

Board Games

B2-14-B04 Africa

Rio Grande Games

Africa from Rio Grande Games. Daring explorers travel deeper and deeper into darkest Africa searching to discover isolated tribes and interesting animals. Of course, they also hope for rich trade goods, gold and gems. At each turn, the explorers must decide whether to go deeper into the unknown or to search known areas more carefully. The right combination of lust for adventure and tactical play will bring an explorer victory in Africa!

Players 5	Difficulty : Beginner	Ages : All
SAT 2:00 PM to 3:45 PM	Room : Ballroom D	Table : 4

B2-09-B06 Age of Exploration

Dave Arlington

Age of Exploration from Prism/TimJim Games. Players are famous explorers who outfit their expeditions and set sail in search of the New World. Many dangers await.

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 10:45 AM	Room : Ballroom D	Table : 6

B3-09-B04 Aladdin's Dragons Demo

Gloria Webber (PAGE)

Aladdin's Dragons from Rio Grande Games. Long before the sun rises in our lands, Aladdin and his friends are already busy, searching the Dragons' caves for treasure. Treasures they will take to the city to buy the magical artifacts available only in the Caliph's palace. Along the way, they may haggle with traders in the market and visit the magician to acquire his arcane spells. Taking treasures from dragons and dealing with traders and magicians may be interesting, but not as important as acquiring the Caliph's marvelous artifacts... Aladdin's Dragons is a game with subtle strategies to challenge the most ardent of game players. The rules are simple and the game is fun and exciting for casual players.

Players 5	Difficulty : Beginner	Ages : All
SUN 9:00 AM to 12:45 PM	Room : Ballroom D	Table : 4

B2-14-B06 American Megafauna

Dave Arlington

American Megafauna by Sierra Madre Games pits dinosaurs against mammals in ancient America. It recreates the titanic contest of these two types of prehistoric beasts from the Triassic to the present. This is a game of ecology, evolution, and DNA. Players start as one of four nondescript archetypes, but can branch out to new species by bidding on genotype and DNA cards. Players use gene coins from a "gene pool." DNA cards allow players to create strange animals, from cud-chewing crocodiles with antlers, to saber-tooth meat-eating camels. The victor in this titanic ecological struggle will determine the masters of the planet.

Players 4	Difficulty : Beginner	Ages : All
SAT 2:00 PM to 5:45 PM	Room : Ballroom D	Table : 6

B2-20-B14 Apples to Apples

Wild Gazebo Productions

Apples to Apples from Out of the Box. The Game of Hilarious Comparisons. Select the card from your hand that you think is best described by a card played by the judge. If the judge picks your card, you win that round. And everyone gets a chance to be the judge! Each round is filled with surprising and outrageous comparisons from a wide range of people, places, things and events.

Players 16	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 14

This event repeats as:

B3-16-B10 SUN 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 10
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B3-16-B07 Aquarius

Phoenix Games

Aquarius from Looney Labs. A card game of strategy and cunning. Be the first to achieve your secret goal, while sabotaging your rivals. From the makers of FLUXX.

Players 5	Difficulty : Beginner	Ages : All
SUN 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 7

B1-22-B14 Are You A WEREWOLF?

Kacy Fritz

Are You A WEREWOLF? By Looney Labs. There is a werewolf in the village killing villagers in the night. Is it you? Come and find out. All Rules taught.

Players 10	Difficulty : Beginner	Ages : All
FRI 10:00 PM to 11:45 PM	Room : Ballroom D	Table : 14

This event repeats as:

B2-22-B14 SAT 10:00 PM to 11:45 PM	Room : Ballroom D	Table : 14
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Board Games

B1-22-B01 Fireball Island

Steve Hess

Fireball Island from Milton Bradley (1986). A plastic tiki idol is placed in the raised middle of a molded, 3d board, where it can rotate freely. Players move their explorer pawns up the sides of the mountain along paths and through caves, trying to reach the top of the mountain, retrieve the idol's giant ruby, and take it down the other side to the waiting boat. However, both the idol and volcanic vents throughout the board periodically spit out "fireball" marbles, which physically roll down the mountain, either plowing through explorer pawns in their path, or toppling triggered bridges as they pass under them.

Players 4

Difficulty : Beginner

Ages : All

FRI 10:00 PM to 11:45 PM

Room : Ballroom D

Table : 1

B2-22-B11 Five Crowns

Marsha Falco

Five Crowns from Set Enterprises. The game isn't over until the kings go wild. A card game that uses skills from hearts, spades and rummy. Five Royal Families allows a more equal chance of making a book or a run, effectively giving each player more possibilities to readjust their hand so as to go out. The play starts with 3 cards and threes are wild; next hand has 4 cards and fours are wild....working up to the last hand when Kings are wild. A fast paced, ingenious card game in eleven rounds.

Players 6

Difficulty : Beginner

Ages : All

SAT 10:00 PM to 11:45 PM

Room : Ballroom D

Table : 11

This event repeats as:

B3-09-B01 SUN 9:00 AM to 10:45 AM

Room : Ballroom D

Table : 1

B3-11-B03 Fluxx

Wild Gazebo Productions

Fluxx from Looney Labs. The Card Game with Ever-Changing Rules. At the beginning of the game, the rules just say 'draw one card, play one card', so that's what you do. As the game progresses, these rules will change, and you may even find out how to win!

Players 6

Difficulty : Beginner

Ages : All

SUN 11:00 AM to 12:45 PM

Room : Ballroom D

Table : 3

B2-20-B09 Frag!

Phoenix Games

Frag! from Steve Jackson Games. Frag! is a computer game without a computer. It's 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!

Players 6

Difficulty : Beginner

Ages : 13+

SAT 8:00 PM to 9:45 PM

Room : Ballroom D

Table : 9

B2-09-B07 Frag: 3D Frag

Hank Griffin (PAGE)

Frag from Steve Jackson Games. Play Frag on a 3 dimensional board built from Lego. Simple new rules for jumping and shooting between levels. Most kills at the end of 2 hours wins.

Players 6

Difficulty : Beginner

Ages : All

SAT 9:00 AM to 10:45 AM

Room : Ballroom D

Table : 7

This event repeats as:

B2-11-B07 SAT 11:00 AM to 12:45 PM

Room : Ballroom D

Table : 7

B3-09-B03 Freeloader

Lorie Reilly

Freeloader from Cheapass Games. Freeloader is a game celebrating the glorious pastime of living off other people's success. Players spend the game roaming the neighborhood, doing favors for their "friends" in exchange for great loaner stuff like the Doctor's Car, the Artist's clothes, or the Waitress' leftover food. To win the game you have to collect Food, Clothing, and Shelter before the deck runs out. It's all worth points, and whoever has the most points wins.

Players 6

Difficulty : Beginner

Ages : 13+

SUN 9:00 AM to 10:45 AM

Room : Ballroom D

Table : 3

Board Games

B2-11-B03 Fun City

Lorie Reilly

Fun City from Parker Brothers (1987). Where the craziest things happen like clockwork! It's 9:00 a.m. in FUN CITY. Time to leave and do as much as you can before the clock strikes 5:00. You know how it is in FUN CITY. Just as you're about to keep that date in the park, some pigeon ruins your hat and you're off to FUDDY'S DUDS. Or you're trying to beat a path to CITY HALL, and a mugger comes along. By now you're so tired, you fall asleep on the bus and miss your stop at the theatre. Oh well, you can always make up for it with lunch at CHEZ RALPH'S. Hurry up, now, the others are already out the door. Have fun! Players accumulate points for completing errands and getting things done. When the Bank Clock strikes 5:00, the game ends. Players add up the points on the FUN CITY Cards they've collected. Whoever has the most points wins the game!

Players 4	Difficulty : Beginner	Ages : All
SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 3

B3-14-B03 Get Out

Lorie Reilly

Get Out from Cheapass Games. Something's wrong. It's a rainy day in Seattle, you're bored, and you live in your mom's basement. But that's normal. Your mom's been harping on you to get a job. That's normal too. No, what's really wrong is that you're about to give up this perfect gig and actually try to get a life. Your friends get wind of your harebrained idea and decide to race you. Not because they particularly want to get lives, but just to prove that they can do it faster than you can. Your objective? Get a job. Get an apartment. Survive the trials of life-on-your-own.

Players 8	Difficulty : Beginner	Ages : 13+
SUN 2:00 PM to 3:45 PM	Room : Ballroom D	Table : 3

B1-24-B07 Giant Ice Towers (Icehouse)

Phoenix Games

IceTowers, an Icehouse game designed by Andrew Looney of Looney Labs. IceTowers is a high-speed game of pyramid stacking, played without turns on any flat surface. Everyone plays at once, by "capping" other pieces with those of their own color. If yours is the top piece on a tower at the end of the game, you get points for the whole tower. As towers grow taller, you'll be able to "mine" pieces out and replay them, or even "split" some towers in two. The game ends when no more plays are possible. Play with the giant size set from Phoenix Games.

Players 4	Difficulty : Beginner	Ages : All
FRI 11:59 PM to 1:45 AM	Room : Ballroom D	Table : 7

This event repeats as:

B2-11-B09 SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 9
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B2-24-B07 Giant Volcano (Icehouse)

Phoenix Games

Volcano, an Icehouse game designed by Kristin Looney of Looney Labs. Volcano is a clever, puzzle-style game in which players move "caps" around on top of a group of volcanoes, triggering eruptions which cause colored streams of lava to flow out across the playing field. The object of the game is to capture as many pieces as possible, with bonus points awarded for special combinations. Each player attempts to accumulate the highest score and then bring the game to a close before another player has a chance to steal the lead away. Play with the giant size set from Phoenix Games.

Players 6	Difficulty : Beginner	Ages : All
SAT 11:59 PM to 1:45 AM	Room : Ballroom D	Table : 7

B2-20-B07 Grave Robbers From Outer Space

Wild Gazebo Productions

Grave Robbers From Outer Space from Z-Man Games. A fast-paced stand-alone card game that provides a humorous look a B-movies. Players are creating bad horror and sci-fi films using cards that represent characters, props, locations, creatures and special effects. Creatures are used to attack characters. Props and locations can strengthen characters against creatures. Whoever has the strongest characters in play when the credits roll wins the game!

Players 6	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 7

B1-22-B11 Grave Robbers/Cannibal Pygmies

David Eber (PAGE)

Grave Robbers From Outer Space from Z-Man Games. Come play in this tournament that features both Grave Robbers From Outer Space and Cannibal Pygmies in the Jungle of Doom. No experience necessary. Winners from the first round will compete in the final round.

