

HILTON VANCOUVER WASHINGTON * MARCH 22-25 2012

GAMESTØR III 14



HARPHONE

OryCon 34

"Apocalypse Now?"

OREGON'S PREMIER SCI-FI/FANTASY CONVENTION

NOVEMBER 2 – 4, 2012

**DOUBLETREE HOTEL LLOYD CENTER
1000 NE HOLLADAY STREET
PORTLAND, OR 97232**

**AUTHOR GUEST OF HONOR
MIKE SHEPHERD**

**ARTIST GUEST OF HONOR
TO BE ANNOUNCED**

**EDITOR GUEST OF HONOR
JESS HARTLEY**

**MEDIA GUEST OF HONOR
AARON DURAN**

For more information and to Register Online,
Visit: <http://www.orycon.org/orycon34>

Membership Rates for Adults (13+)

Before 7/31/11:	\$45
Before 10/31/11:	\$55
At the Door:	\$60
Children 6 — 12:	Half-Price
Children 5 & under:	Free

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Cover art: Not So Fast!

Artist: Kyle Rhône (Tinderbox Entertainment)

WELCOME FROM THE CHAIR

Welcome to GameStorm 14. We hope you will enjoy your GameStorm Experience we have worked hard to bring you. While many of our attendees come for a specific gaming genre such as board games, role playing, collectable card games, live action role playing or miniatures, we encourage you to get out and explore the convention to see all aspects of the convention and possibly expand your horizons. New this year is Children's Programming. If you know parents who might be interested be sure to let them know. Also new this year is a small LAN gaming set up. If you appreciate the intense action this provides be sure to check it out and let us know if we should expand it for future GameStorms.

In addition to your standard gaming fare, you can also be on the cutting edge of game development in our Game Labs. If you have a gaming idea, stop by and talk to professional developers who are happy to give you pointers and assist you in finding out if you have the next Game of the Year. Or just stop by to play unique and wacky games which might not make it to Essen.

Proper sustenance at game conventions is very important to keep your strength up for four long grueling days of gaming. In order to miss a minimum of gaming opportunity be sure to visit our hospitality room to partake of refreshments. While there be sure to thank the volunteers and make sure to leave a hospitality donation to allow continued operation of this unique game convention amenity.

No Chair's greeting is complete without an acknowledgement of the many volunteers who bring you GameStorm each year. GameStorm is run entirely by volunteers, and is sponsored by Oregon Science Fiction Conventions Inc (OSFCI), a 501(c)(3) non-profit organization which has no paid staff. All membership fees are all plowed back into the convention and any surplus is donated to a worthy Charity such as Doernbecher Children's Hospital Foundation. And finally, if you really enjoy GameStorm please consider volunteering. Volunteers get GameStorm bucks, which can be redeemed for fabulous swag. Looking forward to next year, we're always happy to welcome new people who want to help with planning, or who can commit to helping at-con in advance. By joining the Convention Committee or Staff you can earn a free membership and enjoy the satisfaction of knowing you are part of a magnificent production.

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 Heritage 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 7 P.M. 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. If a child age 10 or under is found unsupervised, both the child and parent or guardian may have their memberships revoked, and no refunds will be issued. Badges for children 10 and under will be identified by a red stripe.

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

Children **aged 15-17** may attend the convention unsupervised.

A completed waiver *signed by a parent or legal guardian* is required for all children age 17 and under. The waiver form must include contact information for the parent or guardian, which will only be used in relation to care of the child.

Badges for children **10 and under** will be identified by a red stripe.

Badges for minors **over age 10** will be identified by a yellow stripe.

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 Heritage Lobby.

Thursday: Noon — 10 P.M.

Friday: 8 A.M. — 10 P.M.

Saturday: 8 A.M. — 6 P.M.

Sunday: 8 A.M. — Noon

Sunday: 12:30 P.M. — 6 P.M. (For GameStorm 15 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 3.

If you don't plan to keep your badge, please drop off your clip in the recycling container as you leave the convention.

INFO DESK

The GameStorm Info Desk is located in the Heritage Lobby.

Thursday: Noon — 10 P.M.

Friday: 8 A.M. — 10 P.M.

Saturday: 8 A.M. — 10 P.M.

Sunday: 8 A.M. — 6 P.M.

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 the Operations Office in Room 339.

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

4TH ANNUAL MINIATURE PAINTING CONTEST

Come show off your painting skills! Win prizes! Limited pre-primed minis are available; pick up your mini on Thursday afternoon or Friday morning at the Info Desk (ask for Debra Stansbury). Judging takes place Sunday afternoon - all minis must be turned in at the Info Desk by noon Sunday. You will be asked to leave your name and phone number with your miniature so we can easily get minis (and possibly prizes) back to contestants. Come, paint, win!

Sponsored by Rose City Miniatures



HOSPITALITY

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

We'll be serving food:

Thursday: 6 P.M. — 11 P.M.

Friday: 7 A.M. — 11 P.M.

Saturday: 7 A.M. — 11 P.M.

Sunday: 7 A.M. — 4 P.M.

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.

Should you find yourself between games, please feel free to volunteer!

Have a fantastic weekend!

HOW TO SIGN UP TO PLAY A GAME

First, find out which room your event is in. Locate the room on the maps on page 20 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. All Board Gaming sign up sheets are outside Heritage B.

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. If you signed up online, your name should be listed at the top.

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.

OPEN GAMING

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 as game components.

Tables near the Game Library in Heritage B are reserved for Open Gaming and are designated by a red tablecloth. 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.

Discovery B is open throughout the convention for your late night gaming pleasure.

Open Story Gaming with Indie Hurricane!

Looking for a new roleplaying experience? Come join an Open Story Gaming circle at 2 P.M. and 7 P.M. every day of the con! No pre-sign up necessary. We'll bring some games we're stoked about, and you're invited to do the same. We'll pitch the options, and everyone can decide what they want to play! Also, be sure to check the Indie Hurricane whiteboard for up-to-date postings of games beginning soon, and come by the Indie Hurricane table in the Dealer's Room to try demos of locally produced creator-owned games.

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 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: 3 P.M. — Midnight

Friday: 8 A.M. — Midnight

Saturday: 8 A.M. — Midnight

Sunday: 8 A.M. — 6 P.M.

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 6 P.M. Sunday. You may 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, Wattsalpog, Wizards of the Coast, and Z-Man Games.

Thank you!

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 they turn their 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 to opportunity to put your name on a list of interested Game Masters and volunteers from which a recipient will be chosen at random.

Game Masters turn in your game sheets at the Info Desk during the hours listed on page 4, or come to the Operations Office during the hours listed below.

GameStorm Bucks can be redeemed at the following times in Ash.

Friday:	Noon — 2 P.M.	5 P.M. — 7 P.M.	10 P.M. — 11 P.M.
Saturday:	Noon — 2 P.M.	5 P.M. — 7 P.M.	10 P.M. — 11 P.M.
Sunday:	2 P.M. — 7 P.M.		

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	Antonia Cabal
Jason Bostick	Out of the Box Games
Steve Jackson Games	Fantasy Flight Games
Alderac Entertainment Group	Cryptozoic Entertainment
North Star Games	Dice Age Games
Rainy Day Games	

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

GAMESTORM GEAR

T-Shirts, featuring the fantastic artwork from Tinderbox Entertainment artist 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)	\$10
GameStorm Stainless Steel Water Bottles (25oz)	\$10
GameStorm 14 T-Shirts	\$20
GameStorm Hoodies	\$40

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



INDIE HURRICANE

パンティ爆発

Join Indie Hurricane
games running in
**BIRCH &
UPPER LOBBY**

demos and merch @
The Dealer's Room

CREATOR-OWNED
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== INDIE HURRICANE ==

COME JAM WITH AWESOME PEOPLE.
PLAY GROUNDBREAKING INDIE GAMES.
MEET THE DESIGNERS. MEET THE COMMUNITY.

ROLL WITH INDIE HURRICANE THIS YEAR.
GOPLAYPDX.COM



GUESTS OF HONOR

Andrew Hackard

Munchkin Czar - Steve Jackson Games



Andrew's first experience with roleplaying games was taking a first-level magic-user into the Caves of Chaos armed only with a dagger and a detect magic spell. This experience taught him valuable lessons about resource allocation, spell selection, and rolling up new characters. Since then, he has learned a lot, making him ideally suited to oversee the continuing growth of the Munchkin juggernaut. In his previous lives, Andrew has been a project manager, the managing editor for a major game publisher, a frustrated graduate student, and a high-

school teacher, where he learned more about munchkinry from his students than in any activity before or since.

Steve Jackson Games

Steve Jackson Games was founded in 1980 by (no surprise here) Steve Jackson. We now publish books, games, and magazines for game fans.

Our best-known games include GURPS, the "Generic Universal RolePlaying System"; Munchkin, the irreverent game of dungeon crawling; Chez Geek, the game of apartment life; INWO, the trading card game of world domination; the original Illuminati game on which INWO was based; Car Wars, about battle on the highways; and OGRE, the classic simulation of future war. We've released a lot of other games, too . . . too many to list right here.

We publish Pyramid Magazine, which covers "The Best In Gaming" in all genres and from all publishers.

Samuel Mitschke

Production Manager - Steve Jackson Games

Sam dove headfirst into gaming at a young age, starting with marathon Axis & Allies and Fortress America sessions to his current Pitchcar and Puzzle Strike obsessions. He's held just about any job you can think of—computer repair, undercover security, food service, textbook editing—until he finally jumped at an opportunity to work for Steve Jackson Games. As Production Manager and Art Director, Sam guides every game through the production process, all while wrangling three stubborn and supremely-talented production artists. Oh, and he's doing package design, too. He dreams of once again getting a full night's sleep.



GUESTS OF HONOR

Jason Bulmahn

Lead Designer - Paizo Publications

Jason Bulmahn is the Lead Designer of Paizo Publishing, LLC. After having coordinated the world's largest organized play D&D campaign for the RPGA (Living Greyhawk), Bulmahn joined Paizo Publishing as the Managing Editor of Dragon magazine in 2004. In 2007, Jason took over as the Lead Designer of the Pathfinder Roleplaying game. His RPG design credits include Dungeonscape, Elder Evils, Expedition to the Ruins of Greyhawk, the Pathfinder Chronicles Gazetteer, Secrets of Xen'drik, the Pathfinder Roleplaying Game Core Rulebook, Bestiary, and the Advanced Player's Guide. His work has earned one Origins Award and seventeen ENnie Awards, including Best Game and Product of the Year.



PEOPLE

SPECIAL GUESTS

Anthony Pryor

anthonypryor.com

Anthony Pryor has been active in the gaming industry since the mid-1980s, contributing to many different product lines, including FASA's Battletech, Bard Games' Talislanta series, TSR's Advanced Dungeons and Dragons, White Wolf's Scarred Lands setting, Fantasy Flight's Midnight, WotC's Dungeons and Dragons, Green Ronin's Song of Ice and Fire and CCP's Eve Online MMORPG, among many others. He has worked as writer, editor and developer and most recently has been writing for Paizo's Pathfinder game. He plays bass with the geek rock group Megatherium and lives in Milwaukie, Oregon. You can check out his blog

Ben Lehman

www.tao-games.com

Ben Lehman is one of the pioneers of independent RPG publishing. His debut game, Polaris, won multiple awards and is held up as a model of the RPG form. He has given game theory, game design, and game play lectures throughout the US and Europe, including at both PAX and GenCon. Ben will be bringing that savvy and craft to GameStorm via panels and workshops including a discussion of religious themes in roleplaying, while also running sessions of his games Polaris, High Quality Role Playing, On the Ecology of the Mud Dragon, and the newly published Kickstarter sensation ANIMAL CRIME.

Ben Robbins

arsludi.lamemage.com

Ben Robbins designed the Microscope role-playing game, writes the Ars Ludi game blog, and runs the weekly Story Games Seattle meetup. He'll be playing Microscope and just about everything else under the sun as part of GameStorm's Indie Hurricane.

Christian Griffen

www.berengad.com/bh

Christian Griffen fell in love with roleplaying games in Germany at the tender age of 13. Now slightly older, but still as enamored, he lives in Portland, Oregon, and is the co-founder of Berengad Games. He has written and published Beast Hunters, a runner-up for Indie Game of the Year and Most Innovative Indie Game of 2007, and Anima Prime. He's a strong proponent of open publishing under Creative Commons licenses and games that empower players and explore new ideas.

SPECIAL GUESTS

The Doubleclicks**thedoubleclicks.com**

“Weapons-Grade Adorable” – “Relentlessly Likable” – “Weird”

The Doubleclicks are a nerd/folk band comprising Angela and Aubrey Webber, sisters based in Portland, Oregon. When they aren't playing Dungeons and Dragons or writing songs, they make sounds on cello, guitar and ukulele, “the small guitar.”

Gary McBride

Gary McBride attended his first gaming con in 1984 as a wide-eyed lad of twelve. The experience affected him and since he has unabashedly walked the way of the geek. In 1999, he received his first professional writing credit and has since gone on to work on Warhammer Fantasy, Earthdawn, Way of the Wicked and other more obscure RPG entities. Now, he is the owner, lead designer, accountant and janitor for Fire Mountain Games. And even though now husband to an astonishingly patient gamer-doctor and father to a six year old self-rescuing princess, he remains that wide-eyed lad boldly assaulting a monster haunted keep on some distant, dreamscape borderland. He'll be doing panels and games all weekend and he loves to mingle with his fellow geek. Be sure to say hello.

Jackson Tegu**photographsoflightning.wordpress.com**

Jackson Tegu is full of questions, and he brings those questions to the table for the games he plays. His experimental designs fall along the spectrum between wildly ridiculous and achingly beautiful, and they become available briefly before passing from view as if a cloud were covering the sun. Working alongside Grace Ellis and Ross Cowman, Jackson heads the Fabricated Realities installation-gallery-meets-story-game-convention in Olympia, Washington. This June 15th-17th will bring the final year of that convention. Jackson will be co-hosting the Face-Melting Design & Play: Indie RPGs panel, and one of his new design concepts will be available at the Indie Hurricane booth.

Jake Richmond**atarashigames.wordpress.com**

Jake Richmond is the Chief of the indie anime RPG label Cel*Style and the award winning designer and illustrator of several hit games, including PantyExplosion Perfect and Classroom Deathmatch. Jake has run and participated in Game Design panels and workshops at several different conventions, including PAX, Origins and GenCon, where he often speaks about incorporating visual learning tools and comics into game design and presentation, and spreading role playing games to the larger and more diverse anime and video game fandoms.

Jake will be running sessions of his games G x B (Girl x Boy) and The Magical Land of Yeld, and participating in the “How to Self Publish in the RPG Industry” panel. Of course Jake will also be hosting the yearly Sea Dracula dance event, a GameStorm favorite.

James Ernest**brianandjohn.com**

James Ernest is a prolific game inventor, with more than 150 published games. He is the president of Cheapass Games, co-founder of Lone Shark Games, and has worked as a designer at Microsoft and The Amazing Society. He also co-writes the Web comic Brian and John.

Jess Hartley**jesshartley.com**

For the last ten years, Jess Hartley has worked as a novelist and freelance writer, editor and game developer. She writes extensively for White Wolf Publishing's New World of Darkness lines, along with **Scion**, **Exalted** and **Classic World of Darkness** products. She's also done work on Margaret Weis 'Supernatural game line, and Evil Hat's **Dresden Files** RPG lineup. Jess writes “One Geek to Another”, an ENnie-nominated etiquette and advice column for modern geeks, and authored “Conventions for the Aspiring Game Professional” as well as a wide variety of short stories in the horror genre. She's guest-lectured internationally on the topic of writing and games-as-literature. In her copious (HAH!) spare time, Jess spends time with her family and a menagerie of other interesting creatures, engaging in bizarre activities that leave the neighbors scratching their head in confusion. More information about Jess can be found through her website, and questions or inquiries can be addressed to “jess@jesshartley.com”

Joel P. Shempert**storybythethroat.wordpress.com**

Joel P. Shempert is a life-long lover of story for whom roleplaying and game design were natural next steps in reclaiming storytelling for everyone. Why should Disney be the only myth-makers? His debut design, The Dreaming Crucible, and his blog Story by the Throat! both continue his pursuit of emotionally vulnerable storytelling. Joel will be co-hosting the panels “Fluency Play” and “Religion, Faith and

SPECIAL GUESTS

Roleplaying" as well as playing The Dreaming Crucible and other games, and coordinating Indie Hurricane activities.

Lisa Steenson

GutBustinGames.com

Lisa Steenson is the Grand Pooh Bah of Gut Bustin' Games®. She created and designed *Redneck Life*®, *Redneck Life Expansion: Bustin' a Gut*®, *Trailer Park Wars!*®, and *'Oh Gnome You Don't!*® board games and is currently working on Cheap Shot and Flea Marketeers.

Lisa grew up in Sweet Home, Oregon, and has a B.S. in Physical Education from OSU. Battle Ground, Washington is her current home town. 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.

Nick Smith

Nick Smith is the dashing young co-designer of Classroom Deathmatch, Sea Dracula and The Magical Land of Yeld for the Cel*Style indie roleplaying imprint. He continues Cel*Style's anime- and manga-infused innovation with his audacious debut solo design, the Tulip Academy's Society for Dangerous Young Gentlemen! Nick will be playtesting his latest project, Heirs to Olympus. He'll also be bringing his anime mojo to GameStorm with sessions of Tulip Academy, rocking the boundaries between roleplaying and Japanese pop culture.

Nathanael Cole

nathanaelcole.com

Designer of Cannibal Contagion - is yet another transplant to the wonderful town of Portland. Both an avid motorcyclist and a follower of the ancient codes, he's here at GameStorm 14 pimping his newest creation: the Motorcycle Samurai game, Motobushido, so check that out.

Rhiannon Louve

Rhiannon Louve is a freelance writer. She has been published in many table-top role-playing books, mostly for Dungeons and Dragons and other d20 game products. Recently, she sold a short story to Gears and Levers, Phyllis Irene Radford's upcoming steampunk anthology. In addition, Ms. Louve has taught World Religions at the college level, and has published essays on contemporary Pagan theology. She is co-founder of the SpiralWorks service organization. In her spare time, Rhiannon games (D&D 3.5, Pathfinder, Champions, Arkham Horror, Dominion, and various others), sings and plays keyboard for Megatherium, a Geek Metal band, fiddles with her Linux computer, and plays with her dog, Okami.

Scott Alan Woodard

Scott Alan Woodard is the editor/proofreader of roughly 50 Savage Worlds products published by Triple Ace Games. He has also edited and contributed to products from Reality Blurs and Adamant Entertainment. Scott is currently co-authoring two upcoming game books including one to be released by Green Ronin and the other by Amarillo Design Bureau. Outside of the gaming industry, Scott penned four officially licensed feature-length audio dramas with Big Finish Productions including three Doctor Who adventures and one Dark Shadows tale (all starring members of the original casts). A new science fiction audio drama (his fifth produced script) is also due for release this year from Colonial Radio Theatre. Lastly, Scott has worn several different hats in the film and television industry working in Los Angeles as an award-winning TV & radio writer/producer, a special effects designer, mechanic and puppeteer and most recently (here in the Portland area), the puppet fabrication coordinator on LAIKA Entertainment's newest stop-motion animated feature film, ParaNorman.

Tyler Tinsley

seedrpg.wordpress.com

Tyler Tinsley is a game and toy designer who has been published by 4Kids and worked for Scholastic and Disney. He's currently running papercrafted.com to self publish toys and games with two successful Kickstarter projects. Tyler will be running playtests of his roleplaying game 0 Hunters and contributing his extensive knowledge to panels on self-publishing and board game design.

Willem Larsen

languagehunters.org

Willem Larsen is the designer of the Language Hunting game system, and an advocate of the "Fluency Play" design philosophy for RPGs and board games, wherein "learning the rules" of a game becomes part of the play itself. Fluency Play design applies our best understandings of accelerated learning towards incorporating rule tutorials into ongoing game play, so that learning the structures and strategies of games designed with this approach becomes easy and enjoyable. Willem is co-running a panel on the Fluency Play approach, along with hosting play sessions of the Language Hunt game.

SPECIAL GUESTS



David Coronado

David Coronado has been playing in and running LARPs for over 20 years, including acting as an assistant GM for SIL-West, and Head Storyteller for Ankh and Rose, a monthly Vampire LARP that ran for about 2 years. He's been playing RPGs since his first D&D game at the Boy Scout Jamboree in 1981. He's the brains behind the mechanics system that is used in Theatre Arcanos games.

Matt Branstad

Matt Branstad has been playing and running RPGs since he was in 7th grade. He started LARPing in 1996 and quickly discovered that it was his preferred style of gaming. He has played in over a dozen LARPs since, serving as a staff member for four and a plank owner for five. Matt is the most sadistic and devious member of the team, and as such, is the creative genius behind the web of alliances and antagonism that drives the plot of a Theatre Arcanos game.

Michelle McNeill

Michelle McNeill is a second generation gamer who practically learned to read playing D&D. She ran her first LARP at LosCon in 1989, talking a number of fellow attendees into playing a pickup D&D game wearing togas made from hotel bedsheets. Since then, she's been a Storyteller for several ongoing WOD LARPs. Michelle is the primary source for the setting and characters in Theatre Arcanos games.

Theatre Arcanos

Theatre Arcanos

Theatre Arcanos

PEOPLE



GAME LAB

2012 GAME LAB – The Game Designer’s Laboratory

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

2012 Industry Guests Dave Howell, James Ernest, Mike Selinker, Kris Gould and others will be participating in Game Lab playtesting games, showing their own games, consulting with new designers and speaking in our workshops.

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 playtest new games and get valuable feedback.

If you're interested in seeing new games and maybe playtesting one or more, stop on by! Our playtesters 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 A.M. through 7 P.M.

Join us!



2012 GAME LAB STAFF:

KC Humphrey, Director, Sunriver Games

Jeff Hayes, volunteer Einz

Maureen Wheeler, volunteer Alpha

Kevin Long, volunteer Prime

Ken Rude

Brandon Rude

Dave Howell, Wizards of the Coast

James Ernest, Cheapass Games

Mike Selinker, Lone Shark Games

Kris Gould, Wattsapoag Games

Rita Humphrey, Sunriver Games

STEVE JACKSON GAMES - MIB

Steve Jackson Games will be fully represented at GameStorm, even providing us with two of our Guests of Honor! We have over 100 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 Steve Jackson 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. Did you know Steve Jackson Games also has games for Minis and RPG lovers too? Stop by and we'd be happy to fill you in.

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 the same place as last year - Heritage F, tables 10-13 and 16-18.

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

Fnord!

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 Upper Lobby and Birch, including Open Indie Gaming sessions at 2 P.M. and 7 P.M. each day of the con. Visit our table in the Dealer hall to purchase Indie games, meet local designers and try demos of creator-owned games!

To join our community for play and design feedback year round, visit 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	http://theunstore.com/
Indie Press Revolution	http://www.indiepressrevolution.com

CHILDREN'S PROGRAMMING

Children's Programming is located in Discovery B room in the back of the room at tables 16-18. Children's Programming is available for ages 6-10, but parents wishing to leave their children unattended (per GameStorm age guidelines) will need to sign a waiver. There will be a table set aside for arts & crafts, a table for board gaming, and a table for RPG gaming with 1-3 staff per table. Some examples of what is available at Children's Programming are: making your own RPG character with a mask, shield, tail and map; playing an RPG game of Happy Birthday Robot; and the Nightmare Before Christmas board game. See events for specific game and activity sign ups. Time for individual events are listed under events, but break down in roughly 15 minutes for face painting, 30 minutes for one of the crafts, 1-2 hours for boardgames, and 1-4 hours for RPG games. Should you find yourself between games, feel free to volunteer to run or play a game with us. The time Children's Programming will be available is:

Friday:	10 A.M. — 1 P.M.	2 P.M. — 5 P.M.
Saturday:	9 A.M. — 1 P.M.	2 P.M. — 5 P.M.
Sunday:	10 A.M. — 12 P.M.	1 P.M. — 3 P.M.

VIDEO GAMING

Video console gaming is located in the Boardroom and Cedar rooms on the second floor. In addition to the usual console games, this year we are offering LAN gaming.

Thursday:	4 P.M. — 10 P.M.
Friday:	10 A.M. — 10 P.M.
Saturday:	10 A.M. — 10 P.M.
Sunday:	10 A.M. — 5 P.M.

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.

Way of the Wicked

book one:
knot of thorns

Be the Bad Guy

How many times have
you saved the world?

This time the world
needs saving
from you.



Way of the Wicked
Books One and Two
available in Print and PDF

An Adventure Path of Irredeemable Villainy
Visit us at our booth at Gamestorm 2012

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



www.firemountaingames.com

DEALERS ROOM

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

On page 18 is a map to help navigate the GameStorm Dealers Room.

Friday: 1 P.M. — 7 P.M.
Saturday: 10 A.M. — 7 P.M.
Sunday: 10 A.M. — 4 P.M.

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!

The following is a list of this year's dealers.

PEOPLE

DEALERS

BitFlip Games

BitFlip Games is an independent, three person development studio from the San Francisco Bay Area. Their flagship title, Minion Master, is a Collectible Card Miniature War Videogame. The first of its kind, Minion Master brings together the moment to moment tactics of Collectible Card Games with the long term strategy of Miniature Wargaming. To see Minion Master in action, come by the BitFlip booth at GameStorm, or visit www.minionmaster.com.

Crafty Games

From the makers of Spycraft come a variety of games to stretch the imagination. Join us in the dealers room to check out our variety of gaming books.

Crucifiction Games

Crucifiction Games makes games... not just the kind that sit on your shelf gathering dust or keeping your drink from leaving a ring in the coffee table, but the kind you really want to play. Our products are chock full of fast, fun, furious action, quick to learn, easy to play and loaded with fresh, quirky and insightful rules, groundbreaking concepts and plenty of laughs. At Crucifiction Games we focus on two things: does it work, and does it rock. When you play our games, you'll get plenty of both, and have a killer time along the way. Whether it's roleplaying, tabletop skirmish, or gaming accessories, our products will give you all the play you crave. We don't do games just to do 'em... we do 'em right. No pain, no game.

Daves Galaxy

Conquer the Galaxy in less than 10 Minutes a Day with our turn-based strategy computer game. Colonize neighboring planets, build them through trade and protect them from other players.

Dragondyne Publishing

Dragondyne Publishing, is the creators and publishers 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.

Elder Sign Games

Lovecraftian Horror Games and Accessories for the whole family.

Fire Mountain Games

Welcome to Fire Mountain Games an independent publisher of table top RPG adventures compatible with The Pathfinder Roleplaying Game.

DEALERS

The Game Matrix

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

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, water bottles and lanyards.

Gateway Station

Board Games, CCG, Miniatures, and Accessories

Gem Games

New and vintage miniatures books and games

Guardian Games

Celebrating it's fifth year in Portland's gaming community, Guardian Games is Portland's grandest game store. We've survived two moves, an epic windstorm, and a brutal recession! We're here to stay!

With 14,000+ game items in stock everyday, if we don't have what you're looking for, let us endeavor to find it. From the latest & greatest, to the nostalgic & ancient; we love games and the people that play them!

Our goal is to bring the community together. Guardian's monthly calendar is jam packed with recurring and special events to fit every gamers needs. You name it, we play it!

Finding us is half the adventure, we provide the rest!

Indie Hurricane

Indie Hurricane! is a self-published gaming expo which takes place within GameStorm. Indie Hurricane! promotes, sells and plays self-published RPGs, and offers self-publishers booth space to sell their games and connect with new players. 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 to browse diverse game titles. Check the whiteboard for scheduled times to meet your favorite local designer and demo their games!

Indie Press Revolution

Indie Press Revolution is the world's leading online retailer and distributor of independently published and experimental roleplaying games.

Sigh Co. Graphics

www.sighco.com - Sigh Co. Graphics: Original design t-shirts, babydolls, Lovecraftian DVDs, apparel, books, accessories, and more!

Thai Smiles

Thai Smiles is a new venture selling gift items from Thailand for the convention we have different tee shirts with dragons and other Thai myth characters, dice bags, some jewelry with a fantasy theme, some one off pieces and items with elephants. The elephants may not be normal game convention fare but we include them as 10% of the sale with an item with an elephant goes to the elephant sanctuary located in Ayutthaya, Thailand.

Tinderbox Entertainment

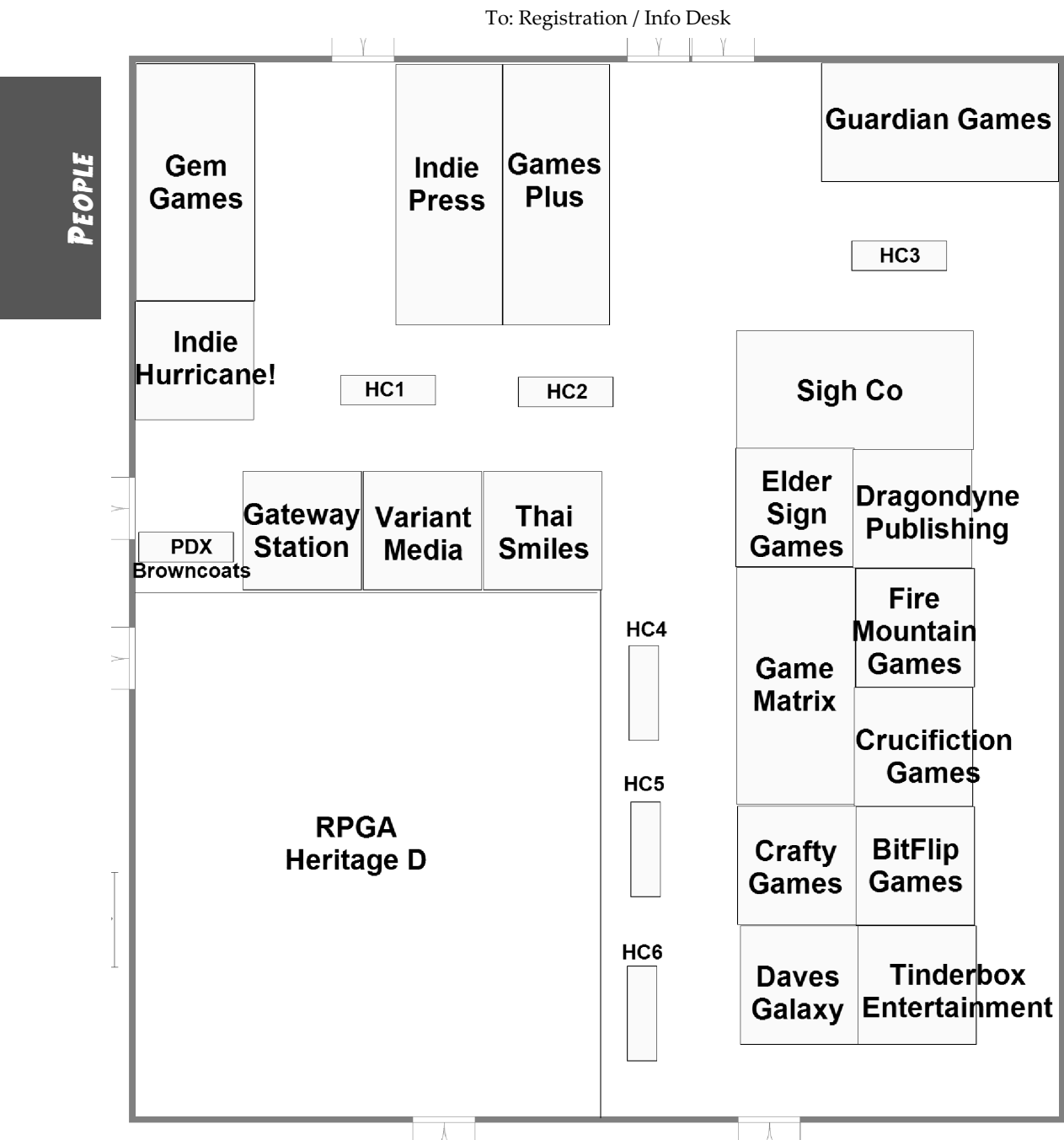
Tinderbox Entertainment is a game development studio who are known for their delicious homemade games. Stop by our booth to check out Cutthroats! the board game and our other projects that we have in the works (Munchkin: The Video Game and more). Be sure to check out the schedule to see when you can learn to play Cutthroats! and take on the creator himself, Eric Moore.

Variant Media

Dark Humor games that are family friendly, CCGs and comics

GameStorm I4

DEALERS ROOM



ELDER SIGN GAMES

Lovecraftian horror games
& accessories



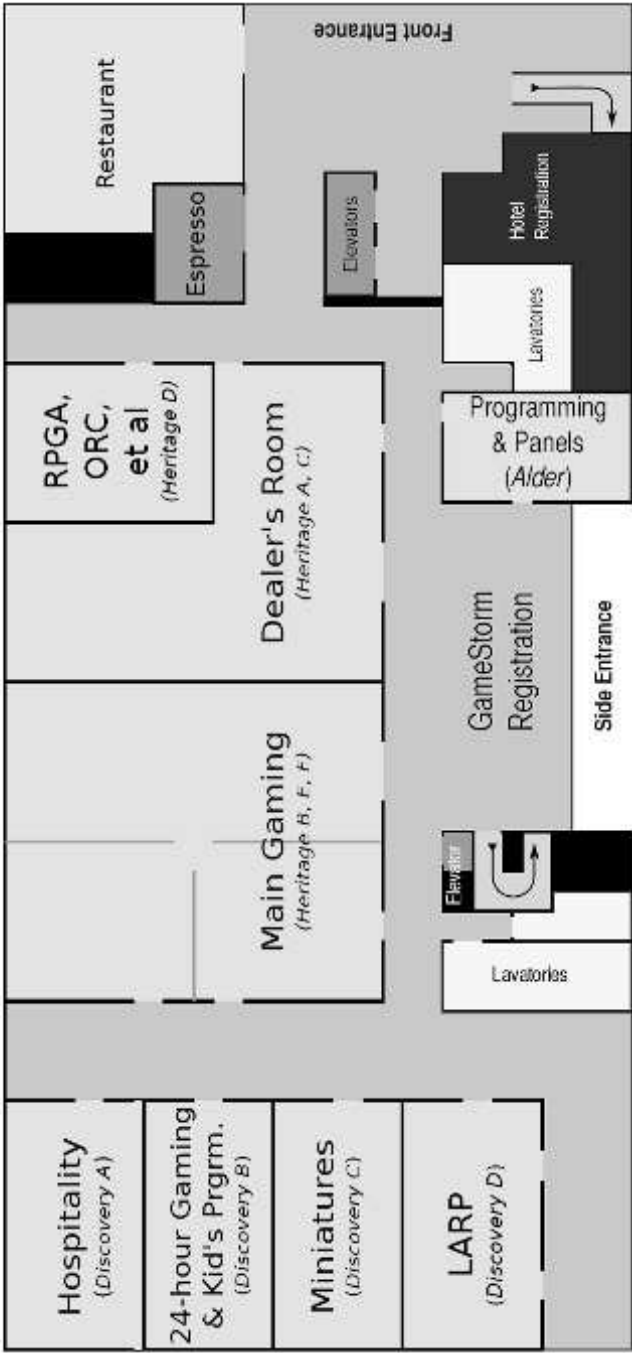
The first 20 people to
show us this ad get a
free mini Cthulhu!!!!

www.eldersigngames.com

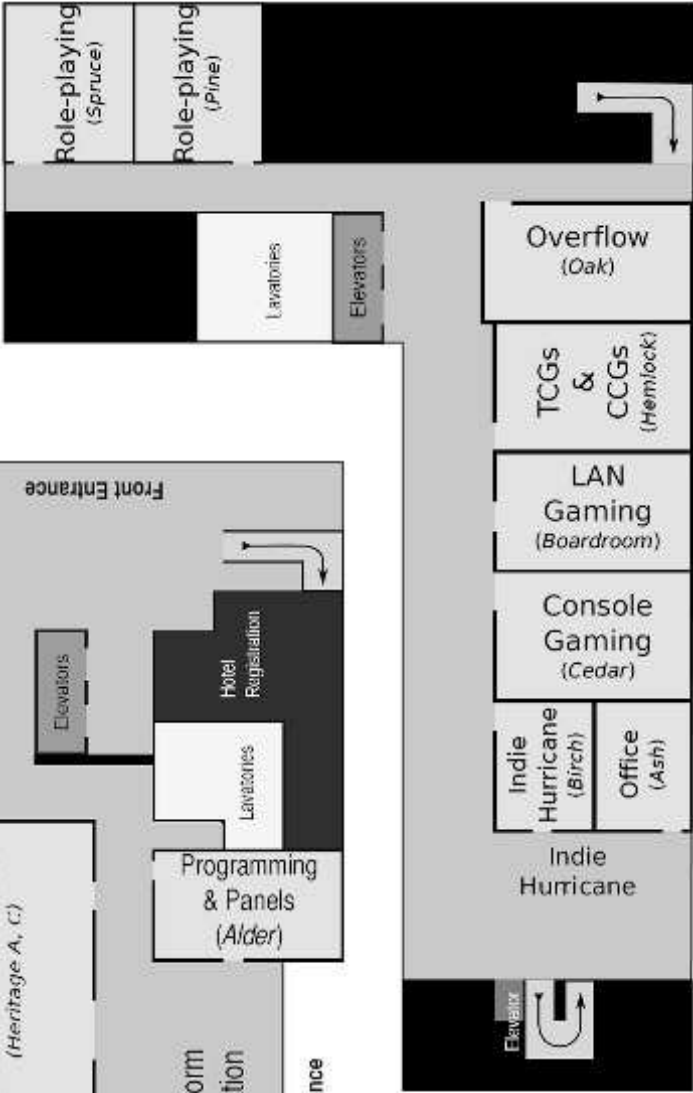
HOTEL EVENT AREAS

HOTEL

Main Floor



2nd Floor



GameStorm 2012
Hotel Map
Cartography by Dave Howell

HOTEL FOOD PROVIDERS

CASH SALES BAR

Whole Pizzas	\$10.00 each
Fruit Bowl	\$3.00 each
Cookies	\$1.00
Sandwiches	\$6.00
Whole Fruit	\$1.25 per piece
SOBE and Energy Drinks	\$4.00 each
Soft Drinks or Bottled Water	\$2.00 each
Candy & Snack Bars	\$1.75 each
Assorted Chips	\$1.00 each
Ice Cream Bars	\$3.00 each

Thursday: 5 P.M. — 11:30 P.M.
Friday: 10 A.M. — 2 P.M. 5 P.M. — 11:30 P.M.
Saturday: 10A.M.. — 2 P.M. 5 P.M. — 11:30 P.M.

