

# IT CAME FROM U-CON!



**NOVEMBER 9-11, 2018!**

**U-CON 2018 • ANN ARBOR MARRIOTT YPSILANTI AT EAGLE CREST**

# Welcome to U-Con 2018!

## Convention Information

Marriott Ann Arbor Ypsilanti Eagle Crest  
1275 S. Huron Street, Ypsilanti, MI 48197  
**Phone: (734) 487-0600**

All attendees may park for free in the hotel's parking lot adjacent to the building. Registration is located near the main entrance of the Eagle Crest Conference Center.

### U-Con Contact Info

U-Con Staff can be found at Registration in the Eagle Crest Conference Center during Registra-

tion hours. Stop by if you need anything or to see whether any new events have been added. After the convention, U-Con Staff can be reached using the following contact methods:

Mail: U-Con Gaming Club; P.O. Box 130242; Ann Arbor, MI 48131-0242

E-mail: [contact@ucon-gaming.org](mailto:contact@ucon-gaming.org)

Web: <https://www.ucon-gaming.org>

Phone (voice message): 734-707-UCON

## Hotel map is on center fold.

## Prices

On-Site Weekend Badge: ..... \$35

On-Site 1-Day Badge (Fri, Sun): ..... \$15

On-Site 1-Day Badge (Sat): ..... \$25

Student/Military: ..... \$25

Child Badge (Ages 7-12): ..... \$10

Event Tickets: ..... priced by event

Generic Tickets: ..... \$2

Event Ribbons: ..... \$20

Seminars: ..... free

Shirt (M, L, XL): ..... \$22

Shirt (2X and larger): ..... \$24

Prior Year's Shirt: ..... \$18

Please note that a badge is required to play in events.

## Convention Hours

### Friday, November 9

Registration ..... 8am-12am

Scheduled Events ..... 9am-4am

Vendor Hall ..... 2pm-8pm

### Saturday, November 10

Registration ..... 8am-12am

Scheduled Events ..... 9am-4am

Vendor Hall ..... 10am-8pm

### Sunday, November 11

Registration ..... 8am-5pm

Scheduled Events ..... 9am-6pm

Vendor Hall ..... 10am-2pm

Midnight-1am generic tickets will be available, cash only, in the Games Library.

## Food Service

Food service is available near registration during the hours listed. Money spent at the stand goes directly to U-Con to help defray our costs, but this is not true of purchases made at the hotel restaurant and bar. Menu is available on our website.

Breakfast ..... 8:30am-10am

Lunch ..... 11:00am-2pm

Snack ..... 3pm-4pm

Dinner (Fri/Sat only) ..... 5pm-8pm

Late snack (Fri/Sat only) ..... 11:30pm-1am



# Games on Demand

Throw Dice, Have Fun. Adventures Ala Carte.

## What is Games on Demand?

Games on Demand is an open-gaming room held at conventions like U-Con. The room has enthusiastic volunteer GMs ready to run a variety of new games, and indie games. Games on Demand makes it easy to try out a game, whether it's your first time with the system or your first time with an RPG. Participation is simple:

- Just show up at the Games on Demand room at the beginning of a slot
- Select a game from the menu of available options
- Pay your way into the game with generic tickets or your ribbon.
- Have fun!

**Choose from a variety of games:** Fate, Blades in the Dark, Tales From the Loop, Dread, Laser Kittens and more! Or pop in to playtest Adam Wiemers' new deck building card game Tracers! Game selection priority is first-come-first-serve, regardless of the type of ticket you hold.

## U-Con Policies

U-Con is dedicated to providing a safe convention experience for everyone. These policies apply to everyone attending U-Con.

Attempts to use the letter of a policy to defeat the purpose of the policy are unacceptable. Any pattern of behavior which is consistently barely within acceptable limits for individual actions is also unacceptable. In other words, do not be a rules lawyer.

### Sanctions

Attendees violating these rules may face sanctions up to and including expulsion from

the convention without a refund, and/or being banned from future U-Con events. All sanctions are administered at the sole discretion of the U-Con organizers.

### Reporting Violations

Report any policy violations to a U-Con Volunteer or Staff member. While Volunteers and Staff can be found throughout the convention, there will always be Staff at Registration available to address policy violations. Volunteers and Staff members are required to promptly escalate reports of harassment, general misbehavior, or safety violations for resolution.

## Categories of Misconduct

### Harassment

Do not **harass anyone** at U-Con, whether they are part of the con or present at the venue for other reasons, in any way. Harassment includes (but is not limited to) offensive verbal comments related to characteristics including gender, gender identity, gender expression, sexual orientation, disability, physical appearance, body size, race, veteran status, or religion; deliberate intimidation; stalking or following; harassing photography or recording; sustained disruption of events; inappropriate physical contact; and/or unwelcome sexual attention. Participants asked

to stop any harassing behavior are expected to comply immediately. Even if you do not believe that your behavior is harassment, if the recipient does, you need to stop. Whether the harasser stopped when told to cease and desist or not, it is still harassment under this policy and will be treated accordingly. Please report any violations of the harassment policy to Registration.

### Badge Swapping

Do not steal from the convention by allowing others to use your convention badge. We will confiscate badges from anyone we catch sharing or swapping badges, and they will be asked

to leave the convention. U-Con is a not-for-profit organization run by volunteers; we break even over time, but cannot tolerate theft.

## Smoking

Smoking is illegal in the function space. Ask your gamemaster for a smoke break if you need one, and then go to a designated smoking area outside the facility.

## General Misbehavior

Do not engage in behavior which endangers the health or well-being of others, their property, or the relationship of U-Con to its host site. Please remember that you are in a public space, and you should treat other people and their belongings and the facility in which U-Con is held and its staff with respect.

## Costumes & Weapons Policies and Guidelines

Costumes and cosplay, as with any item or activity at the convention, must not harm, mar, or leave residue on other persons or the venue's surfaces. Venue policy permits on-duty law enforcement to carry weapons; all other functional weapons are prohibited at U-Con. Bladed and/or edged weapons, bludgeoning weapons, firearms (real, realistic, or replica), or water guns are not permitted. Firing projectiles of any sort, including Nerf, is prohibited. Arrows (or equivalent) are allowed if all are tied together and secured in a container (such as a quiver). Open flames, lasers (except laser pointers), and gunpowder/explosives of any sort, including caps, are prohibited. This list is not all-inclusive.

Futuristic prop weapons, fantasy weapons which cannot do actual damage, and non-projectile boffer weapons are allowed provided they are not handled in a careless, threatening, or destructive manner against persons or property. Realistic-looking weapon props must be approved by convention staff at Ops/Registration. Approval may require peacebonding.

Please bring all prop weapons to Ops/Registration during operating hours to be checked for compliance. Prop approval (including any requirements for peacebonding) is at the sole discretion of U-Con.

Nothing in this policy forbids the carrying of staffs or walking sticks as part of a costume, though they may require peacebonding, and they must not be used in a threatening manner.

Failure to comply with these policies and/or the instructions of U-Con Staff may result in immediate removal from the convention without refund.

## Policy on Children and Minors

Children under age 7 may receive a free "child weekend" badge with the purchase of an accompanying adult badge.

Parents/guardians of children 7-12 may purchase a discounted "child weekend" badge when an accompanying adult badge is purchased.

Minors 13-17 must purchase an adult badge.

Children under age 13 must be accompanied by an adult at all times. Parents of children 13-17 will remain on site and/or be easily and quickly available on site in case of need. Please provide contact information on the back of the child's badge in case of emergency or accidental separation.

Gamemasters (GMs) have provided age guidelines for their events. GMs have discretion on whether they invite or allow children younger than the published age for their event. They are not required to do so. GMs are encouraged to be considerate of their ticketed players when making such decisions.

If a ticketed player decides not to participate as a result of GM allowing a younger player than described by the published age guideline, they can request a refund or trade for equivalent value generic tickets at Registration. Refunds or exchanges will not be given after the event has ended.

GMs also have discretion whether to allow caregivers to leave the immediate vicinity of their child at the risk of the parent or guardian when explicitly arranged with the GM at or before the start of the event.

**At no time is U-Con, its gamemasters, volunteers, or staff responsible for your child. If you or your caregiver choose to separate from your child (whether across the room or down the hall), that is at your own risk as a parent.**

Gamemasters with disruptive players (whether adults or children) should contact U-Con staff. U-Con has policies regarding misbehavior and harassment that may result in dismissal from the convention without refund.

In the case of disruptive children, we will contact the parent, guardian, and/or caregiver to discuss the situation. If the disruption is serious or ongoing, the parent, guardian, or caregiver will be asked to remove the child from the convention space without refund. The parent, guardian, or caregiver may return after the child has been removed from the convention and care arranged elsewhere.

## Guests Of Honor



**Eloy Lasanta** is the owner of Third Eye Games ([thirdeyegames.net](http://thirdeyegames.net)), and partner in New Agenda Publishing ([newagendapublishing.com](http://newagendapublishing.com)), both companies going forward to change the landscape of the RPG industry in terms of games available, audience targeting, and industry standards. He is behind amazing games like Part-Time Gods, AMP: Year One, and The Ninja Crusade, and contributed to a number of projects like Orun (from New agenda Publishing), World of Darkness (Onyx Path), and the Firefly RPG (Margaret Wies Productions). He is an advocate for unrepresented voices and indie publishing endeavors, and can't wait to talk about these things with the people of U-Con!

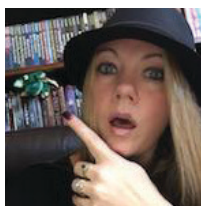


**Ken Hite** is the winner of multiple Origins, Golden Geek, and ENnie awards. He has designed, written, or co-authored over 100 RPG books, including GURPS Horror, Call of Cthulhu d20, The Day After Ragnarok, Trail of Cthulhu, Bookhounds of London, Qelong, Bubblegumshoe, the Delta Green RPG, The Fall of DELTA GREEN, The Dracula Dossier, and Night's Black Agents. He is currently Lead Designer for Vampire: the Masquerade 5th Edition. Outside gaming, his other works include Tour de Lovcraft: the Tales, Cthulhu 101, The Thrill of Dracula, The Nazi Occult and The Cthulhu Wars (both for Osprey), several Cthulhu

Mythos short stories, the "Lost in Lovcraft" column for Weird Tales, a regular column for Sweden's Fenix magazine, and four Lovecraftian children's books. He is half of the award-winning podcast Ken and Robin Talk About Stuff, and an Artistic Associate at Chicago's WildClaw Theatre.



**Chris Spivey** has a decades-old love of gaming, horror, and history, and a mission to create a more inclusive gaming world. Chris's most recent published work can be found in Harlem Unbound, Cthulhu Confidential, The Land of Gold and Fire and Thousand Years of Night. Chris is a proud father and devoted husband and has a strong penchant for scotch. In fact, he will write for scotch (the good stuff, at least). Check him out on Twitter as "Darker Hue Studios".



**BJ Hensley** is the Vice President of Lone Wolf Development (the makers of Hero Lab), and the founder of Playground Adventures. She is a fan of family togetherness and is dedicated to ensuring that both her family and others have creative outlets they can share together. She wholeheartedly believes that RPGs are capable of being an interactive classroom for problem solving, arithmetic, reading, writing, social skills lessons, and more. When she isn't hard at work furthering the goals of LWD/PGA she can be found working with multiple charities and other publishing companies in a variety of capacities. Her most recent projects

include work for Gallant Knight Games, Green Ronin, Kobold Press, Metal Weave Games, Rite Publishing, RPG Creators Relief Fund, Room to Read, and Wizards of the Coast. She's also the proud leader (parent) of a six-person adventuring party and their two furry companions.

## Industry Insiders/Special Guests

**Contessa** is an organization dedicated to increasing diverse representation in tabletop gaming by running events led entirely by marginalized people, and enjoyed by everyone. We run our own conventions online, and attend popular conventions around the United States, bringing games, seminars, workshops, and panels using our innovative convention-within-a-convention format. We aim to provide open, inclusive, and safe environments that diversify what a leader looks like within our hobby. This year Contessa at U-Con will be helmed by these outstanding organizers: Stacey Dellorano, Emily Danvers, Bailey Nichols and Ariel Celeste.

**Darcy Ross** is a storyteller, snailologist, and community organizer. The Community Relations Coordinator for Monte Cook Games, she works to welcome new people into the hobby, and also gamemasters live on Twitch, including Numenera, the Cypher System, and Invisible Sun. She dabbles in RPG and LARP design and writing; she has worked on Singularity, Burn Bryte (for Roll20), and An Empty Page.

**Will Hindmarch** writes and designs games in Chicago. Will co-founded Gameplaywright with Jeff Tidball and spearheads Level Eater Adventures events. As a game designer, he empha-

sizes narrative, world-building, and descriptive play. As an author, he aims to write “one of everything.” His work has appeared via numerous game books, anthologies, comics, magazines, screens, and more.

**Ryan Macklin** is a tech writer by day, game creator and convention GM by night. Which is like being an introverted werewolf. He’s worked on Fate, Cortex Plus, Mage: the Ascension, Prime-time Adventures, Unknown Armies, and many other games (including his own Mythender and Katanas & Trenchcoats). But Ryan always comes back to his first joy of sitting down with a few humans to tell and play out fun, dramatic stories.

**Brendan LaSalle** has been writing and publishing in the game industry since 2002. He has written for Goodman Games, Fat Dragon Games, Troll Lord’s Games, Savage Mojo, Pandahead Publishing, Hand Made Games, and Legendsmiths. He has many adventures and

source books, including the award winning Age of Cthulhu: A Dream of Japan. His most recent adventure is Xcrawl: Anaheim Crawl. He is the creator of Xcrawl, which recently returned in the new Maximum Xcrawl edition. He lives in Salem, MA, with his wife, and pugle.

**Leonard Balsera** is the CEO and Creative Director of John Wick Presents. He is best known for his design and development work on Evil Hat Productions’ various Fate system games, such as the award-winning Dresden Files RPG, but has worked across the breadth of the industry, with credits from Pelgrane Press, Fantasy Flight Games, Green Ronin, Margaret Weis Productions, Onyx Path Publishing, Steve Jackson Games, and many others. When he isn’t eating, breathing, and sleeping hobby games, he spoils his cats rotten, reads voraciously, performs on stage occasionally, and plays a lot of video games. He lives at the intersection of memory and dream, but his physical body resides in Austin, Texas.

## Vendors

CJS Games, Committee for Unconventional Ministry, Cuss World Books and Games, D. Quirk Works, DrakenStone, D20 Stitchery, Dice Crate, Gamescience Dice, Kemmer Woodworks, Nomnivore Games, Open Gaming Store,

Otherworldly Artisans, Pandemonium Games and Hobbies, Saving Throw Pillows, Subgenius13s Workshop, Thunderhead Gaming, The Unicorn and Narwhal’s Trove & Weird Realms.

## How Do I Play?

To play in games or participate in other events, you must have both a **badge** valid for the day of the event and a **ticket** for the event. Event ticket costs vary by event, so see the event entry later in the book. **Generic tickets** of equivalent cost may be substituted for event tickets as long as

there are open seats for an event. A Play Games All Weekend (PGAW) ribbon allows access to events as if you had generic tickets. If there is a particular game you want to play, buy the event ticket. If you will play anything, the PGAW ribbon is a good deal.

## Show Highlights

**U-Con Games Library.** Drop by during our hours and try out some games. Access to the library is included with your convention badge!

**Charity Auction.** An annual event! Bring your old, unwanted games and we’ll help you find a new home for them. Or, you can bid on games that others are selling. Part of the sale price goes to the seller and part goes to a local charity. Register your lots between 11am-1pm (event 7112) and the bidding starts at 1pm (event 7113).

**Featured Events.** Check our website <https://www.ucon-gaming.org> for up-to-date featured event listings, including many chances to interact and learn from our special guests, play as a spaceship crew in Artemis: Spaceship Bridge Simulator (all weekend), our Rio Grande Sanc-

tioned Dominion Tournament (event 8500), Paint and Take, and the Cine Mal Practice Fall Caucus (event 7395).

**Cosplay.** Costuming/Cosplay is completely welcome at U-Con! You can do as little or as much as you like. We’re here to game first, but dressing up for gaming can be even more fun!

**Scheduled Events.** The remaining sections of the U-Con Gaming Convention Guide list all the events scheduled this weekend. Events are arranged by category of game and time schedule. Please note that roleplaying is divided into Roleplaying and Organized Play categories, with the latter mainly used for sanctioned RPG groups. Be sure to check out the special events section too.





**Green Cones.** Are you looking for a game with an opening? Look for the green cones! GMs with open spots will use the green cones to show that they have openings. Use your Play Games All Weekend ribbon or generics to quickly join. Once the game starts, please put the cone back so others can use them.

**Prize Support.** Thanks to generous donations from many fine companies, U-Con offers prizes to support independent game masters running events at U-Con. If you receive a prize token, please ask at Registration how to redeem it. Additionally, some events are supported by play-to-win prizes from Envoy. Please see the Envoy table in the board game room for more information.

## SPECIAL EVENTS

### FRIDAY

**7381 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Friday 5p-6p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8501 Tékumel: Joyful Sitting Among Friends GM:** George Hammond **25 players** No XP/Simple **Friday 5p-7p Seminar 5** This is the annual welcome gathering for the Tékumel Track. Join us to find out more about the weekend's Tékumel events, learn about the world of Tékumel, and meet other fans of the setting. **\$0.00**

**7207 Matinee Adventures Social Gathering:** GM: Laura Hamel **12 players** No XP/Simple **Friday 6p-8p Hotel Restaurant** Meet and greet for friends of Matinee Adventures. Feel free to grab dinner and join us! **\$0.00**

**8465 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Friday 6p-7p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8993 Hero Lab Drop-In Q&A:** GM: BJ Hensley **20 players** No XP/Simple **Friday 6p-7p Auditorium 1** **\$0.00**

**8466 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Friday 7p-8p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8962 Panel: Jumping in with both feet: How to get started streaming RPGs! GM:** Darcy Ross **20 players** No XP/Simple **Friday 7p-8p Auditorium 1** **\$0.00**

**8467 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Friday 8p-9p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8469 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Friday 9p-10p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8470 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Friday 10p-11p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8471 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Friday 11p-12a Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

### SATURDAY

**8472 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Saturday 10a-11a Seminar 1** Calling all starship cadets! **\$6.00**

Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**7112 Auction: Item Submission** GM: U-Con Staff 30 players No XP/Simple **Saturday 11a-1p Auditorium 1 \$0.00**

**8473 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 11a-12p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8474 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 12p-1p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**7113 Auction:** GM: U-Con Staff 50 players No XP/Simple **Saturday 1p-3p Auditorium 1 \$0.00**

**8475 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 1p-2p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8476 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 2p-3p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8766 Panel:: Tips for Running a Successful Convention Event!** GM: U-Con Staff 20 players No XP/Simple **Saturday 2p-3p Board Room \$0.00**

**8477 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 3p-4p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis,

defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8767 Panel:: Designing Scenarios That Work** GM: U-Con Staff 20 players No XP/Simple **Saturday 3p-4p Board Room \$0.00**

**8478 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 4p-5p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8768 Panel:: World Building for Fun (and Profit)!** GM: U-Con Staff 20 players No XP/Simple **Saturday 4p-5p Board Room \$0.00**

**8479 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 5p-6p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8769 Panel:: You Can Lead Players to an Adventure, But You Can't Make Them Go Left** GM: U-Con Staff 20 players No XP/Simple **Saturday 5p-6p Board Room \$0.00**

**8480 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 6p-7p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**7395 NA: Cine Mal Practice Fall Caucus** GM: Jeannette Quirk (ConTessa) 50 players No XP/Simple **Saturday 7p-11p Auditorium 1** The former Smithee Awards members bring you a brand new experience in B-Movies. Come be the first people to experience a bigger! Better! Badder! B movie awards show. **\$0.00**

**8481 Artemis Spaceship Bridge Simulator** GM: Michael Flaga 8 players No XP/Average **Saturday 7p-8p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team



signups are welcome. Sorry, ribbons not accepted.  
**\$6.00**

**8482 Artemis Spaceship Bridge Simulator GM:**  
*Michael Flaga 8 players No XP/Average Saturday*  
**8p-9p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted.  
**\$6.00**

**8689 How to Host a Mystery/LARP: Star Trek TNG: How to Host a Mystery (LARP) GM:** William Kolasa **8 players No XP/Simple Saturday 8p-12a Clubhouse** The Orb of Knowledge is missing! Riker, Worf, Dr. Crusher, Data, Geordi, Troi, Guinan, and Ro Laren have to figure out whodunit! Costumes encouraged. Character choice signup sheet will be at Ops. **\$4.00**

**8483 Artemis Spaceship Bridge Simulator GM:**  
*Michael Flaga 8 players No XP/Average Saturday*  
**9p-10p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted.  
**\$6.00**

**8484 Artemis Spaceship Bridge Simulator GM:**  
*Michael Flaga 8 players No XP/Average Saturday*  
**10p-11p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience

as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted.  
**\$6.00**

**8485 Artemis Spaceship Bridge Simulator GM:**  
*Michael Flaga 8 players No XP/Average Saturday*  
**11p-12a Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted.  
**\$6.00**

## SUNDAY

**8486 Artemis Spaceship Bridge Simulator GM:**  
*Michael Flaga 8 players No XP/Average Sunday*  
**10a-11a Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted.  
**\$6.00**

**8487 Artemis Spaceship Bridge Simulator GM:**  
*Michael Flaga 8 players No XP/Average Sunday*  
**11a-12p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted.  
**\$6.00**

# AASFA PRESENTS STORMING the CONFUSION

## January 17th - 20th, 2019

### Dearborn Doubletree

### Guests of Honor:

**Pro GOH**  
**Ada Palmer**

**Music GOH**  
**Steve Macdonald**

**Fan GOH**  
**David Stein**



For more details visit us at:  
**confusionsf.org**  
**Facebook @MIconFusionNews @MIOfficialConFusion**  
**Twitter @ConFusionMI**

**8488 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Sunday 12p-1p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

**8489 Artemis Spaceship Bridge Simulator GM:** Michael Flaga **8 players** No XP/Average **Sunday 1p-2p Seminar 1** Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the starship L.M.N. Artemis, defending your sector of galactic territory. Team signups are welcome. Sorry, ribbons not accepted. **\$6.00**

## BOARD AND CARD GAMES

### FRIDAY

**7310 Altiplano:** GM: Nick Huston (Oakland County Gamers) **5 players** No XP/Simple **Friday 9a-12p Ballroom 415** Altiplano, a bag-building game along the lines of Orléans set in the South American highlands of the Andes is not a simple game, presenting players with new challenges time and again. **\$4.00**

**7315 In the Year of the Dragon:** GM: Tim Ealy (Oakland County Gamers) **5 players** No XP/Simple **Friday 9a-11a Ballroom 418** Players are rulers in China 1000 AD. Over 12 months, players will gather supplies, recruit specialists in stopping Mongol attacks, prevent sickness and famine, and prepare for a visit from the Emperor. **\$2.00**

**7373 Habitats:** GM: Gary Loyola (Oakland County Gamers) **5 players** No XP/Simple **Friday 9a-10a Ballroom 419** Players gather tiles to build a wildlife park and try to satisfy as many of the animal's preferred environments as possible. **\$2.00**

**8612 Wasteland Express Delivery Service:** GM: Jerome Nowak **3 players** Some XP/Average **Friday 9a-12p Ballroom 411** Drivers will deliver goods and guns between a handful of settlements and take on missions from the handful of factions still trying to hold onto the last dregs of civilization. **\$4.00**

**8641 Pathfinder Adventure Card Game: ACG TBD** GM: Pathfinder Society **6 players** Some XP/Average **Friday 9a-2p Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**8669 Manhattan Project 2: Minutes To Midnight:** GM: Dale Barnes **5 players** No XP/Average **Friday 9a-12p Ballroom 216** Each player represents one of the superpowers in the arms race. You're working to stockpile the biggest arsenals, but also to quietly advance your technology levels past that of your adversaries. **\$4.00**

**8890 Britannia:** GM: Deborah & David Anderson **3 players** Lots XP/Complex **Friday 9a-1p Ballroom 417** Romans, countrymen, lend me your legions.