Players 36	Difficulty : Beginner	Ages : 13+
FRI 10:00 PM to 11:45 PM	Room : Ballroom D	Table : 11

Board Games

B3-09-B16 Kids Track: My Word Jr.

Will McLaughlin

My Word! Jr. from Out of the Box. My Word! Jr. is the word game that plays like a party game! Quickly search for words while single and double letter cards are dealt on to the table. The first player to call out a word using at least three cards wins those cards. This special track of games and events is just for 12 and under gamers. All children 12 and under must be accompanied by a parent or guardian.

Players	6	Difficulty	: Beginner	Ages	: All
SUN	9:00 AM to 10:45 AM	Room	: Ballroom D	Table	: 16

B3-14-B16 Kids Track: Parcheesi

Will McLaughlin

Parcheesi from Parker Brothers. The Royal game of India. Each player takes turns rolling the dice and moving their pawns. If you get both of your pawns HOME first, you win! This special track of games and events is just for 12 and under gamers. All children 12 and under must be accompanied by a parent or guardian.

Players	6	Difficulty	: Beginner	Ages	: All
SUN	2:00 PM to 3:45 PM	Room	: Ballroom D	Table	: 16

B2-14-B16 Kids Track: Pokémon Monopoly

Will McLaughlin

Pokémon Monopoly from Parker Brothers. Join in this game of traditional Monopoly with a Pokémon twist and learn firsthand about the characters and stories of Pokémon. Instead of buying property, houses, and hotels, players collect Poké centers or gyms. Buying a space means catching a Pokémon character. Players who catch all the characters of a color earn the badge for that gym. Playing tokens are Pokémon characters. This special track of games and events is just for 12 and under gamers. All children 12 and under must be accompanied by a parent or guardian.

Players	6	Difficulty	: Beginner	Ages	: All
SAT	2:00 PM to 3:45 PM	Room	: Ballroom D	Table	: 16

B2-16-B16 Kids Track: Scrabble for Kids

Janette Beck

Scrabble from Selchow & Righter. The classic crossword game for the 12 and under gamers. Build crosswords for points, add to your score by building words on special spaces on the gameboard! Use up all seven of your letter tiles on your turn for an extra 50 points!

Players	6	Difficulty	: Beginner	Ages	: All
SAT	4:00 PM to 5:45 PM	Room	: Ballroom D	Table	: 16

B3-16-B16 Kids Track: Sorry

Will McLaughlin

Sorry from Parker Brothers. Each player takes turns drawing the top card on the Draw pile and moving their pawns. If you get all four of your pawns HOME first, you win! This special track of games and events is just for 12 and under gamers. All children 12 and under must be accompanied by a parent or guardian.

Players	6	Difficulty	: Beginner	Ages	: All
SUN	4:00 PM to 5:45 PM	Room	: Ballroom D	Table	: 16

B2-11-B16 Kids Track: UNO

Janette Beck

UNO from IGI/Mattel. UNO, America's most popular family card game! The object is to be the first player to score 500 points. Points are scored by being the first to rid yourself of all the cards in your hand before your opponents. This special track of games and events is just for 12 and under gamers. All children 12 and under must be accompanied by a parent or guardian.

Players	6	Difficulty	: Beginner	Ages	: All
SAT	11:00 AM to 12:45 PM	Room	: Ballroom D	Table	: 16

B2-09-B11 Kill Doctor Lucky: Director's Cut

Cheapass Games

Kill Doctor Lucky from Cheapass Games. Welcome to the J. Robert Lucky mansion. The object? Kill Doctor Lucky. Find a weapon, track the old man down, and do him in. The obstacles? For one thing, all of your friends would rather do it first. For another, Doctor Lucky is aptly named. He's got more lives than Rasputin, and an uncanny knack for dodging your best traps. But the Doctor's luck won't last forever. Before the night is over, someone is going to kill Doctor Lucky. And it might as well be you. Director's Cut: This new edition features a second game board, improved wit on the Failure cards, new game variants and a commentary track by designer James Ernest.

Players	8	Difficulty	: Beginner	Ages	: 13+
SAT	9:00 AM to 10:45 AM	Room	: Ballroom D	Table	: 11

Board Games

B1-20-B06 Merchant of Venus

Dave Arlington

Merchant of Venus from Avalon Hill. Described by many as a railroading game in space, this classic title from Avalon Hill uses many elements which come together to form a very interesting game. Players take on the roles of space traders who move their ships through interconnected systems discovering new alien worlds to exploit. As players start to make money delivering commodities in a very unique supply and demand system, their earnings can be used to purchase better ships and equipment, or to buy factories which create better commodities. In the end, the player with the most cash takes the day.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 6

B2-20-B08 Monopoly

Wild Gazebo Productions

Monopoly from Parker brothers. Buy! Sell! "Go directly to Jail!" Buy real estate, collect rents, build hotels-but don't go bankrupt as you wheel and deal in the world's most popular, most widely played board game.

Players 12	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 8

B1-20-B11 Munchkin

Steven Edelman

Munchkin from Steve Jackson Games. Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it! This stand-alone card game captures the dungeon experience...with none of that stupid roleplaying stuff. Fast-playing and silly, Munchkin can reduce any group to hysteria. And, while they're laughing, you can steal their stuff.

Players 10	Difficulty : Intermediate	Ages : 13+
FRI 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 11

This event repeats as **B2-09-B09**

Phoenix Games

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 10:45 AM	Room : Ballroom D	Table : 9

and also as **B2-11-B14**

Sean Allen

Players 6	Difficulty : Beginner	Ages : All
SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 14

B2-20-B01 Mystery Date

Sandy Hess

Mystery Date from Milton Bradley (1965). Yes, another prized Retro game from the Hess game collection. Meet your secret admirer! Is your date behind the door? Girls - be ready when your date calls at the door. Players are preparing to go on a "Mystery Date". They must be "Ready" when their Date arrives at the door. The thrill of it is that when a player opens the Door, she never knows which Date will appear. She may be ready for Skiing, only to find, upon opening the Door, the Date is dressed in a "tux" ready to go to a Formal Dance. Worst of all, she may open the door to find the "DUD" and lose valuable time in getting rid of him. The first girl to open the door and find the proper "Date" for which she is "Ready" is the lucky winner.

Players 4	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 1

B1-20-B13 Nuclear War: It's Da Bomb!

Karen Blisnuk

Nuclear War from Flying Buffalo. Come and play a game where sometimes nobody/everybody wins, alliances are made to be broken, kissing your *** goodbye is sometimes a good thing and getting change for 20 million people is almost commonplace. Rules will be taught. Game will include all expansions and I hope the boosters as well. "No boom today? There's always a boom tomorrow!" GM determines winner.

Players 8	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 13

B3-09-B08 Nuclear War: Oh, the Humanity!

Karen Blisnuk

Nuclear War from Flying Buffalo. Come and play Flying Buffalo's best-known game, where getting change for 20 million people means never having to say you're sorry to blow them up. All rules will be taught. GM determines winner.

Players 8	Difficulty : Beginner	Ages : All
SUN 9:00 AM to 12:45 PM	Room : Ballroom D	Table : 8

Board Games

B2-09-B01 Payday

Wild Gazebo Productions

Payday from Parker Brothers. Payday is played on a one-month calendar with 31 days. During the game, players will have to deal with various bills and expenses, but will also have the opportunity to make deals on property and earn money. At the end of each month, players are paid their salary (the same for each player) and must then pay off all outstanding bills, taking out a loan if necessary. Most money (or least debt) wins after six months.

Players 4	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 12:45 PM	Room : Ballroom D	Table : 1

B2-16-B10 Pit

Kacy Fritz

Pit from Parker Brothers. With all the ups and downs, desperate deals, and nonstop action of an actual trading floor, this lively game offers great fun without risking the family fortune. The rules are simple: Deal the cards, wait for the opening bell, scream and trade like crazy, be the first to corner a specific market, and ring the closing bell.

Players 5	Difficulty : Beginner	Ages : All
SAT 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 10

B2-20-B04 Puerto Rico

Rio Grande Games

Puerto Rico from Rio Grande Games. Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the new world? Will you own the most prosperous plantations? Will you build the most valuable buildings? You have but one goal: achieve the greatest prosperity and highest respect! This is shown by the player who earns the most victory points to win the game!

Players 5	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 4

This event repeats as:

B2-24-B04 SAT 11:59 PM to 1:45 AM	Room : Ballroom D	Table : 4
B3-16-B04 SUN 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 4

B1-22-B04 Puerto Rico Demo

Gloria Webber (PAGE)

Puerto Rico from Rio Grande Games. In 1493 Christopher Columbus discovered the eastern-most island of the Great Antilles. About 50 years later, Puerto Rico began to really blossom -- through you! Which roles will you play in this new world: Prospector? Governor? Settler? Trader? Whatever you do, you have one goal: to achieve the greatest prosperity and highest reputation! Who will have the most fruitful plantation? Who will build the most impressive buildings? And, who will earn the most victory points? Please note that rules will be taught for any beginners! Patient advanced players welcome too :)

Players 5	Difficulty : Beginner	Ages : All
FRI 10:00 PM to 1:45 AM	Room : Ballroom D	Table : 4

B2-20-B11 Quiddler

Marsha Falco

Quiddler from Set Enterprises. The Short Word Game. Quiddler, is a beautiful word game with naturally smooth gameplay that plays fast. Using special cards, Quiddler draws on one's ability to combine letters into words. Players must combine their entire hand into words trying to use the highest point value letters. There is a visual perception aspect that draws on combining the cards with the highest points into the words rather than the first words a player recognizes. There is also an element of strategy. Players can aim their actions at increasing their odds of getting either the long-word or the most-words bonus. The game is enjoyed by both beginning readers and accomplished word game players. Hosted by Marsha Falco, founder of Set Enterprises.

Players 6	Difficulty : Beginner	Ages : All
SAT 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 11

This event repeats as:

B3-11-B14 SUN 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 11
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B2-20-B10 Rail Baron

Theodore Mullally

Rail Baron from Avalon Hill. Come build a transAmerican railroad from individual rail companies. Then charge RENT! Enjoy this dice based train game from Avalon Hill. If you like, we can even play BLIND DRAW!

