your packs. There will be prizes awarded after 3 rounds of play.

### Magic Sealed Theme Deck Casual Tourney

Sun 02:00pm-05:00pm	Angel May	Oak - 01
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Bring your own Magic theme deck, or purchase one from Guardian Games in the dealers room. Your theme deck does not have to be sealed before attending, but it needs to be the same contents as it was originally purchased. Participation prizes will be awarded for playing.

### Magic Standard Constructed Type 2 Tournament

Fri 08:00pm-11:00pm	Angel May	Oak - 02
Sat 10:00am-01:00pm	Angel May	Oak - 04
Sun 10:00am-02:00pm	Angel May	Oak - 03

Magic the Gathering standard type 2 constructed tournament. We'll play 3 rounds and prizes will be awarded at the conclusion of this tournament. Casual players are welcome.

### Magic the Gathering 15 minute Demos - Learn to Play

Fri 01:00pm-07:00pm	Angel May	Oak - 03
Sat 01:00pm-05:00pm	Angel May	Hemlock - 01

Come up to the CCG room and one of the friendly staff will teach you how to play Magic the Gathering. When you are done with the 15-30 minute demo, you will get a free deck of cards to start your collection.

### Pirates of the Cursed Seas! Sealed

Sun 01:00pm-04:00pm	Katherine Powers	Hemlock - 05
Sat 03:00pm-06:00pm	Katherine Powers	Hemlock - 05

Pirates of the Cursed Seas -the world's first constructible strategy game!

### Pokemon Constructed Tournament

Sat 10:00am-01:00pm	Angel May	Oak - 03
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Bring your own Pokemon constructed deck, or purchase a theme deck from Guardian Games in the dealers room. Any deck will do. We'll play a few rounds for fun. The winner will get a special prize. Participation prizes will be awarded for playing.

### Pokemon Open Play and Trade

Thu 07:00pm-09:00pm	Angel May	Oak - 02
Fri 01:00pm-03:00pm	Angel May	Oak - 04
Sun 02:00pm-04:00pm	Angel May	Oak - 03

Open play for Pokemon the collectible card game. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading. Promos for participants while supplies last.

GAMESTORM 13  
 Collectible Games

Pokemon Theme Deck Casual Tourney

Fri 06:00pm-09:00pm Angel May Hemlock - 01

Bring your own Pokemon Theme deck, or purchase one from Guardian Games in the dealers room. Your theme deck does not have to be sealed before attending, but it needs to be the same contents as it was originally purchased. Participation prizes will be awarded for playing.

Puzzle Strike Deck Building Chip Game in the CCG Hall

Sat 03:00pm-05:00pm Angel May Oak - 04

Sun 04:00pm-06:00pm Angel May Hemlock - 02

Puzzle Strike, a great, quick filler game that crosses genres and categories. We have a copy in the CCG room for you to play too.

Resident Evil Deck Building Card Game in the CCG Hall

Fri 01:00pm-03:00pm Angel May Hemlock - 02

Resident Evil, a great, quick filler card game that crosses genres and categories. We have a copy in the CCG room for you to play too.

Star Trek CCG Open Play and Trade

Thu 07:00pm-09:00pm Angel May Hemlock - 02

Fri 05:00pm-07:00pm Angel May Hemlock - 02

Sat 05:00pm-07:00pm Angel May Oak - 03

Sun 09:00am-11:00am Angel May Oak - 01

Open play for Star Trek CCG. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading.

Star Wars CCG By Decipher Open Play and Trade

Thu 07:00pm-09:00pm Angel May Hemlock - 04

Fri 06:00pm-08:00pm Angel May Oak - 04

Sat 07:00pm-09:00pm Angel May Oak - 04

Sun 12:00pm-02:00pm Angel May Oak - 04

Open play for Star Wars CCG. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading.

Thunderstone Deck Building Card Game in the CCG Hall

Fri 09:00pm-11:00pm Angel May Hemlock - 01

Sat 05:00pm-07:00pm Angel May Oak - 02

Sun 10:00am-12:00pm Angel May Hemlock - 02

Thunderstone, a great, filler card game that crosses genres and categories. We have a copy in the CCG room for you to play too.

War @ Sea A&A Sealed CMG Tournament

Sat 10:00am-01:00pm Angel May Oak - 02

A&A War at Seas sealed booster tournament. \$15 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your booster pack. There will be prizes awarded.

Warhammer Fantasy LCG in the CCG Hall

Fri 04:00pm-06:00pm Angel May Hemlock - 01

Sat 03:00pm-05:00pm Angel May Oak - 03

Warhammer: Invasion the Card Game is fast paced, and will push you to the edge as you rapidly build your army, develop your Kingdom, and lay waste to your foes. Perilous quests, underhanded trickery, and raw power can all be found within. Each race has much to gain!

World of Warcraft CCG and Minis Open Play and Trade

Fri 08:00pm-11:00pm Angel May Oak - 04

Open play for World of Warcraft the collectible card game and collectible miniatures game. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading. Promos will be given to participants while supplies last.

World of Warcraft TCG 2 Pack Sealed

Sat 05:00pm-08:00pm	Angel May	Hemlock - 01
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WoW TCG 2 Pack sealed. \$7 entry fee includes everything to play. Purchase entry into the event at Guardian Games down in the dealers room. Bring your receipt up to receive your packs. Prizes will be awarded after 3 rounds of play.

World of Warcraft TCG Open Play and Trade

Thu 08:00pm-10:00pm	Angel May	Oak - 03
Sun 11:00am-01:00pm	Angel May	Hemlock - 01

Open play for World of Warcraft the collectible card game. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading. Promos for participants while supplies last.

World of Warcraft TCG RAID Deck Run

Fri 01:00pm-04:00pm	Angel May	Hemlock - 03
Sat 09:00pm-12:00am	Angel May	Oak - 04

We'll have a WoW TCG raid deck to loan, you can also bring your favorite. Bring a constructed deck to play again the raid boss. The raid boss will be chosen from the group of players who attend.  
I'll have some promos for participants.

YOMI Card Fighting Game in the CCG Hall

Sat 10:00am-01:00pm	Angel May	Hemlock - 01
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YOMI, is a great, quick filler fighting card game that crosses genres and categories. We have a copy in the CCG room for you to play too.

Yu-Gi-Oh CCG Play and Trade

Thu 08:00pm-10:00pm	Angel May	Hemlock - 01
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Open play for Yu-Gi-Oh CCG. Bring any deck, any format. Bring one to share/teach. Just hang out, play some games, do some trading. Promos for participants while supplies last.

Yu-Gi-Oh Duelist League

Fri 01:00pm-04:00pm	Angel May	Hemlock - 01
Sat 07:00pm-10:00pm	Angel May	Oak - 03
Sun 02:00pm-05:00pm	Angel May	Oak - 04

Join a YuGiOh Duelist League. Duelist League is a relatively casual introduction to organised YuGiOh! play, open to Duelists born in 1995 or later. The idea is to play at your own pace without the pressure of rounds and the normal Swiss tournament structure of other events.

CONSOLE GAMING

Super Smash Brothers Brawl! Tournament

Sat 02:00pm-05:00pm	Jaki Hunt	Boardroom
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Super Smash Brothers Brawl! tournament, sponsored by Kumoricon.

GAME LAB

Welcome to Game Lab

Thu 02:00pm-03:00pm	KC Humphrey, Jeff Hayes	Heritage B - 20
Fri 09:00am-10:00am	KC Humphrey	Heritage B - 20
Sat 09:00am-10:00am	KC Humphrey	Heritage B - 20
Sun 09:00am-10:00am	KC Humphrey	Heritage B - 20

Stop by, grab a schedule, see what we have to offer returning or first time play testers! Designers, stop by to get on the informal schedule for additional play test opportunities.

Game Lab Play Test 1: (open, 1 or 2 hours)

Thu 03:00pm-05:00pm	KC Humphrey	Heritage B - 21
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Come play test a new board game or card game with a local designer. Everyone is welcome, and play testers earn raffle tickets!  
DESIGNERS: This time slot is currently available for a play test. See below for details.



GAME Lab

Game Lab Play Test 2: Monty Python Board Game

Thu 04:00pm-06:00pm KC Humphrey Heritage B - 32  
Come play test with local designer Mark Santillo. This fun session features impromptu skits and interactions in true Monty Python style.

Game Lab Play Test 3: Lost World (Kevin Long)

Thu 05:00pm-07:00pm KC Humphrey Heritage B - 21  
Come play test a beautiful board game Lost World with local designer Kevin Long. It's got Dinosaurs!!  
The game is for four players plus one staff.

Game Lab Play Test 4: (open, 2 or 3 hours)

Thu 06:00pm-09:00pm KC Humphrey Heritage B - 32  
Come play test a new board game or card game with a local designer. Everyone is welcome, and play testers earn raffle tickets!  
DESIGNERS: This time slot is currently available for a play test. See below for details.

Game Lab Play Test 5: Battling Towers

Thu 07:00pm-08:00pm Nathan Monger, KC Humphrey Heritage B - 21  
Come play test with local designers Nathan Monger and KC Humphrey. We'll play a brand new dice-based family game several times.  
Competing goblins, orcs or something-else are building towers in the deeps, mostly so they can throw flaming fat fireballs at the competition.

Game Lab Play Test 6: Pirate Treasure Island

Thu 09:00pm-11:00pm KC Humphrey Heritage B - 32  
Come play test Pirate Treasure Island with local designers Steve Ewoldt and Wes Cowan. Pirates! Treasure! Arrrrhhh!  
The game is in a beta stage with fully formed rules and playing pieces. They are looking for critical feedback to all aspects of this game.

Game Lab Play Test 7: (open, 2 hours)

Fri 09:00am-11:00am KC Humphrey Heritage B - 32  
Come play test a new board game or card game with a local designer. Everyone is welcome, and play testers earn raffle tickets!  
DESIGNERS: This time slot is currently available for a play test. See below for details.

Game Lab Play Test 8: (open, 1 hour)

Fri 10:00am-11:00am KC Humphrey Heritage B - 21  
Come play test a new board game or card game with a local designer. Everyone is welcome, and play testers earn raffle tickets!  
DESIGNERS: This time slot is currently available for a play test. See below for details.