You are one of many factions vying for control of Britain from the time of the Romans to William the Conqueror. Must be familiar with the rules. **\$4.00**

**8927 Kickstarters: 1 Hour Games GM: Keith Lewis 6 players** No XP/Simple **Friday 9a-12p Ballroom 311** KICKSTARTERS!! Ever want to play one? Here's your opportunity to play some new and old Kickstarters. All games should be able to be taught and played in an hour so more than one game will be played. **\$4.00**

**8983 Ultimate Werewolf: Learn to Play GM: David Hulet (ConTessa) 30 players** No XP/Complex **Friday 9a-12p Auditorium 1** Ultimate Werewolf is an interactive game of deduction similar to Mafia. Sessions will run throughout the weekend. This one is a learn to play session. **\$4.00**

**7175 Indian Summer:** GM: William Frisk **4 players** No XP/Average **Friday 10a-12p Ballroom 313** This game is a turn-based race to fill your board up completely with puzzle pieces. Each piece has a hole in it, placing the hole in the right spot will give you tokens to spend on extra abilities. **\$2.00**

**7259 Prototype: Nighty-Night, Gargantua! GM: David A. Spitzley 5 players** No XP/Average **Friday 10a-12p Ballroom 309** Mecha vs Kaiju auction action! Prototype card game inspired by the mechanics of "For Sale!" Outbid your opponents for Mecha, pick up Support cards with spare change, and collect bounties on Kaiju. **\$2.00**

**7374 Clank: The Mummy's Curse GM: Gary Loyola (Oakland County Gamers) 4 players** No XP/Simple **Friday 10a-12p Ballroom 419** Dungeon delvers dive deep into a dragon's den in a deck-building adventure game, now with a Mummy. **\$2.00**

**7503 Century: Spice Road:** GM: TSA Games **5 players** No XP/Simple **Friday 10a-12p Ballroom 208** **\$2.00**

**8506 Minerva:** GM: TSA Games **4 players** No XP/Average **Friday 10a-1p Ballroom 209** **\$4.00**

**8509 Legends of Andor: with The Wandering Meeple** GM: Jim Sheridan **4 players** Some XP/Average **Friday 10a-12p Ballroom 302** Legends of Andor is a cooperative adventure board game for two to four players in which a band of heroes must work together to defend a fantasy realm from invading hordes. **\$2.00**

**8560 CATS a sad but necessary cycle of violent predatory behavior:** GM: Paula Tuttle **5 players** No XP/Simple **Friday 10a-11a Ballroom 312** This is a crazy secret selection, simultaneous reveal programming game that plays in about 20-30 minutes. You will laugh, plot and scratch your brain! Don't be afraid to play with your food! **\$2.00**

**8595 Crystal Hex: Unpublished game from Eden Forge Games** GM: Ryan Wilson **4 players** No XP/Simple **Friday 10a-11a Ballroom 303** Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 2-4 Players. **\$2.00**

**8618 London, 2nd Edition:** GM: Tom Wolan **4 players** No XP/Average **Friday 10a-1p Ballroom 305** Tasked with rebuilding London in the decades following the great fire, players juggle building requirements, bank loans, and poverty as they strive to realize their vision for the city. **\$4.00**

**8771 T.I.M.E. Stories-Under The Mask** GM: Kelly Laughter **4 players** No XP/Complex **Friday 10a-1p Ballroom 308** T.I.M.E. Stories Under the Mask is a cooperative game of time travel, alternate realities, and unlimited discovery. Players will live adventures in various worlds, through the eyes of their character. **\$4.00**

**7286 Coup:** GM: Pritpaul Mahal **6 players** No XP/Average **Friday 11a-12p Ballroom 420** You are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff, and bribe your way to power. Come try this quick and exciting bluffing game! **\$2.00**

**7318 Valeria: Card Kingdoms:** GM: Tim Ealy (Oakland County Gamers) **4 players** No XP/Simple **Friday 11a-1p Ballroom 418** Valeria: Card Kingdoms is a tableau-building game for 1-5 players You and your fellow Dukes must recruit citizens and buy domains to build up your kingdoms. Will include new Flames and Frost expansion. **\$2.00**

**7352 878: Vikings – Invasions of England:** GM: Thomas Darragh (Oakland County Gamers) **4 players** No XP/Simple **Friday 11a-1p Ballroom 416** Academy Games' best selling area control game. Players control the invading Vikings or the English nobles who are trying to withstand the invasion though card driven battle. **\$2.00**

**7418 Qwirkle: Qwirkle with the Quirks** GM: Judy Quirk **4 players** No XP/Simple **Friday 11a-1p Ballroom 211** Match colors or shapes on square tiles for points. **\$2.00**

**7421 Sentinels of the Multiverse** GM: Blair Reamy (Amorphous Blob) **5 players** No XP/Simple **Friday 11a-1p Ballroom 201** Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player is a hero, fighting against one of many villains in one of many dynamic environments. **\$2.00**

**7504 Majesty: For the Realm:** GM: TSA Games **4 players** No XP/Simple **Friday 11a-1p Ballroom 207** **\$2.00**

**8588 Azul:** GM: Paula Tuttle **4 players** No XP/Simple **Friday 11a-1p Ballroom 312** In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Players score points based on how they've placed their tiles to decorate the palace. **\$2.00**

**8596 Nodes : An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson **4 players** No XP/Simple **Friday 11a-12p Ballroom 303** Nodes is an abstract strategy game for 2-4 Players. Spawn, bump and vaporize your way to victory! **\$2.00**

**8614 Elder Sign:** GM: Michael Hamann **6 players** No XP/Average **Friday 11a-1p Ballroom 304** Fantasy Flight's game of dicing against Lovecraftian horror; described by some as "Cthulhu Yahtzee". **\$2.00**

**7276 Plato 3000:** GM: Pritpaul Mahal **4 players** No XP/Simple **Friday 12p-1p Ballroom 420** In this variant of rummy, players take turns playing sets of Job cards, shaping the new world, and giving them powers to break the rules of the game. **\$2.00**

**7452 Puffing Billy: Iron Dragon/Lunar Rails/Martian Rails** GM: Puffing Billy Team **12 players** No XP/Simple **Friday 12p-3p Ballroom 316** **\$4.00**

**7453 Puffing Billy: Union Pacific** GM: Puffing Billy Team **12 players** No XP/Simple **Friday 12p-3p Ballroom 314** **\$4.00**

**7454 Puffing Billy: 1861** GM: Puffing Billy Team **12 players** No XP/Simple **Friday 12p-3p Ballroom 317** **\$4.00**

**7455 Puffing Billy: Ticket to Ride** GM: Puffing Billy Team **12 players** No XP/Simple **Friday 12p-3p Ballroom 315** **\$4.00**

**7505 Clank! In! Space!** GM: TSA Games 4 players No XP/Simple **Friday 12p-2p Ballroom 206** \$2.00

**8953 Open gaming:** GM: Will Niebling 16 players No XP/Simple **Friday 12p-2p Ballroom 217-219** \$0.00

**7311 Rising Sun:** GM: Nick Huston (Oakland County Gamers) 6 players No XP/Simple **Friday 1p-4p Ballroom 415** Players control a Japanese clan looking for honor through battles for control of the provinces of the country. Alliances with other players are possible, but watch out for their inevitable betrayal. **\$4.00**

**7375 Ticket to Ride Germany:** GM: Gary Loyola (Oakland County Gamers) 5 players No XP/Simple **Friday 1p-3p Ballroom 419** The modern "gateway game" of set collection and strategy, now with passengers. **\$2.00**

**7498 Founders of Gloomhaven: with The Wandering Meeple** GM: Jim Sheridan 4 players Some XP/Complex **Friday 1p-4p Ballroom 302** Founders of Gloomhaven is a competitive tile-placement, action-selection, city-building game in which each player controls a fantastical race working to build the city of Gloomhaven and gain influence **\$4.00**

**7506 Francis Drake:** GM: TSA Games 5 players No XP/Average **Friday 1p-4p Ballroom 210** \$4.00

**7507 Dice Town:** GM: TSA Games 5 players No XP/Simple **Friday 1p-3p Ballroom 208** \$2.00

**8561 Psychological Warfare:** GM: Paula Tuttle 4 players No XP/Simple **Friday 1p-2p Ballroom 312** Psychological Warfare employs a unique mechanic where your increasing emotional baggage begins to restrict your choices. At the same time, balance your mental energy and play your cards wisely. **\$2.00**

**7258 Prototype: Nighty-Night, Gargantua!** GM: David A. Spitzley 5 players No XP/Average **Friday 2p-4p Ballroom 309** Mecha vs Kaiju auction action! Prototype card game inspired by the mechanics of "For Sale!" Outbid your opponents for Mecha, pick up Support cards with spare change, and collect bounties on Kaiju. **\$2.00**

**7323 Elder Sign: Gates of Arkham** GM: Tim Ealy (Oakland County Gamers) 5 players No XP/Simple **Friday 2p-4p Ballroom 418** Players use specialized dice to explore the City of Arkham looking for items to drive away Cthulhu and its minions. **\$2.00**

**7331 Dice Forge:** GM: Jason Miller 4 players No XP/Simple **Friday 2p-4p Ballroom 211** Dice Forge is a development game featuring innovative mechanics based on dice with removable faces. In this dice crafting game, players build their own dice to gain resources to purchase upgrades. **\$2.00**

**7353 War Chest:** GM: Thomas Darragh (Oakland County Gamers) 4 players No XP/Simple **Friday 2p-4p Ballroom 416** AEG's new pool building area control game. Build an army to take control of the board. **\$2.00**

**7357 Spartacus: A Game of Blood & Treachery** GM: Tim Hamlin 6 players No XP/Simple **Friday 2p-5p Ballroom 413** Spartacus! A game of arenas, bidding, families, and treachery! A little bit of strategy, a little bit of dice rolling, a ton of fun! **\$4.00**

**7366 Battlestar Galactica** GM: Vic Lesperance 5 players No XP/Average **Friday 2p-7p Ballroom 301** The last surviving human warship leads a rag-tag fleet of survivors to find a new home amongst the stars. But the Cylon battle fleet is in hot pursuit. Worse, some Cylons are already hidden among us. **\$6.00**

**7385 ROBA: Radiant Offline Battle Arena** GM: Mason Whitlark 4 players No XP/Average **Friday 2p-4p Ballroom 214** Radiant: Offline Battle Arena is a 2-player card game bringing the action and strategic challenge of MOBA videogames to the tabletop, featuring deckbuilding and draft format! **\$2.00**

**7450 Chinatown:** GM: Douglas Peterson 5 players No XP/Average **Friday 2p-4p Ballroom 213** Chinatown is a game of trading and negotiation. It is 1965 in New York's Chinatown. Over the course of six turns you will negotiate with other players to build your shops to maximize your income. **\$2.00**

**7508 Custom Heroes:** GM: TSA Games 6 players No XP/Simple **Friday 2p-4p Ballroom 207** \$2.00

**8496 Formula D: Baltimore Circuit** GM: Michael Cook 10 players No XP/Simple **Friday 2p-5p Ballroom 411** Push your engine to the limit, hug the curves, pass to win! Rules will be taught. Race 1 of 2 for the 2018 U-Con Formula D Racing Champ. Must be present at 2nd race (on Sat) to receive a prize. **\$4.00**

**8549 Tesla vs Edison:** GM: Dale Barnes 6 players No XP/Average **Friday 2p-6p Ballroom 212** Play famous inventors in the 1880s researching technologies and using propaganda to alter public



perception. It's fierce competition to secure power generation projects in US cities first. **\$4.00**

**8562 AFFLICTION: Salem 1692:** GM: Paula Tuttle **4 players** No XP/Average **Friday 2p-4p Ballroom 312** Focused on the events surrounding Salem, Massachusetts in 1692. You will play a faction within the town or village of Salem, using influence to bring colonists into your circle. **\$2.00**

**8581 Lorenzo Il Magnifico:** GM: Bryan Snell **4 players** No XP/Complex **Friday 2p-5p Ballroom 215** Dice/Worker game set during the Italian Renaissance. Workers have different values each round based on a dice throw. Plan buildings, ventures, influence important people, and keep up with the church. **\$4.00**

**8597 Rise of Havok: An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson **6 players** No XP/Simple **Friday 2p-3p Ballroom 303** 1-6 Players play solo or cooperatively to protect Eden from Havok— a destructive force released during the earliest days of The Great and Ancient War of Heavens. **\$2.00**

**8620 Tesla vs Edison: War of the Currents:** GM: Tom Wolan **6 players** No XP/Average **Friday 2p-6p Ballroom 306** Tesla vs. Edison is a fast-playing, route building, economic and worker placement game focused on invention and industry in the roaring 1880's. We will be playing the "Powering Up" expansion. **\$4.00**

**8642 Pathfinder Adventure Card Game: ACG TBD** GM: Pathfinder Society **6 players** Some XP/Average **Friday 2p-7p Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**8675 Elder Sign:** GM: Michael Hamann **6 players** No XP/Average **Friday 2p-4p Ballroom 307** Fantasy Flight's game of dicing against Lovecraftian horror; described by some as "Cthulhu Yahtzee". **\$2.00**

**8695 Flashpoint: Fire Rescue: Learn Flashpoint** GM: Scott Rutter **4 players** No XP/Simple **Friday 2p-4p Ballroom 310** Learn how to play this fun and popular co-op game of firefighting and rescue. **\$2.00**

**8897 Quartermaster General** GM: James H Richards **6 players** No XP/Average **Friday 2p-5p Ballroom 311** Card game of national strategic ability. 5 types sum up all the actions and reactions, but each nation is different. Best played with even numbers of players. (So, bring a friend.) **\$4.00**

**8910 The Quiet Year: The Deep Forest** GM: Bardaree Bryant (ConTessa) **3 players** No XP/

**Simple Friday 2p-5p Conference A 2** The Deep Forest is a storytelling map game of post-colonial weird fantasy. It's a re-imagining of The Quiet Year, one that centers upon monstrosity and decolonization. **\$4.00**

**8924 Cthulhu Wars Core Game: Learn to Play Cthulhu Wars** GM: Ariel Celeste (ConTessa) **4 players** No XP/Average **Friday 2p-4p Conference A 4** Cthulhu Wars is a fast-moving strategy game about the end of the world. You can play as Great Cthulhu or one of three other teams vying for the destruction and domination of all. **\$2.00**

**8936 Ultimate Werewolf:** GM: David Hulet (ConTessa) **30 players** No XP/Complex **Friday 2p-5p Auditorium 1** The Werewolves have decided that enough is enough. It's time for them to band together to keep those rowdy villagers in check. **\$4.00**

**8943 Darkrock Ventures:** GM: Matthew Arnold **5 players** No XP/Simple **Friday 2p-3p Ballroom 216** A worker placement game about mining and exporting in hostile outer-space. Workers are dice. Players will be controlling a mining company working in harsh conditions to acquire the most credits. **\$2.00**

**8963 Open gaming:** GM: Will Niebling **16 players** No XP/Simple **Friday 2p-4p Ballroom 217-219** \$0.00

**7124 Sentinels of the Multiverse:** GM: Evans Collins **5 players** No XP/Simple **Friday 3p-6p Ballroom 101** In this cooperative comic book card game, players control a superhero and must work together to defeat the supervillain. In addition, the players must also survive the environment as well! **\$4.00**

**7170 Legendary Encounters: Aliens** GM: Michael Whiteman (Amorphous Blob) **4 players** No XP/Simple **Friday 3p-5p Ballroom 202** A cooperative deck building game where the players attempt to survive the alien onslaught. **\$2.00**

**7376 Thunderstone Quest:** GM: Gary Loyola (Oakland County Gamers) **4 players** No XP/Average **Friday 3p-5p Ballroom 419** A fantasy deck-building game where a player guides a team of upgradeable heroes into a deep dungeon of monsters. **\$2.00**

**7459 Puffing Billy: British Rails/Aussie Rails** GM: Puffing Billy Team **12 players** No XP/Simple **Friday 3p-6p Ballroom 316** **\$4.00**



**7461 Puffing Billy: Spike** GM: *Puffing Billy Team* 12 players No XP/Simple **Friday 3p-6p Ballroom 314 \$4.00**

**7462 Puffing Billy: 1830** GM: *Puffing Billy Team* 12 players No XP/Simple **Friday 3p-6p Ballroom 317 \$4.00**

**7464 Puffing Billy: Express** GM: *Puffing Billy Team* 12 players No XP/Simple **Friday 3p-6p Ballroom 315 \$4.00**

**7509 Santa Maria:** GM: *TSA Games* 4 players No XP/Average **Friday 3p-6p Ballroom 209 \$4.00**

**7510 Quest for El Dorado:** GM: *TSA Games* 4 players No XP/Simple **Friday 3p-5p Ballroom 206 \$2.00**

**8598 Crystal Hex: Unpublished game from Eden Forge Games** GM: *Ryan Wilson* 4 players No XP/Simple **Friday 3p-4p Ballroom 303** Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 2-4 Players. **\$2.00**

**7320 Wasteland Express Delivery Service :** GM: *Tim Ealy (Oakland County Gamers)* 4 players No XP/Simple **Friday 4p-6p Ballroom 418** Players are drivers of the last delivery company left in a post-apocalyptic land. Drivers will deliver supplies and weapons between the handful of scattered outposts. Completing three contracts issued wins. **\$2.00**

**7511 Barenpark:** GM: *TSA Games* 4 players No XP/Simple **Friday 4p-6p Ballroom 208 \$2.00**

**8696 Flashpoint: Fire Rescue: Fire in the Deep** GM: *Scott Rutter* 6 players Some XP/Average **Friday 4p-6p Ballroom 310** Your submarine is on fire! Rescue your crew mates, but if the fire destroys the engine.... **\$2.00**

**8777 Sub Terra:** GM: *Randolph Williams* 6 players No XP/Simple **Friday 4p-6p Ballroom 309** Sub Terra is a co-op survival horror board game. You and up to five friends are cave explorers who have become trapped deep underground. And worst of all, you don't think you're alone down here... **\$2.00**

**8887 Colt Express:** GM: *Paula Tuttle* 6 players No XP/Simple **Friday 4p-6p Ballroom 312** In Colt Express, you play a bandit robbing a train at the same time as other bandits. At the end of the game, whoever bagged the richest haul wins! **\$2.00**

**8964 Open gaming:** GM: *Will Niebling* 16 players No XP/Simple **Friday 4p-6p Ballroom 217-219 \$2.00**

**8987 Hawaii :** GM: *Michael Dudash* 5 players No XP/Simple **Friday 4p-6p Ballroom 423** Move your chieftains around the board to get resources and buy new places for your village. Try and provide goods to your village as your income starts to dwindle! **\$2.00**

**7108 Spirit Island: Intro to Spirit Island** GM: *Eric Kramp* 4 players Some XP/Complex **Friday 5p-7p Ballroom 304** Spirit Island is a cooperative game in which players take on the roles of island spirits trying to stop invaders from overwhelming a peaceful, harmonious land. Spirit Island will be taught. **\$2.00**

**7282 Sheriff of Nottingham:** GM: *Pritpaul Mahal* 5 players No XP/Average **Friday 5p-7p Ballroom 420** Make quick profits by selling goods in the bustling city during Prince John's visit. The Sheriff is watching, but you can try to provide "incentives" to sell more profitable illicit goods. **\$2.00**

**7312 Dinosaur Island:** GM: *Nick Huston (Oakland County Gamers)* 4 players No XP/Average **Friday 5p-8p Ballroom 415** Players will research dinosaur genetics to populate their amusement park with creatures who eat guests. Gentler animals are safer, but less exciting; or you could just build attractions. **\$4.00**

**7413 ROBA: Radiant Offline Battle Arena** GM: *Mason Whitlark* 4 players No XP/Average **Friday 5p-7p Ballroom 213** Radiant: Offline Battle Arena is a 2-player card game bringing the action and strategic challenge of MOBA videogames to the tabletop, featuring deckbuilding and draft format! **\$2.00**

**7422 Pandemic: Reign of Cthulhu** GM: *Blair Reamy (Amorphous Blob)* 4 players No XP/Simple **Friday 5p-7p Ballroom 202** Beings of ancient evil, are threatening to break out of their prison. Everything you love could be destroyed by chaos and madness. Can you manage to find and seal every portal in time? **\$2.00**

**7426 7 Wonders** GM: *Becky Reamy (Amorphous Blob)* 7 players No XP/Simple **Friday 5p-7p Ballroom 201** You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, affirm your military supremacy. Build your city and erect an architectural wonder. **\$2.00**

**7499 Deception, Murder in Hong Kong: with The Wandering Meeple** GM: *Jim Sheridan* 10 players No XP/Simple **Friday 5p-6p Ballroom 302** Deception: Murder in Hong Kong is a game of deduction and deception. Players take on the roles of investigators

attempting to solve a murder case – The twist is -The killer is an investigator! **\$2.00**

**7512 5 minute dungeon:** GM: TSA Games 5 players No XP/Simple **Friday 5p-6p Ballroom 207** \$2.00

**8580 La Granja:** GM: Bryan Snell 4 players No XP/Complex **Friday 5p-8p Ballroom 215** Build the best farm you can utilizing cards you add to your estate. Each card represents one of four possible features. Fulfill market requests, sell goods to the trade guilds, and expand your farm! **\$4.00**

**8775 Whitehall Mystery:** GM: Norm Meluch 4 players No XP/Simple **Friday 5p-7p Ballroom 206** London c 1888. The time of Jack the Ripper. Be the killer and outwit those cops! Be the investigator and capture the murderer! Find out who is right, and who is dead. Solve the Whitehall mystery! **\$2.00**

**8933 Heir to the Throne:** GM: Anthony Tejada 4 players No XP/Average **Friday 5p-7p Ballroom 412** In Heir to the Throne, you take on role of a noble family doing everything to get your family in line for the crown. You will arrange marriages, have births and spread rumors about other families. **\$2.00**

**8939 Cthulhu Wars Core Game: Learn to Play Cthulhu Wars** GM: Ariel Celeste (ConTessa) 4 players No XP/Average **Friday 5p-7p Conference A 4** Cthulhu Wars is a fast-moving strategy game about the end of the world. You can play as Great Cthulhu or one of three other teams vying for the destruction and domination of all. **\$2.00**

**7174 Norenberc:** GM: William Frisk 5 players No XP/Average **Friday 6p-9p Ballroom 308** You're a merchant trying to gain favor at the guilds, which is done by buying these guild's crafts. Prices fluctuate, so buy low and sell high, keeping the goods of the guild you wish to impress. **\$4.00**

**7295 Lords of Waterdeep:** GM: Mark Brehob 10 players No XP/Simple **Friday 6p-8p Ballroom 102-103** A D&D themed worker placement game. Very easy to play, and perhaps one of the purest worker placement games on the market. **\$2.00**

**7321 Black Orchestra :** GM: Tim Ealy (Oakland County Gamers) 6 players No XP/Simple **Friday 6p-8p Ballroom 418** Hitler's grasp on Germany tightens; men from the highest levels of the Reich begin to plot assassination. Players move through Germany while dodging the Gestapo as they conceive a plot to kill Hitler. **\$2.00**

**7360 Core Worlds:** GM: Rhonda Berg 5 players No XP/Complex **Friday 6p-9p Ballroom 311** Core

Worlds is a deck-building card game for 2-5 players. The ancient Galactic Realm, ruled from the Core Worlds of the galaxy, is waning. You build a new empire by attacking the fading republic. **\$4.00**

**7456 Puffing Billy: Ticket to Ride** GM: Puffing Billy Team 12 players No XP/Simple **Friday 6p-9p Ballroom 315** **\$4.00**

**7467 Puffing Billy: Empire Builder/Eurorails** GM: Puffing Billy Team 12 players No XP/Simple **Friday 6p-9p Ballroom 316** **\$4.00**

**7470 Puffing Billy: Silverton** GM: Puffing Billy Team 12 players No XP/Simple **Friday 6p-9p Ballroom 314** **\$4.00**

**7472 Puffing Billy: 1870** GM: Puffing Billy Team 12 players No XP/Simple **Friday 6p-9p Ballroom 317** **\$4.00**

**8590 Sagrada** GM: Curtis Lithgow 4 players No XP/Average **Friday 6p-7p Ballroom 313** Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass window masterpiece. **\$2.00**

**8599 Nodes : An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson 4 players No XP/Simple **Friday 6p-7p Ballroom 303** Nodes is an abstract strategy game for 2-4 Players. Spawn, bump and vaporize your way to victory! **\$2.00**

**8965 Open gaming:** GM: Will Niebling 16 players No XP/Simple **Friday 6p-8p Ballroom 217-219** **\$2.00**

**7105 Viticulture:** GM: Nicholas Oliverio 6 players No XP/Average **Friday 7p-9p Ballroom 306** In Viticulture, you'll experience life as the owner of a meager vineyard. With a few plots of land, an old crushpad, a tiny cellar, and three workers, be the first to call your winery a true success! **\$2.00**

**7138 Inis** GM: Kevin Schnell 4 players No XP/Average **Friday 7p-9p Ballroom 305** Inis is a game of Celtic lore in which players win by being elected King of the Island by achieving one of 3 different victory conditions: Leadership, Land, or Religion. Play with painted minis! **\$2.00**

**7143 Terraforming Mars: Teaching Game** GM: Joseph Orosz (Oakland County Gamers) 8 players No XP/Average **Friday 7p-11p Ballroom 414** Have you never played Terraforming Mars and would like to learn how? Here's your chance to learn one of the most popular games for the last 2 years. **\$4.00**

**7513 Altiplano:** GM: TSA Games 5 players No XP/Average **Friday 7p-11p Ballroom 210** \$4.00

**8499 Flamme Rouge: Peleton - 3 Stage race** GM: Michael Cook 6 players No XP/Simple **Friday 7p-10p Ballroom 307** Flamme Rouge is a fast-paced, tactical bicycle racing game where each player controls a team of two riders. The players' goal is to be the first to cross the finish line. This is a 3 stage race. **\$4.00**

**8559 The Networks: with The Wandering Meeple** GM: Jim Sheridan 5 players No XP/Average **Friday 7p-9p Ballroom 302** The Networks is a card drafting and set collection game in which you and your opponents are new television networks, and you need new programming. For this, you'll need Shows, Stars, and Ads. **\$2.00**

**8600 Rise of Havok: An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson 6 players No XP/Simple **Friday 7p-8p Ballroom 303** 1-6 Players play solo or cooperatively to protect Eden from Havok— a destructive force released during the earliest days of The Great and Ancient War of Heavens. **\$2.00**

**7127 7 Wonders w/ Cities Expansion:** GM: Evans Collins 7 players No XP/Simple **Friday 8p-10p Ballroom 310** 7 Wonders is a city-building drafting card game in which you are a city with an ancient wonder. Using cards, you develop your city and your wonder. This game includes the Cities expansion. **\$2.00**

**7147 Champions of Hara:** GM: Travis Stein 4 players No XP/Simple **Friday 8p-11p Ballroom 312** A tactical tabletop adventure set in a unique funk-fantasy world. Features both cooperative and versus gameplay. **\$4.00**

**7186 Tactical/miniatures: Aliens-The Board Game** GM: Robert Leonetti 9 players No XP/Simple **Friday 8p-10p Ballroom 411** The original Leading Edge board game with painted miniatures. Relive the movie by playing a colonial marine. See if your squad can do better than the marines in the movie. "Stay frosty" and survive. **\$2.00**

**7189 Munchkin Shakespeare Deluxe:** GM: Walter Schirmacher 6 players No XP/Average **Friday 8p-10p Ballroom 206** Munchkin Shakespeare Deluxe has all the betrayal, slaying, and wordplay of any good Munchkin game and any good Shakespearean play. Come learn the latest incarnation of Munchkin! An SJ Games MIB Event. **\$2.00**

**7236 Troyes:** GM: Monique Rio 4 players No XP/Average **Friday 8p-11p Ballroom 211** In Troyes

you are a noble family competing for influence in a medieval city by working with the Three Estates: The Clergy, The Nobility, and the Peasantry. **\$4.00**

**7288 Dice Forge:** GM: Nikki Carr 4 players No XP/Simple **Friday 8p-10p Ballroom 214** \$2.00

**7291 Euphoria: Building a Better Dystopia** GM: Bob Mariotti (Contessa) 5 players Some XP/Average **Friday 8p-10p Conference A 1** Keeping your workers in the dark and happy is the key to this new twist on a worker placement game. Combine the different worker types effectively to obtain resources for market opportunities. **\$2.00**

**7297 Glory to Rome:** GM: Mark Brehob 10 players No XP/Average **Friday 8p-10p Ballroom 303-304** Glory to Rome is a card-based city building and resource management game. Each card may act as a building, a client, a raw material, or a valuable resource. Out of print and fun to play. **\$2.00**

**7319 Legendary Encounters: Alien** GM: Tim Ealy (Oakland County Gamers) 5 players No XP/Simple **Friday 8p-10p Ballroom 418** **\$2.00**

**7334 Starfarers of Catan: Ad Astra** GM: Stewart Tame 5 players No XP/Average **Friday 8p-11p Ballroom 207** Explore planets, trade with alien races. Use resource cards to build colonies and trade with players. Game features some of the most elaborate bits this side of Mousetrap. Uses 5-6 player expansion. **\$4.00**

**7356 Sid Meier's Civilization with expansions:** GM: Tim Hamlin 6 players No XP/Average **Friday 8p-12a Ballroom 103** An easy game to learn, with many paths to victory and easy to pick up. We will play with the 2 expansions as well. **\$4.00**

**7363 The Voyages of Marco Polo: Agents of Venice** GM: Eric McGlohon 5 players No XP/Average **Friday 8p-10p Ballroom 213** In the game, players recreate Marco Polo's journey, each player having a different character & special power. Each of the 5 rounds, the players roll their 5 dice and perform one action with them. **\$2.00**

**7423 Splendor** GM: Blair Reamy (Amorphous Blob) 4 players No XP/Simple **Friday 8p-10p Ballroom 202** You are a merchant of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige. **\$2.00**

**7424 Elder Sign** GM: Becky Reamy (Amorphous Blob) 8 players No XP/Average **Friday 8p-10p Ballroom 201** Elder Sign is a fast-paced, cooperative dice game of supernatural intrigue. Players take the roles of investigators racing

against time to stave off the imminent return of the Ancient One. **\$2.00**

**7438 ROBA: Radiant Offline Battle Arena** GM: *Mason Whitlark* **4 players** No XP/Average **Friday 8p-10p** **Ballroom 212** Radiant: Offline Battle Arena is a 2-player card game bringing the action and strategic challenge of MOBA videogames to the tabletop, featuring deckbuilding and draft format! **\$2.00**

**8514 Rising Sun:** GM: *Aaron Connell (We Hate Bards)* **6 players** No XP/Simple **Friday 8p-10p** **Conference B 5** A game for up to 6 players about feudal era Japan where players are controlling different clans attempting to become the next ruler of Japan. This game focuses on negotiation over force of arms as having an ally can often swing the tide of war in your favor. **\$2.00**

**8585 Bora Bora - Stefan Feld:** GM: *Bryan Snell* **4 players** No XP/Average **Friday 8p-10p** **Ballroom 215** Bora Bora is a game that presents to the player goals to fulfill each round. Build huts on the beautiful island, move villagers into your huts. Seek assistance from the gods to bend rules of the game. **\$2.00**

**8589 Everdell** GM: *Curtis Lithgow* **4 players** No XP/Average **Friday 8p-10p** **Ballroom 420** Everdell is a game of dynamic tableau building and worker placement set in a fantasy world of anthropomorphic postal pigeons, architect beavers, mice royalty and more! **\$2.00**

**8629 Scythe:** GM: *Troy Stansbury* **7 players** Some XP/Complex **Friday 8p-11p** **Ballroom 413** In Scythe, each player represents a fallen leader attempting to restore their honor and lead their faction to power in Eastern Europa. **\$4.00**