Players 4	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 10

Board Games

B3-09-B07 Scotland Yard

Scott Gianelli

Scotland Yard from Ravensburger (1985). There's panic on the streets of London! The notorious criminal Mr. X is on the loose, and a group of detectives has 24 hours to track him down. Sort of like hide and seek, only different. The detectives really need to cooperate. One player, naturally, needs to be Mr. X.

Players 6	Difficulty : Beginner	Ages : 13+
SUN 9:00 AM to 12:45 PM	Room : Ballroom D	Table : 7

B3-14-B12 Scrabble

Wild Gazebo Productions

Scrabble from Selchow & Righter. The classic crossword game. Build crosswords for points, add to your score by building words on special spaces on the gameboard! Use up all seven of your letter tiles on your turn for an extra 50 points!

Players 8	Difficulty : Beginner	Ages : 13+
SUN 2:00 PM to 5:45 PM	Room : Ballroom D	Table : 12

B2-11-B12 Set

Marsha Falco

Set from Set Enterprises. The object of the game is to identify a 'Set' of three cards from 12 cards laid out on the table. Each card has a variation of the following four features: Color, Symbol, Number and Shading. A 'Set' consists of three cards in which each feature is EITHER the same on each card OR is different on each card. That is to say, any feature in the 'Set' of three cards is either common to all three cards or is different on each card. The Magic Rule: If two are... and one is not, then it is not a 'Set'. The play continues until the deck is depleted and all players have dealt; the highest score wins. Hosted by Marsha Falco, founder of Set Enterprises.

Players 6	Difficulty : Beginner	Ages : All
SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 12

This event repeats as:

B3-16-B09 SUN 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 9
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B3-11-B13 Settlers of Catan

Phoenix Games

Settlers of Catan from Mayfair. 1995 German Game of the Year. Players are recent immigrants to the newly populated island of Catan. Expand your colony through the building of settlements, roads, and villages by harvesting commodities from the land around you. Trade with other players, or at local seaports to get resources you might lack. The first player to achieve 10 points from a combination of roads, settlements, and special cards wins.

Players 4	Difficulty : Beginner	Ages : All
SUN 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 13

B1-20-B02 Settlers of Catan: Giant

Wild Gazebo Productions

Settlers of Catan from Kosmos/Mayfair. 1995 Game of the Year and 2002 Gaming Hall of Fame. Come learn and play this convention favorite on our special giant-sized board. Players are recent immigrants to the newly populated island of Catan. Expand your colony through the building of settlements, roads, and cities by harvesting commodities from the land around you. Trade with other players, or at local seaports to get resources. The first player to achieve 10 points from a combination of roads, settlements, and special cards wins. This event runs every 2 hours throughout the convention.

Players 4	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 2

This event repeats as the following:

B1-22-B02 FRI 10:00 PM to 11:45 PM	Room : Ballroom D	Table : 2
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B1-24-B02 FRI 11:59 PM to 1:45 AM	Room : Ballroom D	Table : 2
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B2-09-B02 SAT 9:00 AM to 10:45 AM	Room : Ballroom D	Table : 2
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B2-11-B02 SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 2
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B2-14-B02 SAT 2:00 PM to 3:45 PM	Room : Ballroom D	Table : 2
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B2-16-B02 SAT 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 2
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B2-20-B02 SAT 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 2
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B2-22-B02 SAT 10:00 PM to 11:45 PM	Room : Ballroom D	Table : 2
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B2-24-B02 SAT 11:59 PM to 1:45 AM	Room : Ballroom D	Table : 2
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Board Games

Settlers of Catan: Giant (continued)

B3-09-B02	SUN 9:00 AM to 10:45 AM	Room : Ballroom D	Table : 2
B3-11-B02	SUN 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 2
B3-14-B02	SUN 2:00 PM to 3:45 PM	Room : Ballroom D	Table : 2
B3-16-B02	SUN 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 2

B2-09-B05 Settlers of Catan: Mages of Catan

Andrew Wild

Settlers of Catan variant: Mages of Catan. Add sky cities and an underground, plus a new resource: Mana. Mana is used by the Mages to cast their spells upon the world. Recruit fore-critters to assist in sky-building, or trolls to help in the underground. But the Elves won't work with the Orcs, and the Dragon won't go near the Paladin, so you'll have to juggle priorities, as well as counter the spell-casting of your opponents.

Players	6	Difficulty : Beginner	Ages : All
SAT	9:00 AM to 12:45 PM	Room : Ballroom D	Table : 5

B1-20-B05 Settlers of Catan: University of Catan

Wild Gazebo Productions

Settlers of Catan from Kosmos/Mayfair was 1995 Game of the Year and has just been inducted into the 2002 Gaming Hall of Fame. Come learn and play this convention favorite from the basic game to the many expansions. Players can choose from Settlers of Catan, Seafarers of Catan, Cities & Knights of Catan, Starfarers of Catan, Settlers of Nuremberg or Historic Scenarios: Cheops, Alexander the Great, Troy or The Great Wall. Sessions run all weekend.

Players	8	Difficulty : Beginner	Ages : All
FRI	8:00 PM to 11:45 PM	Room : Ballroom D	Table : 5

This event repeats as the following:

B1-24-B05	FRI 11:59 PM to 3:45 AM	Room : Ballroom D	Table : 5
B2-14-B05	SAT 2:00 PM to 5:45 PM	Room : Ballroom D	Table : 5
B2-20-B05	SAT 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 5
B2-24-B05	SAT 11:59 PM to 3:45 AM	Room : Ballroom D	Table : 5
B3-09-B05	SUN 9:00 AM to 12:45 PM	Room : Ballroom D	Table : 5
B3-14-B05	SUN 2:00 PM to 5:45 PM	Room : Ballroom D	Table : 5

B2-14-B10 Shark

Kacy Fritz

Shark from Flying Turtle Games. The water is dark and dangerous on the financial ocean of the stock market. Sharks abound, turning your financial promise into possible ruin. Will you be dragged under, or perhaps survive to become a shark yourself? Players invest in various stock exchanges, each trying to buy low and sell high. But the individual prices of the stocks are determined by where each player places stock markers. Players can choose to protect stock, making them less vulnerable to other player's destructive motivations, or try to choke other stocks, making them disappear from the board. The player to make the most money before a single stock reaches maximum value or all the counters of one stock are used wins the game.

Players	5	Difficulty : Beginner	Ages : All
SAT	2:00 PM to 3:45 PM	Room : Ballroom D	Table : 10

B3-14-B06 Showbiz Shuffle Demo

Trish Bocklage

Showbiz Shuffle from Blood and Cardstock Games. Ever wonder how Hollywood people come up with all those movies they expect us to pay \$9 to go see? Come play a demo of the new card game of movie producing! Pretend to be Harvey Weinstein for a few hours! Close out a weekend of gaming with an easy, fun game for all ages.

Players	8	Difficulty : Beginner	Ages : All
SUN	2:00 PM to 5:45 PM	Room : Ballroom D	Table : 6

B2-22-B06 Showbiz Shuffle Tournament

John Lach

Showbiz Shuffle from Blood and Cardstock Games. This will be a two round tournament for the new card game Showbiz Shuffle. The top players will advance to the second round. The rest will play for ranking and fun. A special prize to the person who scores the highest single movie. Rules to be taught if needed. Please bring a copy of the game if possible.

Players	8	Difficulty : Beginner	Ages : All
SAT	10:00 PM to 11:45 PM	Room : Ballroom D	Table : 6

Board Games

B1-20-B12 Spades/Hearts

Kevin Greaves

Spades and Hearts, two popular trick taking card games. In Spades the spades are always trump. Each player must make a bid for the number of tricks they expect to take. The winner of each trick leads to the next. Highest score wins. The object of Hearts is to avoid scoring points. Every heart that you take is worth one penalty point and the queen of spades is worth 13 penalty points. The player with the least points wins.

Players 8	Difficulty : Beginner	Ages : 13+
FRI 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 12

This event repeats as:

B2-14-B12 SAT 2:00 PM to 5:45 PM	Room : Ballroom D	Table : 12
B2-20-B12 SAT 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 12

B2-11-B11 Star Munchkin

Steven Edelman

Star Munchkin from Steve Jackson Games. The Munchkins are back - but now they're in space! Now they're Mutants, Androids, and Cat People . . . grabbing Lasers, Vibroswords, and Nova Grenades. . . fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. This is a complete game using the best-selling Munchkin rules (with a few new twists like Sidekicks). Come try out the latest version of this INSANELY popular game!

Players 6	Difficulty : Intermediate	Ages : 13+
SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 11

B2-11-B06 Tales of the Arabian Nights

Dave Arlington

Tales of the Arabian Nights from West End Games (1985). Journey forth to find fame and fortune as Aladdin, Sinbad, or a host of other well-known characters from Arabian legend. Choose a character and several base attributes and begin your travels. Players move their characters across the board, encountering cities, characters and mysteries. The book of tales accompanies this game and serves as the unfolding narrative for each player. The goal is to gain destiny points and story points through your adventures. The first to accumulate the required points and return wins.

Players 6	Difficulty : Beginner	Ages : All
SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 6

B2-09-B08 Talisman

Mark Greco

Talisman from Games Workshop. You and your friends each take the role of an adventurer on a quest to find the legendary Crown of Command. This is not an easy task, you must journey through the countryside encountering powerful monsters, magical items, and a wealth of treasure. Once you've gained enough experience, power and Talismans, you can face the menacing guardian of the Crown of Command, the Dragon King. With a lot of luck and a sturdy blade, you too can win the crown and become ruler of the land.

Players 8	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 2:45 PM	Room : Ballroom D	Table : 8

B2-16-B14 The Amazing Sci-Fi and Horror Trivia

Wendy Stern

The Amazing Science Fiction and Horror Trivia Game - Created by Randy M. Dannenfelser. It is the most challenging Trivia game for the real Sci-Fi fan.

Players 6	Difficulty : Beginner	Ages : All
SAT 4:00 PM to 7:45 PM	Room : Ballroom D	Table : 14

B3-14-B01 The Game of Life

Wild Gazebo Productions

The Game of Life from Hasbro Games/Parker Brothers. This classic family board game has been loved by generations. Just like your so-called "real life", this game has paydays, marriages, babies, revenge, and chance. Spin the wheel to decide where you go next. Will you go bankrupt, or earn millions in stock and real estate? Play the game and find out.