Game Lab Play Test 9: Paradise (Dave Meyers)

Fri 12:00pm-02:00pm KC Humphrey Heritage B - 32  
Come play test a new board game or card game with local designer Dave Meyers.  
Paradise is a Lego dice game with changing dice in a light Civilization setting.

Game Lab Play Test 10: RIP -- Restless In Pieces

Fri 01:00pm-02:00pm Nathan Monger, KC Humphrey Heritage B - 21  
Come play test with local designer Nathan Monger. This demo session will play all the way through a fun graveyard romp.

Game Lab Play Test 11: Pirate Treasure Island

Fri 02:00pm-04:00pm KC Humphrey Heritage B - 32  
Come play test Pirate Treasure Island with local designers Steve Ewoldt and Wes Cowan. Pirates! Treasure! Arrrrhhh!  
The game is in a beta stage with fully formed rules and playing pieces. They are looking for critical feedback to all aspects of this game.

Game Lab Play Test 12: Tinderbox Entertainment

Fri 03:00pm-05:00pm KC Humphrey Heritage B - 21  
Come play test a new board game or card game with local designers from Tinderbox Entertainment.  
Will it be Card Jam? More pirates like Cutthroat? Something entirely new? Come and find out!

**Game Lab Play Test 13: Portal Combat (Bruce Reed)**

Fri 04:00pm-06:00pm KC Humphrey, Bruce Reed Heritage B - 32

Come play test with local designer Bruce Reed. This demo session will play through a majority of a big, deep game.

An abstract strategy game for teams or individuals. Capture opponents' pieces to use their energy to find the last portal home.

**Game Lab Play Test 14: Zombie City (Kevin Long)**

Fri 05:00pm-07:00pm KC Humphrey Heritage B - 21

Come play test a new board game with local designer Kevin Long.

It's gritty. It's urban. It's cooperative. It's Zombies! Doesn't that say it all?

And in this unique game, how you fight the zombies and how you survive them becomes part of their learning to use against you later.

**Game Lab Play Test 15: Hanford (KC Humphrey)**

Fri 07:00pm-10:00pm KC Humphrey Heritage B - 32

Come and play-test Hanford with local designer KC Humphrey.

Hanford is a big, deep game about using bio-chemicals to treat and remove nuclear waste from the Hanford Nuclear Reservation.

**Game Lab Play Test 16: Mystery Game #1 (Monte Milburn)**

Fri 08:00pm-10:00pm KC Humphrey Heritage B - 21

Come play test a new board game or card game with local designer Monte Milburn.

It could be sailing ships, or visiting famous monuments, or any number of good story lines that tend to be found in Monte's games. Come and see!

**Game Lab Play Test 17: Mystery Game with Kris Gould (Wattsalpoag Games)**

Sat 09:00am-11:00am KC Humphrey Heritage B - 32

Come play test a new board game or card game with published designer and special guest Kris Gould (Wattsalpoag Games).

This is a great learning experience for new game designers to see a game in the development process with a professional designer.

**Game Lab Play Test 18: Kingdoms of Faith (Doug Richardson)**

Sat 10:00am-11:00am KC Humphrey Heritage B - 21

Come play test a new board game with Doug Richardson, a local designer.

This game features hidden agendas and voting, as players gather influence to build cathedrals in the early church.

**Game Lab 19: Let's Create a Game Right Now (with Mike Selinker)**

Sat 12:00pm-02:00pm KC Humphrey, Mike Selinker Heritage B - 32

This session is scheduled for 2 hours.

In this unique opportunity, join published designer and special guest Mike Selinker to work as a team and design a game from scratch.

**Game Lab Play Test 20: Mystery Game #2 (Monte Milburn)**

Sat 02:00pm-03:00pm KC Humphrey Heritage B - 32

Come play test a new board game or card game with local designer Monte Milburn.

It could be sailing ships, or visiting famous monuments, or any number of good story lines that tend to be found in Monte's games. Come and see!

**Game Lab Play Test 21: Guest of Honor Lisa Steenson's choice**

Sat 03:00pm-04:00pm KC Humphrey, Lisa Steenson Heritage B - 21

Come play test a new board game or card game with this year's guest of honor Lisa Steenson from Gut Bustin' Games.

Lisa's games are always full of fun, local color and good stories. Seating will be limited for this special opportunity.

**Game Lab Play Test 22: Portal Combat (Bruce Reed)**

Sat 04:00pm-07:00pm KC Humphrey, Bruce Reed Heritage B - 32

Come play test with local designer Bruce Reed. This demo session will play through the entire big, deep game.

An abstract strategy game for teams or individuals. Capture opponents' pieces to use their energy to find the last portal home.

Game Lab

Game Lab Play Test 23: GameStorm Chair's Choice! (with Dave Schaber)

Sat 05:00pm-07:00pm KC Humphrey, David Schaber Heritage B - 21  
Come play test the new board game or card game chosen by the chairman of this year's GameStorm, David Schaber as his favorite prototype. Everyone is welcome but seating will be limited.

Game Lab 24: Play Testing with Industry Professionals

Sat 07:00pm-09:00pm KC Humphrey, Anthony Gallela Heritage B - 21  
Come play test one or more new board games or card games from Anthony Gallela and Jeremy Holcomb, the design/development team behind many successful games.

Game Lab Play Test 25: Monty Python Board Game

Sat 08:00pm-10:00pm KC Humphrey, Mark Santillo Heritage B - 32  
Come play test with local designer Mark Santillo. This fun session features impromptu skits and interactions in true Monty Python style.

Game Lab Play Test 25 and a half: Monty Python Board Game ... again

Sat 10:00pm-12:00am Mark Santillo, KC Humphrey Heritage B - 32  
Come play test with local designer Mark Santillo. This fun session features impromptu skits and interactions in true Monty Python style. This is your second chance to have fun the first time.

Game Lab Play Test 26: Guest of Honor Lisa Steenson's choice (2 hr)

Sun 09:00am-11:00am KC Humphrey, Lisa Steenson Heritage B - 32  
Come play test a new board game or card game with this year's guest of honor Lisa Steenson from Gut Bustin' Games. (2 hour session)  
Lisa's games are always full of fun, local color and good stories. Seating will be limited for this special opportunity.

Game Lab Play Test 27: Potlatch (KC Humphrey)

Sun 10:00am-11:00am KC Humphrey Heritage B - 21  
Come play test Potlatch with local designer KC Humphrey. Kids (age 9 and up) are welcome in this session.  
Potlatch is a family-friendly game of building teepees near the others in your tribe, or building lodges for the elders, or surrounding the small lake where the Potlatch celebration will be.

Game Lab Play Test 28: Mystery Game with Kris Gould (Wattsalpoag Games)

Sun 12:00pm-02:00pm KC Humphrey Heritage B - 21  
Come play test a new board game or card game with published designer and special guest Kris Gould (Wattsalpoag Games).  
This is also a great learning experience for new game designers to see a game in the development process with a professional designer.

Game Lab Play Test 29: 2011 FEATURE GAME

Sun 01:00pm-03:00pm KC Humphrey Heritage B - 32  
Come play test the new board game or card game that was chosen by this year's professional judges as "best prototype in GameLab" for 2011.  
Everyone is welcome but seating will be limited.

Game Lab Play Test 30: Three Games from Fish Face Party Company (Cris Kelly)

Sun 02:00pm-04:00pm KC Humphrey Heritage B - 21  
Come play test three new board games with Cris Kelly from Fish Face Party Company.  
The games are Big Fish River - a fishing game for 2-3 players, Stowaway - a push your luck game, and Yaxkin - a pyramid building abstract.

Game Lab: Hands On Workshop (Primarily for Designers)

Thu 08:00pm-09:00pm KC Humphrey Heritage B - 20  
Fri 06:00pm-07:00pm KC Humphrey Heritage B - 20  
Sat 01:00pm-02:00pm KC Humphrey Heritage B - 20  
Sat 06:00pm-07:00pm KC Humphrey Heritage B - 20  
Hands On Workshops are new for 2011!  
In each workshop, a local designer will set up a table partway through a prototype game. He or she will then bring us up to speed on the game in order to lay out a problem they are having.

Game Lab Workshop: Playtesting -- watching your best game

Sat 11:00am-12:00pm KC Humphrey Cedar - 01  
GameLab Workshop: Playtesting -- watching your best game  
Playtesting - tips, best practices, basic how to, why playtest?, other big questions and real life answers.  
Panelists: Lisa Steenson, Mike Selinker, Monte Milburn, Kris Gould, Facilitator: KC Humphrey.

**Game Lab Workshop: Prototypes -- playing your best game**

Fri 11:00am-12:00pm

KC Humphrey

Cedar - 01

GameLab Workshop: Prototypes -- playing your best game

Making prototype games -- tips, materials, best practices

Panelists: Lisa Steenson, Andrew Tullsen, Monte Milburn, Kris Gould, Facilitator: KC Humphrey.

**Game Lab Workshop: Results of Playtests-- improving your best game**

Sun 11:00am-12:00pm

KC Humphrey

Cedar - 01

GameLab Workshop: Results of Playtests-- improving your best game

How to use the results of play testing to improve game balance, theme, fairness, execution, randomness and other game issues.

Panelists: Lisa Steenson, Mike Selinker, Monte Milburn, Kris Gould, Facilitator: KC Humphrey.

**Game Lab: Evaluate 2011 Game Lab**

Sun 03:00pm-04:00pm

KC Humphrey

Heritage B - 20

Drop in, let us know what worked and what didn't work for you in 2011 Game Lab as

-- a designer

-- a play tester

-- a game industry representative

-- a passerby

Point is, we're wanting to get better and we have a better chance of doing that if you tell us what went right and what didn't.

# INDIE HURRICANE

**Open Indie Gaming**

Join the fine, friendly gamers of Indie Hurricane! for pick-up story gaming of all kinds! Check our whiteboard outside Ash and Birch for up-to-date postings of games beginning soon, or ask an Indie Hurricane! representative about playing a small press game you've been dying to try! The Open Indie Gaming main table is located in the Upper Lobby outside Ash and Birch, and is available from 9am to midnight throughout the con.

**"Where Are Your Keys?": a Game of Rapid Language Learning**

Sat 02:00pm-05:00pm

Willem Larsen

Upper Lobby - 02

Play your way to rapid language acquisition with the WAYK learning game. We'll choose from one of several languages, such as Latin, Chinuk Wawa, ASL, and Irish Gaelic, and see how rapidly we can become fluent. Apply this ease of learning to story games so that every step of play is fun!

