

# GAMESTØR III 17





Panels • Gaming • Vendors • Art Show • Dances  
Concerts • Writer's Workshop • Children's Activities

OryCon is an annual science fiction/fantasy convention held every year in November since 1979. Hosting some of the major names in science fiction and fantasy, OryCon features panels about the business of writing and publishing, costuming, comics, sci-fi media, art/artists, computers, technology, and more. Additional entertainment includes a costume contest, dances and multiple musical performances.

Guests of Honor  
Tonya Huff

*Author*

Alan Clark

*Artist*

OryCon37

Nov 20-22, 2015  
Portland Marriott Waterfront

Oregon's Largest Science Fiction/Fantasy Convention

[www.orycon.org](http://www.orycon.org)

[facebook.com/OryCon](https://facebook.com/OryCon) • [twitter.com/@OryCon](https://twitter.com/@OryCon)



OryCon is a production of Oregon Science Fiction Conventions, Inc. (OSFCI),  
a non-profit, tax-exempt corporation.

Photo by Phil Whitehouse



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**Cover Art:**

**Artist: Rachel Bradley (Tinderbox Entertainment)**

## MESSAGE FROM THE CHAIR

Welcome to the 17th Annual running of the Gamers known as GameStorm!

It has been an Interesting Year. We've had a few ups and downs! Getting the ball rolling only to find out we are sharing space on Thursday and Friday morning was a bit of a shock, but I want to say it loud and clear: My team of Volunteers absolutely rocks.

This year, thanks to the need to share space, we've gotten a golden opportunity, however! We get to see how Level G works as gaming space! This is something we've been thinking about for a couple of years now as GameStorm keeps growing and here we get to try it out! Extra space, complete with sound baffling on the ceiling! We had to search around to find carpet, drapes, lights...all the amenities, and we think we've hit on a good combination. The hotel is even putting a coffee cart in!

Of course, not all the gaming is on Level G. This year we have some amazing things going on, from Premiere Events to Tournaments with Fabulous Prizes, and Charity Events! We've expanded...well, everything! More LARP, more Organized Role Play, more gaming, more fun! Try something new this year! We even have some amazing Live Events, including the Doubleclicks, AMVs (Anime Music Videos), and several others! Expand your horizons, have fun!

Got time between games? Consider helping out for an hour or two in Hospitality or helping out in one of our other fine departments! Just ask at the Info Booth how you can help!

If you'd like to give us feedback on the changes: good, bad, or even indifferent, or you want to offer to help out next year, just look for the woman in the tiara. I'll be wandering about!

Debra Stansbury  
*Chair, GameStorm 17*



# OREGON SCIENCE FICTION CONVENTIONS, INC.

## (OSFCI) CODE OF CONDUCT

OSFCI does not tolerate discrimination or harassment of any kind, including but not limited to physical assault, battery, deliberate intimidation, stalking or unwelcome physical contact. This policy applies to your interactions with fellow con-goers, program participants, hotel employees, and guests of the hotel.

Be respectful of and courteous towards others. If you have graduated from kindergarten, we expect you to understand that you need to ask before you touch and that “no” means “no”. If someone tells you “no” or “go away”, your business with them is done.

Violation of this policy can result in action by the con committee ranging from warnings to having your badge revoked with no refund, and the decision of the event chair is final. Action by the convention in no way precludes the injured individual or the hotel from pursuing whatever remedies, civil or criminal, they see fit.

After the event, OSFCI may take further action, including banning you from further events.

Please note that other behaviors, including but not limited to destruction of hotel property, can also result in the actions described above.

A copy of the procedures for enforcement of this code are available on the OSFCI web site at <http://osfci.org/code.html>

## POLICIES

### Badge

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.

### Children

All children ages 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/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 ages 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) attending the convention at all times that the child is attending.

Children ages 15-17 may attend the convention unsupervised.

A completed waiver signed by a parent or legal guardian is required for all children ages 17 and under. The waiver form must include contact information for the parent/guardian (plus contact information for a designated adult supervisor, if any), which will only be used in relation to care of the child.

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

Badges for children ages 11-17 will be identified by a yellow stripe.

### Code of Conduct

The Code of Conduct (“Oregon Science Fiction Conventions, Inc. (OSFCI) Code of Conduct”) above on this page exists to provide guidance to all GameStorm convention members. It is to help ensure that the behavior of one individual does not adversely affect the rest of the members. It applies to all pre-con, at con, and post-con activities that are related to GameStorm.

All members are encouraged to read this Code and ask questions about anything that they do not understand.

GameStorm is prepared to deal with any violations of the code as legally, rapidly, and efficiently as possible. We hope that all members will help to make GameStorm an enjoyable experience for all, by respecting the rights of all attendees.

GameStorm reserves the right to revoke membership and eject any individual at any time from GameStorm. No refunds will be provided.

Failure to adhere to the code of conduct may result in: Mediation by the Con Chair and Convention Operations talking to all parties involved in an incident; Verbal warnings; Turning the individual in to hotel or hotel security; Revocation of membership and ejection from GameStorm; Contacting local law enforcement.

### Hotel Interactions

We ask that you follow any and all rules set by the convention hotel.

The person in whose name the room is rented is solely responsible for the conduct of all individuals in the room and the condition of the room.

Excessive trash, any act of vandalism, deliberate or excessive damage to hotel room and its contents, or any negative interference with hotel staff that may present a hazard to said hotel staff will result in the hotel taking control of the situation.

Individuals, regardless of whose name the room is rented in, will be billed for said damages by the hotel. In addition, individuals may be evicted from the hotel and/or the convention and may also face criminal charges.

# GameStorm 17

## POLICIES

### Food

Outside food is not permitted in the function space of the hotel. Function space includes the hotel lobbies, the Dealer's Room, and all gaming/activity spaces. Visit the GameStorm Hospitality Room in Discovery A for a quick snack between events. Do not remove food or drink from Hospitality. The hotel also has a coffee bar and a restaurant. Food from the hotel coffee bar and the restaurant may be brought into function spaces.

The hotel will also be selling food in the Heritage Lobby and from carts that will travel through some of the gaming spaces

### Personal Interaction

We ask that you respect others so that everyone is comfortable and feels safe while attending GameStorm.

Harassment of others will not be tolerated and is a violation of the Code of Conduct, see page 3 for more details.

If someone asks you to leave them alone or tells you no, you walk away, and you do not approach them again. Your business with them is done. There is no reason for you to have any further interaction with them. Note that falsely reporting harassing behavior is, itself, a harassing behavior under this Code of Conduct.

Discrimination of any sort is not tolerated and is a violation of the Code of Conduct.

Discrimination is not limited to gender, race, ethnicity, age, religion, sexual orientation, gender identity or physical/mental disability.

If you feel that you have been harassed or discriminated against:

Tell the individual that their behavior is inappropriate. Sometimes this is sufficient.

If you do not feel comfortable talking with the individuals involved, or if talking to them once does not work, please immediately report the situation to any GameStorm committee or staff member. If possible provide a badge name or name and a physical description of the person or persons involved. The committee or staff member will notify Convention Operations and/or the Con Chair.

PLEASE: Keep in mind that unless an incident is reported, nothing can be done.

### Privacy, Photography and Electronic Recording

GameStorm members should be aware that photographs, video and audio recordings occur during the convention, and that their likenesses may appear in these recordings. Attendees and members agree to assign without compensation the use of their likenesses for the use of promotion material.

GameStorm welcomes members of the press to all events. All journalists, media photographers and any other members of the press are required to display an official GameStorm Badge or be accompanied by a GameStorm staff member at all times.

Members should be polite and ask before taking photographs or recordings of members and attendees whenever possible. Photography and audio/video recordings for personal archival use is generally acceptable, unless an individual makes it clear that they do not wish to be photographed or recorded, in which case it becomes expressly forbidden.

The usage of photographic or recording devices is prohibited in certain area of the convention including the Video Room, Anime Room, Art Show, and Art Auction. Where allowed, please take photographs before or after a program event to avoid distracting panelists and audience members to the maximum extent possible.

### Sales of Merchandise

The offering for sale of any merchandise may only occur in designated areas with the permission of GameStorm.

### 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)

### Weapons

The wearing and carrying of any actual weapon or item that can be mistaken for a weapon, 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 actual weapon or item that can be mistaken for a weapon that is purchased in the dealer room must be wrapped and immediately transported to a hotel room or vehicle.

Any weapon (actual, realistic or toy) that is utilized in a threatening or harmful manner is a violation of the Code of Conduct, see page 3.

# Join the Conversation!



Share your  
experience!  
Use  
hashtag  
**#GS17**



## Stay Connected Year Round

- 👍 [facebook.com/GameStormCon](https://facebook.com/GameStormCon)
- 🐦 [twitter.com/GameStormCon](https://twitter.com/GameStormCon)
- 📌 [tumblr.GameStorm.org](https://tumblr.GameStorm.org)
- ✉️ [lists.GameStorm.org](https://lists.GameStorm.org)



## POLICIES

### Security

Oregon Science Fiction Conventions Inc. (OSFCI, GameStorm's parent corporation) and GameStorm staff assume no responsibility for the security of persons or property. GameStorm staff will attempt to resolve any problems which arise with convention attendees. In the event of a problem which cannot be resolved by GameStorm staff, hotel staff or other personnel will be called to resolve the problem. Under no circumstances will GameStorm 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 GameStorm staff member with their concern.

GameStorm reserves the right to amend the Code of Conduct (see page 3) at any time without prior or posted notice and reserves the sole right of interpretation. The rules stated above are not all inclusive and involve worst-case scenarios.

Any action or behavior that is illegal, unsafe, or causes significant interference with convention operations, excessive discomfort to members, or adversely affects GameStorm's relationship with its guests, the venue, or the public is strictly forbidden.

## INFO DESK

The GameStorm Info Desk is located in the Heritage Lobby.

Thursday: Noon — 8 P.M.  
 Friday: 8 A.M. — 8 P.M.  
 Saturday: 8 A.M. — 8 P.M.  
 Sunday: 8 A.M. — 3 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 Office, located in Willow.

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

## REGISTRATION AND BADGE PICKUP

GameStorm Registration is located in the Heritage Lobby. Memberships may be purchased at the main Registration booth, located under the GameStorm banner. There is a separate Pre-registration booth in the Heritage lobby for badge pickup by those who have obtained their memberships prior to the convention.

Thursday: Noon — 8 P.M.  
 Friday: 8 A.M. — 8 P.M.  
 Saturday: 8 A.M. — 6 P.M.  
 Sunday: 8 A.M. — 2 P.M. (GameStorm 17 Sales close)  
 Sunday: 10 A.M. — 6 P.M. (GameStorm 18 Pre-Registration only)

Government-issued photo ID will be required to pick up your badge, or to buy a membership (for proof of age). 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 Children Policy on page 3.

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

## EVENT SIGN UP

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 on Level G.

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 (page 6) or the Game Library (page 8).



## HOSPITALITY

GameStorm Hospitality is located in Heritage D 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!

## SWAG AND GAMESTORM BUCKS

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 in their completed sign-up sheets to the Info Desk. Volunteers will get bucks from the person for whom they are working. Game Masters turn in your game sheets at the Info Desk during the hours listed (see Info Desk section).

There are new and exciting items this year being raffled like an extreme cooler and gift certificates. Although these will not be given away until Sunday morning, there will be several drawings per night for other gaming items. It only costs 2 Gamer Bucks per ticket with no limit. We also have a new GS17 cleaning cloth that you can ONLY get in the Swag room (limit 2 per person) that displays this year's t-shirt artwork for cleaning monitors and eye glasses!

Need something to spend your 1 Gamer Buck on? We have lots of items to choose from including fans, toys and candy! Choose your Dum-Dum lollipop with a chance to win a free raffle ticket to boot! (Limit 2 per person/per visit).

GameStorm Bucks can be redeemed at the following times:

Thursday:	5 P.M. — 10 P.M.
Friday:	8 A.M. — 2 P.M. 4 P.M. — 10 P.M.
Saturday:	8 A.M. — 2 P.M. 4 P.M. — 10 P.M.
Sunday:	8 A.M. — Noon 1 P.M. — 5 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:

Debra Stansbury • Aaron Curtis • Heather McLaughlin • Phoenix • Angel May of Guardian Games • Envoy • Logan Britadesco • Steve Jackson Games • Rainy Day Games • Vancouver Brewfest • Cheapass Games • Flying Buffalo, Inc. • Passport Game Studios • Smirk & Dagger Games • Wattsapoag Games • North Star Games • Lone Shark Games • Paizo Publishing • Ground Kontrol and especially Tinderbox Entertainment for providing this year's awesome GameStorm Bucks.

## MERCHANDISE

T-Shirts, featuring the fantastic artwork from Tinderbox Entertainment's artist Rachel Bradley, are available for sale in the Dealers Hall. Don Forbis of Games Plus has graciously agreed to handle the sales for us again this year.

# GAMESTORM 17

## OPEN GAMING



**Not sure what to play? Look for an orange cone. 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 Level G (page 69) 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.

Level G (page 69) 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.

## GAME LIBRARY

Come on down to the Game Library and check out a game! We have hundreds of games on Level G 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:	Noon — Midnight
Friday:	24 Hours
Saturday:	24 Hours
Sunday:	Midnight — 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, Carey Grayson, Cheapass Games, Eagle/Gryphon Games, Funagain.com, Gut Bustin' Games, James Ernest, Lone Shark Games, Mike Selinker, Pair-of-Dice Games, Paizo Publishing, Richard Garfield, Rio Grande Games, D. Stephen Raymond, Sunriver Games, Tasty Minstrel Games, Third World Games, Wattsalpoag, Wizards of the Coast, and Z-Man Games.

Thank you!

## JOHN ANDREWS MEMORIAL WORLDCON SCHOLARSHIP

The late John Andrews was one of the founding members of OSFCI, sponsor of GameStorm. Without his efforts, it is quite possible that neither would exist today. He was also very active in and devoted to Worldcon, the World Science Fiction Convention, which is held in a different city every year.

In his memory, OSFCI provides a scholarship to send one person to Worldcon every year. The scholarship comprises a membership for the Convention and a cash grant to help cover expenses. The 2016 Worldcon will be in Kansas City, MO.

In order to be eligible, an applicant must have been active in OSFCI sponsored functions (including GameStorm and OryCon) for at least 2 years, and may not have attended a Worldcon for at least 5 years.

Applications for the scholarship to the 2016 Worldcon, must be received by January 15th, 2016. The recipient will be announced at the OSFCI Annual General Meeting, scheduled for February 1st, 2016.

To apply, please download the application from <http://osfci.org/andrews> and email it to <[scholarship@osfci.org](mailto:scholarship@osfci.org)> or send it by US Mail to:

OSFCI Scholarship Fund  
PO Box 5703  
Portland, OR 97228-5703

## GUESTS OF HONOR

## MICHAEL MINDES



Michael Mindes is the owner and founder of Tasty Minstrel Games (TMG - <http://www.playtmg.com/>) which has been publishing games since 2009. Through a combination of excellent customer service, publishing transparency, and of course excellent games, Michael has been able to grow TMG to be a great hobby board game publishing company. As a prolific user of Kickstarter, TMG has raised over \$1.3 million dollars by the end of 2014.

A notable list of game published includes – Village, Eminent Domain, Dungeon Roll, Belfort, Harbour, AquaSphere, Scoville, and many more to come.

## JR RALLS

JR Ralls first had the idea to film Dark Dungeons, the classic 1984 anti-D&D Jack Chick tract, when he was in college in the late 90's. But in the end decided there was no way he and a bunch of his college age friends could make a film about gaming. 15 years later he ended up teaming with Zombie Orpheus, whose founders did exactly that with their popular "The Gamers" series. He did so by legally obtaining the rights from Jack Chick and running a successful kickstarter.

JR Ralls is also the creator of the popular "Quick and Dirty RPG" system, which is a fun rules light/heavy role-playing game which he will be demonstrating throughout the con.

JR Ralls is working on his next project which will be revealed two days before GameStorm. <http://www.darkdungeonsthemovie.com/>



## JASON MORNINGSTAR



Jason Morningstar is a game designer and information technology professional who lives in Durham, North Carolina, USA. In addition to Bully Pulpit Games, the imprint he co-owns with partner Steve Segedy, Jason works at the UNC School of Nursing.

Best known for his game Fiasco, which earned him his second Diana Jones Award for Gaming Excellence, Jason's game design credits include The Shab Al-Hiri Roach, Grey Ranks, Durance, and many other games. His most recent roleplaying game is Night Witches. Beyond roleplaying, Jason consults on the use of games for teaching and learning in medical education, most recently with the University of North Carolina at Chapel Hill, Kaiser-Permanente Health Care and the Innovation Learning Network. In addition to design, Jason has written extensively on game-related topics. His article "Beyond the Game Master", co-written with Emily Care Boss and Ivan Vaghi, appeared in States of Play: Nordic Larp Around the World. His essay on improvisation, "Agreement, Endowment, and Knowing When to Shut Up" was recently featured in the anthology Unframed: The Art of Improvisation for Game Masters.

# GAMESTORM 17 SPECIAL GUESTS

### The Doubleclicks

[thedoubleclicks.com](http://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.”

### Dying Light

[dyinglight.org](http://dyinglight.org)

Dying Light is a Live Action Roleplaying game (LARP) based out of Portland, Oregon. Set in the rugged trading outpost of Oasis, players tell stories through their characters, solve puzzles, and work together to make this small slice of the planet Nexxus their own.

Nexxus is a world with both science fiction and fantasy elements. In Dying Light, Humans, Elves, Cyborgs, long-lost technology, and magical artifacts co-exist.

If you’re interested in learning more, check out our website.

### Leah Noble Davidson

[leahnobledavidson.com](http://leahnobledavidson.com)

Design researcher, corporate strategist and master storyteller Leah Noble Davidson will be presenting on the connection between gaming, storytelling and business.

### Lisa Steenson

[GutBustinGames.com](http://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.

### Michael Adams

[magames@gmail.com](mailto:magames@gmail.com)

Board game designer Michael Adams runs a five day Game Design Summer Camp in Seattle every year. He’s come to GameStorm to provide a 3 hour version for kids age 8 to 16.

### The Minions

[minionsimprov.com](http://minionsimprov.com)

A dream team of Portland improvisers has come together to bring you the Minions. Players from Peachy Chicken and The Brody Theater have been brought together by Brad Fortier (who also produces and performs in Portland Center Stage - Improv All-Stars) to create a serialized improv show steeped in Wizards, Warriors, Rogues, and game table smack talk.

### Patricia Colley

Designer, consultant, and creative catalyst Patricia Colley will be presenting two workshop on creativity: “Getting Into Character with Body Mask Work” and “Storytelling for Better Gaming”.

### The PDX BroadSides

[thepdxbroadSides.bandcamp.com](http://thepdxbroadSides.bandcamp.com)

The PDX BroadSides are a trio of nerd enthusiasts who sing songs about science, piracy, superheroes, robots, and other geeky subjects with great vigor and harmony. From their origins in dirty pirate shanties to their family-friendly filk fare, they traverse a wide variety of topics and musical genres to melodiously entertain in the geekiest of fashions.

## ASSASSINS

It’s that time of year again where you get to stab your friends in the back without them seeing it coming. Don’t miss the startup session Friday and the wrap-up on Sunday.

Friday:	11 A.M. — 12 P.M.	5 P.M. — 6 P.M.
Saturday:	12 P.M. — 1 P.M.	5 P.M. — 6 P.M.
Sunday:	12 P.M. — 1 P.M.	4 P.M. — 5 P.M.





Play as the Hero...

Explore the depths of a vast dungeon

Play as the Dungeon Lord...

Summon vile minions to dominate the hero

Epic Adventures

Endless Replayability

Come adventure with us at the Vendor Hall here  
at Gamestorm and see the hit, new card & dice  
game...Fallen.

[watchtowergames.com](http://watchtowergames.com)

# GAMESTORM 17

## DEALERS HALL

Welcome to the Dealers Hall at GameStorm 17!

This year we are going to let you in while we are still setting up got a limited sneak preview on Thursday from 5-7 PM to snap up those awesome finds before everyone else gets a chance. Please be courteous to our vendors during this time and remember to come back over the rest of the weekend as more fun stuff will be on its way!

Come check out our fully stocked dealers hall on Friday Saturday and Sunday to pick up your con mementos; official GameStorm merchandise, LARP gear, Geek Memorabilia, T-shirts, Dice, Books, and Games we have it all and so much more.

### *Weapons Policy Reminder:*

**Any weapons purchased in the Dealer's Hall must be securely wrapped and transported expediently to your vehicle or room.**

**The Committee realizes that most people who would like to carry and wear weapons are sensible and careful individuals. However, the safety of convention members has to be our overriding consideration. Because of present liability laws, the risk of weapons causing accident or distress, and to preserve relationships with convention hotels, we have adopted this policy.**

Preview Thursday: 5 P.M. — 7 P.M.

Friday: 12 P.M. — 7 P.M.

Saturday: 9 A.M. — 7 P.M.

Sunday: 9 A.M. — 1 P.M.

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

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

## DEALERS

### **Attention Span Games**

Handcrafted Nerdity from the Pacific NorthWest

### **Chronos Games and Gifts**

Plushies, Steampunk Jewelry, Pokémon, HATS Plush, Pocket Watches

### **The Crafter's Caravan**

Hand Drawn Art Prints by Jessica Webber. Jewelry, Charms, and other geeky trinkets by Kristel Joslin of Kristel's Kreations. Hand Crafted toys, custom pony plushies, and accessories by Kitty Hartfield of Octo-Kitty Creations

### **Crafty Games**

Crafty Games is the publisher of many fine roleplaying games including Fantasy Craft Little Wizards, SpyCraft, and Brian Sanderson's Mistborn Adventure Game. Swing by and Check us out!

### **Friday Afternoon Tea**

Geeky teas for humanoid creatures and other type friends.

### **Games Plus**

Don will again be bringing a great selection of Board Games, Card Games, and Dice. He will also be selling GameStorm T-Shirts, Dice, Lanyards and other merchandise. Come by and check Gamesplus out!

### **Gamesicle**

An Oregon based game company, come by our booth and play our products for prizes! We make card and board games. See you there!

### **Geekstar Costuming**

Geekstar Costuming provides spectacular geeky accessories from cat ears, to goggles, to lasercut jewelry. Always hand designed and made.

### **Guardian Games**

Portland's Grandest Game Store

### **JBM Press**

T-Shirts for every nerd!!

### **Occams Edge**

Your source for a wide variety of affordable and quality weapons, celtic and pirate accessories, and treasures. - PLEASE NOTE - For Security Purposes all Weapons must be immediately taken to your vehicle or room and may not be carried around the convention.



### Sigh Co. Graphics

From Lovecraftian Novelties to Other Weird Oddities, Arkham Bazaar is an eclectic collection of items that orbit the dark world of H.P. Lovecraft. You will find a Cthulhu Fish for your car, Lovecraft Collection DVDs, Miskatonic T-shirts, stickers, shot glasses... well, you'll need to step into the Bazaar to appreciate its collection for yourself.

### Silverthorne Crafts

Silverthorne Crafts provides quality chainmail jewelry and accessories. We pride ourselves on being able to provide custom chainmail on site.

### Souljar Games

Souljar Games are the makers of Dice Crawl, Torn Armor, Gondola, and Cairn - the roleplaying game about awakened animals.

### Tinderbox Entertainment

Tinderbox Entertainment makes delicious homemade games from start to finish. We delight in creating fun high quality games that are quick and easy to pick up with engaging gameplay that players wish to revisit. Check the schedule for games we will be hosting all weekend long, and don't forget to stop by our booth in the dealers' room and check out DICE EMPIRE, our homemade line of designer dice.

### Watchtower Games

Come celebrate with us as we release the game of Fallen to the GameStorm 2015 adventurers! Fallen was originally introduced to the GameLap of GameStorm 2013 and received quite a welcome! We are back and anxious to show this incredible game!

## CHILDREN'S PROGRAMMING

Children's Programming is located on Level G, next to the Game Library. Children's Programming is available for children ages 6-14 with their parent or guardian (per GameStorm age guidelines). Time for individual events are listed under events.

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 for events are listed below.

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

## CONSOLE\LAN\VIDEO GAMING

Video gaming, sponsored by Kumoricon, is located in the Boardroom and Cedar and Ash rooms (page 68) on the second floor. We offer a mix of newer generation consoles and some old favorites in Cedar and Ash, and LAN computer gaming in the Boardroom.

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. — 4 P.M.

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

## INDIE HURRICANE!

Indie Hurricane! is a self-published gaming expo which takes place within GameStorm. Indie Hurricane! promotes, sells and runs self-published RPGs, holds panel discussions challenging ideas about what RPGs can be, and offers self-publishers booth space to sell their games, plus an organizing banner under which to run amazing, sometimes unconventional game sessions. Indie Hurricane! is the GameStorm delegation of Play Out Loud, Portland's self-published tabletop 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 us on Facebook:

<http://www.facebook.com/playoutloudpdx>

Portland stores that carry Indie games:

- Guardian Games 345 SE Taylor St, Portland OR
- Red Castle Games 6416 SE Foster Road, Portland OR
- Rainy Day Games 18105 SW TV Hwy, Aloha OR

To find Indie RPGs online, visit: The Indie RPGs Un-Store <http://theunstore.com/>

Indie Press Revolution <http://www.indiepressrevolution.com>

## MINI PAINTING CONTEST

Come show off your painting skills! Win prizes! Pick up your awesome mini from the Info Desk Thursday afternoon, or Friday morning. Return it before noon on Sunday. Judging takes place Sunday afternoon. Please note: Limited minis are available. Come, paint, win!

**Sponsored by Cipher Studios.**

## PUZZLE HUNT

Number Five is Alive!

This is a self-paced activity in which you team up with your friends to solve a set of unique puzzles for fun. Our original brainteasers may look familiar, like a crossword or sudoku, but each puzzle will require creative thinking to find its hidden message. Hints are always free, and Game Control will do their best to ensure everyone has fun solving these puzzles. All Puzzle Hunters will earn a wearable button and stickers as they progress through the hunt!

Go to the Info Desk to get puzzles or learn more!



## PLAY AND WIN

How to participate:

1. Play an eligible game:

- Your own game or the library copy
- Eligible game list at library (~70 games from 18 publishers)
- Participation in demo sessions (Thursday-Saturday) and tournaments (Friday-Saturday) will automatically enter you into drawing.

2. Fill out game log sheet:

- Only one entry per game per person
- Pick up & turn in Game Log sheets at library

3. Win prizes:

- Entry deadline – Saturday 10 p.m.
- Drawing will take place on Sunday 2 p.m. @ Alder Room

Event rule details at Game Library (see page 8)

### Envoy Championship

Four regional tournaments including: Diamonds, Spike, 1st & Goal and The Game of 49.

Winners are invited to play in national championship at Gen Con 2015 (including hotel room)

Demo sessions on Thursday, preliminary rounds on Friday/Saturday – can enter multiple times, advanced rounds on Saturday and Sunday. Participants are automatically entered into the PAW drawing.

### Pandemic: Survival World Championship

Tournament Schedule & Format:

2 sessions: Saturday 11 a.m. & 1 p.m. @ Heritage F (you may be able to sign up for both sessions if space is available). 2-player teams compete to be the first to find all 4 cures or the last team standing.

Moderated tournament – identical cards & timed turns

Prize:

Winning team is invited to play in the national championship at Gen Con 2015. Winners at national championship earn a paid trip to Spiel 2015 at Essen to play in world championship, and the world champions receive one-week paid vacation to any location on the Pandemic board

To sign up send an email to [events@zmangames.com](mailto:events@zmangames.com) including the following info:  
SUBJECT: Pandemic: Survival – GameStorm • MESSAGE: Name, email and phone number for both teammates AND which session you prefer. You can only sign up in teams of 2.

### Tournaments

AquaSphere • Baseball Highlights 2045 • Evolution

Pandemic • Sentinel Tactics • Spaghetti Western Themes Games

### Sponsors

Asmodee Edition, Bezier Games, Czech Games Edition, Eagle Gryphon Games, Gorilla Games, Grandpa Beck's Games, Greater Than Games, Indie Boards and Cards, Lone Shark Games, Markee Games, Mr. B Games, Nazca Games, Northstar Games, Passport Games Studio, Paizo Publishing, R&R Games, Renegade Games, Smirk and Dagger Games, Stronghold Games, Tasty Minstrel Games, USAopoly, Weird City Games, ZMAN Games And Guardian games for donating prizes.

## STEVE JACKSON GAMES

A constant presence at GameStorm, The Steve Jackson Men In Black (MIB) team will be on site, giving over 100 hours of entertainment throughout the convention. Come try your hand at one of the many Munchkin variations, including Munchkin Adventure Time, featuring all your favorite characters from the TV show. Or if you need something a bit more thought provoking, maybe a game of Chess with a slight bend, from either Nightmare Chess or Tile Chess. We will also have tables of Illuminati, Castellen, and more. ConFrag will be making a return this year. If you have a spare few minutes, come by and try it out, learn the game, and get a few kills. We have a very SPECIAL prize for the winner of this event. Our feature event this year will be the Munchkin Cheating for Charity. Your donations to the Convention's Charity of Choice can adjust the outcome, regardless of if you are a player or just a spectator. (A complete ruleset for Confrag and Cheating for Charity will be posted in the MIB area in the basement.) We will also have our entire library of current print games, with a few old school games, just waiting to be checked out. If you want to learn a version, please ask one of the helpful MIB on site.

### REMEMBERING THE FALLEN

GameStorm regulars will remember Pat 'Morleydotes' Hannum and Tim McDowell. These two MIBs were pinnacles within the MIB community, being known all the way up to Steve himself. Unfortunately, both of them lost their lives to cancer in late 2014. As a tribute to them, the MIB will be holding a small get together at 9PM Friday for who ever would like to come by, share memories, and just talk about them. there is no formal plan for this event.

# GAMESTORM 17

## ROLE PLAYING

### Organized Role Playing

Organized Role Playing is back. And this year we have four different organizations here to provide exciting adventures to anyone who wants to come play. Shadowrun Missions and Living Arcanis are both back with great adventures at the ready, with great GMs. Pathfinder Society has returned with more exciting adventures. And this year they are featuring a 12 table special, Legacy of the Stonelords. Dungeons and Dragons 5th Edition is here, and the Adventures League has formed. This year, GameStorm gets three preview adventures: The Drowned Tower, Mayhem in the Earthspur Mines, and has one preview adventure Embers of Elmwood. So come join us in the Organized Play area.

### Fateful Friday - Friday 7pm - Pine Room

Raise your dice and lift your pencils and prepare for ACTION, because FATEFUL Friday has returned. Featuring FATE, FAE, Dresden Files RPG, and Fudge games of all varieties. FATE is a system where the action and story drive the dice and not the other way around. Never given FATE a try and want to? A FATE Fan wanting to try another one shot in a different setting? You will find all of that here.

With Sponsorship and Prize Support by Evil Hat Publishing.

Come! Make Your Own FATE!!

### Savage Saturday Night - Saturday 7pm - Oak Room

Savage Saturday Night is an event held on Saturday night where multiple tables of Savage Worlds are ran simultaneously, a tradition began by Shane Lacy Hensley, himself. We want to carry on the tradition in our neck of the woods and strive to host the best event that we can. Be there for the 3rd annual Savage Saturday Night at Gamestorm 17!

Something about being surrounded by Savages is inexplicably energizing and exciting, generating a contagious vibe of widespread camaraderie.



# gamesicle

Stop by our booth in the dealers hall.  
Join in our social game of BANE for  
fun and prizes, and play the full game  
of BANE with the Designers!



Pick up your copy of  
Junkyard King  
specially priced for  
GameStorm 17 attendees

Check out our Pre-Kickstarter  
sign-up for BANE  
~ launching in April ~



## GAME LAB

The Game Designer's Laboratory

### PLAY - TEST - WIN

For the seventh year, GameStorm is sponsoring its own program track for game designers, prototype builders, and people who enjoy playtesting brand new, unpublished tabletop games. There will be more than 140 events in this track!

For 2015, we welcome our Guests of Honor: Michael Mindes and Seth Jaffee, Tasty Minstrel Games. In addition, we have a number of industry guests who will be participating in Game Lab playtesting, showing their own games, and consulting with new designers through workshops and related Gamestorm Panels. We even have several opportunities to work with a group designing a game "live" with Game Lab faculty member Jeremy Holcomb.

### DESIGNERS --

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 our events. We have teaching workshops, access to industry professionals, problem solving sessions and many opportunities for game designers to playtest new games and get valuable feedback. The scope of knowledge that can be accessed through Game Lab's staff and participants spans much of what one needs to know in order to successfully design, pitch, publish, and market their own game.

In addition, we will also have two tables set aside for "overflow" playtests. You may sign up for a playtest session up to 36 hours ahead of time, and we will fill your session if we have extra players beyond what's needed for our pre-scheduled play tests. Even if you were too late to get into the printed schedule, you can still test your game with us!

### PLAYERS --

If you're interested in seeing new games and maybe playtesting one or more, stop on by! Our playtesters earn one "raffle ticket" per game played, and the drawings are ONLY for people participating in Game Lab, so chances to win something are pretty good! Prizes include a large array of published games, game creation bits and fun stuff. If you just play one game, it's still an opportunity to help a new designer out.

### Hours of operation:

Thursday: 2 P.M. — 9 P.M.  
 Friday: 9 A.M. — 9 P.M.  
 Saturday: 9 A.M. — 9 P.M.  
 Sunday: 9 A.M. — 3 P.M.

Join us, and... **PLAY - TEST - WIN!**

### 2015 GAME LAB SPONSORS:

FunAgain Games  
 PrintPlay Games  
 Sunriver Games  
 Tinderbox Entertainment  
 Gut-Bustin' Games  
 Wattsapoag Games  
 Improbable Objects  
 Rainy Day Games  
 12SP Entertainment



### 2015 GAME LAB STAFF:

KC Humphrey  
 Ken Rude  
 Kevin Long  
 Jeff Williams  
 Kelli Williams  
 Doug Walker  
 Justin Humphrey  
 Rita Humphrey  
 Matt Riley  
 Tim Eisner  
 Ken Coomes  
 Hugh Wright  
 Sara Brassfield  
 Robert LaCosse  
 Terry Bohach

GameStorm 17  
THURSDAY, MARCH 19TH

SCHEDULE

Time	Event	Location	Track
12:00 PM - 2:00 PM	Gunman's Law	Garage 49	Board Games
12:00 PM - 4:00 PM	Battlestar Galactica	Garage 50	Board Games
12:00 PM - 7:00 PM	D&D: Castle Amber	Heritage B 01	RPG
1:00 PM - 2:00 PM	Game Lab Open House	Garage 78	Game Lab
1:00 PM - 2:00 PM	Game Lab: Open Test	Garage 75	Game Lab
1:00 PM - 3:00 PM	Game Lab: Open Test	Garage 76	Game Lab
1:00 PM - 4:00 PM	Over the Top	Garage 71	Miniatures
1:30 PM - 4:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 16	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-03 The Technic Siege	Heritage B 06	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-04 The Beacon Bellow	Heritage B 07	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-08 The Segang Expedition	Heritage B 08	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-09 By Way of Bloodcove	Heritage B 13	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-10 The Wounded Wisp	Heritage B 14	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-11 The Slave Master's Mirror	Heritage B 21	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-12 Scions of the Sky Key part 1: On Sharrowsmith's Trail	Heritage B 22	Organized RPG
2:00 PM - 12:00 AM	Puzzle: Puzzle Quest	Info Booth 01	Special Events
2:00 PM - 2:30 PM	7th Annual Miniature Painting Contest	Info Booth 02	Special Events
2:00 PM - 3:00 PM	7 Wonders Basic	Garage 35	Board Games
2:00 PM - 3:00 PM	Game Lab: Open Test	Garage 77	Game Lab
2:00 PM - 3:00 PM	Gold is for the Greedy	Garage 17	Board Games
2:00 PM - 3:00 PM	PAW Demo: Diamonds	Garage 46	Play & Win
2:00 PM - 3:00 PM	PAW Demo: Diamonds	Garage 47	Play & Win
2:00 PM - 3:00 PM	Roll for the Galaxy	Garage 58	Board Games
2:00 PM - 4:00 PM	Candy Factory	Garage 74	Game Lab
2:00 PM - 4:00 PM	Dungeon Twister	Garage 31	Board Games
2:00 PM - 4:00 PM	Fresco Big Box	Garage 16	Board Games
2:00 PM - 4:00 PM	Grand Melee	Garage 27	CCG
2:00 PM - 4:00 PM	Legendary Encounters	Garage 13	Board Games
2:00 PM - 4:00 PM	Navegador	Garage 25	Board Games
2:00 PM - 4:00 PM	Og	Pine	LARP
2:00 PM - 4:00 PM	PAW Demo: Fool's Gold	Garage 54	Play & Win
2:00 PM - 4:00 PM	Terra Mystica	Garage 23	Board Games
2:00 PM - 4:00 PM	Ticket to Ride	Garage 22	Board Games
2:00 PM - 4:00 PM	[MIB] Castellen	Garage 10	Board Games
2:00 PM - 4:00 PM	[MIB] Chez Geek	Garage 04	Board Games
2:00 PM - 4:00 PM	[MIB] Revolution	Garage 05	Board Games
2:00 PM - 5:00 PM	D&D Dragons attack wing demo	Garage 67	Miniatures
2:00 PM - 5:30 PM	1989	Garage 41	Board Games
2:00 PM - 6:00 PM	Advanced Dungeons & Dragon 2 ed	Heritage B 12	RPG
2:00 PM - 6:00 PM	X-Wing: Battle Of Bree X	Garage 62	Miniatures
2:00 PM - 6:00 PM	Shadowrun Missions: CMP 2010-01 Manhunt	Heritage B 09	Organized RPG
2:00 PM - 6:00 PM	Open Story Gaming	Upper Lobby 03	Indie RPG



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THURSDAY, MARCH 19TH

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Time	Event	Location	Track
2:00 PM - 6:00 PM	Basic Dungeons and Dragons: The Serpents of Saltmarsh	Heritage B 02	RPG
2:00 PM - 6:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 10	Organized RPG
2:00 PM - 6:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 05	Organized RPG
2:00 PM - 6:00 PM	World of Darkness (Classic): Vampire Hunt at Supermax Prison	Heritage B 03	RPG
2:00 PM - 6:30 PM	D&D 5th Edition: D&D IN SPACE!!	Heritage B 11	RPG
2:00 PM - 9:00 PM	1862: Railway Mania in the Eastern Counties	Garage 51	Board Games
2:30 PM - 3:30 PM	PAW Demo: Clubs	Garage 48	Play & Win
2:30 PM - 4:30 PM	Firefly: The Game	Garage 26	Board Games
2:30 PM - 4:30 PM	Kingsport Festival	Garage 61	Board Games
2:30 PM - 4:30 PM	TAKE THAT! - Card Games	Garage 33	Board Games
2:30 PM - 6:30 PM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW	Heritage B 17	Organized RPG
2:30 PM - 7:30 PM	Battletech: Total Warfare	Garage 64	Miniatures
3:00 PM - 4:00 PM	Bills For Bills	Garage 75	Game Lab
3:00 PM - 4:00 PM	Crusaders: Thy Will Be Done	Garage 78	Game Lab
3:00 PM - 4:00 PM	(RIP) Restless in Pieces	Garage 17	Board Games
3:00 PM - 4:00 PM	PAW Demo: Colt Express	Garage 30	Play & Win
3:00 PM - 4:00 PM	PAW Demo: Diamonds	Garage 46/47	Play & Win
3:00 PM - 4:00 PM	Rampage (aka Terror In Meeple City)	Garage 43	Board Games
3:00 PM - 4:30 PM	7 Wonders: Leaders and Babel Tower	Garage 35	Board Games
3:00 PM - 5:00 PM	Attila	Garage 28	Board Games
3:00 PM - 5:30 PM	Officer Candidate School (Burning Seas Demo)	Garage 65	Miniatures
3:00 PM - 6:00 PM	Dragon Dice Free Play/Demo	Garage 52	Board Games
3:00 PM - 6:00 PM	Elder Sign	Garage 34	Board Games
3:00 PM - 6:00 PM	Galaxy Trucker: Anniversary Edition	Garage 12	Board Games
3:00 PM - 7:30 PM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 18	Organized RPG
4:00 PM - 5:00 PM	Deckville: City of Cards	Garage 77	Game Lab
4:00 PM - 5:00 PM	Condottiere	Garage 31	Board Games
4:00 PM - 5:00 PM	King of New York	Garage 43	Board Games
4:00 PM - 5:00 PM	PAW Demo: 1st & Goal	Garage 39/40	Play & Win
4:00 PM - 5:00 PM	PAW Demo: Baseball Highlights: 2045	Garage 48	Play & Win
4:00 PM - 5:00 PM	PAW Demo: Evolution	Garage 38	Play & Win
4:00 PM - 5:00 PM	PAW Demo: Gravwell: Escape from the 9th Dimension	Garage 46/47	Play & Win
4:00 PM - 5:00 PM	PAW Demo: Sentinel Tactics: The Flame of Freedom	Garage 55	Play & Win
4:00 PM - 5:00 PM	Zombinion	Garage 58	Board Games
4:00 PM - 6:00 PM	Blade Runner- The Adventure Board Game	Garage 76	Game Lab
4:00 PM - 6:00 PM	Castles of Mad King Ludwig	Garage 16	Board Games
4:00 PM - 6:00 PM	Learn/Play Belfort	Garage 18	Board Games
4:00 PM - 6:00 PM	Pandemic: CONTAGION	Garage 24	Board Games

SCHEDULE

GameStorm 17  
Thursday, March 19th

SCHEDULE	Time	Event	Location	Track
	4:00 PM - 6:00 PM	PAW Demo: Spurs: A Tale in the Old West	Garage 54	Play & Win
	4:00 PM - 6:00 PM	Ticket to Ride	Garage 22	Board Games
	4:00 PM - 6:00 PM	[MIB] DICE GAMES	Garage 08	Board Games
	4:00 PM - 6:00 PM	[MIB] Munchkin	Garage 07	Board Games
	4:00 PM - 6:00 PM	[MIB] OGRE	Garage 02	Board Games
	4:00 PM - 6:00 PM	[MIB] Revolution	Garage 04	Board Games
	4:00 PM - 7:00 PM	Power Grid: China/Korea	Garage 25	Board Games
	4:00 PM - 8:00 PM	[MIB] CON Frag-Thursday	Garage 01	Board Games
	4:00 PM - 10:00 PM	Drop-In Console	Cedar 01	Console
	4:00 PM - 10:00 PM	Drop-In LAN Gaming	Boardroom 01	Console
	4:30 PM - 7:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 16	Organized RPG
	4:30 PM - 7:30 PM	Fairview	Heritage B 04	RPG
	5:00 PM - 6:00 PM	Arthean Rummy	Garage 75	Game Lab
	5:00 PM - 6:00 PM	La Vita Zombie	Pine	LARP
	5:00 PM - 6:00 PM	PAW Demo: 1st & Goal	Garage 39/40	Play & Win
	5:00 PM - 6:00 PM	PAW Demo: Baseball Highlights: 2045	Garage 48	Play & Win
	5:00 PM - 6:00 PM	PAW Demo: Double Feature	Garage 55/56	Play & Win
	5:00 PM - 6:00 PM	PAW Demo: Harbour	Garage 38	Play & Win
	5:00 PM - 7:00 PM	Spatial Delivery	Garage 74	Game Lab
	5:00 PM - 7:00 PM	PAW Demo: Progress: Evolution of Technology	Garage 46	Play & Win
	5:00 PM - 7:00 PM	Project GIPF	Garage 59	Board Games
	5:00 PM - 7:00 PM	XCOM: The Board Game	Garage 23	Board Games
	5:00 PM - 7:30 PM	Liberte	Garage 15	Board Games
	5:00 PM - 7:30 PM	Primordial Soup	Garage 57	Board Games
	5:00 PM - 9:00 PM	L'Aéropostale	Garage 14	Board Games
	5:00 PM - 9:00 PM	Warhammer 30k 40k : Thursday 40k fun	Garage 63	Miniatures
	5:00 PM - 10:00 PM	Tales of the Arabian Nights	Garage 26	Board Games
	6:00 PM - 7:00 PM	Game Lab Open House	Garage 78	Game Lab
	6:00 PM - 7:00 PM	Camel Up	Garage 36	Board Games
	6:00 PM - 7:00 PM	Game Lab: Open Test	Garage 77	Game Lab
	6:00 PM - 7:00 PM	PAW Demo: Diamonds	Garage 47/48	Play & Win
	6:00 PM - 7:00 PM	PAW Demo: Lantern: The Harvest Festival	Garage 39/40	Play & Win
	6:00 PM - 7:00 PM	PAW Demo: Musee	Garage 38	Play & Win
	6:00 PM - 7:00 PM	PAW Demo: Roll Through the Ages Iron Age	Garage 54	Play & Win
	6:00 PM - 7:00 PM	Red Dragon Inn	Garage 61	Board Games
	6:00 PM - 7:00 PM	Nintendo: StreetPass Hour	Cedar 02	Console
	6:00 PM - 8:00 PM	Dragon Dice Novice Tournament	Garage 52	Board Games
	6:00 PM - 8:00 PM	[MIB] Munchkin	Garage 07	Board Games
	6:00 PM - 9:00 PM	Galaxy Trucker: Anniversary Edition	Garage 12	Board Games
	6:00 PM - 10:00 PM	Caverna	Garage 27	Board Games
	6:00 PM - 10:00 PM	Outpost	Garage 30	Board Games
	6:00 PM - 10:00 PM	Star Wars Xwing miniatures game	Garage 67	Miniatures
	6:00 PM - 10:00 PM	X-Wing Miniatures	Garage 70	Miniatures
	6:00 PM - 11:00 PM	Dominant Species	Garage 50	Board Games

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# THURSDAY, MARCH 19TH

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Time	Event	Location	Track
6:30 PM - 8:30 PM	Learn/Play Bruxelles 1893	Garage 18	Board Games
7:00 PM - 12:00 AM	Pathfinder Society: 5-08 The Confirmation	Heritage B 06	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-01 Trial by Machine	Heritage B 07	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-02 The Silver Mount Collection	Heritage B 08	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-06 Hall of the Flesh Eaters	Heritage B 13	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-13 Of Kirin and Kracken	Heritage B 14	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-14 Scions of the Sky Key part 2: Kaava Quarry	Heritage B 21	Organized RPG
7:00 PM - 12:00 AM	Eldritch Horror:Mountains of Madness	Garage 58	Board Games
7:00 PM - 12:00 AM	Open Story Gaming	Upper Lobby 03	Indie RPG
7:00 PM - 8:00 PM	Informants and Henchmen	Garage 77	Game Lab
7:00 PM - 8:00 PM	Camel Up	Garage 36	Board Games
7:00 PM - 8:00 PM	Fireknife!	Garage 31	Board Games
7:00 PM - 8:00 PM	PAW Demo: Diamonds	Garage 47/48	Play & Win
7:00 PM - 8:00 PM	PAW Demo: Evolution	Garage 38	Play & Win
7:00 PM - 8:00 PM	PAW Demo: Sentinel Tactics: The Flame of Freedom	Garage 55	Play & Win
7:00 PM - 8:30 PM	Swinging Jivecat Voodoo Lounge	Garage 34	Board Games
7:00 PM - 9:00 PM	Candy Factory	Garage 76	Game Lab
7:00 PM - 9:00 PM	Impulse	Garage 13	Board Games
7:00 PM - 9:00 PM	Kremlin - Avalon Hill	Garage 33	Board Games
7:00 PM - 10:00 PM	PAW Demo: AquaSphere	Garage 39/40	Play & Win
7:00 PM - 10:30 PM	The Apocalypse: Night Witches	Heritage B 03	RPG
7:00 PM - 11:00 PM	Alchemists!	Garage 45	Board Games
7:00 PM - 11:00 PM	Shadowrun Missions: CMP 2010-02 Carbon Copy	Heritage B 09	Organized RPG
7:00 PM - 11:00 PM	Shadowrun Missions: CMP 2010-05 Lost Islands Found	Heritage B 10	Organized RPG
7:00 PM - 11:00 PM	Command and Colors Ancients: Funeral Games	Garage 46	Board Games
7:00 PM - 11:00 PM	Cthulhu Live: Miskatonic Class Reunion	Discovery C	LARP
7:00 PM - 11:00 PM	Morrow Project	Heritage B 22	RPG
7:00 PM - 11:00 PM	Call of Cthulhu: The Golem of Antioch (CoC InVictus)	Heritage B 02	RPG
7:00 PM - 11:00 PM	Dread: The House that Creaks	Upper Lobby 02	Indie RPG
7:00 PM - 11:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 05	Organized RPG
7:00 PM - 11:30 PM	Living Arcanis: A2 SP01 Once Upon a Time in Metra	Heritage B 11	Organized RPG
7:00 PM - 11:30 PM	Living Arcanis: A2 SP02 Elements of Faith	Heritage B 12	Organized RPG
7:00 PM - 11:30 PM	Freeform: Murder at Tanner Manor!	Pine	LARP
7:30 PM - 9:30 PM	Byzantium	Garage 16	Board Games
7:30 PM - 10:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 16	Organized RPG
8:00 PM - 9:00 PM	Insomnia	Garage 77	Game Lab
8:00 PM - 9:00 PM	Camel Up	Garage 36	Board Games

SCHEDULE

GameStorm 17

Thursday, March 19th

SCHEDULE	Time	Event	Location	Track
	8:00 PM - 9:00 PM	PAW Demo: Gravwell: Escape from the 9th Dimension	Garage 55/56	Play & Win
	8:00 PM - 10:00 PM	American Legend	Garage 74	Game Lab
	8:00 PM - 10:00 PM	PAW Demo: Spike	Garage 41/42	Play & Win
	8:00 PM - 10:00 PM	PAW Demo: The Game of 49	Garage 47/48	Play & Win
	8:00 PM - 10:00 PM	The New Science	Garage 57	Board Games
	8:00 PM - 10:00 PM	[MIB] Chez Geek	Garage 10	Board Games
	8:00 PM - 10:00 PM	[MIB] Munchkin	Garage 07	Board Games
	8:00 PM - 10:00 PM	[MIB] Munchkin Panic/Loot Letter	Garage 03	Board Games
	8:00 PM - 10:00 PM	[MIB] Ninja Burger	Garage 09	Board Games
	8:00 PM - 10:30 PM	A Study in Emerald	Garage 23	Board Games
	8:00 PM - 10:30 PM	Concert: The Doubleclicks	Oak/Hemlock	Special Events
	8:00 PM - 10:30 PM	Pandemic W/ On The Brink	Garage 35	Board Games
	9:00 PM - 12:00 AM	Power Grid Deluxe Europe	Garage 24	Board Games
	9:00 PM - 1:30 AM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW	Heritage B 17	Organized RPG
	9:00 PM - 10:00 PM	Camel Up	Garage 36	Board Games
	9:00 PM - 10:00 PM	Game Lab: Open Test	Garage 75	Game Lab
	9:00 PM - 10:00 PM	PAW Demo: Double Feature	Garage 54/55	Play & Win
	10:00 PM - 12:00 AM	[MIB] Munchkin	Garage 07	Board Games
	10:00 PM - 11:00 PM	Camel Up	Garage 36	Board Games
	10:00 PM - 11:00 PM	Say Anything After Dark	Garage 61	Board Games
	10:00 PM - 11:30 PM	Volt: Robot Battle Arena	Garage 43	Board Games
	10:30 PM - 12:00 AM	7 Wonders: Leaders and Great Works	Garage 35	Board Games
	10:30 PM - 1:30 AM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 16	Organized RPG
	11:00 PM - 12:00 AM	Telestrations Against Humanity	Garage 60	Board Games
	11:00 PM - 1:00 AM	Cards Against Humanity	Garage 61	Board Games
	11:00 PM - 1:00 AM	Concordia	Garage 22	Board Games
	11:00 PM - 3:00 AM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 18	Organized RPG
	11:45 PM - 1:45 AM	Traditional: Are You A Werewolf?	Discovery D	LARP
Friday, March 20th				
	6:00 AM - 6:00 PM	Jenga: GIANT WOOD TOWER	Discovery Lobby 01	Special Events
	8:00 AM - 9:00 AM	(RIP) Restless in Pieces	Garage 39	Board Games
	8:00 AM - 9:00 AM	Adventurers: Temple of Chac	Garage 51	Board Games
	8:00 AM - 9:00 AM	Space Cadets: Dice Duel	Garage 16	Board Games
	8:00 AM - 10:00 AM	Grand Melee	Hemlock 01	CCG
	8:00 AM - 10:00 AM	[MIB] DICE GAMES	Garage 08	Board Games
	8:00 AM - 10:00 AM	[MIB] Munchkin	Garage 07	Board Games
	8:00 AM - 10:00 AM	Pathfinder Society Adventure Card Guild: Skull and Shackles	Heritage E 12	Organized RPG
	8:00 AM - 12:00 PM	D&D 5e Adventures League: DDEX 1-02 Secrets of Sokol Keep - Tyranny of Dragons	Heritage B 20	Organized RPG