Players 6	Difficulty : Beginner	Ages : All
SUN 2:00 PM to 5:45 PM	Room : Ballroom D	Table : 1

B2-09-B03 The Great Muppet Caper

Lorie Reilly

The Great Muppet Caper 3-D Board Game from Milton Bradley. Join Kermit, Fozzie, Miss Piggy, and Gonzo on a wild trip through the streets of London. Your favorite Muppet friends are in search of four very hard-to-capture thieves who are trying to steal a legendary jewel called the "Baseball Diamond". This 3D game is a blast as you reenact all the best scenes from the movie driving Bo's taxi or the Muppets Bus. You can enter the Dubonnet Club and the Mallory Gallery.

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 10:45 AM	Room : Ballroom D	Table : 3

Board Games

B2-16-B03 The Inventors

Lorie Reilly

The Inventors from Parker Brothers (1974). You are investors in various comically named inventions. The game has a very curious mechanism that does double duty for rolling the dice and applying Patent Claim clips. The game board has an outside track, the Invention Track, and an inside track, the Royalty Track. The Invention Track is where you pick up the various inventions. You get a Patent Claim Clip attached to the invention card. This patent clip has a random value on it. The higher patent clip number, the more your patent makes during royalty collection time. Eureka Cards can also be played that allow you to do special actions during your turn. When the last Patent Claim clip is used, the game ends. The player with the highest combined total of cash on hand and invention value wins.

Players 4	Difficulty : Beginner	Ages : All
SAT 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 3

B2-20-B03 Through the Desert

Lorie Reilly

Through the Desert Fantasy Flight edition, aka Durch die Wuste. From the award-winning game designer Reiner Knizia comes a game of strategy, patience, and cool plastic camels! The desert is treacherous, mysterious, and without mercy. But for those willing to risk the dangers of the shifting, sun-baked sands, the desert holds riches beyond compare. Players each control a tribe of nomads vying for control of the desert. By establishing caravans and taking over oases, the players gain points as their tribes increase in power. Strategy is essential in deciding how and where to build your tribe's caravans. There is more than one way to gain points, and several ways to win.

Players 5	Difficulty : Beginner	Ages : All
SAT 8:00 PM to 9:45 PM	Room : Ballroom D	Table : 3

B3-14-B04 Tigris & Euphrates

Rio Grande Games

Tigris & Euphrates from Mayfair. A Game of Culture, Crisis, Conflict, and Civilization. It is your responsibility to see that your dynasty grows and prospers in this land. You must use your four leaders: the King, the Priest, the Merchant, and the Farmer, to accomplish your goal of forging strong kingdoms out of the fledgling settlements that dot the landscape. If necessary, you will further your dynasty's aims at the expense of your neighbors. As the lands available to control are limited, conflicts and takeover attempts are the order of the day. The key to your victory, however, does not rest in military conquest alone! You must develop all four areas of civilization: Politics, Religion, Trade, and Agriculture. Each of these areas is the responsibility of a different leader, and you must use all four of your leaders together to secure your destiny.

Players 4	Difficulty : Beginner	Ages : 13+
SUN 2:00 PM to 3:45 PM	Room : Ballroom D	Table : 4

B2-11-B04 Tikal

Rio Grande Games

Tikal from Rio Grande Games. Each player is the director of an expedition intent on exploring Tikal in search of the secret paths that lead to the temples and precious treasures that have remained hidden for over 1000 years. A player receives points during four scoring rounds for each recovered treasure and for each temple that he controls. But, both temples and treasures can change hands. The expedition that earns the most points exploring Tikal wins the game.

Players 4	Difficulty : Beginner	Ages : All
SAT 11:00 AM to 12:45 PM	Room : Ballroom D	Table : 4

B2-16-B17 Tile Chess

Phoenix Games

Tile Chess from Steve Jackson Games. Think outside the board. Up To Six Players! No Board! No Borders! An exciting new chess variant. In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you'll have to think outside the board. An understanding of the basic moves of chess is required for play.

Players 6	Difficulty : Beginner	Ages : All
SAT 4:00 PM to 5:45 PM	Room : Ballroom D	Table : 17

B1-24-B01 Time's Up!

Paul Manjourides

Time's Up from R&R Games. The fast-paced party game of multiple personalities! Over 800 Famous People crammed into a little box! Now it's up to you to let them out... Teams compete in 3 fun-filled rounds to collect the most cards. Each round the rules get harder. Time is always ticking, and you are scrambling to get your partner to identify the name on your card. You have 30 seconds each turn to identify as many as possible. Can you describe Robert Redford or David Letterman? How about in just one word? How about just by sounds and/or pantomime? Remember, you only have 30 seconds before Time's Up!

Players 16	Difficulty : Beginner	Ages : All
FRI 11:59 PM to 1:45 AM	Room : Ballroom D	Table : 1

B1-20-B09 Trivial Pursuit

Trish Bocklage

Trivial Pursuit from Horn Abbot Ltd. Come play the now classic trivia game. Version of game to be determined. If you can beat the GM, you get an extra prize.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom D	Table : 9

Collectable Card Games

C2-11-C06 Legend of the 5 Rings Gold Constructed Swiss Format

Robert Birdsall

4 Rounds Swiss Robin, Final 5th if necessary.

Players 16	Difficulty : Beginner	Ages : All
SAT 11:00 AM to 2:45 PM	Room : Centennial	Table : 6

C2-09-C01 Magic : The Gathering Booster Draft

Mark Allen

DCI Sanctioned by Level II Judge. Card set: Onslaught, Onslaught, and Legions. \$12, paid to judge, covers the 3 booster packs and Prize. Judge may play if low turnout, making the event non-sanctionable.

Players 16	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 12:45 PM	Room : Centennial	Table : 1

This event repeats as:

C3-09-C01 SUN 9:00 AM to 12:45 PM	Room : Centennial	Table : 1
C3-14-C01 SUN 2:00 PM to 5:45 PM	Room : Centennial	Table : 1

C2-20-C01 Magic : The Gathering TEAM Sealed

Mark Allen

Not DCI Sanctioned. You and your partner (if you don't have one, we'll do our best to pair you up each get 1 Starter and 2 Boosters and you combine the cards to make 2 Decks. You sit across from each other and share nothing except 40 life. 4 Round Swiss. This tourney is an excellent way to wind down a busy day of Gaming. \$20 per player cover cost of cards and Prize. GM may play if needed.

Players 8	Difficulty : Beginner	Ages : All
SAT 8:00 PM to 11:45 PM	Room : Centennial	Table : 1

C2-14-C01 Magic: the Gathering Backdraft

Mark Allen

DCI Sanctioned. In Backdraft, you draft the WORST DECK possible then hand it to someone else with which to compete. Adds a new twist to booster drafting. \$12 to Judge covers the 3 Booster Packs and Prize.

Players 16	Difficulty : Beginner	Ages : All
SAT 2:00 PM to 5:45 PM	Room : Centennial	Table : 1

C2-14-C04 Middle Earth: The Wizards - Constructed Wizards

Rich Flynn

Iron Crown's original Middle Earth card game. Bring a Wizards deck to play in this constructed tournament.

Players 6	Difficulty : Beginner	Ages : 13+
SAT 2:00 PM to 5:45 PM	Room : Centennial	Table : 4

C3-14-C04 Middle Earth: The Wizards - Constructed Minions

Rich Flynn

Iron Crown's original Middle Earth card game. Bring a Minions deck to play in this constructed tournament.

Players 6	Difficulty : Beginner	Ages : 13+
SUN 2:00 PM to 5:45 PM	Room : Centennial	Table : 4

C2-11-C05 Shadowfist "Final Brawl" Constructed

David Eber (PAGE)

Do you have what it takes to make it in the secret war? Bring your favorite multiplayer Shadowfist deck and find out.

Players 8	Difficulty : Intermediate	Ages : 13+
SAT 11:00 AM to 2:45 PM	Room : Centennial	Table : 5

C2-14-C06 Shadowfist "Final Brawl" Tournament

Tali Teichman (PAGE)

The Secret War comes to Piscataway. Shadowfist is the Hong Kong cinematic action card game, where butt-kicking is a full time occupation. The Tournament will be a 3-player table Final Brawl; there will also be Demonstration decks available for loan to introduce new players to the game in or out of tournament. So close to Princeton (self-proclaimed East Coast Capitol of Shadowfist) and NYC we're gonna look to make this a big showdown. Non-Silver Band yet but will attempt to make it 100% SWS official by convention date.

Players 8	Difficulty : Beginner	Ages : All
SAT 2:00 PM to 5:45 PM	Room : Centennial	Table : 9

L2-20-L02 Dark Ages Mind's Eye Theatre: The Demon's Snare

Nightfall Productions

The tides of the dark are rising. The Carpathian Mountains call home to one of the darkest evils of the Middle Ages, Kupala. The Architect Zeliros, of clan Nosferatu, is seeking aid for his greatest of all creations. The Tremere are beginning the trial of Lord Goratrix, a trial that will begin to turn the tide and change the face of the world as it is known. The Tzimisce feel the great threats coming to their land and homes. How will the Ventruue and the Brujah manage to maintain control of the coming storm? Will the Tzimisce and Lasombra "know their place" and cease the machinations they have started? The Malkavians have felt great losses within their clan and see the blood coming ... and the dark. Will the clans listen, or will they merely continue to build The Demon's Snare? Additional Charge for Event: \$10.

Players 55**Difficulty** : Beginner**Ages** : All

SAT 8:00 PM to 3:45 AM

Room : See Registration**Table** : n/a**L2-14-L01 Divus Ex: Rise of the Phoenix**

Three Fates Gaming

You gaze down upon the Mystic Domains from your home plane in the heavens. You alter the destinies of men, control the elements, crush empires on a whim. Mortals build altars and temples in your name, lie prostrate before you, and obey your every word. Think it's all nectar and ambrosia up here? Think Again. You are but one of a multitude of gods - some good, some evil, others neutral and uncaring. Each has his own powers, his own sovereignty, and his own agenda. Use Pentacles, Chalices, Wands, and Swords in a struggle to further your own schemes. Alter events in the mortal world and influence your fellow deities. In any case, avoid wreaking havoc with Blatant Acts or face the wrath of the Fate-Decider. But even her decree won't always stand firm. After all... YOU ARE A GOD. Formerly known as Deus Ex, see <http://www.thalcos.com/> for more information about Divus Ex.

Players 55**Difficulty** : Beginner**Ages** : 13+

SAT 2:00 PM to 1:45 AM

Room : See Registration**Table** : n/a**L1-20-L01 Og: The Larp**

Paul Manjourides

"A Long Time Ago, in a Cave Far, Far Away" - Somehow, early Man was able to survive tens of thousands of years, dealing with things like dinosaurs, monoliths, crazy monkeys, sloping ape-like foreheads, and much more! Come and play the LARP version of Og and figure this out for yourself!