The roaming food carts will be back as well.

Game responsibly, ask your gamemaster before consuming food while gaming.

HOTEL



Rose City Miniatures is a professional, independent painting company specializing in painting miniatures of all types. Whether you have boardgame, wargame, historical, or scale model miniatures, Rose City Miniatures is ready to make your dream a reality. Please visit our website at www.rosecityminis.blogspot.com for more information and current works in progress.

LIVE ACTION ROLE PLAYING

Assassins

L.A.R.P.

Zombie Survival

Serenity themed

Weird Wild West
in Deadlands

in Shelter in Place

GO Caveman

game of Albatross

Boffer

in Og

Survive the Horror of Prey for Daylight



THEATRE ARCANOS

SET IN THE WORLD OF
JIM BUTCHER'S

DRESDEN FILES

AT GAMESTORM 14
ROOMS DISCOVERY D & E

SUMMIT ARCANE: FRIDAY MARCH 23 AT 3PM

ACES WILD: SATURDAY MARCH 24 AT 4PM

R. Talsorian Games

Mike Pondsmith

CAPTAIN NEMO VS.

THE UNDERWATER CITY

Chapter 1

Thursday, March 22, 2012 at
7:00pm upstairs in Oak

Chapter 2

Sunday, March 25, 2012 at
1:00pm upstairs in Oak

Theater of Roses



Minds Eye Theatre

Vampire: The Masquerade

Sabbat 7:30pm Friday

Cam / Anarch 7:30pm Saturday

THURSDAY, MARCH 22ND

2:00pm-3:00pm	GL: Welcome to Game Lab	HeritageB 01	Game Lab
2:00pm-3:00pm	Pathfinder beginner Delves	HeritageD 10	Organized RPG
2:00pm-6:00pm	LFR: CALI3-1 Malice of Mintar	HeritageD 01	Organized RPG
2:00pm-6:00pm	LFR: NETH4-1 Containing Shadow	HeritageD 02	Organized RPG
2:00pm-6:00pm	LFR: SPEC3-3 Dance of the Sun and Moon	HeritageD 03	Organized RPG
2:00pm-6:00pm	PFS#3-09: Quest for Perfection—Part I: The Edge of Heaven	HeritageD 04	Organized RPG
2:00pm-6:00pm	Just another patrol... -	Spruce 05	Roleplaying
2:30pm-4:30pm	Flames of War v3 Learn to Play	DiscoveryC 15	Miniatures
3:00pm-5:00pm	Winner's Circle	HeritageB 11	Boardgames
3:00pm-5:00pm	Settlers of Catan	HeritageB 13	Boardgames
3:00pm-5:00pm	Dominion	HeritageB 26	Boardgames
3:00pm-6:00pm	Homesteaders	HeritageB 07	Boardgames
3:00pm-6:00pm	Belfort	HeritageB 08	Boardgames
3:00pm-6:00pm	Battlestar Galactica	HeritageB 09	Boardgames
3:00pm-6:00pm	Zombies!!!	HeritageB 30	Boardgames
3:00pm-8:00pm	Sid Meier's Civilization: The Board Game - Fame and Fortune	HeritageB 10	Boardgames
3:00pm-8:00pm	Master Builder Challenge Tournament	HeritageE 04	Boardgames
3:00pm-4:00pm	Dragon Dice Challenge!	HeritageB 27	CCG
3:00pm-5:00pm	GL: Playtest #1 (open)	HeritageB 02	Game Lab
3:00pm-6:00pm	Serpent's Tooth	Upper Lobby 03	Indie Hurricane!
3:00pm-5:00pm	[MIB] Munchkin Request	HeritageF 12	MIB
3:00pm-7:00pm	[MIB] Munchkin Quest	HeritageF 17	MIB
3:00pm-8:00pm	Battletech Trials of Position 3/22	DiscoveryC 09	Miniatures
3:00pm-4:00pm	Pathfinder beginner Delves	HeritageD 10	Organized RPG
4:00pm-6:00pm	Elder Sign: Indiana Jones	HeritageB 06	Boardgames
4:00pm-6:00pm	Chicago Express (Wabash Cannonball)	HeritageB 12	Boardgames
4:00pm-7:00pm	Trajan	HeritageB 18	Boardgames
4:00pm-5:00pm	Dragon Dice: Demos with Dave	HeritageB 27	CCG
4:00pm-10:00pm	Drop-In Lan Gaming	Board Room 01	Console Gaming
4:00pm-10:00pm	Drop-In Console Gaming	Cedar 01	Console Gaming
4:00pm-5:00pm	GL: Wild Wild West by Andrei Novac and Vlad Sladariu	HeritageB 03	Game Lab
4:00pm-6:00pm	Og: a Caveman Game	DiscoveryDE 01	LARP
4:00pm-5:00pm	[MIB] Give Me The Brain	HeritageF 10	MIB
4:00pm-5:00pm	[MIB] Greed Quest	HeritageF 16	MIB
4:00pm-6:00pm	[MIB] Revolution	HeritageF 11	MIB
4:00pm-8:00pm	Dystopian Wars Game/Demo	DiscoveryC 01	Miniatures
4:00pm-5:00pm	Pathfinder beginner Delves	HeritageD 10	Organized RPG
4:00pm-6:00pm	Andrew and Sam Present SJ Games	HeritageF 13	Special Events
4:30pm-8:30pm	Neverwhen Demonstration	Spruce 01	Roleplaying
4:30pm-8:30pm	Way of the Wicked: Prison Break!	Spruce 04	Roleplaying
5:00pm-7:00pm	Big City	HeritageB 11	Boardgames
5:00pm-7:00pm	Glen More	HeritageB 26	Boardgames
5:00pm-8:00pm	Power Grid	HeritageB 13	Boardgames
5:00pm-8:00pm	Power Grid - Germany Map	HeritageB 25	Boardgames
5:00pm-6:00pm	Dragon Dice Challenge!	HeritageB 27	CCG
5:00pm-7:00pm	GL: Deluvia	HeritageB 02	Game Lab
5:00pm-6:00pm	Assassins	DiscoveryDE 02	LARP
5:00pm-6:00pm	[MIB] Lord of The Fries	HeritageF 16	MIB
5:00pm-7:00pm	[MIB] Munchkin Axe Cop	HeritageF 10	MIB
5:00pm-6:00pm	Pathfinder beginner Delves	HeritageD 10	Organized RPG
5:00pm-6:00pm	Getting the Most Out of GameStorm	Alder 01	Panels
6:00pm-7:00pm	King of Tokyo	HeritageB 08	Boardgames
6:00pm-8:00pm	Innovation	HeritageB 06	Boardgames
6:00pm-8:00pm	Alien frontier	HeritageB 07	Boardgames
6:00pm-8:00pm	Seafarers of Catan	HeritageB 19	Boardgames
6:00pm-9:00pm	Learn to Play Manoeuvre	HeritageB 12	Boardgames
6:00pm-9:00pm	Last Night on Earth/Invasion from Outer Space Combo	HeritageF 01	Boardgames
6:00pm-10:00pm	Dune	HeritageB 09	Boardgames
6:00pm-10:00pm	Martian Rails	HeritageB 24	Boardgames

SCHEDULE



MINION MASTER

Action Packed Collectible Card
Miniature War Video Game.

- Macro and Micro Strategies
- Miniatures Come to Life
- No Cleanup or Storage

Available for
Windows PCs

PRE-ORDER TODAY FOR ALL THIS AND MORE!

NOT ALL FEATURES AVAILABLE YET

**3 FACTIONS
150+ CARDS
LEVEL EDITOR
DECK BUILDER
CO-OP AND VERSUS MULTIPLAYER
DYNAMICALLY BALANCED**



bitn games

Come visit our booth at Gamestorm 14! WWW.MINIONMASTER.COM

SCHEDULE

THURSDAY, MARCH 22ND

6:00pm-10:00pm	Kingmaker	HeritageB 30	Boardgames
6:00pm-10:00pm	Rex: Final Days of an Empire	HeritageE 01	Boardgames
6:00pm-7:00pm	Dragon Dice: Demos with Dave	HeritageB 27	CCG
6:00pm-8:00pm	GL: Fantactics	HeritageB 03	Game Lab
6:00pm-8:00pm	[MIB] Give Me The Brain	HeritageF 12	MIB
7:00pm-8:00pm	Ca\$h'N'Guns	HeritageB 18	Boardgames
7:00pm-9:00pm	Um Reifenbreite	HeritageB 11	Boardgames
7:00pm-10:00pm	Automobile. A brutal, unforgiving economic game!	HeritageB 08	Boardgames
7:00pm-10:00pm	Fresco	HeritageB 26	Boardgames
7:00pm-10:00pm	Fortune and Glory	HeritageB 29	Boardgames
7:00pm-2:00am	Through the Ages	DiscoveryB 03	Boardgames
7:00pm-8:00pm	Dragon Dice Challenge!	HeritageB 27	CCG
7:00pm-11:00pm	World of Warcraft ccg - Open Play - Casual Play	Hemlock 01	CCG
7:00pm-11:00pm	Magic the Gathering - Open Play - Casual Play	Hemlock 02	CCG
7:00pm-11:00pm	Yugioh ccg - Open Play - Casual Play	Hemlock 03	CCG
7:00pm-11:00pm	Pokemon ccg - Open Play - Casual Play	Hemlock 04	CCG
7:00pm-9:00pm	GL: Playtest #5 (open)	HeritageB 05	Game Lab
7:00pm-11:00pm	Open Story Gaming	Upper Lobby 01	Indie Hurricane!
7:00pm-11:00pm	Time & Temp	Upper Lobby 03	Indie Hurricane!
7:00pm-11:00pm	Prey for Daylight	DiscoveryDE 01	LARP
7:00pm-11:00pm	Captain Nemo vs the Underwater City: Chapter 1	Oak 01	LARP
7:00pm-9:00pm	[MIB] Nanuk	HeritageF 11	MIB
7:00pm-9:00pm	[MIB] Spanc	HeritageF 16	MIB
7:00pm-8:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
7:00pm-11:00pm	LFR: NETH4-2 The Tripartite Tower	HeritageC 03	Organized RPG
7:00pm-11:00pm	AoA3-1 - The Remains of the Living God	HeritageD 01	Organized RPG
7:00pm-11:00pm	LFR: CALI3-2 Menace of Memnon	HeritageD 02	Organized RPG
7:00pm-11:00pm	PFS#3-09: Quest for Perfection—Part I: The Edge of Heaven	HeritageD 04	Organized RPG

THURSDAY, MARCH 22ND

7:00pm-11:00pm	PFS#3-11: Quest for Perfection— Part II: On Hostile Waters	HeritageD 05	Organized RPG
7:00pm-11:00pm	Now is theTime - 2300AD	Spruce 05	Roleplaying
8:00pm-10:00pm	Takeoff!	HeritageB 06	Boardgames
8:00pm-10:00pm	Catan: Oil Springs	HeritageB 07	Boardgames
8:00pm-10:00pm	Eminent Domain	HeritageB 13	Boardgames
8:00pm-10:00pm	Troyes	HeritageB 18	Boardgames
8:00pm-10:00pm	Lord of the Rings: Battlefields	HeritageB 19	Boardgames
8:00pm-10:00pm	Betrayal at House On the Hill	HeritageB 25	Boardgames
8:00pm-12:00am	Merchants & Marauders	HeritageB 10	Boardgames
8:00pm-9:00pm	Dragon Dice: Demos with Dave	HeritageB 27	CCG
8:00pm-10:00pm	GL: Playtest #6 (open)	HeritageB 01	Game Lab
8:00pm-10:00pm	Ca\$h 'n Gun\$: Live	Alder 01	LARP
8:00pm-9:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
9:00pm-11:00pm	Innovation	HeritageB 11	Boardgames
9:00pm-12:00am	Power Grid	DiscoveryB 02	Boardgames
9:00pm-12:00am	Power Grid - Russia map	HeritageB 12	Boardgames
9:00pm-11:00pm	[MIB] Munckhin HORROR!	HeritageF 11	MIB
9:00pm-11:00pm	[MIB] Nanuk	HeritageF 16	MIB
9:00pm-11:00pm	Axis and Allies Aerial Miniatures	DiscoveryC 07	Miniatures
9:00pm-12:00am	wings of war/glory	DiscoveryC 01	Miniatures
9:00pm-10:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
10:00pm-11:00pm	Late night Dixit	HeritageB 08	Boardgames
10:00pm-12:00am	Core Worlds	HeritageB 06	Boardgames
10:00pm-12:00am	Core Worlds	HeritageB 07	Boardgames
10:00pm-12:00am	Samurai	HeritageB 26	Boardgames
10:00pm-3:00am	Late Nite Arkham Horror	DiscoveryB 04	Boardgames
10:00pm-3:00am	Arkham Horror Late Night II	DiscoveryB 05	Boardgames
10:00pm-11:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
11:55pm-1:55am	Fallout: Equestria	DiscoveryC 03	Miniatures

FRIDAY, MARCH 23RD

12:00am-8:00am	Twilight Imperium 3rd Ed.	DiscoveryB 12	Boardgames
12:05am-2:05am	Are You A...	DiscoveryDE 01	LARP
8:00am-9:00am	Dragon Dice: Demos with Dave	HeritageB 27	CCG
8:00am-10:00am	Og: a Caveman Game	DiscoveryDE 01	LARP
8:00am-10:00am	[MIB] Chez Request	HeritageF 12	MIB
9:00am-10:00am	For Sale	HeritageB 13	Boardgames
9:00am-11:00am	Power Grid: The First Sparks	HeritageB 10	Boardgames
9:00am-12:00pm	Stronghold	HeritageB 06	Boardgames
9:00am-12:00pm	The Pillars of the Earth	HeritageB 12	Boardgames
9:00am-12:00pm	Mansions of Madness: Player's Choice	HeritageB 18	Boardgames
9:00am-2:00pm	Best of Essen 2011: Unusual Career Choices	HeritageE 11	Boardgames
9:00am-5:00pm	The Napoleonic Wars (GMT)	HeritageB 19	Boardgames
9:00am-6:00pm	Advanced Civilization	HeritageB 08	Boardgames
9:00am-10:00am	Dragon Dice Challenge!	HeritageB 27	CCG
9:00am-10:00am	GL: Welcome to Game Lab	HeritageB 01	Game Lab
9:00am-10:00am	GL: Battle on Glyderion	HeritageB 02	Game Lab
9:00am-10:00am	[MIB] Dice Games	HeritageF 10	MIB
9:00am-10:00am	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
9:00am-1:00pm	AoA3-1 – The Remains of the Living God	HeritageD 01	Organized RPG
9:00am-1:00pm	LFR: CALI3-3 Agony of Almraiven	HeritageD 02	Organized RPG
9:00am-1:00pm	LFR: NETH4-3 Purifying the Prophet	HeritageD 03	Organized RPG
9:00am-1:00pm	PFS#3-09: Quest for Perfection— Part I: The Edge of Heaven	HeritageD 04	Organized RPG
9:00am-1:00pm	PFS#3-15: The Haunting of Hinojai	HeritageD 05	Organized RPG
9:00am-1:00pm	PFS Intro 1: First Steps, Part I: In Service to Lore	HeritageD 07	Organized RPG
9:00am-10:00am	Statistics for Gamers	Alder 01	Panels
9:00am-1:00pm	A Plot Too Far	Spruce 05	Roleplaying
9:00am-2:00pm	Neverwhen Demonstration	Pine 04	Roleplaying

SCHEDULE

FRIDAY, MARCH 23RD

10:00am-11:00am	Who wants be a superhero? (card/story telling game)	HeritageE 01	Boardgames
10:00am-11:00am	The Big Time!	HeritageE 06	Boardgames
10:00am-12:00pm	Eminent Domain	HeritageB 13	Boardgames
10:00am-12:00pm	Catacombs	HeritageB 29	Boardgames
10:00am-1:00pm	Turfmaster	HeritageB 25	Boardgames
10:00am-2:00pm	Titan - Avalon Hill	HeritageB 24	Boardgames
10:00am-11:00am	Dragon Dice: Demos with Dave	HeritageB 27	CCG
10:00am-1:00pm	Faery's Tale	DiscoveryB 15	Children's
10:00am-1:00pm	The Wildlings + Mud Dragon DOUBLE FEATURE!	DiscoveryB 16	Children's
10:00am-1:00pm	Assorted Board Games	DiscoveryB 17	Children's
10:00am-1:00pm	Craft Time	DiscoveryB 18	Children's
10:00am-1:00pm	Face Painting	DiscoveryB 18	Children's
10:00am-4:00pm	Drop-In Lan Gaming	Board Room 01	Console Gaming
10:00am-4:00pm	Drop-In Console Gaming	Cedar 01	Console Gaming
10:00am-10:00am	GL: Professional Appointment 10 AM	Game Lab Suite	Game Lab
10:00am-12:00pm	GL: Playtest #8 (open)	HeritageB 03	Game Lab
10:00am-12:00pm	G x B (Girl x Boy) / B x B (Boy x Boy)	Upper Lobby 03	Indie Hurricane!
10:00am-1:00pm	The Trouble with Rose	Birch 03	Indie Hurricane!
10:00am-12:00pm	[MIB] Frag Gold	HeritageF 12	MIB
10:00am-12:00pm	[MIB] Munchkin Tournament: Holidays	HeritageF 18	MIB
10:00am-12:00pm	War of the Worlds	DiscoveryC 15	Miniatures
10:00am-12:00pm	Sergeants Miniature Game	DiscoveryC 17	Miniatures
10:00am-12:00pm	Axis and Allies Aerial Miniatures	DiscoveryC 23	Miniatures
10:00am-3:00pm	Russian Thanksgiving 1920	DiscoveryC 19	Miniatures
10:00am-7:00pm	Battletech Wars of Reaving 3/23	DiscoveryC 07	Miniatures
10:00am-11:00am	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
10:00am-11:00am	Fluency Play	Alder 01	Panels
10:00am-11:00am	Andrew and Sam Present SJ Games	HeritageF 17	Special Events
10:30am-11:30am	GL: Professional Appointment 10:30 AM	Game Lab Suite	Game Lab
11:00am-12:00pm	Pondora (an abstract, strategy board game with the FROGGER theme)	HeritageE 01	Boardgames
11:00am-12:00pm	The Big Time!	HeritageE 06	Boardgames
11:00am-2:00pm	Tannhauser	HeritageB 07	Boardgames
11:00am-2:00pm	Belfort	HeritageB 09	Boardgames
11:00am-2:00pm	Dungeon Petz	HeritageB 11	Boardgames
11:00am-2:00pm	Power Grid - US map	HeritageE 04	Boardgames
11:00am-12:00pm	Dragon Dice Challenge!	HeritageB 27	CCG
11:00am-1:00pm	On the Ecology of the Mud Dragon	Birch 02	Indie Hurricane!
11:00am-1:00pm	0 Hunters, Sci-Fi Bounty hunters	Upper Lobby 02	Indie Hurricane!
11:00am-2:00pm	Albatross: WTF (Wizard, Thief, Fighter)	DiscoveryDE 01	LARP
11:00am-12:00pm	[MIB] Cthulhu Zombie Dice	HeritageF 11	MIB
11:00am-1:00pm	[MIB] Awful Green Things from Outer Space	HeritageF 10	MIB
11:00am-12:00pm	wings of war/glory vs king kong	DiscoveryC 09	Miniatures
11:00am-12:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
11:00am-12:00pm	Game Design 101: Fundamental Concepts for Game Design	Alder 01	Panels
11:30am-2:30pm	Aces & Eights: Into the Shattered Frontier	Spruce 02	Roleplaying
11:30am-3:30pm	Call of Cthulhu: The Last Flight of the L58	Spruce 01	Roleplaying
11:30am-3:30pm	Space Marines vs. Space Zombies in Space!	Spruce 03	Roleplaying
11:30am-5:30pm	Omens in the Mist	Pine 01	Roleplaying
12:00pm-2:00pm	Core Worlds	HeritageB 18	Boardgames
12:00pm-2:00pm	Go for beginners	HeritageB 26	Boardgames
12:00pm-2:00pm	Pyrite Isle (Pirate war game, involving buried treasure)	HeritageE 01	Boardgames
12:00pm-2:00pm	BSG Express	HeritageE 06	Boardgames
12:00pm-3:00pm	Ora et Labora	HeritageB 10	Boardgames
12:00pm-3:00pm	Fresco	HeritageE 02	Boardgames
12:00pm-2:00pm	LCG's in the CCG Hall - Lord of the Rings & More	Hemlock 05	CCG
12:00pm-4:00pm	Magic the Gathering - EDH - Commander	Hemlock 03	CCG
12:00pm-1:00pm	GL: Wild Wild West by Andrei Novac and Vlad Sladariu	HeritageB 02	Game Lab
12:00pm-1:00pm	[MIB] The Stars are Right	HeritageF 17	MIB
12:00pm-2:00pm	[MIB] Ninja Buger	HeritageF 11	MIB

SCHEDULE

FRIDAY, MARCH 23RD

12:00pm-2:00pm	[MIB] Nanuk	HeritageF 13	MIB
12:00pm-2:00pm	[MIB] Munchkin Impossible	HeritageF 16	MIB
12:00pm-2:00pm	[MIB] Munchkin Tournament: Firefly	HeritageF 18	MIB
12:00pm-1:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
12:00pm-1:00pm	How to Self Publish in the RPG Industry	Alder 01	Panels
1:00pm-2:00pm	IceDice and other Looney Pyramid games.	HeritageB 25	Boardgames
1:00pm-3:00pm	Mwahahaha!	HeritageB 06	Boardgames
1:00pm-4:00pm	Sator Arepo Tenet Opera Rotas	HeritageB 12	Boardgames
1:00pm-5:00pm	Game of Thrones - Clash of Kings (6 Player)	HeritageB 13	Boardgames
1:00pm-2:00pm	Dragon Dice Challenge!	HeritageB 27	CCG
1:00pm-3:00pm	Yugioh ccg - Open Play - Casual Play	Hemlock 02	CCG
1:00pm-3:00pm	GL: Golden Guidelines of Design Part 1	Game Lab Suite	Game Lab
1:00pm-3:00pm	GL: Playtest #10 (open)	HeritageB 01	Game Lab
1:00pm-3:00pm	[MIB] Spanc	HeritageF 12	MIB
1:00pm-4:00pm	[MIB] Drop-in Dice Games	HeritageC 01	MIB
1:00pm-4:00pm	Civil War miniatures Second Battle of Bull Run	DiscoveryC 03	Miniatures
1:00pm-5:00pm	Monsterpocalypse	DiscoveryC 09	Miniatures
1:00pm-2:00pm	Gaming Glory Stories	Alder 01	Panels
2:00pm-3:00pm	Restless in Pieces (a Zombie board game)	HeritageE 01	Boardgames
2:00pm-3:00pm	RoboDerby: Express	HeritageE 06	Boardgames
2:00pm-4:00pm	Alien frontier	HeritageB 07	Boardgames
2:00pm-4:00pm	Macao	HeritageB 09	Boardgames
2:00pm-4:00pm	Seafarers of Catan	HeritageB 11	Boardgames
2:00pm-4:00pm	Blood Bowl Team Manager	HeritageB 25	Boardgames
2:00pm-4:00pm	Winner's Circle	HeritageE 03	Boardgames
2:00pm-4:00pm	San Juan	HeritageE 04	Boardgames
2:00pm-4:00pm	Memoir '44: Operation Overlord-Tigers in the Snow	HeritageF 01	Boardgames
2:00pm-5:00pm	Gladiator - Avalon Hill	HeritageB 26	Boardgames
2:00pm-6:00pm	Campaign Trail	HeritageE 07	Boardgames
2:00pm-6:00pm	Doom: The Boardgame Deathmatch (drop in/drop out)	HeritageE 14	Boardgames
2:00pm-3:00pm	Dragon Dice: Demos with Dave	HeritageB 27	CCG
2:00pm-4:00pm	Pokemon ccg - Open Play - Casual Play	Hemlock 01	CCG
2:00pm-4:00pm	Deck Builders in the CCG Hall - Dominion & More	Hemlock 05	CCG
2:00pm-5:00pm	Assorted Board Games	DiscoveryB 17	Children's
2:00pm-5:00pm	Craft Time	DiscoveryB 18	Children's
2:00pm-5:00pm	Face Painting	DiscoveryB 18	Children's
2:00pm-6:00pm	Mouse Guard	DiscoveryB 16	Children's
2:00pm-4:00pm	GL: Playtest #11 (open)	HeritageB 03	Game Lab
2:00pm-5:00pm	The Dreaming Crucible	Birch 01	Indie Hurricane!
2:00pm-5:00pm	Language Hunting: Learn Any Language	Upper Lobby 03	Indie Hurricane!
2:00pm-6:00pm	Open Story Gaming	Upper Lobby 01	Indie Hurricane!
2:00pm-7:00pm	Snips and Snails and Puppy Dog Tails	Birch 02	Indie Hurricane!
2:00pm-4:00pm	[MIB] Ogre	DiscoveryC 05	MIB
2:00pm-4:00pm	[MIB] Munchkin Stars	HeritageF 16	MIB
2:00pm-6:00pm	AoA3-2 – The Veil Parted	HeritageD 01	Organized RPG
2:00pm-6:00pm	FQC1-1: Footprints in Ash	HeritageD 02	Organized RPG
2:00pm-6:00pm	LFR: CALI3-2 Menace of Memnon	HeritageD 03	Organized RPG
2:00pm-6:00pm	LFR: NETH4-1 Containing Shadow	HeritageD 04	Organized RPG
2:00pm-6:00pm	PFS#3-08: Among the Gods	HeritageD 05	Organized RPG
2:00pm-6:00pm	PFS Intro 2: First Steps Part II: To Delve the Dungeon Deep	HeritageD 07	Organized RPG
2:00pm-6:00pm	PFS Intro 3: First Steps, Part III: A Vision of Betrayal	HeritageD 08	Organized RPG
2:00pm-6:00pm	CSE:SP 1-2 Dry Rain by James Zweirs	HeritageD 09	Organized RPG
2:00pm-6:00pm	PFS#3-11: Quest for Perfection—Part II: On Hostile Waters	HeritageD 11	Organized RPG
2:00pm-3:00pm	The Munchkin Panel	Alder 01	Panels
2:00pm-5:00pm	Teenagers From Outer Space: Hero High!	Pine 02	Roleplaying
2:00pm-6:00pm	Fantasy Craft: Sins of the Fathers	Oak 03	Roleplaying
2:00pm-6:00pm	Psi-punk: A Fudge RPG	Pine 05	Roleplaying
2:00pm-6:00pm	Just another patrol... -	Spruce 05	Roleplaying
2:00pm-7:00pm	Savage Worlds: Something Rotten in Norway	Pine 03	Roleplaying

SCHEDULE



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FRIDAY, MARCH 23RD

3:00pm-4:00pm	Kaiju City	HeritageB 10	Boardgames
3:00pm-4:00pm	Guillotine	HeritageB 18	Boardgames
3:00pm-4:00pm	Undermining	HeritageE 05	Boardgames
3:00pm-4:00pm	RoboDerby: Express	HeritageE 06	Boardgames
3:00pm-5:00pm	Airships	HeritageB 06	Boardgames
3:00pm-5:00pm	Formula De: Portland International Raceway	HeritageB 24	Boardgames
3:00pm-5:00pm	Tanto Cuore	HeritageB 29	Boardgames
3:00pm-5:00pm	Glen More	HeritageE 02	Boardgames
3:00pm-6:00pm	Gears of War	HeritageE 01	Boardgames
3:00pm-4:00pm	Dragon Dice Challenge!	HeritageB 27	CCG
3:00pm-7:00pm	Magic the Gathering - Draft Chaos - Limited Format	Hemlock 02	CCG
3:00pm-3:00pm	GL: Professional Appointment 3 PM	Game Lab Suite	Game Lab
3:00pm-5:00pm	GL: Metropolitan, by Ted Alspach	HeritageB 02	Game Lab
3:00pm-8:00pm	Summit Arcane: A LARP set in the world of Jim Butcher's Dresden Files	DiscoveryDE 01	LARP
3:00pm-5:00pm	[MIB] Revolution	HeritageF 12	MIB
3:00pm-4:00pm	Making a Character That's Fun to Play	Alder 01	Panels
3:30pm-4:30pm	GL: Professional Appointment 3:30 PM	Game Lab Suite	Game Lab
4:00pm-5:00pm	Ruse - Steampunk Murder Mystery Card Game	HeritageB 12	Boardgames
4:00pm-5:00pm	High Society	HeritageB 25	Boardgames
4:00pm-5:00pm	The Speicherstadt	HeritageE 05	Boardgames
4:00pm-6:00pm	Pandemic	HeritageB 07	Boardgames
4:00pm-6:00pm	Lunch Money / Beer Money	HeritageB 10	Boardgames
4:00pm-6:00pm	Puerto Rico: Anniversary Edition	HeritageB 11	Boardgames
4:00pm-7:00pm	Elder Sign	HeritageB 09	Boardgames
4:00pm-9:00pm	Eclipse	HeritageE 06	Boardgames
4:00pm-9:00pm	Eclipse	HeritageE 10	Boardgames
4:00pm-5:00pm	Dragon Dice: Demos with Dave	HeritageB 27	CCG
4:00pm-6:00pm	World of Warcraft ccg - Open Play - Casual Play	Hemlock 04	CCG
4:00pm-6:00pm	LCG's in the CCG Hall - A Game of Thrones & More	Hemlock 05	CCG
4:00pm-10:00pm	Drop-In Lan Gaming	Board Room 01	Console Gaming
4:00pm-10:00pm	Drop-In Console Gaming	Cedar 01	Console Gaming
4:00pm-6:00pm	GL: Playtest #13 (open)	HeritageB 01	Game Lab
4:00pm-6:00pm	[MIB] Revolution	HeritageF 11	MIB
4:00pm-6:00pm	[MIB] Munchkin Tournament: Zombies	HeritageF 18	MIB
4:00pm-5:00pm	Humor in Gaming	Alder 01	Panels
4:30pm-8:30pm	Weird Times at Charles Fort High	Spruce 04	Roleplaying
4:30pm-9:30pm	Call of Cthulhu Dark Ages : That Which is Dead shall Refuse to Lie	Spruce 01	Roleplaying
4:30pm-9:30pm	Neverwhen Demonstration	Spruce 03	Roleplaying
4:30pm-10:30pm	AD&D: Ravenloft	Spruce 02	Roleplaying
4:30pm-8:30pm	Land of the Iron Lords	Pine 06	Special Events
5:00pm-6:00pm	Quarriors	HeritageB 06	Boardgames
5:00pm-7:00pm	Alhambra	HeritageB 12	Boardgames
5:00pm-7:00pm	Hansa Teutonica	HeritageE 05	Boardgames
5:00pm-8:00pm	Power Grid - Germany Map	HeritageB 05	Boardgames
5:00pm-8:00pm	Container	HeritageB 19	Boardgames
5:00pm-8:00pm	Ascension: Chronicle of the God Slayer	HeritageB 24	Boardgames
5:00pm-7:00pm	Yugioh ccg - Open Play - Casual Play	Hemlock 01	CCG
5:00pm-7:00pm	GL: Island Fortress, by Bryan Johnson	HeritageB 02	Game Lab
5:00pm-6:00pm	Bhaloidam Demo	Upper Lobby 03	Indie Hurricane!
5:00pm-10:00pm	Vampire the Masquerade - Cam/Anarch	Alder 01	LARP
5:00pm-7:00pm	[MIB] Drop-in Dice Games	HeritageC 01	MIB
5:00pm-7:00pm	[MIB] The Stars are Right	HeritageF 16	MIB
5:00pm-9:00pm	[MIB] Munchkin Quest	HeritageF 17	MIB
5:00pm-11:00pm	Star Wars Miniatures Battle of Hoth	DiscoveryC 03	Miniatures
6:00pm-7:00pm	Zombinion	HeritageB 08	Boardgames
6:00pm-7:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
6:00pm-7:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
6:00pm-8:00pm	Cleopatra	HeritageB 06	Boardgames