**8643 Pathfinder Adventure Card Game: ACG TBD** GM: *Pathfinder Society* **6 players** Some XP/Average **Friday 8p-1a** **Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**8778 T.I.M.E Stories: The Marcy Case** GM: *Randolph Williams* **4 players** No XP/Simple **Friday 8p-12a** **Ballroom 309** N.T. 1992. A mysterious epidemic strikes a peaceful American city. Save young Marcy. Save the future. Enjoy this acclaimed "decksplosion" co-op. Some mature themes and content. No spoilers from me! **\$4.00**

**8891 Britannia:** GM: *Deborah & David Anderson* **3 players** Lots XP/Complex **Friday 8p-12a** **Ballroom 417** Romans, countrymen, lend me your legions. You are one of many factions vying for control of Britain from the time of the Romans to William the Conqueror. Must be familiar with the rules. **\$4.00**

**8903 Captain Sonar** GM: *Sammit Sabharwal* **8 players** No XP/Average **Friday 8p-9p** **Ballroom 425** A real-time game in which 2 teams to take their submarines in a thrilling battle. Your entire crew must work together to chart a course, locate the enemy, and keep your own submarine operational. **\$2.00**

**8942 Fire Of Eidolon:** GM: *Matthew Arnold* **6 players** No XP/Simple **Friday 8p-9p** **Ballroom 216** Explore a pixel-art dungeon by laying tiles. Collect items and drop them in three special rooms, collect the Fire Of Eidolon, and escape before the dungeon crumbles around you. **\$2.00**

**8967 Open gaming:** GM: *Will Niebling* **16 players** No XP/Simple **Friday 8p-10p** **Ballroom 217-219** **\$0.00**

**8984 Ultimate Werewolf:** GM: *David Hulet (ConTessa)* **30 players** No XP/Complex **Friday 8p-11p** **Auditorium 1** As in real life, the scariest part of any Ultimate Werewolf game is night-time. This expansion gives you more ways to fear the darkness than ever before! **\$4.00**

**8988 Istanbul :** GM: *Michael Dudash* **5 players** No XP/Simple **Friday 8p-10p** **Ballroom 423** You are a merchant and four assistants through the bazaar. You can carry out a specific action, but to carry out an action, your merchant needs the help of an assistant that you leave behind. **\$2.00**

**7313 Dead of Winter:** GM: *Nick Huston (Oakland County Gamers)* **5 players** No XP/Average **Friday 9p-12a** **Ballroom 415-416** A small, weak colony of survivors in a world with most of humanity is either dead or diseased, flesh-craving monsters. Each player leads a faction of survivors. Will use elements from both expansions. **\$4.00**

**7378 Masque of the Red Death:** GM: *Gary Loyola (Oakland County Gamers)* **7 players** No XP/Simple **Friday 9p-11p** **Ballroom 419** Based on Edgar Allen Poe's sinister story, players try to gain popularity at the masquerade. The player will the most popularity will win, but only if they survive the Red Death. **\$2.00**

**7473 Puffing Billy: China Rails/India Rails** GM: *Puffing Billy Team* **12 players** No XP/Simple **Friday 9p-12a** **Ballroom 316** **\$4.00**

**7475 Puffing Billy: Metro** GM: *Puffing Billy Team* **12 players** No XP/Simple **Friday 9p-12a** **Ballroom 314** **\$4.00**

**7476 Puffing Billy: Spike** GM: *Puffing Billy Team* **12 players** No XP/Simple **Friday 9p-12a** **Ballroom 315** **\$4.00**



**7478 Puffing Billy: Ticket to Ride Card Game** GM: *Puffing Billy Team* **12 players** No XP/Simple **Friday 9p-12a Ballroom 317 \$4.00**

**7514 Alien Artifacts:** GM: *TSA Games* **5 players** No XP/Average **Friday 9p-11p Ballroom 209 \$2.00**

**8507 Gizmos: with The Wandering Meeple** GM: *Jim Sheridan* **4 players** No XP/Simple **Friday 9p-10p Ballroom 208** In Gizmos, you build engines to get things done faster. Using the four types of energy marbles in a 3D marble dispenser, you purchase & construct attachments to trigger chain reactions. **\$2.00**

**7316 Betrayal at House on the Hill: Widow's Walk** GM: *Tim Ealy (Oakland County Gamers)* **6 players** No XP/Simple **Friday 10p-12a Ballroom 418** Following the plot of a horror film, players take on the role of one of six characters, each with different traits. The House slowly grows, tile by tile. Eventually, one player will betray the others! **\$2.00**

**8583 Mechs Vs. Minions:** GM: *Bryan Snell* **4 players** No XP/Average **Friday 10p-12a Ballroom 311** Pilot your mech in this cooperative programming/drafting game. Each mission presents a new challenge to the team. Work together to accomplish the goal while your mech goes haywire from the battlefield. **\$2.00**

**8990 Hornochsen:** GM: *Michael Dudash* **6 players** No XP/Simple **Friday 10p-11p Ballroom 423** Play your cards, but if your card would be the sixth in the row, you get the rest of the row! Like 6 nimmt, but has both positive and negative bull cards, making taking a row a potential good option. **\$2.00**

## SATURDAY

**7249 18th Annual Abstracts Tournament** GM: *Clark Rodeffer* **24 players** No XP/Simple **Saturday 9a-1p Ballroom 420-425 \$4.00**

**7254 Spirit Island: Intro** GM: *Eric Kramp* **4 players** No XP/Complex **Saturday 9a-11a Ballroom 304** Spirit Island is a complex, cooperative settler destruction game in which you play one of four spirits, growing in power and attempting to scare or destroy the settlers before they overwhelm you. **\$2.00**

**7280 Splendor:** GM: *Pritpaul Mahal* **4 players** No XP/Average **Saturday 9a-10a Ballroom 215** Splendor is a game of chip-collecting and card development. Use gems to buy gem mines which in turn help you buy more mines. Strategize to attract nobles and acquire the most prestige points. **\$2.00**

**7290 The Pillars of the Earth:** GM: *Nikki Carr* **4 players** No XP/Simple **Saturday 9a-11a Ballroom 308** Based on the bestselling novel by Ken Follett, players take turns using spaces on the board to gather material to gain victory points and watch the cathedral be built before your eyes! **\$2.00**

**7294 Star Trek Ascendancy:** GM: *Kevin Emmons* **4 players** No XP/Average **Saturday 9a-1p Ballroom 310** Boldly go where no one has gone before. In Star Trek: Ascendancy — a board game of exploration, expansion and conflict. Event includes the Borg Assimilation and Ferengi/Cardassian expansions. **\$4.00**

**7332 Downforce:** GM: *Jason Miller* **6 players** No XP/Simple **Saturday 9a-11a Ballroom 313** Downforce is a card-driven bidding, racing & betting game. Players first bid to own the six cars in the race, then play cards from their hand to race around the track. Timing is key to victory. **\$2.00**

**7358 Empires: Age of Discovery** GM: *Tim Hamlin* **6 players** No XP/Simple **Saturday 9a-1p Ballroom 411** This used to be Age of Empires 3, reprinted with some twists. Great Game of exploration and fighting in the New World! **\$4.00**

**7379 San Juan:** GM: *Gary Loyola (Oakland County Gamers)* **4 players** No XP/Simple **Saturday 9a-10a Ballroom 415** A role selection card game that allows players to draw cards or to construct buildings that use cards from their hand, which grant abilities or score points. **\$2.00**

**7463 Puffing Billy: 1830** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 9a-12p Ballroom 317 \$4.00**

**7465 Puffing Billy: Express** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 9a-12p Ballroom 315 \$4.00**

**7468 Puffing Billy: Empire Builder/Eurorails** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 9a-12p Ballroom 316 \$4.00**

**7479 Puffing Billy: Union Pacific** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 9a-12p Ballroom 314 \$4.00**

**7500 Viticulture: with The Wandering Meeple** GM: *Jim Sheridan* **6 players** Some XP/Average **Saturday 9a-11a Ballroom 302** Worker Placement. You are in pre-modern Tuscany, and have inherited a meager vineyard. Some land, a crushpad, and three workers. Allocate your workers, and use visitors to make a successful winery! **\$2.00**



**7515 Rajas of the Ganges:** GM: TSA Games **4 players** No XP/Average **Saturday 9a-12p Ballroom 210** \$4.00

**7516 Century: Eastern Wonders:** GM: TSA Games **4 players** No XP/Simple **Saturday 9a-11a Ballroom 208** \$2.00

**8498 Doctor Who: Time of the Daleks:** GM: Shannon Adams **4 players** No XP/Average **Saturday 9a-12p Ballroom 214** Pick a Doctor and try to thwart the Daleks' master plan of erasing the Doctor from history. Join us on an adventure in space and time with a game that is bigger on the inside... **\$4.00**

**8515 Adrenaline:** GM: Aaron Connell (*We Hate Bards*) **5 players** No XP/Simple **Saturday 9a-11a Conference B 5** Players are characters in a first person shooter. The game plays like an area control game where your health is the area up for control. Points are given to the player who dealt the most damage to a target upon death, not just the kill shot. **\$2.00**

**8550 Terraforming Mars:** GM: Dale Barnes **5 players** No XP/Average **Saturday 9a-1p Ballroom 212** Initiate projects to raise temperature, oxygen level, and ocean coverage until the environment of Mars is habitable. Compete to accomplish the most terraforming, and for best locations on Mars. **\$4.00**

**8644 Pathfinder Adventure Card Game: ACG TBD** GM: Pathfinder Society **6 players** Some XP/Average **Saturday 9a-2p Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**8770 Smash Up** GM: Grant Reamy (*Amorphous Blob*) **5 players** No XP/Simple **Saturday 9a-11a Ballroom 201** Choose two factions, such as Wizards and Robots, and combine them into a unique pair. Each pairing brings different strategies to defeat your opponents! **\$2.00**

**8951 Sub Terra:** GM: Randolph Williams **6 players** No XP/Simple **Saturday 9a-11a Ballroom 311** Sub Terra is a co-op survival horror board game. You and up to five friends are cave explorers who have become trapped deep underground. And worst of all, you don't think you're alone down here... **\$2.00**

**7125 Sentinels of the Multiverse:** GM: Evans Collins **5 players** No XP/Simple **Saturday 10a-1p Ballroom 305** In this cooperative comic book card game, players control a superhero and must work together to defeat the supervillain. In addition, the players must also survive the environment as well! **\$4.00**

**7134 Unpublished Prototype: Gaia-Vora:** GM: Matthew Arnold **4 players** No XP/Simple **Saturday 10a-11a Ballroom 202** Fill a barren planet with verdant biomes, with carnivores, herbivores, and plants. Eat your opponents and don't be eaten. Use a Meteor to deposit stacks of land tiles and be king of the mountain! **\$2.00**

**7136 Blood Rage** GM: Kevin Schnell **5 players** No XP/Average **Saturday 10a-12p Ballroom 205** For a Viking in Blood Rage there are many pathways to glory. You can invade and pillage the land, crush opponents in battles, fulfill quests, or even die gloriously. Minis are painted! **\$2.00**

**7324 Batman the Animated Series: Gotham Under Siege** GM: Tim Ealy (*Oakland County Gamers*) **5 players** No XP/Simple **Saturday 10a-12p Ballroom 416** \$2.00

**7354 Pitchcar:** GM: Thomas Darragh (*Oakland County Gamers*) **10 players** No XP/Simple **Saturday 10a-12p Ballroom 418-419** The family-friendly dexterity racing game. Players use finger-flicks to send small pucks around the track to be the first to cross the finish line. **\$2.00**

**7380 The Quest for El Dorado:** GM: Gary Loyola (*Oakland County Gamers*) **4 players** No XP/Simple **Saturday 10a-11a Ballroom 415** This deck-building game sees jungle adventurers race toward the Lost City of Gold. **\$2.00**

**7434 Family Games:** GM: Stephanie Beal **8 players** No XP/Simple **Saturday 10a-11a Ballroom 417** Come play a plethora of quick, light games. Games include: Dr. Eureka, Click Clack Lumberjack, Animal upon Animal, and more! **\$2.00**

**7517 5 minute dungeon:** GM: TSA Games **5 players** No XP/Simple **Saturday 10a-11a Ballroom 206** \$2.00

**8497 Formula D: Buddh Circuit** GM: Michael Cook **10 players** No XP/Simple **Saturday 10a-1p Ballroom 301** Push your engine to the limit, hug the curves, pass to win! Rules will be taught. Race 2 of 2 for the 2018 U-Con Formula D Racing Champ. Must be present after this race to receive series winner prize. **\$4.00**

**8563 Monster Crunch:** GM: Paula Tuttle **5 players** No XP/Simple **Saturday 10a-11a Ballroom 312** In this fast-paced game of luck and strategy, players collect as many Cereal Cards in their Bowls as they can. Each Monster has special powers to help you crunch the most cereal. **\$2.00**

**8591 Dragon Castle** GM: Curtis Lithgow **4 players** No XP/Average **Saturday 10a-11a Ballroom**

**203** Dragon Castle is a game freely inspired by Mahjong Solitaire. During your turn, you take a pair of identical tiles from the central castle and place them on your own board to build your own castle. **\$2.00**

**8601 Rise of Havok: An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson **6 players** No XP/Simple **Saturday 10a-11a Ballroom 303** 1-6 Players play solo or cooperatively to protect Eden from Havok-- a destructive force released during the earliest days of The Great and Ancient War of Heavens. **\$2.00**

**8611 The Godfather: Corleone's Empire:** GM: Jerome Nowak **5 players** No XP/Average **Saturday 10a-1p Ballroom 412** Confrontational worker placement game. Play as competing mafia families, deploying thugs, your don, your wife and your heir on the board to shake down businesses and engage in area-control turf wars. **\$4.00**

**8619 Brass Birmingham:** GM: Tom Wolan **4 players** No XP/Average **Saturday 10a-1p Ballroom 306** Brass: Birmingham tells the story of competing entrepreneurs during the industrial revolution. Players will develop, build, and establish industries and networks in order to exploit market demands. **\$4.00**

**8632 Ghost Fightin' Treasure Hunters:** GM: Anne Moore **4 players** No XP/Simple **Saturday 10a-12p Ballroom 309** Co-op board game with players trying to retrieve treasures from a haunted house before the ghosts overwhelm them. Different difficulty levels depending on age and experience of the players. **\$2.00**

**8657 Sentinels of the Multiverse - Vengeance/Villains of the Multiverse:** GM: Bjorn Arnesen **5 players** Some XP/Average **Saturday 10a-1p Ballroom 103** Sentinels of the Multiverse - Vengeance introduces Baron Blade's Vengeful five, adding a team vs. team element to SotM. Villains of the Multiverse added a lot more villains to team up. **\$4.00**

**8956 Founding Fathers Fisticuffs:** GM: Dennis Sawyers **8 players** No XP/Simple **Saturday 10a-11a Ballroom 213** Before there was the Electoral College, the Founding Fathers solved things in a different way, with their fists. Game lasts three rounds, winner has the most victories. **\$2.00**

**8976 Open gaming:** GM: Will Niebling **16 players** No XP/Simple **Saturday 10a-12p Ballroom 217-219** **\$0.00**

**7188 Super Kitty Bug Slap:** GM: Walter Schirmacher **5 players** No XP/Simple **Saturday 11a-1p Ballroom 204** Grab the coolest cats you can find for some bug-slappin' action in this speedy card game of swift thinking and quick paws! The coolest kitty with the most cards wins! A SJ Games MIB Event. **\$2.00**

**7243 Lanterns: Lanterns w/ Emperor's Gifts** GM: Meri Orosz **4 players** No XP/Simple **Saturday 11a-1p Ballroom 216** Impress the Emperor with pretty colorful lanterns, while matching patterns to collect honor and favor. Including The Emperor's Gifts expansion. **\$2.00**

**7293 Lords of Waterdeep: Undermountain & Skullport** GM: Bob Mariotti (Contessa) **5 players** Some XP/Average **Saturday 11a-1p Conference A 3** A fantastic worker placement game with lots of paths to victory. Play the game honorably or use lots of corruption to secure a path to victory. Both expansions will be used in this game. **\$2.00**

**7382 Marvel Legendary:** GM: Gary Loyola (Oakland County Gamers) **4 players** No XP/Simple **Saturday 11a-1p Ballroom 415** Players will recruit Marvel's greatest heroes to foil an evil mastermind's plot in this deck building card game. **\$2.00**

**7419 Quiddler: with the Quirks** GM: Judy Quirk **8 players** No XP/Simple **Saturday 11a-12p Ballroom 211** Compete by spelling English words from cards in hands of increasing size. The game combines aspects of Scrabble and gin rummy. **\$2.00**

**7518 Gunkimono:** GM: TSA Games **5 players** No XP/Average **Saturday 11a-1p Ballroom 209** **\$2.00**

**7519 Custom Heroes:** GM: TSA Games **6 players** No XP/Simple **Saturday 11a-1p Ballroom 207** **\$2.00**

**8582 Grand Austria Hotel:** GM: Bryan Snell **4 players** No XP/Average **Saturday 11a-1p Ballroom 414** Dice placement game set in Austria. Hire staff, attend to diners in your cafe, then convince them to stay at the "Grand". The emperor visits 3 times, keep him happy and run the best hotel! **\$2.00**

**8586 Azul:** GM: Paula Tuttle **4 players** No XP/Simple **Saturday 11a-1p Ballroom 312** In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Players score points based on how they've placed their tiles to decorate the palace. **\$2.00**

**8602 Nodes : An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson **4 players** No XP/Simple **Saturday 11a-12p Ballroom**

**303** Nodes is an abstract strategy game for 2-4 Players. Spawn, bump and vaporize your way to victory! **\$2.00**

**8665 Visitor in Blackwood Grove** GM: *Oneal Isaac* **4 players** No XP/Simple **Saturday 11a-12p Ballroom 307** A spacecraft crashes, but no one can get near it. Some objects pass through it, but others are repelled. The Visitor hopes the Kid can figure it out before the agents and help it escape. **\$2.00**

**8691 Star Trek TNG: Klingon Challenge Interactive VCR Board Game:** GM: *William Kolasa* **6 players** No XP/Simple **Saturday 11a-1p Seminar 3** Renegade Klingon Kavok has hijacked the Enterprise from stardock to spark a Klingon-Federation war! You are the skeleton crew on board who have to seize it back from him within 60 minutes! **\$2.00**

**8981 Potion Explosion:** GM: *BJ Hensley* **3 players** No XP/Simple **Saturday 11a-1p Seminar 2** Draw marbles to brew potions and see if you'll ace the final and be head of the class. **\$2.00**

**7278 Codenames:** GM: *Pritpaul Mahal* **8 players** No XP/Simple **Saturday 12p-1p Ballroom 215** In Codenames, two teams compete to see who can contact all of their agents first. Use clues that could point to multiple words on the board to guess your teams words, but not the other teams! **\$2.00**

**7457 Puffing Billy: Ticket to Ride** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 12p-3p Ballroom 315** **\$4.00**

**7481 Puffing Billy: Aussie Rails/Nippon Rails** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 12p-3p Ballroom 316** **\$4.00**

**7493 Puffing Billy: Spike** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 12p-3p Ballroom 317** **\$4.00**

**7495 Puffing Billy: Ticket to Ride Card game** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 12p-3p Ballroom 314** **\$4.00**

**7520 Clank! the Mummy's Curse:** GM: *TSA Games* **4 players** No XP/Simple **Saturday 12p-2p Ballroom 206** **\$2.00**

**8463 Puffing Billy: PotLuck PBT** GM: *Puffing Billy Team* **12 players** No XP/Simple **Saturday 12p-3p Ballroom 313** **\$4.00**

**8508 Paper Tales: with The Wandering Meeple** GM: *Jim Sheridan* **5 players** No XP/Simple **Saturday 12p-1p Ballroom 302** Paper Tales is a simultaneous drafting card game. Draft five units into your

kingdom, if you can pay. Win battles, generate income, and build buildings to earn legend points before your workers die. **\$2.00**

**8608 Caverna: The Cave Farmers:** GM: *Norman Leon (Oakland County Gamers)* **7 players** Some XP/Average **Saturday 12p-5p Ballroom 413** Players are cave dwarves, cultivating the forests for food and livestock, mining the mountains for resources and riches, and growing your family to have the best dwarven home in your neighborhood. **\$6.00**

**8678 Sagrada** GM: *Curtis Lithgow* **4 players** No XP/Average **Saturday 12p-1p Ballroom 311** Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass window masterpiece. **\$2.00**

**8975 Open gaming:** GM: *Will Niebling* **16 players** No XP/Simple **Saturday 12p-2p Ballroom 217-219** **\$0.00**

**7137 Stuffed Fables** GM: *Kevin Schnell* **4 players** No XP/Average **Saturday 1p-3p Ballroom 205** Stuffed Fables is a co-op game in which all of the action takes place in the unique storybook. Players control stuffed animals seeking to save a child from an evil mastermind. Game minis are painted. **\$2.00**

**7287 Modern Art:** GM: *Nikki Carr* **5 players** No XP/Simple **Saturday 1p-2p Ballroom 308** Artists have produced a bunch of paintings, and it's the player's task to be both the buyer and the seller, hopefully making a profit in both roles. The broker with the most cash is the winner. **\$2.00**

**7396 Flamme Rouge: Le tour de Ypsi** GM: *Matthew Quirk* **8 players** No XP/Simple **Saturday 1p-5p Ballroom 211** A flexible, simple, bicycle racing board & card game. Now with cobblestones and narrow lanes from the Peloton expansion! **\$4.00**

**7521 Voyages of Marco Polo: Agents of Venice:** GM: *TSA Games* **5 players** No XP/Average **Saturday 1p-5p Ballroom 210** **\$4.00**

**7522 Space Base:** GM: *TSA Games* **5 players** No XP/Simple **Saturday 1p-3p Ballroom 208** **\$2.00**

**8500 Dominion: Rio Grande Sanctioned Dominion Tournament** GM: *Scott Colcord* **27 players** Some XP/Average **Saturday 1p-9p Clubhouse** Official tournament using custom Kingdoms from all sets. All players receive promo cards; the winner advances to the 2019 World Finals. Sorry, "Play Games All Weekend" ribbons not accepted. **\$12.00**

**8574 CATS a sad but necessary cycle of violent predatory behavior:** GM: Paula Tuttle **5 players** No XP/Simple **Saturday 1p-2p Ballroom 312** This is a crazy secret selection, simultaneous reveal programming game that plays in about 20-30 minutes. You will laugh, plot and scratch your brain! Don't be afraid to play with your food! **\$2.00**

**8603 Crystal Hex: Unpublished game from Eden Forge Games** GM: Ryan Wilson **4 players** No XP/Simple **Saturday 1p-2p Ballroom 303** Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 2-4 Players. **\$2.00**

**8666 Shadows Over Camelot** GM: Oneal Isaac **5 players** No XP/Average **Saturday 1p-3p Ballroom 307** Can the Knights of the Round Table complete their quests to successfully defend Camelot from the forces of evil? Will one of them BE that evil? **\$2.00**

**8676 Eldritch Horror:** GM: Michael Hamann **8 players** No XP/Complex **Saturday 1p-5p Ballroom 411** Cooperate with other players to prevent the world from being consumed by Lovecraftian horror. **\$4.00**

**7235 Imperial:** GM: Mark Brehob **4 players** No XP/Average **Saturday 2p-6p Ballroom 305** Europe in the age of imperialism. International investors try to achieve the greatest influence in Europe. The nation you control change based on investments. Lots of fun! **\$4.00**

**7242 Coup** GM: Meri Orosz **10 players** No XP/Simple **Saturday 2p-4p Ballroom 216** In a future where many live in poverty, many see hope for a brighter future, yet others see a way to power. To take command, you must destroy your rivals as only one can survive. **\$2.00**

**7255 Spirit Island: Intro** GM: Eric Kramp **4 players** No XP/Complex **Saturday 2p-4p Ballroom 304** Spirit Island is a complex, cooperative settler destruction game in which you play one of four spirits, growing in power and attempting to scare or destroy the settlers before they overwhelm you. **\$2.00**

**7257 7 Wonders: For Newbies** GM: Jennie Allan **6 players** No XP/Average **Saturday 2p-4p Ballroom 421** Come learn how to play Seven Wonders, a popular board game. Rules will be taught. **\$2.00**

**7330 Battlestar Galactica:** GM: Vic Lesperance **5 players** No XP/Average **Saturday 2p-7p Ballroom 301** The last surviving human warship leads a rag-tag fleet of survivors to find a new home amongst

the stars. But the Cylon battle fleet is in hot pursuit. Worse, some Cylons are already hidden among us. **\$4.00**

**7355 Freedom: The Underground Railroad:** GM: Thomas Darragh (Oakland County Gamers) **4 players** No XP/Simple **Saturday 2p-4p Ballroom 416** Freedom is a card-driven, cooperative game for one to four players in which the group is working for the abolitionist movement to help bring an end to slavery in the United States. **\$2.00**

**7362 Tigris & Euphrates:** GM: Eric McGlohon **4 players** No XP/Average **Saturday 2p-4p Ballroom 309** T&E is set in the ancient fertile crescent with players building civilizations through tile placement. However, your score at the end of the game is the number of points in your weakest category! **\$2.00**

**7365 Troyes:** GM: Monique Rio **4 players** No XP/Average **Saturday 2p-5p Ballroom 212** In Troyes you are a noble family competing for influence in a medieval city by working with the Three Estates: The Clergy, The Nobility, and the Peasantry. **\$4.00**

**7383 Path of Light and Shadow:** GM: Gary Loyola (Oakland County Gamers) **4 players** No XP/Average **Saturday 2p-4p Ballroom 415** To control The Realms, players enlist supporters, utilize technologies, and align with leaders to claim the land. Players must decide whether to recruit through mercy or cruelly dispatch the unwanted. **\$2.00**

**7432 Speed of Light:** GM: Brian Beal **6 players** No XP/Complex **Saturday 2p-4p Ballroom 417** Speed of Light is a fast-paced upgrade game where you generate energy and spend energy to upgrade your engines while trying not to help your neighbors out too much. This is an unpublished game. **\$2.00**

**7433 Dimension:** GM: Stephanie Beal **4 players** No XP/Simple **Saturday 2p-3p Ballroom 418** Dimension is a fantastic ball stacking puzzle game. **\$2.00**

**7523 Dice Town:** GM: TSA Games **5 players** No XP/Simple **Saturday 2p-4p Ballroom 207** **\$2.00**

**8578 GKR: Heavy Hitters: Giant Killer Robots: Heavy Hitters** GM: Chris Wood **4 players** No XP/Average **Saturday 2p-6p Ballroom 302** You will be piloting a Heavy Hitter, one of the mechs in the battle zone. Fighting head-to-head using your Heavy Hitter, you control your entire team of GKR's, strategizing your way to victory. **\$4.00**

**8584 Trajan - Stefan Feld:** GM: Bryan Snell **4 players** No XP/Complex **Saturday 2p-5p**



**Ballroom 414** Play a game within a game. Meet Rome's demands, collect and ship goods, build the city, expand into surrounding territories, influence the senate. All while playing a puzzle game at the same time! **\$4.00**

**8630 Fallout: The Board Game:** GM: Troy Stansbury **4 players** Some XP/Complex **Saturday 2p-5p Ballroom 215** Survivors begin the game on the edge of an unexplored landscape, uncertain of what awaits them in this unfamiliar world. Based on the hit video game series by Bethesda Softworks. **\$4.00**

**8645 Pathfinder Adventure Card Game: ACG TBD** GM: Pathfinder Society **6 players** Some XP/Average **Saturday 2p-7p Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**7128 7 Wonders w/ Cities Expansion:** GM: Evans Collins **7 players** No XP/Simple **Saturday 3p-5p Ballroom 310** 7 Wonders is a city-building drafting card game in which you are a city with an ancient wonder. Using cards, you develop your city and your wonder. This game includes the Cities expansion. **\$2.00**

**7292 Zombie Dice:** GM: Pritpaul Mahal **10 players** No XP/Simple **Saturday 3p-4p Ballroom 420** You're a zombie. You want braaaains. More brains than any of your zombie pals. The 13 custom dice are your victims. Push your luck to eat their brains, but stop before the shotgun blasts end your turn! **\$2.00**