Players 12**Difficulty** : Beginner**Ages** : 13+

FRI 8:00 PM to 11:45 PM

Room : See Registration**Table** : n/a**L1-20-L02 Star Wars: Abregado-rae**

Nightfall Productions

The time is approximately two years before A New Hope begins. The Empire is strong in its power and the stirrings of the rebellion are growing by the day. The underworld and smuggling rings are becoming more and more overt, while at the same time the iron fist of the Empire is attempting to squeeze them out of existence. The time is coming where a normal man may no longer afford to pick a side. Where will you enter the conflict? Is the Empire truthful in its promises of safety and success for all the common people? Are the rebels right that the Empire is merely a front for the ruthless dictatorship of Emperor Palpatine? How will you make your choice and how will you deal with them when these choices come knocking at your door? Join us at the spaceport of Abregado-rae, deep within the Rim Territories and begin to make your way in the epic struggle between the Empire and the Rebellion. Additional Charge for event: \$10.

Players 55**Difficulty** : Beginner**Ages** : All

FRI 8:00 PM to 3:45 AM

Room : See Registration**Table** : n/a**L1-20-L03 World of Darkness: Festival de la Morte**

SYS Productions

This World of Darkness based LARP takes place in New Orleans during the very beginning of Mardi Gras. After recent turmoil and sect wars the fine city is left with very little in the way of denizens of the night. As most clans and sects rush to fill this power vacuum, the city fills with mortals looking to enjoy themselves. Players will start off as mortals though any preferences they have regarding clan should be forwarded to the GMs (thepippin@aol.com). The LARP is designed to run through the entire weekend, allowing players to come and go as they please.

Players 55**Difficulty** : Beginner**Ages** : 18+

FRI to SUN Continuous

Room : See Registration**Table** : n/a

Miniatures Games

M3-09-M04 Aerotech II: Leopard Down

Chris Gavigan

This is a beginner Aerotech II Event. Players will be pitted against each other in a stop the dropship scenario. Attackers must safely escort a Leopard Class Dropship to a soft landing while the planetary defenders must stop the attackers. Bring 2D6 and 1D10. All other materials and instruction provided. Novices welcome.

Players 10	Difficulty : Beginner	Ages : 13+
SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 4

M2-09-M03 Aerotech II: Rare Air

Chris Gavigan

This novice Aerotech II event is an air to air combat primer and shoot 'em up. Players will control one or more aerospace fighters in a 2 lance vs. 2 lance atmospheric battle to take out the other guys. Bring 2D6 and 1D10. All other material will be provided. Novices encouraged and charts made available.

Players 8	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 3

M2-14-M07 Battle Cattle (3rd Ed): Demo

Paul Manjourides

Ever wanted to tip over a cow? How about with a Vulcan Machine Gun? Well, now you can! Come and demo Battle Cattle from Wingnut Games and MILK your opponents dry!

Players 6	Difficulty : Beginner	Ages : All
SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 7

This event repeats as:

M2-20-M04 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 4
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M3-09-M03 Battlefleet Gothic: Enter the Necrons

Lovell Harmon (PAGE)

Without warning, a Necron Tomb Ship appears and the Imperial Fleet scrambles to respond. This is an entry level game. All miniatures provided. All rules will be taught.

Players 6	Difficulty : Beginner	Ages : 13+
SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 3

M2-09-M01 Clan War

Geoffrey Schaller

Clan War - the L5R Miniatures game! 2000 Koku Armies, Daimyo Edition Rules and all expansions are legal. Armies pre-submitted one week before the con are eligible for a 50 Koku bonus. Email nezumi@darkedg.com for details and submissions.

Players 4	Difficulty : Expert	Ages : All
SAT 9:00 AM to 4:45 PM	Room : Ballroom A	Table : 1

M2-14-M03 Classic Battletech: Batchall!! IS vs The Clans...Possession is All

Friedrich Haas

"Possession is All" - 30 March 3065 Blair Atholl: As agreed formally by General Adam Steiner and Khan Marthe Pride, Blair Atholl is become a crucible for Jade Falcon forces in order to prevent another incursion into Lyran Alliance space. Into this we drop one Leopard Class Dropship. Suffering from systemic problems, the ship has landed in one of the early test fields. Now The Jade Falcons have challenged their Lyran foes for a trial for the crashed ship...which side are you on?

Players 8	Difficulty : Intermediate	Ages : 13+
SAT 2:00 PM to 9:45 PM	Room : Ballroom A	Table : 3

M1-20-M04 Classic Battletech: Beginner-Tech

Marc Grossman

Seen this wild and fun game that has been all the rage for almost 20 years? As the game is reborn under its inventor, you can catch on and join in the fun!!! Come learn to play the very basic rules.

Players 8	Difficulty : Beginner	Ages : 13+
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 4

Miniatures Games

M1-20-M01 Space Hulk-1st Edition: Who Knows what lurks on the Hulk?

John Tinney

Some may remember the monster space hulks of conventions past and how wild they were. These hulks have now returned! Come join in on the fun of hunting bugs and whatever else roams the corridors of the SS Mayhem!

Players 8

Difficulty : Intermediate

Ages : All

FRI 8:00 PM to 11:45 PM

Room : Ballroom C

Table : 1

M2-14-M04 The Yanks Break Out

Mark Andrews

Have you ever walked by a table and seen the little soldiers being pushed around and wondered what it was all about? If so then this is the game for you. This game is set shortly after the American breakout from Normandy. German resistance has been tough at times and this is one of them. A key cross roads is held by a determined German force and the Americans have to clear it before they can continue. This game is primarily for people who are new to miniatures wargaming and an emphasis will be placed on discussion of tactics and rules explanation. Bring a metric tape measure and a ten-sided die if you have them.

Players 4

Difficulty : Beginner

Ages : All

SAT 2:00 PM to 5:45 PM

Room : Ballroom A

Table : 4

Role Playing Games

R3-14-R03 6ix/7even: Half Shame, Half Glory

Tim Sweeney

"All the world's indeed a stage / And we are merely players / Performers and portrayers / Each another's audience / Outside the gilded cage" -- Rush, Limelight

The rambunctious cast of Ford High School's latest production is having a time of it indeed. These are indeed the days the prophet John Hughes must have predicted. And as he taught, those cheerful faces collectively form what we'd almost call a person, yet individually remain unbalanced. Will the show go as planned? Will the lunatic English professor change the script yet again? And whose house will the cast party be at? Hollywood has tried to warn us for years that there's nothing stranger than a teenager, and it might just be right.

6ix/7even is a modern role-playing game set in a divergent Earth with an incredible power source for a new race of supernatural beings, the unimals. That source, unreality, is the collection of all of human thought, feeling, story, aspiration and regret. The unimals, all previously human, struggle to discover their purpose in a world that refuses to acknowledge their existence. Play is ultimately free-form, but uses portions of the GURPS ruleset for real-life arbitration.

Players 5	Difficulty : Beginner	Ages : 13+
SUN 2:00 PM to 5:45 PM	Room : Ballroom C	Table : 3

R2-14-R06 6ix/7even: Impossible to Ignore

Tim Sweeney

Unimals are supposed to be nobodies, anonymous people whose erasure from the human equation changes nothing. Schoolkids, office drones, ordinary people whose only claim to power is that their wonder and admiration turned them into unimals. For someone of importance, say a politician or celebrity, the development of unreal awareness could cause dissonant ripples through the minds of millions, and possibly destabilize the situation in the unreal world as well. Yet for all their smug theories, no part of the unreal establishment has ignored this impossibility, they're simply waiting for it. After all, the impossible is what unreality does best.

6ix/7even is a modern role-playing game set in a divergent Earth with an incredible power source for a new race of supernatural beings, the unimals. That source, unreality, is the collection of all of human thought, feeling, story, aspiration and regret. The unimals, all previously human, struggle to discover their purpose in a world that refuses to acknowledge their existence. Play is ultimately free-form, but uses portions of the GURPS ruleset for real-life arbitration.

Players 5	Difficulty : Beginner	Ages : 13+
SAT 2:00 PM to 5:45 PM	Room : Ballroom C	Table : 6

R2-09-R05 AD&D 2nd Ed: Cream

James Moore

The King wants his Coffee. But the King can't have his coffee. Why? Because he has run out of half-and-half for his coffee. Why is this a problem? When the King can't have his coffee, he gets cranky, and when he gets cranky, he goes to war. Now it is up to your party to go milk a cow and save the day. All Characters provided. Players are asked to bring their sense of humor and over-acting skills. Knowledge with comedy and comedians helpful, but not required.

Players 8	Difficulty : Intermediate	Ages : All
SAT 9:00 AM to 12:45 PM	Room : Ballroom C	Table : 5

R1-20-R05 AD&D 2nd Ed: Guild of the Shadow

James Moore

The Jury is in and they are getting too close for the Guild's comfort. Now it is up to your team to put distance between the Jury and the Guild at any and all costs. But, is there something else? Something you aren't being told? All Characters Provided.

Players 8	Difficulty : Intermediate	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom C	Table : 5

R3-09-R05 AD&D 2nd Ed: Luck of the Draw

James Moore

Legend tells the tale of an artifact known as the Vanguard Chalice. It was created by the God of Luck and gives anyone who drinks from it a fifty-fifty chance of benefiting from its power. Do you have what it takes to find the chalice and do you have the courage to take a drink? Players are asked to bring a 7-9th level character.

Players 8	Difficulty : Intermediate	Ages : All
SUN 9:00 AM to 12:45 PM	Room : Ballroom C	Table : 5

R3-14-R05 AD&D 2nd Ed: Retrieve the Magic Mushroom

James Moore

An incurable plague has swept across the land and all those infected have died horribly. Now your adventuring party must brave another world to find a cure for this one. But beware, things are not what they seem. Players are asked to bring a 9-12th level character and a sense of WHAAAT?!

Players 8	Difficulty : Intermediate	Ages : All
SUN 2:00 PM to 5:45 PM	Room : Ballroom C	Table : 5

Role Playing Games

R1-24-R05 AD&D 2nd Ed: Shout at the Devil

James Moore

Late one night your adventuring party must take refuge in an old mansion. Very quickly you discover that something isn't right. However, now that you are in the mansion, you can't leave until you solve the mystery. Hurry, because time is running out and you may not survive. Players are asked to bring a 5-7th level character and their thinking caps.