SCHEDULE

FRIDAY, MARCH 23RD

6:00pm-8:00pm	Kremlin - Avalon Hill	HeritageB 07	Boardgames
6:00pm-8:00pm	Nexus Ops	HeritageB 18	Boardgames
6:00pm-8:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	HeritageE 02	Boardgames
6:00pm-8:00pm	Redneck Life Board Game	HeritageE 04	Boardgames
6:00pm-8:00pm	Shark Bait (a game of Pirates' Diplomacy)	HeritageE 07	Boardgames
6:00pm-10:00pm	Indonesia	HeritageB 10	Boardgames
6:00pm-10:00pm	Gunslinger	HeritageB 11	Boardgames
6:00pm-10:00pm	Battlestar Galactica	HeritageE 15	Boardgames
6:00pm-10:00pm	Lunar Rails	HeritageF 01	Boardgames
6:00pm-11:00pm	Colonial: Europe's Empires Overseas	HeritageB 29	Boardgames
6:00pm-11:00pm	Mage Knight: The Board Game (Blitz)	HeritageE 11	Boardgames
6:00pm-8:00pm	Deck Builders in the CCG Hall - Thunderstone & More	Hemlock 05	CCG
6:00pm-10:00pm	Dragon Dice: Tournament - "Odd Alliances"	Hemlock 06	CCG
6:00pm-8:00pm	GL: Playtest #15 (open)	HeritageB 05	Game Lab
6:00pm-7:00pm	[MIB] Give Me The Brain	HeritageF 13	MIB
6:00pm-8:00pm	[MIB] Chez Geek	HeritageF 10	MIB
6:00pm-8:00pm	[MIB] Munchkin Axe Cop	HeritageF 11	MIB
6:00pm-8:00pm	[MIB] Burn In Hell	HeritageF 12	MIB
6:00pm-8:00pm	[MIB] Munchkin Tournament: Cthulhu	HeritageF 18	MIB
6:00pm-8:00pm	Fallout: Equestria	DiscoveryC 17	Miniatures
6:00pm-9:00pm	Oh, no, there goes Tokyo!	DiscoveryC 15	Miniatures
6:00pm-7:00pm	Sea Dracula!	Oak 01	Special Events
7:00pm-8:00pm	Zombinion	HeritageB 08	Boardgames
7:00pm-8:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
7:00pm-8:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
7:00pm-9:00pm	[AEG] Ninja: Legend of the Scorpion Clan	HeritageF 08	Boardgames
7:00pm-9:00pm	[AEG] Nightfall: The Coldest War	HeritageF 09	Boardgames
7:00pm-10:00pm	Alhambra - with expansions	HeritageB 12	Boardgames
7:00pm-10:00pm	Ora et Labora	HeritageE 05	Boardgames
7:00pm-10:00pm	Age of Empires III - Friday Four-um	HeritageE 08	Boardgames
7:00pm-10:00pm	Agricola - Friday Four-um	HeritageE 09	Boardgames
7:00pm-10:00pm	Jet Set: Friday Four-um	HeritageE 12	Boardgames
7:00pm-10:00pm	Kingsburg: To Forge A Realm - Friday Four-um	HeritageE 13	Boardgames
7:00pm-10:00pm	Buffy the Vampire Slayer	HeritageE 14	Boardgames
7:00pm-9:00pm	Pokemon ccg - Open Play - Casual Play	Hemlock 04	CCG
7:00pm-11:00pm	Magic the Gathering - Standard Type 2 - Constructed Format	Hemlock 02	CCG
7:00pm-12:00am	Magic the Gathering - Sealed Deck Innistrad Block- Limited Format	Hemlock 01	CCG
7:00pm-9:00pm	GL: Donovan's Nation Building Game	HeritageB 03	Game Lab
7:00pm-9:00pm	ANIMAL CRIME	Birch 02	Indie Hurricane!
7:00pm-10:00pm	The Tulip Academy's Society for Dangerous Gentlemen	Upper Lobby 03	Indie Hurricane!
7:00pm-11:00pm	Open Story Gaming	Upper Lobby 01	Indie Hurricane!
7:00pm-12:00am	Monsterhearts:	Birch 01	Indie Hurricane!
7:00pm-11:00pm	FourthCore Team Deathmatch	DiscoveryC 19	Miniatures
7:00pm-11:00pm	AoA3-2 – The Veil Parted	HeritageD 01	Organized RPG
7:00pm-11:00pm	AoA3-3 – The Source of Strife	HeritageD 02	Organized RPG
7:00pm-11:00pm	LFR: CALI3-1 Malice of Mintar	HeritageD 03	Organized RPG
7:00pm-11:00pm	LFR: NETH4-2 The Tripartite Tower	HeritageD 04	Organized RPG
7:00pm-11:00pm	LFR: SPEC4-1 Cerulean Dreams	HeritageD 05	Organized RPG
7:00pm-11:00pm	PFS: We Be Goblins	HeritageD 07	Organized RPG
7:00pm-11:00pm	PFS Intro 3: First Steps, Part III: A Vision of Betrayal	HeritageD 08	Organized RPG
7:00pm-11:00pm	Justice Eye, Suspected!	Pine 01	Roleplaying
7:00pm-11:00pm	Screwed: You Said the Words	Pine 02	Roleplaying
7:00pm-11:00pm	Way of the Wicked: Prison Break!	Pine 03	Roleplaying
7:00pm-11:00pm	The Trial of Joseph Hill	Pine 04	Roleplaying
7:00pm-11:00pm	Barbarians of Lemuria: The Sleeping City	Pine 05	Roleplaying
7:00pm-11:00pm	Intervention of the Divine	Spruce 05	Roleplaying
8:00pm-9:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
8:00pm-9:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames

SCHEDULE

FRIDAY, MARCH 23RD

8:00pm-10:00pm	Cosmic Encounter (Fantasy Flight Games edition)	HeritageB 13	Boardgames
8:00pm-10:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	HeritageE 02	Boardgames
8:00pm-10:00pm	Redneck Life Board Game	HeritageE 04	Boardgames
8:00pm-11:00pm	Talisman 4th Ed.(The Basic)	DiscoveryB 06	Boardgames
8:00pm-11:00pm	Rise of Empires	HeritageB 06	Boardgames
8:00pm-12:00am	Dune - Avalon Hill	DiscoveryB 04	Boardgames
8:00pm-10:00pm	LCG's in the CCG Hall - Call of Cthulhu & More	Hemlock 05	CCG
8:00pm-11:00pm	Yugioh ccg - Constructed Format	Hemlock 03	CCG
8:00pm-10:00pm	GL: Let's Create a Game with Mike Selinker and James Ernest	HeritageB 02	Game Lab
8:00pm-10:00pm	[MIB] Munchkin Booty	HeritageF 11	MIB
8:00pm-10:00pm	[MIB] Munchkin Axe Cop	HeritageF 12	MIB
8:00pm-10:00pm	[MIB] Munchkin Supers	HeritageF 16	MIB
8:00pm-10:00pm	[MIB] Battle Cattle and Car Wars	HeritageF 18	MIB
8:00pm-12:00am	Battletech Kill it keep it event	DiscoveryC 05	Miniatures
8:00pm-10:00pm	Andrew and Sam Present SJ Games	HeritageF 10	Special Events
9:00pm-10:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
9:00pm-10:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
9:00pm-11:00pm	[AEG] Thunderstone Advanced	HeritageF 08	Boardgames
9:00pm-11:00pm	[AEG] Infinite City	HeritageF 09	Boardgames
9:00pm-12:00am	Arkham Horror: Indiana Jones	DiscoveryB 01	Boardgames
9:00pm-12:00am	Power Grid	DiscoveryB 02	Boardgames
9:00pm-11:00pm	World of Warcraft ccg - Open Play - Casual Play	Hemlock 04	CCG
9:00pm-11:00pm	Monsterhearts: Season Premiere	Birch 02	Indie Hurricane!
9:00pm-12:00am	Prey for Daylight	DiscoveryDE 01	LARP



SCHEDULE

FRIDAY, MARCH 23RD

9:00pm-11:00pm	Going Cardboard: A Board Game Documentary	Oak 01	Special Events
9:30pm-12:30am	Savage Worlds, Weird War: " The House of Hope or Hunger?"	Spruce 01	Roleplaying
10:00pm-11:00pm	Late night Dixit	HeritageB 12	Boardgames
10:00pm-11:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
10:00pm-11:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
10:00pm-12:00am	Cosmic Encounter (Fantasy Flight Games edition)	HeritageB 13	Boardgames
10:00pm-12:00am	Oh Gnome You Don't Board Game by Gut Bustin' Games	HeritageE 02	Boardgames
10:00pm-12:00am	Redneck Life Board Game	HeritageE 04	Boardgames
10:00pm-1:00am	Mansions of Madness: Forbidden Alchemy	DiscoveryB 05	Boardgames
10:00pm-1:00am	World Domination 101	DiscoveryB 07	Boardgames
10:00pm-3:00am	Arkham Horror- The Roar of the Horror Train	DiscoveryB 03	Boardgames
10:00pm-12:00am	Deck Builders in the CCG Hall - Ascension & More	Hemlock 05	CCG
11:00pm-12:00am	The Great Dalmuti	HeritageB 12	Boardgames
11:00pm-12:00am	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
11:00pm-12:00am	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames

SATURDAY, MARCH 24TH

12:00am-4:00am	Up All Night with Nightfall	DiscoveryB 04	Boardgames
12:30am-2:30am	Are You A...	DiscoveryDE 01	LARP
8:00am-12:00pm	Roman Games - Gladiator and Circus Maximus	HeritageB 19	Boardgames
8:00am-9:00am	Dragon Dice: Demos with Dave	HeritageB 27	CCG
8:00am-10:00am	Og: a Caveman Game	DiscoveryDE 01	LARP
8:00am-10:00am	[MIB] Munchkin Zombies	HeritageF 12	MIB
9:00am-11:00am	Hoity Toity (Adel Verpflichtet)	HeritageB 09	Boardgames
9:00am-11:00am	Ludus	HeritageE 05	Boardgames
9:00am-12:00pm	The Pillars of the Earth	HeritageB 12	Boardgames
9:00am-1:00pm	Here I Stand	HeritageB 10	Boardgames
9:00am-2:00pm	History of the World	HeritageB 11	Boardgames
9:00am-2:00pm	Android	HeritageB 25	Boardgames
9:00am-2:00pm	Eclipse	HeritageE 02	Boardgames
9:00am-2:00pm	Best of Essen 2011: Island Adventures	HeritageE 11	Boardgames
9:00am-7:00pm	Tac V	HeritageB 30	Boardgames
9:00am-10:00am	Dragon Dice Challenge!	HeritageB 27	CCG
9:00am-1:00pm	Assorted Board Games	DiscoveryB 17	Children's
9:00am-1:00pm	Craft Time	DiscoveryB 18	Children's
9:00am-1:00pm	Face Painting	DiscoveryB 18	Children's
9:00am-10:00am	GL: Game Gems -- New product development	HeritageB 01	Game Lab
9:00am-10:00am	GL: Welcome to Game Lab	HeritageB 01	Game Lab
9:00am-10:00am	GL: Battle on Glyderion	HeritageB 02	Game Lab
9:00am-11:00am	GL: Starship Captains	HeritageB 03	Game Lab
9:00am-12:00pm	How To Host a Megadungeon	Upper Lobby 03	Indie Hurricane!
9:00am-10:00am	[MIB] Dice Games	HeritageF 10	MIB
9:00am-10:00am	[MIB] Give Me The Brain	HeritageF 11	MIB
9:00am-10:00am	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
9:00am-1:00pm	AoA3-1 – The Remains of the Living God	HeritageD 01	Organized RPG
9:00am-1:00pm	FQC1-2: The Shell Game	HeritageD 02	Organized RPG
9:00am-1:00pm	LFR: CALI3-3 Agony of Almraiven	HeritageD 03	Organized RPG
9:00am-1:00pm	LFR: NETH4-3 Purifying the Prophet	HeritageD 04	Organized RPG
9:00am-1:00pm	PFS#3-12: Wonders in the Weave, Part 1: The Dog Pharaoh's Tomb	HeritageD 05	Organized RPG
9:00am-1:00pm	CSE: SP 1-3 Cardakx Rising	HeritageD 09	Organized RPG
9:00am-10:00am	Game Mastering Tips	Alder 01	Panels
9:00am-12:00pm	Savage Worlds: Weird War, Incident at Tunguska	Pine 05	Roleplaying
9:00am-1:00pm	Stonehell Dungeon	HeritageF 04	Roleplaying
9:00am-1:00pm	Mistborn Adventure Game: Thieves in the Ninth House	Oak 04	Roleplaying
9:00am-1:00pm	Treasure!	Pine 01	Roleplaying
9:00am-1:00pm	A Deadly Secret	Spruce 01	Roleplaying
9:00am-1:00pm	Call of Cthulhu: The Vengeful Dead	Spruce 02	Roleplaying
9:00am-1:00pm	Now is theTime - 2300AD	Spruce 05	Roleplaying
9:00am-2:00pm	As easy as taking.....	Spruce 03	Roleplaying

SCHEDULE

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PUTTING PLAY BACK ON THE TABLE

TUES-SAT 11AM-7PM

SUNDAY NOON-6PM

BOARD GAME GATHERING, WED 6-10PM

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SATURDAY, MARCH 24TH

9:00am-3:00pm	Starcraft Saga Edition	Pine 06	Roleplaying
9:00am-10:00am	Math Trade Exchange	DiscoveryB 01	Special Events
10:00am-11:00am	Fluxx	HeritageB 06	Boardgames
10:00am-11:00am	Pondora (an abstract, strategy board game with the FROGGER theme)	HeritageE 01	Boardgames
10:00am-12:00pm	Alien Frontiers	HeritageB 07	Boardgames
10:00am-12:00pm	American Rails	HeritageB 08	Boardgames
10:00am-12:00pm	Catacombs	HeritageB 13	Boardgames
10:00am-12:00pm	Discworld: Ankh Morpork	HeritageB 24	Boardgames
10:00am-12:00pm	Sun Sea Sand	HeritageB 26	Boardgames
10:00am-12:00pm	Earth Reborn	HeritageB 29	Boardgames
10:00am-12:00pm	Mission: Red planet	HeritageE 03	Boardgames
10:00am-12:00pm	Merchant of Venus	HeritageE 06	Boardgames
10:00am-12:00pm	Small World - with expansions!	HeritageF 01	Boardgames
10:00am-12:00pm	[AEG] Ninja: Legend of the Scorpion Clan	HeritageF 08	Boardgames
10:00am-12:00pm	[AEG] Nightfall: The Coldest War	HeritageF 09	Boardgames
10:00am-2:00pm	Tales of the Arabian Nights	HeritageB 18	Boardgames
10:00am-6:00pm	Twilight Imperium 3rd Ed.	DiscoveryB 15	Boardgames
10:00am-11:00am	Dragon Dice: Demos with Dave	HeritageB 27	CCG
10:00am-12:00pm	Magic the Gathering - Open Play - Casual Play	Hemlock 02	CCG
10:00am-12:00pm	LCG's in the CCG Hall - Warhammer Fantasy Battles & More	Hemlock 04	CCG
10:00am-2:00pm	Magic the Gathering - Sealed Deck Builders Toolkit - Limited Format	Hemlock 03	CCG
10:00am-4:00pm	Drop-In Lan Gaming	Board Room 01	Console Gaming
10:00am-4:00pm	Drop-In Console Gaming	Cedar 01	Console Gaming
10:00am-12:00pm	GL: North to Alaska	HeritageB 02	Game Lab
10:00am-11:00am	Hot Guys Making Out	Birch 03	Indie Hurricane!
10:00am-1:00pm	Fiasco	Birch 01	Indie Hurricane!
10:00am-1:00pm	PSI*RUN	Birch 02	Indie Hurricane!
10:00am-1:00pm	The Magical Land of Yeld : Mermaid Hunters!	Upper Lobby 01	Indie Hurricane!
10:00am-12:00pm	[MIB] Drop-in Dice Games	HeritageC 01	MIB
10:00am-12:00pm	[MIB] Revolution	HeritageF 12	MIB
10:00am-12:00pm	[MIB] Munchkin Tournament: Hollywood	HeritageF 18	MIB
10:00am-3:00pm	Russian Thanksgiving 1920	DiscoveryC 07	Miniatures
10:00am-8:00pm	Battletech Kerensky Blood Chapel 3/24	DiscoveryC 03	Miniatures
10:00am-11:00am	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
10:00am-11:00am	Face-Melting Design & Play: Indie RPGs	Alder 01	Panels
10:00am-11:00am	Andrew and Sam Present SJ Games	HeritageF 11	Special Events
10:00am-1:00pm	Swap Meet	DiscoveryB 01	Special Events
11:00am-12:00pm	Eaten by Zombies!	HeritageB 09	Boardgames
11:00am-12:00pm	Restless in Pieces (a Zombie board game)	HeritageE 01	Boardgames
11:00am-12:00pm	Dragon Dice Challenge!	HeritageB 27	CCG
11:00am-1:00pm	World of Warcraft ccg - Open Play - Casual Play	Hemlock 01	CCG
11:00am-1:00pm	Happy Birthday, Robot	DiscoveryB 16	Children's
11:00am-1:00pm	Seeker: Everything Is Great Here	Birch 03	Indie Hurricane!
11:00am-1:00pm	Swear Words	Birch 04	Indie Hurricane!
11:00am-1:00pm	0 Hunters, Sci-Fi Bounty hunters	Upper Lobby 02	Indie Hurricane!
11:00am-3:00pm	Deadlands: The Quick and The Dead	DiscoveryDE 01	LARP
11:00am-1:00pm	[MIB] Car Wars / Battle Cattle	HeritageF 10	MIB
11:00am-5:00pm	warmachine / hordes event	DiscoveryC 05	Miniatures
11:00am-7:00pm	Knightfall Games presents Quick & Easy Games - Miniatures & RPG Sci-fi	DiscoveryC 23	Miniatures
11:00am-12:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
11:00am-12:00pm	Game Design 102: Developing Your Game	Alder 01	Panels
11:30am-3:30pm	Hellride 2012: Inside Job	Oak 02	Roleplaying
11:30am-3:30pm	Spirit of the Century: A House of Cursed Souls	Pine 02	Roleplaying
11:30am-3:30pm	Grimm: White as Snow, Red as Blood	Pine 03	Roleplaying
11:30am-3:30pm	AD&D 1e Quest for Adventure	Pine 04	Roleplaying
12:00pm-1:00pm	Cornucopia	HeritageB 07	Boardgames
12:00pm-1:00pm	Ruse - Steampunk Murder Mystery Card Game	HeritageB 24	Boardgames
12:00pm-2:00pm	Stone Age	HeritageB 08	Boardgames

SCHEDULE

SATURDAY, MARCH 24TH

12:00pm-2:00pm	Monty Python and the Defenders of the Realm	HeritageB 09	Boardgames
12:00pm-2:00pm	Tanto Cuore	HeritageB 12	Boardgames
12:00pm-2:00pm	Tammany Hall	HeritageB 13	Boardgames
12:00pm-3:00pm	Grand Cru	HeritageB 19	Boardgames
12:00pm-3:00pm	Gunslinger - Avalon Hill	HeritageB 29	Boardgames
12:00pm-3:00pm	Merchant of Venus	HeritageE 06	Boardgames
12:00pm-8:00pm	The GameStorm Manoeuvre Championship	HeritageF 01	Boardgames
12:00pm-2:00pm	Deck Builders in the CCG Hall - Nightfall & More	Hemlock 04	CCG
12:00pm-3:00pm	HeroClix - Sealed Booster	Hemlock 02	CCG
12:00pm-4:00pm	Dragon Dice: Tournament - Pacific NW Championship!	Hemlock 05	CCG
12:00pm-1:00pm	GL: Fantactics	HeritageB 03	Game Lab
12:00pm-1:00pm	Bhaloidam Demo	Upper Lobby 03	Indie Hurricane!
12:00pm-2:00pm	[MIB] Ninja Burger	HeritageF 11	MIB
12:00pm-2:00pm	[MIB] Munchkin Booty	HeritageF 16	MIB
12:00pm-2:00pm	[MIB] Munchkin Tournament: Booty	HeritageF 18	MIB
12:00pm-5:00pm	Burning Seas	DiscoveryC 01	Miniatures
12:00pm-1:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
12:00pm-1:00pm	How to Get Published in the RPG Industry	Alder 01	Panels
1:00pm-2:00pm	Slapshot	HeritageB 24	Boardgames
1:00pm-3:00pm	Airlines Europe	HeritageB 06	Boardgames
1:00pm-3:00pm	[AEG] Thunderstone Advanced	HeritageF 08	Boardgames
1:00pm-3:00pm	[AEG] Infinite City	HeritageF 09	Boardgames
1:00pm-6:00pm	Eclipse	HeritageB 10	Boardgames
1:00pm-7:00pm	Republic of Rome	HeritageB 07	Boardgames
1:00pm-3:00pm	GL: Golden Guidelines of Design Part 1	Game Lab Suite	Game Lab
1:00pm-3:00pm	GL: Playtest #22 (open)	HeritageB 01	Game Lab
1:00pm-3:00pm	[MIB] Frag Gold	HeritageF 12	MIB
1:00pm-4:00pm	[MIB] Drop-in Dice Games	HeritageC 01	MIB
1:00pm-5:00pm	Space: 1889 on Venus	DiscoveryC 25	Miniatures
1:00pm-2:00pm	Do It Yourself Video Game Development	Alder 01	Panels
2:00pm-3:00pm	Kaiju City	HeritageB 12	Boardgames
2:00pm-4:00pm	Kingsburg	HeritageB 08	Boardgames
2:00pm-4:00pm	Ghost Stories: Black Secret	HeritageB 09	Boardgames
2:00pm-4:00pm	Settlers of Catan	HeritageB 13	Boardgames
2:00pm-4:00pm	Wiz-War	HeritageB 18	Boardgames
2:00pm-4:00pm	Saints playtesting	HeritageE 01	Boardgames
2:00pm-4:00pm	Fische Fluppen Frikadellen - 15 players, 3 tables	HeritageE 14	Boardgames
2:00pm-5:00pm	Merchants and Mauraders	HeritageE 05	Boardgames
2:00pm-6:00pm	High Frontier	HeritageB 11	Boardgames
2:00pm-4:00pm	LCG's in the CCG Hall - Lord of the Rings & More	Hemlock 04	CCG
2:00pm-5:00pm	Pokemon ccg- Sealed Starter Intro Pack - Limited Format	Hemlock 03	CCG
2:00pm-4:00pm	Nightmare Before Christmas Party Game	DiscoveryB 16	Children's
2:00pm-5:00pm	Faery's Tale	DiscoveryB 11	Children's
2:00pm-5:00pm	Assorted Board Games	DiscoveryB 17	Children's
2:00pm-5:00pm	Craft Time	DiscoveryB 18	Children's
2:00pm-5:00pm	Face Painting	DiscoveryB 18	Children's
2:00pm-5:00pm	Super Smash Brothers Brawl! Tournament	Cedar 02	Console Gaming
2:00pm-4:00pm	GL: Playtest #23 (open)	HeritageB 03	Game Lab
2:00pm-3:00pm	Hot Guys Making Out	Birch 03	Indie Hurricane!
2:00pm-6:00pm	Microscope, a fractal game of epic histories	Birch 01	Indie Hurricane!
2:00pm-6:00pm	Motobushido: The Rolling Storm	Birch 02	Indie Hurricane!
2:00pm-6:00pm	Heirs to Olympus	Birch 04	Indie Hurricane!
2:00pm-6:00pm	Open Story Gaming	Upper Lobby 01	Indie Hurricane!
2:00pm-6:00pm	Anima Prime: Steambots and Megaswords	Upper Lobby 03	Indie Hurricane!
2:00pm-4:00pm	[MIB] Ogre	DiscoveryC 21	MIB
2:00pm-4:00pm	[MIB] Return to the Dark Tower	HeritageF 11	MIB
2:00pm-4:00pm	[MIB] Munchkin GBM	HeritageF 16	MIB
2:00pm-6:00pm	AoA3-2 - The Veil Parted	HeritageD 01	Organized RPG

SCHEDULE



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SATURDAY, MARCH 24TH

2:00pm-6:00pm	PFS#3-08: Among the Gods	HeritageD 03	Organized RPG
2:00pm-6:00pm	PFS#3-15: The Haunting of Hinojai	HeritageD 04	Organized RPG
2:00pm-6:00pm	PFS#3-16: The Midnight Mauler	HeritageD 05	Organized RPG
2:00pm-11:00pm	LFR: ADCP4-1 City of Destinies	HeritageD 07	Organized RPG
2:00pm-3:00pm	Q&A with Steve Jackson Games	Alder 01	Panels
2:00pm-4:00pm	Bad Science	Oak 01	Roleplaying
2:00pm-6:00pm	Stonehell Dungeon	HeritageF 04	Roleplaying
2:00pm-6:00pm	Call of Cthulhu - The Faculty Party	Pine 05	Roleplaying
2:00pm-6:00pm	Psi-punk: A Fudge RPG	Spruce 01	Roleplaying
2:00pm-6:00pm	The Necromancer's Challenge	Spruce 05	Roleplaying
2:00pm-7:00pm	Shadows of Esteren Demo game	Spruce 02	Roleplaying
2:00pm-7:00pm	As easy as...Part 2	Spruce 03	Roleplaying
2:00pm-8:00pm	Vigilantes of Portlandia! An ant's eye view of the Dresdenverse.	Pine 01	Roleplaying
3:00pm-4:00pm	Mad Scientist University	HeritageB 12	Boardgames
3:00pm-4:00pm	Pastiche	HeritageB 26	Boardgames
3:00pm-5:00pm	Gangsters - Avalon Hill	HeritageB 25	Boardgames
3:00pm-5:00pm	[AEG] Thunderstone Advanced	HeritageF 08	Boardgames
3:00pm-5:00pm	[AEG] Nightfall: The Coldest War	HeritageF 09	Boardgames
3:00pm-6:00pm	Ideology	HeritageB 06	Boardgames
3:00pm-6:00pm	Turfmaster	HeritageB 24	Boardgames
3:00pm-7:00pm	Mare Nostrum W/Mythology expansion	HeritageB 29	Boardgames
3:00pm-8:00pm	Ikusa / Samurai Swords / Shogun	HeritageB 19	Boardgames
3:00pm-7:00pm	Magic the Gathering - EDH - Commander	Hemlock 01	CCG
3:00pm-7:00pm	Magic the Gathering - Draft Innistrad Block- Limited Format	Hemlock 02	CCG
3:00pm-5:00pm	GL: Islands of Atlantis	HeritageB 02	Game Lab
3:00pm-4:00pm	Bhaloidam Demo	Birch 03	Indie Hurricane!
3:00pm-4:00pm	[MIB] Dice Games	HeritageF 10	MIB
3:00pm-5:00pm	[MIB] Lord of the fries	HeritageF 12	MIB
3:00pm-4:00pm	Kickstarter	Alder 01	Panels
4:00pm-5:00pm	Metropolys	HeritageB 12	Boardgames
4:00pm-6:00pm	Lunch Money / Beer Money	HeritageB 08	Boardgames
4:00pm-6:00pm	Betrayal at House on the Hill	HeritageB 09	Boardgames
4:00pm-6:00pm	Roborally	HeritageB 13	Boardgames
4:00pm-6:00pm	The Downfall of Pompeii	HeritageB 18	Boardgames
4:00pm-6:00pm	Go for beginners	HeritageB 26	Boardgames
4:00pm-6:00pm	Saints playtesting	HeritageE 01	Boardgames
4:00pm-6:00pm	Shadow Hunters - 16 Player Smackdown!	HeritageE 14	Boardgames
4:00pm-6:00pm	Deck Builders in the CCG Hall - Quarriors & More	Hemlock 04	CCG
4:00pm-10:00pm	Drop-In Lan Gaming	Board Room 01	Console Gaming
4:00pm-10:00pm	Drop-In Console Gaming	Cedar 01	Console Gaming
4:00pm-6:00pm	GL: Saints Playtesting	HeritageB 03	Game Lab
4:00pm-6:00pm	A Penny For My Thoughts	Birch 03	Indie Hurricane!
4:00pm-10:00pm	Aces Wild: A LARP set in the world of Jim Butcher's Dresden Files	DiscoveryDE 01	LARP
4:00pm-6:00pm	[MIB] Munchkin Tournament: Supers	HeritageF 18	MIB
4:00pm-6:00pm	Untitled Space Combat Game	DiscoveryC 21	Miniatures
4:00pm-5:00pm	Q&A with Jason Bulmahn	Alder 01	Panels
4:30pm-8:30pm	Monsters and Other Childish Things: What a Terrible Spring Break	Pine 03	Roleplaying
4:30pm-10:30pm	Savage Worlds (Slipstream): Rescue on Nova Luna	Pine 06	Roleplaying
4:30pm-12:30am	The Witchwar Legacy	Pine 04	Roleplaying
5:00pm-7:00pm	Anachronism	HeritageB 12	Boardgames
5:00pm-7:00pm	Road Kill Rally	HeritageE 06	Boardgames
5:00pm-8:00pm	Agricola	HeritageE 05	Boardgames
5:00pm-7:00pm	Yugioh ccg - Open Play - Casual Play	Hemlock 03	CCG
5:00pm-6:00pm	GL: What the Flock?	HeritageB 01	Game Lab
5:00pm-10:00pm	Vampire the Masquerade - Sabbat	Alder 01	LARP
5:00pm-7:00pm	[MIB] Drop-in Dice Games	HeritageC 01	MIB
5:00pm-7:00pm	[MIB] Car Wars / Battle Cattle	HeritageF 10	MIB
5:00pm-7:00pm	[MIB] Ninja Burger	HeritageF 13	MIB
5:00pm-7:00pm	[MIB] Munchkin Fu	HeritageF 16	MIB

SCHEDULE

SATURDAY, MARCH 24TH

5:00pm-7:00pm	[MIB] Illuminati	HeritageF 17	MIB
5:00pm-7:00pm	Flames of War v3 Learn to Play	DiscoveryC 15	Miniatures
5:00pm-7:00pm	Going Cardboard: A Board Game Documentary	Oak 01	Special Events
6:00pm-7:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
6:00pm-7:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
6:00pm-8:00pm	Pork Barrel	HeritageB 06	Boardgames
6:00pm-8:00pm	Fantactics	HeritageB 08	Boardgames
6:00pm-8:00pm	7 Wonders	HeritageB 18	Boardgames
6:00pm-8:00pm	Hive, Logan Stones, Pentago, Terrace	HeritageB 24	Boardgames
6:00pm-8:00pm	Blood Bowl Team Manager	HeritageB 25	Boardgames
6:00pm-8:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	HeritageE 02	Boardgames
6:00pm-8:00pm	Redneck Life Board Game	HeritageE 04	Boardgames
6:00pm-9:00pm	Axis and Allies Pacific	HeritageB 09	Boardgames
6:00pm-9:00pm	Dominion	HeritageE 14	Boardgames
6:00pm-8:00pm	LCG's in the CCG Hall - A Game of Thrones & More	Hemlock 04	CCG
6:00pm-11:00pm	Dragon Dice: Tournament - Sealed Starter "Draft" plus	Hemlock 05	CCG
6:00pm-8:00pm	GL: Fantactics	HeritageB 02	Game Lab
6:00pm-8:00pm	Monsterhearts: Midseason	Birch 01	Indie Hurricane!
6:00pm-8:00pm	[MIB] Revolution	HeritageF 11	MIB
6:00pm-8:00pm	[MIB] Chez Cthulhu	HeritageF 12	MIB
6:00pm-10:00pm	Lord Kalvan of Otherwhen	DiscoveryC 07	Miniatures
6:00pm-11:00pm	DEAD GAMES ARE STILL FUN	DiscoveryC 09	Miniatures
7:00pm-8:00pm	Gloom	HeritageB 07	Boardgames
7:00pm-8:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
7:00pm-8:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
7:00pm-8:00pm	Grimoire	HeritageE 06	Boardgames
7:00pm-9:00pm	[AEG] Ninja: Legend of the Scorpion Clan	HeritageF 08	Boardgames
7:00pm-9:00pm	[AEG] Infinite City	HeritageF 09	Boardgames
7:00pm-12:00am	Mage Knight: The Board Game	HeritageF 06	Boardgames
7:00pm-11:00pm	World of Warcraft ccg- Sealed Starter Class Pack - Limited Format	Hemlock 01	CCG
7:00pm-12:00am	Magic the Gathering - Draft Chaos - Limited Format	Hemlock 03	CCG
7:00pm-9:00pm	GL: Touchdown -- Demo	HeritageB 03	Game Lab
7:00pm-10:00pm	Kaleidoscope: making an unwatchable "foreign" film using Microscope.	Birch 03	Indie Hurricane!
7:00pm-11:00pm	Ocean	Birch 02	Indie Hurricane!
7:00pm-11:00pm	At the Hands of an Angry God	Birch 04	Indie Hurricane!
7:00pm-11:00pm	Open Story Gaming	Upper Lobby 01	Indie Hurricane!
7:00pm-11:00pm	Dungeon World	Upper Lobby 03	Indie Hurricane!
7:00pm-9:00pm	[MIB] Nanuk	HeritageF 16	MIB
7:00pm-11:00pm	AoA3-3 – The Source of Strife	HeritageD 01	Organized RPG
7:00pm-11:00pm	PFS#3-14: Wonders in the Weave, Part 2: Snakes in the Fold	HeritageD 03	Organized RPG
7:00pm-9:00pm	The House 2 - Renovation From Hell	Oak 01	Roleplaying
7:00pm-11:00pm	HackMaster Basic: Oubliette	Pine 02	Roleplaying
7:00pm-11:00pm	Trail of Cthulhu - The Kingsbury Horror	Pine 05	Roleplaying
7:00pm-11:00pm	Bureau 13: RSVP The Barrington Hotel	Spruce 01	Roleplaying
7:00pm-11:00pm	GURPS: SWAT	Spruce 02	Roleplaying
7:00pm-11:00pm	Victoriana: The Lord Of Roverandom	Spruce 03	Roleplaying
7:00pm-11:00pm	Way of the Wicked: Prison Break!	Spruce 04	Roleplaying
7:00pm-11:00pm	Intervention of the Divine	Spruce 05	Roleplaying
8:00pm-9:00pm	Cannibal Pygmies in the Jungle of Doom	HeritageB 07	Boardgames
8:00pm-9:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
8:00pm-9:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
8:00pm-10:00pm	Space Alert	DiscoveryB 10	Boardgames
8:00pm-10:00pm	Condottiere	HeritageB 29	Boardgames
8:00pm-10:00pm	Oh Gnome You Don't Board Game by Gut Bustin' Games	HeritageE 02	Boardgames
8:00pm-10:00pm	Redneck Life Board Game	HeritageE 04	Boardgames
8:00pm-11:00pm	Turfmaster	HeritageB 06	Boardgames
8:00pm-11:00pm	Rise of Empires	HeritageB 08	Boardgames
8:00pm-12:00am	Arkham Horror	DiscoveryB 03	Boardgames

SCHEDULE

SATURDAY, MARCH 24TH

8:00pm-12:00am	Talisman 4th ed. (The Advanced)	DiscoveryB 05	Boardgames
8:00pm-10:00pm	Deck Builders in the CCG Hall - Resident Evil & More	Hemlock 04	CCG
8:00pm-12:00am	Magic the Gathering - Standard Type 2 - Constructed Format	Hemlock 02	CCG
8:00pm-10:00pm	GL: Fiefdoms	HeritageB 01	Game Lab
8:00pm-10:00pm	GL: Into the Unknown (Again)	HeritageB 03	Game Lab
8:00pm-11:00pm	The Trouble with Rose	Birch 01	Indie Hurricane!
8:00pm-10:00pm	[MIB] Munchkin Fantasy	HeritageF 12	MIB
8:00pm-10:00pm	[MIB] Battle Cattle and Car Wars	HeritageF 17	MIB
8:00pm-12:00am	[MIB] Munchkin Tournament: Finals	HeritageF 18	MIB
8:00pm-10:00pm	Flames of War v3 Learn to Play	DiscoveryC 15	Miniatures
9:00pm-10:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
9:00pm-10:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
9:00pm-2:00am	Outpost	DiscoveryB 01	Boardgames
9:00pm-2:00am	Struggle of Empires: Insomniac Session	DiscoveryB 06	Boardgames
9:00pm-11:00pm	DoubleClicks Concert	Oak 01	Special Events
9:30pm-12:30am	The Dwellers Beneath	Pine 03	Roleplaying
10:00pm-11:00pm	Late night Dixit	HeritageB 07	Boardgames
10:00pm-11:00pm	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
10:00pm-11:00pm	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames
10:00pm-12:00am	Oh Gnome You Don't Board Game by Gut Bustin' Games	HeritageE 02	Boardgames
10:00pm-12:00am	Redneck Life Board Game	HeritageE 04	Boardgames
10:00pm-1:00am	Mansions of Madness - Late Night	DiscoveryB 02	Boardgames
10:00pm-2:00am	Arkham Horror - Marathon	DiscoveryB 04	Boardgames
10:00pm-12:00am	LCG's in the CCG Hall - Call of Cthulhu & More	Hemlock 04	CCG
10:00pm-12:00am	Shelter In Place	DiscoveryDE 01	LARP
10:00pm-12:00am	[MIB] Give me the Brain	HeritageF 12	MIB
11:00pm-12:00am	The Great Dalmuti	HeritageB 07	Boardgames
11:00pm-12:00am	Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games	HeritageE 01	Boardgames
11:00pm-12:00am	Trailer Park Wars! by Gut Bustin' Games	HeritageE 03	Boardgames

SUNDAY, MARCH 25TH

12:05am-2:05am	Are You A...	DiscoveryDE 01	LARP
8:00am-10:00am	Dominion	HeritageB 06	Boardgames
8:00am-10:00am	[MIB] Chez Goth	HeritageF 12	MIB
8:00am-10:00am	Andrew and Sam Present SJ Games	HeritageF 13	Special Events
9:00am-11:00am	Ticket to Ride Europe: Alvin & Dexter	HeritageB 07	Boardgames
9:00am-12:00pm	Trajan	HeritageB 11	Boardgames
9:00am-12:00pm	The Pillars of the Earth	HeritageB 12	Boardgames
9:00am-12:00pm	Tide of Iron - Relief of Bastogne	HeritageB 18	Boardgames
9:00am-2:00pm	Best of Essen 2011: City Building	HeritageE 11	Boardgames
9:00am-3:00pm	Die Macher	HeritageB 25	Boardgames
9:00am-4:00pm	2038: Tycoons of The Asteroid Belt	HeritageB 30	Boardgames
9:00am-10:00am	GL: Welcome to Game Lab	HeritageB 01	Game Lab
9:00am-10:00am	GL: Length x Wit	HeritageB 05	Game Lab
9:00am-11:00am	GL: Starship Captains	HeritageB 02	Game Lab
9:00am-10:00am	[MIB] Dice Games	HeritageF 10	MIB
9:00am-10:00am	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
9:00am-1:00pm	AoA3-2 – The Veil Parted	HeritageD 01	Organized RPG
9:00am-1:00pm	FQC1-3: Owning the Sun	HeritageD 02	Organized RPG
9:00am-1:00pm	LFR: SPEC3-3 Dance of the Sun and Moon	HeritageD 03	Organized RPG
9:00am-1:00pm	CSE: HP 1-1 Desperate Times, Part 1	HeritageD 04	Organized RPG
9:00am-1:00pm	PFS: Pathfinder Society Dealer's Choice	HeritageD 09	Organized RPG
9:00am-10:00am	A Plot Too Far	Spruce 05	Roleplaying
9:00am-12:00pm	Savage Worlds: Bullet Extraction	Spruce 01	Roleplaying
9:00am-12:00pm	Teenagers From Outer Space: Substitute Teacher!	Spruce 04	Roleplaying
9:00am-1:00pm	Fantasy Craft: Sins of the Fathers	Pine 01	Roleplaying
9:00am-1:00pm	Aces Harrington and the Awesome Arthropods	Spruce 02	Roleplaying
9:00am-1:00pm	Neverwhen Demonstration	Spruce 03	Roleplaying

SCHEDULE



Since 1980, Steve Jackson Games has conspired to bring you the best games in the world - classics like Ogre, Illuminati, Car Wars, and Munchkin, and games destined to become classics, such as Chez Geek, and Frag.