## FRIDAY, MARCH 20TH

Time	Event	Location	Track
8:00 AM - 12:00 PM	D&D 5e Adventures League: DDEX2-2 Embers of Elmwood - D&D Expeditions	Heritage B 12	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 5-12 Destiny of the Sands part 1: A Bitter Bargain	Heritage E 01	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-01 Trial by Machine	Heritage E 02	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-03 The Technic Siege	Heritage E 03	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-04 The Beacon Bellow	Heritage E 04	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-09 By Way of Bloodcove	Heritage E 05	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-10 The Wounded Wisp	Heritage E 06	Organized RPG
8:00 AM - 6:00 PM	Puzzle: Puzzle Quest	Info Booth 01	Special Events
8:00 AM - 8:00 PM	[MIB] CON Frag-Friday	Garage 01	Board Games
8:30 AM - 10:30 AM	Fresco Big Box	Garage 44	Board Games
9:00 AM - 10:00 AM	Game Lab Open House	Garage 78	Game Lab
9:00 AM - 10:00 AM	Insomnia	Garage 76	Game Lab
9:00 AM - 10:00 AM	Adventurers: Pyramid of Horus	Garage 51	Board Games
9:00 AM - 10:00 AM	Among the Stars	Garage 13	Board Games
9:00 AM - 10:00 AM	PAW Demo: Evolution	Garage 40	Play & Win
9:00 AM - 11:00 AM	Concordia	Garage 24	Board Games
9:00 AM - 11:00 AM	Learn/Play Glass road	Garage 15	Board Games
9:00 AM - 11:30 AM	Lords of Xidit	Garage 47	Board Games
9:00 AM - 12:00 PM	Railways of the Western U.S.	Garage 31	Board Games
9:00 AM - 12:30 PM	Crude	Garage 18	Board Games
9:00 AM - 12:30 PM	The Apocalypse: Night Witches	Oak 03	RPG
9:00 AM - 1:00 PM	Advanced Dungeons & Dragon 2 ed	Heritage B 09	RPG
9:00 AM - 1:00 PM	Alchemists!	Garage 36	Board Games
9:00 AM - 1:00 PM	Battle for Aachen	Garage 71	Miniatures
9:00 AM - 1:00 PM	Brady Bunch Horror Rules	Oak 01	RPG
9:00 AM - 1:00 PM	Shadowrun Missions: CMP 2010-03 Ashes	Heritage B 06	Organized RPG
9:00 AM - 1:00 PM	Shadowrun Missions: CMP 2010-06 Deconstructing Patriots	Heritage B 04	Organized RPG
9:00 AM - 1:00 PM	Dresden Files: Courting Problems	Oak 02	RPG
9:00 AM - 1:00 PM	Madiera	Garage 17	Board Games
9:00 AM - 1:00 PM	Advanced Dungeons and Dragons: Tomb of Horrors - Revisited	Oak 06	RPG
9:00 AM - 1:00 PM	SRM 06-01 Ten Fifty Seven	Heritage B 05	Organized RPG
9:00 AM - 1:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
9:00 AM - 1:30 PM	Living Arcanis: A2 HP01 Into the Blessed Lands	Heritage B 07	Organized RPG
9:00 AM - 1:30 PM	Living Arcanis: A2 SP03 The Horror Within	Heritage B 08	Organized RPG
9:00 AM - 1:30 PM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 18	Organized RPG
9:00 AM - 1:30 PM	Mars attacks intro games	Garage 69	Miniatures
9:00 AM - 2:00 PM	4th Edition D&D: Heragard's Grove	Heritage E 11	RPG
9:00 AM - 3:00 PM	Prom Nightmares	Oak 07	RPG
9:00 AM - 4:00 PM	18Dixie	Garage 22	Board Games
9:00 AM - 4:00 PM	Star Wars: Starfall	Oak 04	RPG

GameStorm 17  
Friday, March 20th

Time	Event	Location	Track
9:00 AM - 5:00 PM	Children’s Activities	Garage 19	Children's Activities
9:00 AM - 6:00 PM	Advanced Civilization	Garage 58	Board Games
9:30 AM - 11:00 AM	Swinging Jivecat Voodoo Lounge	Garage 54	Board Games
10:00 AM - 11:00 AM	Arthean Rummy	Garage 76	Game Lab
10:00 AM - 11:00 AM	Blurty Wordy	Garage 77	Game Lab
10:00 AM - 11:00 AM	Accessibility in Gaming	Alder	Panels
10:00 AM - 11:00 AM	Avalon (A variant of The Resistance)	Garage 60	Board Games
10:00 AM - 11:00 AM	Little Pig	Garage 43	Board Games
10:00 AM - 11:00 AM	PAW Demo: Baseball Highlights: 2045	Garage 38	Play & Win
10:00 AM - 11:00 AM	PAW Demo: Graywell: Escape from the 9th Dimension	Garage 40/48	Play & Win
10:00 AM - 11:00 AM	PAW Demo: The Worst Game Ever	Garage 56	Play & Win
10:00 AM - 11:00 AM	Regional Tournament: Diamonds Preliminary Round	Garage 41/42/49/50	Board Games
10:00 AM - 11:00 AM	Nintendo: StreetPass Hour	Cedar 02	Console
10:00 AM - 12:00 PM	Colony	Garage 74	Game Lab
10:00 AM - 12:00 PM	Discussion Group: Women & LGBTQ+ In Gaming Spaces	Spruce 01	Indie RPG
10:00 AM - 12:00 PM	PAW Demo: Fool’s Gold	Garage 30	Play & Win
10:00 AM - 12:00 PM	PAW Demo: Praetor	Garage 32	Play & Win
10:00 AM - 12:00 PM	Slapshot Tournament	Garage 26	Board Games
10:00 AM - 12:00 PM	[MIB] Chez Geek	Garage 10	Board Games
10:00 AM - 12:00 PM	[MIB] Munchkin	Garage 07	Board Games
10:00 AM - 12:00 PM	[MIB] Ninja Burger	Garage 06	Board Games
10:00 AM - 12:30 PM	Officer Candidate School (Burning Seas Demo)	Garage 65	Miniatures
10:00 AM - 1:00 PM	Brew Crafters	Garage 46	Board Games
10:00 AM - 1:00 PM	D&D Dragons attack wing	Garage 67	Miniatures
10:00 AM - 1:00 PM	Level 7 [Escape]	Garage 25	Board Games
10:00 AM - 1:00 PM	Nothing Personal	Garage 51	Board Games
10:00 AM - 1:00 PM	Open Story Gaming	Upper Lobby 03	Indie RPG
10:00 AM - 4:00 PM	Arkham Horror: Dunwich Horror	Garage 35	Board Games
10:00 AM - 7:00 PM	Battletech: Nova Cat Rebellion of 3141	Garage 70	Miniatures
10:00 AM - 10:00 PM	Drop-In Console	Cedar 01	Console
10:00 AM - 10:00 PM	Drop-In LAN Gaming	Boardroom 01	Console
10:30 AM - 11:30 AM	Royals	Garage 23	Board Games
10:30 AM - 12:30 PM	Glass Road	Garage 44	Board Games
10:30 AM - 12:30 PM	Mice and Mystics	Garage 16	Board Games
10:30 AM - 1:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
11:00 AM - 12:00 PM	The Pony Express	Garage 78	Game Lab
11:00 AM - 12:00 PM	Zombie Princess	Garage 75	Game Lab
11:00 AM - 12:00 PM	Assassins Startup	Discovery Lobby 02	Special Events
11:00 AM - 12:00 PM	Bang: the Dice Game	Garage 59	Board Games
11:00 AM - 12:00 PM	Fear of the Unknown: Horror in RPGs	Alder	Panels

SCHEDULE

## FRIDAY, MARCH 20TH

Time	Event	Location	Track
11:00 AM - 12:00 PM	PAW Demo: Double Feature	Garage 48/56	Play & Win
11:00 AM - 12:00 PM	PAW Demo: Evolution	Garage 40	Play & Win
11:00 AM - 12:00 PM	Sentinel: Tactics tournament	Garage 42/43	Board Games
11:00 AM - 12:00 PM	SharkBait	Garage 39	Board Games
11:00 AM - 1:00 PM	Learn to play Star Trek Attack Wing	Garage 66	Miniatures
11:00 AM - 1:00 PM	PAW Demo: Scoville	Garage 38	Play & Win
11:00 AM - 3:30 PM	Dungeon Lords	Garage 34	Board Games
11:30 AM - 1:30 PM	Apples to Apples	Garage 37	Board Games
11:30 AM - 1:30 PM	Fudge: Monster Kart Mayhem	Pine 03	RPG
11:30 AM - 3:30 PM	Out of the Blue	Pine 01	RPG
11:30 AM - 3:30 PM	Heroquest 2.0: The Skin & Bones Man; A Nameless Streets Mystery.	Oak 08	RPG
11:30 AM - 4:30 PM	Savage Worlds: Mad Savages!	Pine 04	RPG
11:30 AM - 4:30 PM	Breakdown (Beta Test): The Breaking Point	Pine 02	RPG
12:00 PM - 1:00 PM	Deckville: City of Cards	Garage 77	Game Lab
12:00 PM - 1:00 PM	Game Mastering Tips	Alder	Panels
12:00 PM - 1:00 PM	PAW Demo: Lantern: The Harvest Festival	Garage 48/56	Play & Win
12:00 PM - 1:00 PM	PAW Demo: Roll Through the Ages Iron Age	Garage 40	Play & Win
12:00 PM - 1:00 PM	PAW Demo: [redacted]	Garage 30	Play & Win
12:00 PM - 1:00 PM	Regional Tournament The Game of 49 Preliminary Round	Garage 41/42	Board Games
12:00 PM - 1:00 PM	Sentinel: Tactics tournament	Garage 43	Board Games
12:00 PM - 1:00 PM	Shadowrun Crossfire: Shadowrun Crossfire	Garage 45	Board Games
12:00 PM - 1:00 PM	YuGiOh - Open Play - Learn to Play	Hemlock 03	CCG
12:00 PM - 2:00 PM	Jane Austen's Dreams	Garage 76	Game Lab
12:00 PM - 2:00 PM	Cardfight Buddy Fight - Learn to Play - Open Play	Hemlock 02	CCG
12:00 PM - 2:00 PM	Colosseum	Garage 31	Board Games
12:00 PM - 2:00 PM	Deck Builders - DC Deckbuilding	Hemlock 06	CCG
12:00 PM - 2:00 PM	Getting Into Character with Body Mask Work	Spruce	Special Events
12:00 PM - 2:00 PM	LCG's - Netrunner	Hemlock 05	CCG
12:00 PM - 2:00 PM	Learn/Play Trajan	Garage 15	Board Games
12:00 PM - 2:00 PM	PAW Demo: Spurs: A Tale in the Old West	Garage 32	Play & Win
12:00 PM - 2:00 PM	Regional Tournament Spike Preliminary Round	Garage 49/50	Board Games
12:00 PM - 2:00 PM	[MIB] Chez Geek	Garage 04	Board Games
12:00 PM - 2:00 PM	[MIB] Munchkin	Garage 07	Board Games
12:00 PM - 2:30 PM	Firefly Board Game	Garage 26	Board Games
12:00 PM - 3:00 PM	AquaSphere	Garage 13	Board Games
12:00 PM - 3:00 PM	Dragon Dice Free Play/Demo	Garage 52	Board Games
12:00 PM - 3:00 PM	Magic the Gathering - Commander Open Play	Hemlock 01	CCG
12:00 PM - 4:00 PM	Bolt Action	Garage 64	Miniatures
12:00 PM - 4:00 PM	D&D 5e Adventures League: DDEX 1-12 Raiders of the Twilight Marsh - Tyranny of Dragons	Heritage B 19	Organized RPG
12:00 PM - 4:00 PM	The New Science	Garage 24	Board Games
12:30 PM - 4:30 PM	D&D 5e Adventures League: DDEX 1-03 Shadows Over the Moonsea - Tyranny of Dragons	Heritage B 20	Organized RPG

GAMESTORM 17  
 FRIDAY, MARCH 20TH

Time	Event	Location	Track
1:00 PM - 1:30 PM	Solstice	Garage 47	Board Games
1:00 PM - 2:00 PM	Bills For Bills	Garage 75	Game Lab
1:00 PM - 2:00 PM	Force of Will - Learn to Play	Hemlock 03	CCG
1:00 PM - 2:00 PM	Freelance Writing in the Game Industry	Alder	Panels
1:00 PM - 2:00 PM	PAW Demo: Sentinels of the Multiverse	Garage 30	Play & Win
1:00 PM - 2:00 PM	Say bye to the villains	Garage 59	Board Games
1:00 PM - 2:30 PM	Russian Railroads	Garage 43	Board Games
1:00 PM - 3:00 PM	Ceti Alpha 5	Garage 74	Game Lab
1:00 PM - 3:00 PM	Conquest of Planet Earth	Garage 36	Board Games
1:00 PM - 3:00 PM	Kings of Air and Steam	Garage 55	Board Games
1:00 PM - 3:00 PM	PAW Demo: Alchemists	Garage 40	Play & Win
1:00 PM - 3:00 PM	PAW Demo: City Hall	Garage 38	Play & Win
1:00 PM - 3:00 PM	PAW Demo: Versailles	Garage 48	Play & Win
1:00 PM - 3:00 PM	Splendor	Garage 39	Board Games
1:00 PM - 3:00 PM	The New Science	Garage 33	Board Games
1:00 PM - 4:00 PM	PAW Demo: Captains of Industry	Garage 56	Play & Win
1:00 PM - 5:00 PM	D&D 5e Adventures League: DDEX2-2 Embers of Elmwood - D&D Expeditions	Heritage B 12	Organized RPG
1:00 PM - 6:00 PM	LARP v2.0: Dystopia Rising	Discovery D	LARP
1:00 PM - 9:30 PM	Diplomacy	Garage 54	Board Games
1:30 PM - 2:00 PM	Solstice	Garage 47	Board Games
1:30 PM - 4:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
1:30 PM - 4:30 PM	Privateer press: Warmachine/hordes for beginners	Garage 67	Miniatures
1:30 PM - 6:30 PM	Pathfinder Society: 3-16 The Midnight Mauler	Heritage E 01	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 3-20 Rats of Round Mountain part 1: The Sundered Path	Heritage E 02	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 5-08 The Confirmation	Heritage E 03	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 5-15 Destiny of the Sands part 2: Race to Seekers Folly	Heritage E 04	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-07 Valley of the Veiled Flame	Heritage E 05	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-08 The Segang Expedition	Heritage E 06	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-11 The Slave Master's Mirror	Heritage E 07	Organized RPG
1:30 PM - 6:30 PM	Dungeon Twister: 2 vs 2	Garage 14	Board Games
2:00 PM - 2:30 PM	Solstice	Garage 47	Board Games
2:00 PM - 3:00 PM	Press Gang	Garage 77	Game Lab
2:00 PM - 3:00 PM	PAW Demo: Colt Express	Discovery AB 30	Play & Win
2:00 PM - 3:00 PM	Regional Tournament 1st & Goal Preliminary rounds	Discovery AB 16/17/23/24	Board Games
2:00 PM - 3:00 PM	Roll for the Galaxy	Discovery AB 21	Board Games
2:00 PM - 3:00 PM	Who can be a Superhero?	Discovery AB 01	Board Games
2:00 PM - 4:00 PM	Airlines Europe	Discovery AB 25	Board Games
2:00 PM - 4:00 PM	Deck Builders - Star Realms	Hemlock 06	CCG

SCHEDULE



## FRIDAY, MARCH 20TH

Time	Event	Location	Track
2:00 PM - 4:00 PM	Get Your Game Design Out of the Garage	Alder	Panels
2:00 PM - 4:00 PM	Grand Melee	Hemlock 07	CCG
2:00 PM - 4:00 PM	LCG's - Lord of the Rings	Hemlock 05	CCG
2:00 PM - 4:00 PM	Oculus Rift Demo	Boardroom 02	Console
2:00 PM - 4:00 PM	PAW Demo: Monster Derby	Garage 32	Play & Win
2:00 PM - 4:00 PM	[MIB] Car Wars Classic	Garage 03	Board Games
2:00 PM - 4:00 PM	[MIB] Chez Geek	Garage 09	Board Games
2:00 PM - 4:00 PM	[MIB] Knightmare Chess	Garage 04	Board Games
2:00 PM - 4:00 PM	[MIB] Munchkin	Garage 07	Board Games
2:00 PM - 4:00 PM	[MIB] Revolution	Garage 05	Board Games
2:00 PM - 5:00 PM	Caverna	Discovery AB 04	Board Games
2:00 PM - 5:00 PM	Star Trek Attack Wing Tournament 1	Garage 66	Miniatures
2:00 PM - 6:00 PM	Argent: the Consortium	Discovery AB 07	Board Games
2:00 PM - 6:00 PM	Takara Dougram Series : Battle of Kalnock	Garage 62	Miniatures
2:00 PM - 6:00 PM	Shadowrun Missions: CMP 2010-04 Humanitarian Aid	Heritage B 04	Organized RPG
2:00 PM - 6:00 PM	Shadowrun Missions: CMP 2010-07 Congressional Conspiracies	Heritage B 05	Organized RPG
2:00 PM - 6:00 PM	FATE: Transformers Wreckers	Oak 05	RPG
2:00 PM - 6:00 PM	Flying Colors	Discovery AB 09	Board Games
2:00 PM - 6:00 PM	Glitch Iteration: OVERLOAD ERROR	Spruce 01	Indie RPG
2:00 PM - 6:00 PM	Conquer the Galaxy: Hegemonic	Discovery AB 28	Board Games
2:00 PM - 6:00 PM	Fate Accelerated: Magic Police!	Pine 03	RPG
2:00 PM - 6:00 PM	Morrow Project	Heritage B 22	RPG
2:00 PM - 6:00 PM	Open Story Gaming	Upper Lobby 03	Indie RPG
2:00 PM - 6:00 PM	Palladium: Rifts: Caging Charity	Oak 06	RPG
2:00 PM - 6:00 PM	Shogun	Discovery AB 22	Board Games
2:00 PM - 6:00 PM	Call of Cthulhu: The Lonely Point Lighthouse	Oak 03	RPG
2:00 PM - 6:00 PM	Shadowrun Missions	Heritage B 06	Organized RPG
2:00 PM - 6:00 PM	Burning Seas: Turning Point (Battle at Midway)	Garage 65	Miniatures
2:00 PM - 6:00 PM	Call of Cthulhu: Under False Colors	Pine 05	RPG
2:00 PM - 6:00 PM	Feng Shui 2: Wasteland Road Rage	Pine 06	RPG
2:00 PM - 6:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
2:00 PM - 6:30 PM	Living Arcanis: A2 HP02 That Which Lies Beneath	Heritage B 07	Organized RPG
2:00 PM - 6:30 PM	Living Arcanis: A2 SP04 Long March, Dark Cola	Heritage B 08	Organized RPG
2:00 PM - 6:30 PM	Living Arcanis Character Creation	Heritage B 14	Organized RPG
2:00 PM - 7:00 PM	Call of Cthulhu: Horrors from Yuggoth	Oak 01	RPG
2:00 PM - 7:00 PM	Call of Cthulhu: Masks of New York	Oak 02	RPG
2:00 PM - 7:00 PM	Turn of the Card: The Last Dragon in the Forest	Heritage B 11	RPG
2:00 PM - 8:00 PM	Here I Stand	Discovery AB 15	Board Games
2:30 PM - 3:00 PM	Solstice	Garage 47	Board Games
2:30 PM - 4:30 PM	My Little Pony - Open Play - Learn to Play	Hemlock 04	CCG
2:30 PM - 4:30 PM	Weiss Schwartz: Learn to Play - Open Play	Hemlock 02	CCG

GameStorm 17  
Friday, March 20th

Time	Event	Location	Track
2:30 PM - 6:30 PM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 18	Organized RPG
2:30 PM - 7:30 PM	4th Edition D&D: Heragard's Grove	Heritage E 11	RPG
3:00 PM - 4:00 PM	Evolution Tournament	Discovery AB 16/17/23/24	Board Games
3:00 PM - 4:00 PM	PAW Demo: Galactic Strike Force	Garage 30	Play & Win
3:00 PM - 4:00 PM	PAW Demo: Gravwell: Escape from the 9th Dimension	Garage 40/48	Play & Win
3:00 PM - 4:00 PM	YuGiOh - Open Play - Learn to Play	Hemlock 03	CCG
3:00 PM - 4:00 PM	Dice Crisis	Garage 75	Game Lab
3:00 PM - 5:00 PM	Wordmonger	Garage 76	Game Lab
3:00 PM - 5:00 PM	Dragon Dice Novice Tournament	Discovery AB 26	Board Games
3:00 PM - 5:00 PM	Flash Point: Fire Rescue	Discovery AB 35	Board Games
3:00 PM - 5:00 PM	Kremlin	Discovery AB 33	Board Games
3:00 PM - 5:00 PM	PAW Demo: Venetia	Garage 41	Play & Win
3:00 PM - 5:00 PM	Triassic Terror	Discovery AB 11	Board Games
3:00 PM - 5:00 PM	Troyes	Discovery AB 12	Board Games
3:00 PM - 5:00 PM	X-Wing Miniatures	Garage 69	Miniatures
3:00 PM - 6:00 PM	Fallout Equestria	Garage 68	Miniatures
3:00 PM - 6:30 PM	1st Edition Advanced Dungeons and Dragons: Adventures in the Fafling Ring	Oak 07	RPG
3:00 PM - 7:00 PM	Magic the Gathering - Chaos Draft	Hemlock 01	CCG
3:00 PM - 7:00 PM	Titan - Avalon Hill	Discovery AB 14	Board Games
3:00 PM - 7:30 PM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW	Heritage B 21	Organized RPG
3:30 PM - 5:30 PM	Dominion	Garage 39	Board Games
4:00 PM - 5:00 PM	Ad Astra	Discovery AB 20	Board Games
4:00 PM - 5:00 PM	Among the Stars	Discovery AB 19	Board Games
4:00 PM - 5:00 PM	Escalation	Discovery AB 08	Board Games
4:00 PM - 5:00 PM	Evolution Tournament	Discovery AB 18	Board Games
4:00 PM - 5:00 PM	PAW Demo: Double Feature	Garage 48/56	Play & Win
4:00 PM - 5:00 PM	PAW Demo: El Gaucho	Garage 47	Play & Win
4:00 PM - 5:00 PM	PAW Demo: [redacted]	Garage 30	Play & Win
4:00 PM - 5:00 PM	Regional Tournament: Diamonds Preliminary Round	Discovery AB 16/17/23/24	Board Games
4:00 PM - 5:00 PM	Shared World Roleplaying	Alder	Panels
4:00 PM - 5:30 PM	League of Legends Ultimate Bravery	Boardroom 02	Console
4:00 PM - 6:00 PM	Bellum	Garage 77	Game Lab
4:00 PM - 6:00 PM	Cats in the Gray City	Garage 74	Game Lab
4:00 PM - 6:00 PM	Adventure Time Card Wars - Learn to Play	Hemlock 03	CCG
4:00 PM - 6:00 PM	Deck Builders - Ascension	Hemlock 06	CCG
4:00 PM - 6:00 PM	Elder Sign:Streets of Arkham	Discovery AB 21	Board Games
4:00 PM - 6:00 PM	LCG's - A Game of Thrones	Hemlock 05	CCG
4:00 PM - 6:00 PM	Lords of Vegas w/ Up expansion	Discovery AB 25	Board Games
4:00 PM - 6:00 PM	Pandemic: CONTAGION	Garage 24	Board Games
4:00 PM - 6:00 PM	PAW Demo: Castles of Mad King Ludwig	Garage 32	Play & Win

SCHEDULE

## FRIDAY, MARCH 20TH

Time	Event	Location	Track
4:00 PM - 6:00 PM	Sol: Cataclysm	Garage 16	Board Games
4:00 PM - 6:00 PM	The Big Idea	Discovery AB 01	Board Games
4:00 PM - 6:00 PM	[MIB] Chez Geek	Garage 04	Board Games
4:00 PM - 6:00 PM	[MIB] Mars Attack: The Dice Game	Garage 08	Board Games
4:00 PM - 6:00 PM	[MIB] Munchkin	Garage 07	Board Games
4:00 PM - 6:00 PM	[MIB] Munchkin Panic/Loot Letter	Garage 03	Board Games
4:00 PM - 7:00 PM	Legendary Lives: Dungeon of Agabor	Oak 04	RPG
4:00 PM - 7:00 PM	PAW Demo: Kanban: Automotive Revolution	Garage 38	Play & Win
4:00 PM - 8:00 PM	Caesar	Discovery AB 37	Board Games
4:00 PM - 8:00 PM	Warhammer 30/40k apoc	Garage 63	Miniatures
4:30 PM - 7:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
4:30 PM - 8:30 PM	D&D 5e Adventures League: DDEX 1-13 Pool of Radiance Resurgent - Tyranny of Dragons	Heritage B 19	Organized RPG
4:30 PM - 8:30 PM	Recyclers	Heritage B 13	RPG
4:30 PM - 9:30 PM	Cyberpunk 2020: Pirate Broadcasting	Heritage B 09	RPG
4:30 PM - 11:30 PM	Call of Cthulhu: Laughing Blood Moon	Heritage B 10	RPG
5:00 PM - 1:00 AM	Combat Commander Tournament	Garage 23	Board Games
5:00 PM - 6:00 PM	King's Tourney	Garage 75	Game Lab
5:00 PM - 6:00 PM	Assassins Check-in	Discovery Lobby 02	Special Events
5:00 PM - 6:00 PM	PAW Demo: Lantern: The Harvest Festival	Garage 40/48	Play & Win
5:00 PM - 6:00 PM	PAW Demo: Subdivision	Garage 30	Play & Win
5:00 PM - 6:00 PM	PAW Demo: [redacted]	Garage 56	Play & Win
5:00 PM - 6:30 PM	Dark Dungeons: The Movie	Alder	Special Events
5:00 PM - 7:00 PM	Learn/Play Navegador	Discovery AB 13	Board Games
5:00 PM - 7:00 PM	Roll Through the Ages: The Iron Age	Discovery AB 18	Board Games
5:00 PM - 7:00 PM	Sentinels of the Multiverse	Discovery AB 29	Board Games
5:00 PM - 7:00 PM	Fantasy flight: Wings of war vs king kong	Garage 67	Miniatures
5:00 PM - 8:30 PM	Dungeon Twister, 2-3 games	Discovery AB 06	Board Games
5:00 PM - 9:00 PM	D&D 5e Adventures League: DDEX 1-04 Dues for the Dead - Tyranny of Dragons	Heritage B 20	Organized RPG
5:00 PM - 10:00 PM	18NEB	Garage 22	Board Games
5:30 PM - 6:00 PM	Love is an Active Noun	Upper Lobby 02	Indie RPG
5:30 PM - 7:30 PM	Cardfight Vanguard - Learn to Play - Open Play	Hemlock 02	CCG
5:30 PM - 7:30 PM	Pokemon - Learn to Play - Open Play	Hemlock 04	CCG
5:30 PM - 9:30 PM	Ghost Panzer Game	Discovery AB 34	Board Games
6:00 PM - 7:00 PM	Game Lab Open House	Garage 78	Game Lab
6:00 PM - 7:00 PM	Informants and Henchmen	Garage 77	Game Lab
6:00 PM - 7:00 PM	Valeria: Card Kingdoms	Garage 76	Game Lab
6:00 PM - 7:00 PM	Little Pig	Discovery AB 12	Board Games
6:00 PM - 7:00 PM	PAW Demo: Baseball Highlights: 2045	Garage 56	Play & Win
6:00 PM - 8:00 PM	Battlefest	Discovery AB 26	Board Games
6:00 PM - 8:00 PM	Deck Builders - Dice Masters	Hemlock 06	CCG
6:00 PM - 8:00 PM	LCC's - Netrunner	Hemlock 05	CCG

GameStorm 17  
Friday, March 20th

Time	Event	Location	Track
6:00 PM - 8:00 PM	PAW Demo: AquaSphere	Garage 32/40	Play & Win
6:00 PM - 8:00 PM	PAW Demo: Grandpa Beck’s Family Games	Garage 30	Play & Win
6:00 PM - 8:00 PM	PAW Demo: March of the Ants	Garage 48	Play & Win
6:00 PM - 8:00 PM	Space Cadets	Garage 18	Board Games
6:00 PM - 8:00 PM	Ticket to Ride	Discovery AB 32	Board Games
6:00 PM - 8:00 PM	[MIB] Munchkin	Garage 07	Board Games
6:00 PM - 8:00 PM	[MIB] OGRE	Garage 02	Board Games
6:00 PM - 8:00 PM	[MIB] Revolution	Garage 06	Board Games
6:00 PM - 8:00 PM	[MIB] Tile Chess	Garage 05	Board Games
6:00 PM - 9:00 PM	Star Trek Attack Wing Tournament 2	Garage 66	Miniatures
6:00 PM - 10:00 PM	Campaign Trail	Discovery AB 31	Board Games
6:00 PM - 10:00 PM	Fortune & Glory	Discovery AB 08	Board Games
6:00 PM - 10:00 PM	Gut Bustin' Games Ghetto	Discovery AB	Board Games
6:00 PM - 10:30 PM	X-Wing Miniatures	Garage 69	Miniatures
6:30 PM - 10:30 PM	Viticulture with Tuscany	Discovery AB 07	Board Games
7:00 PM - 12:00 AM	Pathfinder Society: 3-22 Rats of Round Mountain part 2: Pagoda of the Rat	Heritage E 01	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 5-16 Destiny of the Sands part 3: Sanctum of the Sages	Heritage E 02	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-06 Hall of the Flesh Eaters	Heritage E 03	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-07 Valley of the Veiled Flame	Heritage E 04	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-08 The Segang Expedition	Heritage E 05	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-10 The Wounded Wisp	Heritage E 06	Organized RPG
7:00 PM - 12:00 AM	Pathfinder Society: 6-11 The Slave Master's Mirror	Heritage E 07	Organized RPG
7:00 PM - 12:00 AM	A Distant Plain	Discovery AB 28	Board Games
7:00 PM - 12:00 AM	Call of Cthulhu: Destroying Paradise, Hawaiian Style	Oak 02	RPG
7:00 PM - 12:00 AM	Call of Cthulhu: Forgotten Wars	Oak 03	RPG
7:00 PM - 12:00 AM	Fiasco for Charity	Alder	Indie RPG
7:00 PM - 12:00 AM	Firefly:The Game	Discovery AB 21	Board Games
7:00 PM - 12:00 AM	Fudge: Star Hunter	Pine 06	RPG
7:00 PM - 12:00 AM	Open Story Gaming	Upper Lobby 03	Indie RPG
7:00 PM - 12:00 AM	Turn of the Card: Star Wars "Dark Lords of the Sith" : Sibling Rivalry	Oak 06	RPG
7:00 PM - 12:00 AM	Turn of the Card: The Dragon at the Bottom of the World	Oak 04	RPG
7:00 PM - 1:00 AM	Cleadonia- A High Fantasy Adventure Game: Dead Winter	Oak 05	RPG
7:00 PM - 1:00 AM	The Feast of Steely Knives	Pine 02	RPG
7:00 PM - 8:00 PM	MZM: Midnight Zombie Marathon	Garage 75	Game Lab
7:00 PM - 8:00 PM	Valeria: Card Kingdoms	Garage 76	Game Lab
7:00 PM - 8:00 PM	Fireknife!	Garage 37	Board Games
7:00 PM - 8:00 PM	Shadow Hunters: base game	Discovery AB 33	Board Games

SCHEDULE



## FRIDAY, MARCH 20TH

Time	Event	Location	Track
7:00 PM - 9:00 PM	Working Class Heroes	Garage 74	Game Lab
7:00 PM - 9:00 PM	Artemis Spaceship Bridge Simulator	Boardroom 02	Console
7:00 PM - 9:00 PM	PAW Demo: March of the Ants	Garage 56	Play & Win
7:00 PM - 9:00 PM	PAW Demo: Panamax	Garage 38	Play & Win
7:00 PM - 10:00 PM	Dune	Discovery AB 14	Board Games
7:00 PM - 10:00 PM	Motobushido: First Foundings	Oak 07	RPG
7:00 PM - 10:00 PM	Q&D RPG - Lookouts - May We Die in the Forest	Oak 01	RPG
7:00 PM - 11:00 PM	Fate Accelerated: Brother Love's Traveling Salvation Show	Pine 01	RPG
7:00 PM - 11:00 PM	Shadowrun Missions: CMP 2010-01 Manhunt	Heritage B 04	Organized RPG
7:00 PM - 11:00 PM	Shadowrun Missions: CMP 2010-08 Stormcrow Undone	Heritage B 05	Organized RPG
7:00 PM - 11:00 PM	D&D 5e Adventures League: DDEX2-2 Embers of Elmwood - D&D Expeditions	Heritage B 12	Organized RPG
7:00 PM - 11:00 PM	Dune	Discovery AB 22	Board Games
7:00 PM - 11:00 PM	Kanban: Automotive Revolution	Discovery AB 35	Board Games
7:00 PM - 11:00 PM	Magic the Gathering - Sealed Deck M15	Hemlock 01	CCG
7:00 PM - 11:00 PM	Privateer press: Monsterpocalypse	Garage 67	Miniatures
7:00 PM - 11:00 PM	Fudge: Psi-punk, a Fudge Cyberpunk RPG	Pine 03	RPG
7:00 PM - 11:00 PM	Savage Star Wars: Imperial Cadets!	Oak 08	RPG
7:00 PM - 11:00 PM	Fate Accelerated Edition (FAE): Second Rate Supers	Pine 05	RPG
7:00 PM - 11:00 PM	Dramatis: The Tigers Jewel	Upper Lobby 02	Indie RPG
7:00 PM - 11:00 PM	Shadowrun Missions	Heritage B 06	Organized RPG
7:00 PM - 11:00 PM	Dying Light LARP: To Cache a Fallen Star	Discovery D	LARP
7:00 PM - 11:00 PM	Fate Accelerated: We All Scream For Ice Cream!	Pine 04	RPG
7:00 PM - 11:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
7:00 PM - 11:30 PM	Living Arcanis: A2 HP03 Ancient Battles Unfinished	Heritage B 07	Organized RPG
7:00 PM - 11:30 PM	Living Arcanis: A2 SP05 The Gleam of Fires, the Throb of Drums	Heritage B 08	Organized RPG
7:00 PM - 11:30 PM	Living Arcanis Character Creation	Heritage B 14	Organized RPG
7:30 PM - 9:30 PM	Dead of Winter	Discovery AB 18	Board Games
7:30 PM - 9:30 PM	Learn/Play Tzolk'in	Discovery AB 13	Board Games
7:30 PM - 10:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
8:00 PM - 12:00 AM	Letters from Whitechapel	Garage 26	Board Games
8:00 PM - 12:00 AM	Roborally - Mandantory Overtime	Discovery AB 36	Board Games
8:00 PM - 1:00 AM	4th Edition D&D: Heragard's Grove	Heritage E 11	RPG
8:00 PM - 9:00 PM	PAW Demo: Colt Express	Garage 48	Play & Win
8:00 PM - 9:00 PM	PAW Demo: El Gaucho	Garage 40	Play & Win
8:00 PM - 9:00 PM	PAW Demo: Samurai Spirits	Garage 32	Play & Win
8:00 PM - 9:00 PM	Regional Tournament 1st & Goal Preliminary rounds	Discovery AB 16/17/23/24	Board Games
8:00 PM - 10:00 PM	Bellum	Garage 77	Game Lab

GameStorm 17

FRIDAY, MARCH 20TH

Time	Event	Location	Track
8:00 PM - 10:00 PM	Deck Builders - Marvel Legendary	Hemlock 06	CCG
8:00 PM - 10:00 PM	LCCG's - Star Wars the Card Game	Hemlock 05	CCG
8:00 PM - 10:00 PM	PAW Demo: Castles of Mad King Ludwig	Garage 30	Play & Win
8:00 PM - 10:00 PM	Ticket to Ride	Discovery AB 32	Board Games
8:00 PM - 10:00 PM	[MIB] Chez Geek	Garage 04	Board Games
8:00 PM - 10:00 PM	[MIB] DICE GAMES	Garage 06	Board Games
8:00 PM - 11:00 PM	AquaSphere	Garage 18	Board Games
8:00 PM - 11:00 PM	Dragon Dice Free Play/Demo	Discovery AB 26	Board Games
9:00 PM - 12:00 AM	Power Grid Deluxe North America	Discovery AB 25	Board Games
9:00 PM - 1:00 AM	D&D 5e Adventures League: DDEX 1-04 Dues for the Dead - Tyranny of Dragons	Heritage B 18	Organized RPG
9:00 PM - 1:30 AM	AMV (Anime Music Videos)	Spruce	Special Events
9:00 PM - 1:30 AM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 19	Organized RPG
9:00 PM - 10:00 PM	Game Lab: Open Test	Garage 75	Game Lab
9:00 PM - 10:00 PM	PAW Demo: One Night Ultimate Werewolf w/ Daybreak Expansion	Garage 32	Play & Win
9:00 PM - 10:00 PM	PAW Demo: Party Game Evening Tapple/ Telestrations	Garage 48	Play & Win
9:00 PM - 10:00 PM	PAW Demo: Subdivision	Garage 40	Play & Win
9:00 PM - 10:00 PM	PAW Demo: The Resistance	Garage 56	Play & Win
9:00 PM - 10:00 PM	[MIB] Remember the Fallen	Garage 08	Special Events
9:00 PM - 11:00 PM	Quartermaster	Garage 76	Game Lab
9:00 PM - 11:00 PM	Sons of Anarchy: Man of Mayhem	Discovery AB 15	Board Games
9:30 PM - 1:30 AM	D&D 5e Adventures League: DDEX 1-05 The Courting of Fire - Tyranny of Dragons	Heritage B 20	Organized RPG
10:00 PM - 12:00 AM	Deck Builders - Dominion	Hemlock 06	CCG
10:00 PM - 12:30 AM	Sentinels of the Multiverse	Discovery AB 30	Board Games
10:00 PM - 1:00 AM	Pyrite Isle	Garage 39	Board Games
10:00 PM - 2:00 AM	Late Night Arkham Horror	Garage 33	Board Games
10:00 PM - 11:00 PM	MZM: Midnight Zombie Marathon	Garage 75	Game Lab
10:00 PM - 11:00 PM	Tokaido	Discovery AB 33	Board Games
10:00 PM - 11:30 PM	That "Dirty" (blank)ing Card Game	Garage 37	Board Games
10:30 PM - 1:30 AM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
11:00 PM - 1:00 AM	Cards Against Humanity	Garage 61	Board Games
11:00 PM - 1:00 AM	Dungeon Fighter	Garage 18	Board Games
11:00 PM - 3:00 AM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW	Heritage B 22	Organized RPG
11:30 PM - 1:30 AM	Traditional: Are You A Werewolf?	Discovery D/E	LARP
11:30 PM - 2:30 AM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 21	Organized RPG
11:30 PM - 3:30 AM	D&D 5e Adventures League: DDEX2-2 Embers of Elmwood - D&D Expeditions	Heritage B 12	Organized RPG
11:45 PM - 1:45 AM	Prey for Daylight: Stormy Seas	Discovery C	LARP
1:30 AM - 4:30 AM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG

## SATURDAY, MARCH 21ST

Time	Event	Location	Track
1:30 AM - 5:30 AM	D&D 5e Adventures League: DDEX 1-05 The Courting of Fire - Tyranny of Dragons	Heritage B 18	Organized RPG
1:30 AM - 7:00 AM	Featured Videos	Spruce	Special Events
2:00 AM - 6:00 AM	D&D 5e Adventures League: DDEX 1-06 The Scroll Thief -Tyranny of Dragons	Heritage B 19	Organized RPG
2:30 AM - 6:30 AM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 20	Organized RPG
3:00 AM - 7:30 AM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines D&D Expeditions PREVIEW	Heritage B 21	Organized RPG
6:00 AM - 7:00 AM	Game Lab Open House	Garage 78	Game Lab
6:00 AM - 6:00 PM	Jenga: GIANT WOOD TOWER	Discovery Lobby 01	Special Events
6:30 AM - 10:30 AM	D&D 5e Adventures League: DDEX 1-07 Drums in the Marsh - Tyranny of Dragons	Heritage B 19	Organized RPG
8:00 AM - 9:00 AM	Gold is for the Greedy	Discovery AB 21	Board Games
8:00 AM - 9:00 AM	Pandemic: The Cure	Discovery AB 22	Board Games
8:00 AM - 9:30 AM	Ra the Dice Game	Discovery AB 06	Board Games
8:00 AM - 10:00 AM	Castles of Mad King Ludwig	Discovery AB 09	Board Games
8:00 AM - 10:00 AM	Flash Duel: Betrayal at Raid on Deathstrike Dragon	Discovery AB 36	Board Games
8:00 AM - 10:00 AM	Grand Melee	Hemlock 01	CCG
8:00 AM - 10:00 AM	[MIB] Dice games	Garage 08	Board Games
8:00 AM - 10:00 AM	[MIB] Munchkin	Garage 07	Board Games
8:00 AM - 10:30 AM	Castles of Burgundy	Discovery AB 03	Board Games
8:00 AM - 11:00 AM	AquaSphere	Discovery AB 07	Board Games
8:00 AM - 12:00 PM	D&D 5e Adventures League: DDEX2-2 Embers of Elmwood - D&D Expeditions	Heritage B 12	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 4-14 My Enemy's Enemy	Heritage E 01	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 5-08 The Confirmation	Heritage E 02	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-02 The Silver Mount Collection	Heritage E 03	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-05 Slave Ships of Absalom	Heritage E 04	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-07 Valley of the Veiled Flame	Heritage E 05	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-08 The Segang Expedition	Heritage E 06	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-09 By Way of Bloodcove	Heritage E 07	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-12 Scions of the Sky Key part 1: On Sharrowsmith's Trail	Heritage E 08	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-13 Of Kirin and Kracken	Heritage E 09	Organized RPG
8:00 AM - 4:00 PM	Childrens Activities	Garage 19	Children's Activities
8:00 AM - 6:00 PM	Puzzle: Puzzle Quest	Info Booth 01	Special Events
8:00 AM - 8:00 PM	[MIB] CON Frag-Saturday	Garage 01	Board Games
8:30 AM - 12:30 PM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines D&D Expeditions PREVIEW	Heritage B 18	Organized RPG
8:30 AM - 12:30 PM	Village + Village Inn Expansion	Discovery AB 32	Board Games

GameStorm 17

SATURDAY, MARCH 21ST

Time	Event	Location	Track
9:00 AM - 10:00 AM	Game Lab Open House	Garage 78	Game Lab
9:00 AM - 10:00 AM	Blurty Wordy	Garage 75	Game Lab
9:00 AM - 10:00 AM	Dice Crisis	Garage 77	Game Lab
9:00 AM - 10:00 AM	Blazing Inferno	Discovery AB 21	Board Games
9:00 AM - 10:00 AM	Let Your Players Do the Work	Alder	Panels
9:00 AM - 10:00 AM	Math Trade	Pine	Special Events
9:00 AM - 10:00 AM	Pandemic Contagion	Discovery AB 22	Board Games
9:00 AM - 11:00 AM	Eridu	Garage 74	Game Lab
9:00 AM - 11:00 AM	D&D: Dungeon Mastering 101	Spruce	Panels
9:00 AM - 11:00 AM	Firefly: The Game	Discovery AB 35	Board Games
9:00 AM - 11:00 AM	Sentinels of the Multiverse	Discovery AB 28	Board Games
9:00 AM - 12:00 PM	Fury of Dracula	Discovery AB 04	Board Games
9:00 AM - 12:00 PM	Kids Game WorkShop	Garage 27	Board Games
9:00 AM - 12:00 PM	PAW Demo: AquaSphere	Discovery AB 01	Play & Win
9:00 AM - 12:00 PM	Puerto Rico	Garage 51	Board Games
9:00 AM - 1:00 PM	Horror Rules: An Unexpected Guest	Oak 05	RPG
9:00 AM - 1:00 PM	Awakening The Bear/Price of Honor	Discovery AB 14	Board Games
9:00 AM - 1:00 PM	Wushu Black Belt Edition: Breakout!	Oak 06	RPG
9:00 AM - 1:00 PM	Caverna	Discovery AB 11	Board Games
9:00 AM - 1:00 PM	Shadowrun Missions: CMP 2010-02 Carbon Copy	Heritage B 04	Organized RPG
9:00 AM - 1:00 PM	Shadowrun Missions: CMP 2010-05 Lost Islands Found	Heritage B 05	Organized RPG
9:00 AM - 1:00 PM	Fate Accelerated: Crush! Kill! Destroy!	Upper Lobby 01	Indie RPG
9:00 AM - 1:00 PM	D&D 5e Adventures League: DDEX 1-06 The Scroll Thief -Tyranny of Dragons	Heritage B 20	Organized RPG
9:00 AM - 1:00 PM	Fortune and Glory:The Cliffhanger Game	Discovery AB 25	Board Games
9:00 AM - 1:00 PM	Morrow Project	Heritage B 22	RPG
9:00 AM - 1:00 PM	Palladium: Rifts: Caging Charity	Oak 07	RPG
9:00 AM - 1:00 PM	SRM 06-02 Amber Waves of Grain	Heritage B 06	Organized RPG
9:00 AM - 1:00 PM	D & D 5th Edition: The Rescue	Oak 04	RPG
9:00 AM - 1:00 PM	Shadowrun Missions	Heritage B 13	Organized RPG
9:00 AM - 1:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
9:00 AM - 1:30 PM	Living Arcanis: A2 HP04 Visions of Lives Past	Heritage B 07	Organized RPG
9:00 AM - 1:30 PM	Living Arcanis: A2 SP06 To Be Released	Heritage B 08	Organized RPG
9:00 AM - 1:30 PM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 21	Organized RPG
9:00 AM - 1:30 PM	Living Arcanis Character Creation	Heritage B 14	Organized RPG
9:00 AM - 2:00 PM	Call of Cthulhu: Amidst the Ancient Trees	Oak 03	RPG
9:00 AM - 2:00 PM	Call of Cthulhu: Portland at The End	Oak 02	RPG
9:00 AM - 2:00 PM	Mutant Hunters Haunted Dungeon	Heritage B 09	RPG
9:00 AM - 2:00 PM	Savage Worlds: Fantasy - the Hunters	Heritage E 11	RPG
9:00 AM - 3:00 PM	Die Macher	Garage 55	Board Games
9:00 AM - 3:00 PM	Cleadonia: A High Fantasy Adventure Game: The Temple of the Serpent King	Oak 01	RPG

SCHEDULE

## SATURDAY, MARCH 21ST

Time	Event	Location	Track
9:00 AM - 6:00 PM	1817	Garage 53	Board Games
9:00 AM - 6:00 PM	18OE - On the Rails of the Orient Express	Garage 46	Board Games
9:30 AM - 11:30 AM	Epic Spell Wars of the Battle Wizards	Discovery AB 18	Board Games
9:30 AM - 11:30 AM	Mad Scientist University	Discovery AB 10	Board Games
10:00 AM - 10:30 AM	Catan Junior	Garage 14	Children's Activities
10:00 AM - 11:00 AM	Robot Deputies in Outer Space	Garage 75	Game Lab
10:00 AM - 11:00 AM	PAW Demo: Galactic Strike Force	Discovery AB 29	Play & Win
10:00 AM - 11:00 AM	PAW Demo: Gravwell: Escape from the 9th Dimension	Discovery AB 08/15	Play & Win
10:00 AM - 11:00 AM	Sharkbait	Discovery AB 21	Board Games
10:00 AM - 11:00 AM	Nintendo: StreetPass Hour	Cedar 02	Console
10:00 AM - 11:30 AM	Swinging Jivecat Voodoo Lounge	Discovery AB 05	Board Games
10:00 AM - 12:00 PM	In the Weeds!	Garage 76	Game Lab
10:00 AM - 12:00 PM	Baseball Highlights 2045 Tournament	Discovery AB 16/17/23/24	Board Games
10:00 AM - 12:00 PM	Deck Builders - Dice Masters	Hemlock 06	CCG
10:00 AM - 12:00 PM	Discussion Group: Roleplaying with Empathy	Discovery C	Indie RPG
10:00 AM - 12:00 PM	Glass Road	Discovery AB 09	Board Games
10:00 AM - 12:00 PM	LCG's - Call of Cthulhu	Hemlock 05	CCG
10:00 AM - 12:00 PM	PAW Demo: Progress: Evolution of Technology	Discovery AB 34	Play & Win
10:00 AM - 12:00 PM	Pokemon - Learn to Play - Open Play	Hemlock 04	CCG
10:00 AM - 12:00 PM	Storytelling for Better Gaming	Alder	Special Events
10:00 AM - 12:00 PM	[MIB] Burn in Hell	Garage 02	Board Games
10:00 AM - 12:00 PM	[MIB] Chez Geek	Garage 10	Board Games
10:00 AM - 12:00 PM	[MIB] Munchkin	Garage 07	Board Games
10:00 AM - 1:00 PM	Xia: Legends of a Drift System: 3 Hour Xia	Discovery AB 02	Board Games
10:00 AM - 1:00 PM	Giant Kaleidoscope: Biggest Movie Ever	Garage 56	Indie RPG
10:00 AM - 1:00 PM	Magic the Gathering - Sealed Deck Builders Toolkit	Hemlock 01	CCG
10:00 AM - 1:00 PM	Mouse Guard	Upper Lobby 04	Indie RPG
10:00 AM - 1:00 PM	Open Story Gaming	Upper Lobby 03	Indie RPG
10:00 AM - 1:00 PM	Spartacus	Discovery AB 31	Board Games
10:00 AM - 1:00 PM	Dungeon World: The Return Home	Heritage B 10	RPG
10:00 AM - 1:00 PM	X-COM the Boardgame	Discovery AB 12	Board Games
10:00 AM - 1:00 PM	X-Wing Miniatures	Garage 70	Miniatures
10:00 AM - 2:00 PM	[MIB] Munchkin Quest	Garage 06	Board Games
10:00 AM - 3:00 PM	Robotech tactics demo games	Garage 69	Miniatures
10:00 AM - 4:00 PM	Mansions of Madness	Garage 36	Board Games
10:00 AM - 6:00 PM	Battletech Classic: Dracs vs Liao	Garage 67	Miniatures
10:00 AM - 9:00 PM	Home grown: TAC 5	Garage 29	Board Games
10:00 AM - 10:00 PM	Drop-In Console	Cedar 01	Console
10:00 AM - 10:00 PM	Drop-In LAN Gaming	Boardroom 01	Console
10:30 AM - 12:00 PM	7 Wonders	Discovery AB 33	Board Games
10:30 AM - 1:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG



GameStorm 17

SATURDAY, MARCH 21ST

Time	Event	Location	Track
10:30 AM - 6:30 PM	Battletech Total Warfare: 3145	Garage 64	Miniatures
11:00 AM - 12:00 PM	King's Tourney	Garage 75	Game Lab
11:00 AM - 12:00 PM	PAW Demo: Double Feature	Discovery AB 22	Play & Win
11:00 AM - 12:00 PM	PAW Demo: Double Feature	Discovery AB 29	Play & Win
11:00 AM - 12:30 PM	Pandemic: Survival Tournament	Heritage F 01	Board Games
11:00 AM - 1:00 PM	Game Design Toolkit: Test Drive	Garage 78	Game Lab
11:00 AM - 1:00 PM	Og	Discovery D	LARP
11:00 AM - 1:00 PM	PAW Demo: Coal Baron	Discovery AB 15	Play & Win
11:00 AM - 1:00 PM	Speed Diplomacy	Discovery AB 30	Board Games
11:00 AM - 2:00 PM	Dungeon Petz	Discovery AB 19	Board Games
11:00 AM - 2:00 PM	Young Game Designer Workshop	Alder	Panels
11:00 AM - 3:00 PM	Circus Maximus	Garage 28	Board Games
11:00 AM - 3:00 PM	D&D 5e Adventures League: DDEX 1-08 Tales Trees Tell - Tyranny of Dragons	Heritage B 19	Organized RPG
11:00 AM - 4:30 PM	Fire In The Lake	Discovery AB 20	Board Games
11:30 AM - 1:30 PM	Pip System: Infestation, a Family-Friendly RPG	Oak 08	RPG
11:30 AM - 3:00 PM	1st Edition AD&D: More Adventures in the Fafling Ring	Pine 03	RPG
11:30 AM - 3:00 PM	The Apocalypse: Night Witches	Pine 04	RPG
11:30 AM - 3:30 PM	Dungeon World: Flames of the Fallen	Pine 02	RPG
11:30 AM - 3:30 PM	HAMMERCRAWL! An OSR Gaming Experience	Pine 05	RPG
11:30 AM - 4:30 PM	Breakdown (Beta Test): Life in the Shadows	Pine 01	RPG
11:30 AM - 5:30 PM	Monsterhearts : Sadie Hawkins Dance!	Pine 06	RPG
12:00 PM - 12:30 PM	Can't Stop	Garage 27	Children's Activities
12:00 PM - 1:00 PM	Rise of the Northmen	Garage 75	Game Lab
12:00 PM - 1:00 PM	Assassins Check-in	Discovery Lobby 02	Special Events
12:00 PM - 1:00 PM	PAW Demo: El Gaucho	Discovery AB 18	Play & Win
12:00 PM - 1:00 PM	PAW Demo: Lantern: The Harvest Festival	Discovery AB 01/08	Play & Win
12:00 PM - 1:00 PM	PAW Demo: Shootin' Ladders	Discovery AB 29	Play & Win
12:00 PM - 1:00 PM	March of the Ants	Discovery AB 06	Board Games
12:00 PM - 1:00 PM	Tokaido	Garage 47	Board Games
12:00 PM - 2:00 PM	Quartermaster	Garage 74	Game Lab
12:00 PM - 2:00 PM	Discworld - Ankh-Morpork: Leadership Crisis	Discovery AB 33	Board Games
12:00 PM - 2:00 PM	Baseball Highlights 2045 Tournament	Discovery AB 16/17	Board Games
12:00 PM - 2:00 PM	Building Your Own RPG World	Alder	Panels
12:00 PM - 2:00 PM	Deck Builders - Marvel Legendary	Hemlock 06	CCG
12:00 PM - 2:00 PM	Hansa Teutonica	Garage 51	Board Games
12:00 PM - 2:00 PM	PAW Demo: Scoville	Discovery AB 22	Play & Win
12:00 PM - 2:00 PM	PAW Demo: Student Bodies	Discovery AB 34	Play & Win
12:00 PM - 2:00 PM	[MIB] Car Wars Classic	Garage 03	Board Games
12:00 PM - 2:00 PM	[MIB] Mars Attack: The Dice Game	Garage 08	Board Games
12:00 PM - 2:00 PM	[MIB] Munchkin	Garage 02/07	Board Games

SCHEDULE

## SATURDAY, MARCH 21ST

Time	Event	Location	Track
12:00 PM - 2:30 PM	Officer Candidate School (Burning Seas Demo)	Garage 65	Miniatures
12:00 PM - 3:00 PM	Dragon Dice Free Play/Demo	Discovery AB 26	Board Games
12:00 PM - 3:00 PM	Navia Dratp	Discovery AB 03	Board Games
12:00 PM - 3:00 PM	Pax Porfiriana	Discovery AB 10	Board Games
12:00 PM - 3:00 PM	Phoenix: Dawn Command	Heritage B 11	RPG
12:00 PM - 3:30 PM	Warhammer 40k: 40 k 1850 tourney	Garage 63	Miniatures
12:00 PM - 4:00 PM	Bolt Action	Garage 66	Miniatures
12:00 PM - 4:00 PM	Power Grid Austrailia/India	Discovery AB 28	Board Games
12:30 PM - 1:00 PM	Cheeky Monkey	Garage 27	Children's Activities
12:30 PM - 1:30 PM	Who can be a Superhero?	Discovery AB 21	Board Games
12:30 PM - 2:30 PM	My Little Pony - Open Play - Learn to Play	Hemlock 04	CCG
12:30 PM - 2:30 PM	Weiss Schwartz - Learn to Play - Open Play	Hemlock 02	CCG
1:00 PM - 1:30 PM	Monster Factory	Garage 14	Children's Activities
1:00 PM - 1:30 PM	Solstice	Garage 50	Board Games
1:00 PM - 1:30 PM	SWAT!	Garage 27	Children's Activities
1:00 PM - 2:00 PM	The Seven Gem Caper	Garage 77	Game Lab
1:00 PM - 2:00 PM	Force of Will - Learn to Play	Hemlock 03	CCG
1:00 PM - 2:00 PM	PAW Demo: New Haven	Discovery AB 18	Play & Win
1:00 PM - 2:00 PM	PAW Demo: QIN	Discovery AB 08	Play & Win
1:00 PM - 2:00 PM	PAW Demo: Samurai Spirits	Discovery AB 29	Play & Win
1:00 PM - 2:30 PM	Pandemic: Survival Tournament	Heritage F 01	Board Games
1:00 PM - 3:00 PM	Seasons' Sovereign	Garage 76	Game Lab
1:00 PM - 3:00 PM	Channel A: The Anime Pitch Game	Discovery AB 32	Board Games
1:00 PM - 3:00 PM	Concordia	Discovery AB 04	Board Games
1:00 PM - 3:00 PM	Conquest of Planet Earth	Discovery AB 35	Board Games
1:00 PM - 3:00 PM	LCG's - Star Wars the Card Game	Hemlock 05	CCG
1:00 PM - 3:00 PM	PAW Demo: Fool's Gold	Discovery AB 01	Play & Win
1:00 PM - 3:00 PM	PAW Demo: Spurs: A Tale in the Old West	Discovery AB 15	Play & Win
1:00 PM - 4:00 PM	Greenland	Discovery AB 07	Board Games
1:00 PM - 5:00 PM	A Day in Neverland	Discovery C	LARP
1:00 PM - 5:00 PM	D&D 5e Adventures League: DDEX2-2 Embers of Elmwood - D&D Expeditions	Heritage B 12	Organized RPG
1:30 PM - 2:00 PM	Solstice	Garage 50	Board Games
1:30 PM - 4:00 PM	Primordial Soup	Garage 47	Board Games
1:30 PM - 4:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
1:30 PM - 4:30 PM	Wooden Ships and Iron Men	Garage 48	Board Games
1:30 PM - 5:30 PM	D&D 5e Adventures League: DDEX 1-07 Drums in the Marsh - Tyranny of Dragons	Heritage B 18	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 3-16 The Midnight Mauler	Heritage E 01	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-02 The Silver Mount Collection	Heritage E 02	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-03 The Technic Siege	Heritage E 03	Organized RPG

GAMESTORM 17  
 SATURDAY, MARCH 21ST

Time	Event	Location	Track
1:30 PM - 6:30 PM	Pathfinder Society: 6-04 The Beacon Bellow	Heritage E 04	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-06 Hall of the Flesh Eaters	Heritage E 05	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-10 The Wounded Wisp	Heritage E 06	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-14 Scions of the Sky Key part 2: Kaava Quarry	Heritage E 07	Organized RPG
2:00 PM - 2:30 PM	Red7	Discovery AB 30	Board Games
2:00 PM - 2:30 PM	Solstice	Garage 50	Board Games
2:00 PM - 3:00 PM	Star's Ascending	Garage 75	Game Lab
2:00 PM - 3:00 PM	Blazing inferno	Discovery AB 21	Board Games
2:00 PM - 3:00 PM	PAW Demo: Bang! The Walking Dead	Discovery AB 34	Play & Win
2:00 PM - 3:00 PM	PAW Demo: Dragon Slayer/RoaraSaurus	Discovery AB 22	Play & Win
2:00 PM - 3:00 PM	PAW Demo: Flashpoint: Fire Rescue	Discovery AB 08	Play & Win
2:00 PM - 3:00 PM	PAW Demo: VOLT: Robot Battle Arena	Discovery AB 29	Play & Win
2:00 PM - 3:00 PM	Regional Tournament: Diamonds Preliminary Round	Discovery AB 16/17/23/24	Board Games
2:00 PM - 3:00 PM	Roll for the Galaxy	Discovery AB 25	Board Games
2:00 PM - 3:00 PM	Why Are Games Fun?	Alder	Panels
2:00 PM - 4:00 PM	Bee Haven	Garage 77	Game Lab
2:00 PM - 4:00 PM	AquaSphere Tournament	Discovery AB 11/12/18/19	Board Games
2:00 PM - 4:00 PM	Deck Builders - Ascension	Hemlock 06	CCG
2:00 PM - 4:00 PM	Deus	Discovery AB 02	Board Games
2:00 PM - 4:00 PM	Grand Melee	Hemlock 07	CCG
2:00 PM - 4:00 PM	Sol: Cataclysm	Discovery AB 05	Board Games
2:00 PM - 4:00 PM	Tokaido - Fun Forge	Discovery AB 33	Board Games
2:00 PM - 4:00 PM	[MIB] Castellen	Garage 05	Board Games
2:00 PM - 4:00 PM	[MIB] Knightmare Chess	Garage 04	Board Games
2:00 PM - 4:00 PM	[MIB] Munchkin	Garage 07	Board Games
2:00 PM - 4:00 PM	[MIB] OGRE	Garage 02	Board Games
2:00 PM - 4:00 PM	[MIB] Tile Chess	Garage 06	Board Games
2:00 PM - 5:00 PM	Descent Second Edition	Garage 49	Board Games
2:00 PM - 5:00 PM	Magic the Gathering - Hydra - Planechase - Archenemy	Hemlock 01	CCG
2:00 PM - 5:00 PM	Bootleggers: Smuggling Run	Upper Lobby 04	Indie RPG
2:00 PM - 5:00 PM	Super Smash Bros for WiiU Tournament	Cedar 02	Console
2:00 PM - 6:00 PM	A Bolt From the Blue	Oak 08	RPG
2:00 PM - 6:00 PM	Takara Dougram Series: Battle of Stanrey Plateau	Garage 62	Miniatures
2:00 PM - 6:00 PM	Shadowrun Missions: CMP 2010-03 Ashes	Heritage B 04	Organized RPG
2:00 PM - 6:00 PM	Shadowrun Missions: CMP 2010-06 Deconstructing Patriots	Heritage B 05	Organized RPG
2:00 PM - 6:00 PM	Doc Tonic's: Treasure Trove of Technological Triumph!	Discovery D	LARP
2:00 PM - 6:00 PM	Retail Magic: Golden Friday Madness!	Upper Lobby 02	Indie RPG
2:00 PM - 6:00 PM	Conquer the Galaxy: Hegemonic	Discovery AB 14	Board Games
2:00 PM - 6:00 PM	Open Story Gaming	Upper Lobby 03	Indie RPG

## SATURDAY, MARCH 21ST

Time	Event	Location	Track
2:00 PM - 6:00 PM	Fudge: Psi-punk, a Fudge Cyberpunk RPG	Oak 06	RPG
2:00 PM - 6:00 PM	Palladium: Rifts: Faith Fled	Heritage B 09	RPG
2:00 PM - 6:00 PM	Savage Steampunk JLA: The League of Inescapable Justice, VS. The Mad Hatter of Whitechapel!	Oak 07	RPG
2:00 PM - 6:00 PM	SRM 06-03 Ancient Rumbblings	Heritage B 06	Organized RPG
2:00 PM - 6:00 PM	Shadowrun Missions	Heritage B 13	Organized RPG
2:00 PM - 6:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
2:00 PM - 6:00 PM	White Death	Spruce 01	Indie RPG
2:00 PM - 6:30 PM	Living Arcanis: A2 HP05 Vexing Priests	Heritage B 07	Organized RPG
2:00 PM - 6:30 PM	Living Arcanis: A2 SP07 Salvage Operations	Heritage B 08	Organized RPG
2:00 PM - 6:30 PM	GURPS: SWAT	Heritage B 10	RPG
2:00 PM - 6:30 PM	Living Arcanis Character Creation	Heritage B 14	Organized RPG
2:00 PM - 6:30 PM	X-Wing Miniatures	Garage 70	Miniatures
2:00 PM - 7:00 PM	Call of Cthulhu: Love's Lonely Children	Oak 02	RPG
2:00 PM - 7:00 PM	Call of Cthulhu: Masks of London	Oak 03	RPG
2:00 PM - 7:00 PM	Turn of the Card: Cray Dwyne's Invention	Oak 04	RPG
2:00 PM - 7:00 PM	Turn of the Card: Science Gone Mad!!	Oak 05	RPG
2:00 PM - 10:30 PM	Takenoko	Garage 35	Board Games
2:30 PM - 3:00 PM	Solstice	Garage 50	Board Games
2:30 PM - 5:00 PM	Fief: France 1429	Discovery AB 36	Board Games
2:30 PM - 5:30 PM	Phoenix: Dawn Command	Heritage B 20	RPG
2:30 PM - 6:30 PM	Advanced Dungeons & Dragon 2 ed	Heritage E 12	RPG
2:30 PM - 6:30 PM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 21	Organized RPG
3:00 PM - 4:00 PM	Field Tactics	Garage 74	Game Lab
3:00 PM - 4:00 PM	Foozle	Garage 78	Game Lab
3:00 PM - 4:00 PM	Akrotiri	Discovery AB 22	Board Games
3:00 PM - 4:00 PM	Designing Adventures for All Types of Players	Alder	Panels
3:00 PM - 4:00 PM	PAW Demo: Dread Curse	Discovery AB 34	Play & Win
3:00 PM - 4:00 PM	PAW Demo: Gravwell: Escape from the 9th Dimension	Discovery AB 01/08	Play & Win
3:00 PM - 4:00 PM	PAW Demo: Spetaculum	Discovery AB 15	Play & Win
3:00 PM - 4:00 PM	PAW Demo: World Conquerors	Discovery AB 29	Play & Win
3:00 PM - 4:00 PM	Regional Tournament The Game of 49 Preliminary Round	Discovery AB 16/17	Board Games
3:00 PM - 5:00 PM	Aladdin's Dragons	Discovery AB 04	Board Games
3:00 PM - 5:00 PM	LCG's - Warhammer Conquest	Hemlock 05	CCG
3:00 PM - 5:00 PM	Fudge: Monster Kart Mayhem	Garage 37	Board Games
3:00 PM - 5:00 PM	Regional Tournament Spike Preliminary Round	Discovery AB 23/24	Board Games
3:00 PM - 5:00 PM	Yggdrasil	Discovery AB 31	Board Games
3:00 PM - 5:30 PM	Container	Garage 51	Board Games
3:00 PM - 5:30 PM	Shadow Hunters: Nexus	Garage 28	Board Games
3:00 PM - 6:00 PM	Fallout Equestria	Garage 68	Miniatures
3:00 PM - 6:00 PM	Q&DRPG - Untoten Krieg	Oak 01	RPG

GameStorm 17

Saturday, March 21st

Time	Event	Location	Track
3:00 PM - 7:30 PM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expe- ditions PREVIEW	Heritage B 22	Organized RPG
3:30 PM - 4:30 PM	YuGiOh - Open Play - Learn to Play	Hemlock 03	CCG
3:30 PM - 5:30 PM	Cardfight Vanguard - Learn to Play - Open Play	Hemlock 02	CCG
3:30 PM - 6:30 PM	Phoenix: Dawn Command	Heritage B 11	RPG
3:30 PM - 7:30 PM	D&D 5e Adventures League: DDEX 1-09 Out- laws of the Iron Route - Tyranny of Dragons	Heritage B 19	Organized RPG
4:00 PM - 5:00 PM	Field Tactics	Garage 74	Game Lab
4:00 PM - 5:00 PM	Foosle	Garage 78	Game Lab
4:00 PM - 5:00 PM	Last Stand	Garage 76	Game Lab
4:00 PM - 5:00 PM	Star's Ascending	Garage 75	Game Lab
4:00 PM - 5:00 PM	PAW Demo: Double Feature	Discovery AB 29/34	Play & Win
4:00 PM - 5:00 PM	Pitching Your Game	Alder	Panels
4:00 PM - 6:00 PM	The Battle at Kemble's Cascade	Discovery AB 22	Board Games
4:00 PM - 6:00 PM	AquaSphere Tournament	Discovery AB 18	Board Games
4:00 PM - 6:00 PM	Deck Builders - Star Realms	Hemlock 06	CCG
4:00 PM - 6:00 PM	Elder Sign:Streets of Arkham	Discovery AB 25	Board Games
4:00 PM - 6:00 PM	Hacker	Discovery AB 33	Board Games
4:00 PM - 6:00 PM	PAW Demo: Panamax	Discovery AB 01	Play & Win
4:00 PM - 6:00 PM	PAW Demo: Versailles	Discovery AB 08	Play & Win
4:00 PM - 6:00 PM	[MIB] Chez Geek	Garage 04	Board Games
4:00 PM - 6:00 PM	[MIB] DICE GAMES	Garage 08	Board Games
4:00 PM - 6:00 PM	[MIB] Illuminati	Garage 02	Board Games
4:00 PM - 6:00 PM	[MIB] Munchkin	Garage 07	Board Games
4:00 PM - 6:00 PM	[MIB] Ninja Burger	Garage 10	Board Games
4:00 PM - 6:00 PM	[MIB] Revolution	Garage 05	Board Games
4:00 PM - 7:00 PM	PAW Demo: Captains of Industry	Discovery AB 15	Play & Win
4:00 PM - 7:00 PM	[MIB] Gurps Zombies	Garage 03	RPG
4:00 PM - 8:00 PM	Burning Seas: Iron Bottom Sound	Garage 65	Miniatures
4:00 PM - 8:00 PM	[MIB] Munchkin Quest	Garage 06	Board Games
4:00 PM - 8:30 PM	BSG: Daybreak	Discovery AB 30	Board Games
4:30 PM - 6:30 PM	Sentinels of the Multiverse	Discovery AB 35	Board Games
4:30 PM - 7:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
5:00 PM - 6:00 PM	Clash of Tritons	Garage 76	Game Lab
5:00 PM - 6:00 PM	Paper Tanks	Garage 77	Game Lab
5:00 PM - 6:00 PM	Shoes on a Wire	Garage 78	Game Lab
5:00 PM - 6:00 PM	Assassins Check-in	Discovery Lobby 02	Special Events
5:00 PM - 6:00 PM	PAW Demo: Lantern: The Harvest Festival	Discovery AB 31	Play & Win
5:00 PM - 6:00 PM	PAW Demo: Lantern: The Harvest Festival	Discovery AB 29	Play & Win
5:00 PM - 6:00 PM	PAW Demo: Party Game Evening Tapple/ Telestrations	Discovery AB 34	Play & Win

SCHEDULE



## SATURDAY, MARCH 21ST

Time	Event	Location	Track
5:00 PM - 6:00 PM	Regional Tournament: Diamonds Preliminary Round	Discovery AB 17	Board Games
5:00 PM - 6:00 PM	Regional Tournament: Diamonds Preliminary Round	Discovery AB 23	Board Games
5:00 PM - 6:00 PM	Regional Tournament: Diamonds Preliminary Round	Discovery AB 24	Board Games
5:00 PM - 6:00 PM	Regional Tournament: Diamonds Preliminary Round	Discovery AB 16	Board Games
5:00 PM - 7:00 PM	Adventure Time Card Wars - Learn to Play	Hemlock 03	CCG
5:00 PM - 7:00 PM	LCG's - Netrunner	Hemlock 05	CCG
5:00 PM - 7:00 PM	March of the Ants Tournament	Discovery AB 05/06/12/13	Board Games
5:00 PM - 7:00 PM	The Prince	Garage 48	Board Games
5:00 PM - 10:00 PM	Fief: France 1429	Discovery AB 07	Board Games
5:00 PM - 11:00 PM	Silent Death: Silent Death Astro Smash	Garage 69	Miniatures
5:30 PM - 7:30 PM	The Minions	Alder	Special Events
6:00 PM - 7:00 PM	4 the Birds!	Garage 76	Game Lab
6:00 PM - 7:00 PM	Field Tactics	Garage 74	Game Lab
6:00 PM - 7:00 PM	Regional Tournament 1st & Goal Quarter-Final	Discovery AB 16/17/23/24	Board Games
6:00 PM - 7:00 PM	Sea Dracula!	Discovery C	Indie RPG
6:00 PM - 8:00 PM	Artemis Spaceship Bridge Simulator	Boardroom 02	Console
6:00 PM - 8:00 PM	Cardfight Buddy Fight - Learn to Play Open Play	Hemlock 02	CCG
6:00 PM - 8:00 PM	Deck Builders - Tanto Cuore	Hemlock 06	CCG
6:00 PM - 8:00 PM	Dragon Dice Novice Tournament	Discovery AB 26	Board Games
6:00 PM - 8:00 PM	Dragon Dice Tournament	Discovery AB 27	Board Games
6:00 PM - 8:00 PM	PAW Demo: Grandpa Beck's Family Games	Discovery AB 31	Play & Win
6:00 PM - 8:00 PM	PAW Demo: Suburbia	Discovery AB 29	Play & Win
6:00 PM - 8:00 PM	Wiz-War	Discovery AB 36	Board Games
6:00 PM - 8:00 PM	[MIB] DICE GAMES	Garage 10	Board Games
6:00 PM - 8:00 PM	[MIB] Give Me the Brain	Garage 08	Board Games
6:00 PM - 8:00 PM	[MIB] Munchkin	Garage 07	Board Games
6:00 PM - 9:00 PM	Kemet	Garage 52	Board Games
6:00 PM - 9:00 PM	Mechwarrior solaris style	Garage 67	Miniatures
6:00 PM - 9:00 PM	PAW Demo: Kanban: Automotive Revolution	Discovery AB 08	Play & Win
6:00 PM - 9:00 PM	Pokemon - Theme Deck Tournament	Hemlock 04	CCG
6:00 PM - 10:00 PM	D&D 5e Adventures League: DDEX 1-08 Tales Trees Tell - Tyranny of Dragons	Heritage B 18	Organized RPG
6:00 PM - 10:00 PM	Gut Bustin' Games Ghetto	Discovery AB 2/03/04/09/10/11	Board Games
6:00 PM - 10:00 PM	Magic the Gathering - Prerelease Sealed Dragons of Tarkir	Hemlock 01	CCG
6:00 PM - 10:00 PM	Saturday Apoc	Garage 63	Miniatures
6:00 PM - 10:00 PM	Spaghetti Western Boardgame Tournament	Discovery AB 18/19/20/21	Board Games
7:00 PM - 12:00 AM	Pathfinder Society: 6-00 Legacy of the Stonelords	Heritage E 01	Organized RPG

GameStorm 17

SATURDAY, MARCH 21ST

Time	Event	Location	Track
7:00 PM - 12:00 AM	Call of Cthulhu: Masks of Cairo	Pine 05	RPG
7:00 PM - 12:00 AM	Call of Cthulhu: Nemo Solus Sapit	Pine 02	RPG
7:00 PM - 12:00 AM	Call of Cthulhu: Portland at The End	Pine 03	RPG
7:00 PM - 12:00 AM	Call of Cthulhu: Return to Survivor Island	Pine 04	RPG
7:00 PM - 12:00 AM	Savage Worlds: Crimson Blossoms- A Legacy of Poison	Oak 02	RPG
7:00 PM - 12:00 AM	Eldritch Horror:Mountains of Madness	Garage 58	Board Games
7:00 PM - 12:00 AM	Fire in the Lake	Discovery AB 14	Board Games
7:00 PM - 12:00 AM	Savage Worlds: Hard Wire	Oak 01	RPG
7:00 PM - 12:00 AM	Cyberpunk 2020: Recovery	Pine 06	RPG
7:00 PM - 12:00 AM	Savage Worlds: Space Marines!	Oak 07	RPG
7:00 PM - 12:00 AM	Turn of the Card: Stars Falling Over the Wasteland	Heritage B 10	RPG
7:00 PM - 12:00 AM	Deadlands Noir (Savage Worlds): The Cost of War	Oak 05	RPG
7:00 PM - 12:00 AM	Savage Worlds: The Loathe Boat	Oak 08	RPG
7:00 PM - 8:00 PM	Brew Fest!	Garage 74	Game Lab
7:00 PM - 8:00 PM	Rise of the Northmen	Garage 75	Game Lab
7:00 PM - 8:00 PM	Fireknife!	Garage 57	Board Games
7:00 PM - 8:00 PM	PAW Demo: Flashpoint: Fire Rescue	Discovery AB 34	Play & Win
7:00 PM - 8:00 PM	Regional Tournament Diamonds Semi-Final	Discovery AB 16/17/23/24	Board Games
7:00 PM - 8:00 PM	Staufer Dynasty	Discovery AB 22	Board Games
7:00 PM - 9:00 PM	The Glorious Fall	Garage 76	Game Lab
7:00 PM - 9:00 PM	LCC's - Lord of the Rings	Hemlock 05	CCG
7:00 PM - 9:00 PM	PAW Demo: Alchemists	Discovery AB 15	Play & Win
7:00 PM - 9:00 PM	PAW Demo: City Hall	Discovery AB 6	Play & Win
7:00 PM - 9:30 PM	Buffy the Vampire Slayer	Discovery AB 25	Board Games
7:00 PM - 10:00 PM	Q&DRPG -Fallout - Portland	Pine 01	RPG
7:00 PM - 11:00 PM	Call of Cthulhu LARP	Discovery D	LARP
7:00 PM - 11:00 PM	Shadowrun Missions: CMP 2010-04 Humanitarian Aid	Heritage B 04	Organized RPG
7:00 PM - 11:00 PM	Shadowrun Missions: CMP 2010-07 Congressional Conspiracies	Heritage B 05	Organized RPG
7:00 PM - 11:00 PM	Cubre Libre	Discovery AB 01	Board Games
7:00 PM - 11:00 PM	D&D 5e Adventures League: DDEX2-2 Embers of Elmwood - D&D Expeditions	Heritage B 12	Organized RPG
7:00 PM - 11:00 PM	Recyclers 2: School Lunch	Heritage B 09	RPG
7:00 PM - 11:00 PM	Savage Monty Python and the Holy Grail!	Oak 04	RPG
7:00 PM - 11:00 PM	SRM 06-04 Tick-Tock	Heritage B 06	Organized RPG
7:00 PM - 11:00 PM	Tales of the Arabian Nights	Discovery AB 32	Board Games
7:00 PM - 11:00 PM	The Forest for the Trees	Oak 06	RPG
7:00 PM - 11:00 PM	Savage Worlds: The Goblin Dragonhorn	Oak 03	RPG
7:00 PM - 11:00 PM	Shadowrun Missions	Heritage B 13	Organized RPG
7:00 PM - 11:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
7:00 PM - 11:00 PM	X-Wing Miniatures	Garage 70	Miniatures

SCHEDULE

## SATURDAY, MARCH 21ST

Time	Event	Location	Track
7:00 PM - 11:30 PM	Living Arcanis: A2 HP06 The Price of Honor	Heritage B 07	Organized RPG
7:00 PM - 11:30 PM	Living Arcanis: A2 SP08 To Die Alone	Heritage B 08	Organized RPG
7:00 PM - 11:30 PM	Living Arcanis Character Creation	Heritage B 14	Organized RPG
7:30 PM - 10:00 PM	Agents of SMERSH	Discovery AB 35	Board Games
7:30 PM - 10:00 PM	March of the Ants Tournament	Discovery AB 12	Board Games
7:30 PM - 10:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
8:00 PM - 12:00 AM	Arkham Horror	Discovery AB 33	Board Games
8:00 PM - 12:00 AM	D&D 5e Adventures League: DDEX 1-10 Tyranny in Phlan - Tyranny of Dragons	Heritage B 19	Organized RPG
8:00 PM - 12:00 AM	Eldritch Horror Saturday Night!	Discovery AB 31	Board Games
8:00 PM - 12:00 AM	Open Story Gaming	Upper Lobby 01	Indie RPG
8:00 PM - 12:00 AM	Shadows of Brimstone	Discovery AB 28	Board Games
8:00 PM - 12:00 AM	The Prison	Spruce 01	Indie RPG
8:00 PM - 12:00 AM	Blades in the Dark: Thieves of Duskwall	Upper Lobby 04	Indie RPG
8:00 PM - 12:00 AM	[MIB] Munchkin: Cheating for Charity	Garage 07	Board Games
8:00 PM - 1:00 AM	Turn of the Card: Promethean Society: Silent Red Sands...	Upper Lobby 02	Indie RPG
8:00 PM - 9:00 PM	Goblins	Garage 77	Game Lab
8:00 PM - 9:00 PM	Odysseus: Winds of Fate	Garage 78	Game Lab
8:00 PM - 9:00 PM	Hanabi	Discovery AB 05	Board Games
8:00 PM - 9:00 PM	PAW Demo: Sutakku	Discovery AB 34	Play & Win
8:00 PM - 9:00 PM	PAW Demo: The Resistance	Discovery AB 29	Play & Win
8:00 PM - 9:00 PM	Stauffer Dynasty	Discovery AB 22	Board Games
8:00 PM - 9:00 PM	Wits and Wagers Game Show	Alder	Board Games
8:00 PM - 10:00 PM	Concert: PDX Broadside	Discovery C	Special Events
8:00 PM - 10:00 PM	Deck Builders - DC Deckbuilding	Hemlock 06	CCG
8:00 PM - 10:00 PM	Regional Tournament Spike Final	Discovery AB 23	Board Games
8:00 PM - 10:00 PM	[MIB] Nanuk	Garage 05	Board Games
8:00 PM - 10:30 PM	Dice Masters - Sealed Tournament	Hemlock 03	CCG
8:00 PM - 11:00 PM	Dragon Dice Free Play/Demo	Discovery AB 26	Board Games
9:00 PM - 12:00 AM	Prophecy	Discovery AB 22	Board Games
9:00 PM - 1:30 AM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 20	Organized RPG
9:00 PM - 10:00 PM	PAW Demo: Clubs	Discovery AB 16	Play & Win
9:00 PM - 10:00 PM	PAW Demo: Coup	Discovery AB 08	Play & Win
9:00 PM - 10:00 PM	PAW Demo: Harbour	Discovery AB 15	Play & Win
9:00 PM - 10:00 PM	PAW Demo: One Night Ultimate Werewolf w/ Daybreak Expansion	Discovery AB 29	Play & Win
9:00 PM - 10:00 PM	PAW Demo: Party Game Evening Tapple/Telestrations	Discovery AB 34	Play & Win
9:00 PM - 11:00 PM	The New Science	Garage 47	Board Games
9:00 PM - 11:00 PM	Privateer press: Warmachine/hordes 50 point battles	Garage 67	Miniatures
10:00 PM - 12:00 AM	Deck Builders - Dominion	Hemlock 06	CCG
10:00 PM - 1:00 AM	Bastille Day	Pine 01	RPG
10:00 PM - 11:00 PM	Backstretch Empire	Garage 74	Game Lab

GAMESTORM 17  
 SATURDAY, MARCH 21ST

Time	Event	Location	Track
10:00 PM - 11:00 PM	Geistesblitz 5 vor 12	Discovery AB 08	Board Games
10:00 PM - 11:30 PM	Dirty Minds	Garage 37	Board Games
10:30 PM - 1:30 AM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
10:30 PM - 2:30 AM	D&D 5e Adventures League: DDEX 1-09 Outlaws of the Iron Route - Tyranny of Dragons	Heritage B 18	Organized RPG
10:30 PM - 11:00 PM	Tetris: Ubongo 3D	Discovery AB 36	Board Games
11:00 PM - 1:00 AM	Cards Against Humanity	Garage 33	Board Games
11:00 PM - 1:00 AM	Crabs Adjust Humidity	Garage 12	Board Games
11:00 PM - 2:00 AM	Freeform: Murder at Tanner Manor!	Discovery C	LARP
11:00 PM - 3:00 AM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW	Heritage B 21	Organized RPG
11:00 PM - 3:00 AM	Late Night Arkham Horror	Garage 51	Board Games
11:30 PM - 12:30 AM	YuGiOh - Open Play - Learn to Play	Hemlock 03	CCG
11:30 PM - 1:30 AM	Traditional: Are You A Werewolf?	Discovery D/E	LARP
11:30 PM - 1:30 AM	Betrayal at House on the Hill	Discovery AB 35	Board Games
Sunday, March 22nd			
12:30 AM - 8:30 AM	D&D 5e Adventures League: DDEX 1-11 Dark Pyramid of Sorcer's Isle - Tyranny of Dragons	Heritage B 22	Organized RPG
1:30 AM - 4:30 AM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
2:30 AM - 6:30 AM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 19	Organized RPG
3:00 AM - 7:30 AM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW	Heritage B 18	Organized RPG
3:30 AM - 7:30 AM	D&D 5e Adventures League: DDEX 1-03 Shadows Over the Moonsea - Tyranny of Dragons	Heritage B 21	Organized RPG
5:00 AM - 9:00 AM	D&D 5e Adventures League: DDEX 1-12 Raiders of the Twilight Marsh - Tyranny of Dragons	Heritage B 17	Organized RPG
6:00 AM - 6:00 PM	Jenga: GIANT WOOD TOWER	Discovery Lobby 01	Special Events
8:00 AM - 9:00 AM	Trans America	Discovery AB 18	Board Games
8:00 AM - 10:00 AM	Carcassonne	Discovery AB 04	Board Games
8:00 AM - 10:00 AM	[MIB] DICE GAMES	Garage 08	Board Games
8:00 AM - 10:00 AM	[MIB] Munchkin	Garage 07	Board Games
8:00 AM - 12:00 PM	D&D 5e Adventures League: DDEX 1-14 Escape from Phlan - Tyranny of Dragons	Heritage B 21	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 3-16 The Midnight Mauler	Heritage E 01	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 5-08 The Confirmation	Heritage E 02	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-07 Valley of the Veiled Flame	Heritage E 03	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-11 The Slave Master's Mirror	Heritage E 04	Organized RPG
8:00 AM - 1:00 PM	Pathfinder Society: 6-12 Scions of the Sky Key part 1: On Sharrowsmith's Trail	Heritage E 05	Organized RPG
8:00 AM - 2:30 PM	Puzzle: Puzzle Quest	Info Booth 01	Special Events
8:00 AM - 3:00 PM	[MIB] CON Frag-Sunday	Garage 01	Board Games

## SUNDAY, MARCH 22ND

Time	Event	Location	Track
8:00 AM - 6:00 PM	Pathfinder Society: 4-26 The Waking Rune	Heritage E 06	Organized RPG
8:30 AM - 2:30 PM	Runewars w/ Banners Of War	Discovery AB 32	Board Games
9:00 AM - 10:00 AM	Game Lab Open House	Garage 78	Game Lab
9:00 AM - 10:00 AM	Impossible Tower	Garage 75	Game Lab
9:00 AM - 10:00 AM	Robot Deputies in Outer Space	Garage 77	Game Lab
9:00 AM - 10:00 AM	Valeria: Card Kingdoms	Garage 76	Game Lab
9:00 AM - 10:00 AM	Trans Europa	Discovery AB 18	Board Games
9:00 AM - 10:00 AM	Using Your Gaming Skills in Business	Alder	Panels
9:00 AM - 11:00 AM	Flash Point Fire Rescue	Discovery AB 08	Board Games
9:00 AM - 11:00 AM	Hoity Toity	Discovery AB 25	Board Games
9:00 AM - 12:00 PM	Caylus	Discovery AB 01	Board Games
9:00 AM - 12:00 PM	PanzerBlitz/Panzer Leader	Discovery AB 14	Board Games
9:00 AM - 12:00 PM	1st Edition AD & D: Still More Adventures in the Fafling Ring	Pine 03	RPG
9:00 AM - 12:00 PM	The Schoolgirl RPG	Pine 01	RPG
9:00 AM - 1:00 PM	Advanced Dungeons & Dragon 2 ed	Heritage B 09	RPG
9:00 AM - 1:00 PM	Alchemists!	Discovery AB 21	Board Games
9:00 AM - 1:00 PM	Caverna	Discovery AB 11	Board Games
9:00 AM - 1:00 PM	Shadowrun Missions: CMP 2010-01 Manhunt	Heritage B 04	Organized RPG
9:00 AM - 1:00 PM	Shadowrun Missions: CMP 2010-08 Stormcrow Undone	Heritage B 05	Organized RPG
9:00 AM - 1:00 PM	Firefly: Finally, a Good Job	Pine 06	RPG
9:00 AM - 1:00 PM	Torchbearer: No Way Out	Oak 05	RPG
9:00 AM - 1:00 PM	SRM 06-01 Ten Fifty Seven	Heritage B 06	Organized RPG
9:00 AM - 1:00 PM	Shadowrun Missions	Heritage B 13	Organized RPG
9:00 AM - 1:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
9:00 AM - 1:30 PM	D&D 5e Adventures League: DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW	Heritage B 22	Organized RPG
9:00 AM - 2:00 PM	Fate Accelerated Edition (FAE): Nightvale: Summer Reading Program	Pine 02	RPG
9:00 AM - 3:00 PM	1830: The Game of Railroads and Robber Barons	Discovery AB 07	Board Games
9:00 AM - 5:00 PM	18NY	Discovery AB 15	Board Games
9:30 AM - 1:30 PM	D&D 5e Adventures League: DDEX 1-13 Pool of Radiance Resurgent - Tyranny of Dragons	Heritage B 18	Organized RPG
10:00 AM - 11:00 AM	The Seven Gem Caper	Garage 77	Game Lab
10:00 AM - 11:00 AM	Valeria: Card Kingdoms	Garage 76	Game Lab
10:00 AM - 11:00 AM	PAW Demo: Gravwell: Escape from the 9th Dimension	Discovery AB 23/24	Play & Win
10:00 AM - 11:00 AM	Regional Tournament 1st & Goal Semi Final	Discovery AB 16/17	Board Games
10:00 AM - 11:00 AM	Nintendo: StreetPass Hour	Cedar 02	Console
10:00 AM - 11:30 AM	Christian Gathering	Discovery C	Panels
10:00 AM - 12:00 PM	Countdown to Doomsday	Garage 74	Game Lab
10:00 AM - 12:00 PM	Game Design Toolkit: Test Drive	Garage 78	Game Lab
10:00 AM - 12:00 PM	Battle for Stalingrad	Discovery AB 28	Board Games



GAMESTORM 17  
 SUNDAY, MARCH 22ND

Time	Event	Location	Track
10:00 AM - 12:00 PM	Boffer Free For All!	Discovery D	LARP
10:00 AM - 12:00 PM	Creating House Rules for RPGs	Alder	Panels
10:00 AM - 12:00 PM	D&D: Dungeon Mastering 101	Spruce	Panels
10:00 AM - 12:00 PM	Elder Sign:Streets of Arkham	Discovery AB 31	Board Games
10:00 AM - 12:00 PM	Mice and Mystics	Discovery AB 09	Board Games
10:00 AM - 12:00 PM	[MIB] Chez Geek	Garage 04	Board Games
10:00 AM - 12:00 PM	[MIB] OGRE	Garage 02	Board Games
10:00 AM - 1:00 PM	Blowback: 1985	Upper Lobby 04	Indie RPG
10:00 AM - 1:00 PM	Fallout Equestria	Garage 68	Miniatures
10:00 AM - 1:00 PM	Open Story Gaming	Upper Lobby 03	Indie RPG
10:00 AM - 1:00 PM	Privateer press: Warmachine/hordes 35 point battles	Garage 67	Miniatures
10:00 AM - 2:30 PM	Living Arcanis: A2 HP07 Words of the Seer	Heritage B 07	Organized RPG
10:00 AM - 2:30 PM	Living Arcanis: A2 SP09 In Plain Sight	Heritage B 08	Organized RPG
10:00 AM - 4:00 PM	Drop-In Console	Cedar 01	Console
10:00 AM - 4:00 PM	Drop-In LAN Gaming	Boardroom 01	Console
10:00 AM - 4:00 PM	Rail Baron	Discovery AB 18	Board Games
10:00 AM - 6:00 PM	Battletech Solaris 7 Grinder	Garage 71	Miniatures
10:30 AM - 1:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
11:00 AM - 11:30 AM	Sleeping Queens	Garage 14	Children's Activities
11:00 AM - 12:00 PM	Wreck-a-Mecha	Garage 75	Game Lab
11:00 AM - 12:00 PM	Cheeky Monkey	Discovery AB 25	Board Games
11:00 AM - 12:00 PM	Fireknife!	Discovery AB 38	Board Games
11:00 AM - 12:00 PM	My Little Pony CCG	Hemlock 07	CCG
11:00 AM - 12:00 PM	PAW Demo: Double Feature	Discovery AB 34/35	Play & Win
11:00 AM - 12:00 PM	Regional Tournament The Game of 49 Final	Discovery AB 22	Board Games
11:00 AM - 1:00 PM	Blue Moon City	Discovery AB 03	Board Games
11:00 AM - 1:00 PM	Deck Builders - Dice Masters	Hemlock 06	CCG
11:00 AM - 1:00 PM	Dragon Dice Novice Tournament	Discovery AB 26	Board Games
11:00 AM - 1:00 PM	Dragon Dice Tournament	Discovery AB 27	Board Games
11:00 AM - 1:00 PM	LCG's - Netrunner	Hemlock 05	CCG
11:00 AM - 1:00 PM	Learn to play Star Trek Attack Wing	Garage 66	Miniatures
11:00 AM - 1:00 PM	Magic the Gathering – Pack Wars / Mini-Masters	Hemlock 01	CCG
11:30 AM - 2:30 PM	Fairview	Oak 07	RPG
11:30 AM - 3:30 PM	Call of Cthulhu: Bloodlines	Oak 01	RPG
11:30 AM - 3:30 PM	Savage Worlds: Crimson Blossoms- The Hana-fuda Run	Pine 04	RPG
11:30 AM - 3:30 PM	Dungeon World	Oak 08	RPG
11:30 AM - 3:30 PM	Mekanika - Dreams of the Machine	Oak 03	RPG
11:30 AM - 3:30 PM	Savage X-Com: Enemy Unknown!	Oak 06	RPG
11:30 AM - 4:30 PM	Fudge: Doctor Who / Torchwood	Oak 04	RPG
11:30 AM - 5:30 PM	At the Hands of an Angry God	Oak 02	RPG

SCHEDULE

## SUNDAY, MARCH 22ND

Time	Event	Location	Track
12:00 PM - 1:00 PM	Paper Tanks	Garage 77	Game Lab
12:00 PM - 1:00 PM	Shoot Down Santa	Garage 75	Game Lab
12:00 PM - 1:00 PM	Assassins Check-in	Discovery Lobby 02	Special Events
12:00 PM - 1:00 PM	PAW Demo: Lantern: The Harvest Festival	Discovery AB 23/24	Play & Win
12:00 PM - 1:00 PM	Regional Tournament Diamonds Final	Discovery AB 17	Board Games
12:00 PM - 1:00 PM	YuGiOh - Open Play - Learn to Play	Hemlock 03	CCG
12:00 PM - 2:00 PM	Jane Austen's Dreams	Garage 76	Game Lab
12:00 PM - 2:00 PM	Kickstart Your Game	Alder	Panels
12:00 PM - 2:00 PM	Suburbia Inc	Discovery AB 13	Board Games
12:00 PM - 2:00 PM	The New Science	Discovery AB 29	Board Games
12:00 PM - 2:00 PM	[MIB] Nightmare Chess	Garage 04	Board Games
12:00 PM - 2:00 PM	[MIB] The Stars are Right	Garage 06	Board Games
12:00 PM - 3:00 PM	Dork Tower	Discovery AB 37	Board Games
12:00 PM - 3:00 PM	Panzer	Discovery AB 08	Board Games
12:00 PM - 3:00 PM	Young Game Designer Workshop	Alder	Panels
12:00 PM - 4:00 PM	Merchant of Venus	Discovery AB 02	Board Games
12:00 PM - 4:00 PM	Recyclers Special: GameStorm	Heritage E 10	RPG
12:00 PM - 4:00 PM	X-Wing Miniatures	Garage 70	Miniatures
12:00 PM - 4:30 PM	D&D 5e Adventures League: DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW	Heritage B 19	Organized RPG
12:30 PM - 4:30 PM	D&D 5e Adventures League: DDEX 1-02 Secrets of Sokol Keep - Tyranny of Dragons	Heritage B 21	Organized RPG
1:00 PM - 2:00 PM	Speed and Spirit	Garage 75	Game Lab
1:00 PM - 2:00 PM	PAW Demo: Gravwell: Escape from the 9th Dimension	Discovery AB 23/24	Play & Win
1:00 PM - 2:00 PM	Roll for the Galaxy	Discovery AB 31	Board Games
1:00 PM - 2:00 PM	Who can be a Superhero?	Discovery AB 10	Board Games
1:00 PM - 2:30 PM	Swinging Jivecat Voodoo Lounge	Discovery AB 01	Board Games
1:00 PM - 3:00 PM	Dragon Dice: 3-Way Dragon Dice	Discovery AB 26	Board Games
1:00 PM - 3:00 PM	Deck Builders - Marvel Legendary	Hemlock 06	CCG
1:00 PM - 3:00 PM	LCG's - A Game of Thrones	Hemlock 05	CCG
1:00 PM - 3:00 PM	Pandemic: CONTAGION	Discovery AB 05	Board Games
1:00 PM - 3:00 PM	Prey for Daylight: Stormy Seas	Discovery C	LARP
1:00 PM - 3:00 PM	Sentinels of the Multiverse	Discovery AB 04	Board Games
1:00 PM - 3:00 PM	Star trek attack wing, massive battle	Garage 67	Miniatures
1:00 PM - 3:00 PM	Suburbia	Discovery AB 25	Board Games
1:00 PM - 4:00 PM	Magic the Gathering - Commander Open Play	Hemlock 01	CCG
1:00 PM - 4:00 PM	Regional Tournament 1st & Goal Final	Discovery AB 16	Board Games
1:00 PM - 5:00 PM	Warhammer 40k: 40k wrap up	Garage 63	Miniatures
1:00 PM - 5:00 PM	Burning Seas: David vs. Goliath (Taffy 3 vs Kurita)	Garage 65	Miniatures
1:00 PM - 5:00 PM	Gangs in Tale and Rhyme	Discovery D	LARP
1:00 PM - 5:00 PM	Rookie Night	Garage 62	Miniatures
1:30 PM - 3:00 PM	Russian Railroads	Discovery AB 06	Board Games

GameStorm 17  
SUNDAY, MARCH 22ND

Time	Event	Location	Track
1:30 PM - 4:30 PM	D&D 5e Adventures League: Learn-to-Play (DDEX1-1 Defiance in Phlan)	Heritage B 17	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 4-14 My Enemy's Enemy	Heritage E 01	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-03 The Technic Siege	Heritage E 02	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-05 Slave Ships of Absalom	Heritage E 03	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-09 By Way of Bloodcove	Heritage E 04	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-10 The Wounded Wisp	Heritage E 05	Organized RPG
1:30 PM - 6:30 PM	Pathfinder Society: 6-14 Scions of the Sky Key part 2: Kaava Quarry	Heritage E 07	Organized RPG
2:00 PM - 2:30 PM	7th Annual Miniature Painting Contest Judging	Info Booth 02	Special Events
2:00 PM - 3:00 PM	Inglorious Space	Garage 77	Game Lab
2:00 PM - 3:00 PM	PAW Demo: Double Feature	Discovery AB 35 Garage 34	Play & Win
2:00 PM - 3:00 PM	Play and Win Drawing	Alder	Special Events
2:00 PM - 3:00 PM	Roll for the Galaxy	Discovery AB 31	Board Games
2:00 PM - 4:00 PM	Pokemon - Learn to Play - Open Play	Hemlock 03	CCG
2:00 PM - 4:00 PM	[MIB] Chez Geek	Garage 04	Board Games
2:00 PM - 4:00 PM	[MIB] Munchkin	Garage 07	Board Games
2:00 PM - 4:30 PM	Lords of Xidit	Discovery AB 11	Board Games
2:00 PM - 5:00 PM	Star Trek Attack Wing Tournament 3	Garage 66	Miniatures
2:00 PM - 5:30 PM	The Apocalypse: Night Witches	Pine 02	RPG
2:00 PM - 6:00 PM	Cleadonia	Heritage E 09	RPG
2:00 PM - 6:00 PM	Shadowrun Missions: CMP 2010-02 Carbon Copy	Heritage B 04	Organized RPG
2:00 PM - 6:00 PM	Shadowrun Missions: CMP 2010-05 Lost Islands Found	Heritage B 05	Organized RPG
2:00 PM - 6:00 PM	D&D 5e Adventures League: DDEX 1-14 Escape from Phlan - Tyranny of Dragons	Heritage B 18	Organized RPG
2:00 PM - 6:00 PM	Call of Cthulhu: Goblin on Bourbon Street	Pine 05	RPG
2:00 PM - 6:00 PM	Morrow Project	Heritage B 12	RPG
2:00 PM - 6:00 PM	Open Story Gaming	Upper Lobby 03	Indie RPG
2:00 PM - 6:00 PM	Palladium: Rifts: Faith Fled	Pine 06	RPG
2:00 PM - 6:00 PM	SRM 06-02 Amber Waves of Grain	Heritage B 06	Organized RPG
2:00 PM - 6:00 PM	The Future Still Lives	Birch 01	Indie RPG
2:00 PM - 6:00 PM	The Uncorrupted	Pine 03	RPG
2:00 PM - 6:00 PM	Shadowrun Missions	Heritage B 13	Organized RPG
2:00 PM - 6:00 PM	Shadowrun Missions: Welcome to the 6th World	Heritage B 03	Organized RPG
2:00 PM - 6:30 PM	Living Arcanis: A2 HP Open	Heritage B 09	Organized RPG
2:00 PM - 6:30 PM	Living Arcanis: A2 SP10 To Be Released	Heritage B 10	Organized RPG
2:00 PM - 7:00 PM	Barren Trees	Oak 05	RPG
2:00 PM - 7:00 PM	Turn of the Card - Pirates of the Steam Age: A doomsday like any other	Pine 01	RPG
3:00 PM - 4:00 PM	Game Lab Evaluation	Garage 78	Game Lab
3:00 PM - 4:00 PM	Inglorious Space	Garage 76	Game Lab
3:00 PM - 4:00 PM	Wreck-a-Mecha	Garage 75	Game Lab

SCHEDULE



## SUNDAY, MARCH 22ND

Time	Event	Location	Track
3:00 PM - 4:00 PM	LCG's - Call of Cthulhu	Hemlock 05	CCG
3:00 PM - 4:00 PM	PAW Demo: Lantern: The Harvest Festival	Discovery AB 23/24	Play & Win
3:00 PM - 5:00 PM	Deck Builders - Ascension	Hemlock 06	CCG
3:00 PM - 5:00 PM	Formula Dé: Portland	Discovery AB 38	Board Games
3:00 PM - 5:00 PM	Ponies of war	Garage 67	Miniatures
3:00 PM - 5:00 PM	Rise of the Luftwaffe	Discovery AB 08	Board Games
3:00 PM - 5:00 PM	Tigris & Euphrates	Discovery AB 25	Board Games
3:00 PM - 6:00 PM	A Game of Thrones	Discovery AB 32	Board Games
3:00 PM - 6:00 PM	Dragon Dice Free Play/Demo	Discovery AB 26	Board Games
4:00 PM - 5:00 PM	Assassins Wrap-Up	Discovery Lobby 02	Special Events
4:00 PM - 5:00 PM	Gender and Gaming	Alder	Panels
4:00 PM - 6:00 PM	Sol: Cataclysm	Discovery AB 03	Board Games

SCHEDULE

**PURCHASE YOUR MEMBERSHIP FOR GAMESTORM18 ON  
SUNDAY, MARCH 22ND FOR ONLY \$25.**

**STOP BY REGISTRATION TO TAKE  
ADVANTAGE OF THIS GREAT DEAL!**

\*Offer available only at the Convention on March 22nd, 2015.