Players 8	Difficulty : Intermediate	Ages : All
FRI 11:59 PM to 3:45 AM	Room : Ballroom C	Table : 5

R2-24-R08 AD&D 3rd Ed: Across the Star-Lit Sky

Evan Behar

A D&D 3rd Ed. one-shot: When a contingent of adventurers comes across an unknown extra-planar being whose mastery of magic exceeds all but the most powerful of the realm's wizards, they are suddenly stuck with an important set of decisions. With the whole world after this one creature, even the seemingly simple decision of turning it over to the nearest kingdom becomes a complicated matter. Set in a unique world run under the D&D 3rd Ed. Ruleset, with a crossover from the World Tree universe.

Players 5	Difficulty : Intermediate	Ages : 13+
SAT 11:59 PM to 3:45 AM	Room : Breakfast Back	Table : 8

R1-24-R06 AD&D 3rd Ed: Death Becomes Her

Jason DeLuca

A party at the castle for the princess. What could be better? Why are the guests dying? I hope it wasn't the fish. Characters to be provided.

Players 6	Difficulty : Expert	Ages : 13+
FRI 11:59 PM to 3:45 AM	Room : Ballroom C	Table : 6

R2-14-R09 AD&D 3rd Ed: Hidden in this Picture

Evan Behar

A D&D 3rd Ed. one-shot: The king is sleeping with the princess! The queen is sleeping with the princess' courtier! The Thieves' Guild just kidnapped the prince and the Assassins' Guild is trying to kill the prince that the Thieves' Guild just kidnapped! Bloody hell. A 10th level campaign for expert players.

Players 5	Difficulty : Expert	Ages : 18+
SAT 2:00 PM to 5:45 PM	Room : Breakfast Left	Table : 9

R1-24-R04 All Flesh Must Be Eaten: Space Derelict

Elizabeth Teichman (PAGE)

A recent scan of a far out of the way binary star system comes back heavy in rare minerals and metals. Way more than can be explained. It's probably nothing but if these readings are even close to accurate you and your crew just hit the mother load. All Flesh Must Be Eaten in Space!!!

Players 8	Difficulty : Beginner	Ages : 13+
FRI 11:59 PM to 3:45 AM	Room : Ballroom C	Table : 4

This event repeats as:

R2-24-R04 SAT 11:59 PM to 3:45 AM	Room : Ballroom C	Table : 4
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R2-20-R08 All Flesh Must Be Eaten: Survival

David Eber (PAGE)

You're a contestant on "Survival," the hugely popular reality-game show that puts you on a deserted island in competition for a million bucks. You expected heat, hunger, thirst, bugs, and snakes. You didn't expect zombies. With any luck, the host will be eaten first.

Players 6	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 11:45 PM	Room : Breakfast Back	Table : 8

R2-24-R03 Baron Munchausen: Wagers, Wine and Competitive Lying

Michael Sarno

A game of the role-playing ilk, based upon the stories of the astonishing travels and surprising adventures of Baron Munchausen, for the enjoyment and edification of noblemen and their friends. Although this game is also suitable for women, children, and the better sort of servant, it is not for dullards and uneducated common folk, who will find little here to divert them. You will require imagination, a manservant, money, a selection of fine wines, noble blood, a sense of flamboyance, and at least one attractive member of the opposite sex (optional).

Players 8	Difficulty : Beginner	Ages : 18+
SAT 11:59 PM to 3:45 AM	Room : Ballroom C	Table : 3

Role Playing Games

R2-20-R09 Buffy The Vampire Slayer: Quick Demo

Cory Stanish

Short demo of Eden's Buffy RPG, using an Eden-approved scenario set up specially for introducing the game at Cons. Characters will be provided.

Players 6	Difficulty : Beginner	Ages : 18+
SAT 8:00 PM to 9:45 PM	Room : Breakfast Left	Table : 9

This event repeats as:

R3-14-R08 SUN 2:00 PM to 3:45 PM	Room : Breakfast Back	Table : 8
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R1-24-R09 Buffy The Vampire Slayer: Demo

Cory Stanish

Full-length demo of Eden Studio's new Buffy the Vampire Slayer RPG. Players can bring their own characters if they wish (White Hats or Heroes only, please) or choose from a collection of pre-gen characters.

Players 6	Difficulty : Beginner	Ages : 18+
FRI 11:59 PM to 3:45 AM	Room : Breakfast Left	Table : 9

This event repeats as:

R2-24-R09 SAT 11:59 PM to 3:45 AM	Room : Breakfast Left	Table : 9
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R2-09-R04 Call of Cthulhu 1920's: All I Wanted was a Pony...

Elizabeth Teichman (PAGE)

While relaxing at the Barrister's Room, a gentleman's club in downtown London, your repast is interrupted when a young lady wants to have an interview with you. Much to your surprise the visitor is the daughter of your patron Lord Tinesly, and she is extremely upset. Something is very wrong with her father and she needs your help.

Players 8	Difficulty : Intermediate	Ages : 18+
SAT 9:00 AM to 12:45 PM	Room : Ballroom C	Table : 4

This event repeats as:

R2-14-R02 SAT 2:00 PM to 5:45 PM	Room : Embassy	Table : 2
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R3-14-R06 Call of Cthulhu: Leave the Light On for Me

Trey Reilly

Great-Aunt Margaret has died, or is dying—and has disappeared. She's always been a bit odd, and invited everyone to her funeral, several weeks before she left. The entire family has gathered, but there's no Margaret. Curious. Oh well - you all have rooms in the house for the next week or so, your tickets home are paid for, and the servants treat you well. Perhaps breakfast on the patio might be nice. Previous experience unnecessary. All characters provided.

Players 6	Difficulty : Beginner	Ages : 18+
SUN 2:00 PM to 5:45 PM	Room : Ballroom C	Table : 6

R1-24-R07 Castle Falkenstein: Like Clockwork

Joseph Sica, Jr.

What shadowy secrets are stalking the evening streets of Old Vienna this night?

Players 8	Difficulty : Beginner	Ages : All
FRI 11:59 PM to 3:45 AM	Room : Breakfast Back	Table : 7

R2-14-R04 Castle Falkenstein: On Her Majesty's Secret Service

Joseph Sica, Jr.

Foiling Evil Masterminds is just another day, on her majesties secret service.

Players 8	Difficulty : Beginner	Ages : All
SAT 2:00 PM to 5:45 PM	Room : Ballroom C	Table : 4

R2-24-R01 Changeling: The Dreaming

John McGreevey

Your group must recover the Crystal of Arkaloth before it is used to overthrow the kingdom and destroy the freehold. Possible enemies involved in its disappearance are the Tremere or the Technocracy. But do they have allies in the Unseelie Court?

Players 6	Difficulty : Beginner	Ages : 18+
SAT 11:59 PM to 3:45 AM	Room : Embassy	Table : 1

Role Playing Games

R2-14-R08 Hackmaster Tournament - Round 1: Seaside Shenanigans

Joe Stevenson

Surf, sun, and sea. The perfect spot for a break from dungeon-slogging. But our intrepid adventurers find much more than they bargained for at this seaside resort. This is the first round of a two round Hackmaster Tournament. The top players will qualify for the final round Sunday morning.

This tournament is open to legal characters of 4th-6th level. A Hackmaster sanctioned tournament event.

Players 8	Difficulty : Beginner	Ages : All
SAT 2:00 PM to 5:45 PM	Room : Breakfast Back	Table : 8

R3-09-R08 Hackmaster Tournament - Round 2: Deep Impact

Joe Stevenson

Hackmaster Tournament finals. So, you made it this far? Now, only the sharpest blades and strongest wits will survive against the terror of the deep!

Players 8	Difficulty : Beginner	Ages : All
SUN 9:00 AM to 12:45 PM	Room : Breakfast Back	Table : 8

R1-20-R06 Hackmaster: Demo

John Lach

Come and play the Origins Awards 2002 Game of the Year. Characters provided. Rules to be taught. Fun to be had.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom C	Table : 6

R2-24-R06 Incarnadine (playtest)

Michael Miller

Come playtest this in-the-works (of Shakespeare) role-playing game. Experience Tragic Death or Comedic Nuptial with wit and a few well placed metaphors. All rules taught. Walk-ins welcome.

Players 6	Difficulty : Beginner	Ages : 13+
SAT 11:59 PM to 3:45 AM	Room : Ballroom C	Table : 6

R1-20-R02 Industriomancer D20: Welcome to the Industriomancer Revolution

TaleSpinner Studios

Just because the gods were all killed by Oblivion doesn't mean they haven't given us one last gift to fight off the forces of darkness: Industromancy!

With the world fast-forwarded from a land of myth to the bleeding edge of technology, the best anyone can do is hold on and enjoy the ride. It will certainly be a bumpy one, since the Cultists of Kyrothen don't want you to find the tomb of Halen Fireaxe, supposedly of the lost race known as 'dwarves'. Surely, it must be a fairy tale: a short, bearded warrior race that lived underground and drank ale? Nonsense! Nothing so uncivilized as to drink ale and live underground could have possibly existed!

Industriomancer is the newest d20 game by TaleSpinner Studios. Join Industriomancers armed with the blessings of divinely-inspired science, Fortune Hunters both lucky and good, Fops with too much time on their hands, and feral Landwalkers in combating foul servants of Oblivion, expansionistic despots bent on global domination, and magic-wielding throwbacks of the Mythic Age.

Welcome to the Industriomancer Revolution! Brought to you by TaleSpinner Studios.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Embassy	Table : 2

This event repeats as:

R3-09-R01 SUN 9:00 AM to 12:45 PM	Room : Embassy	Table : 1
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R2-09-R01 Legend of the Five Rings RPG

John McGreevey

You must investigate a murder at a noted inn.

Players 8	Difficulty : Beginner	Ages : 13+
SAT 9:00 AM to 12:45 PM	Room : Embassy	Table : 1

Role Playing Games

R2-14-R01 Maelstrom Story Telling: I Lie in the Ice with Dead Queen Elia

John Karr (PAGE)

The thick plots of Diodet's Ambassador to Dacartha will lead the characters on a dangerous expedition to steal Military and Industrial Secrets in a remote Dacarthan province laid waste by hive-minded Shrikes. Dealing with Shrikes will be the least of your worries. A Dacarthan officer enamored with the Ambassador's daughter is leading a relief effort to rescue survivors trapped in a cave network. The Diodean Secret Police are tailing you, and the Trade Alliance is out to damage the Ambassador in any way possible. Throw in the mafia like Dacarthan Eye as a spoiler then add unexpected clues to the whereabouts of Diodet's long vanished Queen and some missing "family heirlooms" and you'll wish it were just as simple as going off somewhere, killing a few Shrikes and bringing home a secret or two.