And GURPS, the Generic Universal RolePlaying System, is the only system that lives up to the word "universal"! With more than 250 supplements covering fantasy, science fiction, and more, GURPS opens the entire multiverse for your gaming enjoyment.

STEVE JACKSON GAMES

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SUNDAY, MARCH 25TH

9:00am-10:00am	Wits and Wagers, The Game Show	Alder 01	Special Events
10:00am-11:00am	Quarriors	HeritageB 09	Boardgames
10:00am-11:00am	Pondora (an abstract, strategy board game with the FROGGER theme)	HeritageE 01	Boardgames
10:00am-12:00pm	Catacombs	HeritageB 08	Boardgames
10:00am-12:00pm	Cities & Knights of Catan	HeritageB 19	Boardgames
10:00am-12:00pm	[AEG] Ninja: Legend of the Scorpion Clan	HeritageF 08	Boardgames
10:00am-12:00pm	[AEG] Nightfall: The Coldest War	HeritageF 09	Boardgames
10:00am-3:00pm	Outpost	HeritageB 06	Boardgames
10:00am-12:00pm	Pokemon ccg - Open Play - Casual Play	Hemlock 03	CCG
10:00am-12:00pm	LCG's in the CCG Hall - Warhammer Fantasy Battles & More	Hemlock 04	CCG
10:00am-12:00pm	Dragon Dice Variants - Gods and Men	HeritageB 27	CCG
10:00am-4:00pm	Magic the Gathering - EDH - Commander	Hemlock 02	CCG
10:00am-1:00pm	Assorted Board Games	DiscoveryB 17	Children's
10:00am-1:00pm	Craft Time	DiscoveryB 18	Children's
10:00am-1:00pm	Face Painting	DiscoveryB 18	Children's
10:00am-4:00pm	Drop-In Console Gaming	Cedar 01	Console Gaming
10:00am-5:00pm	Drop-In Lan Gaming	Board Room 01	Console Gaming
10:00am-11:00am	GL: What the Flock?	HeritageB 03	Game Lab
10:00am-1:00pm	Zombie Cinema	Birch 01	Indie Hurricane!
10:00am-12:00pm	[MIB] Munchkin Cthulhu	HeritageF 12	MIB
10:00am-4:00pm	[MIB] Drop-in Dice Games	HeritageC 01	MIB
10:00am-4:00pm	Battletech Bloodright Tournament 3/25	DiscoveryC 07	Miniatures
10:00am-11:00am	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
10:00am-11:00am	The Pathfinder Panel	Alder 01	Panels
10:00am-11:00am	Non-Denominational Christian LARP	DiscoveryDE 01	Special Events
11:00am-12:00pm	Quarriors	HeritageB 09	Boardgames
11:00am-12:00pm	Bible Story Item' Memory game	HeritageE 01	Boardgames
11:00am-2:00pm	World of Warcraft CCG - Dungeon Deck	Hemlock 01	CCG
11:00am-2:00pm	Old Dead CCGs	Hemlock 06	CCG
11:00am-1:00pm	Jedi x Sith	DiscoveryB 16	Children's
11:00am-3:00pm	Boffer Event	DiscoveryDE 01	LARP
11:00am-1:00pm	[MIB] Munchkin Zombies	HeritageF 10	MIB
11:00am-1:00pm	[MIB] Munchkin: Ninja Vs Pirate	HeritageF 11	MIB
11:00am-12:00pm	Pathfinder Beginner Dungeon Delves	HeritageD 10	Organized RPG
11:00am-12:00pm	Game Design 103: Prototyping	Alder 01	Panels
11:30am-12:30pm	Call of Cthulhu/Delta Green: "Gone South"	Pine 04	Roleplaying
11:30am-3:30pm	Space Cowboys (Fudge)	Pine 02	Roleplaying
11:30am-3:30pm	WUSHU: The Ancient Art of Action Roleplaying	Pine 03	Roleplaying
11:30am-3:30pm	Land of the Iron Lords (GM Jason Bullman our RPG Guest of Honor)	Pine 05	Special Events
12:00pm-1:00pm	Mad Scientist University	HeritageB 18	Boardgames
12:00pm-2:00pm	Troyes	HeritageB 11	Boardgames
12:00pm-2:00pm	Tanto Cuore	HeritageB 12	Boardgames
12:00pm-2:00pm	Alien Frontiers	HeritageB 13	Boardgames
12:00pm-2:00pm	[AEG] Thunderstone Advanced	HeritageF 08	Boardgames
12:00pm-2:00pm	[AEG] Infinite City	HeritageF 09	Boardgames
12:00pm-3:00pm	Mansions of Madness	HeritageB 10	Boardgames
12:00pm-4:00pm	Starfarers of Catan Tournament	HeritageE 01	Boardgames
12:00pm-5:00pm	Eclipse	HeritageB 08	Boardgames
12:00pm-5:00pm	Eclipse	HeritageB 09	Boardgames
12:00pm-1:00pm	Demos with Tom	HeritageB 27	CCG
12:00pm-2:00pm	Deck Builders in the CCG Hall - Star Trek & More	Hemlock 04	CCG
12:00pm-3:00pm	Magic the Gathering - Sealed Deck Intro Packs - Limited Format	Hemlock 03	CCG
12:00pm-1:00pm	GL: Tagline	HeritageB 03	Game Lab
12:00pm-1:00pm	[MIB] Greed Quest	HeritageF 16	MIB
12:00pm-2:00pm	[MIB] Revolution	HeritageF 17	MIB
12:00pm-2:00pm	[MIB] Nanuk	HeritageF 18	MIB
12:00pm-1:00pm	Pathfinder Beginner Dungeon Delves (Pathfinder RPG)	HeritageD 10	Organized RPG
12:00pm-1:00pm	Religion, Faith and Roleplaying	Alder 01	Panels

SCHEDULE

SUNDAY, MARCH 25TH

1:00pm-3:00pm	Dungeon Petz	HeritageB 18	Boardgames
1:00pm-3:00pm	GL: Featured Game Lab Game with next year's Chairman	HeritageB 03	Game Lab
1:00pm-5:00pm	Captain Nemo vs the Underwater City: Chapter 2	Oak 01	LARP
1:00pm-2:00pm	[MIB] Lord of The Fries	HeritageF 16	MIB
1:00pm-3:00pm	[MIB] Burn in Hell	HeritageF 12	MIB
1:00pm-2:00pm	How Many Editions Does Dungeons & Dragons Need?	Alder 01	Panels
1:00pm-2:00pm	Fourth Annual Miniature Painting Contest	DiscoveryC 01	Special Events
1:30pm-2:30pm	Snake Eyes and Box Cars	Spruce 01	Roleplaying
2:00pm-4:00pm	Troyes	HeritageB 11	Boardgames
2:00pm-5:00pm	Elder Sign	HeritageB 29	Boardgames
2:00pm-6:00pm	Vanuatu	HeritageB 13	Boardgames
2:00pm-4:00pm	LCG's in the CCG Hall - Lord of the Rings & More	Hemlock 04	CCG
2:00pm-4:00pm	Dragon Dice Variants - Worst Army	HeritageB 27	CCG
2:00pm-5:00pm	Yugioh ccg - Constructed Format	Hemlock 01	CCG
2:00pm-3:00pm	Assorted Board Games	DiscoveryB 17	Children's
2:00pm-3:00pm	Craft Time	DiscoveryB 18	Children's
2:00pm-3:00pm	Face Painting	DiscoveryB 18	Children's
2:00pm-5:00pm	Faery's Tale	HeritageB 16	Children's
2:00pm-3:00pm	Bhaloidam Demo	Birch 03	Indie Hurricane!
2:00pm-6:00pm	Motobushido: The Rolling Storm	Birch 02	Indie Hurricane!
2:00pm-6:00pm	Open Story Gaming	Upper Lobby 01	Indie Hurricane!
2:00pm-4:00pm	[MIB] Revolution	HeritageF 11	MIB
2:00pm-4:00pm	Flames of War v3 Learn to Play	DiscoveryC 03	Miniatures
2:00pm-6:00pm	AoA3-3 – The Source of Strife	HeritageD 01	Organized RPG
2:00pm-6:00pm	LFR: SPEC4-1 Cerulean Dreams	HeritageD 02	Organized RPG
2:00pm-6:00pm	CSE: HP 1-2 Desperate Times, Part 2	HeritageD 09	Organized RPG
2:00pm-3:00pm	How Board and Card Games Are Produced	Alder 01	Panels
2:00pm-5:00pm	Weird War: Terror At 20,000 Feet	Spruce 03	Roleplaying
2:00pm-6:00pm	Mistborn Adventure Game: Thieves in the Ninth House	Pine 01	Roleplaying
2:00pm-6:00pm	Stonehell Dungeon	Pine 06	Roleplaying
2:00pm-6:00pm	Do: Pilgrims of the Flying Temple	Spruce 02	Roleplaying
2:00pm-6:00pm	Way of the Wicked: Prison Break!	Spruce 04	Roleplaying
3:00pm-5:00pm	Dungeon Run	HeritageB 06	Boardgames
3:00pm-4:00pm	Assassins Wrapup	DiscoveryDE 01	LARP
3:00pm-5:00pm	[MIB] Spanc	HeritageF 16	MIB
3:00pm-4:00pm	Critical Hits & Fumbles	Alder 01	Panels
4:00pm-5:00pm	Demos with Tom	HeritageB 27	CCG
4:00pm-6:00pm	Deck Builders in the CCG Hall - Dominion & More	Hemlock 04	CCG
4:00pm-6:00pm	Monsterhearts: Season Finale	Birch 03	Indie Hurricane!
4:00pm-5:00pm	LARP Raffle	DiscoveryDE 01	LARP
4:00pm-6:00pm	Fallout: Equestria	DiscoveryC 05	Miniatures
4:30pm-6:30pm	The Swarm's Sting	DiscoveryC 19	Miniatures
5:00pm-6:00pm	Demos with Tom	HeritageB 27	CCG
5:00pm-6:00pm	LARP Q&A	DiscoveryDE 01	LARP
5:00pm-7:00pm	Going Cardboard: A Board Game Documentary	Alder 01	Special Events
7:00pm-10:00pm	The Tulip Academy's Society for Dangerous Gentlemen	Upper Lobby 03	Indie Hurricane!

SCHEDULE

SEE YOU NEXT YEAR FOR:

GameStorm I5!

MARCH 21-24 2013

OTHER NORTHWEST CONVENTIONS

Name	Location	Date
Emerald City ComicCon	Seattle, WA	March 30th—Apr. 1st, 2012
NorwestCon	Seattle, WA	April 5th — 8th, 2012
Wonder Northwest	Portland, OR	May 26th—27th, 2012
PaizoCon	Redmond, WA	July 6th—8th, 2012
DragonFlight	Seattle, WA	August 10th—12th, 2012
GeekGirlCon	Seattle, WA	August 11th—12th, 2012
PAX Prime	Seattle, WA	August 31st—Sept. 2nd, 2012
Kumoricon	Vancouver, WA	September 1st—3rd, 2012
Rose City ComicCon	Portland, OR	September 8th—9th, 2012
AkiCon	Bellevue, WA	October 26th—28th, 2012
OryCon	Portland, OR	November 2nd—4th, 2012
RustyCon	Seattle, WA	January 18th—20th, 2013
RadCon	Pasco, WA	February 2013
GameStorm 15	Vancouver, WA	March 21st—24th, 2013



Paizo publishes roleplaying games, RPG accessories, board games, and novels. Their better-known products include Pathfinder, the GameMastery line, Doctor Lucky, Yetisburg, and Planet Stories. Since being founded in 2002 Paizo Publishing has received more than a dozen major industry awards and has grown to become one of the most influential companies in the hobby games industry.

BOARD AND CARD GAMES

2038: Tycoons of The Asteroid Belt

Sun 9:00am-4:00pm Jonathan Hildenbrand HeritageB 30
Trains in Space! 2038 designed by James Hlavaty and Tom Lehmann. Published by TimJim/Prism games, 1995.

7 Wonders

Sat 6:00pm-8:00pm William Cohen HeritageB 18
Easy game to learn, some complexity, very fun to play...

Advanced Civilization

Fri 9:00am-6:00pm Craig Cowley HeritageB 08
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 knowledge and abilities as you choose your way forward.

Agricola

Sat 5:00pm-8:00pm Art Colvig HeritageE 05
Agricola -- Feed your family and expand your farm

Airlines Europe

Sat 1:00pm-3:00pm Heather Drake HeritageB 06
Become an airline tycoon! Carefully build your portfolio of airline stocks as everyone develops popular routes to make company shares more profitable. A fast-paced game with simple mechanics and deliciously agonizing decisions in almost every round.

Airships

Fri 3:00pm-5:00pm Heather Drake HeritageB 06
Race against other entrepreneurs to assemble the materials and personnel you need to build airships. If you're really good, you can launch the Hindenburg. This game features lots of dice rolling and the coveted "zepplepeople".

Alhambra

Fri 5:00pm-7:00pm Paul Kushnir HeritageB 12
Come learn how to play Dirk Henn's Alhambra, the 2003 Spiel des Jahres winner!

Alhambra - with expansions

Fri 7:00pm-10:00pm Paul Kushnir HeritageB 12
Come play Dirk Henn's Alhambra, the 2003 Spiel des Jahres winner! I have the Big Box, so we can choose which expansions to include (including the promo, The Magical Buildings)

Alien frontier

Thu 6:00pm-8:00pm Kevin Gillette HeritageB 07
Fri 2:00pm-4:00pm Kevin Gillette HeritageB 07
Sat 10:00am-12:00pm William Cohen HeritageB 07
Sun 12:00pm-2:00pm William Cohen HeritageB 13
Very fun game to play, easy to learn, and family friendly

American Rails

Sat 10:00am-12:00pm Matt Riley HeritageB 08
An economic and tactical train game in the spirit of Chicago Express

Anachronism

Sat 5:00pm-7:00pm Seth Howard HeritageB 12
Great card game!

Android

Sat 9:00am-2:00pm Sean Carrick HeritageB 25
Android is a board game of murder and conspiracy set in a dystopian future, and plays unlike any other game out there. The players interactions will create the story, piece together the murderer as the game progresses, and stand in each others path every step of the way.

Arkham Horror

Sat 8:00pm-12:00am Marcus Evenstar DiscoveryB 03
In this classic game of Lovecraftian horror, your team of investigators must learn to work together to prevent the end of the world. Combining action and role-playing, you must work quickly as the stars are shifting into a new, deadly constellation.

Arkham Horror - Marathon

Sat 10:00pm-2:00am	Seth Howard	DiscoveryB 04
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Can you survive Arkham City, Kingsport, Dunwich, and Innsmouth?

Arkham Horror Late Night

Thu 10:00pm-3:00am	Dale Braun	DiscoveryB 05
Thu 10:00pm-3:00am	Joe Hatfield	DiscoveryB 04

If you want to give Arkham Horror a whirl, but don't want to jump into all the expansions visit Dale on Table DiscoveryB 05, come see what the fuss is about!

If you want to see Arkam Horror in its full glory see Joe on Table DiscoveryB 04, for a game with the Dunwich, Kingsport, and Innsmouth expansions.

Can you survive the late night horror?

Arkham Horror- The Roar of the Horror Train

Fri 10:00pm-3:00am	Riley Crowder	DiscoveryB 03
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An Arkham Horror session using at least 2 expansions. Coordinator will be playing and is willing to teach.

Arkham Horror: Indiana Jones

Fri 9:00pm-12:00am	Eric Endres	DiscoveryB 01
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"Indiana Jones and the Curse of the Dark Pharaoh." This is the sequel to last year's Indiana Jones variant of Arkham Horror.

Ascension: Chronicle of the God Slayer

Fri 5:00pm-8:00pm	Brian Burk	HeritageB 24
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a game like dominion where you are building your deck. your deck will become more efficient, and be able to do more things.

Automobile. A brutal, unforgiving economic game!

Thu 7:00pm-10:00pm	Rachel H.	HeritageB 08
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Automobile is Martin Wallace's great game about running car companies during the early years of the auto industry. Players face a tight economic system and brutal competition as they try to out-produce and out-sell the other players. If you like Martin Wallace and unforgiving play, come join us!

Axis and Allies Pacific

Sat 6:00pm-9:00pm	Elias Stinson	HeritageB 09
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World War II in the Pacific...

Battlestar Galactica

Thu 3:00pm-6:00pm	Craig Cowley	HeritageB 09
Fri 6:00pm-10:00pm	Mike McCarrig	HeritageE 15

Based on the recent Battlestar Galactica TV series on SyFy Channel, this semi-cooperative board game has the players shepharding the last remnants of humanity in their exodus to find Earth. Each player plays a character who could be a Cylon! Work together, find the cyclon(s), and get to Kobol!

Belfort

Thu 3:00pm-6:00pm	Kevin Gillette	HeritageB 08
Fri 11:00am-2:00pm	Kevin Gillette	HeritageB 09

Belfort is a fun area control work placement game.

Best of Essen 2011: City Building

Sun 9:00am-2:00pm	Jennifer Geske	HeritageE 11
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City building requires careful planning. From abstract planning in City Tycoon, to the thematic buildings of the cities Quebec and Singapore, to developing the most profitable Swiss alpine village in Helvetia, participants will hone their skills in coming up with the best city-building blueprints.

Best of Essen 2011: Island Adventures

Sat 9:00am-2:00pm	Jennifer Geske	HeritageE 11
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Join us on a grand tour of these games with an island setting. From a deep strategic economic game in Vanuatu, to the resource management in Hawaii, to a quick hand management game in Santa Cruz and a semi co-op game in Alcatraz:The Scapegoat, these games run the gamut of favorite game mechanics

Best of Essen 2011: Unusual Career Choices

Fri 9:00am-2:00pm	Jennifer Geske	HeritageE 11
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Worker placement has become a very popular mechanic used in board games. This session features 3 of the 5 games that take players away from the comfort zones of ancient civilizations or medieval village life and plunge them in the middle of some of the most unusual occupations.

BOARD AND CARD GAMES

Betrayal at House On the Hill

Thu 8:00pm-10:00pm	Elyiot Lance	HeritageB 25
Sat 4:00pm-6:00pm	William Cohen	HeritageB 09

Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion, encountering spirits and frightening omens that foretell their fate.

'Bible Story Item' Memory game

Sun 11:00am-12:00pm	Nathan Monger	HeritageE 01
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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?

To view online: <http://www.thegamecrafter.com/games/biblestoryitemmemory-game>

Big City

Thu 5:00pm-7:00pm	Ken Dodge	HeritageB 11
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Big City. Out of print city building game published in 1999, where players try to get the most points through careful placement of neighborhoods, buildings factories and streetcars.

Blood Bowl Team Manager

Fri 2:00pm-4:00pm	Scott Rose	HeritageB 25
Sat 6:00pm-8:00pm	Scott Rose	HeritageB 25

The Game of Fantasy Football in the Warhammer Universe.

BSG Express

Fri 12:00pm-2:00pm	Andrew Tullsen	HeritageE 06
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In the tradition of the popular 'express' family of games, BSG Express is a free, non-profit print 'n play game inspired by the popular Battlestar Galactica from Fantasy Flight Games. It takes the core mechanics, boils them down to their basics, and tosses in dice.

Buffy the Vampire Slayer

Fri 7:00pm-10:00pm	Elyiot Lance	HeritageE 14
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Come play the cult favorite boardgame adaptation of Buffy The Vampire Slayer. Multiple "seasons" will be played in the time allotted!

Ca\$h'N'Guns

Thu 7:00pm-8:00pm	Sean Carrick	HeritageB 18
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In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster wins the game!

Ca\$h 'n Gun\$ will make you relive the best scenes of your favorite gangster movies. Fun, bluffing, and tough negotiations are guaranteed, but will you dare to play? It's simply killing!

Campaign Trail

Fri 2:00pm-6:00pm	Andrew Nisbet	HeritageE 07
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Elect a president

Cannibal Pygmies in the Jungle of Doom

Sat 8:00pm-9:00pm	Antonia Cabal	HeritageB 07
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Because you've always wanted to direct a B-Movie.

Catacombs

Fri 10:00am-12:00pm	Subhan Michael Tindall	HeritageB 29
Sat 10:00am-12:00pm	John Redmond	HeritageB 13
Sun 10:00am-12:00pm	John Redmond	HeritageB 08

Crawl through the dungeons as a Barbarian, Wizard, Elven Archer, or Thief! Your aim and skill will determine the outcome in this dexterity-based dungeon-flicking adventure! It's flickin' fun in a dungeon.

Catan: Oil Springs

Thu 8:00pm-10:00pm	Peter Drake	HeritageB 07
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In Catan Scenarios: Oil Springs settlers arriving on Catan will cry "Eureka!" as they discover black gold on the island for the first time. This resource brings great opportunity but also danger to the intrepid settlers as they make their mark on the island, claiming it for their own.

Cheap Shot. The Game of Insult Rummy by Gut Bustin' Games

Fri Hourly from 6:00pm to Midnight	Lisa Steenson	HeritageE 01
Sat Hourly from 6:00pm to Midnight	Lisa Steenson	HeritageE 01

Cheap Shot is a rummy style game with cards to formulate sassy insults, targeting other players. All in good fun!

Chicago Express (Wabash Cannonball)

Thu 4:00pm-6:00pm	Chad Urso McDaniel	HeritageB 12
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A game of railroad auctions and occasional track construction for experienced players.

Cities & Knights of Catan

Sun 10:00am-12:00pm	Craig Cummings	HeritageB 19
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Stave off the Vikings with your advanced civics and knights

Cleopatra

Fri 6:00pm-8:00pm	William Cohen	HeritageB 06
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Easy game to play, unique use of box as the temple, family friendly

Colonial: Europe's Empires Overseas

Fri 6:00pm-11:00pm	Walt Mulder	HeritageB 29
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Complex Euro game involving trading, negotiation, and conflict. Best played if you have some experience with this type of game.

Condottiere

Sat 8:00pm-10:00pm	Peter Drake	HeritageB 29
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Conquer Renaissance Italy.

Container

Fri 5:00pm-8:00pm	Rachel H.	HeritageB 19
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Container is an amazing, unforgiving economic game designed by Franz-Benno Delonge. Each player is both a producer and shipper of goods and must manage to build capital in a cut-throat environment. If you like economic games and games with tough choices come give Container a try!

Core Worlds

Thu 10:00pm-12:00am	Roy Starkweather	HeritageB 06
Thu 10:00pm-12:00am	John Redmond	HeritageB 07
Fri 12:00pm-2:00pm	John Redmond	HeritageB 18

Conquer the Core Worlds of the galaxy, competing with rival factions for resources and military units in a deck building game that combines elements of Magic: The Gathering, Twilight Imperium, and Ascension into one solid, meaty gaming experience!

Cornucopia

Sat 12:00pm-1:00pm	Carol McCuen	HeritageB 07
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In Cornucopia, your goal is to fill your basket with a bountiful collection of fruits and vegetables, while at the same time correctly predicting how long it will take you to fill your basket.

Cosmic Encounter (Fantasy Flight Games edition)

Fri 8:00pm-10:00pm	John Redmond	HeritageB 13
Fri 10:00pm-12:00am	John Redmond	HeritageB 13

Colonize the galaxy! Explore strange new worlds... Meet strange, exotic new civilizations... and crush them under your boot!

Die Macher

Sun 9:00am-3:00pm	Sean Carrick	HeritageB 25
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Die Macher is a five-hour long game about the German political system that also happens to be one of the most enjoyable games of all time. Considered by many to be the best Euro game ever made, if you've never played, you owe it to yourself to give this a chance.

Discworld: Ankh Morpork

Sat 10:00am-12:00pm	Marcus Evenstar	HeritageB 24
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Welcome to Ankh Morpork, the oldest, greatest and most odorous city of Terry Pratchett's Discworld, a place where trouble is always in the cards. You are vying for ultimate control of this proud and pestilent city, using your cunning and guile to complete your secret agenda.

BOARD AND CARD GAMES

Dominion

Thu 3:00pm-5:00pm	Carol McCuen	HeritageB 26
Sat 6:00pm-9:00pm	Brian Burk	HeritageE 14
Sun 8:00am-10:00am	Carol McCuen	HeritageB 06

In Dominion, each player starts with an identical, very small deck of cards. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Doom: The Boardgame Deathmatch (drop in/drop out)

Fri 2:00pm-6:00pm	Elyiot Lance	HeritageE 14
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Come play Fantasy Flight Games Doom: The Boardgame in Deathmatch mode. Get some training. People will be free to drop in, drop out, and "save" in order to come back later. Various modes will be played, ranging from free for all to team to Capture the flag.

Dune

Thu 6:00pm-10:00pm	Craig Cowley	HeritageB 09
Fri 8:00pm-12:00am	Seth Howard	DiscoveryB 04

Each player, with unique strengths and weaknesses, competes to obtain essential spice from an inhospitable desert planet in this strategic board game. Resources are limited, treachery abounds; the fate of the universe may turn upon the tiniest detail.

Dungeon Petz

Fri 11:00am-2:00pm	Chad Urso McDaniel	HeritageB 11
Sun 1:00pm-3:00pm	Greg Moore	HeritageB 18

Vlaada Chvátil's latest strategy game. Your team of imps try their hand at running a pet store raising monsters. When the Dungeon Lords come looking for monsters for their dungeons, will you have what they want?

Dungeon Run

Sun 3:00pm-5:00pm	Joe Waller	HeritageB 06
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Dungeon Run is an exciting dash through a dungeon packed with monsters and traps. Each player controls a unique hero capable of great feats, and whose powers and abilities are upgradable and customizable throughout the game.

Earth Reborn

Sat 10:00am-12:00pm	Bryann Turner	HeritageB 29
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After 500 years, two factions emerge from their underground cities into, an Earth reborn from nuclear disaster.

Eaten by Zombies!

Sat 11:00am-12:00pm	Greg Moore	HeritageB 09
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Can you survive each day or will you be Eaten by Zombies? Last player still alive wins.

Eclipse

Fri 4:00pm-9:00pm	Brad Richards	HeritageE 06
Fri 4:30pm-9:00pm	Fillard Spring-Rhyne	HeritageE 10
Sat 9:00am-2:00pm	David Abel	HeritageE 02
Sat 1:00pm-6:00pm	Peter Drake	HeritageB 10
Sun 12:00pm-5:00pm	Walt Mulder	HeritageB 08

Space exploration and conquest game, in the spirit of Twilight Imperium but not as long. . Carve out a piece of the galaxy with one of the six factions in this new space epic. Beginners are welcomed!

Eclipse

Sun 12:00pm-5:00pm	David Abel	HeritageB 09
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Leave the Terrans and the newbies behind... I hope several of you have gotten a chance to play this fine game during GameStorm or before. This session will include the alien races and the Supernova expansion tiles, so some experience is strongly encouraged.

Elder Sign

Fri 4:00pm-7:00pm	Scott Rose	HeritageB 09
Sun 2:00pm-5:00pm	Scott Rose	HeritageB 29

The game of Eldritch horror in true Lovecraftian style

Elder Sign: Indiana Jones

Thu 4:00pm-6:00pm	Eric Endres	HeritageB 06
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A game of Elder Sign, featuring Indiana Jones characters and a custom scenario.

Eminent Domain

Thu 8:00pm-10:00pm	John Redmond	HeritageB 13
Fri 10:00am-12:00pm	John Redmond	HeritageB 13

A blend of Race For The Galaxy, Dominion, Glory To Rome, and Puerto Rico, this deceptively easy-to-learn game pits players against each other in a race to expand and build the greatest empire in the galaxy.

Fantactics

Sat 6:00pm-8:00pm	Evan Birkby	HeritageB 08
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Fantactics is a new Tactical Board game where two teams battle fantasy creatures on a fairly small tactical game board. The game is designed to be easy to learn and can normally be completed in under 2 hours.

Fische Fluppen Frikadellen - 15 players, 3 tables

Sat 2:00pm-4:00pm	Tim Shippert	HeritageE 14
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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.

Fluxx

Sat 10:00am-11:00am	Chris Ballowe	HeritageB 06
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We will play one of the newer versions of Fluxx - probably Star Fluxx.

For Sale

Fri 9:00am-10:00am	Ken Dodge	HeritageB 13
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A great little auction game by Stefan Dorra. Ease into your GameStorm weekend with this delightful opener.

Formula De: Portland International Raceway

Fri 3:00pm-5:00pm	Peter Drake	HeritageB 24
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Formula 1 racing on the Portland track! One lap, ten cars.

Fortune and Glory

Thu 7:00pm-10:00pm	Greg Moore	HeritageB 29
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Players adventure around the world attempting to recover artifacts while avoiding Nazis and many other hazards.

Fresco

Thu 7:00pm-10:00pm	Lynette Jagoda	HeritageB 26
Fri 12:00pm-3:00pm	Lynette Jagoda	HeritageE 02

Players are acting like artisans. They have to restore a fresco in a Renaissance church. Fun game with a lot of options for how to play and some unique features. Visually beautiful game. This is a moderately heavy Eurogame. We will be playing with the expansions.

Friday Four-um — Agricola

Fri 7:00pm-10:00pm	Bryann Turner	HeritageE 09
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Challenge me, Bryann Turner (BTizo to some), to a game of Agricola. I will be playing this and 3 other games AT THE SAME TIME. Can you beat me? Experienced players only!

Friday Four-um — Age of Empires III

Fri 7:00pm-10:00pm	Bryann Turner	HeritageE 08
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This is part of a 4 game challenge! I'll be playing 4 games at the same time! I do not want to teach the base game, but will explain the expansion rules.

Friday Four-um — Jet Set

Fri 7:00pm-10:00pm	Bryann Turner	HeritageE 12
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Jet Set! This game is part of the Friday Four-um Challenge! I need challengers! Experienced players only!

Friday Four-um — Kingsburg! To Forge A Realm

Fri 7:00pm-10:00pm	Bryann Turner	HeritageE 13
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Kingsburg! Forge a Realm! Come and challenge me as I play this and 3 other games at the same time! Can you defeat me?

Game of Thrones - Clash of Kings (6 Player)

Fri 1:00pm-5:00pm	Travis Peters	HeritageB 13
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George RR Martin's a Game of Thrones - Board Game 6 player Expansion
Control 1 of 6 factions vying for the Throne in this excellent war game.

Gangsters - Avalon Hill

Sat 3:00pm-5:00pm	Seth Howard	HeritageB 25
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Classic Avalon Hill game.

High Frontier

Sat 2:00pm-6:00pm

Doug Bloomer

HeritageB 11

Phil Eklund's opus on the exploration/exploitation of outer space. Can your build the rocket missions to industrialize space first?

High Society

Fri 4:00pm-5:00pm

Ken Dodge

HeritageB 25

High Society by Reiner Knizia. Fun auction opener filler.

History of the World

Sat 9:00am-2:00pm

Travis Peters

HeritageB 11

A Risk like War Game in which each Player controls a series of Civilizations though 7 Epochs from BC to WWI trying to control as much of the world as you can.

Hive, Logan Stones, Pentago, Terrace

Sat 6:00pm-8:00pm

Carol McCuen

HeritageB 24

Come learn how to play one or all of these games:

Hoity Toity (Adel Verpflichtet)

Sat 9:00am-11:00am

Heather Drake

HeritageB 09

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 peer's paintings if you can get away with it. Klaus Teuber won the 1990 Spiel de Jahres for this addictive rock-paper-scissors style game.

Homesteaders

Thu 3:00pm-6:00pm

Heather Drake

HeritageB 07

To carve civilization out of the Wild West, you'll have to outbid fellow speculators for prime real estate and build up your holdings, but not bankrupt yourself with too much debt along the way. Thistight economic game hits a sweet spot somewhere between Agricola and Le Havre.

IceDice and other Looney Pyramid games.