GAMESTORM 17  
TOP ATTRACTIONS

All Weekend Long

Puzzle Hunt - Protect the multiverse from time-traveling criminals! Visit the Info Desk to pick up puzzles. Solve alone or in teams.

Giant Jenga - It's four feet tall, and that's just when you start! Hard hats provided.

Play-and-Win - Come to the Game Library in the Garage, learn a new game, and submit your name afterwards for a chance to win that game! Drawing will be Sunday 2 PM at the Game Library.

Game Lab - Across from the Library in the Garage Play unpublished games. Test and give feedback to the designers. Win prizes!

Miniatures Painting Contest - Minis are available at the Info Desk. Judging is Sunday at High Noon. Quantities are limited.

Assassins - Come to the LARP desk near Discover D to sign up.

Envoy Championship - Demo sessions on Thursday, preliminary rounds on Friday/Saturday – can enter multiple times, advanced rounds on Saturday and Sunday. Participants are automatically entered into the PAW drawing. Winners are invited to play in national championship at Gen Con 2015 (including hotel room)

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Thursday

5 PM Dealers Hall Preview Opens.  
8 PM Musical Guests The Doubleclicks have a concert in Oak/Hemlock. Rawr!

Friday

5 PM Dark Dungeon: The movie will be showing in Alder and followed by Q&A with JR Ralls  
7 PM Fateful Friday: Make your own Fate in the Pine room.  
9 PM Remember the Fallen. Join us in celebrating the lives of those Fallen this last year, see Special Events for location.

Saturday

11 AM Pandemic: Survival Tournament begins  
5:30 PM The minions will be performing in Alder.  
7 PM Savage Saturday: Be surrounded by savages in the Oak room.  
8 PM Musical guests PDX BroadSides have a concert in Discovery C.

Sunday

10 AM Pre-Registration for GameStorm 18 begins  
6 PM Game Library Closes, so you better have returned any games you borrowed.



## 18xx

### 1817

Sat 9:00 AM-6:00 PM Paul Work Garage 53  
Building railroads and financial wheeling and dealing.

### 1830: The Game of Railroads and Robber Barons

Sun 9:00 AM-3:00 PM Craig Cowley Discovery AB 07  
Invest in railroad companies, then operate the companies you control. Buy trains, lay track, run trains to earn income. You might carefully manage a company for long term gain, or you might loot a company for quick profit, leaving someone else with the wreckage. 1830 is interactive, strategic, with sharp edges and steep drop-offs. New players welcome. Veteran players also welcome.

### 1862: Railway Mania in the Eastern Counties

Thu 2:00 PM-9:00 PM Michael Monical Garage 51  
1862 is an 18xx tile laying, train buying, stock manipulating, and mentally challenging brainburner of a board game not meant for the faint of heart. Covers the area NE of London.

### 18Dixie

Fri 9:00 AM-4:00 PM Michael Monical Garage 22  
18Dixie is an 18xx tile laying, train buying, stock manipulating, and mentally challenging brainburner of a board game not meant for the faint of heart. Sit in the South, latest release of Mark Derrick of Chattanooga TN.

### 18NEB

Fri 5:00 PM-10:00 PM Paul Work Garage 22  
Railroad building in the great state of Nebraska.

### 18NY

Sun 9:00 AM-5:00 PM Michael Monical Discovery AB 15  
18NY is an 18xx tile laying, train buying, stock manipulating, and mentally challenging brainburner of a board game not meant for the faint of heart. Cover creation of the NYC Railroad through New York

### 18OE - On the Rails of the Orient Express

Sat 9:00 AM-6:00 PM Michael Monical Garage 46  
18OE is an a monster 18xx tile laying, train buying, stock manipulating, and mentally challenging brainburner of a board game not meant for the faint of heart. Latest release of Mark Frazier of DICE Games, maker of 18C2C. We will be playing a smaller scenario.

### 1989

Thu 2:00 PM-5:30 PM Steven Flannigan Garage 41  
1989: Dawn of Freedom is an exciting, fast paced game simulating the end of the Cold War in 1989. During this amazing year, a series of democratic revolutions ended the 40 year Soviet empire in Eastern Europe. 1989 simulates the political, social and economic aspects of these revolutions using a card-driven system similar to Twilight Struggle.

### 3 Hour Xia

Sat 10:00 AM-1:00 PM Dave Perry Discovery AB 02  
You start as a new captain of a small starship. Where you go from there is up to you. Be an explorer, trader, miner, pirate or smuggler. Any path can lead to success or death.

### 7 Wonders

Thu 2:00 PM-3:00 PM Joseph Hatfield Garage 35  
Sat 10:30 AM-12:00 PM Aaron Deline Discovery AB 33  
Lead one of the many great cities of the ancient world. Draft cards to gain resources and complete your wonders and more to gain the most victory points and be crowned the supreme ancient ruler.

### 7 Wonders: Leaders and Babel Tower

Thu 3:00 PM-4:30 PM Joseph Hatfield Garage 35  
Take control of a great city of the Ancient World! Draft your cards carefully to build your city to greatness. Playing with the Leaders and the Babel Tower half of the Babel expansion.

### 7 Wonders: Leaders and Great Works

Thu 10:30 PM-12:00 AM Joseph Hatfield Garage 35  
Take control of a great city of the Ancient World! Draft your cards carefully to build your city to greatness. Playing with the Leaders and the Great Works half of the Babel expansion.

A Distant Plain

Fri 7:00 PM-12:00 AM  
 Steven Flannigan  
 Discovery AB 28  
 A Distant Plain drops you into the ongoing war in Afghanistan. For the first time in the Series, two counterinsurgent (COIN) factions must reconcile competing visions for Afghanistan in order to coordinate a campaign against a dangerous twin insurgency. A Distant Plain adapts familiar Cuba Libre mechanics to the conditions of Afghanistan without adding rules complexity.

A Game of Thrones

Sun 3:00 PM-6:00 PM  
 John Fundak  
 Discovery AB 32  
 3 to 6 players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side?

A Study in Emerald

Thu 8:00 PM-10:30 PM  
 Eric Endres  
 Garage 23  
 A game of Martin Wallace’s deck-building, area control, semi-cooperative Sherlock Holmes/Lovecraft masterpiece, A Study in Emerald. New players welcome.

Ad Astra

Fri 4:00 PM-5:00 PM  
 Charles Lindsay  
 Discovery AB 20  
 In Ad Astra (To the Stars), you will guide one of the five factions of future humanity in its exploration of the galaxy. Wield powerful technology, reshape newly discovered planets to give a new home to man, and explore the mysterious relics of a long-lost alien civilization.

Advanced Civilization

Fri 9:00 AM-6:00 PM  
 Craig Cowley  
 Garage 58  
 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. New players welcome. Old players also welcome.

Adventurers

Pyramid of Horus

Fri 9:00 AM-10:00 AM  
 Paul Powell  
 Garage 51  
 Players are adventurers, and they go in, plunder, and try to escape the pyramid.

Temple of Chac

Fri 8:00 AM-9:00 AM  
 Paul Powell  
 Garage 51  
 This is an Indiana Jones-style game, where the object is to escape the collapsing temple with as much loot as you can carry.

Agents of SMERSH

Sat 7:30 PM-10:00 PM  
 Robert Beachler  
 Discovery AB 35  
 Ever wanted to be 007? In this story developing game Agents of SMERSH, players work together while moving their agents around the world picking up “intel” to learn the plans of the nefarious Dr. Lobo and defeat him.

Airlines Europe

Fri 2:00 PM-4:00 PM  
 Paul Powell  
 Discovery AB 25  
 In Airlines Europe, you acquire stocks and establish routes for the 10 airlines in the game. You are jockeying with the other players to establish the most victory points.

Aladdin’s Dragons

Sat 3:00 PM-5:00 PM  
 Heather Drake  
 Discovery AB 04  
 Match wits with fellow fortune hunters in this quintessential blind bidding game. Loot treasure from the dragons’ caves, make the most of the city’s merchants and magic, finesse your way past the palace guards, and steal away with as many of the Caliph’s powerful artifacts as your pockets can hold.

Alchemists!

Thu 7:00 PM-11:00 PM  
 Jason Alexander  
 Garage 45  
 Fri 9:00 AM-1:00 PM  
 Jason Alexander  
 Garage 36  
 Sun 9:00 AM-1:00 PM  
 Jason Alexander  
 Discovery AB 21  
 Deduction game using worker placement, fixed number of turns.

Among the Stars

Fri 9:00 AM-10:00 AM  
 Jeremy Chaney  
 Garage 13  
 Fri 4:00 PM-5:00 PM  
 Jeremy Chaney  
 Discovery AB 19  
 A space themed card drafting game: <https://www.boardgamegeek.com/boardgame/110277/among-stars>

## BOARD AND CARD GAMES

### Ankh-Morpork Leadership Crisis

Sat 12:00 PM-2:00 PM

Marcus Evenstar

Discovery AB 33

Can your cunning & guile fulfill your plan to control the proudest & most pestilent city of the Disc? Enlist minions, bury the competition, and extort money but beware of random magic and nefarious actions that will thwart your plot.

### Apples to Apples

Fri 11:30 AM-1:30 PM

Andrea Oxman

Garage 37

Fun card game with plenty of chances to laugh, etc.

### AquaSphere

Fri 12:00 PM-3:00 PM

Kevin Moore

Garage 13

Fri 8:00 PM-11:00 PM

Paul Kushnir

Garage 18

Sat 8:00 AM-11:00 AM

Doug Bloomer

Discovery AB 07

The AquaSphere is a research facility stationed deep below the ocean's surface, and your skilled team — consisting of an engineer, a scientist, reprogrammable bots and exploratory submarines — is trying to gather as much data as possible. A challenging game of strategy and tactics with different paths to victory that requires planning in advance as well as skillful use of short-term opportunities.

### AquaSphere Tournament

Sat 2:00 PM-4:00 PM

Play And Win Team

Discovery AB 11

Sat 2:00 PM-4:00 PM

Play And Win Team

Discovery AB 12

Sat 2:00 PM-4:00 PM

Play And Win Team

Discovery AB 18

Sat 2:00 PM-4:00 PM

Play And Win Team

Discovery AB 19

Sat 4:00 PM-6:00 PM

Play And Win Team

Discovery AB 18

This 2-round tournament is part of PAW program and all participants will be entered into the drawing to win a copy of AquaSphere. Each game will take 90-120 minutes. Winners of the first game will advance to the final round. Tournament winner will receive a copy of the game as prize. Demo sessions of the game will be run on Thursday and Friday.

### Argent: the Consortium

Fri 2:00 PM-6:00 PM

Doug Bloomer

Discovery AB 07

Argent University of Magic needs a Chancellor, will it be you? Send your student wizards to the various rooms of the university to secure the resources that will get you elected.

### Arkham Horror

Sat 8:00 PM-12:00 AM

Marcus Evenstar

Discovery AB 33

Gateways to places beyond imagination are opening up all over Arkham, releasing creatures to stalk the night. Pitted against these overwhelming odds is a small band of investigators determined to beat back the uncaring forces of the universe. They'll delve deep into the mysteries of the Mythos and use all of their skills, weapons, and spells if they want to have even a slim chance of success.

### Attila

Thu 3:00 PM-5:00 PM

Martin Lamssies

Garage 28

Migration of the Germanic Tribes! Players influence the migrations of the Germanic tribes to the Roman empire. The winner is the player who has exerted the best influence on the most successful of the tribes.

### Avalon (A variant of The Resistance)

Fri 10:00 AM-11:00 AM

Charles Lindsay

Garage 60

Avalon, a variant of 'The Resistance', pits Arthurian Knights against the evil Mordred and his minions. A key addition is Merlin who is told at the beginning of the game who the evil players are, but if the evil players lose the game they can try to 'off' Merlin by correctly guessing his identity. Other roles include Loyal Servants of Arthur, Percival, Minions of Mordred, Oberon, and Morgana.

### Awakening The Bear/Price of Honor

Sat 9:00 AM-1:00 PM

Dean Halley

Discovery AB 14

Awakening the Bear and Price of Honor are Euro-style games of WW2 squad level combat in Russia and Poland. The game places you in the role of an infantry Company Commander by emphasizing the choices and decisions you have to make in combat.

### Bang: the Dice Game

Fri 11:00 AM-12:00 PM

Nicholas Lauman

Garage 59

Age limit +8. This is a fast paced version of Bang.

BOARD AND CARD GAMES

Baseball Highlights 2045 Tournament

Sat 10:00 AM-12:00 PM	Play And Win Team	Discovery AB 16
Sat 10:00 AM-12:00 PM	Play And Win Team	Discovery AB 17
Sat 10:00 AM-12:00 PM	Play And Win Team	Discovery AB 23
Sat 10:00 AM-12:00 PM	Play And Win Team	Discovery AB 24
Sat 12:00 PM-2:00 PM	Play And Win Team	Discovery AB 16
Sat 12:00 PM-2:00 PM	Play And Win Team	Discovery AB 17

This 3- or 4-round tournament of Baseball Highlights 2045 is part of PAW program, and all participants will be entered into the PAW drawing for a cop of the game. Early-round games takes about 30 minutes, including a warm-up game and a 3-game series, while the final round (45 minutes) features the full 7-game world series. Tournament winner will receive a copy of the game.

Battle for Stalingrad

Sun 10:00 AM-12:00 PM	Seth Howard	Discovery AB 28
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The Battle for Stalingrad lasted 200 days, from July 17, 1942 to February 2, 1943. Hitler himself had ordered the capture of the key Soviet city, and his armies were determined to carry out his orders. Opposing the German armies were the civilians and armed forces of Russia. In desperate house-to-house fighting the two sides fought, bleed, and froze in the chilling Russian winter.

Battlefest

Fri 6:00 PM-8:00 PM	Vincent Metal	Discovery AB 26
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Battlefest is a large-scale format for Dragon dice. Army values are 60 points with no restriction on Mages. If you would like to participate but do not know how to play, come by before the tournament during one of our Free Play/Demo times.

Battlestar Galactica

Thu 12:00 PM-4:00 PM	Craig Cowley	Garage 50
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A remnant of the human race seeks a safe home, prey to Cylon threats from without, treachery within. For the humans to succeed, the players must trust each other and work together, but one or more of them are secretly Cylons, seeking to win by extinguishing the humans.

Belfort

Thu 4:00 PM-6:00 PM	Cole Munro-Chitty	Garage 18
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You want to play Belfort, I want to play and teach it!

Betrayal at House on the Hill

Sat 11:30 PM-1:30 AM	Robert Beachler	Discovery AB 35
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Players take on the persona of a stereotypical horror film victim. the game starts somewhat cooperative: players are basically exploring the haunted house gathering items and encountering weirdness. Once the Haunt starts, one of the players is now the traitor and they turn against the other players who have to fight for their lives and defeat the evil that now awaits or die.

Blazing Inferno

Sat 9:00 AM-10:00 AM	Nathan Monger	Discovery AB 21
Sat 2:00 PM-3:00 PM	Nathan Monger	Discovery AB 21

Protect yourself from the forest fire or use it as a weapon against your neighbors

Blue Moon City

Sun 11:00 AM-1:00 PM	Brian James	Discovery AB 03
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Using cards you will move about the ruined city and rebuild the structures that make it up, collecting Dragon Scales and Crystals as you do. Be the first to make the appropriate number of crystal sacrifices and you win!

Brew Crafters

Fri 10:00 AM-1:00 PM	Justin Lowmaster	Garage 46
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1. Build your own craft brewery.
2. Sell Beer.
3. Profit.

Bruxelles 1893

Thu 6:30 PM-8:30 PM	Cole Munro-Chitty	Garage 18
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You want to play Bruxelles 1893, I want to play and teach it!

BSG: Daybreak

Sat 4:00 PM-8:30 PM	Eric Endres	Discovery AB 30
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A game of Battlestar Galactica featuring elements from the Daybreak expansion. This is meant for experienced BSG players, but you do not need to have played anything with Daybreak before.

## BOARD AND CARD GAMES

**Buffy the Vampire Slayer**

Sat 7:00 PM-9:30 PM

Matt Sargent

Discovery AB 25

The Master has come to Sunnydale. Play as Buffy, Xander, Willow and Oz and defeat him if you can!

**Byzantium**

Thu 7:30 PM-9:30 PM

Steven Flannigan

Garage 16

In 632 AD, the Byzantine Empire is the target of furious jihad from the Saracens. You play neither side, rather you attempt to play both sides against the other to your own advantage. Byzantium is a Euro-style wargame by Martin Wallace in which players choose actions from a common menu (like Agricola).

**Caesar**

Fri 4:00 PM-8:00 PM

David McCloskey

Discovery AB 37

Avalon Hill classic board game of Julius Caesar's siege of the fortress of Alesia during the Gallic campaign. Updated player aids.

**Camel Up**

Thu 6:00 PM-7:00 PM

Paul Kushnir

Garage 36

Thu 7:00 PM-8:00 PM

Paul Kushnir

Garage 36

Thu 8:00 PM-9:00 PM

Paul Kushnir

Garage 36

Thu 9:00 PM-10:00 PM

Paul Kushnir

Garage 36

Thu 10:00 PM-11:00 PM

Paul Kushnir

Garage 36

The 2014 Spiel des Jahres winner! Bet on crazy camel racing!

**Campaign Trail**

Fri 6:00 PM-10:00 PM

Andrew Nisbet

Discovery AB 31

Campaign Trail allows players the opportunity to campaign through the length and breadth of the USA, returning, as necessary, to those areas which may need an additional pep talk (and further funding). Unlike other American election games, Campaign Trail has a cheery luck factor which does seem an accurate reflection of the largest circus in the world.

**Carcassonne**

Sun 8:00 AM-10:00 AM

Benjamin Venable

Discovery AB 04

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it.

**Cards Against Humanity**

Thu 11:00 PM-1:00 AM

Benjamin Venable

Garage 61

Fri 11:00 PM-1:00 AM

William Staab

Garage 61

Sat 11:00 PM-1:00 AM

Benjamin Venable

Garage 33

Cards Against Humanity is a party game for horrible people and is as despicable and awkward as you and your friends.

**Castles of Burgundy**

Sat 8:00 AM-10:30 AM

Matt Sargent

Discovery AB 03

Roll dice, place tiles, score points! This game has everything!

**Castles of Mad King Ludwig**

Thu 4:00 PM-6:00 PM

Jeff Isom

Garage 16

Sat 8:00 AM-10:00 AM

Jeff Isom

Discovery AB 09

In the tile-laying game Castles of Mad King Ludwig, players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria...one room at a time. You see, the King loves castles, having built Neuschwanstein and others, but now he's commissioned you to build the biggest, best castle ever — subject, of course, to his ever-changing whims.

**Caverna**

Thu 6:00 PM-10:00 PM

Jason Ley

Garage 27

Fri 2:00 PM-5:00 PM

Matt Sargent

Discovery AB 04

Sat 9:00 AM-1:00 PM

Jason Ley

Discovery AB 11

Sun 9:00 AM-1:00 PM

Jason Ley

Discovery AB 11

Caverna: The Cave Farmers is a worker-placement game at heart, with a focus on farming. In the game, you are the bearded leader of a small dwarf family that lives in a little cave in the mountains.

**Caylus**

Sun 9:00 AM-12:00 PM

Steven Bunnell

Discovery AB 01

To strengthen the borders of the Kingdom of France, King Philip the Fair decided to have a new castle built. For the time being, Caylus is but a humble village, but soon, workers and craftsmen will be flocking by the cartload, attracted by the great prospects. Around the building site, a city is slowly rising up.



BOARD AND CARD GAMES

Channel A: The Anime Pitch Game

Sat 1:00 PM-3:00 PM Michael Hopcroft Discovery AB 32  
In this creative card game, your job is to come up with Japan’s next anime hit, based on a set premise and using only the word cards in your hand to create a title. You too can make a show about a Heartwarming Conspiracy! Knowledge of anime tropes helpful but not essential.

Cheeky Monkey

Sun 11:00 AM-12:00 PM Heather Drake Discovery AB 25  
Go ahead, draw just one more! How far will you push your luck as you try to assemble the best collection of exotic animals? Draw one too many and you might lose them all. And look out for that monkey -- he’s cheeky!

Circus Maximus

Sat 11:00 AM-3:00 PM Seth Howard Garage 28  
Attention Citizens of Rome! The Annual Circus Maximus Race is upon us! Who will victorious and hold aloft the trophy? Who will crash & burn and tarnish his family’s name? This the event you are looking for!

Colosseum

Fri 12:00 PM-2:00 PM Steven Bunnell Garage 31  
In Colosseum each player is a Roman impresario - producing great spectacles in his or her arena in the hopes of attracting the most spectators.

Combat Commander Tournament

Fri 5:00 PM-1:00 AM Seth Howard Garage 23  
Combat Commander: Europe is a card-driven board game covering tactical infantry combat in the European Theater of World War II. One player takes the role of the Axis (Germany) while another player commands the Allies (America or Russia). These two players will take turns playing one or more “Fate” cards from their hands in order to activate his units on the mapboard for various military functions.

Concordia

Thu 11:00 PM-1:00 AM Jason Ley Garage 22  
Fri 9:00 AM-11:00 AM Jason Ley Garage 24  
Sat 1:00 PM-3:00 PM Heather Drake Discovery AB 04  
Concordia is a peaceful strategy game of economic development in Roman times for 2-5 players. Instead of looking to the luck of dice or cards, players must rely on their strategic abilities. In the game, colonists are sent out from Rome to create cities which produce bricks, food, tools, wine, and cloth. Players start with an identical set of playing cards and acquires more cards during the game.

Condottiere

Thu 4:00 PM-5:00 PM Peter Drake Garage 31  
Struggle for control of 13th-century Italy in this attractive, light game. Mechanisms: hand management / bidding / area control.

Conquest of Planet Earth

Fri 1:00 PM-3:00 PM Robert Beachler Garage 36  
Sat 1:00 PM-3:00 PM Robert Beachler Discovery AB 35  
A fast paced game of terrifying alien invaders, futile human resistance, and 50’s SciFi Movie Action. Unleash waves of flying saucers to blast human resistance into submission with death rays and terrifying weapons of war as you unleash powerful alien technologies on Earth but beware these pitiful humans are not defenseless. They will fight to the last to defend their planet.

Container

Sat 3:00 PM-5:30 PM Steven Bunnell Garage 51  
Container is a game about big ships and big production.

Crabs Adjust Humidity

Sat 11:00 PM-1:00 AM William Staab Garage 12  
Crabs Adjust Humidity is an unofficial expansion to Cards Against Humanity, the party game for horrible people which is as despicable and awkward as you and your friends. Are the unauthorized fan expansions better than the original? Find out during this event.

Crude

Fri 9:00 AM-12:30 PM Dan Hyer Garage 18  
From 1974 Crude is one of the earlier modern games. Players compete as owners of energy companies building their production and refining empire, and anticipating economic cycles. First player to 750 million wins. This game has a fair amount of luck, and does not have built in catch up mechanism, but is still fun. New players welcome.

### Cubre Libre

Sat 7:00 PM-11:00 PM Dale Smith Discovery AB 01  
The fast playing, "knife fight in a phone booth installment in the COIN series, Cuba Libre covers the Cuban Revolution of the late 1950s. Four factions--the Government, the Communists, their arch rivals the Directorio and the Syndicate-- vie for control of the island, each with it's own victory conditions and methods of operating. A military-political game using euro mechanics.

### Dead of Winter

Fri 7:30 PM-9:30 PM Christopher Pitts Discovery AB 18  
The cold winter is upon us and there are dangerous threats outside the colony wall as well as inside. Play the hit semi-cooperative game from Plaid Hat Games where players take the role of a colony of survivors trying desperately to save civilization as well as complete their own selfish goals. New players welcome.

### Descent Second Edition

Sat 2:00 PM-5:00 PM Evan Lance Garage 49  
Descent: Journeys in the Dark (Second Edition) is a board game in which one player takes on the role of the treacherous overlord, and up to four other players take on the roles of courageous heroes.

### Deus

Sat 2:00 PM-4:00 PM Dave Perry Discovery AB 02  
As the leader of an ancient civilization explore unknown lands in order to develop your empire. Found new cities and construct building in order to exploit natural resources, establish trade routes. Set out to conquer barbarian villages or increase your scientific knowledge. Pay tribute to the Gods by making offerings and by building fabulous temples.

### Die Macher

Sat 9:00 AM-3:00 PM Craig Cowley Garage 55  
Chart the course of your national political party through 5-7 (German) state elections. Apply limited resources to achieve the best possible result. This classic game of electoral politics has been called "the perfect game." It's surprisingly elegant.

### Diplomacy

Fri 1:00 PM-9:30 PM Jonathan Work Garage 54  
Everyone has a country and is trying to capture as many supply centers as they can through diplomacy.

### Dirty Minds

Sat 10:00 PM-11:30 PM Andrea Oxman Garage 37  
The world's cleanest "dirty" game.

### Dominant Species

Thu 6:00 PM-11:00 PM Craig Cowley Garage 50  
Seeking to thrive in a changing world, each animal class will adapt to the existing environment, work to shape that environment to its own advantage (and to the disadvantage of its rivals), discover and migrate into new territory. Be ready to fight other animals, because there is never enough for everybody. And stay ahead of the advancing ice.

### Dominion

Fri 3:30 PM-5:30 PM Benjamin Venable Garage 39  
In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. 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.

### Dork Tower

Sun 12:00 PM-3:00 PM Marcus Evenstar Discovery AB 37  
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!

### Dragon Dice

#### 3-way

Sun 1:00 PM-3:00 PM Vincent Metal Discovery AB 26  
This time will be set out for 3-way games. An interesting format, 3-way Dragon Dice is played with a central Frontier terrain. Standard 36 point build with 50% mage restriction in place.

GAMESTORM 17  
 BOARD AND CARD GAMES

Dragon Dice (Cont.)

<b>Free Play/Demo</b>		
Thu 3:00 PM-6:00 PM	Vincent Metal	Garage 52
Fri 12:00 PM-3:00 PM	Vincent Metal	Garage 52
Fri 8:00 PM-11:00 PM	Vincent Metal	Discovery AB 26
Sat 12:00 PM-3:00 PM	Vincent Metal	Discovery AB 26
Sat 8:00 PM-11:00 PM	Vincent Metal	Discovery AB 26
Sun 3:00 PM-6:00 PM	Vincent Metal	Discovery AB 26

During this time, you can come by and find a friendly game or learn how to play this fascinating strategic game. Don't own any Dragon Dice? Come on by and we will have plenty to teach you to play with.

Novice Tournament

Thu 6:00 PM-8:00 PM	Vincent Metal	Garage 52
Fri 3:00 PM-5:00 PM	Vincent Metal	Discovery AB 26
Sat 6:00 PM-8:00 PM	Vincent Metal	Discovery AB 26
Sun 11:00 AM-1:00 PM	Vincent Metal	Discovery AB 26

An introduction to Dragon Dice. This is for people new to Dragon Dice what want to learn to play. The actual length may vary based on how many players show up. Dice will be provided, so the only thing you need to bring is yourself.

Tournament

Sat 6:00 PM-8:00 PM	Vincent Metal	Discovery AB 27
Sun 11:00 AM-1:00 PM	Vincent Metal	Discovery AB 27

Dragon Dice Tournament. You will need to provide your own army. Standard 36 point build with 50% mage restriction in place. If you are unfamiliar with how to play, stop by before the tournament during our Demo/Free play times and we would love to teach you.

Dune

Fri 7:00 PM-11:00 PM	Dan Hyer	Discovery AB 22
Fri 7:00 PM-10:00 PM	Seth Howard	Discovery AB 14

Set thousands of years in the future, Dune the boardgame is based on the Frank Herbert novels about an arid planet at the heart of the human space empire's political machinations.This is a game of alliances for up to 6 players. The game ends when one alliance controls a certain number of strongholds. Familiarity with the game is encouraged, but not necessary.

Dungeon Fighter

Fri 11:00 PM-1:00 AM	Paul Kushnir	Garage 18
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A dungeon-crawler where you're throwing dice...literally!

Dungeon Lords

Fri 11:00 AM-3:30 PM	Brian James	Garage 34
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Are you ready to take on the role of a master dungeon maker? to defend against adventurers who come to loot and pillage the wonderful underground lair you have created? Who will be the most evil Dungeon Lord? Will it be you?

Dungeon Petz

Sat 11:00 AM-2:00 PM	Chad Urso McDaniel	Discovery AB 19
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A different kind of worker placement game with monstrously cute pets that you raise and clean up after.

Dungeon Twister

<b>Basic</b>		
Thu 2:00 PM-4:00 PM	Peter Drake	Garage 31

<b>2-3 games</b>		
Fri 5:00 PM-8:30 PM	Nick Kessler	Discovery AB 06

Dungeon Twister is a strategic, maze-like, competitive board game. One game lasts about two hours with four people. You do not need to be familiar with the game to play, but familiarity is a plus.

2 vs 2

Fri 1:30 PM-6:30 PM	Nicholas Noe	Garage 14
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Dungeon Twister is a strategy game set in a dungeon, similar to an abstract strategy game and with a dice-less combat system. This will be a team game, 2 vs 2, using multiple expansions.

### Dunwich Horror

Fri 10:00 AM-4:00 PM Andy Tauber Garage 35  
Once again, terror has come to this time spreading to the small country town of Dunwich, just a few miles from Arkham. The area is filled with rolling hills, many of which are topped with mysterious stone circles or the ramshackle houses of the recluses who live outside of town. At night, the piping of the whippoorwills fills the air, while lightning bugs dance in the witch-haunted hallows.

### Elder Sign

#### Base game

Thu 3:00 PM-6:00 PM Andy Tauber Garage 34  
It is 1926, and the museum's extensive collection of exotic curios and occult artifacts poses a threat to the barriers between our world and the elder evils lurking between dimensions. Gates to the beyond begin to leak open, and terrifying creatures of increasing strength steal through them. Animals, the mad, and those of more susceptible minds are driven to desperation by the supernatural forces.

#### Streets of Arkham

Fri 4:00 PM-6:00 PM Dale Braun Discovery AB 21  
Sat 4:00 PM-6:00 PM Dale Braun Discovery AB 25  
Sun 10:00 AM-12:00 PM Dale Braun Discovery AB 31  
Elder Sign's newest expansion takes the fight outside the museum! We'll play the Streets of Arkham game mode, trying to defeat 1 of the 4 new Ancient Ones.

### Eldritch Horror

#### Base game

Sat 7:00 PM-12:00 AM Dale Braun Garage 60

#### Mountains of Madness

Thu 7:00 PM-12:00 AM Dale Braun Garage 60  
Play the latest expansion for Eldritch Horror! We'll play one of two scenarios that use the new sideboard for Antarctica. All expansions included, so you could see investigators, location events and monsters from base set, Forbidden Lore and Mountains of Madness! Open to all players, but it would help to read the rules before joining (available at boardgamegeek.com and fantasyflightgames.com)

#### Saturday Night!

Sat 8:00 PM-12:00 AM Joseph Hatfield Discovery AB 31  
Eldritch Horror is a cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One – that is, an elder being intent on destroying our world. Discover the true name of Azathoth or battle Cthulhu on the high seas.

### Epic Spell Wars of the Battle Wizards

Sat 9:30 AM-11:30 AM Jeanne Winslow Discovery AB 18  
Do you have the cojones to totally melt a Dude's face with MAGIC????

### Epic Vs Awesome

Fri 7:00 PM-7:30 PM	Gaby Weidling	Garage 58
Fri 8:30 PM-9:00 PM	Gaby Weidling	Garage 58
Sat 9:30 AM-10:00 PM	Gaby Weidling	Discovery AB 38
Sat 10:30 AM-11:00 PM	Gaby Weidling	Discovery AB 39
Sat 11:30 AM-12:00 PM	Gaby Weidling	Discovery AB 40
Sat 12:30 PM-1:00 PM	Gaby Weidling	Discovery AB 41
Sat 1:30 PM-2:00 PM	Gaby Weidling	Discovery AB 42
Sat 2:30 PM-3:00 PM	Gaby Weidling	Discovery AB 43
Sat 3:30 PM-4:00 PM	Gaby Weidling	Discovery AB 44
Sat 4:30 PM-5:00 PM	Gaby Weidling	Discovery AB 45
Sat 5:30 PM-6:00 PM	Gaby Weidling	Discovery AB 46
Sat 6:30 PM-7:00 PM	Gaby Weidling	Discovery AB 47
Sat 8:30 PM-9:00 PM	Gaby Weidling	Discovery AB 48

Epic Vs Awesome is a light party word game from Lone Shark Games. We need 4-8 people to come help us find the epic and the awesome!

### Escalation

Fri 4:00 PM-5:00 PM Nicholas Lauman Discovery AB 08  
play cards higher than your opponent dont take the trick. most cards in the end loses.

BOARD AND CARD GAMES

Evolution Tournament

Fri 3:00 PM-4:00 PM	Play And Win Team	Discovery AB 16
Fri 3:00 PM-4:00 PM	Play And Win Team	Discovery AB 17
Fri 3:00 PM-4:00 PM	Play And Win Team	Discovery AB 23
Fri 3:00 PM-4:00 PM	Play And Win Team	Discovery AB 24
Fri 4:00 PM-5:00 PM	Play And Win Team	Discovery AB 18

This 2-round tournament of Evolution is part of the PAW program. All participants will be entered into the PAW drawing for a copy of the game. Each game takes about 45 minutes. Winners of the first round will advance to the final round. Finalists will receive custom Evolution coasters as prizes. Tournament winner will also receive a custom dinosaur start player meeple.

Fief: France 1429

Sat 2:30 PM-5:00 PM	Seth Howard	Discovery AB 36
Sat 5:00 PM-10:00 PM	Doug Bloomer	Discovery AB 07

Conquer a Barony, get yourself elected King or maybe Pope! Men-at-Arms, Knights, marriages, taxes, sieges, assassination, the occasional plague.

Fire In The Lake

Sat 11:00 AM-4:30 PM	Dan Carey	Discovery AB 20
Sat 7:00 PM-12:00 AM	Steven Flannigan	Discovery AB 14

Fire in the Lake dives headlong into the momentous and complex battle for South Vietnam. You will re-live US heliborne sweeps of the jungle and Communist infiltration of the South, and go into inter-allied conferences, Saigon politics, interdiction of the Ho Chi Minh Trail, air defense of Northern infrastructure, graduated escalation, and media war. This is a Euro-style wargame.

Firefly: The Game

Basic		
Fri 12:00 PM-2:30 PM	Seth Howard	Garage 26
Thu 2:30 PM-4:30 PM	Evan Lance	Garage 26
Sat 9:00 AM-11:00 AM	Evan Lance	Discovery AB 35

In Firefly: The Game – based on the popular Firefly television series created by Joss Whedon – players captain their own Firefly-class transport ship, traveling the ‘Verse with a handpicked crew of fighters, mechanics and other travelers.

Local Color!

Fri 7:00 PM-12:00 AM	Dale Braun	Discovery AB 21
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Firefly:The Game, along with the boardgamegeek expansion - Local Color! Adds in something to do when you’re in a sector with a non-supply planet.

Fireknife!

Thu 7:00 PM-8:00 PM	Peter Drake	Garage 31
Fri 7:00 PM-8:00 PM	Peter Drake	Garage 37
Sat 7:00 PM-8:00 PM	Peter Drake	Garage 57
Sun 11:00 AM-12:00 PM	Peter Drake	Discovery AB 38

It’s the end of the lu’au and time for the thrilling Samoan fireknife dance. Spin your flaming machete, toss it high into the air, and even light your tongue on fire! Learn the best sequence of moves, press your luck, and avoid nasty fumbles to perform the most impressive dance.

Flash Duel: Betrayal at Raid on Deathstrike Dragon

Sat 8:00 AM-10:00 AM	Nicholas Noe	Discovery AB 36
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Flash Duel, using the Betrayal at Raid on Deathstrike Dragon rules. 1 vs 4 with a secret traitor!

Flash Point: Fire Rescue

Fri 3:00 PM-5:00 PM	Joanne Panas	Discovery AB 35
Sun 9:00 AM-11:00 AM	Robert Beachler	Discovery AB 08

The call comes in... “911, what is your emergency?” On the other end is a panicked response of “FIRE!” Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. The team has only seconds to assess the situation and devise a plan of attack – then you spring into action like the trained professionals that you are.

Flying Colors

Fri 2:00 PM-6:00 PM	Peter Drake	Discovery AB 09
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Naval combat in the age of sail! This is a hex-and-counter simulation wargame; hard-core grognards consider it “light”, other gamers consider it “heavy”. You needn’t have played before, but it would help if everyone has read the rules so we can sit down and start playing. They can be found here:<http://www.gmtgames.com/p-273-flying-colors-reprint-edition.aspx>



### Formula Dé: Portland

Sun 3:00 PM-5:00 PM

Peter Drake

Discovery AB 38

In this GameStorm tradition, ten cars race around Portland International Raceway. Choose your gear carefully, roll the dice, and push your brakes and tires to the limit. If any part of your car other than the front bumper crosses the finish line, you're not driving hard enough!

### Fortune & Glory

#### Basic

Fri 6:00 PM-10:00 PM

Adam Scott Glancy

Discovery AB 08

Fortune & Glory is a board game of globe-trotting, two-fisted adventure in the style of 1930s Pulp Adventure. Players can race each other to get the arcane artifacts or they can play cooperatively against the game itself, fighting Nazis, Gangsters or Cultists. Get rich or save the world!

#### The Cliffhanger Game

Sat 9:00 AM-1:00 PM

Dale Braun

Discovery AB 25

Indiana Jones, as interpreted by Flying Frog Productions (Last Night On Earth, A Taste of Evil). We'll play the competitive version of the game. Game includes all expansions EXCEPT Sands of Cairo.

### Fresco Big Box

Thu 2:00 PM-4:00 PM

Jeff Isom

Garage 16

Fri 8:30 AM-10:30 AM

Jeff Isom

Garage 44

Come play Fresco! We'll have all the expansions available to play and can choose based on preference and experience. In Fresco, players are master painters, working to restore a fresco in a Renaissance church. Mixing and buying paints, deploying your apprentices to paint the fresco or paint portraits all lead to your chance to be the most prestigious painter in the city.

### Funeral Games

Thu 7:00 PM-11:00 PM

Dale Smith

Garage 46

317 B.C. Alexander the Great has been dead for six years. His generals war among the selves to see who will replace him. Two of the most talented meet in Asia Minor at Paraitacene to fight it out. Using epic scale the fast-playing Commands and Colors Ancients System, each player will command a wing of troops.

### Fury of Dracula

Sat 9:00 AM-12:00 PM

Peter Drake

Discovery AB 04

Four hunters chase the sinister Count Dracula across Europe, desperately trying to stop him before he can create an undead army.

### Galaxy Trucker: Anniversary Edition

Thu 3:00 PM-6:00 PM

Scot McDonald

Garage 12

Thu 6:00 PM-9:00 PM

Scot McDonald

Garage 12

Galaxy Trucker: Anniversary Edition is a special release of Galaxy Trucker which includes all expansions to date. Experienced galaxy truckers will appreciate the increased difficulty (sometimes bordering on insane!) the expansions can provide, while even less experienced truckers will appreciate the game-to-game variety the expansions afford.

### Geistesblitz 5 vor 12

Sat 10:00 PM-11:00 PM

Josh Laison

Discovery AB 08

Geistesblitz, or Ghost Blitz, is a zany simultaneous puzzle-solving game in which players race to grab one of several wooden pieces determined by a flipped card. Geistesblitz 5 vor 12 is the third game in the series, which adds several crazy twists (including the optional rules, which we'll be using), making it even zanier!

### Ghost Panzer Game

Fri 5:30 PM-9:30 PM

Dean Halley

Discovery AB 34

Ghost Panzer is a World War 2 game of squad level combat from the Band of Brothers game series. It differs from other squad level game systems like ASL and Conflict of Heroes in that units have to take morale checks to fire or move. It provides a unique view of combat at the squad level that is different from other squad level games that you may have played.

### Glass Road

Fri 9:00 AM-11:00 AM

Cole Munro-Chitty

Garage 15

Fri 10:30 AM-12:30 PM

Jeff Isom

Garage 44

Sat 10:00 AM-12:00 PM

Jeff Isom

Discovery AB 09

Glass Road is a game that commemorates the 700-year-old tradition of glass-making in the Bavarian Forest. You must skillfully manage your glass and brick production in order to build the right structures that help you to keep your business flowing. Cut the forest to keep the fires burning in the ovens, and spread and remove ponds, pits and groves to supply yourself with the items you need.

GAMESTORM 17  
 BOARD AND CARD GAMES

Gold is for the Greedy

Thu 2:00 PM-3:00 PM	Nathan Monger	Garage 17
Sat 8:00 AM-9:00 AM	Nathan Monger	Discovery AB 21

This is a unique dice fighting, treasure grabbing, creature rolling, good time, ‘cause greed is good, isn’t it?

Greenland

Sat 1:00 PM-4:00 PM	Doug Bloomer	Discovery AB 07
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In Greenland three cultures try to survive as the global cooling beginning in the 11th century. Hunt, domesticate, innovate, raid and colonize to strengthen and enrich your tribe.

Gunman’s Law

Thu 12:00 PM-2:00 PM	Seth Howard	Garage 49
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A tabletop game of the Old West that uses fast-action cards (a la the old Statis-Pro sports games) to resolve conflicts.

Gut Bustin’ Games Ghetto

Fri 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 02
Fri 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 03
Fri 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 04
Fri 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 09
Fri 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 10
Fri 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 11
Sat 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 02
Sat 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 03
Sat 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 04
Sat 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 09
Sat 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 10
Sat 6:00 PM-10:00 PM	Lisa Steenson	Discovery AB 11

Redneck Life, Trailer Park Wars!, Oh Gnome You Don’t!, Cheap Shot, and Flea Marketeers...Come and join us for a Gut Bustin’ Great Time! Play as many of our games as you wish during the block of time.

Hacker

Sat 4:00 PM-6:00 PM	Marcus Evenstar	Discovery AB 33
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Before the flash & noise of the Web, the internet was a much different place. Crack codes, hack sites and phreak your friends in the award-winning classic of electronic mayhem. Can you become the one, true Net Ninja?

Hanabi

Sat 8:00 PM-9:00 PM	Nicholas Lauman	Discovery AB 05
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Think indian poker as a cooperative game. try to give hints and guidance to build.

Hansa Teutonica

Sat 12:00 PM-2:00 PM	Steven Bunnell	Garage 51
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Players in Hansa Teutonica assume the roles of merchants in the famed Hansaetic League during the 12th or 14th or some similar century, seeking to increase their prestige through developing their trading skills, establishing trade networks among the Hansaetic cities, and founding counting offices along the way.

Hegemonic

Fri 2:00 PM-6:00 PM	Steven Flannigan	Discovery AB 28
Sat 2:00 PM-6:00 PM	Steven Flannigan	Discovery AB 14

Hegemonic is a fast-paced game of galactic expansion, empire-building, conflict, and intrigue. You must expand your control over the sectors of the galaxy, build up your industrial, political, and martial capability, develop awe-inspiring technologies, and carefully time your actions to outmaneuver the other empires. No dice. Enemies can inhabit the same vicinity. Vita breva, astra magnus.

Here I Stand

Fri 2:00 PM-8:00 PM	William Crittenden	Discovery AB 15
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Here I Stand is a six-player war game based on the religious and military conflicts of the Reformation in 16th Century Europe. Due to complexity and time constraints players need to be familiar with the HIS game system. We will probably play the three-turn 1532 tournament scenario.

Hoity Toity

Sun 9:00 AM-11:00 AM	Heather Drake	Discovery AB 25
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You will do anything to assemble the most valuable art collection: spend down the family fortune, swipe money from the auction house, even steal your 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.

### Impulse

Thu 7:00 PM-9:00 PM Eric Endres Garage 13  
Impulse is a card game by Carl Chudyk that cleverly uses cards in different ways to create a competitive 4x experience. New players welcome.

### Kanban

Fri 7:00 PM-11:00 PM Lawrence Myers Discovery AB 35  
This is a point-based game in which players are all factory workers in an auto plant, assembling cars, designing, testing, and upgrading car parts and holding meetings to compete for the best benefits, based on your successes. Turns are based on Action Point Allowance System, Point to Point Movement, and Worker Placement.

### Kemet

Sat 6:00 PM-9:00 PM Eric Endres Garage 52  
Kemet is a tactical game that rewards conflict and timing and opportunity. New players welcome. New players welcome.

### Kids Game WorkShop

Sat 9:00 AM-12:00 PM Eric Kennedy Garage 27  
Do you have young kids and want to get them interested in board games? Have you ever "lost" a copy of Candy Land so you'd never have to play it again? Drop by with or without your kids and learn to play some games that can work well with ages 4 and up. We'll have multiple games and players will be limited only to the number of tables we can acquire.

### King of New York

Thu 4:00 PM-5:00 PM Paul Powell Garage 43  
This is a game of monster combat (think Godzilla or "Kaiju"). Either be the king of the hill, and beat everyone down, or find other ways to reach the 20 fame point goal.

### Kings of Air and Steam

Fri 1:00 PM-3:00 PM Brian Hevlin Garage 55  
A small but fierce rivalry of shipping barons must manage their amazing airships and the extensive railroad system in order to get goods to the cities before the demand is met by someone else.

### Kingsport Festival

Thu 2:30 PM-4:30 PM William Staab Garage 61  
Kingsport Festival is the Cthulhu Mythos reimplementation of the dice rolling, worker placement game Kingsburg. As the high priest of a shadowy cult, you must dominate the city. Invoke cosmic creatures and unholy gods to receive their "gifts", but you must take care to preserve your sanity and thwart the investigators who seek to stop you. You are the bad guys. Why settle for the lesser evil?

### Kremlin

#### Base Game

Fri 3:00 PM-5:00 PM Martin Lamssies Discovery AB 33  
Loosely based on the politics of the Communist Party in the Soviet Union. The object is for a player's faction to control the Party Chief and to 'wave' during the annual October Parade to show personal control of the Communist Party.

#### Avalon Hill

Thu 7:00 PM-9:00 PM Seth Howard Garage 33  
A game of political intrigue set in the Soviet Politburo. The game consists of a large number of politician cards, some of which form the first politburo. Politicians have certain stats (preferred offices, for instance) and an age. Will be using the 3rd edition. Will have multiple copies for more players.

### L'Aéropostale

Thu 5:00 PM-9:00 PM Doug Bloomer Garage 14  
L'Aéropostale is the story of the growth and development of the very first air cargo companies. Will you be the first to get the mail all the way from Europe to Lima!

### Late Night Arkham Horror

Fri 10:00 PM-2:00 AM Seth Howard Garage 33  
Sat 11:00 PM-3:00 AM Riley Crowder Garage 51  
Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham.

### Legendary Encounters

Thu 2:00 PM-4:00 PM Aaron Deline Garage 13  
Legendary Encounters "Aliens" is based on the Legendary heroes system except this full co-op and either your team or the Aliens win. It is A deck builder with 4 basic games based on the movies.

BOARD AND CARD GAMES

Letters from Whitechapel

Fri 8:00 PM-12:00 AM Scott Rose Garage 26  
It is the late summer of 1888, the city is London....the largest metropolitan center in the world. 5 women on London's Eastside were the victim of the most notorious serial killer in History. 4 Nights of Horror immortalized the name "Jack the Ripper" The police never found him out... perhaps you can do better.

Level 7 [Escape]

Fri 10:00 AM-1:00 PM Dale Braun Garage 25  
LEVEL 7 [ESCAPE] is a semi-cooperative, story-driven survival-horror board game for 1-4 players with nerves of steel and a willingness to confront the impossible.We'll play one of the first four scenarios...

Liberte

Thu 5:00 PM-7:30 PM Steven Flannigan Garage 15  
Liberté covers the French Revolution from the meeting of the Estates- General in 1789 to the Directory and General Napoleon Bonaparte's coup d'état in 1799. In Liberté, players shape the political landscape of revolutionary France. They compete in provincial elections, lead the army, and contest key provinces to score victory points.

Little Pig

Fri 10:00 AM-11:00 AM Timothy V Eisner Butzen Garage 43  
Fri 6:00 PM-7:00 PM Timothy V Eisner Butzen Discovery AB 12  
In Little Pig players each take on the role of three little pigs who are competing to become the Three Little Pigs of storied fame and legend. Little Pig, build quickly, build wisely and build safely because the Big Bad Wolf is on the loose. Little Pig is local design company Weird City Game's second title and soon to be released on Kickstarter!