**7361 Core Worlds:** GM: Rhonda Berg **5 players** No XP/Complex **Saturday 3p-6p Ballroom 311** Core Worlds is a deck-building card game for 2-5 players. The ancient Galactic Realm, ruled from the Core Worlds of the galaxy, is waning. You build a new empire by attacking the fading republic. **\$4.00**

**7474 Puffing Billy: China Rails/Russia Rails** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 3p-6p Ballroom 316** **\$4.00**

**7480 Puffing Billy: Union Pacific** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 3p-6p Ballroom 314** **\$4.00**

**7483 Puffing Billy: 18XX PotLuck** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 3p-6p Ballroom 317** **\$4.00**

**7484 Puffing Billy: Streetcar** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 3p-6p Ballroom 315** **\$4.00**

**7524 Heaven & Ale:** GM: TSA Games **4 players** No XP/Average **Saturday 3p-6p Ballroom 209** **\$4.00**

**7525 Downforce:** GM: TSA Games **6 players** No XP/Simple **Saturday 3p-5p Ballroom 206** **\$2.00**

**8558 A Handful of Stars:** GM: Robert Ahrens **3 players** Some XP/Average **Saturday 3p-6p Ballroom 202** Martin Wallace's sci-fi game of deck-building, area control and economic engine development refines the design previously seen in A Few Acres of Snow, A Study in Emerald, and Mythotopia. **\$4.00**

**8966 Open gaming:** GM: Will Niebling **16 players** No XP/Simple **Saturday 3p-5p Ballroom 217-219** **\$0.00**

**8991 hand and foot:** GM: Paula Tuttle **4 players** No XP/Simple **Saturday 3p-5p Ballroom 312** A card melding game, played with numerous amounts of standard playing card decks. Play your entire hand before getting to play with your foot. Try not to get stuck with costly cards left unplayed! **\$2.00**

**7213 Black Fleet:** GM: Gary Sturgeon **4 players** No XP/Average **Saturday 4p-6p Ballroom 203** A tactical card-driven board game. Command 3 types of ships: merchant, pirate, navy. Earn money to improve ships by buying advancement cards, giving you powerful additional abilities to win the game. **\$2.00**

**7427 Sentinels of the Multiverse** GM: Becky Reamy (Amorphous Blob) **5 players** No XP/Simple **Saturday 4p-6p Ballroom 201** Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player is a hero, fighting against one of many villains in one of many dynamic environments. **\$2.00**

**7526 Dragon Castle:** GM: TSA Games **4 players** No XP/Simple **Saturday 4p-6p Ballroom 208** **\$2.00**

**8667 Smash Up** GM: Oneal Isaac **8 players** No XP/Simple **Saturday 4p-6p Ballroom 415-416** What do pirates, ninjas, robots, zombies, aliens, wizards and more have in common? They're all trying to take over the world! But they can't do it alone--so they're teaming up! Strategy card game. **\$2.00**

**8776 Cosmic Encounter:** GM: Norm Meluch **6 players** No XP/Average **Saturday 4p-6p Ballroom 213** You play an alien race with special powers trying to settle five new worlds before the others. Strategy, alliance building, and brute force will win. **22**



Shared wins are possible. 1978 version by Eon.  
\$2.00

**7527 Rising 5: Runes of Asteros:** GM: TSA Games **5 players** No XP/Simple **Saturday 5p-6p Ballroom 207** \$2.00

**7451 Puffing Billy: PotLuck PBT** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 6p-9p Ballroom 423** \$4.00

**7460 Puffing Billy: British Rails/India Rails** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 6p-9p Ballroom 315** \$4.00

**7471 Puffing Billy: Silvertown** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 6p-9p Ballroom 316** \$4.00

**7477 Puffing Billy: Spike** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 6p-9p Ballroom 314** \$4.00

**7485 Puffing Billy: 18XX Finals** GM: Puffing Billy Team **0 players** No XP/Simple **Saturday 6p-9p Ballroom 317** \$0.00

**8604 Rise of Havok: An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson **6 players** No XP/Simple **Saturday 6p-7p Ballroom 303** 1-6 Players play solo or cooperatively to protect Eden from Havok-- a destructive force released during the earliest days of The Great and Ancient War of Heavens. \$2.00

**8609 Citadels:** GM: Norman Leon (Oakland County Gamers) **8 players** Some XP/Average **Saturday 6p-9p Ballroom 413** Drafting racing card game to build eight districts first as players select characters to gain coins, build/steal/destroy districts, and impede players to have the most prosperous city in the land. \$4.00

**8971 Open gaming:** GM: Will Niebling **16 players** No XP/Simple **Saturday 6p-8p Ballroom 217-219** \$0.00

**7322 Eldritch Horror:** GM: Tim Ealy (Oakland County Gamers) **4 players** No XP/Simple **Saturday 7p-10p Ballroom 418-419** Players are globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One. Each turn can bring finding items and clues, but failing means injury, trauma, or worse. \$4.00

**7328 Battlestar Galactica: Daybreak** GM: Vic Lesperance **5 players** No XP/Average **Saturday 7p-12a Ballroom 301** The last surviving human warship leads a rag-tag fleet of survivors to find a new home amongst the stars. But the Cylon battle fleet is in

hot pursuit. Worse, some Cylons are already hidden among us. \$4.00

**7386 Werewords/Spyfall :** GM: Gary Loyola (Oakland County Gamers) **8 players** No XP/Simple **Saturday 7p-8p Ballroom 415** A pair of short, question-based, hidden role games where hidden information is known to a few, but some may try to mislead the group away from its identification. \$2.00

**7528 Roll Player: Monsters and Minions:** GM: TSA Games **5 players** No XP/Average **Saturday 7p-11p Ballroom 210** \$4.00

**8547 Doctor Who: Time of the Daleks:** GM: Shannon Adams **4 players** No XP/Average **Saturday 7p-10p Ballroom 214** Pick a Doctor and try to thwart the Daleks' master plan of erasing the Doctor from history. Join us on an adventure in space and time with a game that is bigger on the inside... \$4.00

**8605 Nodes : An Unpublished table top game from Eden Forge Games** GM: Ryan Wilson **4 players** No XP/Simple **Saturday 7p-8p Ballroom 303** Nodes is an abstract strategy game for 2-4 Players. Spawn, bump and vaporize your way to victory! \$2.00

**8670 Lords of Hellas** GM: Kevin Schnell **4 players** No XP/Average **Saturday 7p-9p Ballroom 305** Lords of Hellas is a fast-paced territory control game with adventure elements. The game is set in the mysterious Dark Age of Greece. Control your hero and army to defeat your enemies in various ways. \$2.00

**8679 Everdell** GM: Curtis Lithgow **4 players** No XP/Average **Saturday 7p-9p Ballroom 421** Everdell is a game of dynamic tableau building and worker placement set in a fantasy world of anthropomorphic postal pigeons, architect beavers, mice royalty and more! \$2.00

**8693 Photosynthesis:** GM: Nikki Carr **4 players** No XP/Simple **Saturday 7p-8p Ballroom 308** The forest needs replanting, and you're trying to grow trees to harvest light points to win. \$2.00

**8888 6 Nimmt!: 6 Nimmt! Huge Game** GM: Eric McGlohon **10 players** No XP/Simple **Saturday 7p-8p Ballroom 409** This is the #1 card game in Germany. A simple game with simple rules, but the skilled players always seem to have the best scores! Best played with the maximum number of players! Bring your friends! \$2.00

**8941 Overworld:** GM: Matthew Arnold **4 players** No XP/Simple **Saturday 7p-8p Ballroom 216**

Discover dungeon doors by creating a pixel-art map. Lay L-shaped tiles and claim them with your ships and your rideable flightless birds. Doors are placed into the spaces where no tile could ever fit. **\$2.00**

**8992 Euchre:** GM: Paula Tuttle **8 players** No XP/Simple **Saturday 7p-8p Ballroom 311-312** A classic trick-taking game featuring a small deck of playing cards. Partners attempt to call a trump suit, but if they can't get the majority of cards, the opponents get more points! **\$2.00**

**7109 Pretending to Grownup:** GM: Bjorn Arnesen **4 players** No XP/Simple **Saturday 8p-10p Ballroom 410** Feeling like you're just pretending to adult? Of course you do! Prove you're the best faker by using resources of Time, Money, and Energy. Or use the Unipegasaurus to prove you're the most grownup. **\$2.00**

**7130 Sentinels of the Multiverse:** GM: Evans Collins **5 players** No XP/Simple **Saturday 8p-11p Ballroom 103** In this cooperative comic book card game, players control a superhero and must work together to defeat the supervillain. In addition, the players must also survive the environment as well! **\$4.00**

**7144 Terraforming Mars: TFM w Everything** GM: Joseph Orosz (Oakland County Gamers) **4 players** Some XP/Average **Saturday 8p-12a Ballroom 414** Terraforming Mars all tricked out, using all promos and expansions. Will play on either the Hellas or Elysium boards, with Venus: Next, Prelude, and Colonies (if it's out in time). Exp players only. **\$4.00**

**7317 Concordia: Salsa Expansion** GM: Nick Huston (Oakland County Gamers) **5 players** No XP/Simple **Saturday 8p-11p Ballroom 416** Players are traders in the Mediterranean, expanding their reach over land and sea. Buy & sell resources to gain actions, expand into cities to get resources, and score victory points. Includes Salsa expansion. **\$4.00**

**7336 The Gallerist: Talent on Display** GM: Stewart Tame **3 players** No XP/Complex **Saturday 8p-12a Ballroom 207** Buy/sell art, discover artists, promote careers, attract visitors. Best game about running a gallery ever. Impressive bits! You'll wonder what this is when you see it in the ballroom. Join the fun! **\$4.00**

**7359 Dune:** GM: Eric McGlohon **6 players** No XP/Average **Saturday 8p-12a Ballroom 306** Set thousands of years in the future, Dune the boardgame is based on the Frank Herbert novels about an arid planet at the heart of the human space empire's political machinations. **\$4.00**

**7384 Leaders Of Euphoria:** GM: Gary Loyola (Oakland County Gamers) **7 players** No XP/Simple **Saturday 8p-9p Ballroom 415** A hidden role game where the goal is to eliminate the opposing team's leader through deduction. But if a player is banished and is not a leader, their goal is to eliminate either team's leader. **\$2.00**

**7428 Robo Rally** GM: Becky Reamy (Amorphous Blob) **6 players** No XP/Simple **Saturday 8p-10p Ballroom 201** In Robo Rally, players move their robots through the course by speeding through corridors and dodging traps to reach each checkpoint first. Only the strongest robots survive! **\$2.00**

**7429 Legendary Encounters: Firefly** GM: Blair Reamy (Amorphous Blob) **5 players** No XP/Average **Saturday 8p-10p Ballroom 202** Players take on the roles of characters from the series and work together to complete objectives for episodes from the Firefly TV show. **\$2.00**

**7529 Champions of Midgard: Valhalla & Dark Mountains:** GM: TSA Games **5 players** No XP/Average **Saturday 8p-12a Ballroom 209** **\$4.00**

**8512 Vikings Gone Wild: with The Wandering Meeple** GM: Jim Sheridan **4 players** No XP/Simple **Saturday 8p-10p Ballroom 302** Vikings gone Wild is a deck-building resource management game. Each turn you can buy a building, units, or special cards to improve resource production, attack ability, or defense. **\$2.00**

**8518 Mansions of Madness (2nd Edition):** GM: Aaron Connell (We Hate Bards) **5 players** No XP/Simple **Saturday 8p-12a Ballroom 312** The Cthulhu board game where you play against the game. You and your friends attempt to find out what is happening in each adventure and attempt to solve the problem before you go completely insane and/or dead. **\$4.00**

**8573 Wiz-war (8th edition):** GM: Gary Sturgeon **5 players** No XP/Average **Saturday 8p-10p Ballroom 307** Wizards battle for supremacy in a labyrinth. Steal your opponent's treasures or just kill them. A second game may be played with expansion spells if there is time. **\$2.00**

**8579 Macao:** GM: Bryan Snell **4 players** No XP/Average **Saturday 8p-10p Ballroom 309** Over 12 rounds the players earn prestige points by bringing trade goods to Europe, taking possession of quarters in the city, building useful buildings, and filling respected offices and positions. By Stefan Feld. **\$2.00**

**8606 Crystal Hex: Unpublished game from Eden Forge Games** GM: Ryan Wilson **4 players** No XP/Simple **Saturday 8p-9p Ballroom 303** Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 2-4 Players. **\$2.00**

**8615 Eldritch Horror:** GM: Michael Hamann **8 players** No XP/Complex **Saturday 8p-12a Ballroom 411** Cooperate with other players to prevent the world from being consumed by Lovecraftian horror. **\$4.00**

**8631 Tides of Infamy:** GM: Troy Stansbury **6 players** Some XP/Average **Saturday 8p-10p Ballroom 212** For 2 to 4 players, the object of the game is to obtain Marks of Infamy. The first player to collect 20 (2 players), 17 (3 players), 15 (4 players) or 25 (4-player team play) Marks wins. **\$2.00**

**8646 Pathfinder Adventure Card Game: ACG** TBD GM: Pathfinder Society **6 players** Some XP/Average **Saturday 8p-1a Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**8674 Disney Villainous:** GM: Nikki Carr **4 players** No XP/Average **Saturday 8p-10p Ballroom 308** Disney Villainous is a light strategy game for up to 6 players featuring favorite Disney villains. **\$2.00**

**8697 Flashpoint: Fire Rescue: Airport 2018** GM: Scott Rutter **6 players** Some XP/Average **Saturday 8p-10p Ballroom 310** Rescue the victims of an airplane fire before the plane explodes in this fast-paced co-op. **\$2.00**

**8973 Open gaming:** GM: Will Niebling **16 players** No XP/Simple **Saturday 8p-10p Ballroom 217-219** **\$0.00**

**7279 Small World:** GM: Pritpaul Mahal **5 players** No XP/Average **Saturday 9p-11p Ballroom 420** Like conquer the map games? Tired of the lack of replayability? Try this game with many different combinations of races and skills, making each playing experience unique. **\$2.00**

**7387 Deception: Murder in Hong Kong:** GM: Gary Loyola (Oakland County Gamers) **10 players** No XP/Simple **Saturday 9p-10p Ballroom 415** Investigators are trying to solve a murder, but one them is actually the killer. Working from clues from the forensic scientist, players will determine who the killer is. **\$2.00**

**7458 Puffing Billy: Ticket to Ride** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 9p-12a Ballroom 315** **\$4.00**

**7466 Puffing Billy: Express** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 9p-12a Ballroom 317** **\$4.00**

**7469 Puffing Billy: Empire Builder/Eurorails** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 9p-12a Ballroom 423** **\$4.00**

**7482 Puffing Billy: Aussie Rails/China Rails** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 9p-12a Ballroom 316** **\$4.00**

**7486 Puffing Billy: On the Underground** GM: Puffing Billy Team **12 players** No XP/Simple **Saturday 9p-12a Ballroom 314** **\$4.00**

**8577 Rising Sun** GM: Chris Wood **5 players** No XP/Average **Saturday 9p-1a Ballroom 412** Tackle negotiations, alliances, and war. Capture hostages and commit seppuku. The game features an honor track, which rises and falls based on your actions. Rules taught. **\$4.00**

**8610 Love Letter Premium:** GM: Norman Leon (Oakland County Gamers) **8 players** Some XP/Average **Saturday 9p-11p Ballroom 413** Play the eligible bachelor/suitor seeking to woo Princess Annette of Tempest. You must rely on others in the castle to take your romantic letters to her. Will yours reach her first after three rounds? **\$2.00**

**8677 Dragon Castle** GM: Curtis Lithgow **4 players** No XP/Average **Saturday 9p-10p Ballroom 311** Dragon Castle is a game freely inspired by Mahjong Solitaire. During your turn, you take a pair of identical tiles from the central castle and place them on your own board to build your own castle. **\$2.00**

**7388 Secret Hitler:** GM: Gary Loyola (Oakland County Gamers) **10 players** No XP/Simple **Saturday 10p-11p Ballroom 418-419** Liberals vs Fascists in a game of betrayal, hidden identity, and politicking set in 1930s Germany. **\$2.00**

**8784 Whitehall Mystery:** GM: Norm Meluch **4 players** No XP/Simple **Saturday 10p-12a Ballroom 213** London c 1888. The time of Jack the Ripper. Be the killer and outwit those cops! Be the investigator and capture the murderer! Find out who is right, and who is dead. Solve the Whitehall mystery! **\$2.00**

**8899 Destination Neptune: 2nd Edition** GM: James H Richards **4 players** No XP/Simple **Saturday 10p-12a Ballroom 313** Construction the infrastructure of Solar System commercial development. Build research stations, bases and finally colonies and factories. Placement on the board is reflective of 7 basic cards. **\$2.00**

**8989 Century: Golem Edition:** GM: Michael Dudash **5 players** No XP/Simple **Saturday 10p-11p Ballroom 424** This version of Century features golem artwork and colored gems as you buy cards, get gems and try to fulfill golem requests to win! **\$2.00**

**7389 Claus vs Claws: Trouble in Toyland:** GM: Gary Loyola (Oakland County Gamers) **10 players** No XP/Simple **Saturday 11p-12a Ballroom 418-419** In this prototype hidden role game, players will be either on Team Santa Claus or side with Krampus. Through special powers and identity discovery, players must deduce who is on their team. **\$2.00**

**8571 Betrayal at House on the Hill:** GM: Samantha Orosz **11 players** No XP/Average **Saturday 11p-1a Ballroom 309** Explore the creepy old mansion, that sounds like a fun time (especially for your evil friend)! Will you defeat the monsters that dwell within and your betrayer or will you never be heard from again? **\$2.00**

**7274 Stoner Fluxx:** GM: Pritpaul Mahal **6 players** No XP/Simple **Saturday 12a-1a Ballroom 420** It's Fluxx, the card game with the ever-changing rules... on weed. For adults. In Fluxx, the cards played determine the rules of the game: how to draw cards, how to play cards, and even how to win. **\$2.00**

## SUNDAY

**7173 DC Comics Deck-Building Game : Crisis Mode** GM: Michael Whiteman (Amorphous Blob) **4 players** Some XP/Average **Sunday 9a-11a Ballroom 201** A cooperative deck building game where the players attempt to prevent the end of the Earth. **\$2.00**

**7275 Apples to Apples:** GM: Pritpaul Mahal **10 players** No XP/Simple **Sunday 9a-10a Ballroom 420-421** Play the "red apple" (noun) card from your hand to "best" match the round's communal "green apple" (adjective) card -- as chosen by that round's judge. We'll play for fun -- drop in or out any time! **\$2.00**

**7296 Firefly Adventures:Brigands and Browncoats:** GM: Kevin Emmons **5 players** No XP/Average **Sunday 9a-1p Ballroom 310** Firefly: Adventures is a cooperative, mission based, skirmish-level miniatures game where the players use the different skills and abilities of Malcolm, Zoë, Jayne, Kaylee and Wash to succeed. **\$4.00**

**7306 Tokaido w/ expansions:** GM: Nick Huston (Oakland County Gamers) **5 players** No XP/Simple **Sunday 9a-11a Ballroom 419** You are a

traveler along the East Sea Road in Japan. You will meet people, eat meals, collect items, discover panoramas, and visit temples and hot springs. Have most interesting journey to win. **\$2.00**

**7325 London Dread:** GM: Tim Ealy (Oakland County Gamers) **4 players** No XP/Simple **Sunday 9a-11a Ballroom 418** Players are London investigators attempting to solve a mystery in this cooperative, real-time game. Each character helps to resolve searches. Unresolved searches means the final encounter is more difficult. **\$2.00**

**7335 Tales of the Arabian Nights: Sheherezade Redux** GM: Stewart Tame **5 players** No XP/Average **Sunday 9a-12p Ballroom 205** Become a legend in this storytelling game of Arabian lore. Travel, complete quests, endure hardships, seek your fortune. Game play driven by the Book of Tales, so encounters rarely turn out the same. **\$4.00**

**7392 Hardback:** GM: Gary Loyola (Oakland County Gamers) **5 players** No XP/Simple **Sunday 9a-11a Ballroom 415** A "deck-building" game where letters on cards form words to augment a player's deck to form better words, ultimately leading to victory points. **\$2.00**

**7487 Puffing Billy: Eurorails Finals** GM: Puffing Billy Team **0 players** No XP/Simple **Sunday 9a-12p Ballroom 316** **\$0.00**

**7488 Puffing Billy: International Rails Finals** GM: Puffing Billy Team **0 players** No XP/Simple **Sunday 9a-12p Ballroom 314** **\$0.00**

**7489 Puffing Billy: Ticket to Ride** GM: Puffing Billy Team **12 players** No XP/Simple **Sunday 9a-12p Ballroom 315** **\$4.00**

**7490 Puffing Billy: 18XX PotLuck** GM: Puffing Billy Team **12 players** No XP/Simple **Sunday 9a-12p Ballroom 317** **\$4.00**

**7530 Inis:** GM: TSA Games **4 players** No XP/Average **Sunday 9a-12p Ballroom 210** **\$4.00**

**8317 Alchemists:** GM: Aaron Connell (We Hate Bards) **3 players** No XP/Simple **Sunday 9a-12p Conference B 5** A game about publishing results and theories about alchemical compounds. A fairly heavy worker placement game with an added side of deduction as you attempt to find out what each ingredient does in regards to potion making. This game uses an app. **\$4.00**

**8352 Robinson Crusoe: Adventures on the Cursed Island:** GM: Dale Barnes **5 players** No XP/Average **Sunday 9a-1p Ballroom 212** In this cooperative game, players take the parts of 26



shipwreck survivors faced with the challenges of building a shelter, finding food, fighting wild beasts, and creating the tools for survival. **\$4.00**

**8616 Pandemic: Reign of Cthulhu:** *GM: Michael Hamann* **4 players** *No XP/Average* **Sunday 9a-11a Ballroom 304** Infectious cooperative puzzle/game of Lovecraftian horror with many ways to lose. **\$2.00**

**8647 Pathfinder Adventure Card Game: ACG TBD** *GM: Pathfinder Society* **6 players** *Some XP/Average* **Sunday 9a-2p Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**8785 T.I.M.E Stories: The Marcy Case** *GM: Randolph Williams* **4 players** *No XP/Simple* **Sunday 9a-1p Ballroom 308** N.T. 1992. A mysterious epidemic strikes a peaceful American city. Save young Marcy. Save the future. Enjoy this acclaimed "decksploration" co-op. Some mature themes and content. No spoilers from me! **\$4.00**

**8898 Quartermaster General: Quartermaster General 1914** *GM: James H Richards* **5 players** *No XP/Average* **Sunday 9a-12p Ballroom 414** The trenches of W.W. I can sound so boring, until a player realizes all the decisions and actions all over the world to get their objective achieved by card play. **\$4.00**

**8908 Root** *GM: Sammit Sabharwal* **6 players** *No XP/Average* **Sunday 9a-11a Ballroom 306** A game of Woodland Might and Right. Like Risk mixed with woodland animals. Each army has it's own goals and ways to win. **\$2.00**

**8921 Paper Tales** *GM: Edward Kabara* **4 players** *No XP/Simple* **Sunday 9a-11a Ballroom 215** Paper Tales is a simultaneous card drafting game. Players draft units that they recruit into their kingdom. Units determine combat, generate income, construct buildings, and earn legend points. **\$2.00**

**8985 Ultimate Werewolf:** *GM: David Hulet (ConTessa)* **30 players** *No XP/Complex* **Sunday 9a-12p Auditorium 1** We've all heard the stories: a giant furry beast roaming the hills. A mother bent on revenge. A mischievous taunting elf-like creature. But that's all they are, legends...right? **\$4.00**

**7145 Founders of Gloomhaven:** *GM: Joseph Orosz (Oakland County Gamers)* **4 players** *No XP/Average* **Sunday 10a-1p Ballroom 416** A competitive city building game. Not an expansion to Gloomhaven, but a stand-alone game featuring a unique mix of tile placement, action selection, hand management, worker placement, and blind bids. **\$4.00**

**7202 Sentinels of the Multiverse - OblivAeon: It's the end of the multiverse as we know it** *GM: Bjorn Arnesen* **5 players** *Lots XP/Complex* **Sunday 10a-4p Ballroom 410** All of reality is being threatened. Do you have what it takes to save all realities? The multiverse ends here one way or another. Will you prove yourself a Sentinel or will existence be destroyed? **\$6.00**

**7285 Apples to Apples:** *GM: Pritpaul Mahal* **10 players** *No XP/Simple* **Sunday 10a-11a Ballroom 420-421** Play the "red apple" (noun) card from your hand to "best" match the round's communal "green apple" (adjective) card -- as chosen by that round's judge. We'll play for fun -- drop in or out any time! **\$2.00**

**7333 Concordia: Salsa:** *GM: Jason Miller* **4 players** *No XP/Average* **Sunday 10a-1p Ballroom 318** Another trading in the Mediterranean game? Yep, but this is one of the best. Drafting + Area Control makes for a delightful twist on a well-worn theme. **\$4.00**

**7497 Thunderstone Quest: with The Wandering Meeple** *GM: Jim Sheridan* **4 players** *No XP/Average* **Sunday 10a-12p Ballroom 302** Thunderstone is a fantasy deck-building game of dungeon exploration. Each player starts with a basic deck of cards that they can use to purchase, or upgrade to, other, more powerful cards. **\$2.00**

**7531 Flamme Rouge: Pelaton:** *GM: TSA Games* **6 players** *No XP/Simple* **Sunday 10a-12p Ballroom 208** **\$2.00**

**8575 Psychological Warfare:** *GM: Paula Tuttle* **4 players** *No XP/Simple* **Sunday 10a-11a Ballroom 312** Psychological Warfare employs a unique mechanic where your increasing emotional baggage begins to restrict your choices. At the same time, balance your mental energy and play your cards wisely. **\$2.00**

**8664 Western Legends** *GM: Kevin Schnell* **6 players** *No XP/Average* **Sunday 10a-12p Ballroom 307** Western Legends is an open-world sandbox tabletop game set in the American Wild West where players assume the roles of historical figures of the era, earning their legendary status in various ways. **\$2.00**

**8889 Camel Up!** *GM: Eric McGlohon* **8 players** *No XP/Simple* **Sunday 10a-11a Ballroom 303** Can be played by all ages, and best with a large group! In Camel Up, up to 8 players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. **\$2.00**



**8934 Kickstarters: 1 Hour Games** GM: Keith Lewis  
**6 players** No XP/Simple **Sunday 10a-1p** **Ballroom 311** KICKSTARTERS!! Ever want to play one? Here's your opportunity to play some new and old Kickstarters. All games should be able to be taught and played in an hour so more than one game will be played. **\$4.00**

**8974 Open gaming:** GM: Will Niebling 16 players  
No XP/Simple **Sunday 10a-12p** **Ballroom 217-219** \$0.00

**7129 7 Wonders w/ Cities Expansion:** GM: Evans Collins **7 players** No XP/Simple **Sunday 11a-1p** **Ballroom 103** 7 Wonders is a city-building drafting card game in which you are a city with an ancient wonder. Using cards, you develop your city and your wonder. This game includes the Cities expansion. **\$2.00**

**7216 Wiz-war (8th edition):** GM: Gary Sturgeon **5 players** No XP/Average **Sunday 11a-1p** **Ballroom 305** Wizards battle for supremacy in a labyrinth. Steal your opponent's treasures or just kill them. A second game may be played with expansion spells if there is time. **\$2.00**

**7284 Apples to Apples:** GM: Pritpaul Mahal **10 players** No XP/Simple **Sunday 11a-12p** **Ballroom 420-421** Play the "red apple" (noun) card from your hand to "best" match the round's communal "green apple" (adjective) card -- as chosen by that round's judge. We'll play for fun -- drop in or out any time! **\$2.00**

**7307 Transatlantic :** GM: Nick Huston (Oakland County Gamers) **4 players** No XP/Simple **Sunday 11a-1p** **Ballroom 419** Players lead shipping companies, which transport freight, mail, and passengers. Goal is to manage your merchant fleet most efficiently. It's a strategy game with low luck and tough decisions. **\$2.00**