Fri 1:00pm-2:00pm

Chris Ballowe

HeritageB 25

In IceDice, a push-your-luck game from Looney Labs, you are trying to complete three matching sets of pyramids by rolling the dice; if you can't get the pyramids you want from the bank, you may steal them from your opponent.

Ideology

Sat 3:00pm-6:00pm

Scott Rose

HeritageB 06

IDEOLOGY..the War of Ideas.

Ikusa / Samurai Swords / Shogun

Sat 3:00pm-8:00pm

Brad Richards

HeritageB 19

Battle for the title of Shogun in feudal Japan.

Indonesia

Fri 6:00pm-10:00pm

Craig Cowley

HeritageB 10

Help shape an economy. As the game unfolds, basic agriculture develops into early industry. Players become wealthy by producing and delivering goods to growing cities, and by acquiring and merging companies at just the right time and for just the right price.

[AEG] Infinite City

Fri 9:00pm-11:00pm

Louise Gagne

HeritageF 09

Sat 1:00pm-3:00pm

Louise Gagne

HeritageF 09

Sat 7:00pm-9:00pm

Louise Gagne

HeritageF 09

Sun 12:00pm-2:00pm

Louise Gagne

HeritageF 09

A rich new world has opened up. Resources are plentiful, the economy is booming, and the capital city of this new world is expanding like never before! Even though many corporations scramble to stake a claim in the exploding prosperity, only one can claim ownership! Who will take over Infinite City?

Innovation

Thu 6:00pm-8:00pm

Jeffrey Cowley

HeritageB 06

Thu 9:00pm-11:00pm

Jeffrey Cowley

HeritageB 11

Build your civilization's ideas and technologies from the stone age, to modern times. Echoes of the Past expansion is available if players have played before.

BOARD AND CARD GAMES

Kaiju City

Fri 3:00pm-4:00pm	Levi Mote	HeritageB 10
Sat 2:00pm-3:00pm	Levi Mote	HeritageB 12

Mankind or Monsters? Their fate is in your hands!

King of Tokyo

Thu 6:00pm-7:00pm	Eric Endres	HeritageB 08
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"Kong of the Hill" dice game by Richard Garfield. New players welcome.

Kingmaker

Thu 6:00pm-10:00pm	Frank Durovchic	HeritageB 30
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It's 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? On a LARGE map

Kingsburg

Sat 2:00pm-4:00pm	William Cohen	HeritageB 08
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Very easy game to learn, minimal complexity, lots of dice rolling, and family friendly.

Kremlin - Avalon Hill

Fri 6:00pm-8:00pm	Seth Howard	HeritageB 07
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Can your politician win the election, or will he or she be sent to the gulag?

Last Night on Earth/Invasion from Outer Space Combo

Thu 6:00pm-9:00pm	Dale Braun	HeritageF 01
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This is a fan-based scenario from TheZombieGame.com called "I found the Weakness!" that combines Last Night on Earth and Invasion from Outer Space. Watch zombies, martians, carnies and hicks fight for survival!

Late night Dixit

Thu 10:00pm-11:00pm	Paul Kushnir	HeritageB 08
Fri 10:00pm-11:00pm	Paul Kushnir	HeritageB 12
Sat 10:00pm-11:00pm	Paul Kushnir	HeritageB 07

Come play Jean-Louis Roubira's DIXIT, the 2010 Spiel des Jahres winner! I have Dixit and Dixit 2, and will hopefully be able to get a copy of Dixit Odyssey so we can play with a full 12 people.

Lord of the Rings: Battlefields

Thu 8:00pm-10:00pm	Eric Endres	HeritageB 19
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A game of the classic Knizia co-op game Lord of the Rings, featuring the Battlefields expansion.

Ludus

Sat 9:00am-11:00am	Greg Moore	HeritageE 05
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A game of gladiatorial combat in ancient Rome.

Lunar Rails

Fri 6:00pm-10:00pm	david schaber	HeritageF 01
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Crayon Railroad game played on the moon

Lunch Money / Beer Money

Fri 4:00pm-6:00pm	Timothy McDowell	HeritageB 10
Sat 4:00pm-6:00pm	Timothy McDowell	HeritageB 08

Lunch Money is an exciting, fast-paced, multi-player card game that combines dark, psychological images with the raw dynamics of a merciless street fight. Lunch Money: Sticks & Stones adds even more pain and mayhem to the dark, frenetic world of Lunch Money

Macao

Fri 2:00pm-4:00pm	Christopher Onstad	HeritageB 09
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Macao is a dice management game set in the 17th century.

Mad Scientist University

Sat 3:00pm-4:00pm	Antonia Cabal	HeritageB 12
Sun 12:00pm-1:00pm	Antonia Cabal	HeritageB 18

Break out your lab coat and polish up your laser pistol! Mad Scientist University is back in session. The player that devises the most evil schemes wins.

Mage Knight: The Board Game

Sat 7:00pm-12:00am (Standard)	Doug Cooley	HeritageF 06
Fri 6:00pm-11:00pm (Blitz)	David Abel	HeritageE 11

Manoeuvre: Learn to Play

Thu 6:00pm-9:00pm	Michael Hopcroft	HeritageB 12
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Learn how to play GMT Games' popular abstract battle game Manoeuvre in a low-pressure environment. Get familiar with the game and gear yourself up for tomorrow's tournament. Sponsored by GMT Games.

Manoeuvre: Championship

Sat 12:00pm-8:00pm	Michael Hopcroft	HeritageF 01
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Now that you've learned to play Manoeuvre, it's time to show off your new-won prowess! This is a single-elimination tournament for eight players. Here's your chance to dominate the battlefields of Europe. Sponsorship and prizes provided by GMT Games and Wargame Memories.

Mansions of Madness

Fri 9:00am-12:00pm	Dale Braun	HeritageB 18
Fri 10:00pm-1:00am (Forbidden Alchemy)	Dale Braun	DiscoveryB 05
Sat 10:00pm-1:00am (Green Eyed Boy)	Dale Braun	DiscoveryB 02
Sun 12:00pm-3:00pm	Joe Waller	HeritageB 10

You start to nod off around the fire, dreams of riches and luxury floating through your mind. You bolt upright as a terrified scream awakens you. You reorient yourself. The scream was from nearby. You muster up your courage to go investigate.

Mare Nostrum W/Mythology expansion

Sat 3:00pm-7:00pm	Sean Carrick	HeritageB 29
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Serge Laget's masterpiece of a civilization game.

Play one of six nations and attempt to be the first one to purchase four heroes and/or wonders, or be the first to build the pyramids. Build markets, amass armies, conquer, trade, and negotiate.

And did I mention that it plays in 2-3 hours!

Martian Rails

Thu 6:00pm-10:00pm	Subhan Michael Tindall	HeritageB 24
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Crayon Rails on Mars, with a wrap-around track

Master Builder Challenge Tournament

Thu 3:00pm-8:00pm	Jennifer Geske	HeritageE 04
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Many board games involve having players gather resources required to complete buildings for victory points. Participants will flex their building muscles in 3 new games of vastly different themes. The top builders will receive rewards including signed copy of board game and other prizes.

Memoir '44: Operation Overlord-Tigers in the Snow

Fri 2:00pm-4:00pm	Andrew Korson	HeritageF 01
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Play the Memoir '44 commands and colors game on a grand scale. Four generals on each side control their troops on the extra large battlemat.

Merchant of Venus

Sat 10:00am-12:00pm	Andrew Tullsen	HeritageE 06
Sat 12:00pm-3:00pm	Andrew Tullsen	HeritageE 06

MOV is a Commodity Speculation, Dice Rolling, Pick-up and Deliver, Point to Point Movement, Roll and Move game with Economic, Science Fiction, Space Exploration and Transportation themes.

This game will be run for 4 players to a goal of \$2,000, on the DathKaden remake version.

Merchants & Marauders

Thu 8:00pm-12:00am	John Fundak	HeritageB 10
Sat 2:00pm-5:00pm	Art Colvig	HeritageE 05

Merchants & Marauders lets you live the life of an influential merchant or a dreaded pirate in the Caribbean during the Golden Age of Piracy.

Metropolys

Sat 4:00pm-5:00pm	Christopher Onstad	HeritageB 12
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The Awe-inspiring Metropolys is expanding exuberantly! Talented urban planners and architects rival each other to make luxury.

BOARD AND CARD GAMES

Mission: Red planet

Sat 10:00am-12:00pm	Ken Dodge	HeritageE 03
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Mission: Red Planet by Bruno Faidutti and Bruno Cathala. Steampunk colonization if Mars.

Monty Python and the Defenders of the Realm

Sat 12:00pm-2:00pm	Eric Endres	HeritageB 09
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A custom variant for Defenders of the Realm based on "Monty Python and the Holy Grail."

Mwahahaha!

Fri 1:00pm-3:00pm	Dale Braun	HeritageB 06
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Practice your mad scientist laugh, and get your Dr Evil on!

Nexus Ops

Fri 6:00pm-8:00pm	Joe Waller	HeritageB 18
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Nexus Ops is a light-medium science fiction war game.

[AEG] Nightfall: The Coldest War

Fri 7:00pm-9:00pm	Louise Gagne	HeritageF 09
Sat 10:00am-12:00pm	Louise Gagne	HeritageF 09
Sat 3:00pm-5:00pm	Louise Gagne	HeritageF 09
Sun 10:00am-12:00pm	Louise Gagne	HeritageF 09

Nightfall: The Coldest War is a stand-alone expansion to the competitive deck building game Nightfall. The Coldest War brings you a complete all-new set of cards with special powers, and features a full set of 6 exciting new starting minions! The Coldest War also introduces Moon Phase cards that cha

[AEG] Ninja: Legend of the Scorpion Clan

Fri 7:00pm-9:00pm	Dante Gagne	HeritageF 08
Sat 10:00am-12:00pm	Dante Gagne	HeritageF 08
Sat 7:00pm-9:00pm	Dante Gagne	HeritageF 08
Sun 10:00am-12:00pm	Dante Gagne	HeritageF 08

One very dangerous night at a castle in the provinces of the Lion Clan. Honorable Lion samurai stand vigilant watch around the castle, protecting it from harm. The Scorpion Clan sends one well trained ninja to infiltrate the castle for nefarious purposes. Whatever the goal, the ninja will succeed.

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

Fri 6:00pm-8:00pm	Lisa Steenson	HeritageE 02
Fri 8:00pm-10:00pm	Lisa Steenson	HeritageE 02
Fri 10:00pm-12:00am	Lisa Steenson	HeritageE 02
Sat 6:00pm-8:00pm	Lisa Steenson	HeritageE 02
Sat 8:00pm-10:00pm	Lisa Steenson	HeritageE 02
Sat 10:00pm-12:00am	Lisa Steenson	HeritageE 02

Gut Bustin' Games presents...
"Oh Gnome You Don't!" Board Game where each gnome is on a gem grubbing, brawling, tricking, light strategy adventure.

Ora et Labora

Fri 12:00pm-3:00pm	Jeffrey Cowley	HeritageB 10
Fri 7:00pm-10:00pm	Jeffrey Cowley	HeritageE 05

Players are the head of a monastery in the Medieval era. Acquire resources from the resource wheel and build buildings to increase the prestige of your monastery. The fifth big box game by Uwe Rosenberg, designer of Agricola and Le Harve.

Outpost

Sat 9:00pm-2:00am (TimJim Version)	Jeff Fisher	DiscoveryB 01
Sun 10:00am-3:00pm (2011 version)	Dan Carey	HeritageB 06

Start feak and weeble, buy stuff to make more stuff (and better stuff), which means better income to buy more faster. Win race to 75 VP worth of colony cards, which are won by auction throughout the game.

Pandemic

Fri 4:00pm-6:00pm	Karl Krehbiel	HeritageB 07
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Come save the world from annihilation from diseases..

Pastiche

Sat 3:00pm-4:00pm

Roy Starkweather

HeritageB 26

A World of Beautiful Colors comes alive as players choose commission cards picturing 34 of the finest European art works of the past six centuries. Players score their commissions by mixing primary colors through clever tile placement, and recreating the palette of colors used by the masters who created these works. Explore the paintings, palettes, and pasts of the artists in this unique and challenging game for the whole family.

Pondora (an abstract, strategy board game with the FROGGER theme)

Fri 11:00am-12:00pm

Nathan Monger

HeritageE 01

Sat 10:00am-11:00am

Nathan Monger

HeritageE 01

Sun 10:00am-11:00am

Nathan Monger

HeritageE 01

Simple, yet mentally challenging, hopping inches to learn but miles to master... Story: Your frog's 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.

Pork Barrel

Sat 6:00pm-8:00pm

Brad Poser

HeritageB 06

A political themed bidding/card exchange game. Focuses on out thinking opponents and abusing American politics.

Power Grid

Thu 5:00pm-8:00pm

Joe Hatfield

HeritageB 13

Thu 5:00pm-8:00pm (Germany)

Steve McCuen

HeritageB 25

Thu 9:00pm-12:00am

Chris Ballowe

DiscoveryB 02

Thu 9:00pm-12:00am (Russia)

Steve McCuen

HeritageB 12

Fri 11:00am-2:00pm (U.S.A)

Steve McCuen

HeritageE 04

Fri 5:00pm-8:00pm (Germany)

Carol McCuen

HeritageB 05

Fri 9:00pm-12:00am

Chris Ballowe

DiscoveryB 02

The classic game of resource management, players represent a company that owns power plants and tries to supply electricity to cities.

Power Grid: The First Sparks

Fri 9:00am-11:00am

Jeffrey Cowley

HeritageB 10

Before coal, oil, garbage and uranium were the resources of power generation. Civilizations required more basic resource - food. Acquire tools that allow your clan to expand its food generation methods so that your clan can expand to new territories.

Puerto Rico: Anniversary Edition

Fri 4:00pm-6:00pm

Jeffrey Cowley

HeritageB 11

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? The Anniversary Edition has completely redesigned components, artwork and both expansions.

Pyrite Isle (Pirate war game, involving buried treasure)

Fri 12:00pm-2:00pm

Nathan Monger

HeritageE 01

This is a pirate strategy war game involving:

Designing your ship, Collecting map pieces, digging up treasure to upgrade your ship, all for the purpose of sinking others...

Quarriors

Fri 5:00pm-6:00pm

William Cohen

HeritageB 06

Sun 10:00am-11:00am

William Cohen

HeritageB 09

Sun 11:00am-12:00pm

William Cohen

HeritageB 09

Very easy and fun game to play, lots of dice rolling and family fun.

Redneck Life Board Game

Fri 6:00pm-8:00pm

Lisa Steenson

HeritageE 04

Fri 8:00pm-10:00pm

Lisa Steenson

HeritageE 04

Fri 10:00pm-12:00am

Lisa Steenson

HeritageE 04

Sat 6:00pm-8:00pm

Lisa Steenson

HeritageE 04

Sat 8:00pm-10:00pm

Lisa Steenson

HeritageE 04

Sat 10:00pm-12:00am

Lisa Steenson

HeritageE 04

Redneck Life is a board game for fun-loving players ages 13+. Bring your friends and we will set up a game for every 4-5 players that show up during the event time. **Extra kudos for showing up in Redneck "attire".**

BOARD AND CARD GAMES

Republic of Rome

Sat 1:00pm-7:00pm John Beck HeritageB 07
The ultimate game in political & diplomatic double-dealing.

Restless in Pieces (a Zombie board game)

Fri 2:00pm-3:00pm Nathan Monger HeritageE 01
Sat 11:00am-12:00pm Nathan Monger HeritageE 01
You have nothing to be afraid of at night, you are the zombie. You left a few body parts outside last time you were out, that you had better find before they are lost forever. But you had better get back to your grave before dawn.

Rex: Final Days of an Empire

Thu 6:00pm-10:00pm D.J. Anderson HeritageE 01
Rex: Final Days of an Empire is a board game of negotiation, betrayal, and warfare in which 3-6 players take control of great interstellar civilizations, competing for dominance of the galaxy's crumbling imperial city. Set 3,000 years before the events of Twilight Imperium.

Rise of Empires

Fri 8:00pm-11:00pm Roy Starkweather HeritageB 06
Sat 8:00pm-11:00pm Roy Starkweather HeritageB 08
In Rise of Empires two to five players are building their own civilization from the dawn of history to present times. All players start small and fairly powerless, however, through clever play they try to gain wealth and progress in several areas.

Road Kill Rally

Sat 5:00pm-7:00pm Roy Starkweather HeritageE 06
Think Car Wars meets Death Race 2000.

RoboDerby: Express

Fri 2:00pm-3:00pm Andrew Tullsen HeritageE 06
Fri 3:00pm-4:00pm Andrew Tullsen HeritageE 06
This game is a slimmed down version of RoboRally, playable by 2 players in just 30min! (Up to 4 players with the expansions!) Roll your dice to program your robot to get around the obstacle-strewn floor.

Roborally

Sat 4:00pm-6:00pm Marcus Evenstar HeritageB 13
Take charge of the factory floor in this classic game of mechanical mayhem. Choose your cards, do your finger dance carefully and lure your enemies into more dangerous areas. On the other hand, your minion can still fall into a trap, crusher or laser because your fingers lied to you...

Roman Games - Gladiator and Circus Maximus

Sat 8:00am-12:00pm Seth Howard HeritageB 19
Every dream of competing in the Roman games? Now is your chance, race a chariot on a 6' map and fight to the death in the Coliseum.

Ruse - Steampunk Murder Mystery Card Game

Fri 4:00pm-5:00pm Levi Mote HeritageB 12
Sat 12:00pm-1:00pm Levi Mote HeritageB 24
Ruse is the game of Accusations and Alibis

Saints (Playtesting)

Sat 2:00pm-4:00pm Mike Selinker HeritageB 03
Sat 4:00pm-6:00pm Mike Selinker HeritageB 03
Come try the prototype of Mike Selinker's new collaborative deck building game Saints. If you like card games, RPGs, and horror, you might like this a lot.

Samurai

Thu 10:00pm-12:00am Lynette Jagoda HeritageB 26
This Reiner Knizia classic from 1998 has easy rules but lots of depth. Set in medieval Japan players vie for regional influence via a tile laying mechanism. Even after a decade this still ranks in the top 100 games on BGG

San Juan

Fri 2:00pm-4:00pm Carol McCuen HeritageE 04
A card game based on Puerto Rico. The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops—corn, indigo, sugar, tobacco, and coffee—they must try to run their business more efficiently than their close competitors.

Sator Arepo Tenet Opera Rotas

Fri 1:00pm-4:00pm

Subhan Michael Tindall

HeritageB 12

Acolytes vie to be the first to recover four sacred books from an ever-shifting labyrinth

Seafarers of Catan

Thu 6:00pm-8:00pm

Craig Cummings

HeritageB 19

Fri 2:00pm-4:00pm

Craig Cummings

HeritageB 11

Use the seas to settle more

Settlers of Catan

Thu 3:00pm-5:00pm

Craig Cummings

HeritageB 13

Sat 2:00pm-4:00pm

Craig Cummings

HeritageB 13

Build your cities and towns with a combination of strategy and luck.

Shadow Hunters - 16 Player Smackdown!

Sat 4:00pm-6:00pm

Mike McCarrig

HeritageE 14

This anime-inspired board game pits the evil Shadows versus the good Hunters, but there's a healthy amount of Neutral characters with their own agenda thrown in. You don't know who your enemies or allies are. Can you survive and win in the ensuing chaos?

Shark Bait (a game of Pirates' Diplomacy)

Fri 6:00pm-8:00pm

Nathan Monger

HeritageE 07

<https://www.thegamecrafter.com/games/Sharkbait> Gold wins the game, but there are many ways to earn gold:

1. by using diplomacy to aid other pirates
2. defending the ships that the Pirates are attacking
3. by sinking ships
4. by injury, earning welfare from the Pirates' Code

Sid Meier's Civilization: The Board Game - Fame and Fortune

Thu 3:00pm-8:00pm

John Fundak

HeritageB 10

The Fame and Fortune expansion for Sid Meier's Civilization: The Board Game provides players with new game options, and brings a host of enhancements.

Slapshot

Sat 1:00pm-2:00pm

david schaber

HeritageB 24

A hockey card game...very fun

Small World - with expansions!

Sat 10:00am-12:00pm

Dale Braun

HeritageF 01

Small World, with the following expansions: Be Not Afraid, Cursed, Grand Dames, Tales and Legends, and if people are up to it, the Necromancer can be thrown in!

Space Alert

Sat 8:00pm-10:00pm

David Engle

DiscoveryB 10

Become part of the crew of a starship on a dangerous mission of exploration. In this fully co-operative game, a crew of up to five players must work together in a race to survive a series of threats to their ship.

Starfarers of Catan Tournament

Sun 12:00pm-4:00pm

Craig Cummings

HeritageE 01

Catan in space. Win a prize!

Stone Age

Sat 12:00pm-2:00pm

William Cohen

HeritageB 08

Very easy to learn, minimal complexity, family friendly, and fun to play.

Stronghold

Fri 9:00am-12:00pm

Joe Waller

HeritageB 06

Stronghold is a board game of a heroic siege. Play as the Invader and use the whole orcish arsenal to wipe out the human forces. Take the role of the Defender deflecting the opponent's actions and leading mankind's last hope to victory.

Struggle of Empires: Insomniac Session

Sat 9:00pm-2:00am

Jonathan Hildenbrand

DiscoveryB 06

Play one of Martin Wallace's most acclaimed games. Negotiate your way to victory in a no-holds barred, epic struggle on too much caffeine and too little sleep.

Sun Sea Sand

Sat 10:00am-12:00pm

Subhan Michael Tindall

HeritageB 26

Build cabanas, book tourists, and build attractions in this deceptively deep strategy /economic game

BOARD AND CARD GAMES

Tac V

Sat 9:00am-7:00pm Andrew Nisbet HeritageB 30
Multi Player Air Land Sea Combat

Takeoff!

Thu 8:00pm-10:00pm Gregory Howard HeritageB 06
2-5 players Race across the world as you try and guide your fleet of aircraft without your rivals derailing your efforts. Who knew an educational board game could actually be fun?

Tales of the Arabian Nights

Sat 10:00am-2:00pm Joe Hatfield HeritageB 18
In Tales of the Arabian Nights, you are the hero or heroine in a story of adventure and wonder just like those told by Scheherazade to her spellbound sultan! Will you be the first to fulfill your destiny?

Talisman 4th ed.

Fri 8:00pm-11:00pm (The Basic) D.J. Anderson DiscoveryB 06
Sat 8:00pm-12:00am (The Advanced) D.J. Anderson DiscoveryB 05
Talisman takes you on a journey through magical lands, as you endeavor to reclaim the Crown of Command. Each turn will see your hero advancing, battling, gaining knowledge and power necessary to defeat the guardians lurking between the Portal of Power and the Valley of Fire.

Tammany Hall

Sat 12:00pm-2:00pm Cindy Hachtel HeritageB 13
Set in the New York City of Boss Tweed, players compete to have the greatest influence on the people residing in each ward in order to control the most wards and be elected mayor.

Tannhauser

Fri 11:00am-2:00pm Sean Carrick HeritageB 07
It is 1950, and WWI has raged for 35 years. The Reich has discovered gateways to hell, and channel Eldritch powers. The Union has created technology based off the UFO's at Roswell. The Russians have channeled ancient Ukranian Gods into powerful suits. Which side will you choose?

Tanto Cuore

Fri 3:00pm-5:00pm Marcus Evenstar HeritageB 29
Sat 12:00pm-2:00pm Marcus Evenstar HeritageB 12
Sun 12:00pm-2:00pm Marcus Evenstar HeritageB 12

A Japanese deck building game where the players are aristocrats of an Italian grand manor, showing affection to the maids in their employ to better assure their services. Take care with your choices to avoid bad habits or illness among your chambered staff! With care and cunning, you can become the "perfect master."

The Big Time!

Fri 10:00am-11:00am Andrew Tullsen HeritageE 06
Fri 11:00am-12:00pm Andrew Tullsen HeritageE 06

In The Big Time!, players take the roles of theater owners in Chicago during the Golden Age of vaudeville, from about 1905 to about 1915. The object is to make your theater the most spectacular in the city by booking the greatest and most diverse roster of acts that you can find (and afford!).

The Downfall of Pompeii

Sat 4:00pm-6:00pm Heather Drake HeritageB 18
Pompeii is such a lovely, prosperous town. You, and your relatives, can't immigrate fast enough. At least until the day Vesuvius blows and you must all flee for your lives! A perfect game for people who would relish tossing their opponents into a fiery volcano.

The Great Dalmuti

Fri 11:00pm-12:00am Paul Kushnir HeritageB 12
Sat 11:00pm-12:00am Paul Kushnir HeritageB 07

Come play a light game of Richard Garfield's The Great Dalmuti, an easy social card game that anyone can play!

The Napoleonic Wars (GMT)

Fri 9:00am-5:00pm Michael Hopcroft HeritageB 19
Sorry, only one of you gets to be Napoleon. The rest of the players have to beat him! GMT's "The Napoleonic Wars" covers the wars of Emperor Napoleon Bonaparte from 1805 through 1815. Grand prize supplied by Wargame Memories!

The Pillars of the Earth

Fri 9:00am-12:00pm	Eric Beeson	HeritageB 12
Sat 9:00am-12:00pm	Eric Beeson	HeritageB 12
Sun 9:00am-12:00pm	Eric Beeson	HeritageB 12

Based on the Ken Follett novel/miniseries, players compete while building a beautiful cathedral.

The Speicherstadt

Fri 4:00pm-5:00pm	Art Colvig	HeritageE 05
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Stefan Feld's warehouse auction game. Get the contracts, get the ships manage your money and bribe the fire department.

Through the Ages

Thu 7:00pm-2:00am	Jeff Fisher	DiscoveryB 03
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Start weak and primitive, grow strong and productive by investing in science, leaders, military and civics. You'll want everything before you can do anything, but you must still choose what to do first. I hope to play the "Full Game" with +1 turn in Age IV.

[AEG] Thunderstone Advanced

Fri 9:00pm-11:00pm	Dante Gagne	HeritageF 08
Sat 1:00pm-3:00pm	Dante Gagne	HeritageF 08
Sat 3:00pm-5:00pm	Dante Gagne	HeritageF 08
Sun 12:00pm-2:00pm	Dante Gagne	HeritageF 08

With the destruction of the Heart of Doom, Doom has been banished , but also freed him to visit other worlds. And you advanced to the next world with him to defend it's inhabitants from Doom.

Ticket to Ride Europe: Alvin & Dexter

Sun 9:00am-11:00am	Heather Drake	HeritageB 07
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Building rail in Europe was already a challenge, what with the ferries and tunnels required. Now you must also contend with both a rampaging space alien and a Godzilla monster that will wreak havoc with your carefully laid plans.

Tide of Iron - Relief of Bastogne

Sun 9:00am-12:00pm	Greg Moore	HeritageB 18
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Elements of Patton's Third Army drive against the Germans in a winter battle in an attempt to relieve the battered defenders of Bastogne during the Battle of the Bulge.

Titan - Avalon Hill

Fri 10:00am-2:00pm	Seth Howard	HeritageB 24
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Classic monster slug-a-thon by Avalon Hill

Trailer Park Wars! by Gut Bustin' Games

Fri Hourly from 6:00pm to Midnight	Lisa Steenson	HeritageE 03
Sat Hourly from 6:00pm to Midnight	Lisa Steenson	HeritageE 03

Trailer Park Wars! is a sassy, fun card based game where each player manages their own "Trailer Park". Players collect 3D miniature yard flamingos as points for having an awesome trailer park environment each turn. The player with the most flamingos at the end of the game wins!

Trajan

Thu 4:00pm-7:00pm	Walt Mulder	HeritageB 18
Sun 9:00am-12:00pm	Walt Mulder	HeritageB 11

A Euro strategy game more in the "gamer's game" category. Medium Weight thinking game with worker placement mechanics.

Troyes

Thu 8:00pm-10:00pm	Art Colvig	HeritageB 18
Sun 12:00pm-2:00pm	Roy Starkweather	HeritageB 11
Sun 2:00pm-4:00pm	Roy Starkweather	HeritageB 11

Develop and influence the city of Troyes. Using military religious and civil influence to advance your family.

Turfmaster

Fri 10:00am-1:00pm	Greg Clensy	HeritageB 25
Sat 3:00pm-6:00pm	Greg Clensy	HeritageB 24
Sat 8:00pm-11:00pm	Greg Clensy	HeritageB 06

Here's your chance to play this beautiful, hard-to-find game that is often called the best racing game ever!

BOARD AND CARD GAMES

Twilight Imperium 3rd Ed.

Fri 12:00am-8:00am	D.J. Anderson	DiscoveryB 12
Sat 10:00am-6:00pm	D.J. Anderson	DiscoveryB 15

The yearly early morning game of TI3. The 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.

Um Reifenbreite

Thu 7:00pm-9:00pm	Ken Dodge	HeritageB 11
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Um Reifenbreite. Out of print bicycle racing game. Great fun!

Undermining

Fri 3:00pm-4:00pm	Art Colvig	HeritageE 05
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Undermining is a new space mining game, upgrade your mining rig and score the big money contracts, while blocking the other players.

Up All Night with Nightfall

Sat 12:00am-4:00am	John Redmond	DiscoveryB 04
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Vie for dominance with Vampires, Werewolves, Ghouls, and Hunters in this PVP Combat-based deckbuilding game! With similarities to both Dominion and Magic: The Gathering, spend your twilight hours crushing your opponents into exile!

Vanuatu

Sun 2:00pm-6:00pm	Rachel H.	HeritageB 13
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Vanuatu is an intriguing and vicious new game from Essen '11. It is also a game with some mean play. It isn't so much "take that" as a cruel action selection system that can force greedy players out of game turns. If you spread yourself too thin, you might not get any actions at all.

Who wants be a superhero? (card/story telling game)

Fri 10:00am-11:00am	Nathan Monger	HeritageE 01
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You are being secretly tested for a day to see if you'd make a good Superhero and work well with the team...

Winner's Circle

Thu 3:00pm-5:00pm	Ken Dodge	HeritageB 11
Fri 2:00pm-4:00pm	Ken Dodge	HeritageE 03

Winner's Circle! Place your bets, ladies and gentleman! Get a chance to play this great out of print Knizia horse racing game.

Wiz-War

Sat 2:00pm-4:00pm	Joe Waller	HeritageB 18
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In Wiz-War, wizards wage no-spells-barred magical duels deep in an underground labyrinth. This classic board game of magical mayhem pits players' wizards against each other in a stupendous struggle for magical mystery

World Domination 101

Fri 10:00pm-1:00am	Marcus Evenstar	DiscoveryB 07
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This award-winning game reveals what you've always suspected - secret conspiracies are everywhere! THEY really are out to get you so you'd better get them first. Become a Secret Master and take over the world using the Post Office, Nuclear Power Companies, the FBI and Goldfish Fanciers...

Zombies!!!

Thu 3:00pm-6:00pm	Frank Durovchic	HeritageB 30
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The goal of ZOMBIES!!! is be the first player to reach the center of the Helipad tile and kill the Zombie there, or kill a total of 25 Zombies wins.

Zombinion

Fri 6:00pm-7:00pm	Dale Braun	HeritageB 08
Fri 7:00pm-8:00pm	Dale Braun	HeritageB 08

What makes Dominion better? Zombies!

COLLECTIBLE GAMES

Deck Builders in the CCG Hall - Ascension & More

Fri 10:00pm-12:00am (Ascension)	Angel May	Hemlock 05
Fri 2:00pm-4:00pm (Dominion)	Angel May	Hemlock 05
Fri 6:00pm-8:00pm (Thunderstone)	Angel May	Hemlock 05
Sat 12:00pm-2:00pm (Nightfall)	Angel May	Hemlock 04
Sat 4:00pm-6:00pm (Quarriors)	Angel May	Hemlock 04
Sat 8:00pm-10:00pm (Resident Evil)	Angel May	Hemlock 04
Sun 12:00pm-2:00pm (Star Trek)	Angel May	Hemlock 04
Sun 4:00pm-6:00pm (Dominion)	Angel May	Hemlock 04

Guardian Games is providing copies of deck building games in the CCG hall for open play. The session focuses on the game list above, but other deck builders will be available. The GM may not be able to teach, but will do so if able.

Dragon Dice Demos with Tom

Sun 12:00pm-1:00pm	Tom Wilfong	HeritageB 27
Sun 4:00pm-5:00pm	Tom Wilfong	HeritageB 27
Sun 5:00pm-6:00pm	Tom Wilfong	HeritageB 27

Learn to play the wonderful collectible dice game Dragon Dice!

Dragon Dice Challenge!

Thu 3:00pm-4:00pm	Dave Borgeson	HeritageB 27
Thu 5:00pm-6:00pm	Dave Borgeson	HeritageB 27
Thu 7:00pm-8:00pm	Dave Borgeson	HeritageB 27
Fri 9:00am-10:00am	Dave Borgeson	HeritageB 27
Fri 11:00am-12:00pm	Dave Borgeson	HeritageB 27
Fri 1:00pm-2:00pm	Dave Borgeson	HeritageB 27
Fri 3:00pm-4:00pm	Dave Borgeson	HeritageB 27
Sat 9:00am-10:00am	Dave Borgeson	HeritageB 27
Sat 11:00am-12:00pm	Dave Borgeson	HeritageB 27

Challenge the local rep to a Dragon Dice Duel using one of the ready-made armies. Winners receive a prize. All materials are provided.

Dragon Dice Variants - Gods and Men

Sun 10:00am-12:00pm	Tom Wilfong	HeritageB 27
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A twist on Dragon Dice. Monsters stride the battlefield as gods, while men fight each other for supremacy!

Dragon Dice Variants - Worst Army

Sun 2:00pm-4:00pm	Tom Wilfong	HeritageB 27
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Make the worst army you can, and let an opponent play with it. Can you win with someone else's worst army? How will your own worst army perform?

Dragon Dice: Demos with Dave

Thu 4:00pm-5:00pm	Dave Borgeson	HeritageB 27
Thu 6:00pm-7:00pm	Dave Borgeson	HeritageB 27
Thu 8:00pm-9:00pm	Dave Borgeson	HeritageB 27
Fri 8:00am-9:00am	Dave Borgeson	HeritageB 27
Fri 10:00am-11:00am	Dave Borgeson	HeritageB 27
Fri 2:00pm-3:00pm	Dave Borgeson	HeritageB 27
Fri 4:00pm-5:00pm	Dave Borgeson	HeritageB 27
Sat 8:00am-9:00am	Dave Borgeson	HeritageB 27
Sat 10:00am-11:00am	Dave Borgeson	HeritageB 27

Please join me for an adventure to the World of Esfah. A place where epic battles are decided by a roll of the dice! Come and learn this fun, exciting and challenging Strategy (& collectible) game. All materials provided. 1-4 players.

Dragon Dice: Tournament - "Odd Alliances"

Fri 6:00pm-10:00pm	Dave Borgeson	Hemlock 06
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Bring your best 36pt 2-race (non-color matching) army. Battle with other players for prizes and bragging rights!

Dragon Dice: Tournament - Pacific NW Championship!

Sat 12:00pm-4:00pm	Dave Borgeson, Tom Wilfong	Hemlock 05
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Bring your 36-health army (no more than 18-health of magicians) and compete for the title of Dragon Dice™ Pacific NW Champion! Swiss Format.

COLLECTIBLE GAMES

Dragon Dice: Tournament - Sealed Starter "Draft" plus

Sat 6:00pm-11:00pm Dave Borgeson, Tom Wilfong Hemlock 05
'Sealed Starter Plus' "Draft" Tournament. Cost is \$30.00 to cover materials and prizes. Limited to 12 players.

HeroClix - Sealed Booster

Sat 12:00pm-3:00pm Angel May Hemlock 02
HeroClix sealed booster format. Visit the Guardian Games booth in the dealers hall to purchase entry into this event. Fee is \$15 to participate and includes a booster to play with and some promos for prizes.