Players 8

Difficulty : Beginner

Ages : 13+

SAT 2:00 PM to 5:45 PM

Room : Embassy

Table : 1

R3-14-R01 Maelstrom Story Telling: Mission to Aviet

John Karr (PAGE)

You made it back from Symmaria in one piece (or not). The last thing you'd want to think about is going to visit more Shrikes, right? It's a year later. The Ambassador's daughter has completed her studies at Queen's college, won the fencing championship (that's just her epee, and having survived you've witnessed her with a broadsword). Being a noble woman, she's been invited to join the Marines as a captain. While she's waiting for her first posting, she is nothing if not obsessed with locating missing family heirlooms and Diodean Monarchs – and showing off her new uniform. She's certain its the Caphir's doing, but all of the historical documents she's been after have disappeared. Aviet, once Diodet's second city, was over-run by Shrikes centuries ago. Where better to go looking for obscure historical texts about vanished heirlooms and mythical birds? This adventure will allow you to continue with your character from "I Lie in the Ice with Dead Queen Elia", or take an entirely new one. This time you'll get where you're going (I promise).

Players 8

Difficulty : Beginner

Ages : 13+

SUN 2:00 PM to 5:45 PM

Room : Embassy

Table : 1

R2-24-R05 Mage (Variant): Mage is a 4-letter word

Kathryn Miller

In a Washington, D.C. much like our own, a small television station does more than bring you the news, they protect the city from unnatural forces that would cripple reality. Mages have called them Technocrats. But there is a better name: Heroes! WoD canon ignored, Characters provided, newbies welcome.

Players 6

Difficulty : Beginner

Ages : 13+

SAT 11:59 PM to 3:45 AM

Room : Ballroom C

Table : 5

R1-24-R11 Mudball: It's YOUR Mudball!

Steve Hess

Admit it: You've always wanted to savagely parody the heroic stereotypes and oh-so-noble deeds of the Lord of the Rings series...but you just haven't had the time to produce a location-for-location fake map, a gazetteer describing all of the ridiculously faux realms in detail, and character creation, combat, and skills systems that are at once easy to use and devastatingly funny. Don't worry: I got you covered. You, yes, you, are destined to run a MUDBALL campaign. You'll learn everything that the S/M (Straight Man, or maybe something else entirely) needs to know right from the creator of this sick excuse for a game, Steve Hess: character creation, the combat system, the adjudication of encounters, when to cheat, when to pretend to cheat, and when to cheat even more. We'll even explore the less savory uses of the Random Harlot Subtable! Mudball by Talespinner Studios.

Players 7

Difficulty : Beginner

Ages : All

FRI 11:59 PM to 3:45 AM

Room : Hess Room

Table : 11

R2-24-R11 Mudball: Mudball of Cthulhu

Steve Hess

Maybe you remember seeing that old scroll in the window of the Custodian's Museum and Antiques Emporium. You know, the one with the nutty ramblings about the stars being right and summoning dark forces from another dimension to eat everyone? Yeah, that one. Well, somebody stole it last night, and the Senior Caretaker is all kinds of anxious about it. All anyone knows is that the place was ransacked, with hairballs and bits of yarn and scratch marks left all over. Could it be that the followers of the Cute Fuzzy Kitten are pursuing her ever-so-precious agenda, also known as "the end of all life on Mudball?" Join me for a light, frothy romp through the world of MUDBALL, a place populated by sturdy Stumpies, giddy Flits, unmannerly Oinkers, and monster Truks all in search of a safe, comfortable way to retire rich at the taxpayers' expense. This parody setting makes Tolkien's Middle Earth look like a veritable paradise...and that oozy mountain-sized thing stepping through the glowing gate would make Sauron wet himself and run! Mudball by Talespinner Studios"

Players 7

Difficulty : Beginner

Ages : 13+

SAT 11:59 PM to 3:45 AM

Room : Hess Room

Table : 11

Role Playing Games

R1-24-R08 Nobilis: A Favor Owed

Trey Reilly

Several months ago, the Power of Lost Things did you a favor. Now she's calling in the tab, and has asked you to recover an item for her. Taking it by force is exceedingly ill advised, as the individual who has the item is, at least in theory, on the same side of the war as you are. So you'll just have to be creative, and try to not get yourself into this mess any deeper than you already are. Rules to be taught. Characters provided.

Players 6	Difficulty : Beginner	Ages : 13+
FRI 11:59 PM to 3:45 AM	Room : Breakfast Back	Table : 8

This event repeats as:

R2-20-R04 SAT 8:00 PM to 11:45 PM	Room : Ballroom C	Table : 4
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R2-09-R07 Nobilis: Dungeon Crawl

Todd Gardner

Your Ymera has sent you to investigate the chancel of his friend, who is late for afternoon tea. The chancel, Locus Armorcron, is located under the Mount Deep. Entering the first room, you are immediately ambushed by 14 piercers, 23 goblins, 31 kobalds, 42 trolls, 392 orcs, and one gelatinous hyper-cube. 15 minutes later, surrounded by the many, many bodies of your foes, you wonder if the Emperor is having fun with you, or if something truly sinister is happening under Mount Deep ...

An introduction to the Nobilis miracle system, for 2-6 players. Beginners encouraged to come, experienced players welcome.

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 12:45 PM	Room : Breakfast Back	Table : 7

R1-20-R07 Nobilis: How Noble

Kathryn Miller

Nobility is dead. No Really! And if the Emperor Shard isn't found before it falls into the wrong hands all nobles may feel the loss of their nobility. Rules taught, newbies welcome, all materials provide.

Players 5	Difficulty : Beginner	Ages : 13+
FRI 8:00 PM to 11:45 PM	Room : Breakfast Back	Table : 7

R2-24-R07 Nobilis: The King is Dead

Todd Gardner

You and your Familia are attending the get together hosted by the Noble of Parties, when a rumor spreads through the assembled Nobles. Rushing to the kitchen, you find it is true: the Noble of Rock and Roll, known only as "The King" is dead on the floor. As you look at the assembled Nobles: The Duke of Blues, the Viscount of Punk, the Marchessa of Opera, questions race through your mind: Who killed the King? And Why? A Nobilis murder mystery for 4-6 players. Beginners welcome.

Players 6	Difficulty : Beginner	Ages : All
SAT 11:59 PM to 3:45 AM	Room : Breakfast Back	Table : 7

R2-20-R07 Over the Edge/UnknownArmies: And We have Killed Him

Mike Lake

An old enemy, long missing, has resurfaced on Al Amarja, seeking a rise to the godhead. The scheme must be stopped, and you might enjoy a chance for revenge at the same time. But even if you can find him, stopping him will present a thorny dilemma. . .

Players 6	Difficulty : Beginner	Ages : 13+
SAT 8:00 PM to 11:45 PM	Room : Breakfast Back	Table : 7

R3-09-R07 Over the Edge: Creepy-Crawlies

Mike Lake

The mud-dauber wasps have captured a young queen from the honeybees. War will erupt, with catastrophic results for the entire insect community, unless she is returned. Can our tiny heroes slay the dragon(fly) and rescue the princess?

Players 6	Difficulty : Beginner	Ages : All
SUN 9:00 AM to 12:45 PM	Room : Breakfast Back	Table : 7

R2-09-R06 Paranoia: Your Clone and the Holy **Censored**

John Lach

Your clones of the round **Censored** shall be given a task as an example in these untroubled times. Behold this is the Holy **Censored**. It is your sacred task to seek the Holy **Censored** or be terminated.

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 12:45 PM	Room : Ballroom C	Table : 6

Role Playing Games

R3-14-R04 Tunnels and Trolls

John Lach

If you're over thirty, you should remember this game. If not, come play your father's game. Characters to be provided, rules to be taught. End the con with a fun, simple RPG.

Players 6

Difficulty : Beginner

Ages : All

SUN 2:00 PM to 5:45 PM

Room : Ballroom C

Table : 4

R2-20-R02 Underworld

Jeff Latz

A game of subterranean urban fantasy from Synister Creative Systems. Venture beneath the subways of New York City, a place where magic and technology collide, and in some cases, almost combine!

Players 6

Difficulty : Beginner

Ages : All

SAT 8:00 PM to 11:45 PM

Room : Embassy

Table : 2

R3-09-R04 Unisystem: All the Headlines Say...

Elizabeth Teichman (PAGE)

1923, a string of murders: high class strippers and call girls. It's all over the papers. The murders seem random, all over town and no connections. The papers are full of suspects each more wild than the last. The pressure is coming down hard on your boss. Make a collar or else... The latest victim has just been found, get over there and deal with it.

Players 8

Difficulty : Beginner

Ages : 18+

SUN 9:00 AM to 12:45 PM

Room : Ballroom C

Table : 4

R2-14-R10 Vampire the Masquerade: Carpe Noctum

Chris Stanley

Throughout the levels of Vampire society, rumors run rampant of chaos and destruction throughout NYC brought about, it seems, by members of clan Ravnos. What are the Wanderers about? Are the Ravnos behind all the trouble plaguing the city that never sleeps? When a member of the infamous Black Nights Coterie offers the players a chance to find out, who among them will step up to the risks of the night? Carpe Noctum... Bring your own Camarilla or Independent character (greatly preferred) of beginner to moderate strength.

Players 6

Difficulty : Beginner

Ages : 13+

SAT 2:00 PM to 5:45 PM

Room : Breakfast Left

Table : 10

R3-14-R07 World Tree: Freshman Disorientation

Jason Wodicka

Four professors have been assaulted at the Tarsbran Academy in the last week. One has died. Can you bring the culprit to justice before finals?

Players 6

Difficulty : Beginner

Ages : All

SUN 2:00 PM to 5:45 PM

Room : Breakfast Back

Table : 7

R1-20-R08 World Tree: Guess Who's Coming to Dinner

Jason Wodicka

Bizarre creatures have been sighted within the walls of Tarsbran. Who are they? Why are they here? Most importantly, who let them in? A tricky situation for up to eight players. Characters provided, no experience necessary

Players 6

Difficulty : Beginner

Ages : All

FRI 8:00 PM to 11:45 PM

Room : Breakfast Back

Table : 8

Role Playing Gamers Association (RPGA) Games

G1-20-G07 Living Arcanis: For Duty and Honor

RPGA GM

Set during the time of the Emperor Marellius val'Assante's reign 650 years ago, a terrible plot begins to unfold in the southern provincial capital of Abessios that extends its tendrils deep into Coryan itself. The outcome of this conspiracy lies in the hands of a small cadre of legionnaires from the Legion of Vigilance who alone may decide the fate of the Empire for centuries to come.