**0 Hunters: Cold Blood on a Hot Rock**

Fri 10:00am-01:00pm

Tyler Tinsley

Birch - 01

Join the crew in the chase for credits and credibility. Fight, deal and steal in the hunt for the galaxy's worst criminals. What will you do with your share of the bounty? 0 Hunters is a component based RPG that's as easy to play as any board game, first timers and veteran roleplayers welcome.

**0 Hunters: You Can't Outclass These Outcasts.**

Sun 10:00am-01:00pm

Tyler Tinsley

Birch - 01

Join the crew in the chase for credits and credibility. Fight, deal and steal in the hunt for the galaxy's worst criminals. What will you do with your share of the bounty? 0 Hunters is a component based RPG that's as easy to play as any board game, first timers and veteran roleplayers welcome.

**CEL\*STYLE Cosplay Contest**

Sun 05:00pm-06:00pm

Jake Richmond, Ben Lehman, Tyler Tinsley, Nick Smith

Cedar - 01

Get into character and show off your cosplay skills at GameStorm's Cosplay Contest, hosted by Cel\*Style. Dress up as your favorite gaming, anime or sci-fi character or original outfit! Cel\*Style designers Jake Richmond and Nick Smith will be on hand out over \$200 worth of prizes.

**Danger Patrol (beta) - Neptunian Eaters of Time!**

Sat 02:00pm-06:00pm

Matthew Gagan

Birch - 01

Our Danger Patrol heroes are seated around a long banquet table in the grand salon of the Nemo, a Lima class submersible on an excursion beneath the waves on the planet Neptune. Queen Zithia and select members of her court are present, as is a delegation from Triton. The stage is set... for DANGER!

**Dramatis: Heroes of Elona**

Fri 02:00pm-06:00pm

Tyler Walls

Ash - 01

An attempted assassination, a usurped Kingdom, an exiled prince with no where to go. You and your fellow exiled guardians now have the task of taking back the crown. Will you inspire hope, or become a tyrant?

**Dramatis: Tinkers of Copper Town**

Sat 02:00pm-06:00pm

Tyler Walls

Ash - 01

Living in Copper Town has never been boring, especially since the technology revolution. The old world of magic now sits shoulder to shoulder with steam power, electricity and gun powder. Inventors are now respected and honored in much the same way as wizards and spell casters alike.

# INDIE HURRICANE

パンティ爆発



Come check out  
Indie Hurricane  
in rooms

**ASH & BIRCH**

demos and merch @  
**The Dealer's Hall**

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COME JAM WITH AWESOME PEOPLE.  
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MEET THE DESIGNERS. MEET THE COMMUNITY.

ROLL WITH INDIE HURRICANE THIS YEAR.  
[GOPLAYPDX.COM](http://GOPLAYPDX.COM)



# Indie Hurricane

## Escape from the Lab of Doctor Malvolius

Sat 10:00am-01:00pm      Brendan Adkins      Birch - 01

An amazon, a wizard, a ghoul, a ratling, and a troll walk into a bar... and wake up in the clutches of the evil Dr. Malvolius! Can they escape before they're all dissected for use in his hideous combinatorial experiments? With enemies randomly generated by Small World tiles, not even the GM knows!

## F\*\*k Youth!

Sat 07:00pm-09:00pm      Michael Petersen      Ash - 02

A GM-less freeform storytelling game from the Norwegian Style anthology.

## FreeMarket

Sat 07:00pm-11:00pm      Mike Sugarbaker      Birch - 01

Welcome to the Donut! FreeMarket Station is a toroid orbital data relay occupied by four times its capacity's worth of genetically modified, functionally immortal freaks. You'll never go hungry or pay for anything; the only thing that's hard is changing the world. Can you do it?

## Gaming with Your Heart on Your Sleeve

Fri 01:00pm-02:00pm      Joel P. Shempert, Hans Chung-Otterson      Cedar - 01

Emotionally vulnerable role-playing. What are the rewards of allowing yourself to be vulnerable in a roleplaying environment? How does one handle sensitive subject matter in a game? How do you build the necessary trust? Indie Hurricane will answer these questions and more!

## Gotham by Gaslight

Sun 02:00pm-06:00pm      Brendan Adkins      Birch - 01

Bruce Wayne, Dick Grayson, Selina Kyle, Jim Gordon and his daughter Barbara: respectable citizens by day, but by night, masked terrorists who work to destroy the corrupt government of Victorian Gotham. What lengths will they go to to bring down their oppressors? And what hideous costs will they pay?

## In the Belly of the Whale

Thu 07:00pm-10:00pm      Michael Petersen      Ash - 02

A GM-less freeform storytelling game from the Norwegian Style anthology.

## Indie Demos and Open Gaming

Fri 02:00pm-06:00pm      Jake Richmond, Christian Giffen      Heritage C - 07

Sat 02:00pm-06:00pm      Joel P. Shempert, Ben Lehman      Heritage C - 07

Join the fine, friendly gamers of Indie Hurricane! for story game demos and pickup games! Check our whiteboard at the IH! dealer table for up-to-date postings of games beginning soon, or ask an Indie Hurricane! representative about playing a small press game you've been dying to try!

## Microscope

Fri 07:00pm-11:00pm      Matthew Gagan      Birch - 04

Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope.

## On the Ecology and Behavior of the Mud Dragon

Fri 12:00pm-01:00pm      Ben Lehman      Ash - 01

Sat 12:00pm-01:00pm      Ben Lehman      Ash - 01

Sun 12:00pm-01:00pm      Ben Lehman      Ash - 01

A game about stupid little dragons and their stupid little adventures.

## Panty Explosion: Red Ghost

Fri 07:00pm-10:00pm      Jake Richmond      Birch - 01

Welcome to Atarashi high school, where schoolgirls with destructive psychic powers do battle against bloodthirsty ghosts, demon princes stalk the school halls and the only thing worse than loosing your soul is letting your grades slip!

## Perfect, Unrevised

Sat 02:00pm-06:00pm      Harry Lee      Ash - 02

Perfect is a GMless story game about criminals fighting for what they believe in, even when it will come back to haunt them. Its stories take place in a Dystopian Steampunk setting named Cadence.

## Poison'd! A pirate RPG (for adults, please.)

Fri 07:00pm-11:00pm      Joel P. Shempert      Ash - 03

In this Year of Our Lord 1701, did end the bloody career of the pirate Captain Jonathan Abraham Pallor, called Brimstone Jack. He did not die on the gallows, nor by the sword, nor shot in two by cannon. He died of poison, administered to him by his cook, an assassin under the King's orders.

Remember Tomorrow

Fri 02:00pm-06:00pm Harry Lee Birch - 01  
Remember Tomorrow is a role-playing game set in the near future. Look at the world today, now flash it forward twenty minutes into the future. Sky Cars: Check. Memory Couriers: Check. Everything Else: Slightly Changed, huh, how about that?

Role-Playing Game Design Workshop

Sun 01:00pm-02:00pm Mike Sugarbaker, Jake Richmond, Ben Lehman Cedar - 01  
What is your game (really) about? What do the characters do? What do the players do? Why is that fun?  
These may sound like simple questions, but by the time the folks of the Indie Hurricane are done, your RPG design in progress may be turned on its head and reacquainted with its awesome.

Sea Dracula and the case of how much I hate your mother

Fri 10:00pm-11:00pm Jake Richmond, Nick Smith Cedar - 01  
The legendary, award winning dancing lawyer game returns to GameStorm! Don't miss GameStorms best party!

Sea Dracula at the end of time (and GameStorm)

Sun 06:00pm-07:00pm Jake Richmond, Nick Smith Cedar - 01  
Sea Dracula returns to GameStorm! Close out the year with a giant, wet, sexy bang! Memories, people. We're here to make memories!

The Dreaming Crucible

Fri 02:00pm-04:00pm Joel P. Shempert Ash - 02  
Fri 04:00pm-06:00pm Joel P. Shempert Ash - 02  
Sun 11:00am-01:00pm Joel P. Shempert Ash - 02  
Growing up is trauma. Maturity is bought with blood. You will find it - in a land where magic dwells and enchantment rules. Have you bravery enough to wrestle with demons? Wisdom enough to resist beguilement? Nerve enough to grow up? The Dreaming Crucible: an emotionally vulnerable storytelling game.

The Tulip Academy's Society for Dangerous Gentlemen

Sat 02:00pm-06:00pm Nick Smith Birch - 04  
The Tulip Academy's Society for Dangerous Gentlemen is an RPG about adventure, privilege, friendship, betrayal, romance, school life, debauchery and, parties.

Until We Sink

Sat 09:00pm-12:00am Michael Petersen Ash - 02  
A GM-less freeform storytelling game from the Norwegian Style anthology.

Live Action Role-Playing (LARP)

404

Fri 04:00pm-08:00pm Christina Booth, Eamon Dixon Discovery E - 01  
It starts with your average group of stereotypical gamer geeks, excited about attending a panel and playtest held by the president of the major gaming company, Howmax Games. But when the magic turns real and the characters come to life, where will this evening of fun end up?

(Demo) Amtgard, Inc: Duchy of Mithril Hills

Sat 12:00pm-02:00pm Michael Anderson Discovery E - 01  
Amtgard is dedicated to the recreation of the Sword and Sorcery genre as well as educational aspects of both Medieval and Ancient cultures. Amtgard focuses largely on a Medieval-based combat system but also encompasses the arts and sciences of the time.

80% Pure

Fri 09:00pm-12:00am Nathan Westlake Discovery E - 01  
You're on a camping trip with old college friends, but lately you've been feeling weird. You have a premonition this won't be what you expect. This LARP has role playing, puzzles, and combat. The combat system has the option to boff or to not boff and use a strategy system for psychic abilities.

Adventure and Boff

Sat 03:00pm-06:00pm Camille Westlake Discovery E - 01  
Come all to Battle and Adventure!! Practice your boffer skills while you wait to go on an adventure!! We will be having an open boffer session where there will be multiple scenarios and challenges to defeat your foe using boffer weapons. Then when it is your time we will have an adventure.

Are You A...?