**7326 No Honor Among Thieves:** GM: Tim Ealy (Oakland County Gamers) **4 players** No XP/Simple **Sunday 11a-1p** **Ballroom 418** Players are leaders of a thieves' guild, recruiting shady characters to complete heists for riches. Other players have characters that can help you, for a price. However, allies can betray you... **\$2.00**

**7390 Roll Player:** GM: Gary Loyola (Oakland County Gamers) **5 players** No XP/Simple **Sunday 11a-1p** **Ballroom 415** This dice drafting game sees players create an adventuring hero. From purchasing armor and weapons, honing skills, or adhering to their backstory and alignment, the most reputable character will triumph. **\$2.00**

**7532 Paper Tales:** GM: TSA Games **7 players** No XP/Average **Sunday 11a-1p** **Ballroom 209** \$2.00

**7533 Space Base:** GM: TSA Games **5 players** No XP/Simple **Sunday 11a-1p** **Ballroom 207** \$2.00

**8668 Mysterium** GM: Oneal Isaac **5 players** No XP/Average **Sunday 11a-1p** **Ballroom 202** In the 1920s, mediums gather for an extraordinary séance. They have a limited time to contact the ghost to investigate and unlock an old mystery. Cooperative deduction game. **\$2.00**

**8692 Star Trek TNG: Klingon Challenge Interactive VCR Board Game:** GM: William Kolasa **6 players** No XP/Simple **Sunday 11a-1p** **Seminar 3** Renegade Klingon Kavok has hijacked the Enterprise from stardock to spark a Klingon-Federation war! You are the skeleton crew on board who have to seize it back from him within 60 minutes! **\$2.00**

**8694 XCOM: The Board Game:** GM: Scott Rutter **4 players** Some XP/Average **Sunday 11a-3p** **Ballroom 214** CO-OP Board game based on the popular computer game series. Do you have what it takes to defend the earth from the alien threat? **\$4.00**

**8952 Founding Fathers Fisticuffs:** GM: Dennis Sawyers **8 players** No XP/Simple **Sunday 11a-12p** **Ballroom 213** Before there was the Electoral College, the Founding Fathers solved things in a different way, with their fists. Game lasts three rounds, winner has the most victories. **\$2.00**

**8995 Choose Your Own Adventure:** GM: BJ Hensley **10 players** No XP/Simple **Sunday 11a-1p** **Seminar 2** **\$2.00**

**7491 Puffing Billy: Express Finals** GM: Puffing Billy Team **0 players** No XP/Simple **Sunday 12p-3p** **Ballroom 314** **\$0.00**

**7492 Puffing Billy: Ticket to Ride Finals** GM: Puffing Billy Team **0 players** No XP/Simple **Sunday 12p-3p** **Ballroom 315** **\$0.00**

**7494 Puffing Billy: Spike** GM: Puffing Billy Team **12 players** No XP/Simple **Sunday 12p-3p** **Ballroom 316** **\$4.00**

**7534 Century: Sand to Sea:** GM: TSA Games **4 players** No XP/Simple **Sunday 12p-2p** **Ballroom 206** **\$2.00**

**8909 Vast: The Crystal Caverns** GM: Sammit Sabharwal **7 players** No XP/Average **Sunday 12p-2p** **Ballroom 306** Each player has a unique role, 28

play style, and winning condition, with the other players trying to thwart one another. Play as a hero, monsters, or even as the cave itself! **\$2.00**

**8923 Istanbul** GM: *Edward Kabara* **3 players** No XP/Simple **Sunday 12p-2p** **Ballroom 215** You are a merchant and four assistants through the the bazaar. You can carry out a specific action, but to carry out an action, your merchant needs the help of an assistant that you leave behind. **\$2.00**

**7135 Unpublished Prototype: Alloy** GM: *Matthew Arnold* **4 players** No XP/Average **Sunday 1p-3p** **Ballroom 216** Collect a deck of ore cards with positive and negative numbers on them. Play them to add up to one of the numbers printed on the board, so that you can place workers to mine the cards buried there. **\$2.00**

**7327 Hunt for the Ring** GM: *Tim Ealy (Oakland County Gamers)* **4 players** No XP/Simple **Sunday 1p-4p** **Ballroom 418** One player is Frodo and his companions, while up to four other players represent the Nazgûl hunting them down. Frodo moves secretly while the Nazgûl search for him before he makes to Rivendell. **\$4.00**

**7329 Battlestar Galactica: Pegasus** GM: *Vic Lesperance* **4 players** No XP/Average **Sunday 1p-6p** **Ballroom 301** The last surviving human warship leads a rag-tag fleet of survivors to find a new home amongst the stars. But the Cylon battle fleet is in hot pursuit. Worse, some Cylons are already hidden among us. **\$4.00**

**7391 Ristorante Italia** GM: *Gary Loyola (Oakland County Gamers)* **5 players** No XP/Average **Sunday 1p-3p** **Ballroom 415** Manage your restaurant by creating menus, setting up dining room tables, and improving the chef's ability to make better dishes that will attract VIPs and win the end-of-game cooking contest. **\$2.00**

**7535 Clans of Caledonia** GM: *TSA Games* **4 players** No XP/Average **Sunday 1p-5p** **Ballroom 210** **\$4.00**

**7536 Majesty: For the Realm** GM: *TSA Games* **4 players** No XP/Simple **Sunday 1p-3p** **Ballroom 208** **\$2.00**

**8510 Karuba: The Card Game: with The Wandering Meeple** GM: *Jim Sheridan* **6 players** No XP/Simple **Sunday 1p-2p** **Ballroom 302** Guide your adventurers skillfully through the jungle! All players choose to cards to play, lowest sum loses one. Use your cards to make a path to treasure, and safely to the temple. **\$2.00**

**8576 AFFLICTION: Salem 1692** GM: *Paula Tuttle* **4 players** No XP/Average **Sunday 1p-3p** **Ballroom 204** Focused on the events surrounding Salem, Massachusetts in 1692. You will play a faction within the town or village of Salem, using influence to bring colonists into your circle. **\$2.00**

**8621 Firefly: the Game - UNCANCELLED** GM: *Robert Christensen* **3 players** Some XP/Average **Sunday 1p-6p** **Ballroom 412** Firefly the Game with Blitz and Browncoat at start to allow players to make purchases at start and Where the Wind Takes Us victory conditions, so first person to get 3 goals wins (or the most in the time given.) **\$6.00**

**7126 Sentinels of the Multiverse** GM: *Evans Collins* **5 players** No XP/Simple **Sunday 2p-5p** **Ballroom 307** In this cooperative comic book card game, players control a superhero and must work together to defeat the supervillain. In addition, the players must also survive the environment as well! **\$4.00**

**7244 Champions of Hara** GM: *Travis Stein* **4 players** No XP/Simple **Sunday 2p-5p** **Ballroom 409** A tactical tabletop adventure set in a unique funk-fantasy world. Features both cooperative and versus gameplay. **\$4.00**

**7268 Wizard** GM: *Cheryl Orosz* **12 players** No XP/Simple **Sunday 2p-4p** **Ballroom 312-313** US Game Systems' Wizard is a trick-taking game based on Oh Hell. Assess your hand and your opponents to bid wisely. Play carefully to make your bid exactly, no more no less. **\$2.00**

**7308 Pulsar 2849** GM: *Nick Huston (Oakland County Gamers)* **4 players** No XP/Simple **Sunday 2p-4p** **Ballroom 419** Explore space, claim pulsars, and discover technologies that will help build energy-distribution infrastructure on a cosmic scale. A shared dice pool is used to purchase actions. Many paths to victory. **\$2.00**

**7372 Tekumel: The Board Game** GM: *Krista Donnelly* **4 players** No XP/Average **Sunday 2p-6p** **Seminar 5** A homebrew adventure board game set on Tekumel. Run missions for your clan, temple, or the Empire to earn lán and be the most honored of all. **\$4.00**

**7537 Clank! In! Space! Apocalypse** GM: *TSA Games* **4 players** No XP/Simple **Sunday 2p-4p** **Ballroom 207** **\$2.00**

**8553 Castles of Mad King Ludwig** GM: *Dale Barnes* **4 players** No XP/Average **Sunday 2p-5p** **Ballroom 212** Build an extravagant castle for King Ludwig II of Bavaria. Only a handful of rooms

available each round, varying in size, shape, and function-- which one best fits your growing castle layout? **\$4.00**

**8557 Inis:** GM: Robert Ahrens **4 players** No XP/Simple **Sunday 2p-4p Ballroom 203** Inis is a game of Celtic history players win by being elected King. Card drafting, area control and politicking play a part as you pursue three different victory conditions in this fun, smart romp. **\$2.00**

**8648 Pathfinder Adventure Card Game: ACG TBD** GM: Pathfinder Society **6 players** Some XP/Average **Sunday 2p-7p Elizabeth Ann** Pathfinder Society Adventure Card Guild Tier: TBD **\$4.00**

**8922 Orleans** GM: Edward Kabara **3 players** No XP/Simple **Sunday 2p-5p Ballroom 215** During the medieval goings-on around Orléans, you must assemble a following of farmers, merchants, knights, monks, etc. to gain supremacy through trade, construction, and science in medieval France. **\$4.00**

**8972 Open gaming:** GM: Will Niebling **16 players** No XP/Simple **Sunday 2p-4p Ballroom 217-219** \$0.00

**8986 Ultimate Werewolf:** GM: David Hulet (ConTessa) **30 players** No XP/Complex **Sunday 2p-5p Auditorium 1** Including cards specifically designed for LGBTQ+ players and my own custom cards, this session will also draw from the full range of my Werewolf expansions. No role is off limits. **\$4.00**

**8994 Dragonwood:** GM: BJ Hensley **3 players** No XP/Simple **Sunday 2p-4p Ballroom 303** \$2.00

**7176 London (Second Edition):** GM: William Frisk **4 players** No XP/Average **Sunday 3p-5p Ballroom 308** In this tableau game, players will play and activate buildings, being sure to keep their finances in check. Too much debt or too many buildings at once will send that player's citizens into poverty. **\$2.00**

**7277 Wits and Wagers:** GM: Pritpaul Mahal **7 players** No XP/Simple **Sunday 3p-4p Ballroom 420** A trivia game where you don't have to know the answer! Write down your guess, and then choose from everyone's guesses to place a strategic bet. **\$2.00**

**7393 This War of Mine:** GM: Gary Loyola (Oakland County Gamers) **6 players** No XP/Average **Sunday 3p-6p Ballroom 415-416** A survival board game that puts players into a war-torn country. Characters are starved and may be injured; eventually, the toughest decisions will need to be made... **\$4.00**

**7538 Aeon's End:** GM: TSA Games **4 players** No XP/Average **Sunday 3p-5p Ballroom 209** \$2.00

**8511 Fate of the Elder Gods: with The Wandering Meeple** GM: Jim Sheridan **4 players** Some XP/Complex **Sunday 3p-6p Ballroom 302** In Fate of the Elder Gods, players are cults trying to bring down mankind. Each cult is in competition to be first to summon their god, and repel investigators trying to seal off the gate with Elder signs. **\$4.00**

**8587 Monster Crunch:** GM: Paula Tuttle **5 players** No XP/Simple **Sunday 3p-4p Ballroom 204** In this fast-paced game of luck and strategy, players collect as many Cereal Cards in their Bowls as they can. Each Monster has special powers to help you crunch the most cereal. **\$2.00**

**8772 T.I.M.E. Stories-Under The Mask** GM: Kelly Laughter **4 players** No XP/Complex **Sunday 3p-6p Ballroom 423** T.I.M.E. Stories-Under the Mask is a co-op game of time travel, alternate realities, and unlimited discovery. Players will live adventures in various worlds, through the eyes of their character. **\$4.00**

**7281 Sleuth:** GM: Pritpaul Mahal **7 players** No XP/Average **Sunday 4p-6p Ballroom 420** Is doing logic puzzles your idea of a good time? Come try this game where you try to deduce which gem has been stolen by piecing together information from your fellow players! **\$2.00**

**7309 Last Will w/ expansion:** GM: Nick Huston (Oakland County Gamers) **5 players** No XP/Simple **Sunday 4p-6p Ballroom 419** Visit exclusive theaters & eat in expensive restaurants. Buy costly property and sell them as ruins. Host a huge party in your mansion or on your private boat. Try to lose all of your funds to win! **\$2.00**

**7314 Fate of the Elder Gods:** GM: Tim Ealy (Oakland County Gamers) **4 players** No XP/Simple **Sunday 4p-6p Ballroom 418** Players lead a cult to be the first to summon their Elder God. Players will move around the abyss gather arcane artifacts, cast powerful spells, and ward off investigators to incite the end. **\$2.00**

# MINIATURES

## FRIDAY

**8572 Chain of Command: Encounter at Subeittlah** GM: Marc Renouf **4 players** No XP/Average **Friday 2p-6p Ballroom 401** Chain of Command WW2 miniatures game set in the Tunisian desert, between the German Afrika Korps and the as yet untested Americans of the American 2nd Corps. No prior experience required. **\$4.00**

**8682 Bolt Action 2E: Introduction to Bolt Action 2E** GM: Greg Reese **4 players** No XP/Average **Friday 2p-5p Ballroom 407** Join us as we play through a game of Bolt Action: Second Edition! We will teach you everything you need to get started playing this fantastic 28mm World War II themed tabletop wargame. **\$4.00**

**7447 Paint and Take** GM: Linda and Dean Martelle **12 players** No XP/Simple **Friday 3p-10p Ballroom 105-107** Join us to paint some of the best miniatures in the world. We will assist you as needed with selection of colors and techniques. Miniatures to paint start at \$3.00 each; please pay at paint and take. **\$0.00**

**8494 DropFleet Commander: DropFleet** GM: Mini Team **4 players** No XP/Simple **Friday 6p-10p Ballroom 402** Come play the most dynamic space ship combat game available. 4 dramatically different fleets with unique ships and tactics. Bring your fleet (1500 pts) or use one of ours. **\$4.00**

**7262 Airship Pirates: Introduction** GM: Mini Team **6 players** No XP/Simple **Friday 7p-9p Ballroom 403** Come play a real 3-D game with flying ships and floating islands. The pirates matey are stealing each other's booty. Can you captain your ship to profitable fun? **\$2.00**

**7267 Warhammer 40K : Learn 8th Edition** GM: Mini Team **8 players** No XP/Simple **Friday 7p-9p Ballroom 404** Warhammer 40K has been through a 40 year evolution from Rogue Trader to 8th Edition. Many veterans of the game who quit playing have returned because the game system is finally fun and balanced again. **\$2.00**

**7171 FFG X-Wing 1st Edition: Destroy the Dreadnaught** GM: Michael Whiteman (Amorphous Blob) **8 players** Some XP/Average **Friday 8p-12a Ballroom 203-204** The Empires newest capital ship, an experimental ship called the Dreadnaught, has been marooned in a desolate part of the galaxy. Your mission, destroy it before the Empire can revive it. **\$4.00**

## SATURDAY

**7425 Ogre** GM: Blair Reamy (Amorphous Blob) **4 players** No XP/Simple **Saturday 9a-1p Ballroom 101** In 2085, armored warfare is faster and deadlier than ever. Hovercraft, tanks, and infantry slug it out with tactical nukes. But the most feared weapon is the Ogre giant cybernetic tank. **\$4.00**

**7120 Airship Pirates: Introduction** GM: Mini Team **6 players** No XP/Simple **Saturday 10a-12p Ballroom 403** Come play a real 3-D game with flying ships and floating islands. The pirates matey are stealing each other's booty. Can you captain your ship to profitable fun? **\$2.00**

**7123 Zombicide: The never ending Zombicide Game** GM: Mini Team **18 players** No XP/Simple **Saturday 10a-12p Ballroom 404** Zombicide was one of the first Zombie games and is still considered the best by many people. Come play in a massive game with lots and lots of zombies. Can you escape? Rules taught. **\$2.00**

**8493 DropZone Commander: Learn to Play DropZone** GM: Mini Team **4 players** No XP/Simple **Saturday 10a-12p Ballroom 402** The aliens have landed with highly evolved combat capability. Learn to play this fast paced game, now in its second edition. Tanks, flyers, ATVs, and bioweapons clash in a cityscape. **\$2.00**

**8627 BattleTech:** GM: Joseph Silas **12 players** No XP/Simple **Saturday 10a-2p Ballroom 406** We will be recreating the events that became known to history as 'The Junkyard Dog Affair' with a few updated rules. Exact unit composition may be adjusted at game time to allow for number and experience level of players. **\$4.00**

**8683 Bolt Action 2E: Introduction to Bolt Action 2E** GM: Greg Reese **4 players** No XP/Average **Saturday 10a-1p Ballroom 407** Join us as we play through a game of Bolt Action: Second Edition! We will teach you everything you need to get started playing this fantastic 28mm World War II themed tabletop wargame. All materials provided. **\$4.00**

**8968 Warhammer 40K: Introduction to 40K** GM: Scott Ferguson (ConTessa) **2 players** No XP/Simple **Saturday 10a-12p Ballroom 409** Learn To Play Warhammer 40K with The Rainbow Warrior Project. All material provided. No experience required. **\$2.00**

**8978 Warhammer 40K: Introduction to 40K** GM: Dan Gomez (ConTessa) **2 players** No XP/Simple



**Saturday 10a-12p Ballroom 410** Learn To Play Warhammer 40K with The Rainbow Warrior Project. All material provided. No experience required. **\$2.00**

**8901 Z-G GM: Sammit Sabharwal 6 players No XP/Simple Saturday 11a-12p Ballroom 405** Using second-skin Ulster designs in the far future, humans battle in arena for fame, glory, and politics! It's a game the combines card-deck building and playing with action figures. All material provided. **\$2.00**

**7263 Zombicide: The never ending Zombicide Game GM: Mini Team 18 players No XP/Simple Saturday 12p-2p Ballroom 404** Zombicide was one of the first Zombie games and is still considered the best by many people. Come play in a massive game with lots and lots of zombies. Can you escape? Rule taught. **\$2.00**

**7445 Paint and Take GM: Linda and Dean Martelle 12 players No XP/Simple Saturday 12p-6p Ballroom 105-107** Join us to paint some of the best miniatures in the world. We will assist you as needed with selection of colors and techniques. Miniatures to paint start at \$3.00 each; please pay at paint and take. **\$0.00**

**8902 Star Wars Armada, X-wing, Imperial Assault: Star Wars Mega-game GM: Sammit Sabharwal 6 players No XP/Complex Saturday 1p-11p Ballroom 405** An Armada game the directly effects an X-wing game (1st edition) which then directly effects an Imperial Assault game (skirmish rules). **\$10.00**

**8969 Warhammer 40K: Introduction to 40K GM: Scott Ferguson (ConTessa) 2 players No XP/Simple Saturday 1p-3p Ballroom 409** Learn To Play Warhammer 40K with The Rainbow Warrior Project. All material provided. No experience required. **\$2.00**

**8979 Warhammer 40K: Introduction to 40K GM: Dan Gomez (ConTessa) 2 players No XP/Simple Saturday 1p-3p Ballroom 410** Learn To Play Warhammer 40K with The Rainbow Warrior Project. All material provided. No experience required. **\$2.00**

**7264 Zombicide: The never ending Zombicide Game GM: Mini Team 18 players No XP/Simple Saturday 2p-4p Ballroom 404** Zombicide was one of the first Zombie games and is still considered the best by many people. Come play in a massive game with lots and lots of zombies. Can you escape? Rule taught. **\$2.00**

**8492 DropFleet Commander: DropFleet GM: Mini Team 4 players No XP/Simple Saturday 2p-6p Ballroom 402** Come play the most dynamic space ship combat game available. 4 dramatically different fleets with unique ships and tactics. Bring your fleet (1500 pts) or use one of ours. **\$4.00**

**8513 Chain of Command: Encounter at Sbeitlah GM: Marc Renouf 4 players No XP/Average Saturday 2p-6p Ballroom 401** Chain of Command WW2 miniatures game set in the Tunisian desert, between the German Afrika Korps and the as yet untested Americans of the American 2nd Corps. No prior experience required. **\$4.00**

**8594 StarBlast!: Cruiser Drop-In GM: Rick Coen 8 players No XP/Average Saturday 2p-6p Ballroom 406** Drop-in battle event against pirates and players. Command a cruiser in each run, score as high as you can before destruction... then play again! Highest score at the end of the event wins. **\$4.00**

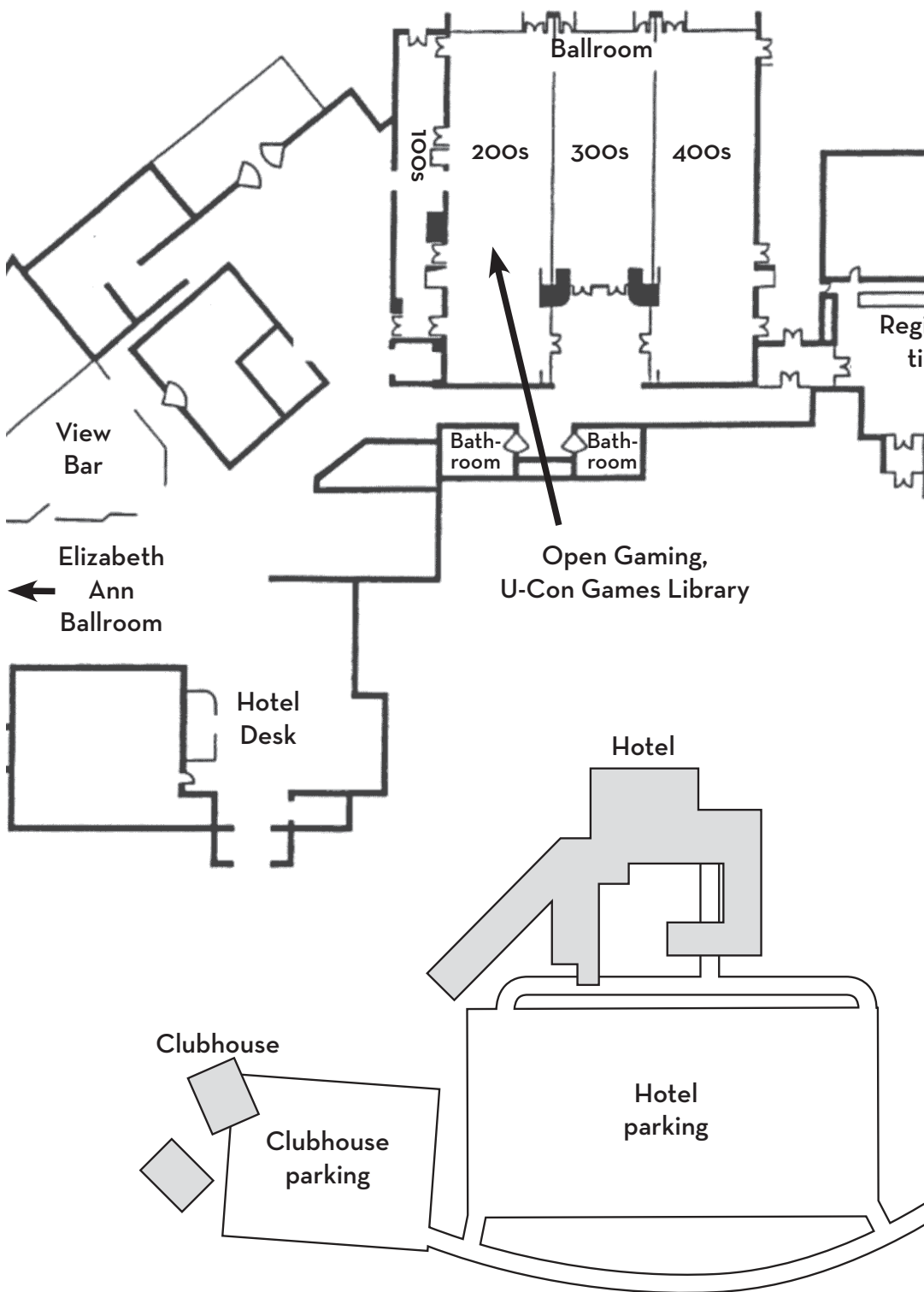
**8680 Battletech Total Warfare : Green Hawk Down (1/2) GM: Christopher Ings 12 players No XP/Simple Saturday 2p-6p Ballroom 408** An Anhur transport has gone down in the city carrying the legendary Kael Pershaw. The old man has decades of secrets contained in his head. The question is who can get to him first? **\$4.00**

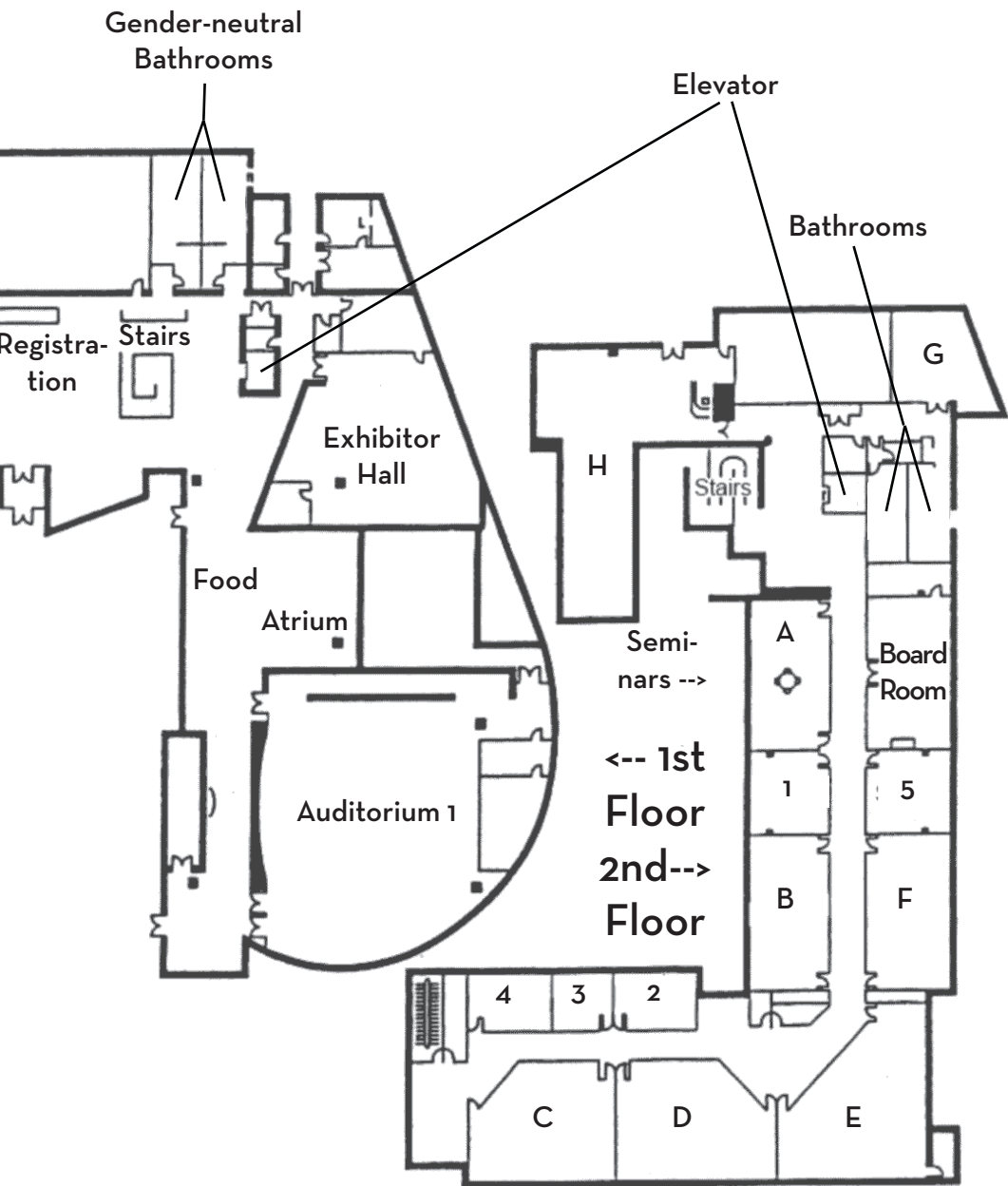
**8684 Bolt Action 2E: Operation Market Garden GM: Greg Reese 4 players Some XP/Average Saturday 2p-6p Ballroom 407** 18th September 1944 - British 11th Armoured and 101st Airborne clash with German defenders of the 107th Panzer on the outskirts of Eindhoven - Netherlands. Everything needed to play will be provided. **\$4.00**