LCG's in the CCG Hall - A Game of Thrones & More

Fri 4:00pm-6:00pm (A Game of Thrones)	Angel May	Hemlock 05
Fri 12:00pm-2:00pm (Lord of the Rings)	Angel May	Hemlock 05
Fri 8:00pm-10:00pm (Call of Cthulhu)	Angel May	Hemlock 05
Sat 10:00am-12:00pm (Warhammer Fantasy Battles)	Angel May	Hemlock 04
Sat 2:00pm-4:00pm (Lord of the Rings)	Angel May	Hemlock 04
Sat 6:00pm-8:00pm (A Game of Thrones)	Angel May	Hemlock 04
Sat 10:00pm-12:00am (Call of Cthulhu)	Angel May	Hemlock 04
Sun 10:00am-12:00pm (Warhammer Fantasy Battles)	Angel May	Hemlock 04
Sun 2:00pm-4:00pm (Lord of the Rings)	Angel May	Hemlock 04

Guardian Games is providing copies of LCGs in the CCG hall for open play. The session focuses on the game list above, but other LCGs will available as well. The GM may not be able to teach, but will do so if able.

Magic the Gathering - Draft Chaos - Limited Format

Fri 3:00pm-7:00pm	Angel May	Hemlock 02
Sat 7:00pm-12:00am	Angel May	Hemlock 03

Chaos booster pack draft format Magic the Gathering. Visit the Guardian Games booth in the dealers hall to choose and purchase any 3 Magic booster packs to draft with. Prizes will be awarded.

Magic the Gathering - Draft Innistrad Block- Limited Format

Sat 3:00pm-7:00pm	Angel May	Hemlock 02
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Innistrad block booster pack draft format Magic the Gathering. Visit the Guardian Games booth in the dealers hall to purchase entry into this event. Fee is \$10 and includes everything needed to play. Prizes will be awarded.

Magic the Gathering - EDH - Commander

Fri 12:00pm-4:00pm	Angel May	Hemlock 03
Sat 3:00pm-7:00pm	Angel May	Hemlock 01
Sun 10:00am-4:00pm	Angel May	Hemlock 02

Commander format Magic the Gathering. We will play some multiplayer games, and Guardian Games will donate some promo cards for the last players living at each 4 player table.

Magic the Gathering - Open Play - Casual Play

Thu 7:00pm-11:00pm	Angel May	Hemlock 02
Sat 10:00am-12:00pm	Angel May	Hemlock 02

Open play and trade for Magic the Gathering. Bring in any deck or collection and do some open play and trade. Open play will go on for the evening without a GM and will last until the room closes at 11pm.

Magic the Gathering - Sealed Deck Builders Toolkit - Limited Format

Sat 10:00am-2:00pm	Angel May	Hemlock 03
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Deck builders toolkit sealed format Magic the Gathering. Visit the Guardian Games booth in the dealers hall to purchase entry into this event. Fee is \$20 and includes everything needed to play. Prizes will be awarded.

Magic the Gathering - Sealed Deck Innistrad Block- Limited Format

Fri 7:00pm-12:00am	Angel May	Hemlock 01
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Innistrad block booster pack sealed format Magic the Gathering. Visit the Guardian Games booth in the dealers hall to purchase entry into this event. Fee is \$20 and includes everything needed to play. Prizes will be awarded.

Magic the Gathering - Sealed Deck Intro Packs - Limited Format

Sun 12:00pm-3:00pm	Angel May	Hemlock 03
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Intro pack sealed format Magic the Gathering. Visit the Guardian Games booth in the dealers hall to purchase entry into this event. Fee is \$12 and includes everything needed to play. Prizes will be awarded.

Magic the Gathering - Standard Type 2 - Constructed Format

Fri 7:00pm-11:00pmAngel MayHemlock 02

Standard constructed type 2 format Magic the Gathering. Prizes will be awarded, and will include a variety of promo items.

Magic the Gathering - Standard Type 2 - Constructed Format

Sat 8:00pm-12:00amAngel MayHemlock 02

Standard constructed type 2 format Magic the Gathering. Prizes will be awarded. Entry fee is \$5, please bring cash to the CCG hall. 100% of fees will return to the prize pool in the form of booster packs.

Old Dead CCGs

Sun 11:00am-2:00pmMike McCarrigHemlock 06

Scores of Collectible Card Games have had their 15 minutes of fame and then faded into obscurity. Some of those games are dear to our hearts. This is your opportunity to share them with others. Bring enough decks for both yourself and your potential opponents.

Pokemon CCG - Open Play - Casual Play

Thu 7:00pm-11:00pmAngel MayHemlock 04

Fri 2:00pm-4:00pmAngel MayHemlock 01

Fri 7:00pm-9:00pmAngel MayHemlock 04

Sun 10:00am-12:00pmAngel MayHemlock 03

Open play and trade for the Pokemon CCG. Bring in any deck or collection and enjoy some open play and trade. Open play will go on for the evening without a GM and will last until the room closes at 11pm.

Pokemon CCG- Sealed Starter Intro Pack - Limited Format

Sat 2:00pm-5:00pmAngel MayHemlock 03

Starter deck sealed format Pokemon. Visit the Guardian Games booth in the dealers hall to purchase entry into this event. Fee is \$12 and includes everything needed to play. Prizes will be awarded.

World of Warcraft CCG - Dungeon Deck

Sun 11:00am-2:00pmAngel MayHemlock 01

Bring your class starter decks, and Guardian Games will provide a dungeon deck for up to 5 players to try and defeat.

World of Warcraft CCG - Open Play - Casual Play

Thu 7:00pm-11:00pmAngel MayHemlock 01

Fri 4:00pm-6:00pmAngel MayHemlock 04

Fri 9:00pm-11:00pmAngel MayHemlock 04

Sat 11:00am-1:00pmAngel MayHemlock 01

Open play and trade for the WoW CCG. Bring in any deck or collection and enjoy some open play and trade. Open play will go on for the evening without a GM and will last until the room closes at 11pm.

World of Warcraft CCG- Sealed Starter Class Pack - Limited Format

Sat 7:00pm-11:00pmAngel MayHemlock 01

Class starter deck sealed format WoW. Visit the Guardian Games booth in the dealers hall to purchase entry into this event. Fee is \$15 and includes everything needed to play. Prizes will be awarded.

Yu-Gi-Oh! CCG - Constructed Format

Fri 8:00pm-11:00pmAngel MayHemlock 03

Sun 2:00pm-5:00pmAngel MayHemlock 01

Constructed format Yu-Gi-Oh! tournament. Prizes will be awarded, and will include a variety of promo items.

Yu-Gi-Oh! CCG - Open Play - Casual Play

Thu 7:00pm-11:00pmAngel MayHemlock 03

Fri 1:00pm-3:00pmAngel MayHemlock 02

Fri 5:00pm-7:00pmAngel MayHemlock 01

Sat 5:00pm-7:00pmAngel MayHemlock 03

Open play and trade for the Yu-Gi-Oh! CCG. Bring in any deck or collection and enjoy some open play and trade. Open play will go on for the evening without a GM and will last until the room closes at 11pm.

CHILDREN’S PROGRAMMING

Assorted Board Games

Fri 10:00am-1:00pm	Gretchen Bock	DiscoveryB 17
Fri 2:00pm-5:00pm	Gretchen Bock	DiscoveryB 17
Sat 9:00am-1:00pm	Gretchen Bock	DiscoveryB 17
Sat 2:00pm-5:00pm	Gretchen Bock	DiscoveryB 17
Sun 10:00am-1:00pm	Gretchen Bock	DiscoveryB 17
Sun 2:00pm-3:00pm	Gretchen Bock	DiscoveryB 17

Various Board games, each estimated to take roughly 90 minutes, will be available. Games are geared for children age 6-10. Games include Apples to Apples Kids, Nightmare before Christmas Board Game, and Air Hockey. Other games may also be available.

Craft Time

Fri 10:00am-1:00pm	Gretchen Bock	DiscoveryB 18
Fri 2:00pm-5:00pm	Gretchen Bock	DiscoveryB 18
Sat 9:00am-1:00pm	Gretchen Bock	DiscoveryB 18
Sat 2:00pm-5:00pm	Gretchen Bock	DiscoveryB 18
Sun 10:00am-1:00pm	Gretchen Bock	DiscoveryB 18
Sun 2:00pm-3:00pm	Gretchen Bock	DiscoveryB 18

Arts and Craft table geared for children ages 6-10. Projects take about 30 minutes to complete. Build your own Mask, Shield, Tail, or Map

Face Painting

Fri 10:00am-1:00pm	Gretchen Bock	DiscoveryB 18
Fri 2:00pm-5:00pm	Gretchen Bock	DiscoveryB 18
Sat 9:00am-1:00pm	Gretchen Bock	DiscoveryB 18
Sat 2:00pm-5:00pm	Gretchen Bock	DiscoveryB 18
Sun 10:00am-1:00pm	Gretchen Bock	DiscoveryB 18
Sun 2:00pm-3:00pm	Gretchen Bock	DiscoveryB 18

Face Painting: Get your face painted with lightning bolts, stars, your favorite symbols, or turn your face into your own RPG character! The imagination has endless possibilities! There will be a board of images or examples to chose from.

Faery's Tale

Fri 10:00am-1:00pm	Michael Wight	DiscoveryB 15
Sat 2:00pm-5:00pm	Michael Wight	DiscoveryB 11
Sun 2:00pm-5:00pm	Michael Wight	HeritageB 16

A child-friendly game of faeries, myths, legends, and mysteries, that had been nominated for an Origins Award and three ENnie Awards. Ages 8 and up. (Presented by Indie Hurricane)

Happy Birthday, Robot

Sat 11:00am-1:00pm	Zach G	DiscoveryB 16
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Storytelling game for smart kids and their parents. (Presented by Indie Hurricane)

Jedi x Sith

Sun 11:00am-1:00pm	Jake Richmond	DiscoveryB 16
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Jedi x Sith lets you play a quiet but resourceful Jedi Knight charged with rooting out Sith infiltrators in the Jedi order! For ages 10 and up. (Presented by Indie Hurricane)

Mouse Guard

Fri 2:00pm-6:00pm	Harry Lee	DiscoveryB 16
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Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game for the Mouse Guard comic book series! For kids 10 and up! (Presented by Indie Hurricane)

Nightmare Before Christmas Party Game

Sat 2:00pm-4:00pm	Gretchen Bock	DiscoveryB 16
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The Nightmare Before Christmas Party Game allows 2 - 4 teams to experience all the excitement of Jack Skellington's Halloweentown. At each location, the teams try to perform fun activities in order to earn Challenge Cards. The first team to score 12 Challenge Cards wins the game!

The Wildlings + Mud Dragon DOUBLE FEATURE!

Fri 10:00am-1:00pm	Hans Chung-Otterson	DiscoveryB 16
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Two small roleplaying games in one double feature: One of fantasy adventure and one of silly misadventure! The Wildlings is a game for young warriors who are ready for their first quest. Mud Dragon is a game of funny little dragons and how they stumble their way into accidental adventure. Ages 8+

VIDEO GAMING

Drop-In Console Gaming

Thu 4:00pm-10:00pm	Jaki Hunt	Cedar 01
Fri 10:00am-4:00pm	Jaki Hunt	Cedar 01
Fri 4:00pm-10:00pm	Jaki Hunt	Cedar 01
Sat 10:00am-4:00pm	Jaki Hunt	Cedar 01
Sat 4:00pm-10:00pm	Jaki Hunt	Cedar 01
Sun 10:00am-4:00pm	Jaki Hunt	Cedar 01

Drop-In Gaming available on Xbox 360, Wii, PS3, and some retro systems.

Drop-In Lan Gaming

Fri 10:00am-4:00pm	Jaki Hunt	Board Room 01
Fri 4:00pm-10:00pm	Jaki Hunt	Board Room 01
Sat 10:00am-4:00pm	Jaki Hunt	Board Room 01
Sat 4:00pm-10:00pm	Jaki Hunt	Board Room 01
Sun 10:00am-5:00pm	Jaki Hunt	Board Room 01

Drop-In Lan gaming. 6 systems available at any given time.

Super Smash Brothers Brawl! Tournament

Sat 2:00pm-5:00pm	Jaki Hunt	Cedar 02
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Super Smash Brothers Brawl! Tournament, sponsored by Kumoricon.

INDIE HURRICANE!

0 Hunters, Sci-Fi Bounty hunters

Fri 11:00am-1:00pm	Tyler Tinsley	Upper Lobby 02
Sat 11:00am-1:00pm	Tyler Tinsley	Upper Lobby 02

Join us for a bounty hunting adventure in space! New players welcome; this RPG is as easy to pick up as any board game. Learn more at seedrpg.com

A Penny For My Thoughts

Sat 4:00pm-6:00pm	Tayler Stokes	Birch 03
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Have you lost your memory? The Orphic Institute for Advanced Studies can help, with its revolutionary Mnemosyne™ treatment process.

Anima Prime: Steambots and Megaswords

Sat 2:00pm-6:00pm	Christian Griffen	Upper Lobby 03
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Fight for love and vengeance. Wield megaswords and magic guns. Battle on top of airships. Summon powerful eidolons. Walk between dimensions. And that's just the beginning.

ANIMAL CRIME

Fri 7:00pm-9:00pm	Ben Lehman	Birch 02
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Following the investigations of MARMOT DETECTIVE in the grim underbelly of ANIMAL CITY.

At the Hands of an Angry God

Sat 7:00pm-11:00pm	Wilson Zorn	Birch 04
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Your family is leaving the rotten old world and establishing a principled colony on the frontier with like-minded families. Play includes setting & family generation, families battle "fate" and compete with each other to establish the community and their own positions.

Bhaloidam Demo

Fri 5:00pm-6:00pm	Corvus Elrod	Upper Lobby 03
Sat 12:00pm-1:00pm	Corvus Elrod	Upper Lobby 03
Sat 3:00pm-4:00pm	Corvus Elrod	Birch 03
Sun 2:00pm-3:00pm	Corvus Elrod	Birch 03

Come sample the story-driven gameplay of Bhaloidam, a tabletop storytelling platform from Zakelro!, a local Portland design studio. Bhaloidam uses individual game boards and colorful tokens to provide a collaborative approach to traditional RPGs.

Dungeon World

Sat 7:00pm-11:00pm	Matthew Gagan	Upper Lobby 03
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The Indigo Galleon
Last week, a once-in-a-decade tempest forced your party to take shelter in the tiny fishing village of Codcliffe—a hardscrabble settlement far from the heart of the Empire.

INDIE HURRICANE!

Faery's Tale

Fri 10:00am-1:00pm	Michael Wight	DiscoveryB 15
Sat 2:00pm-5:00pm	Michael Wight	DiscoveryB 11
Sun 2:00pm-5:00pm	Michael Wight	HeritageB 16

A child-friendly game of faeries, myths, legends, and mysteries, that had been nominated for an Origins Award and three ENnie Awards. Ages 8 and up.

Face-Melting Design & Play: Indie RPGs

Sat 10:00am-11:00am	Jackson Tegu, Jonathan Walton	Alder 01
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What's been changing everything in experimental tabletop game design? What's in the "black box" of play techniques that Indie RPG players collectively compile? This series of short presentations will show what a few wanderers have brought back from the metaphorical wildernesses at the far edge.

Fiasco

Sat 10:00am-1:00pm	Harry Lee	Birch 01
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Fiasco is a GM-less game for 3-5 players (with adult content), designed to be played in a few hours with six-sided dice and no preparation. During a game you will engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and lust.

Fluency Play

Fri 10:00am-11:00am	Joel Shempert, Willem Larsen	Alder 01
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"Fluency Play" is a design philosophy for RPGs and board games, wherein "learning the rules" becomes part of the play itself. Explore our best understandings of accelerated learning with Indie Hurricane game designers and fluency enthusiasts!

G x B (Girl x Boy) / B x B (Boy x Boy)

Fri 10:00am-12:00pm	Jake Richmond	Upper Lobby 03
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Momoko is a shy freshman, eager to fall in love for the first time. But who will she choose? The smart boy? The dangerous boy? The class president? Guide Momoko through three dates and help her choose the perfect boy (or girl) to be her first love in this story based dating game!

Happy Birthday, Robot

Sat 11:00am-1:00pm	Zach G	DiscoveryB 16
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Storytelling game for smart kids and their parents.

Heirs to Olympus

Sat 2:00pm-6:00pm	Nick Smith	Birch 04
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what if the Greek Gods were real and everything you've read about them was true? what if they had children who lived among us unnoticed? what if these children were humanities only hope against ancient evils, bloody fates and reckless Gods? what if you were one of them?

Hot Guys Making Out

Sat 10:00am-11:00am	Abi Stokes	Birch 03
Sat 2:00pm-3:00pm	Abi Stokes	Birch 03

Hot Guys Making Out is a yaoi role-playing game, set in the Spanish Civil War, in which a tormented nobleman and his young ward attempt to resist their forbidden love for each other, and fail. This game is for players ages 16+.

How To Host a Megadungeon

Sat 9:00am-12:00pm	Brendan Adkins	Upper Lobby 03
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Giant sheets of graph paper. Markers. Imagination. Go.

Jedi x Sith

Sun 11:00am-1:00pm	Jake Richmond	DiscoveryB 16
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Jedi x Sith lets you play a quiet but resourceful Jedi Knight charged with rooting out Sith infiltrators in the Jedi order! For ages 10 and up.

Kaleidoscope: making an unwatchable "foreign" film using Microscope.

Sat 7:00pm-10:00pm	Jackson Tegu	Birch 03
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Using the tools that Microscope provides, we'll create something that is half storyboard and half foggy memory; as if we watched a strange film together and are looking back on it, trying to make sense of it.
Of course, there will be no sense to make.

Language Hunting: Learn Any Language

Fri 2:00pm-5:00pm	Willem Larsen	Upper Lobby 03
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Language Hunting is an accelerated language learning game, where players become fluent in a basic conversation in a target language. By doing this they also learn to become Language Hunters - people who can learn any language through playful conversation with a fluent speaker.

Microscope, a fractal game of epic histories

Sat 2:00pm-6:00pm

Ben Robbins

Birch 01

Play the Microscope role-playing game with the author, Ben Robbins. Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope.

Monsterhearts

Fri 7:00pm-12:00am

Christian Griffen

Birch 01

We all know teenagers are messy monsters. In this game, this is more true than ever. You are a vampire, werewolf, witch, or worse. You turn each other on. You shut each other down. And you'll push each other toward your Darkest Selves... (Contains mature themes)

Monsterhearts: Season Premiere

Fri 9:00pm-11:00pm

Brendan Adkins

Birch 02

High school is a monster movie--well, actually a monster soap opera. How does it begin? (Contains mature themes)

Monsterhearts: Midseason

Sat 6:00pm-8:00pm

Brendan Adkins

Birch 01

High school is a monster movie--well, actually a monster soap opera. And you KNOW somebody's bound to get killed off for ratings... (Contains mature themes)

Monsterhearts: Season Finale

Sun 4:00pm-6:00pm

Brendan Adkins

Birch 03

High school is a monster movie--well, actually a monster soap opera. How does it all end up? (Contains mature themes)

Mouse Guard

Fri 2:00pm-6:00pm

Harry Lee

DiscoveryB 16

Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game for the Mouse Guard comic book series! For kids 10 and up!

Motobushido: The Rolling Storm

Sat 2:00pm-6:00pm

Nathanael Cole

Birch 02

Sun 2:00pm-6:00pm

Nathanael Cole

Birch 02

Project H66 is a game about really sweet duels between really cool samurai who ride really awesome motorcycles.

Ocean

Sat 7:00pm-11:00pm

Ben Lehman

Birch 02

An abandoned underwater research station. A nightmarish creature from the depths of the ocean. A trapped group of amnesiac survivors. These are the clues. Solve the mystery.

On the Ecology of the Mud Dragon

Fri 11:00am-1:00pm

Ben Lehman

Birch 02

On the Ecology of the Mud Dragon is a game about stupid little dragons and their stupid little adventures.

Open Story Gaming

Thu 7:00pm-11:00pm

Joel Shempert, Morgan Stinson, Ross Cowman

Upper Lobby 01

Fri 2:00pm-6:00pm

Mike Sugarbaker, Morgan Stinson, Tayler Stokes

Upper Lobby 01

Fri 7:00pm-11:00pm

Ben Robbins, Joel Shempert, Tayler Stokes

Upper Lobby 01

Sat 2:00pm-6:00pm

Hans Chung-Otterson, Bryan Rennekamp, Ross Cowman

Upper Lobby 01

Sat 7:00pm-11:00pm

Hans Chung-Otterson, Bryan Rennekamp, Ben Robbins, Abi Stokes

Upper Lobby 01

Sun 2:00pm-6:00pm

Joel Shempert, Ben Robbins, Ross Cowman

Upper Lobby 01

Looking for indie roleplaying games, but don't want to commit your whole schedule ahead of time? Come join the Open Story Gaming circle. We'll bring some games we're stoked about, and you're invited to do the same. We'll pitch the options, and everyone can decide what they want to play!

PSI*RUN

Sat 10:00am-1:00pm

Matthew Gagan

Birch 02

Every game of Psi-Run starts with a crash of some kind. The characters, called Runners, have psychic powers and amnesia. The one thing they know for certain is that they are being pursued by their former captors, called Chasers.

Sea Dracula!

Fri 6:00pm-7:00pm

Jake Richmond

Oak 01

The Dancing Animal Lawyer Live Roleplaying Extravaganza returns, now in vivid FRIDAYVISION!



INDIE HURRICANE!

Seeker: Everything Is Great Here

Sat 11:00am-1:00pm Brian King Birch 03
(Run by game's author) This is Vajra Enterprise's newest RPG, Seeker. Welcome, wanderer, to the town of Tolucaville, where everyone is healthy and happy and everyone gets along. No, that's not screaming you hear from the house at the edge of town, please ignore it.

Serpent's Tooth

Thu 3:00pm-6:00pm Ross Cowman Upper Lobby 03
Kill the GM, take his stuff.

Shelter In Place

Sat 10:00pm-12:00am Harry Lee DiscoveryDE 01
Shelter In Place is a live action game of Zombie Horror with a twist.

Snips and Snails and Puppy Dog Tails

Fri 2:00pm-7:00pm Riley Crowder Birch 02
Under the floorboards of many homes are secret manors. Little homes where little people dwell. Those little people face their own threats both from the surface world and from the creatures in the below.

Swear Words

Sat 11:00am-1:00pm Jackson Tegu Birch 04
Who does it fall to to save the earth from such a violent brutal doom from space alien flying ship lasers? The Fringe! The Loudmouth! The Sleazy! The Unless! The Lovable! The Hottie!
Please note: this game contains four-letter expletives. Those who could be chastised by their parents are warned.

Religion, Faith and Roleplaying

Sun 12:00pm-1:00pm Joel Shempert, Hans Chung-Otterson, Ben Lehman Alder 01
Indie Hurricane commentators lead a thoughtful and respectful conversation of the rich but volatile act of exploring religious subjects in roleplaying games.

The Dreaming Crucible

Fri 2:00pm-5:00pm Joel Shempert Birch 01
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 Magical Land of Yeld : Mermaid Hunters!

Sat 10:00am-1:00pm Jake Richmond Upper Lobby 01
Discover a new world on the other side of a magic door! Mermaids are terrorizing Boulder Town, and it's up to you to stop them with just a net, a mallet and your trusty dog! Come check out the new starter kit rules for the anticipated new rpg from Nick Smith and Jake Richmond!

The Trouble with Rose

Fri 10:00am-1:00pm Christopher Onstad Birch 03
Sat 8:00pm-11:00pm Christopher Onstad Birch 01
The Trouble with Rose is a GM-less Character driven game of damsels in distress and secret agendas

The Tulip Academy's Society for Dangerous Gentlemen

Fri 7:00pm-10:00pm Nick Smith Upper Lobby 03
Sun 7:00pm-10:00pm Nick Smith Upper Lobby 03
Welcome to the Dangerous Gentlemen, an elite group of boys and young men from the finest families in the world, free to pursue their every interest and desire, without any legal or parental authority to stand in their way and with the unlimited resources that only the truly wealthy can muster!

Time & Temp

Thu 7:00pm-11:00pm Tayler Stokes Upper Lobby 03
Time & Temp is a game about time travel and under-employment. Join now and help make anachronism a thing of the past!

Zombie Cinema

Sun 10:00am-1:00pm Harry Lee Birch 01
Nobody knew when it started, or why. Perhaps the lonely death of a spinster was one too much for angels to bear, or a chemical leak in the ground-water had unexpected consequences. Only one thing is certain: now the dead walk.

LIVE ACTION ROLE-PLAYING (LARP)

Aces Wild: A LARP set in the world of Jim Butcher's Dresden Files

Sat 4:00pm-10:00pm

Michelle McNeill, David Coronado, Matt Branstad

DiscoveryDE 01

What price immortality? Knowledge? Vengeance? There's an auction tonight at the Aces Wild Casino. Items of great and terrible mystic power are changing hands, traded for blood, money, power, knowledge, and even life. Do you dare to seize your heart's desire? Or will you lose it all?

Albatross: WTF (Wizard, Thief, Fighter)

Fri 11:00am-2:00pm

Michael Birkes

DiscoveryDE 01

A sci-fi, shipboard game, strongly influenced by Firefly/Serenity. The crew of Albatross is on a basic, no hassle trip with some basic, no hassle cargo and some basic, no hassle passengers. No hassle. No problem. Oh, wait... this is the crew of Albatross; something has to go wrong.

Are You A...

Fri 12:05am-2:05am

Christina B

DiscoveryDE 01

Sat 12:30am-2:30am

Christina B

DiscoveryDE 01

Sun 12:05am-2:05am

Christina B

DiscoveryDE 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

Thu 5:00pm-6:00pm

Andria Hastings

DiscoveryDE 02

Are you ninja enough to be a good assassin? In this awesome interactive game you can find out. Come and join ZombieDee and her murderous crew for fun, laughs, assassinations, and don't forget prizes. This game starts Thursday at 5pm, and ends noon Sunday. Players are welcome to join at anytime.

Assassins Wrapup

Sun 3:00pm-4:00pm

Andria Hastings

DiscoveryDE 01

Did you play the Assassins game? Want to know who did the best, the worst, or who was the most creative? Come check out who won the prizes, and leap in on conversation for next year's game!

Boffer Event

Sun 11:00am-3:00pm

Christina B

DiscoveryDE 01

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.

Ca\$h 'n Gun\$: Live

Thu 8:00pm-10:00pm

Sean Carrick

Alder 01

Ca\$h 'N' Guns moves from the table into a larger space. Each player will be a member of a gang competing to take the most money. Players will have 10 seconds to move around, and when time runs out, they must aim at an opponent. Back down and go to wimp corner, or stay and risk going to the hospital.

Captain Nemo vs the Underwater City: Chapter 1

Thu 7:00pm-11:00pm

Mike Pondsmith

Oak 01

The Game's Afoot as the Castle Falkenstein Players journey to a Sunken Kingdom, join a Cabal of Secret Agents, and face a Terrible Secret Man Was Not Meant to Know.

Captain Nemo vs the Underwater City: Chapter 2

Sun 1:00pm-5:00pm

Mike Pondsmith

Oak 01

In this, the Second Installment of our Ripping Tale, the Castle Falkenstein Players must unravel a Fearsome Plot to undermine the Alliance between New Atlantis and the Honorable Agents of King Ludwig's Second Compact

Deadlands: The Quick and The Dead

Sat 11:00am-3:00pm

Jeff Hayes

DiscoveryDE 01

A contest has been announced world wide. A competition on who is the best cowboy/cowgirl in the land. A list of events has been provided, ranging from insults, to cow wrangling and last of all gun slinging duels.

LARP Q&A

Sun 5:00pm-6:00pm

Michael Birkes, Christina B, Jason Sullivan, Michelle McNeill, DiscoveryDE 01
Eamon Dixon, Andria Hastings, Heather McLaughlin, David Coronado, Matt Branstad

After con Q&A with the LARP Storytellers. Come ask us anything, and join us in discussions for next year's LARP.

LIVE ACTION ROLE-PLAYING (LARP)

LARP Raffle

Sun 4:00pm-5:00pm Christina B, Heather McLaughlin DiscoveryDE 01

Come join LARP for their end-of-the-con Raffle. You can purchase tickets (\$1 each), 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! Must be present to win.

Og: a Caveman Game

Thu 4:00pm-6:00pm Christina B DiscoveryDE 01
Fri 8:00am-10:00am Christina B DiscoveryDE 01
Sat 8:00am-10:00am Christina B DiscoveryDE 01

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 7:00pm-11:00pm Eamon Dixon DiscoveryDE 01
Fri 9:00pm-12:00am Eamon Dixon DiscoveryDE 01

A terrible blizzard has isolated the tiny arctic town of Aelph from the outside world, and now the inhabitants are beginning to realize something unnatural is hunting them in the night. Can you survive until daylight banishes the spawn of night from your once peaceful community?

Shelter In Place

Sat 10:00pm-12:00am Harry Lee DiscoveryDE 01
Shelter In Place is a live action game of Zombie Horror with a twist. (Presented by Indie Hurricane)

Summit Arcane: A LARP set in the world of Jim Butcher's Dresden Files

Fri 3:00pm-8:00pm Michelle McNeill, David Coronado, Matt Branstad DiscoveryDE 01

The supernatural's most trusted (read: expendable) diplomats are signing a treaty. Can you bring peace to New Orleans? Or will the blood turn the Gulf waters red?

Vampire the Masquerade - Cam/Anarch

Fri 5:00pm-10:00pm Jason Sullivan Alder 01

Vancouver is a hotbed of intrigue. The Camarilla Vies for stability after a bloody string of power struggles. Although its neighbor across the river is a Camarilla City the ties and lines of trust are not strong.

Vampire the Masquerade - Sabbat

Sat 5:00pm-10:00pm Jason Sullivan Alder 01

The Sabbat is the Sword of Caine sworn defenders of the world against the pawns of the antediluvians.

EVENTS



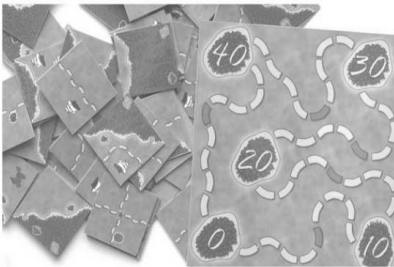
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MIB: MEN IN BLACK (SJ GAMES)

[MIB] Awful Green Things from Outer Space

Fri 11:00am-1:00pm

Car Bostick

HeritageF 10

In this two-player board game, control either aliens happily eating your way through the ship and multiplying, or the crew - frantically trying to survive the alien invasion by testing weapon after weapon!

[MIB] Battle Cattle and Car Wars

Fri 8:00pm-10:00pm

Timothy McDowell

HeritageF 18

Sat 11:00am-1:00pm

Car Bostick

HeritageF 10

Sat 5:00pm-7:00pm

Chris Ballowe

HeritageF 10

Sat 8:00pm-10:00pm

Timothy McDowell

HeritageF 17

Battle Cattle; The Card Game! America's finest beefsteak puts on armor, grabs the big guns, and goes at it hoof and horn. It includes six full-color cow cards, 110 full-color playing cards, and short, easy rules. Fast, fun, quick to learn... and your foes are hamburger. Combine it with Car Wars: The Card Game ... take your hot rod out to the pasture and go gunning for Bossy... but remember, Bossy shoots back!

[MIB] Burn In Hell

Fri 6:00pm-8:00pm

Sean Cunningham

HeritageF 12

Sun 1:00pm-3:00pm

Sean Cunningham

HeritageF 12

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.

[MIB] Chez Cthulhu

Sat 6:00pm-8:00pm

Sean Cunningham

HeritageF 12

Prepare for an encounter with the most sanity-blasting entities in all the dimensions... Your roommates. Chez Cthulhu brings the horror of Lovecraft's Mythos right into your apartment Chez Cthulhu combines the classic Chez Geek system with everyone's favorite Elder God.

[MIB] Chez Geek

Fri 6:00pm-8:00pm

Car Bostick

HeritageF 10

Beer. Nookie. Roommates. It's another Friday night at Chez Geek. Drink cheap booze, hang out at the cafe, and play with the cats. Can you slack off more than your Roomies?

[MIB] Chez Goth

Sun 8:00am-10:00am

Sean Cunningham

HeritageF 12

Angst. Nookie. Roommates. Just another Friday night at Chez Goth. This stand-alone game puts a new spin on the award-winning (and all too realistic) Chez Geek. You're still living with a bunch of roommates ... but now you're a Goth!

[MIB] Chez Request

Fri 8:00am-10:00am

Sean Cunningham

HeritageF 12

come on down and play any one of the many Chez games where. The goal of the game is to reach your slack goal before anybody else.

[MIB] Cthulhu Zombie Dice

Fri 11:00am-12:00pm

Paul Borte

HeritageF 11

(Giant) Cthulhu Dice, Zombie Dice - each play in about 5 minutes, and are super simple to learn. Get your daily dice rolling in style - Zombie and Cthulhu that is!

[MIB] Dice Games

Fri 9:00am-10:00am

Car Bostick

HeritageF 10

Fri 1:00pm-4:00pm

Jamie Bear

HeritageC 01

Fri 5:00pm-7:00pm

Jamie Bear

HeritageC 01

Sat 9:00am-10:00am

Car Bostick

HeritageF 10

Sat 10:00am-12:00pm

Jamie Bear

HeritageC 01

Sat 1:00pm-4:00pm

Jamie Bear

HeritageC 01

Sat 3:00pm-4:00pm

Chris Ballowe

HeritageF 10

Sat 5:00pm-7:00pm

Jamie Bear

HeritageC 01

Sun 9:00am-10:00am

Car Bostick

HeritageF 10

Sun 10:00am-4:00pm

Jamie Bear

HeritageC 01

Cthulhu Dice, Zombie Dice, and Trophy Buck - learn to play in 5 minutes or less, drop in any time

MIB: MEN IN BLACK (SJ GAMES)

[MIB] Frag Gold

Fri 10:00am-12:00pm	Sean Cunningham	HeritageF 12
Sat 1:00pm-3:00pm	Sean Cunningham	HeritageF 12

Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop; up to six can play. 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!

[MIB] Give Me The Brain

Thu 4:00pm-5:00pm	Car Bostick	HeritageF 10
Thu 6:00pm-8:00pm	Sean Cunningham	HeritageF 12
Fri 6:00pm-7:00pm	Jason Bostick	HeritageF 13
Sat 9:00am-10:00am	Jason Bostick	HeritageF 11
Sat 10:00pm-12:00am	Sean Cunningham	HeritageF 12

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.

[MIB] Greed Quest

Thu 4:00pm-5:00pm	Sara Ruth	HeritageF 16
Sun 12:00pm-1:00pm	Sara Ruth	HeritageF 16

Bluff, scheme, and strategize your way to the head of the pack but some cards will change the rules when you least expect it!

[MIB] Illuminati

Sat 5:00pm-7:00pm	Jason Bostick	HeritageF 17
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Two to six players compete to take control of groups ranging from the FBI and CIA to the Dentists, increasing their wealth and power for further takeovers, until one rules supreme. Every player has different victory conditions! No ploy is too devious, no stratagem too low.

[MIB] Lord of The Fries

Thu 5:00pm-6:00pm	Sara Ruth	HeritageF 16
Sat 3:00pm-5:00pm	Sean Cunningham	HeritageF 12
Sun 1:00pm-2:00pm	Sara Ruth	HeritageF 16

Combine frighteningly generic ingredients like "Sauce" and "Drink." Build orders like Penne for Your Tots and Sheep wit' da Fishes. Play from eight different menus, including the classic Friedey's Restaurant and the new McPubihan's. But be quick – the customer is waiting!