Thu 11:55pm-12:55am	Christina Booth, Michael Birkes	Discovery E - 01
Fri 11:55pm-12:55am	Christina Booth, Michael Birkes	Discovery E - 01
Sat 11:55pm-12:55am	Christina Booth, Michael Birkes	Discovery E - 01

Werewolf! (and other variants) A fun, theatre-styled game where you're trying to find the werewolves before they take out the village. Come join us for our midnight tradition!

Assassins

Fri 12:00pm-01:00pm (Start-up)	Dee Hastings	Discovery E - 02
Sat 12:00pm-01:00pm (Meet-up)	Dee Hastings	Discovery E - 02
Sun 03:00pm-04:00pm (Wrap-up)	Dee Hastings	Discovery E - 01

You are the Assassin! This is a very fun and extremely interactive game. This is, however, not your typical LARP. In this game you are given a target to "assassinate" as well as a designation, marking you as target as well. At the wrap-up for the game, it's time to tally up your "kills" and find out the winner!

Boffer event

Sun 10:30am-02:30pm	William Lauver	Discovery E - 01
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Test your skill in grand melee as well as your tactics in a small group scenario. Combat will be safe and structured. One on one, small group, and last man standing scenarios will be played out. Padded weapons will be provided. No outside weapons will be allowed.

Deadlands: The Resurgence from the West

Sat 10:00am-02:00pm	Jeff Hayes	Discovery D - 01
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Ever since the Indian Nations obtained Ghost Rock, their technology has surged ahead of both the Union and Confederates. The border towns along the Indian Nation boundary have become increasingly nervous as new machines of war are seen from the distance. This game is based on the Deadlands World.

LARP Raffle

Sun 04:00pm-06:00pm	Christina Booth, Michael Birkes, Heather McLaughlin	Discovery E - 01
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Must be present to win. Come join LARP for their end-of-the-con Raffle. You can purchase tickets (2 for \$1), and most of the proceeds will be donated to this year's charity. Those who've earned their tokens by playing in the LARP games get a free ticket for each token they've collected!

OG: No Bang!

Fri 09:00am-01:00pm	Christina Booth, Michael Birkes	Discovery E - 01
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Play a caveman or cavewoman in this fun lighthearted larp game. A great game for beginners or seasoned vets. Use your club, your brains and your arsenal of 17 words to communicate and survive!

Prey For Daylight

Thu 07:00pm-11:00pm	Eamon Dixon	Discovery E - 01
Sat 08:00pm-12:00am	Eamon Dixon	Discovery E - 01

Creatures of the night have come to a remote northern town, and the inhabitants have found out. Now the monsters must take over the whole town before morning to avoid being destroyed.

Science!

Sat 09:00am-11:00am	Joseph Bullock-Palser	Discovery E - 01
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There exist, on the fringes of our society, a great many secret societies. F.A.R.T.S - The Fraternity of Alternate Real-ity Theoreticians and Scientists is one such organization.

Vampire the Masquerade - Camarilla/Anarch

Sat 07:00pm-12:00am	Jennifer Brooks	Alder - 01
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Portland is a known stronghold of the Camarilla, the traditions of this city are long and strong. Although its neighbor across the river is an Anarch City the ties and lines of trust are well entrenched. Being a Camarilla City its Prince and the Primogen run this city without too much issue.

Vampire the Masquerade - Sabbat

Fri 07:00pm-12:00am	Jennifer Brooks	Alder - 01
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The World of Darkness is a dangerous place, nowhere is that felt as strongly as in the Sabbat. Life within is one of constant struggle, from rival packs, the Camarilla, and the Ancients themselves. The Sabbat is also about brotherhood, disparate members banding together to survive the long night.

You Don't Know LARP

Fri 01:00pm-03:00pm	Christina Booth, Michael Birkes, Dee Hastings, Eamon Dixon	Discovery E - 01
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Think you know what LARP is? Think again. Join us to hear about the different forms of LARP, and what you really need to get involved (hint: you don't need tons of money!)



Miniatures

Adventures in the Sudan

Fri 10:00am-02:00pm	Frank Durovchic	Discovery C - 02
Sat 08:00am-12:00pm	Frank Durovchic	Discovery C - 01

Can you as a newly commissioned officer in the British army get the artillery to the beleaguered force at El Obeid. Or as a tribal Chief can you stop the Infidels from taking control of YOUR country. All materials will be supplied.

AE Bounty :demos and standard crew games / day 2 Table 1

Thu 05:00pm-10:00pm	Jack blooddancerfive Norsworthy	Discovery C - 26
Fri 07:00pm-12:00am	Jack blooddancerfive Norsworthy	Discovery C - 26
Sat 01:00pm-06:00pm	Jack blooddancerfive Norsworthy	Discovery C - 26

Bring a standard crew no upgrades , or come and learn to play the great Alien Encounters (AE) game GM will have materials on hand if needed

AE:WWII - Demo/Play in Master Maze

Sat 11:00am-01:00pm	Bryan Schmidt	Discovery C - 34
Sat 01:00pm-03:00pm	Bryan Schmidt	Discovery C - 34
Sat 03:00pm-05:00pm	Bryan Schmidt	Discovery C - 34
Sat 05:00pm-07:00pm	Bryan Schmidt	Discovery C - 34

Come and heck out AE-WWII, a Weird War 2 skirmish game. We'll be playing a scenario in a table full of Dwarf Forge Master Maze. I'll have miniatures to use or you can bring your own detachment.

Arcane Legions 7000 points

Fri 01:00pm-06:00pm	Jack blooddancerfive Norsworthy	Discovery C - 26
Sat 07:00pm-11:00pm	Jack blooddancerfive Norsworthy	Discovery C - 26

Huge armies filled with soldiers and mythic creatures alike, dragon, yeti, sphinx, archers, ghosts, centaurs, and Armored bear riders. Play the Han , the Egyptians , or the Romans. GM will have materials if needed

Babylon 5: A Call To Arms

Sat 02:00pm-06:00pm	Greg Saum	Discovery C - 18
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Have an old B5 fleet that you want to dust off and show off? Come play this "dead" game from Mongoose publishing!

Battle for Peleliu

Fri 03:00pm-06:00pm	Greg Moore	Discovery C - 01
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The 1st Marine Division fights for the Pacific Island of Peleliu in WWII. Battle will be fought in 1/72 scale with painted miniatures and handmade terrain features.

Battletech : Pirate Hunt, starts at 8:30am

Sun 08:00am-04:00pm	Mike (Absolution) Shelden	Discovery C - 09
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Players will have the choice to be a pirate(not arrg) or a house warrior. The house warriors are to find and take down the pirates that are raiding this area of space. all materials will be provided by GM. Bring 2d6 if you can, have fun!

Flames of War: Bootcamp Introduction

Sun 10:00am-12:00pm	Steve McCuen	Discovery C - 13
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Flames Of War is a World War II miniatures game. It is played on a 4x6 gaming table with 15mm pieces. All army figures will be provided but you can bring your own if you have some. Please bring an assortment of six-sided dice.

Flames of War: Total War, European Late War, 6000 to 8000 pts

Sun 12:00pm-05:00pm	Steve McCuen	Discovery C - 13
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Using the Total War rules for Flames of War v2, 8 players will fight in WW2 split between the Axis and the Allies. Both sides will each have 6000 pts with up to 2000pts per company. Players must bring their own companies, dice, tape, and markers. Played on a 12'x5' wargaming table.

HeroClix - Marvel vs. DC pre-constructed challenge

Sat 04:00pm-08:00pm	Mark Santillo	Discovery C - 33
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HeroClix is the miniatures game of superhero combat from Wiz Kids. Players may choose from several teams of DC or Marvel heroes and villains provided by the GM. Prizes provided for Winner plus surprise categories!

Knightfall Games Miniatures - Open Gaming, Demos & Play Session!

Sat 11:00am-09:00pm	Christopher Slovick	Discovery C - 09
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"Ten Hours of Table-top miniatures gaming madness!"

Free Raffle Prizes for participating! Bring your miniatures or borrow ours.

## Mechwarrior Solaris VII : Grand Melee / updated rules system.

Sat 08:00am-11:00am

Mike (Absolution) Shelden

Discovery C - 29

Its the 31st Century, and war machines have evolved in to huge 3 story tall behemoths. Leave it to mankind to find a way to make a sport using them. Its gladiatorial combat in a gigantic arena. Bring 3d6, and a mech w/2 gear cards

## MechWarrior: AoD -- The Perfect Storm

Fri 05:00pm-09:00pm

Mike "Rimoran" McCarrig

Discovery C - 19

Rumors of a weapons cache on a hostile planet draws everyone's attention. FORMAT: Grand Melee Free-for-all with everyone on the same board.

## Monsterpocalypse : Float Like a Butterfly....Sting Like a Bee

Fri 09:00pm-12:00am

Mike (Absolution) Shelden

Discovery C - 06

Monsters are wreaking havoc and laying waste. Gigantic Monsters battling in a city. This will be a sponsored event. participation prizes will be given and winner will take home a mega form. some materials are avail through GM

## Monsterpocalypse Round Robin Tournament

Sun 01:00pm-04:00pm

Seth Howard

Discovery C - 20

Looking to play an 8 player round robin tournament with Monsterpocalypse.

## Operation: No Guts No Glory

Thu 03:00pm-12:00am

George Paresa

Discovery C - 16

Time to drop and finally take the battle to the Word of Blake. Clear the LZ, keep an eye out for the enemy. Reinforcements are on the way.

Fri 08:00am-06:00pm

George Paresa

Discovery C - 16

The Battle for Terra continues. Coalition forces are assigned to take down the Castle Brian defenses so that the Word forces inside can be destroyed.

Sat 08:00am-06:00pm

George Paresa

Discovery C - 16

This is the final battle. The coalition's goal is near. Players will need to wipe out the defenders in the Castle Brian. Destroy the Word of Blake.

## Special Monsterpocalypse Gigantic Gigantic Monster Battle

Sat 03:00pm-06:00pm

Mike (Absolution) Shelden

Discovery C - 29

All Hell has broken loose, the 6 agendas have all come to meet in the same city. Who will be left standing. 12 monsters will enter, only one will emerge king of all monsters. played on a huge city map (72 buildings)

## Star Wars Miniatures : Battle of Endor

Fri 08:00am-11:00am

Mike (Absolution) Shelden

Discovery C - 09

This will be an epic event encompassing the elements seen in the movie Return of the Jedi, ewoks, atst's and stormtroopers and some of your fav characters. game master is providing all materials starts at 8:30am

## Starmada: Asteroid Rally!

Thu 07:00pm-09:00pm

Peter Drake

Discovery C - 03

Race around a dangerous asteroid field with a bunch of other fast, armed ships! The winner is the first ship to make it through all the checkpoints and back to the starting point -- or the last ship standing!

