

Game Storm 20 Schedule Updates

Indie Hurricane!

The Indie Hurricane **Games on Demand** were combined with Game Design Workshop sessions in the program book. Games on Demand sessions will be at 10 am, 2 pm, and 8 pm throughout the convention. Join us in the Grand Ballroom, next to the Game Library!

Games on Demand is your place to play indie and small-press tabletop role-playing games, story games, and freeform games! Led by GMs from all over the Northwest we'll be offering a bevy of games every few hours. Come to the gathering by the Game Library to find out what's being offered, select your game, then immediately go play it!

Game Design Workshop sessions are only those not listed as taking place in the Game Library Lobby.

Cult of Chaos

Call of Cthulhu 7th Edition and RuneQuest are now part of Organized Roleplaying Campaigns! Check out the following events throughout the weekend:

- As the Leaf Withers on the Vine,
- Lightless Beacon
- Midnight Masquerade
- Necropolis
- Stealing the Eye
- The Broken Tower
- The Dead Boarder
- Weekend in the Woods
- What's in the Cellar

Corrections

Clank: The session scheduled for Thursday at 1PM is the original game, not Clank! In! Space!

LSG Playtest: Two sessions were listed as LSG Adventure Card Game Playtest:

Friday	7 PM	Grand Ballroom 46
Saturday	6 PM	Hayden 05

Sentinels of the Multiverse: Sessions at all levels are listed under "Beginner". The individual sessions are correctly labeled.

Ticket to Ride – Old West on Thursday at 4 PM was incorrectly listed under Ticket to Ride – France.

Kingdomino/Queendomino on Sunday at 10 AM was incorrectly listed under Kingdomino.

Description: We'll use both games to play the "Royal Wedding" variant that allows for 7x7 grids for 4 players or 5x5 grids for up to 6 players

Zombicide on Sunday at 2 PM was incorrectly listed under Zombicide for Beginners.

Description: Advanced game, including zombie dogs, tough zombies, toxic zombies and more...

Missing or Incorrect Descriptions

Captains and Starships Only (Minis)

Thursday

6 PM

Grand Ballroom 43

Pick your starship, pick its captain and seek out your enemy. All game needs provided by GM.

One-Zero-One (Board Gaming)

One Zero One is an abstract strategy card game for two players. With identical 16-card decks, each player (as either 0 or 1) plays cards to the program display, endeavoring to gain control of lines of program code.

Otaku (Anime Fan) Meetup and Pocky Tasting! (Creation Station)

Saturday

5 PM

Suite 116

Whether you're a true otaku or brand-new to anime, manga, & professional & fan works they inspire, you're welcome to meet up with us in Creation Station, bring your fanworks, and try a mainstay snack of the otaku community: Pocky, like mini, crunchy bread sticks dipped in flavorful toppings.

Sparkle*Kitty (Board Gaming)

Nobody puts princess in a tower! Sparkle*Kitty is an adorably fun, social, and magical spell card game for all ages, sizes and genders.

Cancellations

RPG:	Heart of Darkness	Sat	2 PM	Overton 12
Indie Hurricane:	Zero Level Death Funnel	Sat	8 PM	East Wing 2
Kids, D&D AL:	Kids Learn-to-Play	Thu	8 PM	Suite 116
Kids, D&D AL:	Kids Learn-to-Play	Fri	8 PM	Suite 116
Game Lab:	Traders of Amathis	Sun	1 PM	Grand Ballroom 78
Game Lab:	Ares	Sat	9 AM	Grand Ballroom 83
Game Lab:	Ares	Sun	12 PM	Grand Ballroom 78

Location Changes

The following events have had locations changed from the Program Book:

Board Gaming:

878 Vikings	Saturday	6 PM	Grand Ballroom 37
Imperial Settlers	Saturday	9 PM	Grand Ballroom 27
Race for the Galaxy	Thursday	3 PM	Grand Ballroom 27
	Friday	11 AM	Grand Ballroom 27
	Friday	2:30 PM	Grand Ballroom 27
The New Science	Thursday	6 PM	Grand Ballroom 28
Vast: The Crystal Caverns	Thursday	1 PM	Grand Ballroom 27
	Friday	12:30 PM	Grand Ballroom 27

RPG:

Priority: Life Raft	Saturday	2 PM	Overton 02
Torchwood Seattle Session 2	Friday	11:30 PM	Overton 09

Late Additions

Adventurers League:

DDAL07-11 A Lesson in Love Friday 1 AM – 5 AM Clark 01
TIER 3 - An old elf has wandered into the city from the jungle--prattling on about his long-lost daughter to anyone whose ear he can bend. Though most in Port Nyanzaru dismiss him as mad, he speaks the truth. Can you find and save his daughter?