Lords of Vegas w/ Up expansion

Fri 4:00 PM-6:00 PM Paul Powell Discovery AB 25  
You play the role of one of the early investors in the Las Vegas strip, and the object of the game is to score the most victory points. We are also playing with the Up! expansion, which increases the player count to 6, and adds the ability to grow casinos vertically, thus increasing the value of those casinos.

Lords of Xidit

Fri 9:00 AM-11:30 AM Matt Sargent Garage 47  
Sun 2:00 PM-4:30 PM Matt Sargent Discovery AB 11  
Monsters are attacking the lands of Xidit! Jump astride your trusty steed and go forth to defend the countryside, rallying troops and defeating the invaders. Lords of Xidit is an exciting action programming game set in the world of Seasons. It is a retheme/upgrade of the classic game Himalaya.

Mad Scientist University

Sat 9:30 AM-11:30 AM Michael Hopcroft Discovery AB 10  
It's final exams at Mad Scientist University! Let your inner megalomaniac out to play as you try to complete fantastic tasks with whatever you have at your disposal. Can you win the election with gerbils?

Madiera

Fri 9:00 AM-1:00 PM Doug Bloomer Garage 17  
Develop and exploit the islands of Madiera. An intricate and demanding euro Madiera allows the players to create a wide variety of strategies for dominance.

Mansions of Madness

Sat 10:00 AM-4:00 PM Andy Tauber Garage 36  
Up ahead, isolated in the countryside, stands a secluded mansion. This is where the clues have led you. This is where you will finally find the answers you have been seeking. As you advance through the driving rain, the dim light dancing in the windows gives the appearance of a dozen sinister eyes watching. The walls are infested with evil and the great house seems to stare at you with hostility.

March of the Ants

Sat 12:00 PM-2:00 AM Timothy V Eisner Butzen Discovery AB 06  
Explore, forage, evolve, and march your way to victory in this dynamic strategy board game set in the world of ants.March of the Ants is the brand new game from local game design company Weird City Games.

March of the Ants Tournament

Sat 5:00 PM-7:00 PM Timothy V Eisner Butzen Discovery AB 05/06/12/13  
Sat 7:30 PM-10:00 PM Timothy V Eisner Butzen Discovery AB 12  
Explore, forage, evolve, and march your way to victory in this dynamic strategy board game set in the world of ants. Compete with other players in a friendly and fun two round tournament complete with exciting prizes. March of the Ants is a brand new game from local game design company Weird City Games.

### Merchant of Venus

Sun 12:00 PM-4:00 PM Steven Flannigan Discovery AB 02  
Fight Pirates! Buy goods as demand fluctuates! Dodge asteroids! Deliver passengers! Merchant of Venus players take on the roles of space traders who move their ships through interconnected systems discovering new alien worlds to trade with, purchasing better ships and equipment (shields, lasers, engines) and constructing spaceports (which speed up trading).

### Mice and Mystics

Fri 10:30 AM-12:30 PM Evan Lance Garage 16  
Sun 10:00 AM-12:00 PM Evan Lance Discovery AB 09  
In Mice and Mystics players take on the roles of those still loyal to the king – but to escape the clutches of Vanestra, they have been turned into mice!

### Monster Kart Mayhem

Sat 3:00 PM-5:00 PM Jacob Wood Garage 37  
Monster Kart Mayhem is a racing adventure for two or more monsters (the more the grusomer). There's no Game Monster to dictate the outcome; just you and your fellow ghoulis compatriots and a few dice to decide your fate.

### Navegador

Thu 2:00 PM-4:00 PM Steven Bunnell Garage 25  
This game is inspired by the Portuguese Age of Discoveries in the 15th-16th century.  
Fri 5:00 PM-7:00 PM Cole Munro-Chitty Discovery AB 13

### Navia Dratp

Sat 12:00 PM-3:00 PM Nicholas Noe Discovery AB 03  
Come play Navia Dratp, an abstract strategy game with constructed teams of minatures!

### Nothing Personal

Fri 10:00 AM-1:00 PM Paul Powell Garage 51  
Each player represents a mafia "family". The object of the game is to earn the most "respect" (victory points) by the end of the game.

### Outpost

Thu 6:00 PM-10:00 PM Aaron Deline Garage 30  
Outpost takes place on the most distant planet in the know universe. Each player takes on the role of a colony Commander as they manage resources and build colony upgrades to construct the greatest Outpost on this remote world. This is a bidding game at its core and where Friedemann Friese got his idea for Powergrid!

### Pandemic

#### Contagion

Sat 9:00 AM-10:00 AM Art Colvig Discovery AB 22  
Thu 4:00 PM-6:00 PM Scott Rose Garage 24  
Fri 4:00 PM-6:00 PM Scott Rose Garage 24  
Sun 1:00 PM-3:00 PM Scott Rose Discovery AB 05  
In Pandemic... you have fought the viruses and have had a few victories... and many defeats. Now... you get to be the Virus and wage your war against the world and bring it down. Contagion is a quick card based game of Viral mayhem. Quick play times means several sessions of play could easily be done in the allotted time so come by and catch a game.

#### On The Brink

Thu 8:00 PM-10:30 PM Joseph Hatfield Garage 35  
Can you save a world that is besieged by several plagues? Come together to stop the diseases before the world is ravaged! Included the On The Brink expansion.

### Pandemic: Survival Tournament

Sat 11:00 AM-12:30 PM Play and Win Team Heritage F 01  
Sat 1:00 PM-2:30 PM Play and Win Team Heritage F 01  
2-player teams compete in a moderated duplicate-Pandemic game to be either the first to find all 4 cures or the last team surviving. Moderator will explain tournament rules in full prior to the start of the game. The winning team is invited to play in the national championship at Gen Con 2015.

### Panzer

Sun 12:00 PM-3:00 PM Seth Howard Discovery AB 08  
Will be teaching/playing the new Panzer series by GMT Games. This is an updated system by John Day from the original Yaquinto Games.



GAMESTORM 17  
 BOARD AND CARD GAMES

PanzerBlitz/Panzer Leader

Sun 9:00 AM-12:00 PM
 Greg Moore
 Discovery AB 14  
 Avalon Hill WWII tactical board games first published in the 1970's. Several small historical scenarios of my own devising will be available to play.

Pax Porfiriana

Sat 12:00 PM-3:00 PM
 Ric Bernat
 Discovery AB 10  
 This highly interactive game by Phil Eklund is based on the reign of Mexican dictator Porfirio Díaz, who ruled until toppled by the 1910 Revolution. New players are welcome. As a rich businessman in pre-revolutionary borderlands of the U.S. and Mexico, players build business empires of ranches, mines, rails, troops, and banks while subverting opponents with bandidos, Indians, and lawsuits.

Power Grid

Austrailia/India
 Sat 12:00 PM-4:00 PM
 Craig Cummings
 Discovery AB 28  
 China/Korea
 Thu 4:00 PM-7:00 PM
 Steven Bunnell
 Garage 25  
 Deluxe Europe
 Thu 9:00 PM-12:00 AM
 Chris Ballowe
 Garage 24  
 Deluxe North America
 Fri 9:00 PM-12:00 AM
 Chris Ballowe
 Discovery AB 25

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size.

Primordial Soup

Thu 5:00 PM-7:30 PM
 Jonathan Olson
 Garage 57  
 Sat 1:30 PM-4:00 PM
 Jonathan Olson
 Garage 47  
 Eat, move, divide... life is simple when you're an amoeba!

Project GIPF

Thu 5:00 PM-7:00 PM
 Nicholas Noe
 Garage 59  
 Project GIPH is a celebrated series of abstract strategy games. Come enjoy some elegant mechanics!

Prophecy

Sat 9:00 PM-12:00 AM
 Art Colvig
 Discovery AB 22  
 Prophecy is a Talisman-style game by Vlaadar Chvátíl. The players represent fantasy characters on a path through a land full of adventure with the goal of grabbing ancient artifacts from the claws of demons guarding the surrounding astral realms.

Puerto Rico

Sat 9:00 AM-12:00 PM
 Steven Bunnell
 Garage 51  
 In Puerto Rico players assume the roles of colonial governors on the island of Puerto Rico.

Pyrite Isle

Fri 10:00 PM-1:00 AM
 Nathan Monger
 Garage 39  
 A game of buried treasures, sea battles, and pirate diplomacy...

Ra the Dice Game

Sat 8:00 AM-9:30 AM
 Nicholas Lauman
 Discovery AB 06  
 Roll the dice choose and advance your marker.

Rail Baron

Sun 10:00 AM-4:00 PM
 Craig Cummings
 Discovery AB 18  
 Build your railroad empire across America, and be the first to earn a fortune running that empire.

Railways of the Western U.S.

Fri 9:00 AM-12:00 PM
 Steven Bunnell
 Garage 31  
 Revisit the early days of the Age of Steam as you begin with a locomotive and a vision.

Rampage (aka Terror In Meeple City)

Thu 3:00 PM-4:00 PM
 Paul Powell
 Garage 43  
 This is a mild dexterity game. Kids enjoy it, and adults do, too! Destroy the buildings. Knock out the teeth of your fellow monsters. Eat the meeples.

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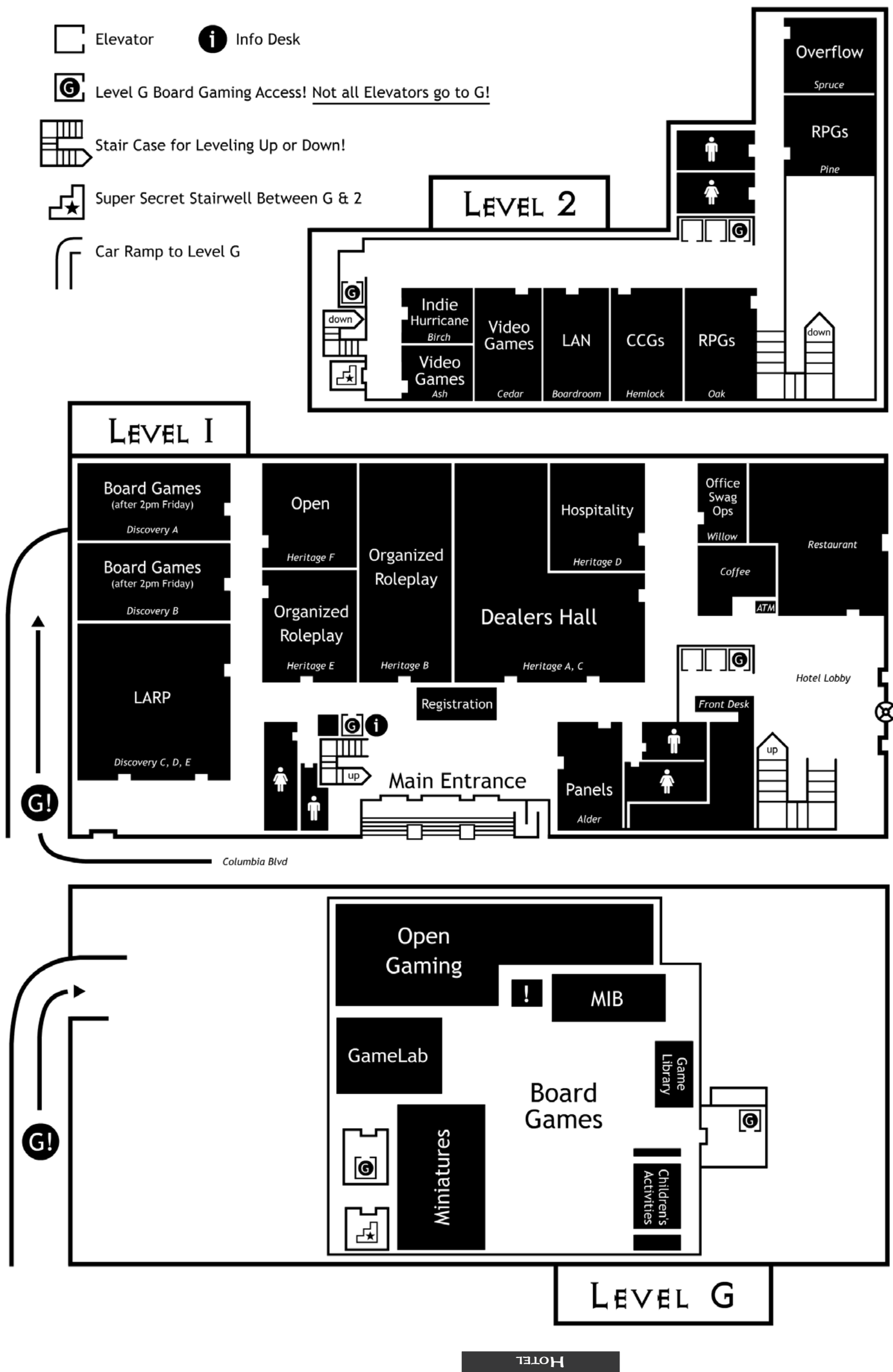
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## CONVENTION ROOM MAP



Cheapass  
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## BARCELONA

a pub game for 2 to 5 players

An original FREE  
GAME just for  
you!

### How to Play:

Divide a poker deck into two decks, one red and one black.

Shuffle the red and black decks separately. Everyone antes a coin. Then, everyone draws one card from each deck. Everyone should now have one red and one black card.

Simultaneously, every player reveals one card. The player who reveals the lowest card may *force a showdown*, or may *drop out of the game*. For determining lowest card, Aces are low, and suits (from lowest to highest) are Clubs, Diamonds, Hearts, and Spades.

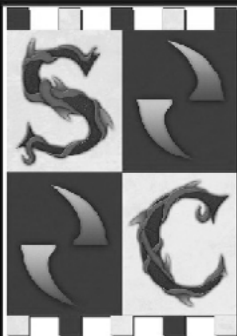
If a player drops out, the player with *next lowest card* has the option, and so on. Each player in turn may either drop out, or force a showdown. You cannot drop out until you are the lowest card remaining.

In a showdown, all cards are revealed. The player who holds the highest *black card* wins, and all the losers (that is, those who have not yet dropped out) pay the winner a number of coins equal to the value of their *red card*. Aces are worth 1 coin, and all face cards are worth 10. The winner also collects the antes. If there is no showdown, the surviving player wins, and takes only the antes.

Play several rounds. Preferably while drinking.



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# SILVERTHORNE CRAFTS

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### Red Dragon Inn

Thu 6:00 PM-7:00 PM Charles Lindsay Garage 61  
 You and your adventuring companions have spent all day slogging through the Dungeon, killing monsters and taking their stuff. Now you're back in town, healed up, cleaned up, and ready to party at the Red Dragon Inn. Drink, gamble, and roughhouse with your friends. But don't forget to keep an eye on your Gold!

### Red7

Sat 2:00 PM-2:30 PM Eric Endres Discovery AB 30  
 A game of Carl Chudyk's new card game, Red7. Beginners welcome.

### Regional Tournament 1st & Goal Final

Sun 1:00 PM-4:00 PM Play And Win Team Discovery AB 16  
 This event is part of PAW program and a sponsored regional tournament. No sign-up allowed. Participants are winners of semi-final round games. Finalists will play a 3-game series. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.

### Regional Tournament 1st & Goal Preliminary rounds

Fri 2:00 PM-3:00 PM Play And Win Team Discovery AB 16/17/23/24  
 Fri 8:00 PM-9:00 PM Play And Win Team Discovery AB 16/17/23/24  
 This event is part of PAW program and a sponsored regional tournament. All participants will be entered into drawing for a copy of the game. In addition, winner of each game is advanced to the quarter-final on Saturday. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.

### Regional Tournament 1st & Goal Quarter-Final

Sat 6:00 PM-7:00 PM Play And Win Team Discovery AB 16/17/23/24

### Regional Tournament 1st & Goal Semi Final

Sun 10:00 AM-11:00 AM Play And Win Team Discovery AB 16/17

### Regional Tournament Diamonds Final

Sun 12:00 PM-1:00 PM Play And Win Team Discovery AB 17  
 Sat 7:00 PM-8:00 PM Play And Win Team Discovery AB 16

### Regional Tournament Diamonds Semi-Final

Sat 7:00 PM-8:00 PM Play And Win Team Discovery AB 17/23/24  
 This event is part of PAW program and a sponsored regional tournament. No sign-up allowed. Participants are winners of preliminary round games. Winners advance to the final round. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.

### Regional Tournament Spike Final

Sat 8:00 PM-10:00 PM Play And Win Team Discovery AB 23  
 This event is part of PAW program and a sponsored regional tournament. No sign-up allowed. Participants are winners of preliminary round games. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.

### Regional Tournament Spike Preliminary Round

Fri 12:00 PM-2:00 PM Play And Win Team Garage 49/50  
 Sat 3:00 PM-5:00 PM Play And Win Team Discovery AB 23/24  
 This event is part of PAW program and a sponsored regional tournament. All participants will be entered into drawing for a copy of the game. In addition, winner of each game is advanced to the final on Saturday. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.

### Regional Tournament The Game of 49 Final

Sun 11:00 AM-12:00 PM Play And Win Team Discovery AB 22  
 This event is part of PAW program and a sponsored regional tournament. No sign-up allowed. Participants are winners of preliminary round games. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.

### Regional Tournament The Game of 49 Preliminary Round

Fri 12:00 PM-1:00 PM Play And Win Team Garage 41/42  
 Sat 3:00 PM-4:00 PM Play And Win Team Discovery AB 16/17  
 This event is part of PAW program and a sponsored regional tournament. All participants will be entered into drawing for a copy of the game. In addition, winner of each game is advanced to the final on Sunday. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.



BOARD AND CARD GAMES

Regional Tournament: Diamonds Preliminary Round

Fri 10:00 AM-11:00 AM	Play And Win Team	Garage 41/42/49/50
Fri 4:00 PM-5:00 PM	Play And Win Team	Discovery AB 16/17/23/24
Sat 2:00 PM-3:00 PM	Play And Win Team	Discovery AB 16/17/23/24
Sat 5:00 PM-6:00 PM	Play And Win Team	Discovery AB 16/17/23/24

This event is part of PAW program and a sponsored regional tournament. All participants will be entered into drawing for a copy of the game. In addition, winner of each game is advanced to the semi-final on Saturday. Regional tournament winner receives invitation (including paid lodging) to play in national championship at Gen Con 2015.

Restless in Pieces

Thu 3:00 PM-4:00 PM	Nathan Monger	Garage 17
Fri 8:00 AM-9:00 AM	Nathan Monger	Garage 39

You are a Zombie looking for your lost body parts...

Rise of the Luftwaffe

Sun 3:00 PM-5:00 PM	Seth Howard	Discovery AB 08
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Rise of the Luftwaffe is the first in Down in Flames series of card games that simulate WW2 air combat. Each player has a hand of maneuver cards which he uses to improve his position relative to an enemy plane or fire on the enemy.

Roborally - Mandantory Overtime

Fri 8:00 PM-12:00 AM	Marcus Evenstar	Discovery AB 36
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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 hapless minion can still fall into a trap, crusher or laser because your fingers lied to you...

Roll for the Galaxy

Thu 2:00 PM-3:00 PM	Dale Braun	Garage 58
Fri 2:00 PM-3:00 PM	Dale Braun	Discovery AB 21
Sat 2:00 PM-3:00 PM	Dale Braun	Discovery AB 25
Sun 1:00 PM-2:00 PM	Dale Braun	Discovery AB 31
Sun 2:00 PM-3:00 PM	Dale Braun	Discovery AB 31

Roll for the Galaxy is a dice game of building space empires for 2-5 players. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins!

Roll Through the Ages: The Iron Age

Fri 5:00 PM-7:00 PM	Scott Rose	Discovery AB 18
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A recent reprisal of the incredibly popular Roll Through the Ages dice game, this game has some new twists. Now you have warfare, trade and resource management to consider, as well as demanding tribute from your fellows as you prove how mighty you are. But now... fate can intervene and provide you unexpected boons or banes.

Royals

Fri 10:30 AM-11:30 AM	Matt Miller	Garage 23
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By Peter Hawes (Francis drake) a card drafting, area influence, set-building game with simple rules and fairly quick play. But the large number of competing options for scoring on the board add complexity. Not yet released in US.

Runewars w/ Banners Of War

Sun 8:30 AM-2:30 PM	John Fundak	Discovery AB 32
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Runewars is an epic board game of conquest, adventure, and fantasy empires for two to four players. Runewars pits players against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to heavily fortified cities.

Russian Railroads

Fri 1:00 PM-2:30 PM	Jason Ley	Garage 43
Sun 1:30 PM-3:00 PM	Jason Ley	Discovery AB 06

In Russian Railroads, players appoint their workers to various important tasks. The development of tracks will quickly bring the players to important places. Newer locomotives cover greater distances and factories churn out improved technology. Engineers, when used effectively, can be the extra boost that an empire needs to race past the competition.

## BOARD AND CARD GAMES

**Say Anything After Dark**

Thu 10:00 PM-11:00 PM

Play And Win Team

Garage 61

Meet at the hotel restaurant for a fun game or two of Say Anything! After Dark. It's a 21-and-over event and some topics may contain adult contents. We will be at the reserved section just behind the bar.

**Say bye to the villains**

Fri 1:00 PM-2:00 PM

Nicholas Lauman

Garage 59

you are hunting villains trying to figure out their true strength and purpose. Can everyone defeat them? Designer suggests age of 14 and up.

**Sentinel: Tactics tournament**

Fri 11:00 AM-12:00 PM

Play And Win Team

Garage 42

Fri 11:00 AM-12:00 PM

Play And Win Team

Garage 43

Fri 12:00 PM-1:00 PM

Play And Win Team

Garage 43

This 2-round tournament is part of the PAW program and all participants will be entered into drawing for a copy of the game. The match-play tournament format features 2 teams of 3 players against each other and the team that scores 3 incapacitations or the most incapacitations after 50 minutes wins. The winning team members will receive custom painted miniatures for the game.

**Sentinels of the Multiverse**

Fri 5:00 PM-7:00 PM

Robert Beachler

Discovery AB 29

Sentinels of the Multiverse is a cooperative, fixed-deck card super heroic game with a comic book flavor. Each player plays as one of several heroes, against a team of villains, and the battle takes place zany different dynamic environments.

Fri 10:00 PM-12:30 AM

Joseph Hatfield

Discovery AB 30

Sat 9:00 AM-11:00 AM

Robert Beachler

Discovery AB 28

Sat 4:30 PM-6:30 PM

Robert Beachler

Discovery AB 35

Sun 1:00 PM-3:00 PM

Robert Beachler

Discovery AB 04

Sentinels of the Multiverse is a cooperative, fixed-deck card super heroic game with a comic book flavor. Each player plays as one of several heroes, against a team of villains, and the battle takes place zany different dynamic environments.

**Shadow Hunters****Base game**

Fri 7:00 PM-8:00 PM

Charles Lindsay

Discovery AB 33

Shadow Hunters is a quick game to learn and one that you will have a hard time putting down. If I had to explain it using other games I might say it is a blend of Clue, D&D, and Buffy the Vampire slayer!

**Nexus**

Sat 3:00 PM-5:30 PM

Charles Lindsay

Discovery AB 33

Shadow Hunters: Nexus-In this variant there are two worlds that that the Shadow-Hunter war encompasses by use of the Nexus portal. Some may try to use the portal to hide their identity just to find that their companions have been annihilated on this world. Eventually the Nexus will grow unstable and the two worlds will become one leaving no place for anyone to hide.

**Shadowrun Crossfire**

Fri 12:00 PM-1:00 PM

Sean Casey

Garage 45

Shadowrun: Crossfire is a cooperative deck-building card game for two to four players set in the gritty, cyberpunk fantasy world of Shadowrun. Play a shadowrunner team and try to overcome the challenge before you!

**Shadows of Brimstone**

Sat 8:00 PM-12:00 AM

Greg Moore

Discovery AB 28

Latest Flying Frog release. Players are characters in the old west exploring a mine/dungeon filled with monsters from another dimensional world. Lots of fighting with pistols, shotguns, and rifles.

**SharkBait**

Fri 11:00 AM-12:00 PM

Nathan Monger

Garage 39

Sat 10:00 AM-11:00 AM

Nathan Monger

Discovery AB 21

A piratical game of battles, injury, and welfare (as laid out in the pirates' code) on the high seas... Each Player is a Pirate or Privateer, helping each other sink ships or defend the ships against each other, the choice is yours. and losing an arm or leg in a fight just might win you the game...

**Shogun**

Fri 2:00 PM-6:00 PM

Dan Hyer

Discovery AB 22

This is a re-theme of Wallenstein and uses the cube tower to resolve combat. No previous experience is necessary. Japan during the Sengoku or "Warring States" Period: each player assumes the role of a great Daimyo with all his troops. Each Daimyo has the same 10 possible actions to develop his kingdom and secure points.



## Suburbia

### Base game

Sun 1:00 PM-3:00 PM

Heather Drake

Discovery AB 25

As a suburban planner, your job is to build a borough that will attract residents. Carefully balance construction of income-generating properties with money-losing civic and green spaces that nonetheless enhance your burough's reputation.

### Inc.

Sun 12:00 PM-2:00 PM

Steven Bunnell

Discovery AB 13

Plan, build, and develop a small town into a major metropolis.

## Swinging Jivecat Voodoo Lounge

Thu 7:00 PM-8:30 PM

W David MacKenzie

Garage 34

Fri 9:30 AM-11:00 AM

W David MacKenzie

Garage 54

Sat 10:00 AM-11:30 AM

W David MacKenzie

Discovery AB 05

Sun 1:00 PM-2:30 PM

W David MacKenzie

Discovery AB 01

You and your fellow voodoo spirits have traveled back in time to poke a little fun at the hepcats of the 1950s cocktail culture. Your mystical influences will form social cliques that give you access to the coolest party-people. Mix a few drinks, rack up the magical monkey points, and crown yourself King or Queen of the Swinging Jivecat Voodoo Lounge.

## TAC 5

Sat 10:00 AM-9:00 PM

Andrew Nisbet

Garage 29

TAC 5 is a WWII air/land/sea combat game the rules are a mix of home grown air, sea, and econ rules with classic Avalon Hill land combat rules. It is huge pretty and well worth a try. (or at least a look) Setup guarantees that everyone will be wining somewhere (and thus everyone will be losing somewhere as well)

## TAKE THAT! - Card Games

Thu 2:30 PM-4:30 PM

Seth Howard

Garage 33

Play a variety of different Take That! card games:

Plague & Pestilence, Grave Robbers from Outer Space, Guillotine & Others

## Takenoko

Sat 2:00 PM-10:30 PM

Jonathan Work

Garage 35

Everyone has a country and is trying to capture as many supply centers as they can through diplomacy.

## Tales of the Arabian Nights

Thu 5:00 PM-10:00 PM

Paul Powell

Garage 26

Sat 7:00 PM-11:00 PM

Bobbi Weth

Discovery AB 32

Choose your own adventure in the swirling chaos of Arabian myth!

## Telestrations Against Humanity

Thu 11:00 PM-12:00 AM

Art Colvig

Garage 60

This is a Mash-up of Cards Against Humanity and Telestrations. Clues are the white cards following normal Telestrations rules. Adults only

## Terra Mystica

Thu 2:00 PM-4:00 PM

Jason Ley

Garage 23

Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must attempt to rule as great an area as possible and to develop that group's skills. There are also four religious cults in which you can progress. To do all that, each group has special skills and abilities.

## Tetris Ubongo 3D

Sat 10:30 PM-11:00 PM

Mark Nicosia

Discovery AB 36

Come prove your mad Tetris skills in a whole new dimension, in an 8-player mega-game of Ubongo 3D.

## That "Dirty" (blank)ing Card Game

Fri 10:00 PM-11:30 PM

Andrea Oxman

Garage 37

The completely inappropriate adult-minded game.

## The Big Idea

Fri 4:00 PM-6:00 PM

Michael Hopcroft

Discovery AB 01

You've invented the Gold-Plated Inflatable Chicken. Now sell it! James Ernest's creative card game of wacky product design returns!

GAMESTORM 17  
 BOARD AND CARD GAMES

The New Science

Thu 8:00 PM-10:00 PM	Jonathan Olson	Garage 57
Fri 12:00 PM-4:00 PM	Scott Rose	Garage 24
Fri 1:00 PM-3:00 PM	Jonathan Olson	Garage 33
Sat 9:00 PM-11:00 PM	Jonathan Olson	Garage 47
Sun 12:00 PM-2:00 PM	Jonathan Olson	Discovery AB 29

As one of the great minds of the scientific revolution in 17th century Europe, you are in a tense intellectual race with your opponents to be scene as the finest mind of your era.

The Next Adventure Card Game

Fri 1:00 PM-3:00 PM	Chad Brown	Garage 57
Fri 3:00 PM-5:00 PM	Chad Brown	Garage 57
Fri 6:00 PM-8:00 PM	Chad Brown	Garage 57
Fri 8:00 PM-10:00 PM	Chad Brown	Garage 57
Sat 9:00 AM- 11:00 AM	Chad Brown	Discovery AB 37
Sat 11:00 AM-1:00 PM	Chad Brown	Discovery AB 37
Sat 1:00 PM-3:00 PM	Chad Brown	Discovery AB 37
Sat 3:00 PM-5:00 PM	Chad Brown	Discovery AB 37
Sat 5:00 PM-7:00 PM	Chad Brown	Discovery AB 37
Sat 8:00 PM-10:00 PM	Chad Brown	Discovery AB 37

Want to try out a new adventure card game from the Pathfinder Adventure Card Game team? Come join Lone Shark Games for a crack at our new, not-yet-announced game. Previous experience with PACG is helpful but not required.

The Prince

Sat 5:00 PM-7:00 PM	Martin Lamssies	Garage 48
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The Struggle of the House Borgia.This is a card game for 3-5, in which the player represent one of the great, powerful Italian families in renaissance Italy. Making the best of available resources and using the political influence of your family, you pave the way towards the ultimate goal: The Papacy.

Ticket to Ride

Thu 2:00 PM-4:00 PM	Craig Cummings	Garage 22
Thu 4:00 PM-6:00 PM	Craig Cummings	Garage 22
Fri 6:00 PM-8:00 PM	Craig Cummings	Discovery AB 32
Fri 8:00 PM-10:00 PM	Craig Cummings	Discovery AB 32

An introductory board game with an American railroad theme. The game to play with your family and friends if you want to get them interested in board games. Collect destination tickets and then connect those destinations to earn points. Don't be edged out by your opponents rail lines.

Tigris & Euphrates

Sun 3:00 PM-5:00 PM	Heather Drake	Discovery AB 25
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In ancient times, competing peoples vied for control of the Fertile Crescent. Build your power base of farms, settlements, markets, and temples. Then defend it from all comers, wield it to conquer the weak, and pray you can weather catastrophe. This brain-burner is Knizia's masterpiece.

Titan - Avalon Hill

Fri 3:00 PM-7:00 PM	Seth Howard	Discovery AB 14
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This classic game of the Fantasy Monster Slug-a-thon is a standby from the Avalon Hill of yore.

Tokaido

Fri 10:00 PM-11:00 PM	Jonathan Olson	Discovery AB 33
Sat 12:00 PM-1:00 PM	Jonathan Olson	Garage 47
Sat 2:00 PM-4:00 PM	Marcus Evenstar	Discovery AB 33

Travel the Tokaido, the legendary East Sea Road connecting Kyoto to Edo. Experience an extraordinary journey and discover a thousand marvels for the first time.

Trajan

Fri 12:00 PM-2:00 PM	Cole Munro-Chitty	Garage 15
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You want to play Trajan, I want to play and teach Trajan!

Trans America

Sun 8:00 AM-9:00 AM	Craig Cummings	Discovery AB 18
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Be the first to connect your American cities by a railroad network. Played over several quick rounds.



### Trans Europa

Sun 9:00 AM-10:00 AM      Craig Cummings      Discovery AB 18  
Be the first to connect your European cities by a railroad network. Played over several quick rounds.

### Triassic Terror

Fri 3:00 PM-5:00 PM      Matt Miller      Discovery AB 11  
A great hybrid game for people who are not Eurogame or Ameritrash purists. Card drafting and classic area control mechanics, salted with a liberal dose of screwage and cool dinosaur components. By Peter Hawes (Francis Drake.) Ages: Teen and up.

### Troyes

Fri 3:00 PM-5:00 PM      Steven Bunnell      Discovery AB 12  
In Troyes, recreate four centuries of history of this famous city of the Champagne region of France.

### Tzolk'in

Fri 7:30 PM-9:30 PM      Cole Munro-Chitty      Discovery AB 13  
You want to play Tzolk'in, I want to play and teach it!

### Village + Village Inn Expansion

Sat 8:30 AM-12:30 PM      Brian James      Discovery AB 32  
The Village is back and a new craft has arrived! Brewing Beer! Along with this new craft a inn opens where you can meet influential people that will help you gain status in the Village.

### Viticulture with Tuscany

Fri 6:30 PM-10:30 PM      Doug Bloomer      Discovery AB 07  
Viticulture is a great game about making wine in Italy. Tuscany is a set of twelve expansions meant to be added slowly over time. To heck with that! This game will use all the bells and whistles. Experience with Viticulture preferred, or be willing to dive in at the deep end!

### Volt: Robot Battle Arena

Thu 10:00 PM-11:30 PM      Paul Powell      Garage 43  
You control one robot in the arena. Your mission is to secure the objective location and destroy other robots attempting to do the same. The first player to achieve 5 victory points is the winner.

### Who can be a Superhero?

Fri 2:00 PM-3:00 PM      Nathan Monger      Discovery AB 01  
Sat 12:30 PM-1:30 PM      Nathan Monger      Discovery AB 21  
Sun 1:00 PM-2:00 PM      Nathan Monger      Discovery AB 10  
If you woke up one day with a super power. Could you handle the responsibility of being a superhero and save the day?

### Wits and Wagers Game Show

Sat 8:00 PM-9:00 PM      Aaron Curtis      Alder  
8 teams of 3 players each will compete in a friendly game of Wits and Wager. The game host will read the questions and teams will provide answers and place bets. You don't need to be a trivia buff. Assemble the right team that can make educated guesses and play the odds to win big at this fun event. This event is family friendly.

### Wiz-War

Sat 6:00 PM-8:00 PM      Seth Howard      Discovery AB 36  
In Wiz-War, wizards wage no-spells-barred magical duels deep in an underground labyrinth. This classic board game of magical mayhem for 2-5 players pits players' wizards against each other in a stupendous struggle for magical mastery. Win by stealing other wizards' treasures and hauling them back to your base, or just score points by blasting the other wizards. The last wizard standing always wins

### Wooden Ships and Iron Men

Sat 1:30 PM-4:30 PM      David McCloskey      Garage 48  
Avalon Hill board game of naval combat in the age of sail. Players control 2-3 ships in a squadron of British or French ships on the high seas. Enlarged board and counters with updated player aids will make this game easy for beginners.

### XCOM: The Board Game

Sat 10:00 AM-1:00 PM      Franck Florentin      Discovery AB 12  
Thu 5:00 PM-7:00 PM      Eric Endres      Garage 23  
XCOM is a fully cooperative semi-real-time game from FFG, nicely integrating a companion app with a challenging board game system.

GAMESTORM 17  
 BOARD AND CARD GAMES

Yggdrasil

Sat 3:00 PM-5:00 PM  
 Nicholas Lauman  
 Discovery AB 31  
 Not suggested for children under 10 due to time consumption and stratagey. choose a god work together to prevent ragnarok.

Zombinion

Thu 4:00 PM-5:00 PM  
 Dale Braun  
 Garage 58  
 Dominion... with zombies! Zombinion is a re-theme of Dominion by a boardgamegeek user.

CHILDREN'S ACTIVITIES

Can't Stop

Sat 12:00 PM-12:30 PM  
 Terry Bohach  
 Garage 27  
 players must press their luck with dice and choose combinations tactically to close out three columns. The board has one column for each possible total of two six-sided dice, but the number of spaces in each column varies: the more probable a total, the more spaces in that column and the more rolls it takes to complete

Catan Junior

Sat 10:00 AM-10:30 AM  
 Benjamin Venable  
 Garage 14  
 Explore the seas! Catan: Junior introduces a modified playing style of the classic Settlers of Catan, giving players as young as five a perfect introduction to the Catan series of games.

Cheeky Monkey

Sat 12:30 PM-1:00 PM  
 Terry Bohach  
 Garage 27  
 The push-your-luck game Cheeky Monkey includes eight sets of animals – three elephants, four seals, and so on up to ten monkeys – with a plastic chip representing each animal. To start the game, you place all the chips in a bag.

Childrens Activities

Fri 9:00 AM-5:00 PM  
 Kelly Power  
 Garage 19  
 Sat 8:00 AM-4:00 PM  
 Kelly Power  
 Garage 19  
 Sun 9:00 AM-3:00 PM  
 Kelly Power  
 Garage 19  
 A selection of various children's events will be happening here, including coloring, crafts, kids games and more.

Monster Factory

Sat 1:00 PM-1:30 PM  
 Benjamin Venable  
 Garage 14  
 Super-easy, super-fun monster construction tile game.

Sleeping Queens

Sun 11:00 AM-11:30 AM  
 Benjamin Venable  
 Garage 14  
 Basic addition is all you need to enjoy this cute-and-fun card game.

SWAT!

Sat 1:00 PM-1:30 PM  
 Terry Bohach  
 Garage 27  
 SWAT! is about capturing cards. A dealer turns over cards one-by-one, until someone decides he wants the exposed cards and hits the colorful "SWAT!" board.

COLLECTIBLE CARD GAMES

Adventure Time Card Wars

Fri 4:00 PM-6:00 PM  
 Angel May  
 Hemlock 03  
 Sat 5:00 PM-7:00 PM  
 Angel May  
 Hemlock 03  
 Come up to the CCG room and one of the friendly staff will teach you how to play Adventure Time Card Wars.

Ascension

Fri 4:00 PM-6:00 PM  
 Angel May  
 Hemlock 06  
 Sat 2:00 PM-4:00 PM  
 Angel May  
 Hemlock 06  
 Sun 3:00 PM-5:00 PM  
 Angel May  
 Hemlock 06  
 We will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play.

Cardfight Buddy Fight

Fri 12:00 PM-2:00 PM  
 Angel May  
 Hemlock 02  
 Sat 6:00 PM-8:00 PM  
 Angel May  
 Hemlock 02  
 Come up to the CCG room and one of the friendly staff will teach you how to play Future Card Buddyfight.

## COLLECTIBLE CARD GAMES

**Cardfight Vanguard**

Fri 5:30 PM-7:30 PM

Angel May

Hemlock 02

Sat 3:30 PM-5:30 PM

Angel May

Hemlock 02

Come up to the CCG room and one of the friendly staff will teach you how to play Cardfight Vanguard.

**DC Deckbuilding**

Fri 12:00 PM-2:00 PM

Angel May

Hemlock 06

Sat 8:00 PM-10:00 PM

Angel May

Hemlock 06

We will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

**Dice Masters**

Fri 6:00 PM-8:00 PM

Angel May

Hemlock 06

Sat 10:00 AM-12:00 PM

Angel May

Hemlock 06

Sun 11:00 AM-1:00 PM

Angel May

Hemlock 06

We will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

**Dice Masters - Sealed Tournament**

Sat 8:00 PM-10:30 PM

Angel May

Hemlock 03

\$5 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealers hall. Prizes are donated by Guardian Games.

**Dominion**

Fri 10:00 PM-12:00 AM

Angel May

Hemlock 06

Sat 10:00 PM-12:00 AM

Angel May

Hemlock 06

We will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

**Force of Will**

Fri 1:00 PM-2:00 PM

Angel May

Hemlock 03

Sat 1:00 PM-2:00 PM

Angel May

Hemlock 03

Come up to the CCG room and one of the friendly staff will teach you how to play Force of Will.

**Grand Melee**

Thu 2:00 PM-4:00 PM

Aaron Deline

Garage 27

Fri 8:00 AM-10:00 AM

Aaron Deline

Hemlock 01

Fri 2:00 PM-4:00 PM

Aaron Deline

Hemlock 07

Sat 8:00 AM-10:00 AM

Aaron Deline

Hemlock 01

Sat 2:00 PM-4:00 PM

Aaron Deline

Hemlock 07

The base set should be completed by the time the con is here but I will be testing future cards for the game. It is listed as a CCG however the base set includes all 10 cards and the future cards will be purchasable like Fantasy Flights living card games and you will be able to build your own 10 card Mind Palace in the future.

**Living Card Game****A Game of Thrones**

Fri 4:00 PM-6:00 PM

Angel May

Hemlock 05

Sun 1:00 PM-3:00 PM

Angel May

Hemlock 05

Guardian Games will have a selection of all of the Fantasy Flight Games Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

**Call of Cthulhu**

Sat 10:00 AM-12:00 PM

Angel May

Hemlock 05

Sun 3:00 PM-4:00 PM

Angel May

Hemlock 05

Guardian Games will have a selection of all of the Fantasy Flight Games Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

GAMESTORM 17  
 COLLECTIBLE CARD GAMES

Living Card Game (Cont.)

<b>Lord of the Rings</b>		
Fri 2:00 PM-4:00 PM	Angel May	Hemlock 05
Sat 7:00 PM-9:00 PM	Angel May	Hemlock 05

Guardian Games will have a selection of all of the Fantasy Flight Games Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

<b>Netrunner</b>		
Fri 12:00 PM-2:00 PM	Angel May	Hemlock 05
Fri 6:00 PM-8:00 PM	Angel May	Hemlock 05
Sat 5:00 PM-7:00 PM	Angel May	Hemlock 05
Sun 11:00 AM-1:00 PM	Angel May	Hemlock 05

Guardian Games will have a selection of all of the Fantasy Flight Games Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

<b>Star Wars the Card Game</b>		
Fri 8:00 PM-10:00 PM	Angel May	Hemlock 05
Sat 1:00 PM-3:00 PM	Angel May	Hemlock 05

Guardian Games will have a selection of all of the Fantasy Flight Games Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

<b>Warhammer Conquest</b>		
Sat 3:00 PM-5:00 PM	Angel May	Hemlock 05

Guardian Games will have a selection of all of the Fantasy Flight Games Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

<b>Magic the Gathering Chaos Draft</b>		
Fri 3:00 PM-7:00 PM	Angel May	Hemlock 01

Entry fee varies based on the 3 packs you purchase from the Guardian Games booth in the dealer's hall. Exact cost only. Prizes donated by Guardian Games.

<b>Commander Open Play</b>		
Fri 12:00 PM-3:00 PM	Angel May	Hemlock 01
Sun 1:00 PM-4:00 PM	Angel May	Hemlock 01

Bring your Commander Decks on by for some open play and dueling. There is no fee to play. Someone will be on hand to teach if needed. If you don't have a deck, visit the Guardian Games booth in the dealers hall to purchase one.

<b>Hydra - Planechase - Archenemy</b>		
Sat 2:00 PM-5:00 PM	Angel May	Hemlock 01

Multi-player Magic Mayhem! Bring a standard or commander constructed deck and let's play some crazy formats designed for many players. Guardian Games will be providing the 'special' items for each of these casual formats. Don't have a deck? Purchase one from the Guardian Games booth in the dealers hall.

<b>Prerelease Sealed - Dragons of Tarkir</b>		
Sat 6:00 PM-10:00 PM	Angel May	Hemlock 01

\$25 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealers hall. Prizes are donated by Guardian Games.

<b>Sealed Deck Builders Toolkit</b>		
Sat 10:00 AM-1:00 PM	Angel May	Hemlock 01

\$20 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealers hall. Prizes are donated by Guardian Games.

<b>Sealed Deck M15</b>		
Fri 7:00 PM-11:00 PM	Angel May	Hemlock 01

\$15 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealers hall. Prizes are donated by Guardian Games.

<b>Pack Wars / Mini-Masters</b>		
Sun 11:00 AM-1:00 PM	Angel May	Hemlock 01

A short and affordable sealed format for Magic the Gathering. Entry fee is \$4. Win 2 games, get a booster pack prize. Purchase your packs at the Guardian Games booth in the dealers hall.

## COLLECTIBLE CARD GAMES

### Marvel Legendary

Fri 8:00 PM-10:00 PM	Angel May	Hemlock 06
Sat 12:00 PM-2:00 PM	Angel May	Hemlock 06
Sun 1:00 PM-3:00 PM	Angel May	Hemlock 06

We will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

### My Little Pony

Sun 11:00 AM-12:00 PM	Art Colvig	Hemlock 07
Fri 2:30 PM-4:30 PM	Angel May	Hemlock 04
Sat 12:30 PM-2:30 PM	Angel May	Hemlock 04

My Little Pony collectible card game is set in the world of Lauren Faust's My Little Pony: Friendship is Magic cartoon series.

### Pokemon

Fri 5:30 PM-7:30 PM	Angel May	Hemlock 04
Sat 10:00 AM-12:00 PM	Angel May	Hemlock 04
Sun 2:00 PM-4:00 PM	Angel May	Hemlock 03

Come up to the CCG room and one of the friendly staff will teach you how to play Pokemon.

### Pokemon - Theme Deck Tournament

Sat 6:00 PM-9:00 PM	Angel May	Hemlock 04
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We are hosting a theme deck tournament for Pokemon. Each player will need an original theme deck (does not have to be sealed, but contents must be original). Visit the Guardian Games' booth in the dealers hall to get yours.

### Star Realms

Fri 2:00 PM-4:00 PM	Angel May	Hemlock 06
Sat 4:00 PM-6:00 PM	Angel May	Hemlock 06

We will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

### Tanto Cuore

Sat 6:00 PM-8:00 PM	Angel May	Hemlock 06
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We will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by anytime during the con to give one a play. A GM may or may not be present to teach.

### Weiss Schwartz

Fri 2:30 PM-4:30 PM	Angel May	Hemlock 02
Sat 12:30 PM-2:30 PM	Angel May	Hemlock 02

Come up to the CCG room and one of the friendly staff will teach you how to play Weiss Schwartz.

### YuGiOh

Fri 12:00 PM-1:00 PM	Angel May	Hemlock 03
Fri 3:00 PM-4:00 PM	Angel May	Hemlock 03
Sat 3:30 PM-4:30 PM	Angel May	Hemlock 03
Sat 11:30 PM-12:30 AM	Angel May	Hemlock 03
Sun 12:00 PM-1:00 PM	Angel May	Hemlock 03

Come up to the CCG room and one of the friendly staff will teach you how to play Yu-Gi-Oh.

## CONSOLE GAMING

### Artemis Spaceship Bridge Simulator

Fri 7:00 PM-9:00 PM	Benjamin Venable	Boardroom 02
Sat 6:00 PM-8:00 PM	Benjamin Venable	Boardroom 02

Artemis is a multiplayer, multi-computer networked game for Windows computers, and now iOS devices too. Artemis simulates a spaceship bridge by networking several computers together.



GAMESTORM 17  
 CONSOLE GAMING

Drop-In Console Gaming

Thu 4:00 PM-10:00 PM	Jaki Hunt	Cedar 01
Fri 10:00 AM-10:00 PM	Jaki Hunt	Cedar 01
Sat 10:00 AM-10:00 PM	Jaki Hunt	Cedar 01
Sun 10:00 AM-4:00 PM	Jaki Hunt	Cedar 01

Drop-in console video gaming, available on a variety of systems, both current generation and retro systems.

Drop-In LAN Gaming

Thu 4:00 PM-10:00 PM	Jaki Hunt	Boardroom 01
Fri 10:00 AM-10:00 PM	Jaki Hunt	Boardroom 01
Sat 10:00 AM-10:00 PM	Jaki Hunt	Boardroom 01
Sun 10:00 AM-4:00 PM	Jaki Hunt	Boardroom 01

Drop-in LAN gaming, including Minecraft, League of Legends and Star Craft. 8 systems available at any given time, or bring your own laptop and join in.

League of Legends Ultimate Bravery

Fri 4:00 PM-5:30 PM	Jason Lingel	Boardroom 02
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A game of League of Legends using the Ultimate Bravery rules found at <http://www.ultimate-bravery.com/>. Summoners get assigned a random hero with a random build and must follow a specific order. Please be familiar with the League of Legends game. Level 30 preferred.

Oculus Rift Demo

Fri 2:00 PM-4:00 PM	JR Ralls	Boardroom 02
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Curious About the Oculus Rift? Now is your chance to see what the hype is all about. Only 1 person can play at a time.

StreetPass Hour

Thu 6:00 PM-7:00 PM	Danny Oxman	Cedar 02
Fri 10:00 AM-11:00 AM	Danny Oxman	Cedar 02
Sat 10:00 AM-11:00 AM	Danny Oxman	Cedar 02
Sun 10:00 AM-11:00 AM	Danny Oxman	Cedar 02

If you own a 3DS, 3DS XL, or a 2DS system from Nintendo, you'll know what this is about. I will help those -- who want -- with tips, tricks, and whatever with their games (if I can). Mii Plaza games, Pokémon games, and more!

Super Smash Bros for WiiU Tournament

Sat 2:00 PM-5:00 PM	Jaki Hunt	Cedar 02
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Super Smash Bros for WiiU Tournament, sponsored by Kumoricon.

GAME LAB

4 the Birds!

Sat 6:00 PM-7:00 PM	KC Humphrey	Garage 76
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Use beak-and-taloned strategy as well as a peck of luck to be the first to “flock” four of your birds in a tree. Balance flocking your own birds and Flock-Blocking opponents’ birds. And beware the non-player birds (crows and hawks) that can swoop in to un-nest a would-be winner.

American Legend

Thu 8:00 PM-10:00 PM	Nathaniel Hamilton	Garage 74
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Tabletop RPG set in the old west. Combines turn-based tactical combat with Dungeons & Dragons. Tackle stories, themes and archetypes found in America’s time of Legends. Can combine combat, skills and magic, pitting cowboys against dinosaurs if that’s your fancy!

Arthean Rummy

Thu 5:00 PM-6:00 PM	KC Humphrey	Garage 75
Fri 10:00 AM-11:00 AM	KC Humphrey	Garage 76

Similar to Gin Rummy with a few interesting twists, this card game is based on the fantasy trilogy Arthe Awakening, written by Ken Coomes. Players open portals, attack portals, and complete quests in an attempt to score more points than their opponents.

## GAME LAB

### Backstretch Empire

Sat 10:00 PM-11:00 PM

KC Humphrey

Garage 74

A Euro-style board game that takes you to the barn area of a horse race track, where you can breed, own, train and race your own thoroughbreds. A card driven with an authentic, unique race mechanism. Develop the most valuable stables and win prestigious races for victory points.

### Bee Haven

Sat 2:00 PM-4:00 PM

Michael Sluss

Garage 77

Bee Haven is an interactive game of shifting alliances. Players attempt to gather their bees into one swarm.

### Bellum

Fri 4:00 PM-6:00 PM

James Schrecengost

Garage 77

Fri 8:00 PM-10:00 PM

James Schrecengost

Garage 77

Lead your squad of army men into a 3d board built of cards. Move, shoot, dig in, scout, with strategic and tactical play. Act, re-act, plan, and adjust. Quick and action packed game-play designed up to 4 players with the basic deck. No dice needed, simple rules, diplomacy and deception.

### Bills For Bills

Thu 3:00 PM-4:00 PM

Tyler Tinsley

Garage 75

Fri 1:00 PM-2:00 PM

Tyler Tinsley

Garage 75

Bribe congress for fun and profit! Getting bills passed is easy, getting others to pay the bribe is the trick. You are a high powered lobbyist bribing congress to pass bills that profit your industry. Negotiate the bribe with other players and try to get them to pay the lion's share.