A preview of the Living Arcanis campaign; characters provided.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 7

This event repeats as:

G2-14-G09 SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 9
G3-09-G09 SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 9

G1-20-G06 Living Arcanis: So Shall Ye Reap

RPGA GM

The dark Fingers of Ymandragore reach out for a traveling noble son of the vast Coryani Empire. The players race against a cadre of Harvesters determined to spirit away the arcanelly gifted boy. Should they fail, they condemn him to a life of slavery at the feet of the Sorcerer-King.

An adventure for characters level 1-10.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 6

This event repeats as:

G2-14-G08 SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 8
G3-09-G08 SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 8

G2-09-G08 Living Arcanis: The Secret of Semar

RPGA GM

An activated portal has been uncovered that does not pierce space with the soothing blue light of Anshar, but the bloody glow of the scaled horrors of Arcanis. The PCs must track down a small force of Ssethregorans that have escaped to the lost continent of Nyambe before they are able to rain ruin on the ancient homeland of the val'Abebi

An adventure for characters level 1-10.

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 11:45 AM	Room : Ballroom A	Table : 8

This event repeats as:

G2-20-G09 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 9
G3-14-G09 SUN 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 9

G1-20-G01 Living City: Family Ties

RPGA GM

A local adventuring group uncovered evidence that a noble was framing Lady Lauren as a traitor and black-marketer. Now, justice must be served. That noble must be brought in to the City Watch and must stand trial.

An adventure recommended for characters of level 1-11.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 1

This event repeats as:

G2-14-G01 SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 1
G3-09-G01 SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 1

Role Playing Gamers Association (RPGA) Games

G2-09-G02 Living City: Keys to the City

RPGA GM

A rash of burglaries has prompted the City Watch to hire outside help in an effort to solve the mystery and put an end to the crimes.

An adventure recommended for characters of level 6-14.

Players 6	Difficulty : Intermediate	Ages : All
SAT 9:00 AM to 11:45 AM	Room : Ballroom A	Table : 2

This event repeats as:

G2-20-G02 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 2
G3-14-G02 SUN 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 2

G2-09-G01 Living City: Little Red Man

RPGA GM

Years ago, a delicate experiment went awry, ruining two lives. Now those lives are again in contention. Can you undo what once went wrong?

A scenario recommended for characters of level 6-15.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 1

This event repeats as:

G2-20-G01 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 1
G3-14-G01 SUN 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 1

G1-20-G02 Living Death: As Ottawa Slept

RPGA GM

As the rain falls, terrible things happen in the streets of Ottawa. Your pleasant dream of a simple case in Canada's capital has turned into a horrible nightmare. Are you facing spirits of the past or some malignant force of the present? Be thorough with your investigation and you may yet find out. . This adventure uses a D20 version of the Masque of the Red Death rules found in the Living Death Campaign Sourcebook.

A Living Death adventure for heroes of level 1-13.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 2

This event repeats as:

G2-14-G02 SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 2
G3-09-G02 SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 2

G2-14-G03 Living Death: Bitter Harvest

RPGA GM

A swath of supernatural occurrences seems to be plaguing Iowa. A string of deaths in a quiet farming community seem to warrant investigation. Can you find the source of the evil before Death visits this village again? This adventure is for Mid level heroes (5th - 8th) and is set in early August of 1895. The first adventure in this series is American Gothic Earth. While it is not essential to have played the first adventure to successfully complete this adventure, it is preferable that these adventures are played in order. The Living Death Campaign uses a new D&D version of the Masque of the Red Death rules.

Players 6	Difficulty : Intermediate	Ages : All
SAT 2:00 PM to 9:45 PM	Room : Ballroom A	Table : 3

This event repeats as:

G3-09-G03 SUN 9:00 AM to 4:45 PM	Room : Ballroom A	Table : 3
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Role Playing Gamers Association (RPGA) Games

G2-09-G03 Living Death: Bohemian Misery

RPGA GM

With the telegram's arrival comes the inevitable trepidation of wondering where the Society of the White Rose needs your services. The message within calls you to the Austrian-Hungarian Empire; to the occupied land of Bohemia. As you make your way to the city its inhabitants call "Praha," you can only wonder what "The City of a Thousand Spires" holds in store for you. This adventure occurs in early July 1895.

A one round Living Death Campaign Adventure for heroes of all levels. Retires 12-15-03.

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 11:45 AM	Room : Ballroom A	Table : 3

This event repeats as:

G2-20-G04 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 3
G3-14-G04 SUN 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 4

G2-14-G05 Living Greyhawk: Hidden Fortress

RPGA GM

A fragment of a doom-laden prophecy, a millennia old map and the sanity of a man long rescued require you to return to the Bright Lands.

A Living Greyhawk adventure for APL 4- 10 part 2 of "Sins of Ages Past". Sequel to "Futures Bright".

Players 6	Difficulty : Intermediate	Ages : All
SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 5

This event repeats as:

G3-09-G05 SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 5
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G2-09-G06 Living Greyhawk: Illegal Aliens

RPGA GM

The Baron of Dilwyck has commissioned you for an expedition into the Dreadwood. The Baron might be insane, and the Dreadwood might be deadly: a perfect combination for an adventure.

This is Part 1 of the "Dilwyck" series. An adventure for characters of level 3 - 10.

Players 6	Difficulty : Beginner	Ages : All
SAT 9:00 AM to 11:45 AM	Room : Ballroom A	Table : 6

This event repeats as:

G2-20-G08 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 8
G3-14-G08 SUN 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 8

G2-09-G05 Living Greyhawk: Plague of the Third Season

RPGA GM

A friend has been captured. A madman is still on the loose. You have been deceived twice. But the third time's a charm. This is the final chapter in the "Your Worst Nightmare" series.

An adventure for characters of level 6 - 10.

Players 6	Difficulty : Intermediate	Ages : All
SAT 9:00 AM to 11:45 AM	Room : Ballroom A	Table : 5

This event repeats as:

G2-20-G06 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 6
G3-14-G06 SUN 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 6

Role Playing Gamers Association (RPGA) Games

G1-20-G04 Living Greyhawk: Return to the Isle

RPGA GM

The eerie words of a decrepit seer lead you to the mysterious Isles of Woe, now an ominous landmark of the mighty Nyr Dyv. Somewhere deep within this ancient dark tomb lies vital information concerning the destruction of Tenh and possibly the key to sparing other countries from a similar fate.

An adventure for foolish mortal characters of APL 2-12. Part 3 of the Ether Threat Story Arc

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 4

This event repeats as:

G2-14-G04 SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 4
G3-14-G05 SUN 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 5

G2-09-G07 Living Greyhawk: Special Isle of Woe

RPGA GM

Lost for untold ages, the Isles of Woe have resurfaced deep within the waters of the Nyr Dyv. The legends say little about the mythical Isles, but one thing is certain. The Isles were a place of powerful magic and even more powerful enemies. What caused their mysterious disappearance in the pre history of Oerth and perhaps even more importantly, what has caused them to return?

For Characters of Level 6-8, although adjustable for characters 4-12.

This event has a normal playing time of approximately 16 hours, though for this challenge, it will be run in 8 hours. You must pre-registered for this special challenge with a team and only one team will be able to take the challenge.

Players 6	Difficulty : Intermediate	Ages : All
SAT 9:00 AM to 4:45 PM	Room : Ballroom A	Table : 7

This event repeats as:

G3-09-G07 SUN 9:00 AM to 4:45 PM	Room : Ballroom A	Table : 7
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G1-20-G05 Living Greyhawk: Stuck in a Moment

RPGA GM

Clues found in a destroyed caravan point to a town in trouble.

An adventure for characters of level 1-10.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 5

This event repeats as:

G2-14-G06 SAT 2:00 PM to 5:45 PM	Room : Ballroom A	Table : 6
G3-09-G06 SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 6

G1-20-G03 Living Greyhawk: Tomb of Tloques-Popolocas

RPGA GM

The Gradsul Museum of Antiquities is exhibiting a rare Amedio treasure this evening: the newly discovered tomb of an Olman holy ruler, Tloques-Popolocas. A dinner party will celebrate its opening, and your presence has been requested!

A Keoland adventure for APL 4 to 10 part 1 in the "Olman Retribution" series.

Players 6	Difficulty : Beginner	Ages : All
FRI 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 3

This event repeats as:

G2-09-G04 SAT 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 4
G2-20-G05 SAT 8:00 PM to 11:45 PM	Room : Ballroom A	Table : 5
G3-09-G04 SUN 9:00 AM to 12:45 PM	Room : Ballroom A	Table : 4

Role Playing Gamers Association (RPGA) Games

G1-20-G08 Living Spycraft: Agent Down

RPGA GM

A Living Spycraft mission for Level 1 Agents.

Players 6

Difficulty : Beginner

Ages : All

FRI 8:00 PM to 11:45 PM

Room : Ballroom A

Table : 8

This event repeats as:

G2-14-G10 SAT 2:00 PM to 5:45 PM

Room : Ballroom A

Table : 10

G3-14-G10 SUN 2:00 PM to 5:45 PM

Room : Ballroom A

Table : 10

G2-09-G09 Living Spycraft: Tengo Conspiracy

RPGA GM

A Living Spycraft mission for Level 1 Agents.

Players 6

Difficulty : Beginner

Ages : All

SAT 9:00 AM to 11:45 AM

Room : Ballroom A

Table : 9

This event repeats as:

G2-20-G10 SAT 8:00 PM to 11:45 PM

Room : Ballroom A

Table : 10

Special Events

S2-10-S00 Squighoppers

Mike Murtha

Race till you drop! You'll compete on a small race track, making your way past obstacles and other players while trying to guide your bouncing squig to the finish line. Each race takes only a few minutes, and costs only 50 cents a race. All proceeds from the day will be donated to the American Cancer Society.

The races will run from 10am-6pm, on Saturday.

Players 99

Difficulty : Beginner

Ages : All

SAT 10:00 AM to 6:00 PM

Room : Hall

Table : 0