**7260 Airship Pirates: Introduction GM: Mini Team 6 players No XP/Simple Saturday 3p-5p Ballroom 403** Come play a real 3-D game with flying ships and floating islands. The pirates matey are stealing each other's booty. Can you captain your ship to profitable fun? **\$2.00**

**7265 Zombicide: The never ending Zombicide Game GM: Mini Team 18 players No XP/Simple Saturday 4p-6p Ballroom 404** Zombicide was one of the first Zombie games and is still considered the best by many people. Come play in a massive game with lots and lots of zombies. Can you escape? Rule taught. **\$2.00**

**8970 Warhammer 40K: Introduction to 40K GM: Scott Ferguson (ConTessa) 2 players No XP/Simple Saturday 4p-6p Ballroom 409** Learn To Play Warhammer 40K with The Rainbow Warrior





Project. All material provided. No experience required. **\$2.00**

**8980 Warhammer 40K: Introduction to 40K GM:** Dan Gomez (ConTessa) **2 players** No XP/Simple **Saturday 4p-6p Ballroom 410** Learn To Play Warhammer 40K with The Rainbow Warrior Project. All material provided. No experience required. **\$2.00**

**7266 Zombicide: The never ending Zombicide Game GM:** Mini Team **18 players** No XP/Simple **Saturday 6p-8p Ballroom 404** Zombicide was one of the first Zombie games and is still considered the best by many people. Come play in a massive game with lots and lots of zombies. Can you escape? Rule taught. **\$2.00**

**8607 Classic Battletech: To the Last GM:** James Peace **10 players** Some XP/Average **Saturday 6p-12a Ballroom 406** Escape routes cut off, the remaining Revengencers make their final stand. This will be a scenario style mission, however, we will be play testing some rule modifications. Things will be different. **\$6.00**

**8495 DropZone Commander: Learn to Play DropZone GM:** Mini Team **4 players** No XP/Simple **Saturday 7p-9p Ballroom 402** The aliens have landed with highly evolved combat capability. Learn to play this fast paced game, now in its second edition. Tanks, flyers, ATVs, and bioweapons clash in a cityscape. **\$2.00**

**8681 Battletech Total Warfare : Green Hawk Down (2/2) GM:** Christopher Ings **12 players** Some XP/Average **Saturday 7p-11p Ballroom 408** An Anhur transport has gone down in the city carrying the legendary Kael Pershaw. The old man has decades of secrets contained in his head. The question is who can get to him first? **\$4.00**

**8878 Mekton: Mecha Ball GM:** Ben Balestra **12 players** No XP/Simple **Saturday 8p-12a Ballroom 401** A combination of Football and Soccer Played with Mechs. Shooting your opponent is strongly encouraged. All Material provided. **\$4.00**

**8628 Airship Pirates: Introduction GM:** Mini Team **6 players** No XP/Simple **Saturday 9p-11p Ballroom 403** Come play a real 3-D game with flying ships and floating islands. The pirates matey are stealing each other's booty. Can you captain your ship to profitable fun? **\$2.00**

## SUNDAY

**7121 Warhammer 40K : Learn 8th Edition GM:** Mini Team **8 players** No XP/Simple **Sunday 10a-12p Ballroom 404** Warhammer 40K has been through a 40 year evolution from Rogue Trader to 8th Edition. Many veterans of the game who quit playing have returned because the game system is finally fun and balanced again. **\$2.00**

**7261 Airship Pirates: Introduction GM:** Mini Team **6 players** No XP/Simple **Sunday 10a-12p Ballroom 403** Come play a real 3-D game with flying ships and floating islands. The pirates matey are stealing each other's booty. Can you captain your ship to profitable fun? **\$2.00**

**8491 DropFleet Commander: DropFleet GM:** Mini Team **4 players** No XP/Simple **Sunday 10a-2p Ballroom 402** Come play the most dynamic space ship combat game available. 4 dramatically different fleets with unique ships and tactics. Bring your fleet (1500 pts) or use one of ours. **\$4.00**

**8626 BattleTech: GM:** Joseph Silas **12 players** No XP/Simple **Sunday 10a-4p Ballroom 406** We will be recreating the events that became known to history as 'The Junkyard Dog Affair' with a few updated rules. Exact unit composition may be adjusted at game time to allow for number and experience level of players. **\$6.00**

**8685 Bolt Action 2E: Operation Market Garden GM:** Greg Reese **4 players** Some XP/Average **Sunday 10a-2p Ballroom 407** 18th September 1944 - British 11th Armoured and 101st Airborne clash with German defenders of the 107th Panzer on the outskirts of Eindhoven - Netherlands. Everything needed to play will be provided. **\$4.00**

**7446 Paint and Take GM:** Linda and Dean Martelle **12 players** No XP/Simple **Sunday 12p-5p Ballroom 105-107** Join us to paint some of the best miniatures in the world. We will assist you as needed with selection of colors and techniques. Miniatures to paint start at \$3.00 each; please pay at paint and take. **\$0.00**

**8935 OGRE ODE: Battle of Light and Dark GM:** Keith Lewis **6 players** No XP/Simple **Sunday 2p-6p Ballroom 403** Using SJG Ogre ODE battle with futuristic super tanks and their support weapons vs Combinations of tanks, powerful horrors and more **\$4.00**



# ROLE PLAYING

## FRIDAY

**7131 Games on Demand: Games on Demand - GENERICS ONLY** *GM: Games On Demand* **10 players No XP/Simple Friday 9a-1p Conference G** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection priority is first-come-first-serve, regardless of ticket type. RIBBONS AND GENERICS(x2) ONLY! **\$4.00**

**7197 Paragraph System: Merlinspawn** *GM: David Vandenaabee* **5 players No XP/Average Friday 9a-2p Conference F 1** Merlin returned magic to the land, revolutionizing every field. London of 1876 now sees alchemy at Scotland Yard, magic classes at university, and inventions that defy physics. This is your world. **\$4.00**

**7232 Macchiato Monsters: The Lichway** *GM: Brett Slocum* **6 players No XP/Simple Friday 9a-1p Conference H** The Sandlanders were said to have sent the dead and their possessions to a cave across the sea. Perhaps their wealth is still laying in the vaults of the Lichway, ripe for the taking. Who will dare? **\$4.00**

**7238 Demon City: Terror in D.C.** *GM: Dan Domme* **6 players No XP/Average Friday 9a-1p Conference H** The smells of money, gluttony, and murder hang over Washington, D.C. Uncover the (supernatural) horror that plagues Capitol Hill. Demon City is a new Modern Horror RPG with unique tarot card mechanics. **\$4.00**

**7370 Gamma World 1st Edition: Vault Of The Ancients** *GM: Larry Hamilton* **8 players No XP/Simple Friday 9a-1p Conference H** Your motley band of wanderers has come to this trading town near a rumored ruin of the ancients. The ruins contain a vault said to be filled with great wealth and power. **\$4.00**

**7417 AD&D 2e: The Dark Wizard of Chillspire** *GM: Phillip McGee* **6 players No XP/Average Friday 9a-1p Conference H** This is an introductory adventure for first level AD&D 2e (or FG&G) characters (provided), where the party is tasked with saving a small village from the evil lurking in the surrounding countryside. **\$4.00**

**7430 Basic D&D : Keep On The Borderlands** *GM: Jesse Bailey* **6 players No XP/Simple Friday 9a-1p Conference H** On the edge of civilization lies a single keep, a bastion of civilization in a wild land. Brigands, goblins, and worse stalk the roads.

Explore the Caves of Chaos and put an end to the threat. **\$4.00**

**7449 InSpectres: Supernatural Varmints** *GM: Christina Fayz (ConTessa)* **6 players No XP/Average Friday 9a-1p Conference A 5** You are part of a monster-hunting TV show working towards your big break. Your team has been called in for reports of a supernatural creature. Is it a chupacabra? It might be a chupacabra. In this system, the choice is yours. **\$4.00**

**8564 Dungeon Crawl Classics: DCC: The Accursed Heart** *GM: Brendan LaSalle* **7 players No XP/Simple Friday 9a-1p Conference H** Your very humanity could be stripped away, your body deformed, your mind erased, your soul snatched away. But if the prophecies be true, one shall walk away with the key to a world of riches. **\$4.00**

**8636 Gumshoe/Fall of Delta Green: Summer of Love...craft** *GM: Matthew Perez* **6 players No XP/Simple Friday 9a-1p Conference F 3** Spring 1967. Delta Green agents are sent to Detroit to investigate strange behavior by a group of recent inductees. Hippies, burial mounds, rock-n-roll, and a snake goddess. What could go wrong? **\$4.00**

**8661 Key RPG System (Homebrew): Waterdeep Chronicles: Old Grudges** *GM: James Arnoldi* **7 players No XP/Simple Friday 9a-2p Conference E 1** Retired adventurers settle in Waterdeep...only to find that retirement isn't that easy. System is similar to FATE and Amber Diceless. **\$4.00**

**8700 Home Rules: Rain Without Clouds** *GM: Anne Moore* **5 players No XP/Simple Friday 9a-1p Conference E 8** Your rescue ship, the Rain Without Clouds, approaches a stranded vessel in space. It looks like it's been in a fight, but you never know what you'll find when you board. Dice lite. **\$4.00**

**8763 Harlem Unbound using Pulp Call of Cthulhu: In the Shadow of Harlem** *GM: Chris Spivey* **6 players No XP/Average Friday 9a-1p Board Room** **\$4.00**

**8938 Call of Catthulhu: The White Stag** *GM: Gabriel Carlson (ConTessa)* **5 players No XP/Simple Friday 9a-12p Conference A 2** Play extraordinary cats fighting to save a medieval town before a Terror from Beyond the Stars sinks its claws into the local humans metaphorically AND literally. **\$4.00**

**7115 OSR 5e: Whispers of Starfall, Part 1** *GM: Troy Mepians* **6 players No XP/Simple Friday 10a-2p** **36**

**Conference C 1** Whispers of Starfall is a 1st through 4th level adventure for 5e Fantasy Roleplaying by Dragon-Knight Publishing LLC. **\$4.00**

**7139 Mutants & Masterminds 3e: Titan City Chronicles: The Jordanow Mystery** GM: Alexander Thomas (Matinee Adventures) **6 players No XP/Simple Friday 10a-2p** **Hotel Restaurant** The Titan City Sentinels must race against the nefarious Die Okkultisten before the Nazis can uncover a great power for the Reich. Golden Age heroics in a new universe. Play with the author! **\$4.00**

**7169 D&D 3.5: The Princess is missing** GM: Michael Whiteman (Amorphous Blob) **6 players Some XP/Average Friday 10a-2p** **Ballroom 101** **\$4.00**

**7179 D&D 5E: Den of Evil** GM: Alex Kreder (Amorphous Blob) **6 players No XP/Simple Friday 10a-2p** **Ballroom 102** Mertwig, the hight wizard, tasks your group to bring back his stolen spell-book from the bowls of the Den of Evil. **\$4.00**

**7208 Mutants & Masterminds: Happy Halloween** GM: Paul McNeil (Matinee Adventures) **6 players No XP/Simple Friday 10a-2p** **Hotel Restaurant** Trick or Treat with the Titans! A public appearance at a local mall by the Titans for some very special kids. One person, however, plans on making this a Halloween that NO ONE will ever forget! **\$4.00**

**7217 Genesys: Rick & Morty: Ricksourcing the Revolution** GM: Chris Mastey **4 players No XP/Simple Friday 10a-2p** **Conference F 5** A group of aliens is hired by Rick to steal something valuable from the Galactic Federation. Highly recommended that players be fans of the show (due to in-jokes, references, etc.) **\$4.00**

**7298 The GRAM Role-Playing Game: Operation: Snakebite - CERULEAN CITADEL** GM: Andrew Popowich **6 players No XP/Simple Friday 10a-12p** **Conference E 6** You're a member of the military/espionage agency Operation: Snakebite and you've been tasked with retrieving a data analyst from an OSB installation that has been overrun. Rules taught, no xp needed. **\$2.00**

**8502 Fiasco: Vexation of the Risible** GM: George Hammond **4 players No XP/Simple Friday 1p-5p** **Seminar 5** We'll play ordinary people with powerful ambition and poor impulse control, big dreams but flawed means. Things will go hilariously wrong. You should know a bit about Tékumel; I'll teach Fiasco. **\$4.00**

**7146 Mutants & Masterminds: Justice League: My Enemy's Enemy** GM: Jason Altland (Matinee

Adventures) **6 players No XP/Simple Friday 2p-6p** **Hotel Restaurant** The Justice League face a threat in Metropolis that portends more danger to come. Is the enemy of my enemy really my friend? **\$4.00**

**7158 Ars Magica: Out of Sight, Out of Mine** GM: Peter DeCraene **6 players No XP/Average Friday 2p-6p** **Conference E 6** The young magi must deal with whatever has made its way into their long-sealed and unexplored cellars as well as what is causing problems with the local well. **\$4.00**

**7195 Hollow Earth Expedition: Return of Buck Savage** GM: Jason Haskins (Matinee Adventures) **6 players No XP/Simple Friday 2p-6p** **Hotel Restaurant** This pulp adventure is told using the Ubiquity system for Hollow Earth Expedition. When last we left Buck and the gang they were again in the Hollow Earth. **\$4.00**

**7220 Swords & Wizardry: Sinister Secret of Saltmarsh** GM: Reece Albright **6 players No XP/Simple Friday 2p-6p** **Conference H** A stranger has come to the sleepy harbor village of Saltmarsh telling a tale of of unspeakable horrors. Are you brave enough to search the haunted house? 3 - 6 players, new players welcome! **\$4.00**

**7223 Games on Demand: Games on Demand - GENERICS ONLY** GM: Games On Demand **10 players No XP/Simple Friday 2p-6p** **Conference G** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection priority is first-come-first-serve, regardless of ticket type. RIBBONS AND GENERICS(x2) ONLY! **\$4.00**

**7237 Neoclassical Geek Revival: A Thousand Dead Babies** GM: Dan Domme **6 players No XP/Average Friday 2p-6p** **Conference H** A small town in the grips of religious turmoil: out with the Old Gods and in with the New. Recently, tales of demon worship and witchcraft have begun, leading the young priest to enter a panic. **\$4.00**

**7248 Tales from the Loop: Change of Heart** GM: Stacy Dellorifano (ConTessa) **6 players No XP/Simple Friday 2p-6p** **Conference A 3** There's something suspicious happening in the evergreen woods near the Loop in Bellingham, Washington. Whole families have gone missing, and the adults all seem clueless. Can you figure it out? **\$4.00**

**7339 Fellowship 2.0: We'll Always Have Paris** GM: Peter Parker **6 players No XP/Simple Friday 2p-6p** **Conference E 3** Help Betatest the new Rosebud rules system! Characters provided. "A simple mission to deliver information turns complex when the information gatherer is the victim of an assassin of a rival qabal!" **\$4.00**

**7368 Dungeon Crawl Classics : Amongst the Fungus** GM: Larry Hamilton **8 players** No XP/Simple **Friday 2p-6p** **Conference H** There has been strange green "lightning" and odd thunder from the West over the last several nights. Villagers from the West are fleeing to the East and warn your village to leave, as these are strange and evil times. **\$4.00**

**7402 Mothership Sci fi Horror RPG: Perils of the Dead Planet** GM: Donn Stroud **5 players** No XP/Simple **Friday 2p-6p** **Conference H** **\$4.00**

**7407 Dungeon Crawl Classics: Narosia: Ruins of Baradahm** GM: Shane Harsch **7 players** No XP/Simple **Friday 2p-6p** **Conference H** Your village in the northern reaches of Aetaltis is under attack by the vile Endrori. Will dealing with this threat lead to glory or gloom? Discover the world of Narosia in this DCC funnel. **\$4.00**

**7416 Better Angels: The Good, the Bad, and the Hunky** GM: Kevin Hogan **6 players** No XP/Average **Friday 2p-6p** **Conference E 8** You're Demon-possessed. That's bad. The Demon gives you super powers! That's good. It's trying to corrupt you. That's bad. You play a Human and someone else's Demon. Moral ambiguity FTW? **\$4.00**

**7420 AD&D 2e: The Catacombs of Chillspire** GM: Phillip McGee **6 players** Some XP/Average **Friday 2p-6p** **Conference H** Explore Chillspire and discover its secrets. This adventure is intended to follow The Dark Wizard of Chillspire, so it assumes that the characters are the same, but this is not mandatory. **\$4.00**

**7431 Castles and Crusades: A Dead God Dreaming** GM: Jesse Bailey **6 players** No XP/Simple **Friday 2p-6p** **Conference H** In a small wilderness town on the edge of the desert, a volcano rumbles awake. The ensuing landslide reveals a gargantuan corpse and unleashes a terrible curse. **\$4.00**

**7437 Dungeon Crawl Classics: Into the BFG: Spellsearchers** GM: Keith Nelson **8 players** No XP/Average **Friday 2p-6p** **Conference H** A party of wizards and accomplices search for a fabled source of new spells, the crystalline memory caverns rumored to be deep within the Giant Spine range of mountains. 3rd level pre-gens provided. **\$4.00**

**7448 D&D / Blueholme: A Tale of Two Temples** GM: James Spence **8 players** No XP/Simple **Friday 2p-6p** **Conference H** Explore an abandoned temple of Law as you try to bring the most famous thief in the known world to justice. A low level 70s style dungeon crawl using Blueholme rules. All welcome, no exp required **\$4.00**

**8519 Dungeons and Dragons 5th Edition: Dragon Slayer's Tomb** GM: Justin Motsinger (We Hate Bards) **6 players** No XP/Simple **Friday 2p-6p** **Conference B 1** The Dragon Slayer's Tomb, long forgotten, is ripe for the plundering. What will the one find inside, treasure, wonder, knowledge, or a swift and gruesome death? An adventure for 5th level characters. **\$4.00**

**8522 Dungeons and Dragons 3.5: The Ruins of Castle Churo** GM: Matthew Neymeiyer (We Hate Bards) **6 players** No XP/Simple **Friday 2p-6p** **Conference B 2** A group of bandits called The Broken Knives have stolen three religious relics from the local temple. **\$4.00**

**8526 Dungeons and Dragons 3.5: Halls of the Minotaur** GM: Ben Curtis (We Hate Bards) **5 players** No XP/Simple **Friday 2p-6p** **Conference B 3** A villainous minotaur has beset your small hamlet, raiding, killing, and even stealing children! With no other options left, five brave villagers decide to take matters into their own hands and end this villain's reign of terror once and for all! **\$4.00**

**8531 Die Laughing:** GM: Cris Frank (We Hate Bards) **6 players** No XP/Simple **Friday 2p-6p** **Conference B 4** Have you ever wanted to make your own 80's B-horror movie? Die Laughing is a rules light RPG where you take the role of characters in a horror movie. Who will survive long enough to make it into the sequel? **\$4.00**

**8554 13th Age: 13th Age: Glorantha - The Light That Burned** GM: Robert Ahrens **5 players** Some XP/Average **Friday 2p-6p** **Conference E 5** Uz who lived in darkness have seen a great light. Light not good. Uz smash light, restore sacred darkness. You help Uz, roll many 20s. An all-Troll Gloranthan epic for 13th Age in Glorantha. **\$4.00**

**8565 Dungeon Crawl Classics: Xcrawl: You Can't Do That In Xcrawl** GM: Brendan LaSalle **7 players** No XP/Average **Friday 2p-6p** **Conference H** Cue the montage of dungeon carnage, fabulous prizes, and ten thousand fans chanting your name! Now powered by the unstoppable Dungeon Crawl Classics gaming engine, Xcrawl is wilder than ever! **\$4.00**

**8625 Scum and Villany: Graxium's Axiom** GM: Whitney Mattson **5 players** No XP/Simple **Friday 2p-6p** **Conference F 2** Pontentius Regis Suzerian Graxium rules over the trash planet of Sureen with an iron fist. Which ship will your rag-tag group crew for spacebucks and starglory? **\$4.00**

**8635 The Deep Forest** GM: Timothy DuFresne **6 players** No XP/Simple **Friday 2p-4p** **Conference E** **38**

**1** The Deep Forest is a map-building game where players play as a community of monsters who are recovering the remnants of their home now that the smelly humans have finally been driven off. **\$2.00**

**8765 Original D&D: Crossing the Danube GM: Herb Diehr 6 players No XP/Simple Friday 2p-4p Conference C 5** A small group of adventurers find their way forward blocked by the Danube; not the river, but a vapor of blue that locals call the Danube. No one enters it willingly. No one entering has been seen again. **\$2.00**

**8787 Star Wars: Edge of the Empire: Sons of Mandalore GM: Frank Russell 6 players No XP/Average Friday 2p-6p Conference C 1** You are warrior sons of Mandalore. You have lived and sought your fortune throughout the galaxy, but now you are returning home seeking to rebuild the might of the glorious empire! **\$4.00**

**8904 Ubiquity: Hollow Earth Expedition: Between a Reich and a Hollow Place GM: Keith Scherer 8 players No XP/Simple Friday 2p-4p Conference C 6 \$2.00**

**8944 Part-Time Gods Second Edition: Razorback Assault GM: Eloy Lasanta 5 players No XP/Average Friday 2p-6p Board Room** Become a god and protect your city from threats, while balancing your real life as well. **\$4.00**

**8947 Project: Dark: The Vessel Sails at Dawn GM: Will Hindmarch 4 players No XP/Simple Friday 2p-6p Seminar 3** One of the city's foul thieves' guilds has made the wrong enemy: you. **\$4.00**

**8950 Cypher System: Numenéra: Taracal and the Sea of Secrets GM: Darcy Ross 6 players No XP/Simple Friday 2p-6p Seminar 2** Help the Ninth World seize its Destiny and build its legacy on the mysterious bones of prior worlds. **\$4.00**

**8982 Bluebeard's Bride: GM: Sadonna Croff (ConTessa) 5 players No XP/Simple Friday 2p-6p Conference A 5** Bluebeard's Bride is a goth horror RPG which uses Apocalypse for the basic game mechanics. **\$4.00**

**8882 Dungeon Crawl Classics: The House of the Red Doors (Solo Tournament Funnel) GM: James Pozenel 25 players No XP/Simple Friday 3p-6p Conference H** The House of the Red Doors has come to your village. Cassefeh, its owner, can alter fate. You have toiled long and suffered much, and for what end? Despair and hopes of an early grave? **\$4.00**

**8905 Ubiquity: From the Case Files of Manhunters, Inc. – S.M.A.S.H. GM: Keith Scherer 8 players No XP/Simple Friday 4p-6p Conference C 6 \$2.00**

**7377 Fiasco: GM: Gary Loyola (Oakland County Gamers) 5 players Some XP/Simple Friday 6p-9p Ballroom 419** Inspired by films involving schemes gone horribly wrong, players will create characters on the spot based on the rolls of six-sided dice in situations that seemed like a good idea at the time... **\$4.00**

**7198 Paragraph System: Merlinspawn GM: David Vandenabeele 5 players No XP/Average Friday 7p-12a Conference F 1** Merlin returned magic to the land, revolutionizing every field. London of 1876 now sees alchemy at Scotland Yard, magic classes at university, and inventions that defy physics. This is your world. **\$4.00**

**8490 FATE Core: Hollywood Hellfire GM: Alejandro Carbonara 5 players No XP/Average Friday 7p-11p Conference F 3** We tolerated lead actor Edgar Starr's drunken lecherous escapades, but dying violates his contract. Your team's job is to track down Edgar's soul in hell and finish filming "Gandhi 2." **\$4.00**

**8671 Mutant Crawl Classic: GAEA Protocol GM: Erica King 6 players No XP/Average Friday 7p-12a Conference H** Your Seekers come upon a village in need. They claim GAEA has always protected them, and now she is strangely absent. Can you set thing right? **\$4.00**

**8957 ORUN: Post-Apotheosis Space Opera RPG: The Switchblade Nebula GM: Eloy Lasanta 5 players No XP/Average Friday 7p-11p Seminar 3** As a Luminary, your job is to scour the galaxy for threats in a world torn apart by the Spoon Virus. **\$4.00**

**7107 13th Age: Tales of 13th Age--New Port Adventures (includes premiere!) GM: Pete Cooney 6 players No XP/Average Friday 8p-12a Conference F 4** This is a unique 13th Age event ONLY AVAILABLE IN MICHIGAN for characters of levels 2-4. Bring a PC (which they may build using any Pelgrane Press 13th Age source) or pregens provided. **\$4.00**

**7110 Serenity: Tending the Flock GM: Tom Prevendoski (Matinee Adventures) 6 players No XP/Simple Friday 8p-12a Hotel Restaurant** On a remote mining station, Shepherd Book gets reunited with someone from his days at the Southdown Abbey. The man has been having some trouble of late. **\$4.00**



**7140 Mutants & Masterminds 3e: Task Force X: Deep Six** GM: Alexander Thomas (Matinee Adventures) **6 players No XP/Simple Friday 8p-12a** **Hotel Restaurant** Task Force X is called upon to investigate a Russian nuclear submarine that's gone missing near Atlantis. **\$4.00**

**7150 Phoenix: Dawn Command: Demo** GM: John Corey **6 players No XP/Average Friday 8p-11p** **Conference F 2** You and your wingmates are the last hope of a world besieged by nightmares. You must face the forces of the Dread and unravel its mysteries. **\$4.00**

**7177 Dungeon Crawl Classics: Sanctum of the Snail** GM: Ian Zebarah Shears **10 players No XP/Simple Friday 8p-12a** **Conference H** A group of 0-level characters wash up on an island after a shipwreck. Can you escape the Sanctum the Snail and make it back to dry land? All materials provided. **\$4.00**

**7180 D&D 5E: Enigma of Steel** GM: Alex Kreder (Amorphous Blob) **6 players No XP/Simple Friday 8p-12a** **Ballroom 102** The All Powerful Wizard Mertwig tasks your group to bring back his stolen artifact longsword. Can you bring it back without losing a limb? **\$4.00**

**7203 Fantasy Hero, 6th Ed: Revelations 1001** GM: Kurt Garwood **6 players Some XP/Average Friday 8p-12a** **Conference E 1** Six heroes have been gathered by the forces of light to acquire sacred artifacts that will help defeat the Anti-Christ and his forces on the plains of Megiddo. Brave terrible monsters and great evil! **\$4.00**

**7212 HERO System: Who Needs Monsters?** GM: Alan Terlep **5 players No XP/Complex Friday 8p-12a** **Conference E 2** Flexible, roleplay-centered fantasy RPG. The Count's favorite mage needs you to find a missing gem. But learn too much, and you might go missing yourself. With humans like these.... **\$4.00**

**7214 OD&D/Gateway To Adventure: Hidden Hand of the Horla** GM: Ryan Thompson **12 players No XP/Simple Friday 8p-12a** **Conference H** Play the module that is a limited edition release at U-Con! A mysterious hand-shaped tower has appeared on the horizon. What treasures and horrors lurk within? Brave the tower to find the treasure! **\$4.00**

**7218 Quantum Black -Ubiquity: DEEP FREEZE** GM: Ron Loz **6 players No XP/Simple Friday 8p-12a** **Conference E 3** Deep Freeze ..... A s a first-time mission your team has been dispatched to Alaska to explore an ancient ritual site that may or

may not be active. What you discover may change the world forever. **\$4.00**

**7221 Cat: Toccata and Fur in A Minor** GM: Jae Walker **6 players No XP/Simple Friday 8p-12a** **Conference C 3** **\$4.00**

**7224 Games on Demand: Games on Demand - GENERICs ONLY** GM: Games On Demand **10 players No XP/Simple Friday 8p-12a** **Conference G** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection priority is first-come-first-serve, regardless of ticket type. RIBBONS AND GENERICs(x2) ONLY! **\$4.00**