## Starmada: roll-your-own free-for-all!

Sun 09:00am-12:00pm

Peter Drake

Discovery C - 03

Use Starmada's critically-acclaimed design rules to create a ship (or choose a standard option), then take it into battle over the planet Zathrax. Score points for inflicting damage on other ships, then run before they get you! If there are enough combatants, a prize may be offered.

## Third Annual Miniature Painting Contest

Thu 03:00pm-04:00pm

Debra Stansbury

Discovery C - 32

This is the Third Annual Miniature Painting Contest. Pick up your miniature either Thursday or Friday and turn it in by Sunday at noon. Prizes will be awarded!

## War hammer 40 apoc cry havoc and let slip the dogs of WHAGG!!!

Thu 07:00pm-12:00am

Tim Troupe

Discovery C - 06

Fri 06:00pm-11:00pm

Tim Troupe

Discovery C - 03

Sat 06:00pm-11:00pm

Tim Troupe

Discovery C - 06

War hammer 40k apoc game 9000 points per side bring your List and save the world or take it

## Warhammer 40,000 for beginners

Thu 03:00pm-07:00pm

Michael Higgins

Discovery C - 01

Sat 01:00pm-05:00pm

Michael Higgins

Discovery C - 01

Just beginning to the explore the grim darkness of the far future, where there is only war? Bring your army along to play a 500 point match, no skill level or experience required! Learn all about the hobby, from painting and modeling to tips and tactics.



**Living Forgotten Realms: ADAP2-01 Monument of the Ancients (Levels 11-14)**

Sun 02:00pm-11:00pm Robert Altomare Heritage C - 03

Panicked refugees are pouring into the port city of Phlan, fleeing from barbarian attacks in the Moonsea North. Something ominous and ancient drives the horse nomads to attack their neighbors.

**Living Forgotten Realms: ADCP3-1 Swarm of Chaos (Levels 1-20)**

Sat 02:30pm-12:30am Robert Altomare Heritage D - 01

Cleansing the infestation beneath the boughs of Cormanthor reveals the beginning of a vast corruption. Demon cultists have infiltrated Myth Drannor and the ancient land needs your help to stop their nefarious plot. A special interactive event!

**Living Forgotten Realms: CORE2-04 Lost on the Golden Way (Levels 1-4)**

Fri 09:00am-01:00pm Robert Altomare Heritage D - 01

The Golden Way is one of the longest and most famous trade routes in Faerun. It stretches from the city of Telflamm on the Easting Reach all the way to Shou Lung in the exotic land of Kara-Tur. Many caravans stop at the fortified outpost of Uzbeg, near the Lake of Mists. New players welcome!

**Living Forgotten Realms: CORE2-10 Upon the Sea of Stars (Levels 17-20)**

Fri 09:00am-07:00pm Robert Altomare Heritage D - 04

A power-hungry despot has seized control over the fabled earthmote Yaulazna. The Five Companies, now scattered, seek your help. How far are you prepared to travel and to what lengths will you go to confront the usurper?

**Living Forgotten Realms: CORE2-11 The Sign of Four (Levels 17-20)**

Fri 09:00am-07:00pm Robert Altomare Heritage D - 05

Fragments of an ancient, shattered tablet have surfaced all across Faerun. Its origin is shrouded in the prophecies of a dread sorceress, but what little is known of this artifact's power is enough to concern even the Coronal of Myth Drannor.

**Living Forgotten Realms: CORE2-12 The Sschindylryn Heresy (Levels 17-20)**

Sun 02:30pm-11:30pm Robert Altomare Heritage D - 04

A death goddess' relic lies shattered across the Realms. The drow from Sschindylryn now seek to rejoin the fragments and uncover its secrets, in defiance of the Spider Queen. But what they unleash is not an ally against Lolth, but a new blight upon the world. And all it needs to awaken is one word.

**Living Forgotten Realms: DALE2-3 Swords from Plowshares (Lvls 4-7)**

Fri 02:30pm-06:30pm Robert Altomare

Darkness stirs in Cormanthor, and an aspiring hero fed on stories of adventure seeks to lead a ragtag group of farmers against it. Can you prevent the militia from instigating its own massacre?

**Living Forgotten Realms: DRAG2-3 Of Wild and Darkened Waters (Levels 4-7)**

Robert Altomare Heritage D - 02

A slew of unprovoked attacks on vessels has disrupted maritime trade on the Dragon Coast. Initially thought to be the next move in an escalating war between powerful criminal factions, evidence points to a new, unannounced player in the game.

**Living Forgotten Realms: ELTU 3-1 Good Intentions (Levels 1-10)**

Thu 08:00pm-12:00am Robert Altomare Heritage D - 01

A string of grisly murders has hit the town of Triel... Word on the streets is that insanity is gripping the townspeople and a new cult is to blame. Are these just whispers in the dark or is something sinister behind it all?

**Living Forgotten Realms: ELTU3-2 Blue Wounds (Levels 1-10)**

Sun 02:30pm-06:30pm Robert Altomare Heritage D - 01

After the recent conflict against the Spellplagued hordes, the paladins of Elturel find themselves and their city pushed to the breaking point by the blue fire. In this place, hero and villain alike can find common cause to do good - or are ulterior motives intertwined with villainous charity?

**Living Forgotten Realms: EPIC3-1 The Glorious Hunt (Level 21)**

Fri 09:00am-07:00pm Robert Altomare Heritage D - 06

Corellon's Arvandor is known for more than its majestic forests and islands. The exalted of Arvandor track down abominations that carve paths through the dominion in an eternal event known as the Glorious Hunt. When Corellon and his exarchs receive more than they bargained for will you join hunt?

**Living Forgotten Realms: IMPI2-04 Goblins Strike Back (Levels 17-20)**

Fri 08:00pm-12:00am Robert Altomare Heritage D - 05

The death of their leader Ekrilliek was supposed to end the threat of the goblins of Brikklext. Instead, it led to an opportunity for the demon Morthak to seize control of the goblins with promises of sweet revenge for their fallen chief.

Ongoing RPG Campaigns

Living Forgotten Realms: LURU2-03 Forgotten Crypts, Hidden Dangers (Levels 1-4)

Fri 02:30pm-06:30pm Robert Altomare Heritage D - 01

A collapse in the famous Lady's College of Silvermoon reveals a network of forgotten catacombs. Engineers are sent down to ensure the stability of the university building, but more broods in the tunnels below than wood rot and crumbling walls.

Living Forgotten Realms: SPEC3-1 Roots of Corruption: Infestation (Lvls 1-10)

Fri 08:00pm-12:00am Robert Altomare Heritage D - 01

Two years ago the city of Myth Drannor was overrun with vermin. While adventurers purged the infestation, bigger problems at the time ensured the event was quickly forgotten. Now a familiar fungi spreads its tendrils through the woodlands of Cormanthor and this time it's proving harder to kill...

Living Forgotten Realms: SPEC3-2 Roots of Corruption: Dark Seeds (Lvls 11-20)

Thu 08:00pm-12:00am Robert Altomare Heritage D - 02

Two years ago the city of Myth Drannor was overrun with vermin. While adventurers were able to purge the infestation, bigger problems at the time ensured the event was quickly forgotten. Now, worried by the spread of an awfully familiar fungi, adventurers must enter the Citadel of Fungi.

Pathfinder Society: Before the Dawn - Part I: The Bloodcove Disguise (#2-01)

Sat 09:00am-01:00pm Robert Altomare Heritage D - 08

You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you.

Pathfinder Society: Before the Dawn - Part II: Rescue at Azlant Ridge (#2-02)

Sun 09:00am-01:00pm Robert Altomare Heritage D - 08

With supplies in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone.

Shadowrun Missions - Moving Day (CMP 2011-01)

Thu 08:00pm-12:00am Robert Altomare Heritage D - 09

"Moving Day" - Extracting one person can be tough. Extracting an entire family? That's on a whole different level. They say Never deal with a dragon, but maybe they should add Never do a job involving grade schoolers and hormonal teens!

Shadowrun Missions - Ancient Pawns (CMP 2011-04)

Sun 09:00am-01:00pm Robert Altomare Heritage D - 09

"Ancient Pawns" - The leadership of the elven gang the Ancients is being challenged, and the challenger is looking for a team of runners to act as his proxies on short notice. Up for a night of mayhem and chaos, Ancients style?

Shadowrun Missions - The Prize of Failure (CMP 2011-02)

Sat 09:00am-01:00pm Robert Altomare Heritage D - 09

"The Prize of Failure" - Every Johnson promises an easy job, and this one's no exception. Scare an unwilling scientist into extracting willingly. You don't even have to do the extraction yourself. How hard could this be?

Shadowrun Missions - Threads of the Past (CMP 2011-03)

Sun 02:30pm-06:30pm Robert Altomare Heritage D - 09

"Threads of the Past" - A rockslide on Mt. Rainier has uncovered an ancient ship embedded in the rock, and a tunnel leading into previously unknown caverns inside the volcanic mountain. Grab some rope, lanterns, and a 3 meter pole, because you've just been hired to explore this ancient cavern.

Role-Playing Games (RPG)

1st Edition AD&D Quest of Nostalgia!

Thu 06:00pm-10:00pm Rodney Barnes Upper Lobby - 02

It's 1983 and we've gathered in the dorm room lounge to play our weekly game of AD&D, and DM has brought his new shiny copy of "Unearthed Arcana" for us to abuse...

7th Seas: Treasure Island!

Sat 10:00am-02:00pm Eric Aldrich Pine - 01

Your ship is at the island shown on your treasure map. It's time to find the treasure and get out. A swashbuckling adventure using the original 7th Sea rules.

Barbarians of Lemuria: See Hwamgaarl and Die

Thu 06:00pm-10:00pm Charles Green Spruce - 01

The deal seemed too good to be true: 1000 bronze coins each to escort a priest from the Church of Law on a diplomatic mission. What they didn't tell you was that the mission was to Hwamgaarl, the City of the Screaming Statues, from which none save the mad return.