[MIB] Munchkin Axe Cop

Thu 5:00pm-7:00pm	Car Bostick	HeritageF 10
Fri 6:00pm-8:00pm	Paul Borte	HeritageF 11
Fri 8:00pm-10:00pm	Sean Cunningham	HeritageF 12

There's only one game that can match the anything-goes action of Axe Cop – and it's Munchkin. Using original art from the series (and a few brand-new pieces by Ethan Nicolle), this game drops you into the world of Axe Cop.

[MIB] Munchkin Booty

Fri 8:00pm-10:00pm	Jamie Bear	HeritageF 11
Sat 12:00pm-2:00pm	Sara Ruth	HeritageF 16

Munchkin Booty brings the greatest gold-grabbers in history – pirates! – to the world of Munchkin

[MIB] Munchkin Cthulhu

Sun 10:00am-12:00pm	Sean Cunningham	HeritageF 12
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Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge – Cthulhu! Will they survive? Will they retain their sanity? Will they... level up?

[MIB] Munchkin Fantasy

Sat 8:00pm-10:00pm	Sean Cunningham	HeritageF 12
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Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.

[MIB] Munchkin Fu

Sat 5:00pm-7:00pm	Sara Ruth	HeritageF 16
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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 martialarts films you've ever seen.

[MIB] Munchkin GBM

Sat 2:00pm-4:00pm	Sara Ruth	HeritageF 16
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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.

[MIB] Munchkin Impossible

Fri 12:00pm-2:00pm	Sara Ruth	HeritageF 16
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Now the Munchkins are spies ... eliminating the opposition, playing with self-destructing gadgets, and changing loyalties even faster than they change Headgear.

[MIB] Munchkin Quest

Thu 3:00pm-7:00pm	Jason Bostick	HeritageF 17
Fri 5:00pm-9:00pm	Marcus Evenstar	HeritageF 17

"You kick open the door...." Welcome to a giant full-color dungeon, never the same twice, full of monsters and loot. Every room is different, monsters can follow you, and you have to fight your way out of the dungeon to win. Are you enough of a munchkin to survive this challenge?

[MIB] Munchkin Request

Thu 3:00pm-5:00pm	Sean Cunningham	HeritageF 12
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Come on down to the MIB area and play any varient of muchkin you want. Want to play the good the bad and the munchkin? We will. Want to mix sets? We will do that to. New players are welcome

[MIB] Munchkin Stars

Fri 2:00pm-4:00pm	Sara Ruth	HeritageF 16
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The Munchkins are back – and they're in space!

[MIB] Munchkin Supers

Fri 8:00pm-10:00pm	Sara Ruth	HeritageF 16
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Fly through the city. Smash the villains. Backstab your teammates and grab their gadgets.

[MIB] Munchkin Tournament: Cthulhu

Fri 10:00am-12:00pm (Holidays)	Pat Hannum	HeritageF 18
Fri 12:00pm-2:00pm (Firefly)	Pat Hannum	HeritageF 18
Fri 4:00pm-6:00pm (Zombies)	Pat Hannum	HeritageF 18
Fri 6:00pm-8:00pm (Cthulhu)	Pat Hannum	HeritageF 18
Sat 10:00am-12:00pm (Hollywood)	Pat Hannum	HeritageF 18
Sat 12:00pm-2:00pm (Booty)	Pat Hannum	HeritageF 18
Sat 4:00pm-6:00pm (Supers)	Pat Hannum	HeritageF 18
Sat 8:00pm-12:00am (Finals)	Pat Hannum	HeritageF 18

[MIB] Munchkin Zombies

Sat 8:00am-10:00am	Sean Cunningham	HeritageF 12
Sun 11:00am-1:00pm	Car Bostick	HeritageF 10

It's the sickest, silliest Munchkin yet! You are zombies, kicking down doors and eating brains. The "monsters" you're attacking are people, some helpless and some hazardous, with a few rogue zombies thrown in.

[MIB] Munchkin: Ninja Vs Pirate

Sun 11:00am-1:00pm	Paul Borte	HeritageF 11
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Ninja Vs Pirate Munchkin style! Includes all Munchkin Booty(Pirate) + Munchkin Fu(Ninja) and expansions \extra cards

[MIB] Munckhin HORROR!

Thu 9:00pm-11:00pm	Paul Borte	HeritageF 11
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Vampires, cultist * Zombies Oh my!
playing using Munchkin Cthulhu, Munchkin Bites & Munchkin Zombies sets. With more cultist(parity) & Dungeons!

[MIB] Nanuk

Thu 7:00pm-9:00pm	Paul Borte	HeritageF 11
Thu 9:00pm-11:00pm	Sara Ruth	HeritageF 16
Fri 12:00pm-2:00pm	Jason Bostick	HeritageF 13
Sat 7:00pm-9:00pm	Sara Ruth	HeritageF 16
Sun 12:00pm-2:00pm	Jason Bostick	HeritageF 18

Think you can survive in the Wilderness? Your fellow tribemates think you are full of hot air. Come show off your prowess or your ability to bluff your cohorts. No experience needed.



MIB: MEN IN BLACK (SJ GAMES)

[MIB] Ninja Buger

Fri 12:00pm-2:00pm	Timothy McDowell	HeritageF 11
Sat 12:00pm-2:00pm	Timothy McDowell	HeritageF 11
Sat 5:00pm-7:00pm	Car Bostick	HeritageF 13

Ninja Burger pits you against your fellow trainees in a new Ninja Burger store. Learn the secrets of stealth, swordsmanship, and customer service. Fight for honor, respect, big tips, and that coveted promotion ...

This new, deluxe edition combines the original Ninja Burger with the cards from the supplement, Sumo-Size Me! and adds counters for tracking honor and money.

It's fast-moving. It's fun. You get to be a ninja. What more can you ask from a game?

[MIB] Ogre

Fri 2:00pm-4:00pm	Timothy McDowell	DiscoveryC 05
Sat 2:00pm-4:00pm	Timothy McDowell	DiscoveryC 21

Ogre and its sequel, G.E.V., are tactical ground combat games set in the late 21st century. In 2085 A.D., armored warfare is faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nukes. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre.

[MIB] Return to the Dark Tower

Sat 2:00pm-4:00pm	Marcus Evenstar	HeritageF 11
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Welcome to the land of Aurora where John Kovalic's beloved characters take their own characters for adventure. Journey through forest, dungeons and cities, gathering scrolls, weapons and magical items. Prepare for battle against the wizard Z'Mindrik in his 3-D rotating Tower of Evil!

[MIB] Revolution

Thu 4:00pm-6:00pm	Paul Borte	HeritageF 11
Fri 3:00pm-5:00pm	Sean Cunningham	HeritageF 12
Fri 4:00pm-6:00pm	Paul Borte	HeritageF 11
Sat 10:00am-12:00pm	Sean Cunningham	HeritageF 12
Sat 6:00pm-8:00pm	Paul Borte	HeritageF 11
Sun 12:00pm-2:00pm	Chris Ballowe	HeritageF 17
Sun 2:00pm-4:00pm	Paul Borte	HeritageF 11

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! 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!

[MIB] Spanc

Thu 7:00pm-9:00pm	Sara Ruth	HeritageF 16
Fri 1:00pm-3:00pm	Sean Cunningham	HeritageF 12
Sun 3:00pm-5:00pm	Sara Ruth	HeritageF 16

Gather your crew of space pirate amazon ninja catgirls (aka SPANC), and embark on Capers to gather Loot and Toys.

[MIB] The Stars are Right

Fri 12:00pm-1:00pm	Chris Ballowe	HeritageF 17
Fri 5:00pm-7:00pm	Sara Ruth	HeritageF 16

When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! In The Stars Are Right, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space.

MINIATURES

Axis and Allies Aerial Miniatures

Thu 9:00pm-11:00pm	Aaron Aust	DiscoveryC 07
Fri 10:00am-12:00pm	Aaron Aust	DiscoveryC 23

Fight in tactical aerial battles on the skies above Brittan, as opposing squadrons clash against each other in a fight to the last plane.

Battletech: Bloodright Tournament

Sun 10:00am-4:00pm	Mike Shelden, George Paresa	DiscoveryC 07
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This is your opportunity to earn a Bloodname from the newly formed Stone Lion Clan. Test your prowess, your endurance and sheer cunning. You must sign up for this event to play. Please see the Catalyst Demo Team member for any questions.

Battletech: Kerensky Blood Chapel

Sat 10:00am-8:00pm	George Paresa	DiscoveryC 03
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The Wolf Clan has challenged one and all to try and take the Kerensky genetic legacy from them. You have accepted that challenge with your fellow warriors. Destroy the tainted Wolf's and protect the legacy or die in glorious battle.

Battletech: Kill it keep it event

Fri 8:00pm-12:00am	Mike Shelden	DiscoveryC 05
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Each player purchases a random battlemech (prechosen) from guardian games (on site). then battles in grand melee (using gm's pre-assembled figure) , each mech that player destroys they keep the un-assembled one that was proxied

Battletech: Trials of Position

Thu 3:00pm-8:00pm	George Paresa	DiscoveryC 09
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It is your time to prove your worth welp. You must leave the sibko, become a warrior or die.

Battletech: Wars of Reaving

Fri 10:00am-7:00pm	George Paresa	DiscoveryC 07
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While the Jihad raged in the Inner Sphere, the Wars of Reaving consumed the Clans. It's survival of the fittest on a grand scale

Burning Seas

Sat 12:00pm-5:00pm	Aaron Aust	DiscoveryC 01
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Fight in tactical battles on the high seas, as opposing fleets clash against each other in a fight to the last ship floating.

Civil War miniatures Second Battle of Bull Run

Fri 1:00pm-4:00pm	Dave McCloskey	DiscoveryC 03
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Fast action, bloody, simple rules that lead to a free flowing style of combat and movement.

DEAD GAMES ARE STILL FUN

Sat 6:00pm-11:00pm	Mike Shelden	DiscoveryC 09
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These were great games, but for what ever reason have dropped off the radar, GM will provide figures/materials needed or you can bring your own.

Dystopian Wars Game/Demo

Thu 4:00pm-8:00pm	Mike Shelden	DiscoveryC 01
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Come do battle on the high seas, with giant ships, robots and aircraft, in a steam powered ships

Fallout: Equestria

Thu 11:55pm-1:55am	Jacob Schultz	DiscoveryC 03
Fri 6:00pm-8:00pm	Jacob Schultz	DiscoveryC 17
Sun 4:00pm-6:00pm	Jacob Schultz	DiscoveryC 05

It's 200 years after the end of the world, but war never changes. Take sides in post-apocalyptic Equestria as you struggle to survive in the blasted wastes. This game is based on a crossover between the Fallout and My Little Pony franchises.

Flames of War v3 Learn to Play

Thu 2:30pm-4:30pm	Steve McCuen	DiscoveryC 15
Sat 5:00pm-7:00pm	Steve McCuen	DiscoveryC 15
Sat 8:00pm-10:00pm	Steve McCuen	DiscoveryC 15
Sun 2:00pm-4:00pm	Steve McCuen	DiscoveryC 03

Flames Of War is a World War II 15mm miniatures game and v3 was just released. FoW is a tabletop game where you control armies of painted miniature tanks, infantry and guns against an opponent's force. The game is played at the company, platoon, and squad level.

GameStorm 14

MINIATURES

FourthCore Team Deathmatch

Fri 7:00pm-11:00pm James Barlow DiscoveryC 19

The Fourthcore Team Deathmatch is a contest of skill, wits, and luck. FTDM is about winning D&D.

Small teams of dungeoneers are pitted against each other in a no-holds-barred frenzy of carnage in a team-based, player-vs.-player competition. The competition will consist of individual encounters called matches. Each match will last sixty (60) minutes.

Knightfall Games presents Quick & Easy Games - Miniatures & RPG Sci-fi

Sat 11:00am-7:00pm Chris Slovick DiscoveryC 23

Star Run 2 "The Legend of Killroy" -Sci-Fi RPG

Quick & Easy Wargame -Miniatures

Open play and Demos 11am - 7pm

Trans-dimensional Pizza, Pirates of the Odin system, The Gamers Guide to the Military. Hosted by Author and creator Clayton J Callahan.

Lord Kalvan of Otherwhen

Sat 6:00pm-10:00pm Sven Lugar DiscoveryC 07

A scenario from the classic SyFy book "Lord Kalvan of Otherwhen" by H. Beam Piper. This will be a moderate sized skirmish scenario between Hostigos & Nostori forces.

Monsterpocalypse

Fri 1:00pm-5:00pm Mike Shelden DiscoveryC 09

Earth is screwed, giant monsters everywhere, no matter who wins earth loses

Oh, no, there goes Tokyo!

Fri 6:00pm-9:00pm Victor Pecka DiscoveryC 15

Can the valiant defenders save Tokyo from the ravages of Godzilla?!

Russian Thanksgiving 1920

Fri 10:00am-3:00pm Frank Durovchic DiscoveryC 19

Sat 10:00am-3:00pm Frank Durovchic DiscoveryC 07

Somewhere in the middle of Russia a brave group of soldiers tries to hold off the RED horde.

Sergeants Miniature Game

Fri 10:00am-12:00pm Walt Mulder DiscoveryC 17

Sergeants Miniatures Game, Card driven WWII tactical war gaming played out on a board.

Space: 1889 on Venus

Sat 1:00pm-5:00pm Kim Harris DiscoveryC 25

Space: 1889 on Venus. British colonial troops face unrest in the colony and its borders.

Star Wars Miniatures Battle of Hoth

Fri 5:00pm-11:00pm Steve McCuen DiscoveryC 03

A long time ago in a galaxy far, far away...

Come play Star Wars Miniatures on a grand scale for either the Rebels trying to defend Echo Base or the Imperials trying to squash the rebellion once and for all.

The Swarm's Sting

Sun 4:30pm-6:30pm Chris French DiscoveryC 19

Mercer Ravannion believes massed Light 'Mechs can defeat any foe; now he gets a chance to test his theory -- on MacKinnon's Company's Recon Lance.

Untitled Space Combat Game

Sat 4:00pm-6:00pm Chris French DiscoveryC 21

Simple vector-based movement; even simpler combat.

War of the Worlds

Fri 10:00am-12:00pm Greg Moore DiscoveryC 15

The setting is 1902 England. Martian war machines attack a small British military camp with civilian refugees. The Martians are hungry and come for blood. Can you save the civilians from becoming dinner?

Warmachine / Hordes event

Sat 11:00am-5:00pm Mike Shelden DiscoveryC 05

35 point warm up round, then an epic 100 point round(50 if players prefer)

Wings of War/Glory		
Thu 9:00pm-12:00am	Mike Shelden	DiscoveryC 01
WWI and WWII air combat		
Wings of War/Glory vs. King Kong		
Fri 11:00am-12:00pm	Mike Shelden	DiscoveryC 09
You have 10 turns to bring the great King Kong down		

ORGANIZED ROLE-PLAYING GAMES

AoA3-2 – The Veil Parted (Ashes of Athas, D&D 4E)		
Fri 2:00pm-6:00pm	Robert Altomare	HeritageD 01
Fri 7:00pm-11:00pm	Robert Altomare	HeritageD 01
Sat 2:00pm-6:00pm	Robert Altomare	HeritageD 01
Sun 9:00am-1:00pm	Robert Altomare	HeritageD 01

Questions you have plenty of but answers have been few and far between to this point. A lead and a clue have fallen into your lap and it's time to get those answers and make those responsible pay. AnAshes of Athas Living Campaign adventure set in the World of Dark Sun.

LFR: SPEC4-1 Cerulean Dreams (Levels 1-10, Living Forgotten Realms, D&D 4e)		
Fri 7:00pm-11:00pm	Robert Altomare	HeritageD 05
Sun 2:00pm-6:00pm	Robert Altomare	HeritageD 02

Where is this place? When did I get here? Why does it look like a cross between a torture chamber and a prison cell? Who are all these green-skinned, bug-eyed creatures shambling around? I rub my eyes and that's when I notice the webbed flesh growing between my fingers...

AoA3-1 – The Remains of the Living God (Ashes of Athas, D&D4E)		
Thu 7:00pm-11:00pm	Robert Altomare	HeritageD 01
Fri 9:00am-1:00pm	Robert Altomare	HeritageD 01
Sat 9:00am-1:00pm	Robert Altomare	HeritageD 01

The Dragons dwell among us living Gods but one of their number has fallen if the rumors are true. Journey beneath the Ziggurat in Kalak for answers to the rumors as well as why your enemies are taking such great interest in getting there first. A Living Campaign adventure set in the Dark Sun world.

AoA3-3 – The Source of Strife (Ashes of Athas, D&D 4E)		
Fri 7:00pm-11:00pm	Robert Altomare	HeritageD 02
Sat 7:00pm-11:00pm	Robert Altomare	HeritageD 01
Sun 2:00pm-6:00pm	Robert Altomare	HeritageD 01

Many you called friend have fallen since that ill-fated day of betrayal. Your long journey has led to this place of ancient power. The choices you make this day could spread like ripples in a pool ifyou are not careful. An Ashes of Athas Living Campaign adventure set in the World of Dark Sun.

CSE: HP 1-1 Desperate Times, Part 1 (CSE/Living Arcanis, Intro)		
Sun 9:00am-1:00pm	Robert Altomare	HeritageD 04

The 6th Crusade of Light has been Called by noble King Osric IV of Milandir as rumblings from the infernal hordes have the entirety of the Hinterlands in a panic. But before they may test their courage against fetid demons, the heroes must uncover a plot just as foul. An intro adventure, part 1.

CSE: HP 1-2 Desperate Times, Part 2 (CSE\Living Arcanis, Intro)		
Sun 2:00pm-6:00pm	Robert Altomare	HeritageD 09

Having discovered and defeated the person responsible for the bloody murder in the rebuilding Mil Takara, the Heroes are beginning to learn that there may be more to this than a simple "madman " on a rampage.

CSE:SP 1-2 Dry Rain by James Zweirs (CSE/Living Arcanis, Intro)		
Fri 2:00pm-6:00pm	Robert Altomare	HeritageD 09

The hamlet of Ashvan, troubled by the nearby Canceri border, is now suffering a punishing drought. The grain merchants are concerned, the val'Holryn are worried, and the Mother Church fanatics are gloating over the punishments of Saluwe. This CHRONICLES OF THE SHATTERED EMPIRES is for tier 1 PCs.

CSE: SP 1-3 Cardakkx Rising (CSE/Living Arcanis, Intro)		
Sat 9:00am-1:00pm	Robert Altomare	HeritageD 09

As the Crusade pushes deeper into the Hinterlands towards the Infernal-controlled lands of the Lordship of Iron, the bloody sites of battles and skirmishes are becoming more common. These sites draw pilgrims, as they draw flies; but being so close to the front, the pilgrims must be protected.



ORGANIZED ROLE-PLAYING GAMES

FQC1-1: Footprints in Ash (Spycraft 1.0 Campaign)

Fri 2:00pm-6:00pm Robert Altomare HeritageD 02

Newly recruited into the NIA, the agents have no time to find out how to work the photocopier, as instead they are thrust into an investigation and man-hunt with far-reaching consequences. For Queen and Country is a organized campaign using the Spycraft Version 1 rules.

FQC1-2: The Shell Game (Spycraft 1.0 Campaign)

Sat 9:00am-1:00pm Robert Altomare HeritageD 02

Second adventure in the For Queen and Country organized campaign. The Agents are against the clock in this one. Called in suddenly by Control they are informed that a shipment of explosives has been smuggled into the country.

FQC1-3: Owning the Sun (Spycraft 1.0 Campaign)

Sun 9:00am-1:00pm Robert Altomare HeritageD 02

The agents are off to Monaco to infiltrate a crime lords operations and thwart potential weapon sales into terrorist hands. Easy, right? Not bloody likely. For Queen and Country is a Spycraft campaign using version 1.0 rules.

LFR: ADCP4-1 City of Destinies (Special Event, Levels 1-20, Living Forgotten Realms, D&D 4e)

Sat 2:00pm-11:00pm Robert Altomare HeritageD 07

Special interactive group role-playing event with multiple tables working to complete a challenging adventure.

LFR: CALI3-1 Malice of Mintar (Levels 1-10, Living Forgotten Realms, D&D 4e)

Thu 2:00pm-6:00pm Robert Altomare HeritageD 01

Fri 7:00pm-11:00pm Robert Altomare HeritageD 03

Ala' Ammar, patriarch of House Azhar in Almraiven, believes his bloodline might be traced back to the legendary House Asada. To prove his claim, Ala' Ammar seeks the famous Battlecloak of Vycaena. This is the first part of the Battlecloak Saga, which continues with CALI3-2 and concludes in CALI3-3.

LFR: CALI3-2 Menace of Memnon (Levels 1-10, Living Forgotten Realms, D&D 4e)

Thu 7:00pm-11:00pm Robert Altomare HeritageD 02

Fri 2:00pm-6:00pm Robert Altomare HeritageD 03

The search for the Battlecloak of Vycaena leads to the city of Memnon, where fire genasi enjoy an opulent lifestyle built on the backs of human slaves. Heroes are needed to infiltrate the city, posing as thespians, and locate the prize. This is the second part of the Battlecloak Saga.

LFR: CALI3-3 Agony of Almraiven (Levels 1-10, Living Forgotten Realms, D&D 4e)

Fri 9:00am-1:00pm Robert Altomare HeritageD 02

Sat 9:00am-1:00pm Robert Altomare HeritageD 03

In a land of assassins, djinn, giant birds, and magic lamps, our heroes find themselves pursued all the way to the gates of Almraiven, and quickly discover that there are those who would stop at nothing to prevent Ala' Ammar from getting his hands on the precious artifact.

LFR: NETH4-1 Containing Shadow (Levels 11-20, Living Forgotten Realms, D&D 4e)

Thu 2:00pm-6:00pm Robert Altomare HeritageD 02

Fri 2:00pm-6:00pm Robert Altomare HeritageD 04

The Ordulin Maelstrom's dark embrace obliterates ordinary mortals within moments. But you are no ordinary mortal, and the Harpers need someone to brave the depths of this life-consuming vortex. Can you complete your mission before the vile shadows devour your soul.

LFR: NETH4-2 The Tripartite Tower (Levels 11-20, Living Forgotten Realms, D&D 4e)

Thu 7:00pm-11:00pm Robert Altomare HeritageC 03

Fri 7:00pm-11:00pm Robert Altomare HeritageD 04

The Harpers need a powerful expert on arcane magic, someone with decades of experience. All you have to do is travel to meet with a famous but reclusive wizard and secure his aid. Unfortunately, the Netherese aren't going to make it easy.

LFR: NETH4-3 Purifying the Prophet (Levels 11-20, Living Forgotten Realms, D&D 4e)

Fri 9:00am-1:00pm Robert Altomare HeritageD 03

Sat 9:00am-1:00pm Robert Altomare HeritageD 04

The Netherese sought to control the Oracle of Spellgard Keep, and nearly succeeded. She was only saved by binding her spirit inside a sentient golem. But for Lady Saharel to be useful to the Harpers, you must find a way to place her beyond the reach of her former masters.

LFR: SPEC3-3 Dance of the Sun and Moon (Levels 1-10, Living Forgotten Realms, D&D 4e)

Thu 2:00pm-6:00pm	Robert Altomare	HeritageD 03
Sun 9:00am-1:00pm	Robert Altomare	HeritageD 03

The upcoming total eclipse is a reason for celebration. Unfortunately, followers of a evil entity, guided by maddening whispers, prepare to enact a devastating ritual when the earth darkens and the stars shine at midday.

Pathfinder Beginner Dungeon Delves (Pathfinder RPG)

Thu 2:00pm-3:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Thu 3:00pm-4:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Thu 4:00pm-5:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Thu 5:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Thu 7:00pm-8:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Thu 8:00pm-9:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Thu 9:00pm-10:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Thu 10:00pm-11:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Fri 9:00am-10:00am	Todd Tepper, Robert Altomare	HeritageD 10
Fri 10:00am-11:00am	Todd Tepper, Robert Altomare	HeritageD 10
Fri 11:00am-12:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Fri 12:00pm-1:00pm	Todd Tepper, Robert Altomare	HeritageD 10
Sat 9:00am-10:00am	Todd Tepper	HeritageD 10
Sat 10:00am-11:00am	Todd Tepper	HeritageD 10
Sat 11:00am-12:00pm	Todd Tepper	HeritageD 10
Sat 12:00pm-1:00pm	Todd Tepper	HeritageD 10
Sun 9:00am-10:00am	Todd Tepper	HeritageD 10
Sun 10:00am-11:00am	Todd Tepper	HeritageD 10
Sun 11:00am-12:00pm	Todd Tepper	HeritageD 10
Sun 12:00pm-1:00pm	Todd Tepper	HeritageD 10

Join us new an experienced players alike for a one hour quick dungeon delve using the Pathfinder RPG rules. Just show up and play!

PFS Intro 1: First Steps, Part I: In Service to Lore (Intro, Pathfinder Society, Pathfinder RPG)

Fri 9:00am-1:00pm	Todd Tepper, Robert Altomare	HeritageD 07
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A Pathfinder Society Scenario designed for brand new players. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps,thieves, and even an unruly devil, all in the pursuit of knowled

PFS Intro 2: First Steps Part II: To Delve the Dungeon Deep (Intro, Pathfinder Society, Pathfinder RPG)

Fri 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 07
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A Pathfinder Society Scenario designed for brand new players to the campaign. You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.

PFS Intro 3: First Steps, Part III: A Vision of Betrayal (Level 1, Pathfinder Society, Pathfinder RPG)

Fri 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 08
Fri 7:00pm-11:00pm	Todd Tepper, Robert Altomare	HeritageD 08

A Pathfinder Society Scenario designed for brand new players. Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen.

PFS#3-08: Among the Gods (Levels 3-7, Pathfinder Society, Pathfinder RPG)

Fri 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 05
Sat 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 03

The Pathfinder Society sends the PCs to the mountaintop mausoleum and monument known as Antios's Crown in search of a long-lost relic believed to be contained there, but all is not as it seems. Pathfinder Society scenario for characters levels 3-7.

ORGANIZED ROLE-PLAYING GAMES

PFS#3-09: Quest for Perfection—Part I: The Edge of Heaven
(Levels 1-5, Pathfinder Society, Pathfinder RPG)

Thu 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 04
Thu 7:00pm-11:00pm	Todd Tepper, Robert Altomare	HeritageD 04
Fri 9:00am-1:00pm	Todd Tepper, Robert Altomare	HeritageD 04

In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament.

PFS#3-11: Quest for Perfection—Part II: On Hostile Waters
(Levels 1-5, Pathfinder Society, Pathfinder RPG)

Thu 7:00pm-11:00pm	Todd Tepper, Robert Altomare	HeritageD 05
Fri 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 11

With an ancient Iroran relic in hand, the Pathfinders must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long-dormant artifact. Pathfinder Society scanario for characters levels 1-5.

PFS#3-12: Wonders in the Weave, Part 1: The Dog Pharaoh's Tomb
(Levels 5-9, Pathfinder Society, Pathfinder RPG)

Sat 9:00am-1:00pm	Todd Tepper, Robert Altomare	HeritageD 05
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On an isolated demiplane, the Pathfinders explore an Osirian ruin transported from Golarion by a powerful sorcerer centuries ago. A Pathfinder Society Scenario designed for Levels 5–9. "The Dog Pharaoh's Tomb" is the first scenario in the two-part Wonders in the Weave campaign arc.

PFS#3-14: Wonders in the Weave, Part 2: Snakes in the Fold
(Levels 5-9, Pathfinder Society, Pathfinder RPG)

Sat 7:00pm-11:00pm	Todd Tepper, Robert Altomare	HeritageD 03
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A Pathfinder Society Scenario designed for Levels 5–9. "Snakes in the Fold" is the second scenario in the two-part Wonders in the Weave campaign arc. The story begins in Pathfinder Society Scenario #3–12: Wonders in the Weave—Part I: The Dog Pharaoh's Tomb.

PFS#3-15: The Haunting of Hinojai (Levels 5-9, Pathfinder Society, Pathfinder RPG)

Fri 9:00am-1:00pm	Todd Tepper, Robert Altomare	HeritageD 05
Sat 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 04

Ever seeking long-lost secrets, the Pathfinder Society sends a team of agents to explore a reportedly haunted house in the Dragon Empires nation of Minkai, hoping they can uncover the secret behind the legendary location's tormented past. A Pathfinder Society Scenario designed for levels 5–9.

PFS#3-16: The Midnight Mauler (Levels 3-7, Pathfinder Society, Pathfinder RPG)

Sat 2:00pm-6:00pm	Todd Tepper, Robert Altomare	HeritageD 05
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The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of former Master of Blades what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love.

PFS: Pathfinder Society Dealer's Choice (Pathfinder Society, Pathfinder RPG)

Sun 9:00am-1:00pm	Todd Tepper, Robert Altomare	HeritageD 09
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Did you miss a module? Or did you miss us? In the Dealer's Choice slots, we get together a Pathfinder Society group, we pick a module, and we play it. Level will depend upon the levels of those attending. Who knows, you may just end up with Murder on the Throaty Mermaid With Zombies and a Love Story

PFS: We Be Goblins (Pathfinder Society, Pathfinder RPG)

Fri 7:00pm-11:00pm	Todd Tepper, Robert Altomare	HeritageD 07
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Warning any goblin reading this you have broken tribal laws. Your soul is now trapped with these words. I suggest you go find a local shaman

ROLE-PLAYING GAMES (RPG)

A Deadly Secret

Sat 9:00am-1:00pm

Sherry Parker

Spruce 01

It had been a quiet summer in Statonville; that was until school started. Then people started to vanish one by one, just gone in a puff of smoke it seemed. No trace, no clues, nothing that made anysense. As fear griped the town and windows started boarding up everyone wondered who would be next.

A Plot Too Far

Fri 9:00am-1:00pm

Al Beddow

Spruce 05

Sun 9:00am-10:00am

Al Beddow

Spruce 05

Chthonian Stars - Wildfire Publishing

Your crew are enjoying some downtime on Venus while waiting for a cargo run when you are approached by a VAB rep offering work - doing a "background check" on someone for them.

Aces & Eights: Into the Shattered Frontier

Fri 11:30am-2:30pm

Rik Cameron

Spruce 02

Dust off that Hogleg and headed down to the town square there's about to be a hanging.

Aces Harrington and the Awesome Arthropods

Sun 9:00am-1:00pm

Eric Aldrich

Spruce 02

A pulps era adventure using the Spirit of the Century (Fudge variant) rules. It's time to save the day!

AD&D 1e Quest for Adventure

Sat 11:30am-3:30pm

Rodney Barnes

Pine 04

The only thing certain is the Rogahn and Zelligar have been gone far too long. If only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore! And who knows what riches of wealth and magic might be there for the taking???

AD&D: Ravenloft

Fri 4:30pm-10:30pm

Rik Cameron

Spruce 02

In a rain-soaked graveyard, a small group stands round a coffin bound with heavy chains. As the pallbearers lift the coffin something scrapes on the wood from inside. Quickly & without emotion, the attendants slide the casket into a crypt and then flee. Behind them, unheard, a dull thudding begins.

As easy as taking.....

Sat 9:00am-2:00pm (Part 1)

Todd Tepper

Spruce 03

Sat 2:00pm-7:00pm (Part 2)

Todd Tepper

Spruce 03

Part 1a and 1b of a crossover game between the Pathfinder world and Neverwhen world, a game published by Dragondyne using Pathfinder core rules.

There will be two tables one for each game setting and the tables will come together for part 2 played later. Pregens available for both. Players who were part of either earlier session are invited back for the conclusion.

Bad Science

Sat 2:00pm-4:00pm

Chris Weedin

Oak 01

In this tough economy, everyone is looking for work. That's you, and anything with a paycheck will do - burger flipper, garbage man, one of those guys who waves a sign on the street corner... hey, here's an ad for a scientific test subject. Science is fun! What could POSSIBLY go wrong?!

Barbarians of Lemuria: The Sleeping City

Fri 7:00pm-11:00pm

Charles Green

Pine 05

Steal a fortune in gold from the Sleeping City, but do it before a band of demon raiders take it from you!

Bureau 13: RSVP The Barrington Hotel

Sat 7:00pm-11:00pm

John Reiher, Jr

Spruce 01

Bureau 13 investigates a hotel with ghosts and a weekend gathering of Paranormal Investigators.

Call of Cthulhu - The Faculty Party

Sat 2:00pm-6:00pm

Justin Lowmaster

Pine 05

At the Miskatonic U faculty Halloween party, something goes terribly wrong, and the Investigators are stuck right in the middle of it all.

Call of Cthulhu Dark Ages : That Which is Dead shall Refuse to Lie

Fri 4:30pm-9:30pm

Franck Florentin

Spruce 01

887 AD, Holy Island, English Northumbria – As blood rain falls and the dead rise, Viking invaders and English monks must join forces or perish in a Lovecraftian nightmare.

ROLE-PLAYING GAMES (RPG)

Call of Cthulhu/Delta Green: "Gone South"

Sun 11:30am-12:30pm A. Scott Glancy Pine 04

A 70 year old photo of something that should not exist leads our Delta Green agents to a quiet corner of Mexico where the drug war is a distant story. Does the tranquility mean that the danger has passed, or has it grown to horrific proportions?

Call of Cthulhu: The Last Flight of the L58

Fri 11:30am-3:30pm A. Scott Glancy Spruce 01

It's 1918. The players are the crew of the Imperial German Naval airship L58. While on a secret mission over Persia, unnatural, impossible death stalks the crew. They will have to fight for their lives if they ever hope to return home to the Fatherland.

Call of Cthulhu: The Vengeful Dead

Sat 9:00am-1:00pm A. Scott Glancy Spruce 02

It's 1921. Players are the guests of the rustic Grandview Lodge Resort in the foothills of the Appalachians. Undoubtedly they will find the peace and quiet they so desire. Nothing disturbing will happen. Not at all.

Do: Pilgrims of the Flying Temple

Sun 2:00pm-6:00pm Justin Lowmaster Spruce 02

Do is a storytelling/writing game where the players have two main goals: Help people, and get into trouble. Players do this by writing what their character does, and how other character get into trouble.

Fantasy Craft: Sins of the Fathers

Fri 2:00pm-6:00pm Alex Flagg Oak 03

Sun 9:00am-1:00pm Alex Flagg Pine 01

Ages ago the elders of Valespire made a pact with the Court of Blinding Shadows, agreeing to forever keep certain... Disagreeable promises in exchange for the continued well-being of the human species. Explore the original fantasy toolkit game in this exciting demo!

Grimm: White as Snow, Red as Blood

Sat 11:30am-3:30pm Gary McBride Pine 03

Once upon a time there was a wondrous world of dark fairy tales and desperate children. Are you clever enough to avoid the wicked queen and her huntsmen? Or will your heart be a gift for the despot of the Castle of the Mirror? Mirror, mirror on the wall is there a way home after all?

GURPS: SWAT

Sat 7:00pm-11:00pm Rodney Barnes Spruce 02

Portland SERT team helps stop terrorists from blowing up the Made in Oregon sign, and other nifty ops. In honor of SJ Games GOHs being here this year, I'm running my popular SWAT game! Join the Portland SERT team as they tackle Weird stuff that only they can handle.

HackMaster Basic: Oubliette

Sat 7:00pm-11:00pm Rik Cameron Pine 02

The city of Grubal boarders have been plagued with bandits and monsters for most of there days, but recently a new threat has emerged. The cites boarders are being infrequently raided and the only things that are being taken are there young maidens.

Hellride 2012: Inside Job

Sat 11:30am-3:30pm Tim W Brown Oak 02

The Hellride team goes on another run. Armored vehicles, assault rifles, antiarmor missiles, machine guns, a little magic, and pure guts, against whatever weird critters try to get in the way of safe delivery. What's it gonna be this time? Demons? Dragons? Or...