**7234 Diceless: Hlaka! 4** GM: Patrick Brady **7 players No XP/Simple Friday 8p-12a** **Seminar 5** All player characters are Hlaka. You face danger from human stupidity and the laws of physics as you attempt to get what's yours without getting killed. Fly the unfriendly skies! **\$4.00**

**7241 Chill (2nd Edition): Cyber Chill 2** GM: Jeremy Shields **10 players No XP/Simple Friday 8p-12a** **Conference H** A sequel to the popular adventure module "Cyber Chill". The year is 2053, Detroit. When a new disease spreads through Old Detroit, only you can stand against the plague of Mutant Werewolf Nazis. **\$4.00**

**7250 Corporia: The Once and Future** GM: Stacy Dellorfano (ConTessa) **6 players No XP/Simple Friday 8p-12a** **Conference A 3** Play a reborn Knight of the Round Table in a dystopian cyber future, and find the chalice and sword to awaken the King before dark forces take over the world. **\$4.00**

**7272 Lamentations of the Flame Princess: Wedding Bell Boos!** GM: Amanda Douglas **6 players No XP/Simple Friday 8p-11p** **Conference H** Disaster has struck your Silver Wheel Circle, and Daphne has gone missing. Join the gang as they rescue their fellow sister and solve a mystery. LoFP crossover with Scooby Doo and pregen characters. **\$4.00**

**7273 Fallout: Wasteland Wanderers: The Hunt for Project Y** GM: Paul Kemezis **8 players No XP/Average Friday 8p-12a** **Conference F 5** From California to Texas, the rumor spreads. Someone found the secret city, where they built the nukes. Are some still there? Who will get them? The Legion? The Brotherhood? The NCR? Or maybe...you? **\$4.00**

**7299 The GRAM Role-Playing Game: The Brotherhood of Cain - The Trial of Leonora McKinnon** GM: Rebecca Hill **6 players No XP/Simple Friday 8p-10p** **Conference E 6** Leonora

McKinnon has been accused of being a witch and murderer. As members of The Brotherhood, it's your job to keep Victorian England safe so her fate is yours to decide. Rules taught, no xp needed. **\$2.00**

**7304 Pathfinder Homebrew Fantasy: Riding the Roller Coaster Part 1A: Let Adventure Begin GM:** Ann Anderson **5 players** Some XP/Average **Friday 8p-12a Conference C 6** Sorenhurst is handing out treasure maps for free! Just retrieve a specific item, but keep anything else. What a start to adventuring! Treasure, glory, and perhaps world saving await. Are you in? **\$4.00**

**7340 Fellowship 2.0: We'll Always Have Paris GM:** Bruce Finch **6 players** No XP/Simple **Friday 8p-12a Conference E 5** Help Beta test the new Rosebud rules system! Characters provided. "A simple mission to deliver information turns complex when the information gatherer is the victim of an assassin of a rival qabal." **\$4.00**

**7350 Dungeon Crawl Classics: People of the Pit GM:** Kevin Omans **8 players** No XP/Simple **Friday 8p-12a Conference H** It has been years since the last virgin was sacrificed and now the pit beast awakens once more! The Blacksmith cries out, "Is there anyone brave enough to save my daughter?!" **\$4.00**

**7408 Astonishing Swordsmen & Sorcerers of Hyperborea: Taken from Dunwich GM:** Rom Elwell **6 players** No XP/Simple **Friday 8p-12a Conference H** After the Keltic village of Dunwich is victimized by degenerate quasi-men who slay any who oppose their black will, local druids offer land and title to those brave souls who would repair the situation. **\$4.00**

**7412 NOVA6: Beyond Hope & Reason GM:** Shane Harsch **5 players** No XP/Simple **Friday 8p-12a Conference C 4** Do you have what it takes to navigate the darkness and come out the other side in this classic Lovecraftian tale? Using NOVA6 Core we will create characters and dive right into the madness. **\$4.00**

**8520 7th Sea: Bode to the Woodlands Spirit GM:** Justin Motsinger (We Hate Bards) **6 players** No XP/Simple **Friday 8p-12a Conference B 1** After being at sea for a time, you travel to the estate of an old acquaintance, but along the way.... **\$4.00**

**8523 The Silent One: GM:** Matthew Neymeiyer (We Hate Bards) **6 players** No XP/Simple **Friday 8p-12a Conference B 2** The land is in turmoil and threatened with annihilation. A group of powerful men, women, and creatures are set to the task of

averting disaster, but what of the child in the group, the one who does not talk... **\$4.00**

**8527 Dungeons and Dragons 5th Edition: Raiders of Pertalo GM:** Ben Curtis (We Hate Bards) **6 players** No XP/Simple **Friday 8p-12a Conference B 3** The community is overrun by an enemy that disappears as quickly as it arrived. All of the village's children are now gone. The characters will discover a plot far more sinister than any of them had imagined. **\$4.00**

**8532 Tremulus (Call of Cthulhu): A Favor For Doctor Johnson GM:** Cris Frank (We Hate Bards) **4 players** No XP/Simple **Friday 8p-12a Conference B 4** Dr. Johnson, esteemed philosophy professor at Miskatonic University, is getting up there in years. He needs you to get something for him, no trouble at all. **\$4.00**

**8556 Stars Without Number: Debatable Lands GM:** Robert Ahrens **5 players** Some XP/Average **Friday 8p-12a Conference H** Welcome to the Alba sub-cluster, the beating heart of a sector torn apart by bloody kinstrike and civil war. Can you uncover the terrible secret buried beneath the years of bodies and vendettas? **\$4.00**

**8566 Dungeon Crawl Classics: DCC: Symptom of the Universe GM:** Brendan LaSalle **5 players** No XP/Simple **Friday 8p-12a Conference H** "... when our love will ride away into eternal skies; A Symptom of the Universe, a love that never dies." **\$4.00**

**8570 Call\_of\_Cthulhu: The Kids are Alright? GM:** Robert Schroeder **6 players** No XP/Simple **Friday 8p-12a Conference E 7** **\$4.00**

**8658 D&D 5th Edition: The Wizard of Grey Gardens GM:** Jason Marker **6 players** No XP/Average **Friday 8p-12a Conference C 1** A group of troubleshooters from Neretva are sent to a powerful wizard's estate to find out why she disappeared. Once there they find more than they bargained for. **\$4.00**

**8686 Katanas & Trenchcoats: Such Emo, So Fight GM:** Ryan Macklin **4 players** No XP/Average **Friday 8p-12a Seminar 2** Moonlight gleams off drawn blades. A mortal cries out as a vampire drinks. Creepy sorcery. Magic hackers. Other goth stuff. Also car wizards. Come and play in the the spirit of 90s-inspired gaming... **\$4.00**

**8760 Night's Black Agents: Weekend At Byron's GM:** Ken Hite **5 players** No XP/Average **Friday 8p-12a Board Room** When you work for a billionaire Russian oligarch, you don't get to tell him he's crazy. But you do have to run security for his latest crazy

idea, a seance to contact the spirit of Lord Byron....  
**\$4.00**

**8880 Spire: Spire: The City Must Fall** GM: *Luke Elias (ConTessa)* **4 players** No XP/Average **Friday 8p-12a** **Conference A 5** Spire is a fantasy punk roleplaying game of intrigue, subterfuge, and sedition. You are a dark elf. You have sworn in blood and sacred shadow to destroy the oppressive high elves, the aelfir. **\$4.00**

**8885 Witch Hunter: Rumors of Roanoke** GM: *Liz Bollman* **6 players** No XP/Simple **Friday 8p-12a** **Conference C 5** A group of Witch Hunters are sent to investigate the mysterious disappearance of Roanoke's colonists. **\$4.00**

**8912 Dungeon Crawl Classics: Terrorpin Island** GM: *Gordon Cooper* **7 players** No XP/Simple **Friday 8p-12a** **Conference H** The bravest villagers must band together and free Terrapin Island from its curse, lest Evil engulf the entire kingdom! Can they find the Gilded Axe in time? Zero level funnel. Characters provided. **\$4.00**

**8915 The One Ring: The Marsh Bell** GM: *Wyl Majure* **5 players** No XP/Simple **Friday 8p-12a** **Conference C 2** Come and learn all about The One Ring RPG in this intro adventure set in the Wilderlands of Middle-Earth. **\$4.00**

**8926 5E: Sceptre of the Throne** GM: *Jeffrey Sica (A2 Iron Gods)* **6 players** No XP/Average **Friday 8p-12a** **Conference E 8** Your party's rogue ran off and stole an artifact from the Cult of Sereng. It's a race to find the rogue before the Cult gets to him and summons a horde of demons in Waterdeep! **\$4.00**

**8937 Fall of Delta Green: On A Bank, by Moonlight** GM: *Ariel Celeste (ConTessa)* **5 players** No XP/Simple **Friday 8p-12a** **Conference A 4** 1968. Two people in a small town die on the same night. One an accident; the other, shot by the police. Both from the same commune. Chanting, carved idols, ceremonies by moonlight? What's going on? **\$4.00**

**8977 WitchPunks: Anarchy in the Arcane** GM: *Gabriel Carlson (ConTessa)* **4 players** No XP/Simple **Friday 8p-10p** **Conference A 2** In a world full of corruption, oppression and environmental destruction, you and your coven are standing up. Your tools are spellcraft, a DIY attitude, and arcane anarchy. WARNING: Mature Themes. **\$2.00**

## SATURDAY

**7116 OSR 5e: Whispers of Starfall, Part 2** GM: *Troy Mepnyans* **6 players** No XP/Simple **Saturday**

**9a-1p** **Conference C 1** The continuation of Whispers of Starfall, Part 1 from Friday morning. **\$4.00**

**7142 Mutants & Masterminds 3e: Avengers: M.O.D.O.K. Family Reunion** GM: *Alexander Thomas (Matinee Adventures)* **6 players** No XP/Simple **Saturday 9a-1p** **Hotel Restaurant** **\$4.00**

**7154 Golden Hour: Legion of Monsters: A Love Story\*** GM: *Jeannette Quirk (ConTessa)* **8 players** No XP/Simple **Saturday 9a-1p** **Conference A 5** When a monster falls in love with a human, it brings all monsterhood together. Humans? Not so much. Play a movie monster hell bent on teaching the humans what for in this all new RomComStom(p). **\$4.00**

**7181 Savage Worlds Deluxe Edition: Even Stranger Things** GM: *Alex Kreder (Amorphous Blob)* **4 players** No XP/Simple **Saturday 9a-1p** **Ballroom** **102** Come see the even Stranger Things happening in the town of Hawkins Indiana. Halloween night 1984. Monsters, Candy, and the Upside Down. Savage Worlds MONSTER HUNTERS CLUB setting. **\$4.00**

**7199 Paragraph System: Merlinspawn** GM: *David Vandenabeele* **5 players** No XP/Average **Saturday 9a-2p** **Conference F 1** Merlin returned magic to the land, revolutionizing every field. London of 1876 now sees alchemy at Scotland Yard, magic classes at university, and inventions that defy physics. This is your world. **\$4.00**

**7215 Mutant Crawl Classic: The Temple of Zihā** GM: *Erica King* **6 players** No XP/Average **Saturday 9a-2p** **Conference H** Villages are being attacked by a giant monster and gather their best warriors to stop it. Theses heroes must track the monster back to its origin and unravel the mystery of a temple of the ancients. **\$4.00**

**7219 Quantum Black -Ubiquity: Attack of the Drones** GM: *Ron Loz* **6 players** No XP/Simple **Saturday 9a-1p** **Conference C 3** Girra, Quantum Black's advanced drone research base has been decimated! Operatives killed! Research has been stolen! Who did this and why? **\$4.00**

**7225 Games on Demand: Games on Demand - GENERICs ONLY** GM: *Games On Demand* **10 players** No XP/Simple **Saturday 9a-1p** **Conference G** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection priority is first-come-first-serve, regardless of ticket type. RIBBONS AND GENERICs(x2) ONLY! **\$4.00**

**7231 The Petal Hack: Tekumel: Renovations** *GM: Brett Slocum* **6 players** *No XP/Simple* **Saturday 9a-1p** **Seminar 5** A mysterious doorway is revealed while replastering a water-damaged wall in the basement of your clan's Jakalla clanhouse. Do you dare explore what lies beyond? Features maps by Dyson Logos. **\$4.00**

**7240 Neoclassical Geek Revival: The Gnomes of Levnec** *GM: Dan Domme* **6 players** *No XP/Average* **Saturday 9a-1p** **Conference H** "An adventure about the fate of an empire and the Byzantine machinations of a court that no longer has a monarch. Just kidding, it's about Gnomes." From the twisted brain of Zzarchov Kowolski. **\$4.00**

**7245 1E AD&D: D3: Vault of the Drow** *GM: Shawn Dry* **6 players** *No XP/Average* **Saturday 9a-1p** **Conference H** What horrors await you in Erelhei-Cinlu and the Great Fane of Lolth? This is the first session of the conclusion to the classic GDQ series; playing in later sessions is not required. Pregens provided. **\$4.00**

**7341 Fellowship 2.0: Tooth and Claw** *GM: Bruce Finch* **6 players** *No XP/Simple* **Saturday 9a-1p** **Conference C 2** Help Beta test the new Rosebud rules system! Characters provided. "Deep in the Everglades, mysterious deaths have drawn the attention of the Fellowship. Discover what horrors lurk in the deep swamp!" **\$4.00**

**7351 Gumshoe: Moodyville Blues** *GM: Greg Walters* **6 players** *No XP/Average* **Saturday 9a-1p** **Conference C 4** In the sweltering heat of summer, a group of teenagers discover the truth about the town they thought they knew, digging into deep secrets and finding more than they bargained for. Re-run from 2016 & 2018. **\$4.00**

**7364 Mutant Crawl Classics: The Temple of Zlha** *GM: Andrew Barlow* **6 players** *No XP/Simple* **Saturday 9a-2p** **Conference H** Villages are being attacked by a giant beast and gather their best warriors to stop it. These heroes must track it back to its origin and unravel the mystery of a temple of the ancients. **\$4.00**

**7367 The Sprawl: Mission Files** *GM: Dave Kesler* **4 players** *No XP/Average* **Saturday 9a-12p** **Conference F 5** Mission-based action in a gritty Cyberpunk future. You are the assets of vast corporations, performing tasks that those multinationals can't do, or be seen to do. Deniable, professional, disposable. **\$4.00**

**7398 Savage Worlds: Gamma World: Salt Ghouls of Murder City!** *GM: John Jamieson* **5 players** *No XP/Simple* **Saturday 9a-11a** **Conference C 5**

Lords of Lasers! Three families of Drownriver who journeyed too close to the mines of ancient Troyt, City of Murders, have disappeared! Can your band of men, machines, and mutants rescue them? **\$2.00**

**7409 Dungeon Crawl Classics: Narosia: Ruins of Baradahm** *GM: Shane Harsch* **7 players** *No XP/Simple* **Saturday 9a-1p** **Conference H** Your village in the northern reaches of Aetaltis is under attack by the vile Endrori. Will dealing with this threat lead to glory or gloom? Discover the world of Narosia in this DCC funnel. **\$4.00**

**8528 Call of Cthulhu 6th Edition: The Fire the Burns the Brightest** *GM: Ben Curtis (We Hate Bards)* **5 players** *No XP/Simple* **Saturday 9a-1p** **Conference B 3** A group of soldiers on exercise are ordered to recon a terrorist threat and take action to protect the American public. **\$4.00**

**8533 Lamentations of the Flame Princess: Tower of the Stargazer** *GM: Cris Frank (We Hate Bards)* **6 players** *No XP/Simple* **Saturday 9a-1p** **Conference B 4** Legend tells of a wizard so arrogant that he felt the entire sky was naught but a lens for him to view the stars. Something had brought the wizard low, and now you're going to walk right through his front door. **\$4.00**

**8536 Realms of Fantasy: Blood of Our Ancestors** *GM: Justin Motsinger (We Hate Bards)* **6 players** *No XP/Simple* **Saturday 9a-1p** **Conference B 1** The local baron has uncovered a lost inheritance, but he needs you to recover it. Simple enough, right? **\$4.00**

**8567 Dungeon Crawl Classics: Xcrawl: Xcrawl's Got Talent!** *GM: Brendan LaSalle* **6 players** *No XP/Simple* **Saturday 9a-1p** **Conference H** DJ Glitterbomb puts the whole Empire on blast! If you fail you die but if you survive – you'll be a Division III Xcrawl hero on your way to fame and fortune. Will you answer the Empire's call? **\$4.00**

**8624 Scum and Villany: Graxium's Axiom** *GM: Whitney Mattson* **5 players** *No XP/Simple* **Saturday 9a-1p** **Conference F 2** Pontentius Regis Suzerian Graxium rules over the trash planet of Sureen with an iron fist. Which ship will your rag-tag group crew for spacebucks and starglory? **\$4.00**

**8638 Gumshoe/Nights Black Agents: Clinical Detachment** *GM: Matthew Perez* **6 players** *No XP/Simple* **Saturday 9a-1p** **Conference F 3** The glitterati rave about a Black Sea clinic/spa and its 'miraculous' rejuvenation treatments. The local oligarch has hired a team of freelancers to 'visit' the spa and 'negotiate' for the process. **\$4.00**



**8662 Key RPG System (Homebrew): Waterdeep Chronicles: What Money Can Buy** GM: James Arnoldi **7 players** No XP/Simple **Saturday 9a-2p** **Conference E 1** After adventures all over Faerun, you retired in the greatest city in the Realms, Waterdeep. Of course, retirement does not mean your adventuring is over. System is a cross between Fate and Amber. **\$4.00**

**8758 13th Age: Tales of 13th Age--New Port Adventures (includes premiere!)** GM: Pete Cooney **6 players** No XP/Average **Saturday 9a-1p** **Conference F 4** Join a continuing storyline in city of New Port in the Dragon Empire. New or veteran players welcome--pregens available. Storyline ONLY AVAILABLE IN MICHIGAN! **\$4.00**

**8762 Harlem Unbound using Pulp Call of Cthulhu: In the Shadow of Harlem** GM: Chris Spivey **6 players** No XP/Average **Saturday 9a-1p** **Board Room** **\$4.00**

**8786 AS&SH: Lost Cairns of the Savages** GM: Del Teigeler **5 players** No XP/Simple **Saturday 9a-1p** **Conference H** Explore a lost burial ground discovered on a sacred island inhabited by 1/2-blood Picts. AS&SH hex crawl inspired by "The Black Stranger" by Robert E. Howard. GM'd by AS&SH artist Del Teigeler. **\$4.00**

**8893 Usagi Yojimbo: Onna-Bugeisha VS. The Daimyo from Yama** GM: Gabriel Carlson (ConTessa) **5 players** No XP/Average **Saturday 9a-1p** **Conference A 2** You wander with your sister ronin until one day you find a village with "bandit" problems. The truth is far more haunting. Do you and your allies have what it takes to set right an entire province? **\$4.00**

**8894 OD&D/1e/S&W: Fight On! - The Darkness Beneath** GM: Sean Stidd **8 players** No XP/Simple **Saturday 9a-1p** **Conference H** Trog! Mole-men! Moon slime! Giant Iguanas! Broken Robots! A Gibbering Fungus God! A classic dungeon crawl from Fight On! Magazine run by its author. Pregens or your own characters up to 4th level. **\$4.00**

**8900 Gumshoe: What Haunts You** GM: Andrew Lloyd **6 players** No XP/Simple **Saturday 9a-1p** **Conference C 6** What Haunts You, the internet's newest ghost hunters, respond to reports of mysterious happenings at a scout camp. Can you solve the mystery without giving in to the ghost that already haunts you? **\$4.00**

**8917 Homebrew: The Free Wolves: Whistlin' Dixie** GM: Emily Danvers (ConTessa) **10 players** No XP/Simple **Saturday 9a-1p** **Conference A 1** Punch the old "heroes" of the Confederacy in their metallic

faces in this dungeon dive through a haunted theme park! **\$4.00**

**8918 Runequest: A DARKNESS AT RUNEGATE** GM: Edward Kabara **6 players** No XP/Simple **Saturday 9a-1p** **Conference E 7** Your clan chief's daughter is missing, fled nearby into Aldryami-held ruins. Did she wander off alone and unguarded, was she kidnapped- or did she flee the impending wedding? **\$4.00**

**8929 Call of Cthulhu 7th ed.: The Witch of Delray** GM: Roger Kernsmith (A2 Iron Gods) **6 players** No XP/Simple **Saturday 9a-1p** **Conference E 8** **\$4.00**

**7152 Dungeon World: Mad Libs!** GM: John Corey **6 players** No XP/Simple **Saturday 10a-1p** **Conference E 3** Mad Libs! **\$4.00**

**7406 Call of Cthulhu: Sun Spots** GM: Rom Elwell **6 players** No XP/Simple **Saturday 10a-6p** **Conference E 5** Boston, February 1926. In the midst of a winter storm, the investigators are hired to rescue a woman from the unusual churches that have taken over a mountain town hiding a disturbing mystery. **\$6.00**

**7155 D&D/Swords & Wizardry based RPG: Return to Nature** GM: David Perrin **6 players** No XP/Average **Saturday 11a-1p** **Conference H** The adventurers travel from hills to shore to forest to retrieve and deliver a secret cargo before it falls into the wrong hands. Materials and pregens provided. Rules modified for experience and age. **\$2.00**

**7399 Savage Worlds: Gamma World: Rampaging Roboto** GM: John Jamieson **5 players** No XP/Simple **Saturday 11a-1p** **Conference C 5** This quick 2018 One-Page Dungeon entry features your mutant team versus a terrible menace from a band of unhygienic raiders in the post-apocalyptic 24th Century. Love Fallout? You'll love the game that spawned it all. **\$2.00**

**7114 Star Trek Adventures: Ends and Means** GM: Troy Mepyans **6 players** No XP/Average **Saturday 2p-6p** **Conference C 1** Can you bring an end to the dispute on Tolen IV before it spills over into civil war, and how will you react when events take a turn for the worse? **\$4.00**

**7148 Mutant Crawl Classics: Hive of the Overmind** GM: Cory Jacques **5 players** No XP/Average **Saturday 2p-6p** **Conference H** 0-Level peasant funnel adventure for Mutant Crawl Classics. Pregens provided. No experience required. **\$4.00**

**7149 Costume Fairy Adventures: Costume Fairy Adventures in...Tomb of Follies!** GM: Christina Fayz (ConTessa) **6 players** No XP/Average **44**

**Saturday 2p-4p** **Conference A 1** The costume fairies return for more madcap mayhem! Search the dungeon for the secret to the greatest prank of all time! **\$2.00**

**7157 Genesys: Learn to play: Genesys, Fantasy Setting** *GM: David Perrin* **6 players** No XP/Average **Saturday 2p-6p** **Conference C 7** One-hour character creation and 2-3 hour adventure. The party is hired to retrieve a precious relic. Follow the thieves' trail to the dwelling of the giants. Materials provided, no experience needed. **\$4.00**

**7159 AD&D 2E: The Grand Inheritance** *GM: Peter DeCraene* **6 players** No XP/Simple **Saturday 2p-6p** **Conference H** Lord Fedryck has inherited one of his uncle's abandoned estates on the edge of a swamp but the current squatters refuse to leave. Fedryck hires your adventuring crew to help him claim his inheritance. **\$4.00**

**7172 D&D 5.0: Ending the Silence** *GM: Michael Whiteman (Amorphous Blob)* **6 players** Some XP/Average **Saturday 2p-6p** **Ballroom 101** **\$4.00**

**7182 Lamentation of the Flame Princess: Blood in the Chocolate** *GM: Ian Zebarah Shears* **10 players** No XP/Average **Saturday 2p-6p** **Conference H** Partake in a grand heist to steal some candy from a factory. Of course, all is not what it seems in this brightly colored, candy coated, nightmare adventure! Mature Audiences only. **\$4.00**

**7187 Doctor Who Roleplaying Game: Death Comes to Toytown** *GM: Walter Schirmacher* **6 players** No XP/Simple **Saturday 2p-6p** **Conference C 3** Toytown, a shop where toys come to life. Something sinister is afoot, the Doctor and companions get involved, and nothing goes as planned. Then UNIT arrives, and things go from bad to worse. **\$4.00**

**7205 Champions, 6th Ed: Legacies** *GM: Kurt Garwood* **6 players** No XP/Average **Saturday 2p-6p** **Conference F 1** The memory of the team that won World War II is fading. You must uncover the mystery behind their disappearance. Will you carry on the legacy of your grandparents and stop their old nemeses' return? **\$4.00**

**7209 Mutants & Masterminds 3e: Titan City Chronicles: The Jordanow Mystery** *GM: Alexander Thomas (Matinee Adventures)* **6 players** No XP/Simple **Saturday 2p-6p** **Hotel Restaurant** The Titan City Sentinels must race against the nefarious Die Okkultisten before the Nazis can uncover a great power for the Reich. Golden Age heroics in a new universe. Play with the author! **\$4.00**

**7211 Apes Victorious : Friendship of the Apes** *GM: Forest Ray* **8 players** No XP/Simple **Saturday 2p-6p** **Conference H** Apes and humans must work together to reach a place called Paradise, where all can live in peace. To get there you must gather enough supplies to cross the forbidden zone. Can you do it? **\$4.00**

**7226 Games on Demand: Games on Demand - GENERICs ONLY** *GM: Games On Demand* **10 players** No XP/Simple **Saturday 2p-6p** **Conference C** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection priority is first-come-first-serve, regardless of ticket type. RIBBONS AND GENERICs(x2) ONLY! **\$4.00**

**7246 1E AD&D: Q1: Queen of the Demonweb Pits, Part 1** *GM: Shawn Dry* **6 players** No XP/Average **Saturday 2p-6p** **Conference H** Dare you assail the Abyssal realm of Lolth, Demon Queen of Spiders? This is the middle session of the conclusion to the classic GDQ series; playing in other sessions is not required. Pregens provided. **\$4.00**

**7252 Lamentations of the Flame Princess: The Incompetent Watchmaker (Playtest)** *GM: Stacy Dellorfano (ConTessa)* **6 players** No XP/Simple **Saturday 2p-6p** **Conference A 3** Playtest a portion of this massive citycrawl in a strange, plague-ridden medieval city. **\$4.00**

**7271 The Black Hack (Mass Effect XV): Marooned** *GM: Amanda Douglas* **7 players** No XP/Simple **Saturday 2p-5p** **Conference H** Join the crew of the SS Minnow in a salvage mission across the stars in this space adventure combining the worlds of Mass Effect with Gilligan's Island. Black Hack rules with pregen characters. **\$4.00**

**7302 The GRAM Role-Playing Game: The Brotherhood of Cain - The Trial of Leonora McKinnon** *GM: Rebecca Hill* **6 players** No XP/Simple **Saturday 2p-4p** **Conference F 2** Leonora McKinnon has been accused of being a witch and murderer. As members of The Brotherhood, it's your job to keep Victorian England safe so her fate is yours to decide. Rules taught, no xp needed. **\$2.00**

**7305 Pathfinder Homebrew Fantasy: Riding the Roller Coaster Part 1B: You Never Forget Your First Treasure Quest** *GM: Ann Anderson* **5 players** Some XP/Average **Saturday 2p-6p** **Conference C 4** Continuing the story from Part 1A. As an adventurer starting out, you received your first treasure quest from Sorenhurst. **\$4.00**

**7342 Fellowship 2.0: A Walk-on Part in the War** *GM: Peter Parker* **6 players** No XP/Simple **Saturday 2p-6p** **Conference E 3** Help betatest the new

Rosebud rules system! Characters provided. "In April, 1918 you have a special mission to infiltrate Amiens and eliminate a German captain who poses a grave threat to the Allies." **\$4.00**

**7374 Bethorm: The Plane of Tekumel: I Wanna Go Home** GM: Krista Donnelly **7 players** No XP/Average **Saturday 2p-6p Seminar 5** Getting shipwrecked on an island in the Deeps of Chanayága was not part of your plan. Getting rescued is important, but surviving long enough to be rescued is really the name of the game now. **\$4.00**