### Blade Runner- The Adventure Board Game

Thu 4:00 PM-6:00 PM

John McNichol

Garage 76

Los Angeles, 2019. You are each part of an elite squad- a Blade Runner unit. Build the city of LA with tiles. Follow leads. Retire your Rep suspect, get retirement bonuses, fulfill the subplot of your personal life. Be careful...your fellow BRs might be Replicants, too. But, are you?

### Blurty Wordy

Fri 10:00 AM-11:00 AM

Michael Sluss

Garage 77

Sat 9:00 AM-10:00 AM

Michael Sluss

Garage 75

Blurty Wordy is a party game. Players try to be first to say correctly a novel nonsense phrase.

### Brew Fest!

Sat 7:00 PM-8:00 PM

KC Humphrey

Garage 74

In the region that Craft Beer is king, sipping is the key. 'Players "drink" beer cards with lower intensity while passing stronger brews to opponents in "hops" of tasting a full three rounds.' Use food, "bathroom breaks" and waitstaff mistakes to extend your run and become Cascadian King!

### Candy Factory

Thu 2:00 PM-4:00 PM

Joe Wasserman

Garage 74

Thu 7:00 PM-9:00 PM

Joe Wasserman

Garage 76

Produce the most valuable candies in your own Factory! Each turn, purchase powerful machines and optimize your factory's layout to transform your meagre pool of flavorless candy people (dice) into more valuable (and delicious!) flavors to enrich your candy kingdom coffers.

### Cats in the Gray City

Fri 4:00 PM-6:00 PM

Dirk Leichty

Garage 74

A storytelling game for 3-6 players. Neither pets nor wild beasts, you are the City's free cats, rallying under the banner of your sovereign to weather the concrete wilds. But all is not well in the cat court. The throne is in jeopardy, and a new menace lurks in the city's shadows.

### Ceti Alpha 5

Fri 1:00 PM-3:00 PM

KC Humphrey

Garage 74

Players are competing AI Frames tasked with building efficient, desirable star bases in order to attract supporters. Requisition star base components; place them, decide on goals to pursue. Features simultaneous action selection via card play and the puzzling placement of hexagonal tiles.

### Clash of Tritons

Sat 5:00 PM-6:00 PM

Levi Mote

Garage 76

The Merfolk citizens of Tritons' Calling are gathering influence to seize the throne in this worker placement, area majority, market management game.

Colony

Fri 10:00 AM-12:00 PM	Aaron Curtis	Garage 74
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3-4 players join designer Aaron Curtis for the brisk challenge of founding a Colony in the New World

Countdown to Doomsday

Sun 10:00 AM-12:00 PM	KC Humphrey	Garage 74
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The Doomsday clock has struck midnight and the forces of evil are knockin’ on earth’s front door. Kicking it down actually. Lucky for you, you’re on the side that’s doing the kicking. As lieutenants of the Horsemen of Doomsday, you seek victory on the battlefield against earth’s feeble defenses.

Crusaders: Thy Will Be Done

Thu 3:00 PM-4:00 PM	KC Humphrey	Garage 78
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Euro style game influence and scandal! Move your knights around Europe, fighting crusades, erecting buildings, and spreading the influence of your order. Crusaders uses a Mancala-Rondel mechanism where players can upgrade their action spaces.

Deckville: City of Cards

Thu 4:00 PM-5:00 PM	KC Humphrey	Garage 77
Fri 12:00 PM-1:00 PM	KC Humphrey	Garage 77

Help build a new city from the ground up! Develop resources and use them to build offices, parks, housing, transport, shopping, and civic buildings. In Deckville: City of Cards, players compete to create the finest districts in Deckville. Will your district outshine the rest?

Dice Crisis

Fri 3:00 AM-4:00 AM	Dave Myers	Garage 75
Sat 9:00 AM-10:00 AM	Dave Myers	Garage 77

The world is in crisis. Each player represents a country using their resources (10 dice of varying size, d4 to d20) to solve four different kinds of crises (runs, -of-a-kinds, sums, and combinations of these). Each crisis solved depletes your dice resources, so spend wisely.

Eridu

Sat 9:00 AM-11:00 AM	Mohamad Ali	Garage 74
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Ancient Mesopotamia is in a period of relative peace, the perfect opportunity for your caravan to expand its influence over trade, military strength, religion, and astronomy. Each turn you will be choose: travel to cities to sell goods; build temples; raise armies; research technologies.

Field Tactics

Sat 3:00 PM-4:00 PM	KC Humphrey	Garage 74
Sat 4:00 PM-5:00 PM	KC Humphrey	Garage 74
Sat 6:00 PM-7:00 PM	KC Humphrey	Garage 74

You represent one of the leaders of Luria vying for the last Lumbrosia producing region. Lumbrosia is Luria’s source of power allowing you to field units or impose effects to the field.

Foozle

Sat 2:00 PM-3:00 PM	Dave Howell	Garage 78
Sat 3:00 PM-4:00 PM	Dave Howell	Garage 78

If you cringe when your relatives call you to play games at the holidays (“Let’s play Uno! Phase 10! Rummi-kub! Gin! Five Crowns!”), then you need Foozle. Easy for non-gamers to learn, grasp, and enjoy, but with just a bit of extra sauce to keep hobby gamers from withering away from boredom.

Game Design Toolkit: Test Drive

Sat 11:00 AM-1:00 PM	KC Humphrey	Garage 78
Sun 10:00 AM-12:00 PM	KC Humphrey	Garage 78

Renowned designer and game developer Jeremy Holcomb will have a prototype of a “game design toolkit in a box” for new designers - a box of bits and a book of essays on how to make games. Participants will create a sample game and be able to provide direct feedback to the author.

Game Lab Evaluation

Sun 3:00 PM-4:00 PM	KC Humphrey	Garage 78
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Evaluate Game Lab - we want your input! Did you use the Game Lab Program? Were you a player or a Designer? Did you have fun? How can we make it better? Why do we say “PLAY. TEST. WIN. “ ?

## GAME LAB

### Game Lab Open House

Thu 1:00 PM-2:00 PM	KC Humphrey	Garage 78
Thu 6:00 PM-7:00 PM	KC Humphrey	Garage 78
Fri 9:00 AM-10:00 AM	KC Humphrey	Garage 78
Fri 6:00 PM-7:00 PM	KC Humphrey	Garage 78
Sat 9:00 AM-10:00 AM	KC Humphrey	Garage 78
Sat 6:00 AM-7:00 AM	KC Humphrey	Garage 78
Sun 9:00 AM-10:00 AM	KC Humphrey	Garage 78

Welcome to Game Lab - you can learn: How to get a free Game Lab Program. How to sign up as a player or as a Designer. How to win a game by play testing. How to be a helpful play tester. Why Game Lab works. Why we say "PLAY. TEST. WIN."

### Goblins

Sat 8:00 PM-9:00 PM	KC Humphrey	Garage 77
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You are a goblin warlord who vies for control of the military might of the goblin horde. Control spineless peons and their Overseers; there is little mercy on the battlefield!. A competitively cooperative fantasy card game based loosely on Prisoner's Dilemma from game theory.

### Impossible Tower

Sun 9:00 AM-10:00 AM	Levi Mote	Garage 75
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You are secret agents trapped in a building wired to blow in exactly 60 minutes!! Explore the building, fight killer robots and search for missing pieces to repair the computer and stop the countdown. An exciting exploration, dice placement, puzzle building game.

### In the Weeds!

Sat 10:00 AM-12:00 PM	Jeremy Chaney	Garage 76
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Each player takes on the role of a line chef at a faced paced diner. Each player adds cards to a personal starting deck to help them complete orders. Semi-cooperative game, with penalties for not cooperating at key times. The most tips wins Best Chef. A print and play version is available.

### Informants and Henchmen

Thu 7:00 PM-8:00 PM	KC Humphrey	Garage 77
Fri 6:00 PM-7:00 PM	KC Humphrey	Garage 77

Commit crimes or arrest your friends, you choose. Criminals set up crimes, double-cross anyone and hire henchmen to become the Kingpin. Cops collect clues, hire informants and gather evidence to make arrests to become Chief. First one to the top wins! The tone of the game is dryly humorous.

### Inglorious Space

Sun 2:00 PM-3:00 PM	Jesse Gregory	Garage 77
Sun 3:00 PM-4:00 PM	Jesse Gregory	Garage 76

Based on classic arcade shmups, players must work both together and against one another to defeat approaching enemy ships and try to rack up the most points without dying by the hand of their common enemy.

### Insomnia

Thu 8:00 PM-9:00 PM	KC Humphrey	Garage 77
Fri 9:00 AM-10:00 AM	KC Humphrey	Garage 76

Taking a "lighter side" look at insomnia, players race to fall asleep. Actually, they try to get their three teddy bears to sleep before their opponents do the same.

### Jane Austen's Dreams

Fri 12:00 PM-2:00 PM	Teresa Jackson	Garage 76
Sun 12:00 PM-2:00 PM	Teresa Jackson	Garage 76

Jane Austen's Dreams is a medium-weight strategy board game for 2 to 7 players. Thirteen-year-old Jane Austen is asleep, dreaming of the characters she will write. Players take on the role of one of her heroines. Flirt, dance, marry; create a new story using Jane Austen's own words.

### King's Tourney

Fri 5:00 PM-6:00 PM	Dave Myers	Garage 75
Sat 11:00 AM-12:00 PM	Dave Myers	Garage 75

Earn the king's favor by winning the most events at the King's Tourney. Recruit new characters by rolling dice and matching their requirements. Then pitch them head to head with your opposing lesser lords during the Tourney. Dice rolling, card drafting, hand management, trick taking.

Last Stand

Sat 4:00 PM-5:00 PM Levi Mote Garage 76  
Players roll dice to defend the Earth against an alien invasion in this tower defense board game. Manage the Earth's resources, build defenses, pilot your own rocket, and even arm the Moon as the invaders swarm in.

MZM: Midnight Zombie Marathon

Fri 7:00 PM-8:00 PM Aaron Ramsby Garage 75  
Fri 10:00 PM-11:00 PM Aaron Ramsby Garage 75  
MZM: Midnight Zombie Marathon is a fast paced, exciting mini game for 1-4 players. A push your luck adventure with all the red neck thrills and zombies you can handle. Run through your sewers to collect all you can, in the hopes to win yourself the only seat out of town.

Odysseus: Winds of Fate

Sat 8:00 PM-9:00 PM KC Humphrey Garage 78  
Watch as Odysseus and his crew undergo a treacherous voyage from Troy to Ithaca. As one of the fates, you're not particularly interested in Odysseus' destiny, but to pass the time you decide to bet on it. Use your influence with the gods to make your bets pay off!

Open Test

Thu 1:00 PM-3:00 PM KC Humphrey Garage 76  
Thu 6:00 PM-7:00 PM KC Humphrey Garage 77  
Thu 9:00 PM-10:00 PM KC Humphrey Garage 75  
Fri 9:00 PM-10:00 PM KC Humphrey Garage 75  
Thu 2:00 PM-3:00 PM KC Humphrey Garage 77  
Thu 1:00 PM-2:00 PM KC Humphrey Garage 75  
Designers - you can write to [gamelab@gamestorm.org](mailto:gamelab@gamestorm.org) to request this time slot! Players - you can sign up for this game, and just hope for something good to happen! Game Lab is a school for Game Designers that relies on everyday gamers to give real life feedback so we can all play better games.

Paper Tanks

Sat 5:00 PM-6:00 PM KC Humphrey Garage 77  
Sun 12:00 PM-1:00 PM KC Humphrey Garage 77  
Every messy desk is a battle ground. Every paper tank is ready for battle in this table top strategy game. Each tank is easy to customize and assemble, they are made of paper! No need for expensive models or fancy terrain.

Press Gang

Fri 2:00 PM-3:00 PM KC Humphrey Garage 77  
You are the Captain of a British ship of the line during the Napoleonic Wars. Find and train a crew before your Sailing Orders arrive! You can recruit officers in Portsmouth, but for deckhands you must turn to the Press Gang. Spend your money and time wisely to forge a crack crew.

Quartermaster

Fri 9:00 PM-11:00 PM KC Humphrey Garage 76  
Sat 12:00 PM-2:00 PM KC Humphrey Garage 74  
As Quartermaster, establish a base in an unexplored and legendary land. Amass resources, claim territory, keep your troops alive. Defeat enemies in battle or work to control specific locations. Explore by pushing the boundaries of the board and define your new world.

Rise of the Northmen

Sat 12:00 PM-1:00 PM Cole Munro-Chitty Garage 75  
Sat 7:00 PM-8:00 PM Cole Munro-Chitty Garage 75  
Expand your own viking tribes and conquer new lands in search of riches and glory. The game lasts up to 34 rounds and players take turns spending up to 7 action points on various actions such as gathering resources, building ships and sailing, razing villages, building runes to the gods

Robot Deputies in Outer Space

Sat 10:00 AM-11:00 AM Dylan Waller, Kendra Jonason Garage 75  
Sun 9:00 AM-10:00 AM Dylan Waller, Kendra Jonason Garage 77  
The Sheriff of Skyprus has disappeared! As a robot deputy, you earn power cells, upgrade your software, weaponry and disguises. Venture into space to pursue wanted criminals. Once captured, put the outlaw behind bars, or free them and collect bribe money! So many choices...



## GAME LAB

### Seasons' Sovereign

Sat 1:00 PM-3:00 PM

KC Humphrey

Garage 76

Seasons's Sovereign is a self contained battle card game, set in a medieval time period. Use soldiers, peasants, royalty and treasure to build walls and vaults, train generals and muster armies to march on your enemies holdings.

### Shoes on a Wire

Sat 5:00 PM-6:00 PM

KC Humphrey

Garage 78

Why do people toss shoes on telephone wires? Because it's fun! Push your luck; flick your shoes onto one of 3 wires using a mini-catapult. If the poles collapse from the weight of your shoes, you lose everything. Go out too early and your score suffers. Go out just in time and score big.

### Shoot Down Santa

Sun 12:00 PM-1:00 PM

KC Humphrey

Garage 75

Sick of all the imposters running amok, Santa's had enough. He's rigged his sleigh with missiles to hunt down the imposters. But he still has to deliver presents to good boys and girls and try not to be shot down by the equally armed-to-the-teeth Santa imposters. Are you the real Santa?

### Spatial Delivery

Thu 5:00 PM-7:00 PM

KC Humphrey

Garage 74

The Earth spins at the center of a growing sphere of Settled Worlds. You are an interstellar entrepreneur, purchasing goods on Earth for delivery to the Settled Worlds, to gain prominence before markets are saturated. Route building, pickup and delivery, card drafting and hand management!

### Speed and Spirit

Sun 1:00 PM-2:00 PM

Mohamad Ali

Garage 75

Competitive one-on-one over the top martial arts card game. Begin your journey to become a world renowned martial arts master. Learn combat basics; each player has their own deck to play against a rival trainee. Control the tempo, bluff, attack and defend until you defeat your opponent.

### Star's Ascending

Sat 2:00 PM-3:00 PM

Brandon Ellis

Garage 75

Sat 4:00 PM-5:00 PM

Brandon Ellis

Garage 75

Your race is destined to travel to the center of the universe, but much stands in your way. A bunch of Misfit ET's help you the other Ally races in the game, but beware the Suppressives and the Shadow working against you! Run a group mission, manage resources, build technology, etc etc!

### The Glorious Fall

Sat 7:00 PM-9:00 PM

Peter Shafer

Garage 76

The epic life of the Byzantine Empire: Basileus, Patriarch, Strategos, the mobs of Constantinople. Each role has never enough power. Cooperation lasts until betrayal finishes the job! Murder friends, betray lovers, mislead enemies, weep as plans burn to ashes, wear the Imperial Purple!

### The Pony Express

Fri 11:00 AM-12:00 PM

KC Humphrey

Garage 78

Brave the hazards of the old west delivering parcels for the Pony Express! Claim deliveries in a unique "count-up auction," and plan your route to make out ahead of the other riders.

### The Seven Gem Caper

Sat 1:00 PM-2:00 PM

KC Humphrey

Garage 77

Sun 10:00 AM-11:00 AM

KC Humphrey

Garage 77

Enter a world of mystery and deception: the world of a thief. As you search for valuable artifacts in a museum you must keep your wits about you, for you're not alone. Other thieves are after your loot! Join a ruthless card game where you never know who to trust and who to betray.

### Valeria: Card Kingdoms

Fri 6:00 PM-7:00 PM

KC Humphrey

Garage 76

Fri 7:00 PM-8:00 PM

KC Humphrey

Garage 76

Sun 9:00 AM-10:00 AM

KC Humphrey

Garage 76

Sun 10:00 AM-11:00 AM

KC Humphrey

Garage 76

The land of Valeria is under siege by hordes of monsters. As a Duke, recruit citizens and buy domains to build up your kingdom and slay the foul creatures in the surrounding lands. A tableau-building game, familiar to deck-building fans, featuring card activation on all players' turns.

Wordmonger

Fri 3:00 PM-5:00 PM KC Humphrey Garage 76  
The pen is mightier than the sword! Or is it? Find out in this new 4X game that combines words and warfare. Explore the land searching for prime spots to expand your kingdom. Complete quests for artifacts and relics. Crush your enemies with your words. But hurry, the Pague is coming.

Working Class Heroes

Fri 7:00 PM-9:00 PM KC Humphrey Garage 74  
Cooperative struggle to achieve worker control of all arenas of civilization before the bosses establish their police state. Fighting corruption, tyranny and media deceptions, inspiring workers to action and lots of dice rolling are key features of this richly themed game.

Wreck-a-Mecha

Sun 11:00 AM-12:00 PM Jesse Gregory Garage 75  
Sun 3:00 PM-4:00 PM Jesse Gregory Garage 75  
A one-on-one building brawl. You must strategically employ your actions and parts to build a mech capable of withstanding damage and dealing disastrous hits. Players must continually upgrade or change their parts with each hand to finally gain the ten points necessary to secure a victory.

Zombie Princess

Fri 11:00 AM-12:00 PM Rael Dornfest Garage 75  
Zombie Princess is a light-hearted dexterity/area-control game of tossing zombies and flinging princesses - not to mention the vampires and fairies.

INDIE HURRICANE!

Blades in the Dark  
Thieves of Duskwall

Sat 8:00 PM-12:00 AM Matthew Gagan Upper Lobby 04  
A beta playtest of John Harper’s latest project set in the world of his industrial fantasy RPG, Ghost Lines. Think Scott Lynch’s The Lies of Locke Lamora meets Arcane Studios’ Dishonored.

Blowback  
Blowback: 1985

Sun 10:00 AM-1:00 PM Harry Lee Upper Lobby 04  
In the spring of 1985, an unofficial domestic intelligence operation in the hills of Southern Oregon went horribly wrong, leaving three operatives out in the cold...

Bootleggers  
Smuggling Run

Sat 2:00 PM-5:00 PM Ben Kaser Upper Lobby 04  
Bootleggers is about a gang of criminals smuggling alcohol during prohibition in Seattle.

Discussion Group: Roleplaying with Empathy

Sat 10:00 AM-12:00 PM Hannah Madrone Discovery C  
Roleplaying games can provide an enriching opportunity to explore experiences and identities that may be different from our own, yet many of us feel uneasy about fully embracing these opportunities. What would it mean to approach difference from a place of true empathy for our characters and our community members?

Discussion Group: Women & LGBTQ+ In Gaming Spaces

Fri 10:00 AM-12:00 PM Jay Sylvano Spruce 01  
An open discussion about the unobtrusive ways in which we alter our play, in-game worlds, characters and gaming spaces to exclude and demean women (whether cis or trans). The discussion will also touch on the exclusion of LGBTQ+ folks.

Dramatis  
The Tigers Jewel

Fri 7:00 PM-11:00 PM Tyler Walls Upper Lobby 02  
What you thought was a simple jewel heist has turned into international intrigue. Can your team solve the mystery, get paid and stay alive?

Dread  
The House that Creaks

Thu 7:00 PM-11:00 PM Riley Crowder Upper Lobby 02  
Why am I here? Who are these people? Why is there all this blood?

# INDIE HURRICANE

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GAMESTORM 17  
 INDIE HURRICANE!

Fate Accelerated  
 Crush! Kill! Destroy!

Sat 9:00 AM-1:00 PM
 John Reiher
 Upper Lobby 01  
 When alien robots invade the Earth, a small band of survivors must fight back in order to save humanity from total extinction! You are those survivors!

Fiasco for Charity

Fri 7:00 PM-12:00 AM
 Jason Morningstar
 Alder  
 Fiasco is the award-winning indie role playing game about high ambition, low impulse control, and spectacular failure. We will be playing a brand new yet-to-be published playset in a game hosted by none other than Jason Morningstar himself! Everything is up for grabs, so bring your cash, get ready to bid, and let's have a fiasco!

Giant Kaleidoscope: Biggest Movie Ever

Sat 10:00 AM-1:00 PM
 Jackson Tegu
 Garage 56  
 Make up an unwatchable "foreign" film using a pile of index cards and your crazy brains! But wait - this is the GIANT version, using POSTER BOARD instead of mere index cards! With this, we'll make the BIGGEST MOVIE EVER! This game is non-competitive! Write silly things, build off of what others say! You don't have to know about movies, but it can be helpful to have seen one!

Glitch Iteration: OVERLOAD ERROR

Fri 2:00 PM-6:00 PM
 Jackson Tegu
 Spruce 01  
 This is a moving-and-looking-around game. Every player portrays iterations of someone named Uri, incorrectly loaded into a digital world. Not pieces: incomplete copies. Are you a glitch? Are you a virus? Can you be the real Uri even though you don't feel real? Not investigation: introspection. This is an 8 player game. We will be running the game 4 times simultaneously. Overlapping. Overloading.

Love is an Active Noun

Fri 5:30 PM-6:00 PM
 Halley F
 Upper Lobby 02  
 Love is an Active Noun is a short game about kindness for as many players as possible, inspired by Mr. Rogers.

Mouse Guard

Sat 10:00 AM-1:00 PM
 Harry Lee
 Upper Lobby 04  
 Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game for the Mouse Guard comic book series!

Sea Dracula!

Sat 6:00 PM-7:00 PM
 Jackson Tegu  
 In Animal City, the celebrated anthropomorphic Animal Lawyers are loved by all. Because they dance! Sea Dracula is a ridiculous legal-proceeding role-playing game with dance-based resolution and a live band! Audience welcome! Applaud the lawyers! Who will win? What will they prove? Find out in the heart of the Indie Hurricane - Sea Dracula!

Open Story Gaming

Thu 2:00 PM-6:00 PM	Tayler Stokes	Upper Lobby 03
Thu 7:00 PM-12:00 AM	Tayler Stokes	Upper Lobby 03
Fri 10:00 AM-1:00 PM	Tayler Stokes	Upper Lobby 03
Fri 2:00 PM-6:00 PM	Tayler Stokes	Upper Lobby 03
Fri 7:00 PM-12:00 AM	Tayler Stokes	Upper Lobby 03
Sat 10:00 AM-1:00 PM	Tayler Stokes	Upper Lobby 03
Sat 2:00 PM-6:00 PM	Tayler Stokes	Upper Lobby 03
Sat 8:00 PM-12:00 AM	Tayler Stokes	Upper Lobby 01
Sun 10:00 AM-1:00 PM	Tayler Stokes	Upper Lobby 03
Sun 2:00 PM-6:00 PM	Tayler Stokes	Upper Lobby 03

Open Story Gaming an informal indie roleplaying event. Multiple GMs will offer a variety of games to the group, and the players will decide which games sound most appealing to them. Once everybody has found a game, each group finds a table in the lounge gets to playing!

Retail Magic  
 Golden Friday Madness!

Sat 2:00 PM-6:00 PM
 John Reiher
 Upper Lobby 02  
 In Pastoria it's that wonderful time of year! It's the day after Gratitude Day and a month before the Winter Solstice! So of course it's time to have a Monster Sale of Magical Goods! It's Golden Friday! You work for a magic shop on this busiest day of the year, and it's time to push those My Little Basilisk dolls and those love philtres. Can you survive Golden Friday?

EVENTS



## INDIE HURRICANE!

### The Future Still Lives

Sun 2:00 PM-6:00 PM

Tayler Stokes

Birch 01

The Future Still Lives is a freeform about time travel. But it's not about century hopping adventure or temporal paradoxes. Instead about sadness and hope, as a traveller seeks a future that they want by exploring possible pasts. This is a playtest.

### The Prison

Sat 8:00 PM-12:00 AM

Jason Morningstar

Spruce 01

The Prison is an emotionally intense and immersive Russian freeform focusing on class and identity in the not-so-distant yet plausible future.

### Turn of the Card

#### Promethean Society: Silent Red Sands...

Sat 8:00 PM-1:00 AM

Paul Abeyta

Upper Lobby 02

In Egypt where the very sands turn a deep blood red, and within this area lays a temple of an unknown God. An English dig team have gone missing. Enter the Promethean society, armed with Steam-tech and Occult knowledge your team must discover what has happened and bring to justice any that would dare harm a British citizen!

### White Death

Sat 2:00 PM-6:00 PM

Tayler Stokes

Spruce 01

White Death in an abstract freeform about sorrow, death, and striving. It is non-verbal and makes use of light, darkness, and casual touching.

## LIVE ACTION ROLE-PLAYING

### Are You A Werewolf?

Thu 11:45:00 PM-1:45:00 AM

Michael Birkes

Discovery D

Fri 11:30 PM-1:30 AM

Michael Birkes

Discovery D

Fri 11:30 PM-1:30 AM

Michael Birkes

Discovery E

Sat 11:30 PM-1:30 AM

Michael Birkes

Discovery D

Sat 11:30 PM-1:30 AM

Michael Birkes

Discovery E

A parlor game with a slightly LARPish twist. Your village is being attacked by werewolves and since the werewolves are among you, your only line of defense is to hang someone every day until you kill all of the werewolves. Ah! Logic!

### Boffer Free For All!

Sun 10:00 AM-12:00 PM

Elisa Ford

Discovery D

Bring your NERF guns and foam swords for casual sparring and some free for all fun! Weapons will be checked for safety at the door. Some loaner weapons are available.

### Call of Cthulhu LARP

Sat 7:00 PM-11:00 PM

Kristopher Baxter

Discovery D

In days of recent memory, Dr. Lambert was a reclusive man. He spent much of his time in research. After his death, many wonder if he had found something more than he expected. Come and explore his mansion, just beware, not everything is as simple as it seems.

### Cthulhu Live

#### Miskatonic Class Reunion

Thu 7:00 PM-11:00 PM

Elisa Ford

Discovery C

Miskatonic University never holds reunions. Ever. So why now? Why has an alumnus of the class of 2005 decided to take it upon themselves to organize a 10 year reunion? And what about that storm? Why is there so much security here, and what is with that awful punch? Are these all coincidences, or is there more - after all, Miskatonic is unlike any other university in the world...

### Dying Light

#### Doc Tonic's: Treasure Trove of Technological Triumph!

Sat 2:00 PM-6:00 PM

Elisa Ford

Discovery D

You and your caravan are forced to shelter in a cave from a wild storm. As luck would have it, this cave turns out to be an old Terran bunker with all the security systems still intact. With only one way out the group is forced to press forward. This is a boffer game.



LIVE ACTION ROLE-PLAYING

To Cache a Fallen Star

Fri 7:00 PM-11:00 PM Elisa Ford Discovery D  
The day the sky’s opened up and flaming boulders of unknown ore came crashing to the ground, it changed our corner of the nexus. The news of a large deposit of this new ore spread quickly and now multiple factions want to lay their claim on it, not knowing what riches or horrors this new addition to the Nexus might bring. This is a boffer game.

Dystopia Rising

Fri 1:00 PM-6:00 PM Autumn Wright Discovery D  
Dystopia Rising is set in a post-apocalyptic world where mankind is gone, replaced by mutated strains of survivors that bear only a resemblance to what we are today. These vestiges of man live in a world where the dead walk, bands of raiders prowl the countryside, and a ramshackle settlement might represent the height of civilization for hundreds of miles. It is zombie horror film brought to life.

Freeform Homebrew - A Day in Neverland

Sat 1:00 PM-5:00 PM L. Henderson Discovery C  
Take on a character, don our costumes, and dive into adventure with your friends! Pirates, fairies, and Lostlings face danger with bold smiles and seek fun in spite of it all. Children of all ages (1-99) are welcome. As long as they’re potty trained.

Gangs in Tale and Rhyme

Sun 1:00 PM-5:00 PM Tasha Zuniga Discovery D  
The city of Tale and Rhyme has a dark side. Mother Goose isn’t as sweet as she seems, and when the story books are closed her true fame comes to light. Tonight she’s called all her well known characters together. The Muffin Man will be there, but he has more for sale than pastries, and The Big Bad Wolf could blow your house down with an Uzi. Welcome to the most dangerous nursery rhyme ever told.

La Vita Zombie

Thu 5:00 PM-6:00 PM Nathan Monger Pine

Murder at Tanner Manor!

Thu 7:00 PM-11:30 PM L. Henderson Pine  
Sat 11:00 PM-2:00 AM L. Henderson Discovery C  
Sometime in the mid-1940s, a cadre of high-society guests are invited to an evening of enlightening entertainment. When someone turns up dead, it’s up to the guests to put aside personal vendettas and social climbing to solve the mystery! If they can... Heavy on emotional investment, light on rules. Come ready to create vivid, compelling scenes with a small group.

Og

Thu 2:00 PM-4:00 PM Jesse Foster Pine  
Sat 11:00 AM-1:00 PM Jesse Foster Discovery D  
Be a cave man. Or cave woman. Try to work together with a limited vocabulary.

Prey for Daylight: Stormy Seas

Fri 11:45:00 PM-1:45:00 AM Eamon Dixon Discovery C  
Sun 1:00 PM-3:00 PM Eamon Dixon Discovery C  
It is a dark and stormy night at sea for USCG Response Boat 45602 out of Cape Disappointment when their captain is found exsanguinated in the pilot house. Was it one of that night’s rescues, or is one of the crew not what they seem? Take on the roles of Coast Guard officers, those rescued from the stormy seas, or maybe even a lurking evil or two. A survival horror LARP for 5-10 players.

MIB: MEN IN BLACK (S) GAMES

Burn in Hell

Sat 10:00 AM-12:00 PM Jason Bostick Garage 02  
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. Burn in Hell will keep you on your toes – can you see the sets that fit together for the most points?

Car Wars Classic

Fri 2:00 PM-4:00 PM Jason Bostick Garage 03  
Sat 12:00 PM-2:00 PM Matthew Hunsucker Garage 03  
Car Wars is the game of the freeways of the future, where the right of way goes to the biggest guns. Players build vehicles complete with weapons, armor, power plants, and more. Then they take them out on the desolate roads, or maybe the brightly lit arenas, to come home as “aces,” or to crash and burn. The winners earn fame and cash to upgrade their rides. The losers are left in the dust.

EVENTS

# MIB: MEN IN BLACK (S) GAMES

## Castellen

Thu 2:00 PM-4:00 PM

Jason Bostick

Garage 10

Sat 2:00 PM-4:00 PM

Kyle Salter

Garage 05

Two players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. Castellans Your cards determine what pieces you get each turn . . . but you decide where to put them. If you're clever, the pieces played by your opponent can end up scoring for you!

## Chez Geek

Thu 2:00 PM-4:00 PM

Kyle Salter

Garage 04

Thu 8:00 PM-10:00 PM

Matthew Hunsucker

Garage 10

Fri 10:00 AM-12:00 PM

Jason Bostick

Garage 10

Fri 12:00 PM-2:00 PM

Matthew Hunsucker

Garage 04

Fri 2:00 PM-4:00 PM

Kyle Salter

Garage 09

Fri 4:00 PM-6:00 PM

Chris Ballowe

Garage 04

Fri 8:00 PM-10:00 PM

Sara Burris

Garage 04

Sat 10:00 AM-12:00 PM

Kyle Salter

Garage 10

Sat 4:00 PM-6:00 PM

Chris Ballowe

Garage 04

Sun 10:00 AM-12:00 PM

Kyle Salter

Garage 04

Sun 2:00 PM-4:00 PM

Sara Burris

Garage 04

Beer. Nookie. Roommates. It's another Friday night at Chez Geek. Set up house with your friends – for as long as you can stand them. Get a job – they're all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for sleeping?

## CON Frag

Thu 4:00 PM-8:00 PM

Jason Bostick

Garage 01

Fri 8:00 AM-8:00 PM

Jason Bostick

Garage 01

Sat 8:00 AM-8:00 PM

Jason Bostick

Garage 01

Sun 8:00 AM-3:00 PM

Jason Bostick

Garage 01

Frag is a computer game without a computer – a “first-person shooter” on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! This game goes all weekend with a prize to the winner at the end.

## DICE GAMES

Thu 4:00 PM-6:00 PM

Paul J Borte

Garage 08

Fri 8:00 AM-10:00 AM

Car Bostick

Garage 08

Fri 8:00 PM-10:00 PM

Kyle Salter

Garage 06

Sat 8:00 AM-10:00 AM

Car Bostick

Garage 08

Sat 4:00 PM-6:00 PM

Sara Burris

Garage 08

Sat 6:00 PM-8:00 PM

Kyle Salter

Garage 10

Sun 8:00 AM-10:00 AM

Car Bostick

Garage 08

Sample the Steve Jackson Collection of Dice Games. Everything from Zombie Dice to Hipster Dice will be shown off for you to try. Bring your FRIENDS!

## Give Me the Brain

Sat 6:00 PM-8:00 PM

Car Bostick

Garage 08

In Give Me The Brain by James Ernest (Lord of the Fries), all the players are zombies, shuffling and moaning through their horrible jobs. Whoever gets rid of all his jobs first will win. Every turn, you can do a couple of things . . . and, if you're sneaky, you can also push a job or two onto the other players.

## Gurps Zombies

Sat 4:00 PM-7:00 PM

Michael Hannum

Garage 03

Join us for an exciting adventure of zombies and Meyhem. using the Generic Universal Role Playing System. You will be playing yourself and trying to survive a hoard of zombies!

## Illuminati

Sat 4:00 PM-6:00 PM

Jason Bostick

Garage 02

They're all around us. Secret conspiracies are everywhere, and where can you find the only truth? Certainly not in the game of Illuminati. The object of Illuminati is to take control of the world. The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss Bank Account to smash the IRS!

MIB: MEN IN BLACK (SJ GAMES)

Knightmare Chess

Fri 2:00 PM-4:00 PM	Sean Cunningham	Garage 04
Sat 2:00 PM-4:00 PM	Paul J Borte	Garage 04
Sun 12:00 PM-2:00 PM	Jason Bostick	Garage 04

The cards break the rules in wild and unpredictable ways. Some affect a single move, and some change the entire game. Nightmare Chess plays quickly out of the box, but it also includes variants, and it’s easy for players to customize. The possibilities are endless, and so is the fun!

Mars Attack: The Dice Game

Fri 4:00 PM-6:00 PM	Sean Cunningham	Garage 08
Sat 12:00 PM-2:00 PM	Jason Bostick	Garage 08

In Mars Attacks — The Dice Game, lead your team of Martian invaders to conquer Earth. Destroy cities, get your picture taken in front of famous monuments, and be the Martian with the most Earthling kills! But watch out, because the Earthlings might nuke you . . . Mars Attacks — The Dice Game is a fast-playing, tactical dice game based on the Mars Attacks trading cards by Topps.

Munchkin Panic/Loot Letter

Thu 8:00 PM-10:00 PM	Jamie Bear	Garage 03
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Try out some of SJ Games first 3rd party licenses. Munchkin Panic and Munchkin Loot Letter.

Fri 4:00 PM-6:00 PM	Jamie Bear	Garage 03
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Munchkin Quest

Sat 10:00 AM-2:00 PM	Matthew Hunsucker	Garage 06
Sat 4:00 PM-8:00 PM	Matthew Hunsucker	Garage 06

Kill the monster, grab the treasure, stab your buddy. That’s what it’s all about. Now, Munchkin comes to the boardgame, and it’s a hit! You’ll build your dungeon, a room at a time, from 24 heavy, double-sided tiles. Each shows a different room . . . some are good for certain characters, some are bad. Fill it with monster standies and let your munchkins run amok!

Munchkin: Cheating for Charity

Sat 8:00 PM-12:00 AM	Jason Bostick	Garage 07
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If you love Munchkin, why not come try it with a twist. In this version, you CAN buy your way to the win by donating to the Conventions Charity. Details will be available in the MIB area.

Munchkin

Thu 4:00 PM-6:00 PM	Kyle Salter	Garage 07
Thu 6:00 PM-8:00 PM	Matthew Hunsucker	Garage 07
Thu 8:00 PM-10:00 PM	Paul J Borte	Garage 07
Thu 10:00 PM-12:00 AM	Kyle Salter	Garage 07
Fri 8:00 AM-10:00 AM	Matthew Hunsucker	Garage 07
Fri 10:00 AM-12:00 PM	Paul J Borte	Garage 07
Fri 12:00 PM-2:00 PM	Kyle Salter	Garage 07
Fri 2:00 PM-4:00 PM	Sara Burris	Garage 07
Fri 4:00 PM-6:00 PM	Car Bostick	Garage 07
Fri 6:00 PM-8:00 PM	Paul J Borte	Garage 07
Sat 8:00 AM-10:00 AM	John Keel	Garage 07
Sat 10:00 AM-12:00 PM	Kyle Salter	Garage 07
Sat 12:00 PM-2:00 PM	John Keel	Garage 02
Sat 12:00 PM-2:00 PM	Michael Hannum	Garage 07
Sat 2:00 PM-4:00 PM	Sean Cunningham	Garage 07
Sat 4:00 PM-6:00 PM	Car Bostick	Garage 07
Sat 6:00 PM-8:00 PM	John Keel	Garage 07
Sun 8:00 AM-10:00 AM	Matthew Hunsucker	Garage 07
Sun 2:00 PM-4:00 PM	Sean Cunningham	Garage 07

Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience . . . with none of that stupid roleplaying stuff. Millions of copies sold worldwide! Version will be chosen at the table by players

Nanuk

Sat 8:00 PM-10:00 PM	Car Bostick	Garage 05
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Winter is coming. All the hunters boasted of their prowess, but you boasted the loudest. Now you have to deliver . . .

# MUNCHKIN®

## CHEATING FOR CHARITY

All Proceeds will go to the charity chosen by the Chair of GameStorm

5.00 Buy in. This will get you 5.00 in 'chips' to use at the table.

Game will end at 4 hours, regardless.

Buy in authorizes use of 1 promotional item.

Additional promo item usage may be purchased for 1.00 per promo item.

Below is a sample of purchases that can be made.

You do NOT have to be playing to influence the game



### 1.00 Purchases:

Reroll your own Die

1 Door Card

1 Face up Treasure

Adjust results of Spin by 1

### 2.00 Purchases:

Reroll someone else's Die

1 Facedown Treasure

Spin wheel for Random Bonus/Penalty

### 5.00 Purchase:

Attempt a Thief Roll when not a thief

Add a wandering monster

### 10.00 Purchase:

Up Game to Epic (level 20)



MIB: MEN IN BLACK (S) GAMES

Ninja Burger

Thu 8:00 PM-10:00 PM	Sara Burris	Garage 09
Fri 10:00 AM-12:00 PM	Car Bostick	Garage 06
Sat 4:00 PM-6:00 PM	Kyle Salter	Garage 10

Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option.

OGRE

Thu 4:00 PM-6:00 PM	Jason Bostick	Garage 02
Fri 6:00 PM-8:00 PM	Sean Cunningham	Garage 02
Sat 2:00 PM-4:00 PM	Matthew Hunsucker	Garage 02
Sun 10:00 AM-12:00 PM	Jason Bostick	Garage 02

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.

Remember the Fallen

Fri 9:00 PM-10:00 PM	Jason Bostick	Garage 08
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Come Celebrate the lives of Pat Hannum and Tim McDowell as we remember two Fallen MIBS and their contributions to GameStorm.

Revolution

Thu 2:00 PM-4:00 PM	Paul J Borte	Garage 05
Thu 4:00 PM-6:00 PM	Matthew Hunsucker	Garage 04
Fri 2:00 PM-4:00 PM	Paul J Borte	Garage 05
Fri 6:00 PM-8:00 PM	Kyle Salter	Garage 06
Sat 4:00 PM-6:00 PM	Sean Cunningham	Garage 05

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

The Stars are Right

Sun 12:00 PM-2:00 PM	Car Bostick	Garage 06
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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.

Tile Chess

Fri 6:00 PM-8:00 PM	Jason Bostick	Garage 05
Sat 2:00 PM-4:00 PM	John Keel	Garage 06

Tile Chess is chess without boundaries. All you need are the tiles.\* Each tile represents a chess piece, and as you place the tiles, you create the board. You can play Tile Chess just about anywhere, and it supports up to four players! \* You need to know how to play chess, of course.

MINIATURES

Auto-Cross

Rookie Night

Sun 1:00 PM-5:00 PM	Chris French	Garage 62
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Come to the local Circus's Rookie Night, and make yourself famous -- before someone else makes you dead.

Battle for Aachen

Fri 9:00 AM-1:00 PM	Greg Moore	Garage 71
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WWII battle for Aachen in 1/72 scale fought in a ruined city. Americans must root the Germans out of the first German city to fall to the Americans in WWII.

Battletech

3145

Sat 10:30 AM-6:30 PM	George Paresa	Garage 64
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A new Dark Age has engulfed the Inner Sphere but the familiar drums of war are calling. The Republic of the Sphere and the Draconis Combine face off on an industrialized world within the Republic's borders.



# MINIATURES

## Battletech (cont.)

### Base Game

Sun 10:00 AM-11:00 PM

Channing Guenther

Garage 71

A royal-rumble style gladiatorial free-for-all in Battletechs. Everything is provided by the Catalyst Demo Agents who will be running the game. Come on out and see if you can become the Grand Champion!

### Dracs vs liao

Sat 10:00 AM-6:00 PM

Michelle Kelly

Garage 67

liao has gotten intelligence that the dcms is stealing weapon designs and have landed to assault a facility where these designs are rumored to be in development

### Nova Cat Rebellion of 3141

Fri 10:00 AM-7:00 PM

Dan Shoemaker

Garage 70

In the year 3141, the 80-year-old alliance between Clan Nova Cat and the Draconis Combine was strained to the breaking point. No longer willing to suffer the indignity of being marginalized and confined to the Combine's "cultural preservation districts" on worlds they formerly administered, the Nova Cats initiated a brutal armed rebellion against their longtime allies.

### Total Warfare

Thu 2:30 PM-7:30 PM

George Paresa

Garage 64

Battletech celebrated its 30th Anniversary in 2014 and is still entertaining gamers worldwide. Novice players are welcome to try the basic rules. Come learn how to play and work with a team. Then take your new found skills to our more challenging events over the weekend.

### Bolt Action

Fri 12:00 PM-4:00 PM

Luke Browne

Garage 64

Sat 12:00 PM-4:00 PM

Luke Browne

Garage 66

Bolt Action is a WWII-themed 28mm miniatures game. Most of the major and minor powers are represented in this game, and we will be presenting a variety of unit types for the players to experience. During this demo, a small force of Soviets will square off against a comparable group of Americans.

### Burning Seas

#### David vs. Goliath (Taffy 3 vs Kurita)

Sun 1:00 PM-5:00 PM

Aaron Aust

Garage 65

Historical Naval battle off Samar using home brew system to let players re-fight the battle.

#### Iron Bottom Sound

Sat 4:00 PM-8:00 PM

Aaron Aust

Garage 65

Historical Naval battle of Guadalcanal using home brew system to let players re-fight the battle.

### Officer Candidate School

Thu 3:00 PM-5:30 PM

Aaron Aust

Garage 65

Fri 10:00 AM-12:30 PM

Aaron Aust

Garage 65

Sat 12:00 PM-2:30 PM

Aaron Aust

Garage 65

A strategy game home brewed to bring life to WWII naval warships.

#### Turning Point (Battle at Midway)

Fri 2:00 PM-6:00 PM

Aaron Aust

Garage 65

Historical Naval battle of Midway using home brew system to let players re-fight the battle.

### D&D Dragons attack wing

Fri 10:00 AM-1:00 PM

Michelle Kelly

Garage 67

Thu 2:00 PM-5:00 PM

Michelle Kelly

Garage 67

come learn to play the new D&D dragon attack wing. ill be featuring 4 dragons for you to take flight and battle to the death in the air

### Fallout Equestria

Fri 3:00 PM-6:00 PM

Jacob Schultz

Garage 68

Sat 3:00 PM-6:00 PM

Jacob Schultz

Garage 68

Sun 10:00 AM-1:00 PM

Jacob Schultz

Garage 68

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.

### Fantasy flight:Wings of war vs king kong

Fri 5:00 PM-7:00 PM

Michelle Kelly

Garage 67

the convention favorite is BAAAACK, yes come take the GM's provided WWI bi/tri planes and take the big guy down from the empire state building. just come have fun nothing needed

GAMESTORM 17  
 MINIATURES

Mars attacks intro games

Fri 9:00 AM-1:30 PM
 Colin Fletcher
 Garage 69  
 Intro mars attacks games.

Mechwarrior solaris style

Sat 6:00 PM-9:00 PM
 Michelle Kelly
 Garage 67  
 mechwarrior solaris style .an old favorite, back one more time. this is a hybred of the rules system , prior to the solaris set releases. pick a mech, buy abilities and then winner take all

Over the Top

Thu 1:00 PM-4:00 PM
 Greg Moore
 Garage 71  
 A British infantry company with tank support assaults a section of trenches held by the Germans in World War I. Battle is fought on a home made battlefield with detailed trench line on each side of no-man’s land. Each figure in the game represents a single soldier. Easy to learn home-brewed rule system.

Ponies of war

Sun 3:00 PM-5:00 PM
 Michelle Kelly
 Garage 67  
 Air/ground attack wing style game with my little ponys.

Privateer press

Monsterpocalypse

Fri 7:00 PM-11:00 PM
 Michelle Kelly
 Garage 67  
 earth is doomed. no matter who wins, we lose. gigantic monsters (kaiju types) and robots. good and evil all meet in large citys and throw down in a winner take all fightfest where even the buildings are weapons

Warmachine/hordes 35 point battles

Sun 10:00 AM-1:00 PM
 Michelle Kelly
 Garage 67  
 warmachine/hordes 35 point forces. come fight for your chosen faction. some armys can be for use from gm, please contact prior to event. tier lists only with documented (in hand) proof of list

Warmachine/hordes 50 point battles

Sat 9:00 PM-11:00 PM
 Michelle Kelly
 Garage 67  
 warmachine/hordes 50 point forces. come fight for your chosen faction. some armys can be for use from gm, please contact prior to event. tier lists only with documented (in hand) proof of list

Warmachine/hordes for beginners

Fri 1:30 PM-4:30 PM
 Michelle Kelly
 Garage 67  
 warmachine/hordes 15 point battle boxes only. come learn how to play, or just enjoy a smaller game format. no tier lists

Robotech tactics demo games

Sat 10:00 AM-3:00 PM
 Colin Fletcher
 Garage 69  
 Robotech RPG Tactics demo game

Saturday Apoc

Sat 6:00 PM-10:00 PM
 Tim Troupe
 Garage 63  
 This apoc part two warhammer 30k 40k. come out and deploy your troops 4500 point limit per person. lets have fun special rules in forced.

Silent Death Astro Smash

Sat 5:00 PM-11:00 PM
 Brian James
 Garage 69  
 A turn based miniature combat game in which you will control ships from the Silent Death universe.

Basic

Fri 11:00 AM-1:00 PM
 Matthew Hunsucker
 Garage 66  
 Sun 11:00 AM-1:00 PM
 Matthew Hunsucker
 Garage 66  
 This will be a great chance to learn the game.

Massive battle

Sun 1:00 PM-3:00 PM
 Michelle Kelly
 Garage 67  
 up to 2 players per faction, and its you or them, someone is going to perish . this is a multi faction battle, tensions are high and someone flinched....actually the klingons saw the borg and started it. who will win the day?

Star Trek Attack Wing

Tournament

Fri 2:00 PM-5:00 PM
 Matthew Hunsucker
 Garage 66  
 Fri 6:00 PM-9:00 PM
 Matthew Hunsucker
 Garage 66  
 Sun 2:00 PM-5:00 PM
 Matthew Hunsucker
 Garage 66  
 I will bring OP prizes and blind boosters for this event

## MINIATURES

### Star Wars Xwing miniatures game

Thu 6:00 PM-10:00 PM Michelle Kelly Garage 67  
battle over endor, rebels keep the falcon alive till the shield surrounding the death star is taken down , then get the falcon into it to finsh the job. empire stop the rebels at all cost.

### Takara Dougram Series

#### Battle of Kalnock

Fri 2:00 PM-6:00 PM Chris French Garage 62  
The snow-swept forests of Kalnock are the last barrier between the Deloyeran army, and the Terran occupiers of North Pole Base; control of this pass is imperative for both sides... and the winner takes the planet.

#### Battle of Stanrey Plateau

Sat 2:00 PM-6:00 PM Chris French Garage 62  
Terran mecha have dug in to halt the advance of Deloyer's native army at Stanrey Plateau; the natives send their best to evict them.

### Warhammer 30/40k

#### Warhammer 30/40k apoc

Fri 4:00 PM-8:00 PM Tim Troupe Garage 63  
apoliptic battle 4500 points per player with warhammer 30k/40k rules. The Warp has done its best to confuse the things. units of the Horus heracy have come out of the warp.This is your chance to have fun.Play agianst units you have never played agianst. If you play a list that is mixed then they are separete lists, but count to your total. they are not allied if even the same chapter.

#### Thursday 40k fun

Thu 5:00 PM-9:00 PM Tim Troupe Garage 63  
This is warhammer 30k 40k game open tablefree for all point level is adjustable lets have some fun and try 30k rules out.

#### 40k wrap up

Sun 1:00 PM-5:00 PM Tim Troupe Garage 63  
wrap up games this is pick up gameing and fun for the Emperor.

#### Warhammer 40k

#### 40 k 1850 tourney

Sat 12:00 PM-3:30 PM Tim Troupe Garage 63  
1850 warhammer tourney event special rules apply. good wrmd up and fun start the day with fun. and boter fire.

### X-Wing Miniatures

Thu 6:00 PM-10:00 PM	Bennett Kim	Garage 70
Fri 3:00 PM-5:00 PM	Bennett Kim	Garage 69
Fri 6:00 PM-10:30 PM	Bennett Kim	Garage 69
Sat 10:00 AM-1:00 PM	Bennett Kim	Garage 70
Sat 2:00 PM-6:30 PM	Bennett Kim	Garage 70
Sat 7:00 PM-11:00 PM	Bennett Kim	Garage 70
Sun 12:00 PM-4:00 PM	Bennett Kim	Garage 70

I'm here to teach the X-Wing Miniatures game. This is the second 150 point free play.

### X-Wing

#### Battle Of Bree X

Thu 2:00 PM-6:00 PM Chris French Garage 62  
Imperial Bombers over the rebel-held world of Bree X -- will this be the Rebellion's Finest Hour?