Basic/Expert D&D (1981): Into the Unknown

Sat 06:00pm-10:00pm Mike Harvey Pine - 05

Recover the giant ruby from the dungeon!

Call of Cthulhu: Curse of the Yellow Sign: Digging for a Dead God

Sat 01:00pm-04:00pm Justin Lowmaster Pine - 04

Nazis in Africa during WWII uncover an ancient crypt. Greed and avarice ensues, along with death, madness, and terror.

CoC/BRP: The Laundry

Sun 02:00pm-05:00pm John Bartley Pine - 01

British spooks battle Lovecraftian horrors to save the world, or at least salvage what they can... A standalone game based on the Laundry Files novels; read <http://goldengryphon.com/Stross-Concrete.html> for background.

Cthulhutech : Head Case

Fri 09:00pm-01:00am Franck Florentin Spruce - 04

2085, mankind faces extinction to the hand of the great old ones and their minions. The enemies of Man are infiltrating society to corrupt and weaken it from inside : this is the Shadow War. The players will play four Tagers (Monstrous Symbiots) set to push back those that bump in the Night.

D&D 3.5: The H-Team

Fri 02:00pm-06:00pm Brian Emra Spruce - 03

Sat 09:00am-01:00pm Brian Emra Spruce - 03

Sun 09:00am-01:00pm Brian Emra Spruce - 04

Ever want to be part of the A-Team? Well the H-Team is here to save the day!

D&D 4e Essentials: The Twisting Halls

Sun 10:00am-02:00pm Charles Green Spruce - 01

You and your heroic companions are traveling as guards for the merchant Traevus. As you draw near the town of Fallcrest, the caravan is ambushed by goblins!

D&D 4e: King of RPGs: The Siege of Gharazak

Sat 08:00pm-02:00am Jason Thompson Spruce - 03

An army of monstrous lizard men has besieged the city of Gharazak and its hapless population. Can the city's greatest heroes, both good and evil, unite to save the city before the walls come down... or will they be torn apart by the fanatical invaders and the traitors in their midst?

D&D Retro-Clone: Caverns of the Minotaur King

Fri 12:00pm-06:00pm Gary McBride Spruce - 02

The king's magic spear has been stolen. Is this simply a theft or is there some greater plot a foot? After all, what would the monstrous minotaur king want with the king's spear anyways?

An old school D&D adventure complete with miniatures and 3D terrain.

Dice swap

Sat 01:00pm-02:00pm Fillard Spring-Rhyne Spruce - 03

Swap dice you don't want for ones you do. Drop-ins welcome.

Fantasy Hero: The Duke of Orcs

Sat 12:00pm-04:00pm Michael Hopcroft Spruce - 05

The local lord wants a party of adventurers to scout out some exceptionally well-organized orc raisers. Can they escape the fiendish trap that awaits them? Rules taught and characters provided. Experience with the Hero System helpful but not necessary. Roleplaying skills a must!

Fudge: Beneath the Crimson Palace

Sat 09:00am-01:00pm Mike Harvey Pine - 05

Overlooking the ancient city of Ghorun is the Crimson Palace of the king... where you are imprisoned. The royal princess is also imprisoned with you, awaiting her death at the hands of the sinister high priestess. Can you rescue her - and escape yourselves - before all hell breaks loose?

GAMESTORM 13  
 Role-Playing Games (RPG)

Fudge: Swords Against Chaos

Sat 02:00pm-06:00pm Mike Harvey Pine - 05  
 Things are getting mighty peculiar in the village. Strange creatures have been sighted, and spells are going awry. It's about time someone goes and asks the old wizard for help... or handles it themselves!

Fudge: Torchwood PDX

Sun 11:00am-03:00pm Rodney Barnes Upper Lobby - 02  
 For all your Torchwood/Doctor Who fans; a fun romp through the streets of Portland...

Grimm: Bonegrinders and Beanstalks

Sat 10:00am-02:00pm Gary McBride Spruce - 04  
 Once upon a time there was a wondrous world of dark fairy tales and desperate children. Are you clever enough to find the magic gold and escape the sky? Or will your bones end up ground into some hungry giants bread? Fee fie foe fum! I smell the blood of a little one...

GURPS: SWAT

Sat 10:00am-01:00pm Rodney Barnes Upper Lobby - 02  
 Join the Portland SERT team as they conduct joint operations with the newly authorized JTTF unit. Will it be a good day or a bad day?

H.O.L. Gunning for the Buddha

Fri 06:00pm-10:00pm Seth Statler Pine - 01  
 Two Tibetan monks walk into a bar...and then offer everyone inside a ticket off H.O.L. (the galaxy's dumping ground for both garbage and people) in exchange for finding the latest reincarnation of their spiritual leader, which has popped up somewhere on the planet. Madness ensues.

Hellride: A Line in the Bloodsand

Sat 09:00am-01:00pm Tim W Brown Spruce - 01  
 In a world where monsters dwell and magic warps reality, a team of paramilitary specialists from today's Earth escort a special package upon which the fate of both worlds may depend.

Horror Rules: Tatonka's Fury

Sat 05:00pm-07:00pm Chris Weedin Spruce - 02  
 When supernatural, superpowered Bad Guys rear their ugly heads in the Wild West, who are you gonna call? Super powered cowboys, that's who! Prepare to dispense two-fisted justice in this one-of-a-kind horror-comedy-Wild-West-superhero crossover. You've never played anything like it.

Horror Rules: Terror in Tarrytown

Fri 10:00am-02:00pm Sherry Parker Spruce - 01  
 Sat 10:00am-02:00pm Sherry Parker Spruce - 02  
 It was another quiet summer in Tarrytown, until little Freddie down the street mysteriously disappeared one night. Then young Susan disappeared too, no one can find them. Everyone is on edge, who is responsible for the disappearances... who will be next... will it be you??

Horror Rules: Widow Darling's Mine of Doom

Sun 02:00pm-04:00pm Chris Weedin Cedar - 01  
 Word at the saloon is that rich-as-Texas landowner Widow Darling is finally retiring - and she's lookin' fer someone as rough, tough and ruthless as she is to hand over her fortune to! Dozens will enter her Mine of Doom, but only one will walk (or limp, or crawl) out alive...

Horror Rules: Wrath of Con

Sat 09:00pm-01:00am Chris Weedin Spruce - 06  
 It's time again for everyone's favorite gaming convention... X-Con! The fans are hyped, the vendors stoked and the munchkins warming up their dice. But the one thing no one is prepared for is the fact that this year, the monsters are real...

Hunter Planet

Fri 06:00pm-09:00pm Andrew Nisbet Spruce - 05  
 Hunting Tours Incorporated invites you to enjoy the dangers and delights encountered hunting on a newly discovered hunter planet, called Dirt by its local semi-intelligent inhabitants.

MAID The Role Playing Game: Be Our Demon King!

Thu 02:00pm-05:00pmCharles GreenSpruce - 01

In the depths of a great dungeon, there is a problem. The Demon King who once ruled is gone. Maids from the Demon World watch over the dungeon, awaiting the day when someone will come to become the new Demon King

Pathfinder: Curse of the Riven Sky!

Sat 02:00pm-08:00pmDavid LippertSpruce - 03

While seeking the legendary expertise of a cloud giant sky mage, the player characters interrupt an attack on his lair by well-armed and magically augmented hill giants. To obtain the cloud giant's arcane knowledge, the PCs must seek out and eliminate the source of the hill giant threat...

Pathfinder: Neverwhen Demonstration

Thu 08:00pm-12:00amSpruce - 06

Fri 10:00am-03:00pmSpruce - 06

Fri 04:00pm-08:00pmDustin GrossSpruce - 06

Sat 10:00am-02:00pmDustin GrossSpruce - 06

Sat 03:00pm-08:00pmDustin GrossSpruce - 06

Sun 10:00am-03:00pmDustin GrossSpruce - 06

Welcome to the world of Neverwhen. Neverwhen is a d20 Campaign setting (Using Paizo's popular The Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign.

Runequest: Lords of Shadizar

Sat 06:00pm-10:00pmGary McBrideSpruce - 04

The mad king of Shadizar, Mitradates IV, lies dying and has not yet named a successor. Each noble house has a claimant to the throne. You are one of them. Will you have wits enough to earn the mad king's nod or will this instead be settled by civil war and chaos here in this City of Sin?

Savage Worlds: 50 Fathoms: Dragon of Ice

Sat 12:00pm-02:00pmJefferson PowersPine - 03

What is that strange shape in the mist? And why are the locals sacrificing people from their settlement to it?

Savage Worlds: Daring Tales of the Space Lanes

Thu 04:00pm-07:00pmJefferson PowersSpruce - 02

An epic space adventure where fighting evil crimelords, dodging bounty hunters, and evading asteroids while blasting at enemy fighters is all part of a day's work.

Savage Worlds: HyperDrive

Fri 04:00pm-08:00pmRodney BarnesUpper Lobby - 02

Join the the crew of the Camden Locke as she patrols the galaxy on her mission to protect British interests in Space. Beware of the evil Americans! Based on a really bad 2005-2007 BBC comedy.

Savage Worlds: Just when you thought it was safe...

Sat 01:00pm-05:00pmRon SteinhauserSpruce - 01

The players are part of a starship crew who must retake their ship from those who would hijack it. But the engineer keeps saying that this is all wrong somehow...

Sat 05:00pm-09:00pmRon SteinhauserSpruce - 01

This is Part 2 of Just when you thought it was safe... The entire description would be a spoiler for Part 1, so I'll have to remain mysterious. All I can tell you is that there will be an escape...

Savage Worlds: Mars: Locust Men of Barsoom

Sat 02:00pm-06:00pmTim W BrownSpruce - 04

Sword-slinging action on Edgar Burrough's Mars! Tars Tarkas, ruling Jeddak of the green-skinned tribe of Thark and friend of the might Earthman John Carter, seeks aid against a new threat to the plains of Barsoom! Savage Worlds is a quick easy-to-learn game with the mottot "Fast, Furious, Fun!"

Savage Worlds: Realms of Cthulhu: The Witch of November

Sun 11:00am-05:00pmScott WoodardSpruce - 05

November, 1975. A routine ore run across Lake Superior will soon take a very dark turn bringing you and your crew mates face to face with a sinister secret from the deep. The witch of November is about to come stealing... And she's hungry.