Intervention of the Divine

Fri 7:00pm-11:00pm Al Beddow Spruce 05

Sat 7:00pm-11:00pm Al Beddow Spruce 05

Word was work to be had on Colace, but finding it hasn't worked as you hopped it would. As the group enters your suite you suddenly you hear, "Please leave the lights alone, the dimness is preferable." says the stranger in the dark, I have an interesting offer... if you care to listen long enough..."

Just another patrol... -

Thu 2:00pm-6:00pm Al Beddow Spruce 05

Fri 2:00pm-6:00pm Al Beddow Spruce 05

As Wardens assigned to the Uranian moon 'Puck', you are tasked with escorting scientists to a station where the last few communications contained nothing but screams in inhuman howls... and you have to check the base out before you can let the scientists go in.

Justice Eye, Suspected!

Fri 7:00pm-11:00pm

Ron Steinhauser

Pine 01

It's 1935, and the world is different. Colorful crime fighters and larger-than-life villains are common. The Justice Eye are the local beacons of forthright fortitude. Lightning Bug, a former member of team, has an evil plan to rule the world. They must stop him at all costs and clear their names.

Mistborn Adventure Game: Thieves in the Ninth House

Sat 9:00am-1:00pm

Alex Flagg

Oak 04

Sun 2:00pm-6:00pm

Alex Flagg

Pine 01

In the Final Empire's capital, in the shadow of the immortal Lord Ruler, ten Great Houses vie for power and favor, and between these Houses, crews of cunning thieves plot to steal slivers of wealth.Join the fight in this new game, based on Brandon Sanderson's best-selling novels!

Monsters and Other Childish Things: What a Terrorable Spring Break

Sat 4:30pm-8:30pm

Riley Crowder

Pine 03

On a hot spring break dark things begin to bubble out of your local park. But only you children can see them. What will you do when your monsters tell you that the park is no longer safe.

Neverwhen Demonstration

Thu 4:30pm-8:30pm

Dustin Gross

Spruce 01

Fri 9:00am-2:00pm

Dustin Gross

Pine 04

Fri 4:30pm-9:30pm

Dustin Gross

Spruce 03

Sun 9:00am-1:00pm

Dustin Gross

Spruce 03

Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo's popular The Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from anyd20 setting and use them in their own campaign.

Now is theTime - 2300AD

Thu 7:00pm-11:00pm

Al Beddow

Spruce 05

Sat 9:00am-1:00pm

Al Beddow

Spruce 05

It's 2306, about 250 years since WW III. The geopolitical landscape is nothing like the pre-world war. Your team is being sent to an Australian research center to do a security audit. You've never heard of a "security audit" before. What's up?

Omens in the Mist

Fri 11:30am-5:30pm

Roberta Weth

Pine 01

A grisly note has summoned you to the Royal palace. Do you have the courage to set out into the mists with a group of strangers to combat a sorcerer trying to compile the trapped power of a dark god?

Psi-punk: A Fudge RPG

Fri 2:00pm-6:00pm

Jacob Wood

Pine 05

Sat 2:00pm-6:00pm

Jacob Wood

Spruce 01

Psi-punk is a Fudge RPG with a slant toward psionics and cyberpunk themes. This is a playtest version.

Savage Worlds (Slipstream): Rescue on Nova Luna

Sat 4:30pm-10:30pm

Scott Woodard

Pine 06

You have just intercepted a desperate call for help from a doomed Babelonian survey ship. It looks like you and your ragtag crew have just volunteered for a rescue mission on the surface of a stranegenw world!

Savage Worlds, Weird War: " The House of Hope or Hunger?"

Fri 9:30pm-12:30am

John McNichol

Spruce 01

Belgium, World War Two. You and your ragged band of brothers are staggering through the woods after escaping the POW massacre at Malmedy. Hope shines in the darkness, but is it help, or another enemy waiting to strike?

Savage Worlds: Bullet Extraction

Sun 9:00am-12:00pm

James Schrecengost

Spruce 01

A simple snatch and grab mission on the Nozomi Bullet Train with a twist. An Agents of Oblivion mission for up to six players. Character's provided.

Savage Worlds: Something Rotten in Norway

Fri 2:00pm-7:00pm

James Schrecengost

Pine 03

Agents of Oblivion investigate something rotten in Denmark. Err... Norway. Bears and other beasts. Superspy / horror.

Savage Worlds: Weird War, Incident at Tunguska

Sat 9:00am-12:00pm

John McNichol

Pine 05

Russia, World War Two. Life is hard on the Eastern Front already. You and your comrades are part of a convoy delivering needed supplies to your comrades at the front. A sudden attack, an unexpected detour, and you and your squad mates find yourselves in territory that is quite beyond unfamiliar...

ROLE-PLAYING GAMES (RPG)

Screwed: You Said the Words

Fri 7:00pm-11:00pm Elisa Ford Pine 02

Six college students must battle their way through their GM's scenario come to life on campus with only a flashlight, limitless sarcasm, and a single backpack full of energy drinks and snack foods. Rules Light. Roleplaying stressed.

Shadows of Esteren Demo game

Sat 2:00pm-7:00pm Franck Florentin Spruce 02

We will be running an introduction adventure of Shadows of Esteren, a French RPG released in 2010 in France. This new RPG is currently being translated into English, and this demo game will be the first conducted on US ground !

Snake Eyes and Box Cars

Sun 1:30pm-2:30pm Ron Steinhauser Spruce 01

This will be a short feedback session about the state of normal RPG's at GameStorm. Topics of discussion will include the new block scheduling, direct swag, and the future. You don't have to sign up, just show up. Oh, and there's a prize...

Space Cowboys (Fudge)

Sun 11:30am-3:30pm Rodney Barnes Pine 02

The times of Chaos have haunted Reaches for some time now. Under Han's leadership, there may finally be a market for beef!

Space Marines vs. Space Zombies in Space! (Savage Worlds)

Fri 11:30am-3:30pm Rodney Barnes Spruce 03

No one know what caused the outbreak. We don't know if it is a virus, or spiritual, or chemical, or extra-dimensional. But we do know it must be stopped! We all know why we can't use nukes or planet killers, it must be won the old fashioned way; door to door.

Spirit of the Century: A House of Cursed Souls

Sat 11:30am-3:30pm Riley Crowder Pine 02

In a land where a forceful Tradition guides the souls of humanity 6 people are drawn together despite their resistance.

Starcraft Saga Edition

Sat 9:00am-3:00pm James Barlow Pine 06

It's been five years since you were part of the Great War with the Zerg. You're living in a quiet backwater colony now. Wait, did we say quiet? It was, until the Zerg returned!

Stonehell Dungeon

Sat 9:00am-1:00pm Mike Harvey HeritageF 04

Sat 2:00pm-6:00pm Mike Harvey HeritageF 04

Sun 2:00pm-6:00pm Mike Harvey Pine 06

This is a sandbox dungeon crawl in the legendary megadungeon, Stonehell.

Teenagers From Outer Space: Hero High!

Fri 2:00pm-5:00pm John McNichol Pine 02

Who wants a superpower? Pick your relatively low-powered super teen, and get through the first day of classes with Coach Boomer's gym class, Physics with Mr. Medualla, Shop Class with Forge, American History with Captain America, and a host of other Hero-Based Curricular Activities!

Teenagers From Outer Space: Substitute Teacher!

Sun 9:00am-12:00pm John McNichol Spruce 04

Today, your regular teacher, Mr. Buzzcut, has had to take a sick day for the first time in three decades! Sure, the sub's a little weird...red skin...a tail...talks on his cell phone a lot...but, hey, he's gonna take us on a field trip! Where was that in Eastern Europe again?

The Dwellers Beneath

Sat 9:30pm-12:30am Chris Weedin Pine 03

On a remote oil derrick in the storm-tossed sea, work is hard, life is hard but the pay is worth it. Until "it" comes on board. Then work is forgotten, life is short and there ain't enough money in the world to make you want to stay...

The House 2 - Renovation From Hell

Sat 7:00pm-9:00pm Chris Weedin Oak 01

In honor of the birth of her first child, Bluda the Defiler is throwing another party - the kind with lots of screaming, dying, mutilations and insanity. This time her daughter Bladda is helping outwith the "entertaining", so there promises to be plenty more of all four. Here we go again...

The Necromancer's Challenge

Sat 2:00pm-6:00pm

Ron Steinhauser

Spruce 05

The Duke's daughter has been kidnapped by a necromancer for nefarious purposes. For various reasons, the characters find themselves on their way to the local city of thieves to find the informant with knowledge of where the necromancer is holding the future Duchess. They must save her or die trying!

The Trial of Joseph Hill

Fri 7:00pm-11:00pm

Keith Schnelle

Pine 04

The year is 1865. In late November, in a tiny community in the north of California State, a local ranch hand, Joseph Hill, has been accused of being an escaped bank robber and murderer from Nevada. Allen's Ranch, California is about to deal with its first major outlaw.

The Witchwar Legacy

Sat 4:30pm-12:30am

Andreas Turriff

Pine 04

The location of the Torc of Kostchtchie has been found, and the race is on. Who will penetrate the Veil of Frozen Tears and reclaim the artifact?

Trail of Cthulhu - The Kingsbury Horror

Sat 7:00pm-11:00pm

Justin Lowmaster

Pine 05

Cleveland, Ohio, 1938: Someone is murdering and dismembering bodies. Follow the trail of clues to find the awful truth behind the mystery.

Treasure!

Sat 9:00am-1:00pm

Eric Aldrich

Pine 01

A swashbuckling adventure using the original 7th Sea rules. It's time to overcome the obstacles and get the lost pirate treasure!

Victoriana: The Lord Of Roverandom

Sat 7:00pm-11:00pm

John McNichol

Spruce 03

Steampunk meets Lord of the Rings- Need I say more? Adventure with your party members through the decadent streets of Londonium, the Sewers of Moria, evade the clockworked machinations of the Sauronian Industrial Business Consortium, and more!

Vigilantes of Portlandia! An ant's eye view of the Dresdenverse.

Sat 2:00pm-8:00pm

Roberta Weth

Pine 01

"Do you think we don't know who the real powers are? Just because we do what we can. We know that bastards like you can throw reality around like a toy. We've all seen it. Someone has to be there to clean up after you and get the innocents out of the way." Cassanova

Way of the Wicked: Prison Break!

Thu 4:30pm-8:30pm

Gary McBride

Spruce 04

Fri 7:00pm-11:00pm

Gary McBride

Pine 03

Sat 7:00pm-11:00pm

Gary McBride

Spruce 04

Sun 2:00pm-6:00pm

Gary McBride

Spruce 04

BE THE BAD GUY! You've done terrible things and now you must pay for your crimes unless you can break out of this joint! You have three days to avoid justice and get revenge on those who put you here. Will you escape or has justice come at last?

Weird Times at Charles Fort High

Fri 4:30pm-8:30pm

Christopher Onstad

Spruce 04

High School Highjinks and Scavenger hunt Shenanigans. In of super powered cliques and mutant iconoclasts, YOU represent the sophomore class in the Scavenger Hunt. Scour the campus avoiding Principal Kaufmann and the teachers to complete your list and prove your class has the most school spirit!

Weird War: Terror At 20,000 Feet

Sun 2:00pm-5:00pm

John McNichol

Spruce 03

Germany, World War Two. The night-flying assignment of your British bomber crew was already unusual enough. But after you managed to get past the Messerschmitt fighter planes and ack-ack guns, things became even more... atypical, old chap!

WUSHU: The Ancient Art of Action Roleplaying

Sun 11:30am-3:30pm

Charles Green

Pine 03

The Imagination Wars: A team of villains, drawn from across human Imagination, has banded together to destroy the very fabric of existence!



Getting the Most Out of GameStorm

Thu 5:00pm-6:00pm Beverly Block, Michael Birkes, KC Humphrey Alder 01
Join members of the GameStorm staff as they share their experience in how to get the most out of your GameStorm experience.

Statistics for Gamers

Fri 9:00am-10:00am Petrea Mitchell Alder 01
Basic statistics for dice and cards. Come and learn!

Fluency Play

Fri 10:00am-11:00am Joel Shempert, Willem Larsen Alder 01
"Fluency Play" is a design philosophy for RPGs and board games, wherein "learning the rules" becomes part of the play itself. Explore our best understandings of accelerated learning with Indie Hurricane game designers and fluency enthusiasts!

Game Design 101: Fundamental Concepts for Game Design

Fri 11:00am-12:00pm Lisa Steenson, James Ernest, Andrew Hackard Alder 01
What are the pitfalls that would-be game designers need to avoid? How do you know when your vague idea can be developed into something fun? How do you get those good ideas in the first place?

How to Self Publish in the RPG Industry

Fri 12:00pm-1:00pm Gary McBride, Jess Hartley, Anthony Pryor, Jake Richmond Alder 01
It is easier than ever to publish your own roleplaying works. Print-on-demand, online pdf-only works, open gaming licenses, and affiliations of independent self-publishers all help in different ways.

Gaming Glory Stories

Fri 1:00pm-2:00pm Jason Bulmahn, Ellen Klowden, Rhiannon Louve Alder 01
What are your most epic wins (and fails!) in any form of gaming? Come share your stories and vote for the one you think was best told.

The Munchkin Panel

Fri 2:00pm-3:00pm Andrew Hackard, Samuel Mitschke Alder 01
All things Munchkin, starting Steve Jackson Games' Munchkin Czar and GameStorm Guest of Honor Andrew Hackard. Learn <fnord> about the card game, how to Munchkinize your roleplaying game, and the secret behind the Lollypop Guild.

Making a Character That's Fun to Play

Fri 3:00pm-4:00pm Gary McBride, Jess Hartley, Jason Bulmahn, Rhiannon Louve, Alex Flagg Alder 01
How do you give your RPG character... more character? What makes a character fun to play? What makes for interesting interaction with the other players?

Humor in Gaming

Fri 4:00pm-5:00pm Lisa Steenson, James Ernest, Rhiannon Louve, Mike Selinker Alder 01
How do you use humor in game design? What kinds of humor make a game popular? Are the rules different for roleplaying games?

Game Mastering Tips

Sat 9:00am-10:00am Gary McBride, Anthony Pryor, Jason Bulmahn Alder 01
Our panel of experts share their hard-won wisdom on how to run a roleplaying game. From world building to handling difficult players to ending your campaign with a bang, this one has it all.

Face-Melting Design & Play: Indie RPGs

Sat 10:00am-11:00am Jackson Tegu, Jonathan Walton Alder 01
What's been changing everything in experimental tabletop game design? What's in the "black box" of play techniques that Indie RPG players collectively compile? This series of short presentations willshow what a few wanderers have brought back from the metaphorical wildernesses at the far edge.

Game Design 102: Developing Your Game

Sat 11:00am-12:00pm Lisa Steenson, James Ernest, Andrew Hackard, Mike Selinker Alder 01
How do you make sure your game is the best it can be? Development is a critical process for turning a good idea into a good game. We cover playtesting, rules writing, and more.

PANELS

How to Get Published in the RPG Industry

Sat 12:00pm-1:00pm

Scott Woodard, Jess Hartley, Anthony Pryor,
Jason Bulmahn, Rhiannon Louve

Alder 01

How do you approach a publisher with your writing? What do they want to see, and what will send you work straight to the slush pile? What is the difference between creating your own roleplaying adventures and writing for publication?

Do It Yourself Video Game Development

Sat 1:00pm-2:00pm

Kyle Rhône, Nick Etchegaray

Alder 01

Video game development is cheaper and more accessible than ever before. Join the team from Tinderbox Entertainment for a discussion on their tools and workflow methods, so you can become a part of this exciting field.

Q&A with Steve Jackson Games

Sat 2:00pm-3:00pm

Andrew Hackard, Samuel Mitschke

Alder 01

Board Game Guests of Honor Andrew Hackard and Sam Mitschke of Steve Jackson Games answer your questions.

Kickstarter

Sat 3:00pm-4:00pm

Tyler Tinsley, Dave Howell, Rhiannon Louve

Alder 01

Hundreds of new games have been launched by Kickstarter: Board games, card games, roleplaying games, and video games. What is it? how does it work? Are these games good, or just crowding the market? Is Kickstarter a good way to get your game published?

Q&A with Jason Bulmahn

Sat 4:00pm-5:00pm

Jason Bulmahn

Alder 01

RPG Guest of Honor Jason Bulmahn, lead designer at Pazio Publishing, answers your questions on Pathfinder, roleplaying, and more.

The Pathfinder Panel

Sun 10:00am-11:00am

Gary McBride, Jason Bulmahn

Alder 01

What is new at Pazio Publishing? What new developments are coming for the Pathfinder RPG?

Game Design 103: Prototyping

Sun 11:00am-12:00pm

Lisa Steenson, Tyler Tinsley, James Ernest,
Dave Howell, Mike Selinker

Alder 01

Before a game can be published, you need to create a prototype. What techniques work? What bad ideas do you need to avoid? How can you make a good looking prototype that will sell itself?

Religion, Faith and Roleplaying

Sun 12:00pm-1:00pm

Joel Shempert, Hans Chung-Otterson, Ben Lehman

Alder 01

Indie Hurricane commentators lead a thoughtful and respectful conversation of the rich but volatile act of exploring religious subjects in roleplaying games.

How Many Editions Does Dungeons & Dragons Need?

Sun 1:00pm-2:00pm

Anthony Pryor, Rhiannon Louve

Alder 01

D&D 3.5, 4th edition, and Pathfinder each have a sizable audience. Now, Wizards is announcing plans for a 5th edition? Is this a good idea, bad, or just a marketing ploy? What will become of the older versions when the field gets even more crowded?

How Board and Card Games Are Produced

Sun 2:00pm-3:00pm

Lisa Steenson, James Ernest, Andrew Hackard,
Samuel Mitschke, Mike Selinker

Alder 01

The game is ready: What still needs to happen before you can buy a copy at your Friendly Local Game Store? Learn from our panel of professionals about what it takes to go from "final" design to putting games on shelves.

Critical Hits & Fumbles

Sun 3:00pm-4:00pm

Beverly Block, Jason Bostick, Michael Monical, Aaron Curtis

Alder 01

What did we do right? How can we improve? This is your chance to give feedback to the GameStorm convention committee, including next year's Chair, Jason Bostick. Of special interest: What would you like to see in the scheduling system being developed for next year?

SPECIAL EVENTS

Andrew and Sam Present SJ Games

Thu 4:00pm-6:00pm	Andrew Hackard, Samuel Mitschke	HeritageF 13
Fri 10:00am-11:00am	Andrew Hackard, Samuel Mitschke	HeritageF 17
Fri 8:00pm-10:00pm	Andrew Hackard, Samuel Mitschke	HeritageF 10
Sat 10:00am-11:00am	Andrew Hackard, Samuel Mitschke	HeritageF 11
Sun 8:00am-10:00am	Andrew Hackard, Samuel Mitschke	HeritageF 13

Our special Guests of Honor, Andrew Hackard and Samuel Mitschke from Steve Jackson Games will open their trunk of goodies and show us something new and exciting. If could be anything from an early teaser product, to a fully finished but un-released product. Come check it out.

DoubleClicks Concert

Sat 9:00pm-11:00pm	Beverly Block	Oak 01
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Come take a break from your games and listen to local geek musicians Angela and Aubrey as they play songs from their own personal collection. Songs about gaming, geek life, and all things that we can relate to.

Fourth Annual Miniature Painting Contest

Sun 1:00pm-2:00pm	Debra Stansbury	DiscoveryC 01
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Come show off your painting skills! Win prizes! Limited pre-primed minis are available; pick up your mini at the Info Desk (ask for Debra Stansbury). All minis must be turned in at the Info Desk **by noon Sunday**. Sponsored by Rose City Miniatures.

Going Cardboard: A Board Game Documentary

Fri 9:00pm-11:00pm	Jennifer Geske	Oak 01
Sat 5:00pm-7:00pm	Jennifer Geske	Oak 01
Sun 5:00pm-7:00pm	Jennifer Geske	Alder 01

'Going Cardboard: A Board Game Documentary' is a feature-length film from T-Cat Productions covering the designer board gaming hobby.

Land of the Iron Lords (GM Jason Bulhman our RPG Guest of Honor)

Fri 4:30pm-8:30pm	Jason Bulmahn	Pine 06
Sun 11:30am-3:30pm	Jason Bulmahn	Pine 05

Land of the Iron Lords

By Jason Bulmahn, Lead Designer, Paizo Publishing What was once a rich, prosperous kingdom has fallen on hard times, with monsters prowling the countryside and corrupt merchants trying to squeeze every last copper out of a dying land. A new king promises renewal, but it is up to the heroes of the land to keep that oath. Could you be that hero? Explore the Lands of the Iron Lords in this four hour game using the Pathfinder RPG rules. Each game is a unique experience decided by the players, exploring this ancient and deadly land. Players bring their own 7th level characters to the event, built using the Pathfinder Society character creation rules (including up to 23,500 gp in items).

Math Trade Exchange

Sat 9:00am-10:00am	Andrew Tullsen	DiscoveryB 01
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GameStorm Math Trade Exchange

Non-Denominational Christian LARP

Sun 10:00am-11:00am	Chris Weedin	DiscoveryDE 01
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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!

Sea Dracula!

Fri 6:00pm-7:00pm	Jake Richmond	Oak 01
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The Dancing Animal Lawyer Live Roleplaying Extravaganza returns, now in vivid FRIDAYVISION!

Swap Meet

Sat 10:00am-1:00pm	Chris Shaffer	DiscoveryB 01
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Recycle your old games at the GameStorm 14 Swap Meet. No new shrink-wrap games. Sign up to guarantee a table space for selling. (Anyone buying welcome to just show up at the convention)

Wits and Wagers, The Game Show

Sun 9:00am-10:00am	Jason Bostick	Alder 01
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Thanks to the support of North Star games, we are happy to bring this crowd pleaser back. Come test out your knowledge of random facts ranging from general knowledge, GameStorm Information, or about our Guests. Don't know anything, then come place bets with the experts!. Fun for all!

GAME LAB

Thursday

2:00pm-3:00pm	GL: Welcome to Game Lab	HeritageB 01
3:00pm-5:00pm	GL: Playtest #1 (open)	HeritageB 02
4:00pm-5:00pm	GL: Wild Wild West by Andrei Novac and Vlad Sladariu	HeritageB 03
5:00pm-7:00pm	GL: Deluvia	HeritageB 02
6:00pm-8:00pm	GL: Fantactics	HeritageB 03
7:00pm-9:00pm	GL: Playtest #5 (open)	HeritageB 05
8:00pm-10:00pm	GL: Playtest #6 (open)	HeritageB 01

Friday

9:00am-10:00am	GL: Battle on Glyderion	HeritageB 02
9:00am-10:00am	GL: Welcome to Game Lab	HeritageB 01
10:00am-10:00am	GL: Professional Appointment 10 AM	Game Lab Suite
10:00am-12:00pm	GL: Playtest #8 (open)	HeritageB 03
10:30am-11:30am	GL: Professional Appointment 10:30 AM	Game Lab Suite
12:00pm-1:00pm	GL: Wild Wild West by Andrei Novac and Vlad Sladariu	HeritageB 02
1:00pm-3:00pm	GL: Golden Guidelines of Design Part 1	Game Lab Suite
1:00pm-3:00pm	GL: Playtest #10 (open)	HeritageB 01
2:00pm-4:00pm	GL: Playtest #11 (open)	HeritageB 03
3:00pm-3:00pm	GL: Professional Appointment 3 PM	Game Lab Suite
3:00pm-5:00pm	GL: Metropolitan, by Ted Alspach	HeritageB 02
3:30pm-4:30pm	GL: Professional Appointment 3:30 PM	Game Lab Suite
4:00pm-6:00pm	GL: Playtest #13 (open)	HeritageB 01
5:00pm-7:00pm	GL: Island Fortress, by Bryan Johnson	HeritageB 02
6:00pm-8:00pm	GL: Playtest #15 (open)	HeritageB 05
7:00pm-9:00pm	GL: Donovan's Nation Building Game	HeritageB 03
8:00pm-10:00pm	GL: Let's Create a Game with Mike Selinker and James Ernest	HeritageB 02

Saturday

9:00am-10:00am	GL: Battle on Glyderion	HeritageB 02
9:00am-10:00am	GL: Game Gems -- New product development	HeritageB 01
9:00am-10:00am	GL: Welcome to Game Lab	HeritageB 01
9:00am-11:00am	GL: Starship Captains	HeritageB 03
10:00am-12:00pm	GL: North to Alaska	HeritageB 02
12:00pm-1:00pm	GL: Fantactics	HeritageB 03
1:00pm-3:00pm	GL: Golden Guidelines of Design Part 1	Game Lab Suite
1:00pm-3:00pm	GL: Playtest #22 (open)	HeritageB 01
2:00pm-4:00pm	GL: Playtest #23 (open)	HeritageB 03
3:00pm-5:00pm	GL: Islands of Atlantis	HeritageB 02
4:00pm-6:00pm	GL: Saints Playtesting	HeritageB 03
5:00pm-6:00pm	GL: What the Flock?	HeritageB 01
6:00pm-8:00pm	GL: Fantactics	HeritageB 02
7:00pm-9:00pm	GL: Touchdown -- Demo	HeritageB 03
8:00pm-10:00pm	GL: Fiefdoms	HeritageB 01
8:00pm-10:00pm	GL: Into the Unknown (Again)	HeritageB 03

Sunday

9:00am-10:00am	GL: Length x Wit	HeritageB 05
9:00am-10:00am	GL: Welcome to Game Lab	HeritageB 01
9:00am-11:00am	GL: Starship Captains	HeritageB 02
10:00am-11:00am	GL: What the Flock?	HeritageB 03
12:00pm-1:00pm	GL: Tagline	HeritageB 03
1:00pm-3:00pm	GL: Featured Game Lab Game with next year's Chairman	HeritageB 03

For detailed information on the GameLab offerings, or to submit your own game for playtesting visit the GameLab Headquarters in Heritage B.

GAMESTORM 14 COMMITTEE

Chair	Mike Monical	Console Gaming	Jaki Hunt
Game Library Inventory	Aaron Curtis	Console Gaming Staff:	
GOH Liaison for Steve Jackson Games		Matt Brown	Zane Bryan
	Jason Bostick	Aaron Farnsworth	Beau Gentry
GOH Liaison for Jason Bullman		Arturo Guzman	Rene Gwynn
	Rodney Barnes	Meg Kelly	Randy Mackin
Photographer	Arden Lee Carter, Jr.	Aaron McPherson	Robert Trotter
		Kaley Vallen	Mark Webb
		Rene Webb	
Registration	Beverly "Phoenix" Block	Game Lab	K.C. Humphrey
Registration Assistant	Michael McGuire	Game Lab Staff:	
Registration Assistant	Lisa Stanley	Jeffrey Hayes	Kevin Long
Registration Assistant	Carla Viltz	Monte Milburn	Brandon Rude
Registration Staff:		Ken Rude	Maureen Wheeler
Chris Benjamin	Mark Burns	Indie Hurricane	Joel P. Shempert
Ronald Conner	Riley Crowder	Indie Hurricane Assistant	
Ed DuDash	Don Freel		Hans Chung-Otterson
Miles Helm	Jim Hoover	Indie Hurricane Staff:	
Jessica Kleczynski	Gloria Krider	Travis Brown	Ross Cowman
Stephanie Olsen	Renee Pinnick	Stephen Cranston	Ben Hsu
Robert Allen Wenberg Jr.	Roberta Weth	Hans Otterson	Michael Rude
August Wright		Abi Stokes	
Registration Software	Michael McGuire	LARP	Christina "Fi" Booth
Volunteers	David Turner	LARP Assistant	Heather McLaughlin
Volunteer Staff:		LARP Assistant	Marilyn McGuire
Scott Kerekes		LARP Staff:	
Treasury	D. Stephen Raymond	Michael Birkes	Jenn Brooks
Treasury Assistant	Jacob Engstrom	Matt Brooks	Sheri Castle
Treasury Staff:		Andria "Dee" Hastings	Guy Hastings
Paul Brinker	Matthew Ludwick	Brian Hudson	Kent Lauer
		Jason Sullivan	Tasha "Lala" Zuniga
Events	Rodney Barnes	MIB Liaison	Pat Hannum
Board Games	Car Bostick	Miniatures	Mike Shelden
Game Library Staffing	Chris Shaffer	Miniatures Staff:	
Game Library Staff:		Robert Bensema	Jacob Schultz
Melissa Archer	Terry Bohach.	Organized Roleplaying Campaigns	
Michelle Braddock	Ashley "Bunny" Butler		Robert Altomare
Nicholas Lauman			Robert Altomare
CCG	Angel May	RPGA	
CCG Assistant	Phillip Koop	RPGA Staff:	
CCG Staff:		Todd Tepper	
Frank Chiou	Sarah Paige	Panel Programming	Aaron Curtis
Jack Sweek		Roleplaying	Ron Steinhauer
Children's Activities:	Gretchen Bock.	Roleplaying Assistant	Al Beddow
Children's Activities Staff:			
Crystal Bock	Terri Hart		
Elizabeth "Lisa" Henderson	Terrance Hui		
Roselynn Rockwood	Tammy SchAAF		
Brittney Spady			

GAMESTORM 14 COMMITTEE

Information Technology	Chris Shaffer	OSFCI Liaison	Aaron Curtis
IT Staff:		Outreach	Jason Bostick
Rachael Madsen		Art Staff:	
Scheduling Software	Matt Riley	Kyle Rhône	Nick Etchegaray
Scheduling Software	JD Huntington	Dealers	Jamie Bear
Scheduling Software	Beverly Block	Internet Liaison	Terry Bohach
Wayfinding	Dave Howell	Merchandise	Lea Rush
Web Site	Dave Schaber	Program Book	Jeffrey Cowley
Web Assistant	Steve McCuen		
Operations	Doug Walker	Progress Reports/ Quarterly Blasts	Jason Bostick
Hotel	Debra Stansbury	Publicity/Flyers	Jason Bostick
Hospitality	Mimi Walker	Social Media Liaison	Jim Davies
Hospitality Assistant	Ann Stansbury		
Hospitality Assistant	James Buchanan		
Hospitality Staff:			
Tyler Baert	Aaron Nabil		
Laurie Mitchel	William Mobley		
Info Desk	Anna Wilsonsage		
Info Booth Staff:			
Brian Dorn	Fargo Holiday		
Justin Lowrey	Simon Stewart-Rinier		
Info Desk / Hospitality Door Staff:			
Rochelle Buchanan	John Hamel		
Chenaya Strutton	Autumn Wright		
Logistics	Brian Emra		
Logistics Assistant	Brian Burke		
Logistics Assistant	Andrew Montgomery		
Office / Signage	Pam Wilsonsage		
Security	James Lewis		
Security Staff:			
Michelle Jolly	Andrew Montgomery		
Jedediah Tressler			
Swag Distribution	Antonia Cabal		
Swag Distribution Assistant	Aaron Freeman		

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 or email 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 take 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 GameStorm and OryCon, operate. The corporation provides year to year continuity for the repeating conventions, and a solid base from which the occasional special events can be run. These events have included CON, CascadeCon, Smofcon (1991 and 2005), World Horror Convention (1996), Potlatch (1996, 1999 and 2007), Left Coast Crime (2002) and Westercon (1984, 1990, 1995 and 2001.)

With over 70 corporate members from throughout the Pacific Northwest, 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 February, 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 GameStorm and OryCon, and whether to sponsor special events, such as Westercon or Potlatch. "Sponsorship" means that the event falls under 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 case 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 and mentor, ensuring that sponsored events operate within OSFCI's tax-exempt status as well as 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 ten people, elected to two-year terms (usually five at a time). The Board meets six times a year 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, hospitality furnishings, 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.

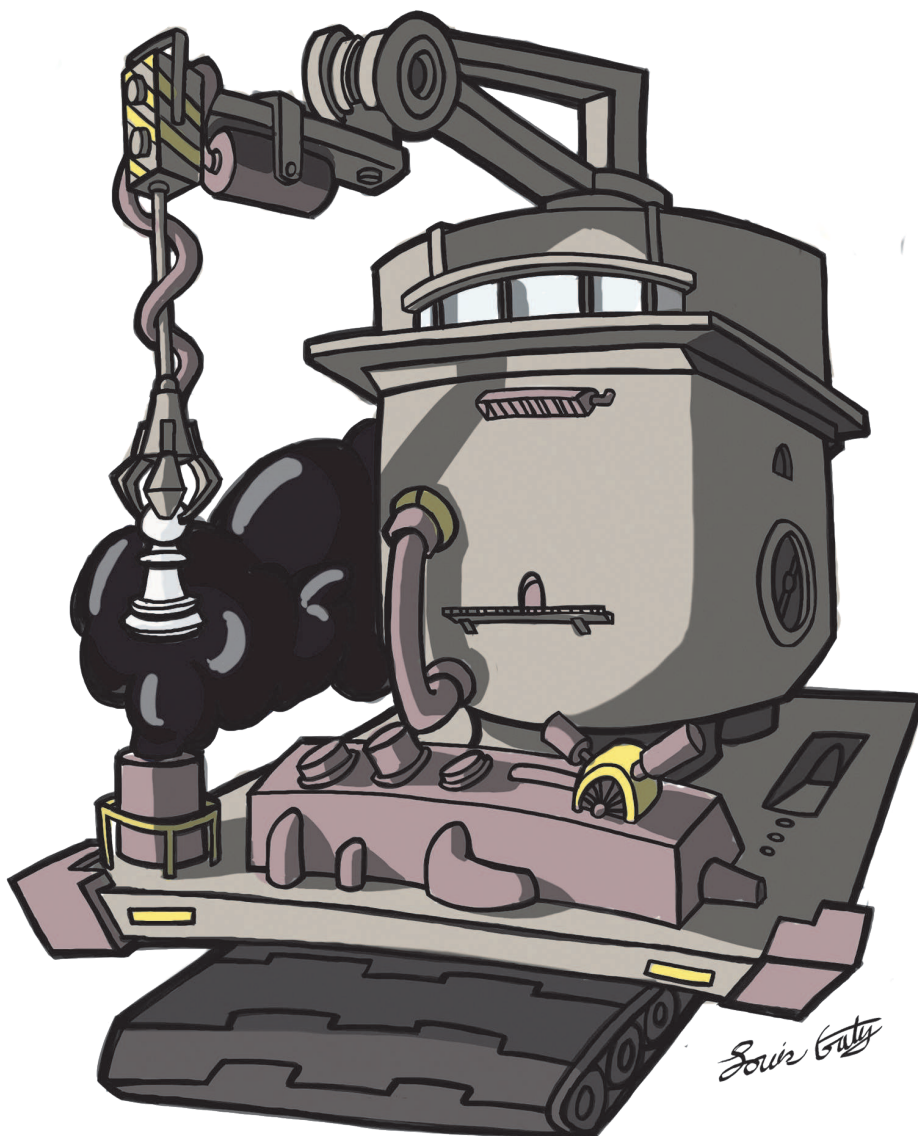
As part of a being a non-profit, the general membership and Board of Directors of OSFCI feel a strong responsibility to give back to the community that supports the conventions. Often born from specific events, OSFCI sponsors two charitable funds, a Worldcon grant program and a literary award as well 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 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. The John Andrews Worldcon Scholarship grants a Worldcon membership and expense money each year to a person involved with OSFCI events to give them the chance to learn from fans in other parts of the country.

Information on the activities is available at www.osfci.org, by e-mail addressed to secretary@osfci.org, or by writing to OSFCI at PO Box 5703, Portland OR, 97228.

So -- now you know "what is OSFCI." It's you, it's me, it's us.

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