LARP:

Prey for Daylight: Dyer Station Thursday 7 PM – 11 PM Multnomah
See program book page 120 for description.

Miniatures:

Flames of War: Patton vs Rommel Saturday 9 AM – 2 PM Grand Ballroom 42
See program book page 120 for description.

Board Gaming:

CONTROL! - Playtest
Thursday 1:30 PM – 3 PM Grand Ballroom 90
Thursday 4:30 PM – 6 PM Grand Ballroom 90
Friday 10:30 AM – 12 PM Grand Ballroom 90
Saturday 10:30 AM – 12 PM Grand Ballroom 90

CONTROL! from Kerberos Productions is an upcoming face-paced, competitive card game of planetary conquest. 2-5 players compete with one another over several rounds to take control of 6 different alien worlds.

The Pit Playtest
Thursday 7 PM – 11 PM Grand Ballroom 77
Friday 1 PM – 6 PM Grand Ballroom 90
Friday 7 PM – 11 PM Grand Ballroom 81
Saturday 1 PM – 6 PM Grand Ballroom 88
Saturday 7 PM – 11 PM Grand Ballroom 73
Sunday 12 PM – 5 PM Grand Ballroom 90

THE PIT: The Board Game from Kerberos Productions is an upcoming sci-fi dungeon-crawler adventure set in the SWORD OF THE STARS universe of video games. 4 Players take control of SOLFORCE operatives as they make their way through the hallways and rooms of THE PIT.

Game Lab:

Crush Rush Saturday 8 PM – 9 PM Grand Ballroom 78
Playtest with designer Jason Harris No one wants to be swallowed by the black hole. Time to jettison some weight to make your opponents enter the back hole first.

Game Lab Evaluation Sunday 12 PM – 12:30 PM Grand Ballroom 86
Meet the staff and tell us your goods or bads about Game Lab and how it operated this year. We'd like to hear from designers, play testers, Industry guests, staff -- anyone with input is welcome!

Late Additions

Game Lab (continued):

Invite Playtest	Thursday	7 PM – 9 PM	Grand Ballroom 86
	Thursday	9 PM – 11 PM	Grand Ballroom 86
	Friday	11 AM – 1 PM	Grand Ballroom 86
	Friday	9 PM – 11 PM	Grand Ballroom 86
	Saturday	11 AM – 1 PM	Grand Ballroom 86
	Saturday	2 PM – 4 PM	Grand Ballroom 86
	Saturday	9 PM – 11 PM	Grand Ballroom 86
	Sunday	11 AM – 1 PM	Grand Ballroom 86

Playtest with one of Game Lab's fabulous Industry Guests or Staff designers. Your opportunity to see how they design, ask questions, etc.

LINK Saturday 1 PM – 2 PM Grand Ballroom 78
Playtest with designer Jason Harris. LINK is a strategic tile laying game of an ever-changing and expanding grid of tiles. Players will have to time their playing of tiles to maximize points.

Murder Mansion Sunday 10 AM – 12 PM Grand Ballroom 86
Playtest with designer Kris Gould. Find your targets, grab the right weapons and commit the perfect murders. Then at the end of the night try to figure out who murdered who.

Nutcracker Thursday 3 PM – 5 PM Grand Ballroom 86
Saturday 9 AM – 10 AM Grand Ballroom 83
Playtest with designer Kris Gould. The mouse king and his hordes are invading the house and gobbling up the cookies, candy and Christmas cake. It's up to the Nutcracker and his army of toy soldiers to defend the goodies from this invasion of mice.

Ruins of Salona Sunday 12 PM – 2 PM Grand Ballroom 80
Playtest with designer Ryan from Fossa Fez. Stereotypical bad guys doing a good deed and defending a village.

Space Game Saturday 7 PM – 8:30 PM Grand Ballroom 83
Playtest with designer Michael Yon-Stark. Sci-fi, Card based, civilization building, strategy game.

Trading Territory / Experiment Sunday 1 PM – 2 PM Grand Ballroom 78
Playtest 2 short games with designer Leif Carlsen. Trading Territory is a quick game of continental control for 2 players. Experiment is a dice placement game of scientific research and publishing.

West Indies Friday 7 PM – 10 PM Grand Ballroom 34
Playtest with designer Kris Gould. Settle islands, build industries, harvest goods and spices, and fulfill contracts in four different categories.

XAP Thursday 5 PM – 6 PM Grand Ballroom 78
Playtest with designers Ken Coomes and Hugh Wright. A universe of games based on a standalone piece of furniture! The board is a grid of 100 cubicles. Players use mallets or their hands to bounce balls into the cubicles. Designed for 2 people or teams.