## ORGANIZED ROLE-PLAY

### D&D 5e Adventures League

#### D&D Learn-to-Play (DDEX1-1 Defiance in Phlan)

Thu 1:30 PM-4:30 PM	Rodney Barnes	Heritage B 16
Thu 4:30 PM-7:30 PM	Rodney Barnes	Heritage B 16
Thu 7:30 PM-10:30 PM	Rodney Barnes	Heritage B 16
Thu 10:30 PM-1:30 AM	Rodney Barnes	Heritage B 16
Fri 10:30 AM-1:30 PM	Rodney Barnes	Heritage B 17
Fri 1:30 PM-4:30 PM	Rodney Barnes	Heritage B 17

(Continues on the next page)

ORGANIZED ROLE-PLAY

D&D Learn-to-Play (DDEX1-1 Defiance in Phlan) Cont.

Fri 4:30 PM-7:30 PM	Rodney Barnes	Heritage B 17
Fri 7:30 PM-10:30 PM	Rodney Barnes	Heritage B 17
Fri 10:30 PM-1:30 AM	Rodney Barnes	Heritage B 17
Fri 11:30 PM-2:30 AM	Rodney Barnes	Heritage B 21
Sat 1:30 AM-4:30 AM	Rodney Barnes	Heritage B 17
Sat 10:30 AM-1:30 PM	Rodney Barnes	Heritage B 17
Sat 1:30 PM-4:30 PM	Rodney Barnes	Heritage B 17
Sat 4:30 PM-7:30 PM	Rodney Barnes	Heritage B 17
Sat 7:30 PM-10:30 PM	Rodney Barnes	Heritage B 17
Sat 10:30 PM-1:30 AM	Rodney Barnes	Heritage B 17
Sun 1:30 AM-4:30 AM	Rodney Barnes	Heritage B 17
Sun 10:30 AM-1:30 PM	Rodney Barnes	Heritage B 17
Sun 1:30 PM-4:30 PM	Davena Oaks	Heritage B 17

Learn to play D&D 5e and join D&D Adventurers League!

The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other groups in the Realms must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult.

DDEX 1-02 Secrets of Sokol Keep - Tyranny of Dragons

Fri 8:00 AM-12:00 PM	Rodney Barnes	Heritage B 20
Sun 12:30 PM-4:30 PM	Davena Oaks	Heritage B 21

DDEX 1-03 Shadows Over the Moonsea - Tyranny of Dragons

Fri 12:30 PM-4:30 PM	Rodney Barnes	Heritage B 20
Sun 3:30 AM-7:30 AM	Rodney Barnes	Heritage B 21

DDEX 1-04 Dues for the Dead - Tyranny of Dragons

Fri 5:00 PM-9:00 PM	Rodney Barnes	Heritage B 20
Fri 9:00 PM-1:00 AM	Rodney Barnes	Heritage B 18

DDEX 1-05 The Courting of Fire - Tyranny of Dragons

Fri 9:30 PM-1:30 AM	Rodney Barnes	Heritage B 20
Sat 1:30 AM-5:30 AM	Rodney Barnes	Heritage B 18

DDEX 1-06 The Scroll Thief -Tyranny of Dragons

Sat 2:00 AM-6:00 AM	Rodney Barnes	Heritage B 19
Sat 9:00 AM-1:00 PM	Rodney Barnes	Heritage B 20

DDEX 1-07 Drums in the Marsh - Tyranny of Dragons

Sat 6:30 AM-10:30 AM	Rodney Barnes	Heritage B 19
Sat 1:30 PM-5:30 PM	Rodney Barnes	Heritage B 18

DDEX 1-08 Tales Trees Tell - Tyranny of Dragons

Sat 11:00 AM-3:00 PM	Rodney Barnes	Heritage B 19
Sat 6:00 PM-10:00 PM	Rodney Barnes	Heritage B 18

DDEX 1-09 Outlaws of the Iron Route - Tyranny of Dragons

Sat 3:30 PM-7:30 PM	Rodney Barnes	Heritage B 19
Sat 10:30 PM-2:30 AM	Rodney Barnes	Heritage B 18

DDEX 1-10 Tyranny in Phlan - Tyranny of Dragons

Sat 8:00 PM-12:00 AM	Davena Oaks	Heritage B 19
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DDEX 1-11 Dark Pyramid of Sorcer's Isle - Tyranny of Dragons

Sun 12:30 AM-8:30 AM	Rodney Barnes	Heritage B 22
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DDEX 1-12 Raiders of the Twilight Marsh - Tyranny of Dragons

Fri 12:00 PM-4:00 PM	Rodney Barnes	Heritage B 19
Sun 5:00 AM-9:00 AM	Rodney Barnes	Heritage B 17

DDEX 1-13 Pool of Radiance Resurgent - Tyranny of Dragons

Fri 4:30 PM-8:30 PM	Rodney Barnes	Heritage B 19
Sun 9:30 AM-1:30 PM	Rodney Barnes	Heritage B 18

## ORGANIZED ROLE-PLAY

### DDEX 1-14 Escape from Phlan - Tyranny of Dragons

Sun 8:00 AM-12:00 PM

Rodney Barnes

Heritage B 21

Sun 2:00 PM-6:00 PM

Rodney Barnes

Heritage B 18

The Tyranny of Dragons isn't over until we say its over! Do you need to level up your character so you can tackle the Brotherhood of the Cloak? Need some more hitpoints so you can face the Ludwakazar? All day Friday and Saturday we'll be running Tyranny of Dragons Expeditions, a perfect chance to catch the Expeditions you missed out on!

### DDEX2-2 Embers of Elmwood - D&D Expeditions

Fri 8:00 AM-12:00 PM

Davena Oaks

Heritage B 12

Fri 1:00 PM-5:00 PM

Rodney Barnes

Heritage B 12

Fri 7:00 PM-11:00 PM

Rodney Barnes

Heritage B 12

Fri 11:30 PM-3:30 AM

Rodney Barnes

Heritage B 12

Sat 8:00 AM-12:00 PM

Rodney Barnes

Heritage B 12

Sat 1:00 PM-5:00 PM

Rodney Barnes

Heritage B 12

Sat 7:00 PM-11:00 PM

Davena Oaks

Heritage B 12

A derelict raft drifts into Mulmaster's harbor carrying a young woman. Delirious with hunger, the only words she seems able to speak so far have been "ash and fire."® The only other clue to her identity is an ornate tattoo. Is the woman insane, or is something nefarious at play?

### DDEX2-3 The Drowned Tower - D&D Expeditions PREVIEW

Thu 3:00 PM-7:30 PM

Davena Oaks

Heritage B 18

Thu 11:00 PM-3:00 AM

Davena Oaks

Heritage B 18

Fri 9:00 AM-1:30 PM

Rodney Barnes

Heritage B 18

Fri 2:30 PM-6:30 PM

Rodney Barnes

Heritage B 18

Fri 9:00 PM-1:30 AM

Rodney Barnes

Heritage B 19

Sat 2:30 AM-6:30 AM

Rodney Barnes

Heritage B 20

Sat 9:00 AM-1:30 PM

Rodney Barnes

Heritage B 21

Sat 2:30 PM-6:30 PM

Rodney Barnes

Heritage B 21

Sat 9:00 PM-1:30 AM

Rodney Barnes

Heritage B 20

Sun 2:30 AM-6:30 AM

Rodney Barnes

Heritage B 19

Sun 9:00 AM-1:30 PM

Rodney Barnes

Heritage B 22

You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth?

### DDEX2-4 Mayhem in the Earthspur Mines - D&D Expeditions PREVIEW

Thu 2:30 PM-6:30 PM

Davena Oaks

Heritage B 17

Thu 9:00 PM-1:30 AM

Davena Oaks

Heritage B 17

Fri 3:00 PM-7:30 PM

Rodney Barnes

Heritage B 21

Fri 11:00 PM-3:00 AM

Rodney Barnes

Heritage B 22

Sat 3:00 AM-7:30 AM

Rodney Barnes

Heritage B 21

Sat 8:30 AM-12:30 PM

Rodney Barnes

Heritage B 18

Sat 3:00 PM-7:30 PM

Rodney Barnes

Heritage B 22

Sat 11:00 PM-3:00 AM

Rodney Barnes

Heritage B 21

Sun 3:00 AM-7:30 AM

Rodney Barnes

Heritage B 18

Sun 12:00 PM-4:30 PM

Davena Oaks

Heritage B 19

The mines of the Earthspur Mountains have long been a valuable resource of precious ore and gems. One mine has gone silent and more concerning than the late shipment is the fate of the members of the Soldiery sent to discover what has happened. The Ludwakazar clan, a clan of reclusive dwarves, wouldn't be so bold as to violate their long-standing peace with Mulmaster... would they?

### Living Arcanis

#### A2 HP Open

Sun 2:00 PM-6:30 PM

Rodney Barnes

Heritage B 09

Open HP Series event to be determined.

#### A2 HP01 Into the Blessed Lands

Fri 9:00 AM-1:30 PM

Rodney Barnes

Heritage B 07

The unexpected death of an old friend introduces the Heroes to the dangers and wonders of the Blessed Lands as well as the machinations of a mysterious, new foe.



GAMESTORM 17  
 ORGANIZED ROLE-PLAY

Living Arcanis Cont.

<b>A2 HP02 That Which Lies Beneath</b>	Fri 2:00 PM-6:30 PM	Rodney Barnes	Heritage B 07
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The Heroes are asked to solve the mystery of missing miners in the very profitable Fervidite mines before they are forced closed. Could the savage Voei be behind the disappearances, or does something more sinister lurk beneath?

<b>A2 HP03 Ancient Battles Unfinished</b>	Fri 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 07
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Deep in the Fervidite mines, something horrible stirs and wakens

<b>A2 HP04 Visions of Lives Past</b>	Sat 9:00 AM-1:30 PM	Rodney Barnes	Heritage B 07
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A Kelelene elorii named Malandros has stumbled (literally) into the First City, apparently suffering from some sort of mental lapse. All he remembers is that he was on his way here to find... something. It is up to the Heroes to guide him and recover what was lost.

<b>A2 HP05 Vexing Priests</b>	Sat 2:00 PM-6:30 PM	Rodney Barnes	Heritage B 07
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The joyous festival of Unavocce is celebrated, but while the faithful indulge themselves a deadly plot is put in motion to end the life of some of the most influential people in the First City. Under the inauspicious Black Eye of Neroth, the Heroes race against death itself and losing may very well cost them their souls. "Will no one rid me of this vexing priest?"

<b>A2 HP06 The Price of Honor</b>	Sat 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 07
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A legal battle over the rights to an entrance into the Undercity thrusts the Heroes into the politics of the Tomal Khan's court and ends with a chilling discovery that spans the ages.

<b>A2 HP07 Words of the Seer</b>	Sun 10:00 AM-2:30 PM	Rodney Barnes	Heritage B 07
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A power struggle between the Khitani military and the Jial of the Phoenix finds the Heroes inadvertently uncovering a deadly conspiracy aimed at the heart of the First City.

<b>A2 SP01 Once Upon a Time in Metra</b>	Thu 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 11
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"There is nothing that can quite deflate the festive banter of a party more than the subject of Eppish politics." - A merchant prince from Blackwand

<b>A2 SP02 Elements of Faith</b>	Thu 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 12
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Now the Laerestri have places of worship in the human lands they travel while exploring the world. Given the history of elorii-human relations, however, the elders are simply waiting for the time when treachery rears its familiar head. When that time comesthey are prepared to defend their new footholds to the utmost.

<b>A2 SP03 The Horror Within</b>	Fri 9:00 AM-1:30 PM	Rodney Barnes	Heritage B 08
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After the successful conclusion of the Sixth Crusade of Light, Crusaders everywhere have headed home to nurse their wounds and recover. But after seeing so much death, destruction, and endless evil, can they really return to normal life? Has the very taint they fought against affected them?

<b>A2 SP04 Long March, Dark Cola</b>	Fri 2:00 PM-6:30 PM	Rodney Barnes	Heritage B 08
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A bard of consummate skill has been offered a unique opportunity; travel to the Necropolis of Ventaka and join the order of the Black Chanters. But the journey through Canceri is wrought with trials and dangers that are far more terrifying than living in the City of the Dead. ((This is a two-round adventure))

<b>A2 SP05 The Gleam of Fires, the Throb of Drums</b>	Fri 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 08
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War drums pound deep in the jungles of the Kraldjur Morass. A battle cry, a full throated howl of rage and anger, rises over a terrified scream. The scream is cut off, the cry fades... but the drums beat on.

<b>A2 SP06 To Be Released</b>	Sat 9:00 AM-1:30 PM	Rodney Barnes	Heritage B 08
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Living Arcanis Adventure to be released.

Living Arcanis Cont.

A2 SP07 Salvage Operations

Sat 2:00 PM-6:30 PM	Rodney Barnes	Heritage B 08
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A brisk salvage industry has sprung in the port city of Jappa in the aftermath of the Crusade. A salty sea captain hires the Heroes to retrieve items from his lost ship but is this really just about reclaiming gold and jewels from Yarris' briny deep?

A2 SP08 To Die Alone

Sat 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 08
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This Prince promises rewards to those who provide aid " "But even given your special abilities, what meaningful assistance can a few travelers give over a handful of days? In Almeric, whether you stay or try to walk away, it's a good bet that trouble will find you.

A2 SP09 In Plain Sight

Sun 10:00 AM-2:30 PM	Rodney Barnes	Heritage B 08
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When her young page has gone missing, Calisto val'Sheem, a senator from Savona, requests your help to investigate his disappearance can you find the missing boy and what evil lies hidden in plain sight.

A2 SP10 To Be Released

Sun 2:00 PM-6:30 PM	Rodney Barnes	Heritage B 10
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Living Arcanis SP10 to be released

Living Arcanis Character Creation

Fri 2:00 PM-6:30 PM	Rodney Barnes	Heritage B 14
Fri 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 14
Sat 9:00 AM-1:30 PM	Rodney Barnes	Heritage B 14
Sat 2:00 PM-6:30 PM	Rodney Barnes	Heritage B 14
Sat 7:00 PM-11:30 PM	Rodney Barnes	Heritage B 14

A time for people interested in Arcanis to create characters and learn to play.

Pathfinder Society

Adventure Card Guild: Skull and Shackles

Fri 8:00 AM-10:00 AM	Chris Hesla	Heritage E 12
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You could have chosen to live among honest, reputable folk, but through misadventure, you've drifted into the Shackles, a chain of islands off the western coast of Garund. If you're gonna stay here, you'll need to prove to the Pirate Council that you're dangerous enough to rule beside them...

3-16 The Midnight Mauler

Fri 1:30 PM-6:30 PM	Chris Hesla	Heritage E 01
Sat 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 01
Sun 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 01

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 Absalom's former Master of Blades, Vonran Vilks, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again?

3-20 Rats of Round Mountain part 1: The Sundered Path

Fri 1:30 PM-6:30 PM	Chris Hesla	Heritage E 02
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In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Pathfinder Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court.

3-22 Rats of Round Mountain part 2: Pagoda of the Rat

Fri 7:00 PM-12:00 AM	Chris Hesla	Heritage E 01
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In the hollow center of Round Mountain, the Pathfinder Society's crack team of special agents must navigate the so-called Pagoda of the Rat, where the influential ratfolk of the region hold court. Can they break up negotiations between the ratfolk and the sinister Aspis Consortium, or will the risks taken to reach this point have been in vain?

4-14 My Enemy's Enemy

Sat 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 01
Sun 1:30 PM-6:30 PM	Chris Hesla	Heritage E 01

Someone in the city of Magnimar is committing crimes and leaving evidence implicating the Pathfinder Society. It falls to the Pathfinders to get to the bottom of it, and what they find may signal the resurgence of an enemy thought long defeated.

GAMESTORM 17  
 ORGANIZED ROLE-PLAY

Pathfinder Society Cont.

4-26 The Waking Rune

Sun 8:00 AM-6:00 PM Chris Hesla Heritage E 06  
 After a year of searching and risking life and limb, the agents of the Pathfinder Society have discovered the resting place of the Runelord of Sloth, who has been sequestered from the world at large for 10,000 years awaiting the proper time for his return.

5-08 The Confirmation

Thu 7:00 PM-12:00 AM Chris Hesla Heritage B 06  
 Fri 1:30 PM-6:30 PM Rodney Barnes Heritage E 03  
 Sat 8:00 AM-1:00 PM Rodney Barnes Heritage E 02  
 Sun 8:00 AM-1:00 PM Rodney Barnes Heritage E 02  
 Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates’ future work as a Pathfinder.

5-12 Destiny of the Sands part 1: A Bitter Bargain

Fri 8:00 AM-1:00 PM Chris Hesla Heritage E 01  
 Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto, and the Pathfinder Society has pledged its support in the Sapphire Sage’s investigation of his ancient order. To assist an ally and unlock the secrets of Osirion’s past, the Society must deal with a deadly antagonist once more by sending the PCs to fulfill the bargain and collect its due.

5-15 Destiny of the Sands part 2: Race to Seekers Folly

Fri 1:30 PM-6:30 PM Chris Hesla Heritage E 04  
 The Pathfinder Society has discovered the location of a powerful Osirian artifact secreted beneath the sands, but they are not the only ones who seek its power. The Pathfinders must endure the scalding Osirian desert, brave its inhabitants, and watch for hidden dangers if they are to survive. Can the PCs reach the ruins before their rivals claim the prize?

5-16 Destiny of the Sands part 3: Sanctum of the Sages

Fri 7:00 PM-12:00 AM Chris Hesla Heritage E 02  
 Uncovering the secrets of a Jeweled Sage reveals that the others are in grave danger. When the trail leads to the sages’ hidden sanctum deep within the Pillars of the Sun, the Pathfinders must draw upon both their own resourcefulness and the ancient historians’ power if they are to preserve a millennia-old organization and Osirion’s past.

6-00 Legacy of the Stonelords

Sat 7:00 PM-12:00 AM Chris Hesla Heritage E 01  
 At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within.

6-01 Trial by Machine

Fri 8:00 AM-1:00 PM Rodney Barnes Heritage E 02  
 Thu 7:00 PM-12:00 AM Chris Hesla Heritage B 07  
 More than a millennium has passed since the “machine mage” Karamoss’s failed siege of Absalom, and for years the Pathfinder Society has used upper reaches of his subterranean siege tower as a training ground for initiates. During a routine drill, the once-dormant dungeon springs to life, and it will take all the PCs’ resourcefulness and skill to make it out alive.

6-02 The Silver Mount Collection

Thu 7:00 PM-12:00 AM Chris Hesla Heritage B 08  
 Sat 8:00 AM-1:00 PM Rodney Barnes Heritage E 03  
 Sat 1:30 PM-6:30 PM Rodney Barnes Heritage E 02  
 The esteemed Blakros family — famous for their museum in Absalom — receives a large shipment of artifacts from Numeria but fears that the ever-vigilant Technic League will attack to reclaim its “stolen” property. When they request the help of Pathfinders to help guard the collection, the PCs discover that the Technic League is the least of their worries.

## ORGANIZED ROLE-PLAY

## Pathfinder Society Cont.

## 6-03 The Technic Siege

Fri 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 03
Sat 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 03
Sun 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 02
Thu 1:30 PM-6:30 PM	Chris Hesla	Heritage B 06

When the Pathfinder Society acquires a copy of A Thread of Silver, a written survey of some of Numeria's most closely guarded sites, the Technic League dispatches its own agents to the Pathfinder lodge in Nantambu to recover the text and make an example of those who would investigate Numeria's otherworldly secrets.

## 6-04 The Beacon Bellow

Fri 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 04
Sat 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 04
Thu 1:30 PM-6:30 PM	Chris Hesla	Heritage B 07

Thousands of years ago, a defeated order of Osirian sages sought refuge in the perilous Pillars of the Sun in central Osirian. Until recently they were presumed lost, but recent exploration has uncovered the fortress sanctum they left behind. When the PCs delve into one of its sealed halls, they find the sages' millennia-old projects dormant but not dead.

## 6-05 Slave Ships of Absalom

Sat 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 04
Sun 1:30 PM-6:30 PM	Chris Hesla	Heritage E 03

The metropolis of Absalom promotes commerce in its many forms, and although slavery is legal, it is increasingly common for citizens to frown on the institution. The practice becomes more questionable when an ally of the Pathfinder Society traces an attempt at supernatural surveillance through a slave.

## 6-06 Hall of the Flesh Eaters

Fri 7:00 PM-12:00 AM	Rodney Barnes	Heritage E 03
Sat 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 05
Thu 7:00 PM-12:00 AM	Chris Hesla	Heritage B 13

Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Sevenfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires.

## 6-07 Valley of the Veiled Flame

Fri 7:00 PM-12:00 AM	Rodney Barnes	Heritage E 04
Sat 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 05
Sun 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 03
Fri 1:30 PM-6:30 PM	Chris Hesla	Heritage E 05

For years a Pathfinder team has surveyed Qadira's Zho Mountains in an attempt to reconcile its twisting valleys with a series of old maps recovered years ago on the Silken Way. When the team disappears soon after reporting a strange illusory effect in a mountain pass, the Society sends the PCs - funded by an unusual benefactor - to uncover whatever is hidden in those peaks and rescue the agents.

## 6-08 The Segang Expedition

Thu 1:30 PM-6:30 PM	Rodney Barnes	Heritage B 08
Fri 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 06
Fri 7:00 PM-12:00 AM	Rodney Barnes	Heritage E 05
Sat 8:00 AM-1:00 PM	Chris Hesla	Heritage E 06

Rumors of a lost shrine in the Segang Jungle draw the Pathfinder Society's attention, but the prohibitive cost of sending a team into the wilds of Jalmeray threatens to shut down the expedition before it even begins. Fortunately, a wealthy patron has offered to fund the PCs travel expenses in return for their help in his decades-old quest.

## 6-09 By Way of Bloodcove

Thu 1:30 PM-6:30 PM	Rodney Barnes	Heritage B 13
Fri 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 05
Sat 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 07
Sun 1:30 PM-6:30 PM	Chris Hesla	Heritage E 04

For centuries the city of Bloodcove has controlled access to the invaluable Vanji River, and for nearly as long, the Aspis Consortium has controlled Bloodcove. If the Pathfinder Society is to move the equipment and personnel it needs into the Mwangi Expanse, it needs a reliable means of smuggling resources through this unforgiving settlement operated by its enemies.

GAMESTORM 17  
 ORGANIZED ROLE-PLAY

Pathfinder Society Cont.

6-10 The Wounded Wisp

Thu 1:30 PM-6:30 PM	Rodney Barnes	Heritage B 14
Fri 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 06
Fri 7:00 PM-12:00 AM	Rodney Barnes	Heritage E 06
Sat 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 06
Sun 1:30 PM-6:30 PM	Chris Hesla	Heritage E 05

More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years.

6-11 The Slave Master's Mirror

Thu 1:30 PM-6:30 PM	Rodney Barnes	Heritage B 21
Fri 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 07
Fri 7:00 PM-12:00 AM	Rodney Barnes	Heritage E 07
Sun 8:00 AM-1:00 PM	Chris Hesla	Heritage E 04

The Society must sneak a team of agents through one of the largest slave markets on the Inner Sea and track the slippery mastermind to her base if they are to successfully capture the villain, and Venture-Captain Ambrus Valsin has just the team of Pathfinders in mind for the task.

6-12 Scions of the Sky Key part 1: On Sharrowsmith's Trail

Thu 1:30 PM-6:30 PM	Rodney Barnes	Heritage B 22
Sat 8:00 AM-1:00 PM	Rodney Barnes	Heritage E 08
Sun 8:00 AM-1:00 PM	Chris Hesla	Heritage E 05

Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety.

6-13 Of Kirin and Kracken

Thu 7:00 PM-12:00 AM	Rodney Barnes	Heritage B 14
Sat 8:00 AM-1:00 PM	Chris Hesla	Heritage E 09

When imperial Lung Wa collapsed over a century ago, it shattered not only the political ties that united the successor states but also the philanthropic order known as the Way of the Kirin. Today, the Way controls only a handful of its once-extensive web of strongholds. It is up to the PCs to brave the realm of a kraken god-king in order to keep the Society's alliance intact.

6-14 Scions of the Sky Key part 2: Kaava Quarry

Thu 7:00 PM-12:00 AM	Rodney Barnes	Heritage B 21
Sat 1:30 PM-6:30 PM	Rodney Barnes	Heritage E 07
Sun 1:30 PM-6:30 PM	Chris Hesla	Heritage E 07

A powerful guardian stands vigil over the ancient ruins where Venture-Captain Nieford Sharrowsmith disappeared recently, yet the beast has a weakness: a prophesied talisman now in the possession of an elusive grippli tribe deep in the Kaava Lands. The PCs must win the reclusive people's trust and claim the prize—all before the Aspis Consortium does!

Shadowrun Missions

CMP 2010-01 Manhunt

Thu 2:00 PM-6:00 PM	Anthony Gambino	Heritage B 09
Fri 7:00 PM-11:00 PM	Rodney Barnes	Heritage B 04
Sun 9:00 AM-1:00 PM	Rodney Barnes	Heritage B 04

Fifteen years ago, Seattle was plagued by a number of vicious animal attacks. These attacks seem to be on the rise again, but when Knight Errant refused to take them seriously, a retired Lone Star cop takes matters into his own hands. Is this just a coincidence or is Seattle about to repeat history?

CMP 2010-02 Carbon Copy

Thu 7:00 PM-11:00 PM	Anthony Gambino	Heritage B 09
Sat 9:00 AM-1:00 PM	Rodney Barnes	Heritage B 04
Sun 2:00 PM-6:00 PM	Rodney Barnes	Heritage B 04

A serial killer is stalking Seattle's Ork Underground. Fixer and legendary hacker William MacCallister is determined to protect both his territory and his family, but he does not understand the nature of the threat facing him. Can the runners dispatch the latest killer and live to tell the tale?



## ORGANIZED ROLE-PLAY

## Shadowrun Missions Cont.

## CMP 2010-03 Ashes

Fri 9:00 AM-1:00 PM

Anthony Gambino

Heritage B 06

Sat 2:00 PM-6:00 PM

Rodney Barnes

Heritage B 04

Six decades after the Awakening, Seattle's Ork Underground stands at the very threshold of mainstream endorsement. But with Governor Brackhaven's election, can this safe haven for metahumanity hope to weather the coming political storm?

## CMP 2010-04 Humanitarian Aid

Fri 2:00 PM-6:00 PM

Anthony Gambino

Heritage B 04

Sat 7:00 PM-11:00 PM

Rodney Barnes

Heritage B 04

Horizon's community clinic was robbed, days before their scheduled outreach program. When 3,000 people are at risk of dying, even the good guys will call you to go and hurt some bad guys.

## CMP 2010-05 Lost Islands Found

Thu 7:00 PM-11:00 PM

Anthony Gambino

Heritage B 10

Sat 9:00 AM-1:00 PM

Rodney Barnes

Heritage B 05

Sun 2:00 PM-6:00 PM

Rodney Barnes

Heritage B 05

When news of ruins appearing on an island comes up, several groups want to have exclusive rights. Now you need to remove some of the competition.

## CMP 2010-06 Deconstructing Patriots

Fri 9:00 AM-1:00 PM

Anthony Gambino

Heritage B 04

Sat 2:00 PM-6:00 PM

Rodney Barnes

Heritage B 05

The New Revolution came a hair's breadth from success. In the fallout, many of their supporters went to ground. It's time to bring a few of them into the light.

## CMP 2010-07 Congressional Conspiracies

Fri 2:00 PM-6:00 PM

Anthony Gambino

Heritage B 05

Sat 7:00 PM-11:00 PM

Rodney Barnes

Heritage B 05

Unification. That one word could destroy the CAS or start another war. With conflicts simmering throughout the world, there can be a profit in war and even more profit in rearmament beforehand.

## CMP 2010-08 Stormcrow Undone

Fri 7:00 PM-11:00 PM

Anthony Gambino

Heritage B 05

Sun 9:00 AM-1:00 PM

Rodney Barnes

Heritage B 05

If you provide the pictures, I'll provide the war. When pictures come out that the war is being supported for the wrong reasons, the media needs to find a new way to spin.

## Open

Fri 2:00 PM-6:00 PM

Rodney Barnes

Heritage B 06

Fri 7:00 PM-11:00 PM

Rodney Barnes

Heritage B 06

Sat 9:00 AM-1:00 PM

Rodney Barnes

Heritage B 13

Sat 2:00 PM-6:00 PM

Rodney Barnes

Heritage B 13

Sat 7:00 PM-11:00 PM

Rodney Barnes

Heritage B 13

Sun 9:00 AM-1:00 PM

Rodney Barnes

Heritage B 13

Sun 2:00 PM-6:00 PM

Anthony Gambino

Heritage B 13

We will have an additional GM on hand in case of folks who have not scheduled games show up wanting to play.

## SRM 06-01 Ten Fifty Seven

Fri 9:00 AM-1:00 PM

Anthony Gambino

Heritage B 05

Sun 9:00 AM-1:00 PM

Rodney Barnes

Heritage B 06

When people start turning up missing around the zone, a pair of Mr. Johnsons hire you to get to the bottom of things. Along the way you will encounter another interested party, and a lot of dead and bloody leads.

## SRM 06-02 Amber Waves of Grain

Sat 9:00 AM-1:00 PM

Anthony Gambino

Heritage B 06

Sun 2:00 PM-6:00 PM

Rodney Barnes

Heritage B 06

The runners extract chemicals from an old cargo container and deposit them in the water system for a large automated farm

## SRM 06-03 Ancient Rumbings

Sat 2:00 PM-6:00 PM

Anthony Gambino

Heritage B 06

Simon Andrews hired you to search for some old Fuchi tech, and Becky 99 of the Desolation Angels needs some help fending off a gang and searching for a missing member.

GAMESTORM 17  
 ORGANIZED ROLE-PLAY

Shadowrun Missions

SRM 06-04 Tick-Tock

Sat 7:00 PM-11:00 PM Anthony Gambino Heritage B 06  
Melissa Truman was just sixteen when Bug City hit, and went missing the day her parents were evacuated. Now her old PANICBUTTON! bracelet has just gone off. Can the runners find it – and her – before the signal fades away forever?

Welcome to the 6th World

Thu 2:00 PM-6:00 PM	Rodney Barnes	Heritage B 05
Thu 2:00 PM-6:00 PM	Rodney Barnes	Heritage B 10
Thu 7:00 PM-11:00 PM	Rodney Barnes	Heritage B 05
Fri 9:00 AM-1:00 PM	Rodney Barnes	Heritage B 03
Fri 2:00 PM-6:00 PM	Rodney Barnes	Heritage B 03
Fri 7:00 PM-11:00 PM	Rodney Barnes	Heritage B 03
Sat 9:00 AM-1:00 PM	Rodney Barnes	Heritage B 03
Sat 2:00 PM-6:00 PM	Rodney Barnes	Heritage B 03
Sat 7:00 PM-11:00 PM	Rodney Barnes	Heritage B 03
Sun 9:00 AM-1:00 PM	Rodney Barnes	Heritage B 03
Sun 2:00 PM-6:00 PM	Anthony Gambino	Heritage B 03

So, you want to become a runner and learn about Shadowrun?This is the perfect event for you. This event is perfect for those new to the system. You will spend 2 hours making a Missions legal character, and 2 hours playing through your first adventure.

PANELS

Accessibility in Gaming

Fri 10:00 AM-11:00 AM Alder  
Everyone should get a chance to play. How do you make games accessible? What elements of design make the critical difference?

Fear of the Unknown: Horror in RPGs

Fri 11:00 AM-12:00 PM Alder  
How do you effectively work horror and suspense into a roleplaying game? When players KNOW they are playing a horror game, how do you keep them on the edge of their seats?

Game Mastering Tips

Fri 12:00 PM-1:00 PM Alder  
Our panel of experts share their best tips on how to run a roleplaying game.

Getting Into Character with Body Mask Work

Fri 12:00 PM-2:00 PM Spruce  
In this workshop, we'll explore individual and small group character role-play, using kinesthetic play-acting methods and body mask work to generate more authentic and empathetic character experiences. Good for new and experienced roleplayers and LARPers.

Freelance Writing in the Game Industry

Fri 1:00 PM-2:00 PM Alder  
How do you break into the RPG industry as a writer? Many begin as freelancer, doing one project at a time while keeping that all-important day job to pay the bills. Our panelists discuss how to get started, tips for being effective, and how much the environment has changed in recent years.

Get Your Game Design Out of the Garage

Fri 2:00 PM-4:00 PM Alder  
You've drafted your game idea, built the prototype, and playtested the game over and over. Now what? In this workshop, you will learn what it takes to bring your game to the ready-to-publish level. Advanced prototyping, rules writing, professional-looking components, and more will be covered.

Shared World Roleplaying

Fri 4:00 PM-5:00 PM Alder  
Some roleplaying games allow for multiple game masters: a shared world. How does that work? How do you avoid stepping on each other's toes?

Let Your Players Do the Work

Sat 9:00 AM-10:00 AM Alder  
Running an RPG campaign is a lot of work for one person...but with the right strategy, you can get your players to do a lot of the work for you. Not only will this save time, it'll make everyone have more fun and feel more invested in the stories you create together.

EVENTS

## PANELS

### Dungeon Mastering 101

Sat 9:00 AM-11:00 AM

Spruce

This hands on workshop is for both new and existing DMs who want to learn how to successfully run a game of Dungeons & Dragons. Attendees will be introduced to the basic rules DMs need to know, tips on prepping for your adventures, plus how to find players, get organized, and conduct your own public or home D&D game.

### Storytelling for Better Gaming

Sat 10:00 AM-12:00 PM

Alder

Does your game concept need a more compelling narrative? Would you like to be a more active participant in the storytelling aspects of your gameplay? Here's an opportunity to work on your story chops.

If you have a game narrative / mechanic you're working to develop, bring it along and get your group to help you hone the story by trying out different approaches.

### Young Game Designer Workshop

Sat 11:00 AM-2:00 PM

Spruce

This event is part of the Children's program intended for children ages 8-16. Participants will play and discuss some classic examples of roll-and-move games, as well as working in teams to prototype and playtest their own designs.

### Building Your Own RPG World

Sat 12:00 PM-2:00 PM

Alder

Some of the best roleplaying experiences come from worlds you create yourself. But where do you begin when you create a world? Should you draw on our world or create everything from scratch? How much information is too much? Join Eberron creator Keith Baker and 20 year RPG design veteran Andy Collins for an in-depth look at the process of creating your on worlds.

### Why Are Games Fun?

Sat 2:00 PM-3:00 PM

Alder

Why do we play games? Because they're fun, of course! And what makes them fun? Why, it's, well, you know, 'cause they're fun! In this group discussion panel, Dave Howell will lay out five core services provided by games that cause people to want to play them. The ensuing discussion will be fun.

### Designing Adventures for All Types of Players

Sat 3:00 PM-4:00 PM

Alder

You may know the basics of how to craft an RPG adventure, but how do you handle the different needs of varying types of players? Can you write an adventure that satisfies explorers, powergamers, and kick-down-the-door types simultaneously?

### Pitching Your Game

Sat 4:00 PM-5:00 PM

Alder

Learn what you need to know before approaching a publisher with your board game design. This workshop introduce the basics (written fact sheet, elevator pitch, and detailed presentation), then give you a chance to practice in a friendly atmosphere.

### Using Your Gaming Skills in Business

Sun 9:00 AM-10:00 AM

Alder

How can being a gamer help you in business? Which skills can be pulled from the tabletop and used in software, brand, or business development? In particular, how can storytelling be used to further your career and success? What are the elements of a good story and how do those elements combine to convey an idea in an engaging way? Master Storyteller Leah Noble Davidson makes the connection.

### Christian Gathering

Sun 10:00 AM-11:30 AM

Discovery C

The annual Christian get together.

### Creating House Rules for RPGs

Sun 10:00 AM-12:00 PM

Alder

No game system is perfect...but with the right tweaks it can become more perfect for your table. Learn how to identify potential house-rule opportunities and how to create solutions that will work for you. And since house-ruling is the first step on the path toward becoming a game designer, this workshop is useful for amateur Game Masters and professional designers alike!

GAMESTORM 17  
PANELS

Dungeon Mastering 101

Sun 10:00 AM-12:00 PM Spruce  
This hands on workshop is for both new and existing DMs who want to learn how to successfully run a game of Dungeons & Dragons. Attendees will be introduced to the basic rules DMs need to know, tips on prepping for your adventures, plus how to find players, get organized, and conduct your own public or home D&D game.

Kickstart Your Game

Sun 12:00 PM-2:00 PM Alder  
There have been many success stories of crowd sourcing board games on Kickstarter and other funding sites. But is it for you? Our panel of Kickstarter veterans will talk about the range of things you need to do and prepare before taking that first step.

Young Game Designer Workshop

Sun 12:00 PM-3:00 PM Spruce  
This event is part of the Children’s program intended for children ages 8-16. Participants will play and discuss some classic examples of roll-and-move games, as well as working in teams to prototype and playtest their own designs.

Gender and Gaming

Sun 4:00 PM-5:00 PM Alder  
How have attitude toward gender changed? Is the world of gaming becoming more inclusive, or less?

PLAY AND WIN

[redacted]

Fri 12:00 PM-1:00 PM	Play And Win Team	Garage 30
Fri 4:00 PM-5:00 PM	Play And Win Team	Garage 30
Fri 5:00 PM-6:00 PM	Play And Win Team	Garage 56

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Two to six agents from rival spy networks attend a gala at the embassy. Each must use their training to deduce the identity of friends/foes and to accomplish the mission.

1st & Goal

Thu 4:00 PM-5:00 PM	Play And Win Team	Garage 39/40
Thu 5:00 PM-6:00 PM	Play And Win Team	Garage 39/40

Come learn this game featured in the PAW program and regional tournament. Participants will be entered into drawing for a copy of the game. Two players face off as two football teams compete for gridiron supremacy.

Alchemists

Fri 1:00 PM-3:00 PM	Play And Win Team	Garage 40
Sat 7:00 PM-9:00 PM	Play And Win Team	Discovery AB 15

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In Alchemists , two to four budding alchemists compete to discover the secrets of their mystical art. Use logical deduction to gain knowledge about the alchemists’ ingredients and earn fame by publishing your theories.

AquaSphere

Thu 7:00 PM-10:00 PM	Play And Win Team	Garage 39/40
Fri 6:00 PM-8:00 PM	Play And Win Team	Garage 32/40
Sat 9:00 AM-12:00 PM	Play And Win Team	Discovery AB 01

Come learn this game featured in the PAW program and tournament. Participants will be entered into drawing for a copy of the game. In this latest title from renown designer Stefan Feld, players compete to gather as much data as possible in a research facility under the sea.

Bang! The Walking Dead

Sat 2:00 PM-3:00 PM Alder  
Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Each player becomes a famous Walking Dead character while taking on the roles of Leader, Savior, Survivor, or Loner and use their skills in bluffing and deduction to survive.

## PLAY AND WIN

**Baseball Highlights: 2045**

Thu 4:00 PM-5:00 PM	Play And Win Team	Garage 48
Thu 5:00 PM-6:00 PM	Play And Win Team	Garage 48
Fri 10:00 AM-11:00 AM	Play And Win Team	Garage 38
Fri 6:00 PM-7:00 PM	Play And Win Team	Garage 56

Come learn this game featured in the PAW program and tournament. Participants will be entered into drawing for a copy of the game. Each session includes a warmup game to draft players for the baseball team and a 7game world series to determine who is the world champion.

**Captains of Industry**

Fri 1:00 PM-4:00 PM	Play And Win Team	Garage 56
Sat 4:00 PM-7:00 PM	Play And Win Team	Discovery AB 15

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In this strategic economic game, players cooperate and compete to expand their share holdings to become the most dominant titan of industry.

**Castles of Mad King Ludwig**

Fri 4:00 PM-6:00 PM	Play And Win Team	Garage 32
Fri 8:00 PM-10:00 PM	Play And Win Team	Garage 30

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In the tilelaying game Castles of Mad King Ludwig , players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria...one room at a time.

**City Hall**

Fri 1:00 PM-3:00 PM	Play And Win Team	Garage 38
Sat 7:00 PM-9:00 PM	Play And Win Team	Discovery AB 6

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. City Hall sees players competing to become Mayor of New York City. They do this by attempting to be the most successful at both bringing people into the city as well as campaigning for the citizens' approval. Whoever best balances these two goals will win the election.

**Clubs**

Thu 2:30 PM-3:30 PM	Play And Win Team	Garage 48
Sat 9:00 PM-10:00 PM	Play And Win Team	Discovery AB 16

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Players compete in this climbing tricktaking game to win as many Clubs cards as possible.

**Coal Baron**

Sat 11:00 AM-1:00 PM	Play And Win Team	Discovery AB 15
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Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Coal Baron has players sending meeple miners underground to dig tunnels and acquire coal, which comes in four levels of quality and which is used to fulfill contracts.

**Colt Express**

Thu 3:00 PM-4:00 PM	Play And Win Team	Garage 30
Fri 2:00 PM-3:00 PM	Play And Win Team	Discovery AB 30
Fri 8:00 PM-9:00 PM	Play And Win Team	Garage 48

Come learn this game featured in the PAW program and tournament. Participants will be entered into drawing for a copy of the game. In Colt Express , you play a bandit robbing a train at the same time as other bandits, and your goal is to become the richest outlaw of the Old West.

**Coup**

Sat 9:00 PM-10:00 PM	Play And Win Team	Discovery AB 08
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Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In Coup , you want to be the last player with influence in the game. Use character actions, challenge other players' actions and bluff your way to be the last person standing.

**Diamonds**

Thu 2:00 PM-3:00 PM	Play And Win Team	Garage 46/47
Thu 3:00 PM-4:00 PM	Play And Win Team	Garage 46/47
Thu 6:00 PM-7:00 PM	Play And Win Team	Garage 47/48
Thu 7:00 PM-8:00 PM	Play And Win Team	Garage 47/48

Come learn this game featured in the PAW program and regional tournament. Participants will be entered into drawing for a copy of the game. In this fast tricktaking game, players compete to collect the most diamond crystals. Use suit actions to take diamonds from the supply, secure them in the vault or steal diamonds from other players' display.



GAMESTORM 17  
PLAY AND WIN

Double Feature

Thu 5:00 PM-6:00 PM	Play And Win Team	Garage 55/56
Thu 9:00 PM-10:00 PM	Play And Win Team	Garage 54/55
Fri 11:00 AM-12:00 PM	Play And Win Team	Garage 48/56
Fri 4:00 PM-5:00 PM	Play And Win Team	Garage 48/56
Sat 11:00 AM-12:00 PM	Play And Win Team	Discovery AB 22/29
Continues on next page		

Double Feature Cont.

Sat 4:00 PM-5:00 PM	Play And Win Team	Discovery AB 29/34
Sun 11:00 AM-12:00 PM	Play And Win Team	Discovery AB 34/35
Sun 2:00 PM-3:00 PM	Play And Win Team	Discovery AB 35
Sun 2:00 PM-3:00 PM	Play And Win Team	Garage 34

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In the cinematic card game Double Feature , players earn points by naming a movie that links elements from two “Double Feature” cards, with categories including Character, Genre, Location, Production, Prop, Scene, Setting, and Theme.

Dragon Slayer/RoaraSaurus

Sat 2:00 PM-3:00 PM	Play And Win Team	Discovery AB 22
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Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. This session features two family games from Indie Boards and Cards, each taking 30 minutes to play.

Dread Curse

Sat 3:00 PM-4:00 PM	Play And Win Team	Discovery AB 34
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Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Dread Curse is a pushyourluck game of cunning thievery and ample turns of fortune.

El Gaucho

Fri 4:00 PM-5:00 PM	Play And Win Team	Garage 47
Fri 8:00 PM-9:00 PM	Play And Win Team	Garage 40
Sat 12:00 PM-1:00 PM	Play And Win Team	Discovery AB 18

Come learn this game featured in the PAW program and tournament. Participants will be entered into drawing for a copy of the game. In El Gaucho , you take the role of a cattle baron sending your gauchos to the Pampa to collect as much and as stately cattle as possible.

Evolution

Thu 4:00 PM-5:00 PM	Play And Win Team	Garage 38
Thu 7:00 PM-8:00 PM	Play And Win Team	Garage 38
Fri 9:00 AM-10:00 AM	Play And Win Team	Garage 40
Fri 11:00 AM-12:00 PM	Play And Win Team	Garage 40

Come learn this game featured in the PAW program and tournament. Participants will be entered into drawing for a copy of the game. In Evolution , players adapt their species in a dynamic ecosystem where food is scarce and predators lurk. Those best at adapting will survive and prosper.

Flashpoint: Fire Rescue

Sat 2:00 PM-3:00 PM	Play And Win Team	Discovery AB 08
Sat 7:00 PM-8:00 PM	Play And Win Team	Discovery AB 34

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Flash Point: Fire Rescue is a cooperative game of fire rescue.

Fool’s Gold

Thu 2:00 PM-4:00 PM	Play And Win Team	Garage 54
Fri 10:00 AM-12:00 PM	Play And Win Team	Garage 30
Sat 1:00 PM-3:00 PM	Play And Win Team	Discovery AB 01

Come learn this game featured in the PAW program and tournament. Participants will be entered into drawing for a copy of the game. Players are investors who send prospectors on a quest to find gold at various locations. To be successful, you have to manage your budget, overcome perils and beware of fool’s gold.

## PLAY AND WIN

**Galactic Strike Force**

Fri 3:00 PM-4:00 PM

Play And Win Team

Garage 30

Sat 10:00 AM-11:00 AM

Play And Win Team

Discovery AB 29

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Galactic Strike Force is a cooperative, deckbuilding game in which two to six players each take control of a ship and a crew in defense of the galaxy!

**Grandpa Beck's Family Games**

Fri 6:00 PM-8:00 PM

Play And Win Team

Garage 30

Sat 6:00 PM-8:00 PM

Play And Win Team

Discovery AB 31

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In this session we will feature 3 of Grandpa Beck's games Cover Your Assets, Golf, and Scheming and Skulking. Each game takes about 30 minutes to play.

**Gravwell: Escape from the 9th Dimension**

Thu 4:00 PM-5:00 PM

Play And Win Team

Garage 46/47

Thu 8:00 PM-9:00 PM

Play And Win Team

Garage 55/56

Fri 10:00 AM-11:00 AM

Play And Win Team

Garage 40/48

Fri 3:00 PM-4:00 PM

Play And Win Team

Garage 40/48

Sat 10:00 AM-11:00 AM

Play And Win Team

Discovery AB 08/15

Sat 3:00 PM-4:00 PM

Play And Win Team

Discovery AB 01/08

Sun 10:00 AM-11:00 AM

Play And Win Team

Discovery AB 23/24

Sun 1:00 PM-2:00 PM

Play And Win Team

Discovery AB 23/24

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In Gravwell: Escape from the 9th Dimension, players command spaceships that are trapped in a different dimension and can only go home by being the first to reach the warp gate to escape from the Gravwell.

**Harbour**

Thu 5:00 PM-6:00 PM

Play And Win Team

Garage 38

Sat 9:00 PM-10:00 PM

Play And Win Team

Discovery AB 15

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Harbour is a worker placement game where players move their worker from building to building, collecting and trading Fish, Livestock, Wood, and Stone and cashing those resources in to purchase buildings (which are the worker placement spots) from the central pool.

**Kanban: Automotive Revolution**

Fri 4:00 PM-7:00 PM

Play And Win Team

Garage 38

Sat 6:00 PM-9:00 PM

Play And Win Team

Discovery AB 08

Participants will be entered into drawing for a copy of the game. In Kanban, the players are ambitious managers who are trying to impress the board of directors in order to achieve as high a position as possible in the company. Kanban: Automotive Revolution is a pure Eurogame focused on economics and resource management that puts you in the driver's seat of an entire production facility.

**Lantern: The Harvest Festival**

Thu 6:00 PM-7:00 PM

Play And Win Team

Garage 39/40

Fri 12:00 PM-1:00 PM

Play And Win Team

Garage 48/56

Fri 5:00 PM-6:00 PM

Play And Win Team

Garage 40/48

Sat 12:00 PM-1:00 PM

Play And Win Team

Discovery AB 01/08

Sat 5:00 PM-6:00 PM

Play And Win Team

Discovery AB 29/31

Sun 12:00 PM-1:00 PM

Play And Win Team

Discovery AB 23/24

Sun 3:00 PM-4:00 PM

Play And Win Team

Discovery AB 23/24

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. The harvest is in, and the artisans are hard at work preparing for the upcoming festival. Decorate the palace lake with floating lanterns and compete to become the most honored artisan when the festival begins.

**March of the Ants**

Fri 6:00 PM-8:00 PM

Play And Win Team

Garage 48

Fri 7:00 PM-9:00 PM

Play And Win Team

Garage 56

Participants will be entered into drawing for a copy of the game. In March of the Ants, you create the shared Meadow board by sending your ants to explore it, revealing and strategically placing two dozen unique tiles. Populate new territory by breeding larvae and marching your ants onto collection sites. Mutate your colony with special Evolution Cards. Choose the best evolution path.



## PLAY AND WIN

### PAW Demo: The Battle at Kemble's Cascade

Sat 4:00 PM-6:00 PM

Art Colvig

Discovery AB 22

The Battle at Kemble's Cascade is a classic space shooter video game adapted to a board game. Power up your ships, blast the other players, the aliens, blow up, respawn and tackle the Boss.

### Progress: Evolution of Technology

Thu 5:00 PM-7:00 PM

Play And Win Team

Garage 46

Sat 10:00 AM-12:00 PM

Play And Win Team

Discovery AB 34

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Progress: Evolution of Technology is a card game about researching technologies. With every advancement on a path, you gain easier access to its more advanced technologies and you'll end up opening the door to the next age.

### QIN

Sat 1:00 PM-2:00 PM

Play And Win Team

Discovery AB 08

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In Qin players colonize the Chinese hinterland, seize territories, and expand their influence by placing tiles and pagodas

### Roll Through the Ages Iron Age

Thu 6:00 PM-7:00 PM

Play And Win Team

Garage 54

Fri 12:00 PM-1:00 PM

Play And Win Team

Garage 40

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Roll Through the Ages: The Iron Age, a sequel to the highly awarded Roll Through the Ages: The Bronze Age, lets you build an Iron Age civilization in under an hour!

### Samurai Spirits

Fri 8:00 PM-9:00 PM

Play And Win Team

Garage 32

Sat 1:00 PM-2:00 PM

Play And Win Team

Discovery AB 29

Players will be entered into drawing for a copy of the game. Samurai Spirit is a cooperative game in which each player is a samurai defending a village surrounded by a horde of bandits. The game plays out over three turns during which players draw bandit cards, then choose whether they want to fight the bandit, defend the village, or let the bandit pass in order to help the other samurai.

### Scoville

Fri 11:00 AM-1:00 PM

Play And Win Team

Garage 38

Sat 12:00 PM-2:00 PM

Play And Win Team

Discovery AB 22

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. You've been hired by the town of Scoville to crossbreed peppers to create the hottest new breeds. You'll have to manage the auctioning, planting, and harvesting of peppers, then you'll be able to help the town by fulfilling their orders and creating new pepper breeds

### Sentinel Tactics: The Flame of Freedom

Thu 4:00 PM-5:00 PM

Play And Win Team

Garage 55

Thu 7:00 PM-8:00 PM

Play And Win Team

Garage 55

Come learn this game featured in the PAW program and tournament. Participants will be entered into drawing for a copy of the game. Sentinel Tactics: The Flame of Freedom is a tactical combat game that uses a hex grid map to represent terrain. Groups of players will cooperate to fight against another team of players.