Savage Worlds: Zombies vs. The Marines

Fri 11:00am-03:00pmRodney BarnesUpper Lobby - 02

The CO wants that warehouse cleared out. So, go down into the basement were the electrical panel is and turn the lights on. The rest of us will wait up here...



GAMESTORM 13  
 Role-Playing Games (RPG)

Shadowrun 4th Edition: The Purge

Sat 10:00am-02:00pm Sean Casey Pine - 06  
 "...And by morning, they'll all be gone."  
 "Enough cred for all of you to live comfortably the rest of your lives."  
 "Not my problem. You in?" "And what's in it for us?"  
 "And our souls?"

Spirit of the Century - "National Treasures"

Sun 12:00pm-04:00pm Mark Santillo Spruce - 02  
 SotC is a pulp adventure rpg with a dynamic Trait-based system and easy rules. In this session, the Jade Emperor sends his lackeys to steal America's historical treasures as part of a "shock-and-awe" campaign. Can the heroes of EDGE, Inc. preserve our nation's heritage? Pre-gens provided.

Spirit of the Century - "The Dead Shall Stalk the Living"

Sat 12:00pm-04:00pm Mark Santillo Pine - 02  
 "Spirit of the Century" is a pulp adventure rpg with a dynamic Trait-based system and easy rules. In this session, the dead are rising! Vampires and zombies plague the land. Can the heroes of EDGE, Inc. prevent an undead apocalypse and discover who's behind this fiendish plot? Pre-Gens provided.

Spirit of the Century - "The Final Frontier"

Fri 08:00pm-12:00am Mark Santillo Spruce - 02  
 SotC is a pulp adventure game with a dynamic Trait-based system and easy rules. In this session, characters are drawn into conflict on the Moon, where the Jade Emperor is attempting to set up a military base from which to rule the Earth! Can the heroes stop him ...in zero G?! Pre-Gens provided.

Spirit of the Century: Aces Harrington and the Aerial Army

Sat 03:00pm-07:00pm Eric Aldrich Pine - 01  
 Only you and your fellow adventurers stand between New York City and an aerial assault! Pulp adventure using the Spirit of the Century rules. Bring your derring-do.

Steam Wars! The Impeccably Timed Return of the Jedi!

Sat 06:00pm-10:00pm John McNichol Spruce - 05  
 The sequel to last year's wondrously successful "Steam Wars, Part The Second! The Empire Strikes Yet Again!" Polish up your Tesla Saber, board the Millenium Zeppelin, and hit the overdrive on your X-Wing Vinci Flyers! Play the crew from the Star Wars universe, re-imagined in a Steampunk setting! Preference will be given to those who've played in the last two years, but new faces are awalys welcome!

Traveler: Tera/Sol: Ancient Trails: And So It Begins

Thu 07:00pm-11:00pm Al "GamerDude" Beddow Spruce - 03  
 Sun 09:00am-01:00pm Al "GamerDude" Beddow Spruce - 03  
 Your ships falling apart, the crew ain't been paid, and oh yeah you have a powerful need to eat this month. We won't even talk about the credits you owe in back payments on the ship. You're hired for an easy delivery in an asteroid belt, why do the jobs always sound so 'easy'?

Traveller: Terra/Sol: Twilight Sector: Somnium Mundus

Thu 02:00pm-06:00pm Al "GamerDude" Beddow Spruce - 03  
 Fri 09:00am-01:00pm Al "GamerDude" Beddow Spruce - 03  
 Mutants, why does it always have to be mutants? Well the drug companies can't make drugs for sick mutants, but they sure may have filled the non-medicinal needs. Things are coming to a head, you are going to be involved but as cop, gang banger, innocent bystander, or...

XCrawl: OryCrawl IV

Fri 09:00pm-12:00am Joe Hatfield Spruce - 01  
 The (Semi)Annual Crawl continues! In a world where dungeon crawling is a gladiatorial sport, can your party make it through the dungeon to claim cash prizes and glory?

# PANELS

## "Moralists" vs. RPGs

Sat 03:00pm-04:00pm

Cedar - 01

Join our Special Guest Author Michael Stackpole, as he goes through the history of religious attacks on RPGs and their effects on gaming in the past and today. Presenter: Michael Stackpole. Panelists: Rhiannon Louve, Al Beddow, A Scott Glancy. Facilitator: Anthony Pryor.

## 15 Years of Fudge

Fri 08:00pm-09:00pm

Cedar - 01

Never heard of Fudge or curious as to what it is? We'll teach you, and take a look at the "little engine" that did from its various usages (FATE, subjective, Objective, new implementations, etc.). Panelists: Mike Harvey, Rodney Barnes. Facilitator: John McNicole.

## Anime in Gaming

Fri 09:00pm-10:00pm

Cedar - 01

A look at how Anime has impacted gaming in not only artwork, but story development and system designs. Panelists: Jason Thompson, Rhiannon Louve, Richard Schnelle. Facilitator Anthony Pryor.

## Basics of Game Design

Sun 12:00pm-01:00pm

Cedar - 01

What are the core elements common to all games? What are the questions that everyh game designer needs to answer before they get into specifics? Panelists: Mike Selinker, Michael Schelle, Lisa Steenson, A. Scott Glancy. Facilitator: David Schaber.

## Board Game Glut - Too Much of a Good Thing?

Sat 10:00am-11:00am

Cedar - 01

An important issue now for gamers and retailers alike, mirroring the CCG glut that came after M:TG and the d20 glut that came after D&D 3.0/3.5. Panelists: Mike Selinker, Jeremy Holcomb, Anthony Gallela. Facilitator: Mark Santillo.

## Breaking into Game Design

Sat 07:00pm-08:00pm

Cedar - 01

Join RPG and Board Game designers for a look at what it takes to break into the business of game development. Panelists: Anthony Pryor, Keith Baker, Russ Taylor, Michael Selinker, Lisa Steenson, A. Scott Glancy. Facilitator: Rhiannon Louve.

## Critical Hits & Misses

Sun 04:00pm-05:00pm

Cedar - 01

Give the staff of GameStorm 13 feedback about what they got right, and what needs improvement for GameStorm 14. Panelists: All available Staff, Mike Monical, Chris Schaffer, Dev Perez, Aaron Curtis. Facilitator: ConCom Chair David Schaber.

## Game Lab Workshop: Playtesting -- watching your best game

Sat 11:00am-12:00pm

KC Humphrey

Cedar - 01

GameLab Workshop: Playtesting -- watching your best game

Playtesting - tips, best practices, basic how to, why playtest?, other big questions and real life answers.

Panelists: Lisa Steenson, Mike Selinker, Monte Milburn, Kris Gould, Facilitator: KC Humphrey.

## Game Lab Workshop: Prototypes -- playing your best game

Fri 11:00am-12:00pm

KC Humphrey

Cedar - 01

GameLab Workshop: Prototypes -- playing your best game

Making prototype games -- tips, materials, best practices

Panelists: Lisa Steenson, Andrew Tullsen, Monte Milburn, Kris Gould, Facilitator: KC Humphrey.

## Game Lab Workshop: Results of Playtests-- improving your best game

Sun 11:00am-12:00pm

KC Humphrey

Cedar - 01

GameLab Workshop: Results of Playtests-- improving your best game

How to use the results of play testing to improve game balance, theme, fairness, execution, randomness and other game issues.

Panelists: Lisa Steenson, Mike Selinker, Monte Milburn, Kris Gould, Facilitator: KC Humphrey.

## Gaming News & Demos

Sun 10:00am-11:00am

Cedar - 01

A time set aside for our Guests to show off some of their latest inventions, and talk about upcoming releases, as well as the latest gaming production gossip. Facilitators: Mike Selinker, Lisa Steenson, and Richard Schnelle.

Gaming with Your Heart on Your Sleeve

Fri 01:00pm-02:00pm Joel P. Shempert, Hans Chung-Otterson Cedar - 01  
Emotionally vulnerable role-playing. What are the rewards of allowing yourself to be vulnerable in a roleplaying environment? How does one handle sensitive subject matter in a game? How do you build the necessary trust? Indie Hurricane will answer these questions and more!

Gaming: Hobby or Lifestyle?

Sat 04:00pm-05:00pm Cedar - 01  
Like many hobbies, such as golf or mountain climbing or scrapbooking, Gaming can absorb a large amount of time. When does it stop being a hobby, and start being a "life choice"? Panelists: Anthony Pryor, Keith Baker, A. Scott Glancy, Lisa Steenson, Al Beddow. Facilitator Rhiannon Louve.

Getting the most out of GameStorm

Fri 02:00pm-03:00pm Cedar - 01  
Join members of the GameStorm staff as they share their experience in how to get the most out of your GameStorm experience. Panelists: All available Staff. Facilitator: Convention Chair David Schaber.

Has RPG Marketing been getting it right?

Sat 05:00pm-06:00pm Cedar - 01  
ICv2 Ranked 4e and Pathfinder as tied for 1st place in RPG sales base upon their survey of retailers (<http://www.icv2.com/articles/news/18504.html>). Panelists: Keith Baker, Russ Taylor, Richard Schnelle, A. Scott Glancy, Al Beddow. Facilitator: Mark Santillo.

Horror 101

Sat 12:00pm-01:00pm Chris Weedin Cedar - 01  
Ever wanted to scare the beejabbbers out of your players, inflict wholesale slaughter and do it all without the slightest twinge of guilt? Now's your chance to learn! Get the basics on how to be your best at being your worst while running any horror RPG.

Hosting a weekly game night

Sat 09:00pm-10:00pm Cedar - 01  
Lisa Steenson, Al Beddow, A. Scott Glancy, Andy Hundt, Chris Ballowe. Facilitator: Anthony Pryor.

How to be a Demo Monkey

Fri 04:00pm-05:00pm Cedar - 01  
A look at the companies and programs available for game system demonstrators, and the various processes for becoming a demonstrator. Panelist: Al Beddow, Jason Bostick, Chris Ballowe. Facilitator: Beverly Block.

How to write for a game publisher

Sat 08:00pm-09:00pm Cedar - 01  
A critical look at what is required of authors to write for today's game companies. Panelsits: Rhiannon Louve, Keith Baker, Russ Taylor, Michael Stackpole, A. Scott Glancy. Facilitator: David Schaber.