### Sentinels of the Multiverse

Fri 1:00 PM-2:00 PM

Play And Win Team

Garage 30

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Sentinels of the Multiverse is a cooperative, fixeddeck card game with a comic book flavor. Each player plays as one of ten heroes, against one of four villains, and the battle takes place in one of four different dynamic environments.

### Shootin' Ladders

Sat 12:00 PM-1:00 PM

Play And Win Team

Discovery AB 29

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. This game builds upon the same type of cookie carnage in "Run for your Life, Candyman!" but is totally amped up in a whole NEW game that parodies Chutes and ladders with delicious mayhem.





## PLAY AND WIN

**The Worst Game Ever**

Fri 10:00 AM-11:00 AM

Play And Win Team

Garage 56

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. This card game creates mechanics around everything people hate in games, gamers, and gaming. The goal is to have the most tokens when any player runs out.

**Venetia**

Fri 3:00 PM-5:00 PM

Play And Win Team

Garage 41

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In this civilization building game, players compete to gain greater influence both inside and outside of Venice, hoping to become the most prosperous noble family.

**Versailles**

Fri 1:00 PM-3:00 PM

Play And Win Team

Garage 48

Sat 4:00 PM-6:00 PM

Play And Win Team

Discovery AB 08

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. In Versailles, players take the roles of architects and interior designers, working together to build and decorate the ensemble of Versailles, competing for the favor of the King.

**VOLT: Robot Battle Arena**

Sat 2:00 PM-3:00 PM

Play And Win Team

Discovery AB 29

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. VOLT: Robot Battle Arena is a tactical game of robotic combat. Be the first player to score five victory points. You must use your wits to outthink and outmaneuver your opponents to win!

**World Conquerors**

Sat 3:00 PM-4:00 PM

Play And Win Team

Discovery AB 29

Come learn this game featured in the PAW program. Participants will be entered into drawing for a copy of the game. Conquer the world with history's greatest warlords under your command. An epic global conquest game that plays in 1 hour, World Conquerors has no player elimination and focuses on positional strategies.

## ROLE-PLAYING GAMES

**4th Edition D&D: Heragard's Grove - 4th Edition D&D**

Fri 9:00 AM-2:00 PM

William Connors

Heritage E 11

Fri 2:30 PM-7:30 PM

William Connors

Heritage E 11

Fri 8:00 PM-1:00 AM

William Connors

Heritage E 11

You are all from surrounding thickets and small woodland villages. The very forest itself has began dying and corruption of darker wood takes hold. The source appears to be from the North Eastern quarter of the forest. You are gathering as heroes and examples of each of your houses in search of stop the destruction of the woods and possible to repair the damage.

**A Bolt From the Blue**

Sat 2:00 PM-6:00 PM

Adam Scott Glancy

Oak 08

Gallacian Front 1914: They players are Imperial Russian Cavalry troopers who, in the opening weeks of the First World War, encounter a terrifying new weapon. New forms of death are expected in wartime, but could something this inhumane truly be inhuman?

**Advanced Dungeons & Dragon - 2nd Ed AD&D**

Thu 2:00 PM-6:00 PM

Julia Rae

Heritage B 12

Fri 9:00 AM-1:00 PM

Julia Rae

Heritage B 09

Sat 2:30 PM-6:30 PM

Julia Rae

Heritage E 12

Sun 9:00 AM-1:00 PM

Julia Rae

Heritage B 09

2 Ed Dungeons and Dragons, the classics are alive and well. Characters will be supplied with minimal player modifications. This game will continue from game session to game session new player are welcome.

**Adventures in the Fafling Ring - 1st Ed AD&D**

Fri 3:00 PM-6:30 PM

David Holbrook

Oak 07

Sat 11:30 AM-3:00 PM

David Holbrook

Pine 03

Sun 9:00 AM-12:00 PM

David Holbrook

Pine 03

First Edition Advanced Dungeons & Dragons adventure in the World of Eiracken setting. DM David, Lord Eiracken, will run a short adventure in his own campaign world. Set in the Fafling Ring sub-continent, party members will seek gold and glory using polyhedral dice, pencil and paper and over active imaginations!

ROLE-PLAYING GAMES

Amidst the Ancient Trees - Call of Cthulhu

Sat 9:00 AM-2:00 PM Travis Holter Oak 03  
1920's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. After a ransom payoff went horribly wrong, the investigators must rescue the girl, hunt the kidnappers down in the Green Mountain National Forest, and bring them to justice. However, there's more to be discovered in the forest than anyone ever guessed.

An Unexpected Guest - Horror Rules

Sat 9:00 AM-1:00 PM Sherry Parker Oak 05  
This weekend is all about enjoying the pleasant farmland of Maryland culminating in the wonderful wedding of your close friend. Things start peaceful, but things quickly take a turn for the worse as one guest and then another go missing. Who will be next? Can you stop the madness before anyone else vanished? Will you be able to stop the uninvited guest?

At the Hands of an Angry God

Sun 11:30 AM-5:30 PM Wilson Zorn Oak 02  
This is a story-game in which players represent the people and forces at work in an attempt to establish a Utopian community. The community might be such as Puritan settlers, splitters from China's Cultural Revolution, or modern religious zealots. The GM represents the challenges to the community that come from outside of that community. Other players represent Families (or tight-knit factions).

Barren Trees - Dogs in the Vineyard

Sun 2:00 PM-7:00 PM Bobbi Weth Oak 05  
You stand between God's law and the best intentions of the weak. You stand between God's people and their own demons. Sometimes it's better for one to die than for many to suffer. Sometimes, Dog, sometimes you have to cut off the arm to save the life. Does the sinner deserve mercy? Do the wicked deserve judgement? They're in your hands.

Bastille Day - Dramatic Game Engine

Sat 10:00 PM-1:00 AM Jim Pinto Pine 01  
Bastille Day is a new roleplaying game mixing horror and drama during the French Revolution. Players take on the roles of characters on the side of the peasantry fighting a two-front war for survival against the aristocracy and the undead. The game system is fast and innovative. I promise, you've never played anything like it before. Coming soon from post world games.

Bloodlines - Call of Cthulhu

Sun 11:30 AM-3:30 PM Charles Hurst Oak 01  
In 1920s New Orleans, family secrets are a commodity as valuable as gold. In this scenario, Investigators must unravel the history of one of the city's oldest families.

Brady Bunch Horror Rules - Horror Rules

Fri 9:00 AM-1:00 PM Sara McNaughton Oak 01  
Join in as the loveable Brady Bunch characters take a vacation to remember... or DIE from. Familiarity with the Horror Rules System is helpful but not required. Character choices will include characters from the Brady Bunch.

Breakout! - Wushu Black Belt Edition

Sat 9:00 AM-1:00 PM Charles Green Oak 06  
An introductory game of Wushu, a high-flying action game. Bring d6s of two colors, about 5-7 of each.

Brother Love's Traveling Salvation Show - Fate Accelerated

Fri 7:00 PM-11:00 PM Michael Hopcroft Pine 01  
A hundred years after the fall of civilization, much of the human race has given up hope. You have not. You are Brother Love's Traveling Salvation Show, traveling performers and evangelists trying to replant the seed of the human spirit. Of course, when things aren't quite so peaceful you might have to use some of your other talents.... Characters provided.

Caging Charity - Palladium: Rifts

Fri 2:00 PM-6:00 PM Matt Buckley Oak 06  
Sat 9:00 AM-1:00 PM Matt Buckley Oak 07  
Charity, a well known singer, has been kidnapped. Her manager hires mercenaries to find and free her. The only clue is a witness who says he saw a caged Charity on the back of a truck leaving town.

Castle Amber

Thu 12:00 PM-7:00 PM Jeremy Clifford Heritage B 01  
Trapped in the mysterious Castle Amber, you find yourselves cut off from the world you know. The castle is fraught with peril. Members of the strange Amber family, some insane, some merely deadly, lurk around every corner. Somewhere in the castle is the key to your escape, but can you survive long enough to find it?

## ROLE-PLAYING GAMES

### Cleadonia

Sun 2:00 PM-6:00 PM

Josh Dixon

Heritage E 09

Cleadonia is a role playing game where players take on the roles of adventurers who explore the hidden and dangerous corners of the world. All the races in this game are anthropomorphic animals.

### Courting Problems - Dresden Files

Fri 9:00 AM-1:00 PM

Eric Aldrich

Oak 02

The conflict between the Summer and Winter Courts of Fey threaten to break the truce that exists in the UW Arboretum. Can you fix this before too much blood (perhaps your own) is shed? Uses the Dresden Files game system. Bring your wits, your imagination, and enthusiasm. Characters provided.

### Cray Dwyne's Invention - Turn of the Card

Sat 2:00 PM-7:00 PM

Jefferson Lee

Oak 04

Cray Dwyne is the smartest person you know, and a friend like none other. If he were given more time, you are sure that he could save the world. As it stands, he has about a week. He says that's plenty of time, but he's worried. You can tell because when Cray Dwyne starts calling in favors, that's a good sign that the world is about to end. (TurnOfTheCard.com)

### Crimson Blossoms: A Legacy of Poison - Savage Worlds

Sat 7:00 PM-12:00 AM

Nathanael Cole

Oak 02

Motorcycles, Samurai, ancient curses, forgotten demonic pacts, spurned love, immortal warriors, and more - this has it all. The forgotten promise of a lost legacy has returned to the province, with horrifying consequences. Can the heroes bring peace to these contested lands? This is the first ever public demo of a BRAND NEW Savage Setting, soon to be released by Pinnacle Games.

### Crimson Blossoms: The Hanafuda Run - Savage Worlds

Sun 11:30 AM-3:30 PM

Nathanael Cole

Pine 04

Motorcycles, Samurai, and community sports! Join the Pack as they engage in a series of fun, delightful, and sometimes deadly events in the style of a classic "Poker Run" biker event. This is a public demo of a BRAND NEW Savage Setting, soon to be released by Pinnacle Games.

### D&D IN SPACE!! - 5th Ed D&D

Thu 2:00 PM-6:30 PM

Rodney Barnes

Heritage B 11

"I get confused. I remember everything. I remember too much, and... some of it's made up, and... some of it can't be quantified, and... there's secrets." "Cleric, can you shut her up? She's distracting me from fixing this engine." "I can't shoot her. She's the ship!"

### Dead Winter - Cleadonia

Fri 7:00 PM-1:00 AM

Josh Dixon

Oak 05

The Characters are hired to investigate the death of a traveler who is not the first to go missing and be found dead in the snow.

### Destroying Paradise, Hawaiian Style - Call of Cthulhu

Fri 7:00 PM-12:00 AM

Mike Wild

Oak 02

1950's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. It's 1957 and tensions are at an all-time high on the Hawaiian islands, with the rise of anti-statehood groups and communist infiltration. Singing and dancing into this Hawaiian volcano is rock-n-roll star Hoyt "the Hips" Oakes, "splitting the atom" with a whole different type of bikini.

### Doctor Who / Torchwood - Fudge

Sun 11:30 AM-4:30 PM

Rodney Barnes

Oak 04

Using characters from the BBC TV shows, we will build a story and maybe fight a battle or two. The GM has some idea of where it will go, but the players will fill in the blanks.

### Dungeon of Agabor - Legendary Lives

Fri 4:00 PM-7:00 PM

Sherry Parker

Oak 04

The Dungeon of Agabor is rumored to be filled with treasure galore, if you can only survive long enough to get it and make your way back out again. This Dungeon Crawl is designed for Tweens, Teens and anyone looking to try out an RPG for the first time. Pre-gens provided, no experience with RPG's required for this simple gaming system, everything you need for the game is on the character sheet.

### Dungeon World

Sun 11:30 AM-3:30 PM

Charles Green

Oak 08

Introductory scenario for the Dungeon World RPG. No experience needed. Players need 2d6 and the other standard polyhedral dice.

GAMESTORM 17  
 ROLE-PLAYING GAMES

Enemy Unknown! - Savage Worlds

Sun 11:30 AM-3:30 PM John McNichol Oak 06  
 It's the modern day. You are a member of the government services who has been tapped to join an elite squad of government 'employees', whose job it is to assess threats of an extraterrestrial nature to earth and...well... not just yet, rookie... Savage X-Com uses the Savage Worlds ruleset. One part X-Files, one part Shoot 'em up, all parts fun and intrigue!

Fairview

Thu 4:30 PM-7:30 PM Jim Pinto Heritage B 04  
 Sun 11:30 AM-2:30 PM Jim Pinto Oak 07  
 Fairview is a community-building story game about a town trapped in the 1940s/1950s. Players take the roles on semi-important members of the community with higher goals and expectations for themselves. This is not an Apocalypse World hack, though players may notice some die-rolling similarities. This is the final playtest.

Faith Fled - Palladium: Rifts

Sat 2:00 PM-6:00 PM Matt Buckley Heritage B 09  
 Sun 2:00 PM-6:00 PM Matt Buckley Pine 06  
 Senator Rothchild's beloved niece has run away. After a fight with the good Senator she has fled the Senator's home. Can a hired group of rough and rowdy merc's find out where and why Faith Fled?

Fallout - Portland - Quick and Dirty RPG

Sat 7:00 PM-10:00 PM JR Ralls Pine 01  
 War. War Never changes. After the disastrous Molotov Incident, you and your companions are the last remaining survivors of Vault 57 (a safe haven that has functioned for 200 years after a devastating nuclear war). With all your food gone you have no other choice and are forced to leave the safety of your vault and travel across the Wasteland. Will you thrive or die?

Fantasy - the Hunters - Savage Worlds

Sat 9:00 AM-2:00 PM Rodney Barnes Heritage E 11  
 The Lady Stratford assembles a team to hunt down her nemesis; the vampire that almost killed her years ago as a child.

Finally, a Good Job - Firefly

Sun 9:00 AM-1:00 PM Eric Aldrich Pine 06  
 You finally have a good mission. You're getting paid to spend a couple nights on a luxury cruise ship and make a simple exchange of goods. Maybe this time things go smooth? Play crew from the series. Characters provided. Uses Firefly rules from Margaret Weis Productions.

Flames of the Fallen - Dungeon World

Sat 11:30 AM-3:30 PM Sean Casey Pine 02  
 A band of heroes must come together to save the world from impending doom as the very fabric of reality is torn asunder, opening it to the ravages of the Fallen. Can they overcome obstacles that would shake even the bravest of hearts?

Forgotten Wars - Call of Cthulhu

Fri 7:00 PM-12:00 AM Dustin Oxford Oak 03  
 1950's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. You'll be part of an M4 tank crew of the 1st Armored Division, fighting in what has become known as "the Forgotten War"®: the three year long conflict in Korea that even today is not officially over. But you may become involved in a far more ancient, unending, and truly forgotten war.

Goblin on Bourbon Street - Call of Cthulhu

Sun 2:00 PM-6:00 PM Franck Florentin Pine 05  
 When four people turn up dead of an apparent wild attack in the French Quarter of New Orleans the police seem very quickly to close the case. Scenario by Oscar Rios, an exclusive promotional scenario for Tales of the Crescent City.

GURPS: SWAT

Sat 2:00 PM-6:30 PM Rodney Barnes Heritage B 10  
 Back by popular demand, I'll run a few ops for our team of cinematic Portland SIRT officers to deal with. Here in the land of all things weird and strange.

HAMMERCRAWL! An OSR Gaming Experience - OSR

Sat 11:30 AM-3:30 PM Nathanael Cole Pine 05  
 Do YOU have what it takes to survive the DANGEROUS DUNGEON of DISGRUNTLEMENT? Hammercrawl is a brand new completely randomly-generated dungeon crawling experience. Meant to recreate the extreme randomness of "Roguelike" computer games, Hammercrawl uses a simplified OSR-compatible ruleset (think: Old-School D&D) with random generation systems for a one-of-a-kind experience.

## ROLE-PLAYING GAMES

### Hard Wire - Savage Worlds

Sat 7:00 PM-12:00 AM

James Schrecengost

Oak 01

Savage Saturday Night - Agents of Oblivion. Agents are sent to infiltrate a highly secure genome mapping software company in hopes of uncovering its dark secrets.

### Horrors from Yuggoth - Call of Cthulhu

Fri 2:00 PM-7:00 PM

Travis Holter

Oak 01

1920's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. In 1928 the dirigible 'Italia' crashed in the Arctic during a historic flight. As part of an international rescue mission, the State Department wants you to rescue the survivors before the Russians do. But soon the mission becomes embroiled in international tensions, disappearances, and alien science.

### Infestation, a Family-Friendly RPG - Pip System

Sat 11:30 AM-1:30 PM

Jacob Wood

Oak 08

Play as an intelligent bug and explore This House, the most filthy house around. Infestation, an RPG of Bugs and Heroes, is a family-friendly game for all ages.

### Laughing Blood Moon - Call of Cthulhu

Fri 4:30 PM-11:30 PM

Tye Nordstrom

Heritage B 10

/b Trinity Alps, CA; 2014:/b A weekend hike into beauty and horror amidst the splendor of Alpine beauty. Cursed is the slayer who was godly and mad the one who opens the way for the Old Ones' plague. Ancient powers vie for the souls of the party as the drums call from the forest. Mercy, vengeance, or justice: choose wisely. Grindhouse genre run. PG-13. GM supplied characters.

### Life in the Shadows - Breakdown (Beta Test)

Sat 11:30 AM-4:30 PM

Wilson Zorn

Pine 01

This is a game about people on the edge, protagonists striving to do some kind of good in a painful, mad world, swimming against the increasing tide of man's inhumanity to fellow man. Life in the Shadows portrays the struggle of individuals in an increasingly Orwellian state. You play a spy, refugee, student, or such desperately seeking something. Please note this is a playtest.

### Lookouts - May We Die in the Forest - Quick and Dirty RPG

Fri 7:00 PM-10:00 PM

JR Ralls

Oak 01

What men must know, a boy must learn. This RPG takes place in the world of the LOOKOUTS. Be a young adventurer as you learn to master the perilous and enchanted Eyrewood forest, where wonder and danger exist in equal measure. The Lookouts are on a rare joint expedition with the Daughters of Eyrewood

### Love's Lonely Children - Call of Cthulhu

Sat 2:00 PM-7:00 PM

Dustin Oxford

Oak 02

1980's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. The line that separates petty human evil from ravening horror is easily crossed. While investigating the brutal murder of a teenage prostitute, the investigators are drawn into a web of pornography, drug use and perverse rock music.

### Mad Savages! - Savage Worlds

Fri 11:30 AM-4:30 PM

James Schrecengost

Pine 04

Savage Worlds - Hell on Earth Make your way to Portland, do a deal, maybe do a dirty deed, and get back with the goods. All for the good of the fine folks of Eugene, Oregon.

### Magic Police! - Fate Accelerated

Fri 2:00 PM-6:00 PM

John Reiher

Pine 03

You are the Vigilis Magica: The Magic Police! Something is up in the border town of Lanchester! A rain of frogs! Citizens beset by curses and illicit magic charms? What's this all about? It's up to you find what is behind all this chicanery and bring order back to Lanchester!

### Masks of Cairo - Call of Cthulhu

Sat 7:00 PM-12:00 AM

Matthew Vincent

Pine 05

1920's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. Part of the classic, world-spanning Masks of Nyarlathotep campaign, this chapter takes place in 1920's Cairo as the investigators attempt to unravel the fate of the Carlyle Expedition. There is no requirement to play in the other chapters

### Masks of London - Call of Cthulhu

Sat 2:00 PM-7:00 PM

Matthew Vincent

Oak 03

1920's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. Part of the classic, world-spanning Masks of Nyarlathotep campaign, this chapter takes place in 1920's London as the investigators attempt to unravel the fate of the Carlyle Expedition. There is no requirement to play in the other chapters.



GAMESTORM 17  
 ROLE-PLAYING GAMES

Masks of New York - Call of Cthulhu

Fri 2:00 PM-7:00 PM
 Matthew Vincent
 Oak 02  
 1920's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. Part of the classic, world-spanning Masks of Nyarlathotep campaign, this chapter takes place in 1920's New York as the investigators attempt to unravel the fate of the Carlyle Expedition. There is no requirement to play in the other chapters.

Mekanika - Dreams of the Machine - Mekanika

Sun 11:30 AM-3:30 PM
 Sean Casey
 Oak 03  
 Following the rise of a powerful AI, the world was consumed by warfare and destruction. Now robots who have been in stasis have awakened, compelled by strange Dreams. The world they knew is no more, and the responsibility to form something new rests on their metallic shoulders – even if they don't know exactly what that means.

Monster Kart Mayhem - Fudge

Fri 11:30 AM-1:30 PM
 Jacob Wood
 Pine 03  
 Monster Kart Mayhem is a racing adventure for two or more monsters (the more the gruesomer). There's no Game Monster to dictate the outcome; just you and your fellow ghoulish compatriots and a few dice to decide your fate.

Morrow Project

Thu 7:00 PM-11:00 PM
 James Krayner
 Heritage B 22  
 Fri 2:00 PM-6:00 PM
 James Krayner
 Heritage B 22  
 Sat 9:00 AM-1:00 PM
 James Krayner
 Heritage B 22  
 Sun 2:00 PM-6:00 PM
 James Krayner
 Heritage B 12  
 Ordinary people doing extraordinary things do you have what takes to serve? Come and explore the 4ed of this classic game new and revisited. First publicly played here at game storm 2 years ago. Pre generated team members provided bring paper pen and dice. And a will to have fun

Motobushido: First Foundings - Motobushido

Fri 7:00 PM-10:00 PM
 Nathanael Cole
 Oak 07  
 Motobushido is an original and unique high octane RPG about really sweet duels between really badass samurai who ride really awesome motorcycles. This is a demo introductory game session, which can extend into longer play if the group decides they are interested in pushing forward.

Mutant Hunters Haunted Dungeon - Mutant Hunters

Sat 9:00 AM-2:00 PM
 Anna Holiday
 Heritage B 09  
 A post-apocalyptic dystopia where Mutant Hunters are hired to hunt down the dangerously mutated. Haunted Dungeon characters and story concepts used with permission from Melancholy Media.

Nemo Solus Sapit - Call of Cthulhu

Sat 7:00 PM-12:00 AM
 Dustin Oxford
 Pine 02  
 1980's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. The famed Van Dyson Center is an innovative psychotherapy clinic founded by therapist, researcher, author, and talk-show favorite Dr. Petroff van Dyson. The Center specializes in the study and treatment of schizophrenia, but its radical methods are often criticized by members of the psychiatric establishment.

Night Witches - The Apocalypse

Thu 7:00 PM-10:30 PM
 John Bartley
 Heritage B 03  
 Fri 9:00 AM-12:30 PM
 John Bartley
 Oak 03  
 Sat 11:30 AM-3:00 PM
 John Bartley
 Pine 04  
 Sun 2:00 PM-5:30 PM
 John Bartley
 Pine 02  
<http://j.mp/nachthexen> is a fascinating historical RPG w/ adult themes. Play pilots or navigators whose enemies don't all wear Wehrmacht feldgrau. Missions are crazy dangerous. When they end, a whole new danger waits back @ the airbase — paranoid secret police, sexist Red Army officials who want you to fail, & chronic supply shortages are just the start of your challenges. Sleep is but a memory...

Nightvale: Summer Reading Program - Fate Accelerated

Sun 9:00 AM-2:00 PM
 Riley Crowder
 Pine 02  
 Experience the Summer Reading Program. Your parents will miss you.

No Way Out - Torchbearer

Sun 9:00 AM-1:00 PM
 Sean Casey
 Oak 05  
 To earn that fortune, you must delve into forlorn ruins, brave terrible monsters and retrieve forgotten treasures. However, make no mistake, this game is not about being a hero or about fighting for what you believe. This game is about exploration and survival... and when things go bad, you have no one to turn to but yourselves.

## ROLE-PLAYING GAMES

**Out of the Blue**

Fri 11:30 AM-3:30 PM

Jeanne Winslow

Pine 01

I'm too old for this.....grab your gear and suit up - this is one hell of a case and you're the only ones who can get it done.

**Phoenix: Dawn Command**

Sat 12:00 PM-3:00 PM

Rodney Barnes

Heritage B 11

Sat 2:30 PM-5:30 PM

Keith Baker

Heritage B 20

Sat 3:30 PM-6:30 PM

Rodney Barnes

Heritage B 11

Your world is besieged by nightmares. You and your team face unknown challenges, and you may not survive the experience"! but you're a Phoenix, and death makes you stronger. Come try the new card-based RPG, currently being developed by Keith Baker (creator of Eberron and Gloom) and Daniel Garrison. For more information, go to [keith-baker.com/phoenix-dawn-command/](http://keith-baker.com/phoenix-dawn-command/).

**Pirate Broadcasting - Cyberpunk 2020**

Fri 4:30 PM-9:30 PM

Colin Fletcher

Heritage B 09

The PC's are hired to protect an offshore pirate data fortress from internal and external threats.

**Pirates of the Steam Age: A doomsday like any other - Turn of the Card**

Sun 2:00 PM-7:00 PM

Paul Abeyta

Pine 01

England stands ready for war! The treaty with the Imperial Nation of Prussia has been broken. Word has spread throughout Europe that the Prussians have launched the ultimate airship. The call has been put out; The crew of the Privateer airship "The Bulldog" stands ready... are you?

**Portland at The End - Call of Cthulhu**

Sat 9:00 AM-2:00 PM

Mike Wild

Oak 02

Sat 7:00 PM-12:00 AM

Mike Wild

Pine 03

2010's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. It is 2012 and the world is nervous as the time approaches for the end of the long cycle on the Aztec Calendar. Some relics of legend are visiting Portland at this time and they may bring the means to summon ancient powers that could cause a disaster in Portland in 2012, mirroring one of legend.

**Prom Nightmares**

Fri 9:00 AM-3:00 PM

Bobbi Weth

Oak 07

You have a secret. The abyss calls out to a darkness inside of you and no one else can possibly understand. Especially not your parents or even your friends. Yet even in the midst of all that angst. It's still high school, everything leads to Prom eventually.

**Psi-punk, a Fudge Cyberpunk RPG - Fudge**

Fri 7:00 PM-11:00 PM

Jacob Wood

Pine 03

Sat 2:00 PM-6:00 PM

Jacob Wood

Oak 06

Come play Psi-punk with designer Jacob Wood. As street runners, you'll take a job that will either get you killed or get you paid. If you've got the skill or the luck, it'll be the latter.

**Recovery - Cyberpunk 2020**

Sat 7:00 PM-12:00 AM

Colin Fletcher

Pine 06

An elite team of covert cyborg operatives recover a VIP from a rival team.

**Recyclers**

Fri 4:30 PM-8:30 PM

Danny Oxman

Heritage B 13

Have you ever heard an elderly person fear being eaten? At the Sleepy Downs nursing home, they may not be just paranoid. Join us...and see if you can survive what awaits!

**Recyclers 2: School Lunch**

Sat 7:00 PM-11:00 PM

Danny Oxman

Heritage B 09

Parents worry about their kids in school. Academics, school bullies, school shootings, etc. Are they ready for their FINAL exam? Just when you thought it was safe to go back to Sleepy Downs! Join us (again)... and see if you can survive what awaits!

**Recyclers Special: GameStorm**

Sun 12:00 PM-4:00 PM

Danny Oxman

Heritage E 10

What happened in Sleepy Downs stayed in Sleepy Downs. What happened in Vancouver, WA...well...only you will know! Join us (once more)... and see if you can survive what awaits!

ROLE-PLAYING GAMES

Return to Survivor Island - Call of Cthulhu

Sat 7:00 PM-12:00 AM Travis Holter Pine 04  
1980's 7e Call of Cthulhu. Rules-lite: new players welcome - no rules knowledge needed. You've been select-  
ed to take part in a second season of the fabulous new reality series 'Castaway'! You'll be taken to an island  
paradise with one item of your choice where you will have to survive the elements and a series of Elimination  
Challenges. The last person left on the island will win \$1 million.

Sadie Hawkins Dance! - Monsterhearts

Sat 11:30 AM-5:30 PM Bobbi Weth Pine 06  
You have a secret. The abyss calls out to a darkness inside of you and no one else can possibly understand. Es-  
pecially not your parents or even your friends. Silly mortals, their biggest concern is who the new hottest girls  
in school will ask to Sadie Hawkins next weekend.

Savage Monty Python and the Holy Grail!

Sat 7:00 PM-11:00 PM John McNichol Oak 04  
At last! Choose one of the famous Knights of the Round Table, already twisted by Month Python, and have a go  
at finding the Holy Grail! What are the actual stats of that Vorpall Bunny? Can you hack off the Black Knight's  
arm with a single raise, or two? And what happens if we actually DO try to cut down the tallest tree with a  
herring? Join and find out!

Savage Star Wars: Imperial Cadets! - Savage Worlds

Fri 7:00 PM-11:00 PM John McNichol Oak 08  
Players will be pilots in the Star Wars Imperial Navy! Will you keep your pledge to the Emperor and wipe out  
the rebel scum, or will your destiny lie on a different path?

Savage Steampunk JLA: The League of Inescapable Justice, VS. The Mad Hatter of Whi-  
techapel! - Savage Worlds

Sat 2:00 PM-6:00 PM John McNichol Oak 07  
Choose one of the beloved heroes of the Justice League, re-done as Steampunk era heroes! Force confessions  
from the unjust with the golden Lariat of Amazonia, the foreign princess! Crush the unenlightened with the  
mighty Uberman! Stealthily defeat your foes with the aid of the Nefarious Man-Bat! Be sure to be done in time  
for tea, dear. There's a good chap.

Science Gone Mad!! - Turn of the Card

Sat 2:00 PM-7:00 PM Paul Abeyta Oak 05  
The University has funded your request to travel to Germany to locate the late Dr. Victor Frankenstein's labora-  
tory. It has been 12 years since the madness claimed his life. You and your fellows have studied the work of this  
mad man, and together see how your combined intelligence could easily overcome his fatal mistakes.

Second Rate Supers - Fate Accelerated

Fri 7:00 PM-11:00 PM Riley Crowder Pine 05  
When the best Heroes are out fighting a cosmic battle, who else can save the city?

Space Marines! - Savage Worlds

Sat 7:00 PM-12:00 AM Rodney Barnes Oak 07  
"One more Op, and then we are due for the slow ride back to Earth. Can't wait to get out of Outworlds Alli-  
ance space. This part of the system gives me the creeps. I wonder what the Colonel is going to assign College  
to lead us into." - Sarge

Star Hunter - Fudge

Fri 7:00 PM-12:00 AM Rodney Barnes Pine 06  
Join the crew of the old Trans-Utopia Luxury Independent Passenger ship (TULIP) as they try to make a living  
and survive, while fate has much larger ideas for them in mind.

Star Wars "Dark Lords of the Sith" : Sibling Rivalry - Turn of the Card

Fri 7:00 PM-12:00 AM Paul Abeyta Oak 06  
On the ancient Sith training planet of Korriban you and your fellow Sith in training have been brought for your  
final trials. You will be challenged by the very planet itself; and the treachery of your fellow Sith. Use your  
cunning and strength to overcome this final test and embrace the Dark Side. Heavy role-play adventure set in  
an alternate Star Wars universe.

Star Wars: Starfall

Fri 9:00 AM-4:00 PM Jeremy Clifford Oak 04  
In the twisted wreckage of a dying Star Destroyer, Rebel heroes battle through detention cells, stormtroopers

## ROLE-PLAYING GAMES

and zero gravity to save an Alliance fleet.

### Stars Falling Over the Wasteland - Turn of the Card

Sat 7:00 PM-12:00 AM

Jefferson Lee

Heritage B 10

A century has passed since the total collapse of civilization, but your lot have fought your way back to the nicer end of the food chain. You know what it takes to earn your position, so when the men holding your leash ask you to investigate some fallen space debris, you take the gold and go to the crater. And when you find Martians, just keep your eyes on the prize. (TurnOfTheCard.com)

### The Breaking Point - Breakdown (Beta Test)

Fri 11:30 AM-4:30 PM

Wilson Zorn

Pine 02

This is a game about people on the edge, protagonists striving to do some kind of good in a painful, mad world, swimming against the increasing tide of man's inhumanity to fellow man. The Breaking Point portrays the struggles of cops and related emergency or crime-solving workers dealing with dark crimes against humanity. Please note this is a playtest.

### The Cost of War - Deadlands Noir (Savage Worlds)

Sat 7:00 PM-12:00 AM

Michael M Kelly

Oak 05

New Orleans 1933. Private investigators are hired to monitor the activities of a suspicious industrialist whose senior partner has gone missing. What they discover could lead to the Second Civil War!

### The Dragon at the Bottom of the World - Turn of the Card

Fri 7:00 PM-12:00 AM

Jefferson Lee

Oak 04

There aren't many human mercenaries that can operate on both sides of the Veil, and fewer that are as good as your crew, so it's not surprising to get a call from a CEO. What makes this call especially intriguing is the target: a f\*\*king dragon. Of course high-profile jobs are never straightforward, and there's usually a double cross, but the money is just too good... (TurnOfTheCard.com)

### The Feast of Steely Knives

Fri 7:00 PM-1:00 AM

Bobbi Weth

Pine 02

You're all rockstars in a silly band from Portland. Your reputation caught fire in a way that never happens anymore. Overnight your band's on the road for your very first tour. The world is yours for the taken with every luxury and desire available to your every whim. When your bus breaks down in the middle of nowhere the night's just beginning.

### The Forest for the Trees

Sat 7:00 PM-11:00 PM

Scott Woodard

Oak 06

Your posse has been on the trail for several days and now, according to your map, the town of Corbin, Wyoming lies dead ahead, but as you draw nearer, things are not all that they seem in the woods today. An exclusive preview of The Sixth Gun, an upcoming release from Pinnacle Entertainment!

### The Goblin Dragonhorn - Savage Worlds

Sat 7:00 PM-11:00 PM

Justin Lowmaster

Oak 03

Fight fire with fire, and fight dragon with dragon! Steal dragon power with the Dragonhorn!

### The Golem of Antioch (CoC InVictus) - Call of Cthulhu

Thu 7:00 PM-11:00 PM

Franck Florentin

Heritage B 02

In Antioch, the investigators are called to look into a string of brutal murders and rumors of an unstoppable assassin, a merciless brute with the strength of twenty men.

### The Last Dragon in the Forest - Turn of the Card

Fri 2:00 PM-7:00 PM

Jefferson Lee

Heritage B 11

Today, you awaken in the winter of the Year of Our Lord 1913. Your strange and frightening dreams will point you to a quest given to you by God. You will face a dragon, the Last Dragon, and at any cost you will end its unholy life before it breathes out the flames of Armageddon and shatters the world. (TurnOfTheCard.com)

### The Loathe Boat - Savage Worlds

Sat 7:00 PM-12:00 AM

Ron Steinhauser

Oak 08

Frank, Sarah, Marvin, Victoria, Ivan and Han are back. The crew from the "Red" movies decided to take a little cruise to celebrate saving the world once again, and it looks like someone has a problem with them. Just another day in the life of a retired secret agent...

### The Lonely Point Lighthouse (CoC) - Call of Cthulhu

Fri 2:00 PM-6:00 PM

Franck Florentin

Oak 03

The investigators are hired to debunk rumors of a haunting in New London, Connecticut. Scenario by Oscar Rios, from Island of Ignorance – The Third Cthulhu Companion.

GAMESTORM 17  
 ROLE-PLAYING GAMES

The Rescue

Sat 9:00 AM-1:00 PM Troy O'Dell Oak 04  
 "Where are my brothers?" cried Gundren eldest brother of the Rockseekers. He has sought you out to help him find your two cousins. Gundren tells you a tale that the brothers had stumbled on a map buried in an old tome. It showed a mine located in the Sword Mountains and the brothers remember hearing about a lost family mine in the same area. They set out, others would be watching and waiting too.

The Return Home - Dungeon World

Sat 10:00 AM-1:00 PM Ben Kaser Heritage B 10  
 Heroic fantasy with swords, magic, and monsters. This game is a modern take on the classic fantasy experience, with story-focused rules and old-school style. Great for beginners and experienced dragon slayers alike.

The Schoolgirl RPG

Sun 9:00 AM-12:00 PM Michael Hopcroft Pine 01  
 You are a female high school student -- and that's all you will know before you step into the room. That and that things are going to be random, hilariously wacky, and completely unpredictable! The new game from the translator of Maid!

The Serpents of Saltmarsh

Thu 2:00 PM-6:00 PM Charles Hurst Heritage B 02  
 Two dragons threaten the seaside town of Saltmarsh. A band of heroes sent to defeat them has not returned. A search party is assembled to find the lost dragon slayers.

The Skin & Bones Man; A Nameless Streets Mystery. - Heroquest 2.0

Fri 11:30 AM-3:30 PM Charles Green Oak 08  
 A serial killer stalks Portland. Can the Nameless Streets Detective Agency put an end to the grisly murders?

The Temple of the Serpent King - Cleadonia

Sat 9:00 AM-3:00 PM Josh Dixon Oak 01  
 Under the dark canopy of the Nimdor forest lays the forgotten temple of the Serpent King. It has laid hidden, its treasures and secrets lost for eons until now. Can you and your companions dare the dangers of the Nimdor forest to find the ancient ruins of the a kingdoms long forgotten?

The Uncorrupted

Sun 2:00 PM-6:00 PM Adam Scott Glancy Pine 03  
 Greek Islands, 1916: The players are allied soldiers, Serbians, French and British, assigned to locate and return to duty the thousands of Serbian soldiers marooned on hundreds of Greek islands. Many evacuation ships dumped their Serbian passengers onto the nearest Greek island at the first sign of fever. Unfortunately worse things than Cholera came out of the Balkans.

Tomb of Horrors - Revisited - AD&D

Fri 9:00 AM-1:00 PM Troy O'Dell Oak 06  
 In a lost and forgotten crypt lied the sinister tomb of Acererak. The crypt was filled with traps, ferocious monsters along with riches and treasures beyond adventurer's wildest imagination. Only careless adventurers have disturbed the crypt, and a few returned. Mysteriously your uncle's adventure log of the tomb came to be in your possession. Why? A trap? What happened to my uncle? The lich?

Transformers Wreckers - Fate Accelerated

Fri 2:00 PM-6:00 PM Matthew Orwig Oak 05  
 Transformers from various Continuities and Universes must band together to beat the greatest threat of all time -- Unicron's newest Heralds who include Optimus Prime, Grimlock, and Omega Supreme!

Under False Colors - Call of Cthulhu

Fri 2:00 PM-6:00 PM Adam Scott Glancy Pine 05  
 Tsingtao China, 1914: The players are Imperial German Seebattalion soldiers, assigned to escort a ship loaded with civilians fleeing the Japanese siege of the German treaty port. Between dodging Allied warships and pirates, the greatest dangers will prove to be the ones they invited on board their ship.

Untoten Krieg - Quick and Dirty RPG

Sat 3:00 PM-6:00 PM JR Ralls Oak 01  
 December 6th, 1941 - You are playing a rag-tag bunch of partisans trying to stir up trouble in Nazi Occupied Europe. If that weren't difficult enough, due to a Nazi occult project, every member of the Nazi party suddenly and instantly becomes a capital Z Zombie. Oh, and did I mention you have never heard of Zombies before and have no idea of what they are or how to deal with them?



## ROLE-PLAYING GAMES

### Vampire Hunt at Supermax Prison - World of Darkness

Thu 2:00 PM-6:00 PM

Nelson Kidd

Heritage B 03

Four mortals embark on a dangerous mission to dismantle a rumored vampire infestation at a supermax prison. Two of the hunters were sent there as a clerical error that is getting corrected "soon". Storyteller has 4 pre-made characters. Game is biased towards intrigue role-playing. Story features mature and extreme criminal themes.

### Wasteland Road Rage - Feng Shui 2

Fri 2:00 PM-6:00 PM

Justin Lowmaster

Pine 06

Punch evil in the face in this high action adventure in the style of Hong Kong action movies.

### We All Scream For Ice Cream! - Fate Accelerated

Fri 7:00 PM-11:00 PM

John Reiher

Pine 04

Harbor City is again threatened by a new nemesis: The Ice Cream Man! Of course the regular super heroes ignore him, but not you! You are part of the Harbor City Irregulars! That stalwart group of D-List super hero wannabes! It's up to you to thwart this new menace to our fair metropolis of Harbor City!

## SPECIAL EVENTS

### Puzzle Quest

Thu 2:00 PM-12:00 AM

Info Booth 01

Puzzle Hunt: Number Five is Alive!

This is a self-paced activity in which you team up with your friends to solve a set of unique puzzles for fun.

### 7th Annual Miniature Painting Contest

Thu 2:00 PM-2:30 PM

Info Booth 02

The Miniature Painting Contest returns! Pick up your mini, paint it and see if you win a prize!

### Concert: The Doubleclicks

Thu 8:00 PM-10:30 PM

Oak/Hemlock

Portland musicians The Doubleclicks bring back their unique style of music to GameStorm. Come listen as they sing about dinosaurs, D&D, and more!

### Giant Wood Tower

Fri 6:00 AM-6:00 PM

Discovery Lobby 01

The wooden tower game is back again. Come put on a hard hat and try your luck building the tower without it collapsing.

### Puzzle Quest

Fri 8:00 AM-6:00 PM

Info Booth 01

Puzzle Hunt: Number Five is Alive!

This is a self-paced activity in which you team up with your friendsto solve a set of unique puzzles for fun.

### Assassins Startup

Fri 11:00 AM-12:00 PM (start-up)

Discovery Lobby 02

Fri 5:00 PM-6:00 PM (check in)

Discovery Lobby 02

It's that time of year again where you get to stab your friends in the back without them seeing it coming.

### Dark Dungeons: The Movie

Fri 5:00 PM-6:30 PM

Alder

Innocent students Debbie and Marcie arrive at college eager to save souls, but will they be able to save their own when they're seduced by the exotic and sinister world of role playing games?

Immediately following is Q&A with Guest of Honor JR Ralls, creator of this screen adaptation of the Jack Chick classic.

### AMV (Anime Music Videos)

Fri 9:00 PM-1:30 AM

Spruce

Guy Letourneau will be here Friday night starting at 9pm in Spruce, to run a night of fun video clips, starting with internationally famous Anime Music Videos. Even if you are not into anime, you will find these clips very entertaining. Guy then will move into more humor and satire clips as the night moves along. If you can't sleep, or want to stay up, this is for you! Guy Letourneau has been active at SF conventions since 1978, and has been exploring gizmos and gadgets that might become real through his practice of mechanical engineering for over 25 years. Guy has lived and worked overseas on various technical assignments including a 2-year engineering gig in Japan, where he got reacquainted with anime as a means of learning the language and culture. He has run Kumoricon's Anime Music Video (AMV) competition for 10 years, ran NewCon's first AMV competition, and runs the RadCon anime room. Guy holds a federal firearms license for collecting 'curios and relics' (C&R FFL), is a member of the Knights of Columbus, holds an amateur radio Extra Class license, and recently passed the USPTO Patent Bar Exam.

GAMESTORM 17  
SPECIAL EVENTS

[MIB] Remember the Fallen

Fri 9:00 PM-10:00 PM Garage 08  
Come Celebrate the lives of Pat Hannum and Tim McDowell as we remember two Fallen MIBS and their contributions to GameStorm.

Featured Videos

Sat 1:30 AM-7:00 AM Spruce  
Selected anime or some surprise humorous content. Watch for a posting by Spruce.

Giant Wood Tower

Sat 6:00 AM-6:00 PM Discovery Lobby 01  
The wooden tower game is back again. Come put on a hard hat and try your luck building the tower without it collapsing.

Puzzle Quest

Sat 8:00 AM-6:00 PM Info Booth 01  
Puzzle Hunt: Number Five is Alive!  
This is a self-paced activity in which you team up with your friends to solve a set of unique puzzles for fun.

Math Trade

Sat 9:00 AM-10:00 AM Pine  
BoardGame Geek MathTrade Submit your games and try to see if you can get a trade. URL is <http://www.boardgamegeek.com/thread/1325431/gamestorm-17-no-ship-trade>

Assassins Check-in

Sat 12:00 PM-1:00 PM Discovery Lobby 02  
Sat 5:00 PM-6:00 PM Discovery Lobby 02  
It's that time of year again where you get to stab your friends in the back without them seeing it coming.

The Minions

Sat 5:30 PM-7:30 PM Alder  
A dream team of Portland improvisers brings you the Minions. This serialized improv show is steeped in Wizards, Warriors, Rogues, and game table smack talk. Building off of audience suggestions, these performers will create a two hour RPG dungeon comedy crawl that bounces from game table to fantasy universe and back.

Concert: PDX Broadside

Sat 8:00 PM-10:00 PM Discovery C  
Geek folk fabulosity out of Portland, Oregon. Shanties, folk, geeky originals, family-friendly to filthy, we're a nerdband on fire for hire.

Giant Wood Tower

Sun 6:00 AM-6:00 PM Discovery Lobby 01  
The wooden tower game is back again. Come put on a hard hat and try your luck building the tower without it collapsing.

Puzzle Quest

Sun 8:00 AM-2:30 PM Info Booth 01  
Puzzle Hunt: Number Five is Alive!  
This is a self-paced activity in which you team up with your friends to solve a set of unique puzzles for fun.

Assassins Check-in

Sun 12:00 PM-1:00 PM Discovery Lobby 02  
It's that time of year again where you get to stab your friends in the back without them seeing it coming.

7th Annual Miniature Painting Contest - Judging

Sun 2:00 PM-2:30 PM Info Booth 02  
The Miniature Painting Contest returns! Pick up your mini, paint it and see if you win a prize!

Play and Win Drawing

Sun 2:00 PM-3:00 PM Alder  
Winners of all 2015 Play and Win game will be announced, and games awarded.

Assassins Wrap-Up

Sun 4:00 PM-5:00 PM Discovery Lobby 02  
It's that time of year again where you get to stab your friends in the back without them seeing it coming.



# FIND THE CLUES, SOLVE THE MYSTERY, TRY TO ESCAPE.

60 Minutes to Escape is a live, immersive game where you and your friends drop into a world of mystery and intrigue.

You have one hour to solve the clues, complete your mission and escape. It's pulse-pounding fun!

#### HOW DO I BOOK?

You can find show times and book tickets on our website: [www.60minutestoescape.com](http://www.60minutestoescape.com)

#### WHEN IS IT OPEN?

Every Friday, Saturday and Sunday and we add new times often. See our site for the latest.

#### WHO IS IT FOR?

The game is challenging and fun for all ages. Perfect for an evening out, birthday or team building event.

#### HOW MANY PEOPLE CAN PLAY?

Up to 8 can play at a time. We'll team you up with other players if you book fewer than 8 tickets.

#### DO YOU RUN SPECIAL EVENTS?

Yes! We run special out-of-hours events often. Send an email to [info@60minutestoescape.com](mailto:info@60minutestoescape.com) for details on booking.

 @60minutesto  /60minutestoescape

BOOK ONLINE NOW AT

## WWW.60MINUTESTOESCAPE.COM

# DICE CRAWL



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COMMITTEE MEMBERS

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Vice Chair	Jacob Engstrom	Registration Software	Michael McGuire
Secretary	Anna Holiday	Scheduling System	Beverly "Phoenix" Block
Dealers	Jamie Bear		Rachael Madsen
Hotel	Anna Holiday	Webmaster	Jim Davies
Policy Writing Staff	Christina "Fi" Birkes	Webmaster Asst	Fargo Holiday
	Jacob Engstrom	Webmaster Asst	Matt Riley
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	Rochelle "Shelly" Buchanan	<b>Operations Manager</b>	<b>Fargo Holiday</b>
Treasury	D. Stephen Raymond	Operations Asst	Sean Cunningham
Treasury Asst	Jeff Polier	Hospitality	Korina "Myzeray" Walters
		Logistics	Brian Emra
<b>Events Manager</b>	<b>Car Bostick</b>	Office	Sara Burris
Events Asst	Roy Huntley	Certificates	Jennifer Polier
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Children's Activities	Kelly Power	Security Asst	Jeremy Young
Children's Activities Asst	Felicia Penney	Small Tech	Fargo Holiday
Collectible Card Games	Angel May	Internet (On-site)	Sean Cunningham
Console & LAN Gaming	Jaki Hunt		Fargo Holiday
Game Lab	K.C. Humphrey	Volunteer Coordinator	Simon Stewart-Rinier
Game Lab Asst	Robert LaCosse	Volunteer Coordinator Asst	Jona Perkins
Game Library	Dave Schaber		
Indie Hurricane	Taylor Stokes	<b>Public Relations Manager</b>	<b>Robert LaCosse</b>
Indie Hurricane Asst	Jay Sylvano	Art	Kyle Rhône
LARP	Michael Birkes	(representing Tinderbox Entertainment)	
LARP 1st Asst	Eamon Dixon	AV Department	
LARP 2nd Asst	Cymry Reardon	Pod Master	Levi Mote
MIB Liaison	Jason Bostick		Sarah Sharp
Miniatures	Justin Shields	Photo Team	Ken Coomes
Miniatures Asst	Anthony "AJ" Michaud		Beth Olson
Miniatures Asst	Jacob Schultz	Miniature Photos	Brent Lange
Organized Role-playing Campaigns		Information Desk	Elizabeth Wilsonsage
	Rodney Barnes	Info Desk Asst	Kelli Smith-Huyette
D&D Adventurers League	Jay Elmore	Merchandise	Robert LaCosse
	Davena Oaks	Program Book	Tatiana McIrvn
	Jared Oaks	Program Book Asst	Morrigan McIrvn
Living Arcanis	Bob Ehmann	Online Presence	
Pathfinder Society	Chris Hesla	Home Website	Fargo Holiday
Shadowrun Missions	Tony Gambino	Facebook	Robert LaCosse
RPG	Ron Steinhauser	Twitter	Levi Mote
RPG Assistant	James Schrecengost		Sarah Sharp
Large Events	Kelly Power	LinkedIn	Robert LaCosse
Assassins Coordinator	Ash "Bunny" Butler	Street Team Coordinator	Den Hills
Puzzle Hunt	DeeAnn Sole		
	Curtis Chen		

<b>Industry Relations Manager</b>	<b>Aaron Curtis</b>
GoH Liaisons	
Jason Morningstar	Taylor Stokes
JR Ralls	Jason Bostick
Michael Mindes	Aaron Curtis
Panel Programming	Lor Brule
Play-and-Win Administrator	David Turner
Publisher Speed Dating	Jennifer Geske
Swag	Heather McLaughlin
Swag Asst	Skip Fuller



## 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.

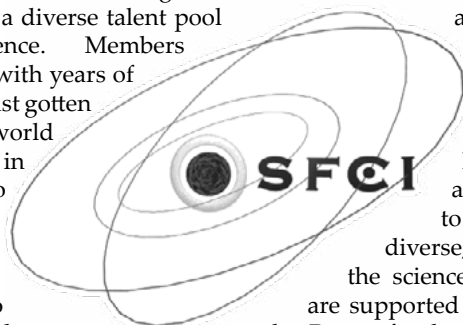
OSFCI maintains the capital goods accumulated over the years for use by the various events. Convention committees have use of art show panels, hospitality furnishings, video and other electronic equipment. These capital goods minimize the equipment that needs to be rented or borrowed, allowing more of 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](http://www.osfci.org), by e-mail addressed to [secretary@osfci.org](mailto: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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