Non-Denominational Christian LARP

Sun 09:00am-10:00am Chris Weedin, Rodney Barnes Discovery D - 01  
Are you a Christian? Have you ever wondered what it's like to be a Christian? Are you so rummy and spaced out by Sunday morning that you'd attend practically any panel or gaming session? If the answer to any of these questions is "yes," then join us for a worship experience you'll never forget!

Putting the "Role" back into role playing games

Fri 07:00pm-08:00pm Cedar - 01  
A look at ways to get players weaned off their meta-gaming habits, and back into character. Panelists: Richard Sechnelle, Al Beddow, A. Scott Glancy, Mark Santillo. Facilitator: Rhiannon Louve.

Q&A with Keith Baker

Sat 01:00pm-02:00pm Cedar - 01  
Upcoming products from Mr. Baker, as well as all your burning Eberron and Keith related questions answered. Presenter: Keith Baker.

Q&A with Special Guest Michael Stackpole and Guest of Honor Lisa Steenson

Sat 02:00pm-03:00pm Cedar - 01  
Q&A with Special Guest Michael Stackpole and Guest of Honor Lisa Steenson Facilitator: Convention Chair David Schaber.

**Role-Playing Game Design Workshop**

Sun 01:00pm-02:00pm Mike Sugarbaker, Jake Richmond, Ben Lehman

Cedar - 01

What is your game (really) about? What do the characters do? What do the players do? Why is that fun?

These may sound like simple questions, but by the time the folks of the Indie Hurricane are done, your RPG design in progress may be turned on its head and reacquainted with its awesome.

**RPG Gaming For Kids**

Fri 06:00pm-07:00pm

Cedar - 01

Helpful tips and recommendations for running RPGs for children. Panelists: Mike Harvey, John McNicole, Al Beddow.

**RPG GMing 101**

Fri 03:00pm-04:00pm

Cedar - 01

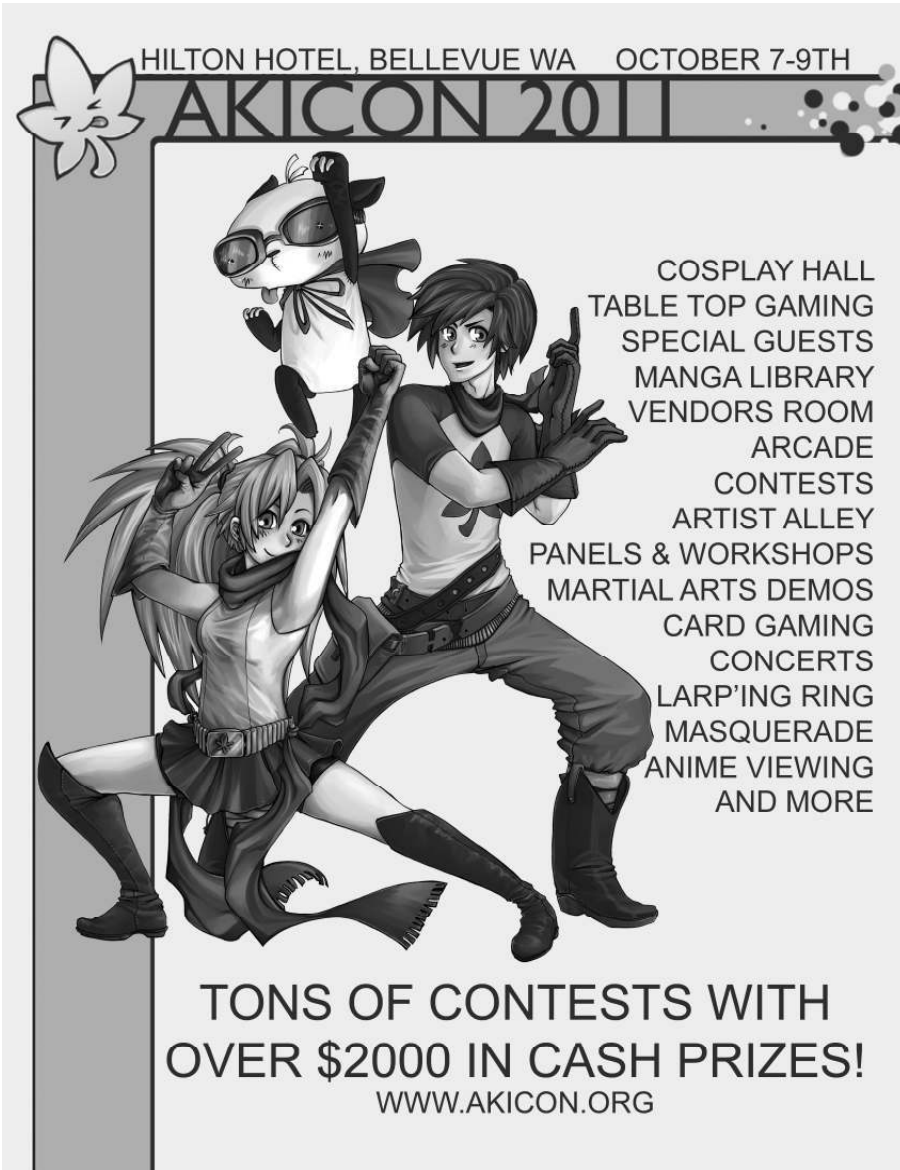
RPG GMing 101 - Non-system specific advice and tips for new and intermediate GMs. Panelists: Mike Harvey, Rodney Barnes, A. Scott Glancy. Facilitator: Al Beddow.

**The Next Generation of GM's**

Fri 05:00pm-06:00pm

Cedar - 01

Helpful hints for new gamers and older GMs, with insight into what the under 30 generation of gamers is looking for [the youngest Gen-Xer is 31]. Panelists: Anna Wilsonage, Mike Harvey, John McNicole, Rhiannon Louve, Richard Schnelle. Facilitator Anthony Pryor.



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GameStorm planning is a year-round endeavor. We have a lot of fun making this happen, and we'd love to have you join us!

For more information about joining the committee see [GameStorm.org](http://GameStorm.org) or email [chair@gamestorm.org](mailto:chair@gamestorm.org).

Follow GameStorm on twitter for more developments <http://www.twitter.com/gamestormcon>

# WHAT IS OSFCI?

You've seen the phrase dozens of times or more -- at the bottom of a convention flyer, in the back of a progress report, or on the inside of a colorful, slick-covered convention memory book - and probably ignored it: "This event is sponsored by Oregon Science Fiction Conventions, Inc. (OSFCI)." If you are reading this, you've probably taken a few moments to wonder "What is OSFCI?"

OSFCI, a non-profit, tax-exempt, all-volunteer (no one gets paid anything) corporation, is the legal entity and umbrella organization under which Orycon and her sister events, GameStorm and CON, operate. The corporation provides year to year continuity for the repeating conventions and a solid base from which floating events can be run. These events have included CascadeCon, Smofcon (1991 and 2005), World Horror Convention (1996), Potlatch (1996 and 1999), Left Coast Crime (2002) and Westercon (1984, 1990, 1995 and 2001.)

With over 100 corporate members, some from as far away as New York and Boston, OSFCI is a diverse talent pool of convention-running experience. Members range from WorldCon regulars with years of experience to people who have just gotten their feet wet in the heady world of con-running. Membership in the group is easy. It's open to anyone who has been on at least two OSFCI-sponsored event committee lists during the last four-year period. All you need to do to join is volunteer, work on the required number of committees and then accept the invitation for membership. The corporation holds its annual meeting each May, where the year is reviewed, bylaws changed and members are elected to the Board of Directors.

The Board decides who will be the chair of Orycon and other repeating conventions and whether or not to sponsor floating events, such as Westercon or Potlatch. "Sponsorship" means that the event falls under the OSFCI's tax-exempt umbrella and may use the corporation's post office box, bank accounts and bulk mailing permit, as well as being provided with insurance and a responsible legal entity in the unlikely event of a disaster. Occasionally, OSFCI will provide seed money for the development of new events or for bidding committees who wish to bring floating conventions to the area.

Although Board members often work on the events, the Board doesn't run the conventions - the Board's role is that of overseer, ensuring that sponsored events operate within OSFCI's tax-exempt status, as well as that of mentor, providing a source of institutional knowledge and convention experience for the committees. Each convention has a liaison from the Board assigned to the committee. Each committee also assigns an ex-officio representative to the Board.

The Board is made up of up to 10 people, elected to two-year terms (usually five each year). The Board meets six times a year -- January, March, May (after the Annual General Meeting), July, September and December -- and everyone with an interest in its activities is welcome to attend those meetings.

OSFCI maintains the capital goods accumulated over the years for use by the various events. Convention committees have use of art show panels, computers, printers, a copy machine, hospitality furnishings and video and other electronic equipment. These capital goods minimize the equipment that needs to be rented or borrowed, allowing more of convention income to be devoted to producing the quality of events for which OSFCI is well-known.

As part of a being a non-profit, the general membership and Board of Directors of OSFCI feel a strong responsibility to give back to the community that supports the conventions. Often born from specific events, OSFCI sponsors two charitable funds and an award, as well as making liberal donations to a wide range of other charities, museums, schools and libraries - all selected to help improve people's lives and bring the wonderment and joy of knowledge and future to them. The corporation not only offers institutional contributions, but encourages individual ones as well, by maintaining a matching gift fund which matches donations made by OSFCI corporate members to qualified local organizations, such as libraries, museums, schools and the Portland Science Fiction Society, that promote science or science fiction.

The funds and award are diverse and provide valuable services to the science fiction community. Both funds are supported by donations and in the case of the Petrey fund, auctions held at conventions. All donations go directly to the funds for distribution - OSFCI covers the operating and administrative costs of the funds out of general corporate monies. The Susan C. Petrey Clarion Scholarship Fund, OSFCI's oldest fund, annually gives scholarships to students attending the Clarion and Clarion West Writer's Workshops. The Clayton Memorial Medical Fund is a medical emergency fund for needy Science Fiction, Fantasy, Horror or Mystery writers in the Pacific Northwest. The Endeavour Award, a juried book award, is handed out annually at Orycon to the best science fiction or fantasy book published by a Pacific Northwest writer. The award includes an honorarium and plaque. OSFCI has also made donations to OMSI, charities, schools and public libraries. Information on the Funds and the Endeavour Award is available at [www.osfci.org](http://www.osfci.org), or by writing to OSFCI at P.O Box 5702, Portland, OR., 97228.

So -- now you know "what is OSFCI." It's you, it's me, it's us.

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