**7397 Dungeon Crawl Classics: Amongst the Fungus** GM: Larry Hamilton **8 players** No XP/Simple **Saturday 2p-6p Conference H** There has been strange green "lightning" and odd thunder from the West over the last several nights. Villagers from the West are fleeing to the East and warn your village to leave, as these are strange and evil times. **\$4.00**

**7435 Dungeon Crawl Classics : Portal to the Plane of Probability** GM: Cory Gahsman **5 players** No XP/Average **Saturday 2p-6p Conference H** A portal to the Plane of Probability has been opened, and waves of luck-altering energy are causing the fabric of reality to begin to unravel. Can you close the portal before it is too late? **\$4.00**

**7436 Dungeon Crawl Classics -Dark Trails: Blood in the Chocolate** GM: Keith Nelson **6 players** No XP/Average **Saturday 2p-6p Conference H** San Francisco. 1873. Domenico Ghirardelli hires you to commit corporate espionage on a new rival who's stealing customers with unbelievably delicious confections. DCC ruleset Weird Western 1st level. **\$4.00**

**8504 Everyone is John: Everyone is Bond, James Bond** GM: Alejandro Carbonara **5 players** No XP/Simple **Saturday 2p-4p Conference E 1** The only one who can stop evil mastermind billionaire Alan Mollusk is the schizophrenic secret agent John Bond. The world is doomed. **\$2.00**

**8505 Dread: Beneath A Metal Sky** GM: Jason Haskins (Matinee Adventures) **6 players** No XP/Simple **Saturday 2p-6p Hotel Restaurant** You are a member of the Independent States Aerospace Force (ISAF) and have been assigned to search and rescue space shuttle ISS Bulwark as a member of the ship's crew. **\$4.00**

**8516 Pokemon for Genesys: Remnants in Wetlands** GM: Aaron Connell (We Hate Bards) **4 players** No XP/Simple **Saturday 2p-6p Conference B 5** A team of adventurers from the exploration guild is hired by a Pikachu client to help protect her

on an expedition to find a hidden temple deep in a wetland dungeon area. **\$4.00**

**8525 Dungeons and Dragons 3.5: The Dragonfiend Pact** GM: Matthew Neymeiyer (We Hate Bards) **6 players** No XP/Simple **Saturday 2p-6p Conference B 2** The small town of Welwyn has been beset by a string of robberies. The heroes are led to a natural cave system at the bottom of the well, but once inside they realized that the burglars are mere pawns in a much more dangerous game. **\$4.00**

**8529 Dungeons and Dragons 5th Edition: Tomb of Horrors** GM: Ben Curtis (We Hate Bards) **6 players** No XP/Simple **Saturday 2p-6p Conference B 3** Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt. It is filled with terrible traps and not a few strange and ferocious monsters to slay the unwary. **\$4.00**

**8537 Hunter the Vigil: The Gateway to Madness** GM: Gary Griffes (We Hate Bards) **6 players** No XP/Simple **Saturday 2p-6p Conference F 3** When the bell tolls in the Asylum, only the Madness can save you. **\$4.00**

**8539 Call of Cthulhu 7th Edition: Dr. Bobbin's Memorial Asylum** GM: Alex Baar (We Hate Bards) **6 players** No XP/Simple **Saturday 2p-6p Conference B 4** Come to the world renowned Dr. Bobbin's Memorial Asylum! No otherworldly monstrosities here at Dr. Bobbins, not a one. **\$4.00**

**8544 Call of Cthulhu 3rd Edition: Call of Cthulhu Classics--Terror From the Stars** GM: Michael Miller (We Hate Bards) **6 players** No XP/Simple **Saturday 2p-6p Conference B 1** Adventure and intrigue in Peru. An investigator receives a gold artifact through the mails from Peru, pitting him and his friends against a ring of international art thieves and perhaps more sinister foes... **\$4.00**

**8593 Stars Without Number: Wings Over Cygnus** GM: Andrew Moss **6 players** No XP/Simple **Saturday 2p-6p Conference H** You are space pirates, hired to raid a secret installation. The catch is, the target is on a planet in a system engulfed in the brutal interstellar civil war between the Three Immortal Bird Emperors. **\$4.00**

**8613 Dungeon World: Rocking the Giants** GM: Peter Connell **6 players** No XP/Simple **Saturday 2p-6p Conference C 2** A party of stalwart adventurers will be putting a new coat of paint on a tried and true AD&D module: "G1 - Steading of the Hill Giant Chief" using Dungeon World as the system! **\$4.00**

**8659 D&D 5th Edition: Big Top Heroes** GM: Jason Marker **6 players** No XP/Average **Saturday 2p-6p** **Conference F 5** A traveling circus troupe gets caught up in a small village's battle with a group of bandits and becomes the most unlikely heroes in Illyria. **\$4.00**

**8687 Katanas & Trenchcoats: Such Emo, So Fight** GM: Ryan Macklin **4 players** No XP/Average **Saturday 2p-6p** **Seminar 2** Moonlight gleams off drawn blades. A mortal cries out as a vampire drinks. Creepy sorcery. Magic hackers. Other goth stuff. Also car wizards. Come and play in the the spirit of 90s-inspired gaming... **\$4.00**

**8701 Original D&D: Crossing the Danube** GM: Herb Diehr **6 players** No XP/Simple **Saturday 2p-4p** **Conference C 5** A small group of adventurers find their way forward blocked by the Danube; not the river, but a vapor of blue that locals call the Danube. No one enters it willingly. No one entering has been seen again. **\$2.00**

**8759 13th Age: Tales of 13th Age--New Port Adventures (includes premiere!)** GM: Pete Cooney **6 players** No XP/Average **Saturday 2p-6p** **Conference F 4** Join a continuing storyline in the city of New Port in the Dragon Empire. New or veteran players welcome--pregens available. Storyline ONLY AVAILABLE IN MICHIGAN! **\$4.00**

**8779 AD&D 2E: Tideman's Folly** GM: Brett Gossiaux **6 players** No XP/Average **Saturday 2p-6p** **Conference H** On a long-forgotten stretch of the Sword Coast lies a forlorn ruin. Its depths have yet to be explored. Choose from a selection of pregen character sheets and confront the unknown horrors within. **\$4.00**

**8881 Dungeon Crawl Classics: The House of the Red Doors (Solo Tournament Funnel)** GM: James Pozenel **100 players** No XP/Simple **Saturday 2p-5p** **Conference H** The House of the Red Doors has come to your village. Cassefeh, its owner, can alter fate. You have toiled long and suffered much, and for what end? Despair and hopes of an early grave? **\$4.00**

**8906 Ubiquity: Hollow Earth Expedition: Wasteland Blooms (Mars)** GM: Keith Scherer **8 players** No XP/Simple **Saturday 2p-4p** **Conference C 6** **\$2.00**

**8911 Mothership: DEAD PLANET** GM: Bardaree Bryant (ConTessa) **6 players** No XP/Average **Saturday 2p-8p** **Conference A 4** There is a planet that no ship escapes. A place where death calls like a beacon amongst the waves of the living. This

is the DEAD PLANET. A Scifi Horror module for Mothership. **\$6.00**

**8920 Numenera: ESCAPE FROM THE JADE COLOSSUS** GM: Edward Kabara **6 players** No XP/Simple **Saturday 2p-6p** **Conference E 7** After the tremors subsided and the day crept back, something enormous was revealed: a massive new structure, many miles in diameter, had burst up through the ground. Let's explore it! **\$4.00**

**8925 Fall of Delta Green: On A Bank, by Moonlight** GM: Ariel Celeste (ConTessa) **5 players** No XP/Simple **Saturday 2p-6p** **Conference A 2** 1968. Two people in a small town die on the same night. One an accident; the other, shot by the police. Both from the same commune. Chanting, carved idols, ceremonies by moonlight? What's going on? **\$4.00**

**8931 Savage Worlds, Weird War I: The Lost Oasis** GM: Jeremy Hallum (A2 Iron Gods) **6 players** No XP/Simple **Saturday 2p-6p** **Conference E 8** The heroes are members of the United Kingdom approached by Colonel T.E. Lawrence to determine their fate and rescue any of those POWs unaccounted for. **\$4.00**

**8961 Bluebeard's Bride:** GM: Sadonna Croff (ConTessa) **5 players** No XP/Simple **Saturday 2p-6p** **Conference A 5** Bluebeard's Bride is a goth horror RPG which uses Apocalypse for the basic game mechanics. **\$4.00**

**8633 The Quiet Year** GM: Timothy DuFresne **5 players** No XP/Simple **Saturday 4p-6p** **Seminar 3** In this map-building indie roleplaying game, players take on roles in a community, shaping, building and creating the various pieces of your home and facing challenges throughout one quiet year. **\$2.00**

**8907 Ubiquity: From the Case Files of Manhunters, Inc. – S.M.A.S.H.ed** GM: Keith Scherer **8 players** No XP/Simple **Saturday 4p-6p** **Conference C 6** **\$2.00**

**7200 Paragraph System: Merlinspawn** GM: David Vandenabeele **5 players** No XP/Average **Saturday 7p-12a** **Conference F 1** Merlin returned magic to the land, revolutionizing every field. London of 1876 now sees alchemy at Scotland Yard, magic classes at university, and inventions that defy physics. This is your world. **\$4.00**

**8468 Seven Wonders: Rise and Fall** GM: Alejandro Carbonara **4 players** No XP/Simple **Saturday 7p-11p** **Conference E 1** Dystopias come, and they go. Collaboratively we will create a dystopia, explore



its rise to power, experience everyday life during its prime years, and identify how the regime falls. **\$4.00**

**8930 Delta Green: The Sun Also Sets** GM: Roger Kernsmith (A2 Iron Gods) **6 players No XP/Simple Saturday 7p-11p Conference E 8** The Sunspot Solar Observatory at Sacramento Peak, NM was closed for 11 days by federal agents in September 2018. The PCs will experience the real story first hand. **\$4.00**

**8958 Part-Time Gods Second Edition: Party to End All Parties** GM: Eloy Lasanta **5 players No XP/Simple Saturday 7p-11p Seminar 3** Become a god and protect your city from threats, while balancing your real life as well. **\$4.00**

**7111 Serenity: Tending the Flock** GM: Tom Prevendoski (Matinee Adventures) **6 players No XP/Simple Saturday 8p-12a Hotel Restaurant** On a remote mining station, Shepherd Book gets reunited with someone from his days at the Southdown Abbey. The man has been having some trouble of late. **\$4.00**

**7178 Dungeon Crawl Classics: Dinosaur Crawl Classics** GM: Ian Zebarah Shears **10 players No XP/Simple Saturday 8p-12a Conference H** Can you say dinosaurs PCs? Summoned to the planet Cretasus, a world where dinosaurs never went extinct, can you and your band of heroes complete the quest and make it home in one piece? **\$4.00**

**7206 Mutants & Masterminds: Time to take your medicine** GM: Paul McNeil (Matinee Adventures) **6 players No XP/Simple Saturday 8p-12a Hotel Restaurant** Black Ops Vs Black Ops as the Suicide Squad tries to stop a rival team from using a bioweapon against US Armed Forces bases in Germany. **\$4.00**

**7210 Labyrinth Lord: The Exterminators** GM: Forest Ray **8 players No XP/Simple Saturday 8p-12a Conference H** **\$4.00**

**7222 Call of Cthulhu: Those Within** GM: Jae Walker **6 players No XP/Average Saturday 8p-12a Conference C 3** Ninebanks is experiencing an economic revival with the opening of a new lead mine. Surely the sudden illness of some of the villagers has nothing to do with it? Down Darker Trails - Call of Cthulhu. **\$4.00**

**7227 Games on Demand: Games on Demand - GENERICS ONLY** GM: Games On Demand **10 players No XP/Simple Saturday 8p-12a Conference G** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection

priority is first-come-first-serve, regardless of ticket type. RIBBONS AND GENERICS(x2) ONLY! **\$4.00**

**7230 The Petal Hack: Tekumel: Behind Enemy Lines** GM: Brett Slocum **8 players No XP/Simple Saturday 8p-12a Seminar 5** The Patriarch of Vimuhla has asked you to recover an artifact from a ruined temple. The Patriarch also wants you to find the last expedition. Did he say that the area is now occupied by an enemy army? **\$4.00**

**7239 Mothership: Dead Planet: The Screaming on The Alexis** GM: Dan Domme **6 players No XP/Average Saturday 8p-12a Conference H** Dropping out of Hyperspace, your crew stumbles onto The Alexis, a ship emitting a distress beacon. What will you discover aboard the ship lost in space? Mothership is a new Sci Fi Horror RPG. **\$4.00**

**7247 1E AD&D: Q1: Queen of the Demonweb Pits, Part 2** GM: Shawn Dry **6 players No XP/Average Saturday 8p-12a Conference H** Can you defeat Lolth in her Demonweb and end her threat forever? This is the last session of the conclusion to the classic GDQ series; playing in earlier sessions is not required. Pregens provided. **\$4.00**

**7251 Tales from the Loop: Time after Time** GM: Stacy Dellorlano (ConTessa) **6 players No XP/Simple Saturday 8p-12a Conference A 3** One day in the woods around the Loop, you and your friends find a glowing orb. While investigating, one of the kids disappears, only to show back up, unchanged, 5 years later. **\$4.00**

**7270 The Cthulhu Hack: 1980s: The Secret of Elder Falls** GM: Ryan Thompson **8 players No XP/Simple Saturday 8p-12a Conference H** It's the mid 1980s, and strange things are afoot in your small Michigan town. **\$4.00**

**7300 The GRAM Role-Playing Game: Operation: Snakebite - CERULEAN CITADEL** GM: Andrew Popowich **6 players No XP/Simple Saturday 8p-10p Conference E 5** You're a member of the military/espionage agency Operation: Snakebite and you've been tasked with retrieving a data analyst from an OSB installation that has been overrun. Rules taught, no xp needed. **\$2.00**

**7343 Fellowship 2.0: Tooth and Claw** GM: Bruce Finch **6 players No XP/Simple Saturday 8p-12a Conference C 2** Help Beta test the new Rosebud rules system! Characters provided. "Deep in the Everglades, mysterious deaths have drawn the attention of the Fellowship. Discover what horrors lurk in the deep swamp!" **\$4.00**

**7369 Boot Hill 2nd Edition: A Posse For the School Marm** GM: *Larry Hamilton* **8 players** No XP/*Simple* **Saturday 8p-12a** **Conference H** Miss Bessie the schoolmarm was kidnapped as a hostage when the bank was robbed. Good men are needed to form a posse to catch the thieves, rescue Miss Bessie, and recover the money. **\$4.00**

**7403 Mothership Sci fi Horror RPG: Perils of the Dead Planet** GM: *Donn Stroud* **5 players** No XP/*Simple* **Saturday 8p-12a** **Conference H** **\$4.00**

**8503 Mutant Future: They Don't Play Faire** GM: *Reece Albright* **6 players** No XP/*Average* **Saturday 8p-12a** **Conference H** A once noble robot ren faire is now the home to terrible mutant creatures, crazed robotic knights, jesters, and more. Will your band of misfits collect the artifact while avoiding the undead tourists? **\$4.00**

**8524 The Silent One:** GM: *Matthew Neymeiyer* (*We Hate Bards*) **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference B 2** The land is in turmoil and threatened with annihilation. A group of powerful men, women, and creatures are set to the task of averting disaster, but what of the child in the group, the one who does not talk... **\$4.00**

**8534 No One Gets Out of Here Alive: The Night Shift** GM: *Cris Frank* (*We Hate Bards*) **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference B 4** A company is looking for night shift workers tailored to your specific skill set. The pay is excellent and the benefits are to die for. **\$4.00**

**8538 7th Sea: Nailed to the Iron Cross** GM: *Gary Griffes* (*We Hate Bards*) **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference F 3** How far will you go to take back your birthright? **\$4.00**

**8540 Call of Cthulhu 7th Edition: Mean Streets** GM: *Alex Baar* (*We Hate Bards*) **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference B 5** Inner city teachers, each with their own specialty, working tirelessly to reach these kids. Gang life and the brewing war won't take more capable youth from you! **\$4.00**

**8542 Call of Cthulhu 6th Edition: The Best Day at Work Ever!** GM: *Eric Bracey* (*We Hate Bards*) **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference F 4** You're about to experience the best day of work ever! Don't worry about the things going about in the research facility; all is well, and better than well, great! Those screams, screams of joy, no need to investigate or leave your offices. **\$4.00**

**8545 AD&D 1st Edition: Old School Adventure-Temple of the Frog** GM: *Michael Miller* (*We Hate*

*Bards*) **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference B 3** Green death. That's what the old hands call the Great Dismal Swamp. **\$4.00**

**8546 Dungeons and Dragons 5th Edition: Dragon Slayer's Tomb** GM: *Justin Motsinger* (*We Hate Bards*) **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference B 1** The Dragon Slayer's Tomb, long forgotten, is ripe for the plundering. What will the one find inside, treasure, wonder, knowledge, or a swift and gruesome death? An adventure for 5th level characters. **\$4.00**

**8551 Nova6: It Came From The Late, Late, Late Show: Revenge of the Undead Scuba-Diving Zombies At Bikini Beach** GM: *Dale Barnes* **6 players** No XP/*Average* **Saturday 8p-12a** **Conference E 3** In the world of late night, cheesy, low-budget movies, the actors are the heroes against aliens and monsters despite hokey special effects. This ain't Shakespeare-- it's the Late, Late, Late Show. **\$4.00**

**8592 Runequest Glorantha: Griffin Mountain** GM: *Andrew Moss* **6 players** No XP/*Simple* **Saturday 8p-12a** **Conference H** Fleeing Dragon Pass and on the run from the Lunar Empire, you seek refuge in the lands of Balazar. Will you find the Mountain itself? Or perhaps another wonder? Glory or death awaits. Hail Orlanth! **\$4.00**

**8660 The Sprawl/Powered by the Apocalypse: Pretty Little Monsters** GM: *Jason Marker* **5 players** No XP/*Average* **Saturday 8p-12a** **Conference F 5** After a late-night show in the heart of the Sprawl, the neo-punk band Pretty Little Monsters gets mixed up in a simmering war between crooked cops, a powerful biotech firm, and the criminal underworld. **\$4.00**

**8672 Whisper City Pro-Wrestling** GM: *Theodore Mallison* **4 players** No XP/*Average* **Saturday 8p-12a** **Conference F 2** Whisper City Pro-Wrestling is the roleplaying game of independent circuit pro-wrestling in a post-apocalyptic mill town! Fast, stupid, and fun! **\$4.00**

**8673 GURPS: Get Thee to the Library!** GM: *Bruce Price* **6 players** Some XP/*Average* **Saturday 8p-10p** **Conference C 4** Congratulations! Your cap and gown are ready. Graduation is tomorrow! All you have to do is return your book of magic to its place on the shelf in the Grande Library. Are you ready to fight? **\$2.00**

**8780 AD&D 2E: Escape from Tideman's folly** GM: *Brett Gossiaux* **6 players** No XP/*Average* **Saturday 8p-12a** **Conference H** With the ruin's secrets revealed, escape remains the only option left for

our brave adventurers. Choose from a selection of pregen character sheets or continue on with a sheet from Tideman's Folly. **\$4.00**

**8879 Paranoia: Insufficient Security Clearance for Event** *GM: Luke Elias (ConTessa)* **5 players** *No XP/Average* **Saturday 8p-12a** **Conference A 5** Welcome to Alpha Complex, Citizen. The all-powerful Computer requests the help of fresh clones like you to help keep everything under control. But, of course, can you trust the clones at your side? **\$4.00**

**8884 Witch Hunter: Rumors of Roanoke** *GM: Liz Bollman* **6 players** *No XP/Simple* **Saturday 8p-12a** **Conference C 5** A group of Witch Hunters are sent to investigate the mysterious disappearance of Roanoke's colonists. **\$4.00**

**8896 WitchPunks: Anarchy in the Arcane** *GM: Gabriel Carlson (ConTessa)* **4 players** *No XP/Simple* **Saturday 8p-10p** **Conference A 2** In a world full of corruption, oppression and environmental destruction, you and your coven are standing up. Your tools are spellcraft, a DIY attitude, and arcane anarchy. **WARNING: Mature Themes.** **\$2.00**

**8913 Mutant Crawl Classics: The Last Resort** *GM: Gordon Cooper* **7 players** *No XP/Simple* **Saturday 8p-12a** **Conference H** It is said there is a place where the downfall of the Ancients began, a city within a great bubble unvisited since the Great Disaster. Until now. This is a 0-level funnel. Characters provided. **\$4.00**

**8919 Call of Cthulhu: THE IDES OF WINTER** *GM: Edward Kabara* **6 players** *No XP/Simple* **Saturday 8p-12a** **Conference E 7** Investigators are embroiled in a mysterious death at a local pub. But even once that is solved, mysterious events and the appearance of ghosts lead them to believe more is afoot. **\$4.00**

**8946 Invisible Sun: We Begin At The End** *GM: Darcy Ross* **5 players** *No XP/Simple* **Saturday 8p-12a** **Seminar 2** **\$4.00**

**8948 Project: Dark: What the Wizard Stole First** *GM: Will Hindmarch* **4 players** *No XP/Simple* **Saturday 8p-12a** **Board Room** This is a stealthy fantasy roleplaying adventure in which you play thieves. Go in the wizard's lair and steal back what the wizard stole first— and don't get turned into a toad along the way. **\$4.00**

## SUNDAY

**7117 OSR 5e: Whispers of Starfall, Part 3** *GM: Troy Mepians* **6 players** *No XP/Simple* **Sunday**

**9a-1p** **Conference C 1** This is the continuation of Whispers of Starfall from Friday and Saturday Morning. **\$4.00**

**7141 Mutants & Masterminds 3e: Justice League: Armageddon** *GM: Alexander Thomas (Matinee Adventures)* **6 players** *No XP/Simple* **Sunday 9a-1p** **Conference C 7** **\$4.00**

**7156 D&D/Swords & Wizardry based RPG: Return to Nature** *GM: David Perrin* **6 players** *No XP/Average* **Sunday 9a-11a** **Conference H** The adventurers travel from hills to shore to forest to retrieve and deliver a secret cargo before it falls into the wrong hands. Materials and pregens provided. Rules modified for experience and age. **\$2.00**

**7201 Paragraph System: Merlinspawn** *GM: David Vandenabeele* **5 players** *No XP/Average* **Sunday 9a-2p** **Conference F 1** Merlin returned magic to the land, revolutionizing every field. London of 1876 now sees alchemy at Scotland Yard, magic classes at university, and inventions that defy physics. This is your world. **\$4.00**

**7228 Games on Demand: Games on Demand - GENERICS ONLY** *GM: Games On Demand* **10 players** *No XP/Simple* **Sunday 9a-1p** **Conference G** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection priority is first-come-first-serve, regardless of ticket type. **RIBBONS AND GENERICS(x2) ONLY!** **\$4.00**

**7253 Lasers and Feelings: In Space No One Can Hear You Sigh** *GM: Peter Cornell* **6 players** *No XP/Simple* **Sunday 9a-1p** **Conference F 3** As the crew of the interstellar scout ship "Raptor," you have faced some real challenges. But, now the captain is down! It is up to YOU to save the galaxy! John Harper game that is PbA. **\$4.00**

**7344 Fellowship 2.0: A Walk-on Part in the War** *GM: Peter Parker* **6 players** *No XP/Simple* **Sunday 9a-1p** **Conference E 3** Help betatest the new Rosebud rules system! Characters provided. "In April, 1918 you have a special mission to infiltrate Amiens and eliminate a German captain who poses a grave threat to the Allies." **\$4.00**

**7401 Savage Worlds: Gamma World: Gamma Base 1** *GM: John Jamieson* **6 players** *No XP/Average* **Sunday 9a-1p** **Conference F 4** A post-apocalyptic super dungeon beckons your mutants to uncover the secrets of the City of Man and its sky chariots. **\$4.00**

**7415 The Petal Hack: Tekumel: The Sunken Spire of Sarpedon the Shaper** *GM: Brett Slocum* **6 players** *No XP/Simple* **Sunday 9a-1p** **Seminar**

**5** Beyond the flooded ruin of Ganga, a roof rises above the waves. A scholar-priest of Thumis, God of Knowledge, has discovered that the building belonged to a sorcerer. Your party will investigate. **\$4.00**

**8530 Dungeons and Dragons 5th Edition: Tomb of Horrors** GM: Ben Curtis (*We Hate Bards*) **6 players No XP/Simple Sunday 9a-1p Conference B 3** Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt. It is filled with terrible traps and more than a few strange and ferocious monsters to slay the unwary. **\$4.00**

**8535 Realms of Fantasy: Good to the Last Drop** GM: Cris Frank (*We Hate Bards*) **6 players No XP/Simple Sunday 9a-1p Conference B 4** You stumble upon a city seemingly under siege by mutantoid forces empowered by strange arcane magics. Running low on morale and supplies you are asked by a desperate populace to save them by destroying the menace. Simple enough, or is there more to this story... **\$4.00**

**8541 Call of Cthulhu 7th Edition: Dr. Bobbin's Memorial Asylum** GM: Alex Baar (*We Hate Bards*) **6 players No XP/Simple Sunday 9a-1p Conference B 2** Come to the world-renowned Dr. Bobbin's Memorial Asylum! No otherworldly monstrosities here at Dr. Bobbins, not a one. **\$4.00**

**8543 West End d6: In the Name of the Lord** GM: Eric Bracey (*We Hate Bards*) **6 players No XP/Simple Sunday 9a-1p Conference B 1** It's the early 1400s and some upstart theologian in Prague dares to criticize the Catholic Church. Heresy! Time for some Holy Warriors to put down these no good, papal hating heretics for good. **\$4.00**

**8568 Dungeon Crawl Classics: DCC Experiment** GM: Brendan LaSalle **6 players No XP/Simple Sunday 9a-1p Conference H** This is a Dungeon Crawl Classics session with some experimental narrative aspects. Come ready to improv! **\$4.00**

**8617 Scum and Villany: Graxium's Axiom** GM: Whitney Mattson **5 players No XP/Simple Sunday 9a-1p Conference F 2** Pontentius Regis Suzerian Graxium rules over the trash planet of Sureen with an iron fist. Which ship will your rag-tag group crew for spacebucks and starglory? **\$4.00**

**8637 Gumshoe/TimeWatch: Cuban Fireball** GM: Matthew Perez **6 players Some XP/Average Sunday 9a-1p Conference C 3** October 1962. Nuclear Armageddon. TimeWatch HQ suspects Ezeru involvement. Take your agents back in time to resolve the Caribbean Crisis and foil the roaches' evil plans. **\$4.00**

**8663 Key RPG System (Homebrew): Justice League International Exposed!** GM: James Arnoldi **7 players No XP/Simple Sunday 9a-2p Conference E 1** The original Justice League were legends. You have had a lot to live up to, but you are finally starting to get some respect. Of course, something has to go wrong. Mostly diceless. **\$4.00**

**8916 Homebrew: The Free Wolves and the Temple of the Crystal Staff** GM: Emily Danvers (*ConTessa*) **10 players No XP/Simple Sunday 9a-1p Conference A 1** Prepare to fight your way through Nazis and ancient magic in this ancient tomb to claim the treasure at the end. **\$4.00**

**8959 Pip System: Mermaid Adventures** GM: Eloy Lasanta **5 players No XP/Simple Sunday 9a-11a Board Room** Take a dive into adventure in this undersea RPG that's great for all ages! **\$2.00**

**8996 Demon City: 1999 Bizarre Summer** GM: Bardaree Bryant (*ConTessa*) **6 players No XP/Average Sunday 9a-1p Conference A 4** There's a killer loose in the seaside town of Monterey. You and your classmates are the only ones giving chase in this modern horror RPG with tarot card mechanics. This'll be one helluva summer break! **\$4.00**

**7204 Champions, 6th Ed: The Temple of the 3 Valleys** GM: Kurt Garwood **6 players Some XP/Average Sunday 10a-2p Conference C 6** Once upon a time 16th century China, a group of heroes must find a long-lost temple that contains the secrets of martial arts and great riches. Prepare yourself for some Wu Shu martial arts action! **\$4.00**

**7269 Fallout: Wasteland Wanderers: The Hunt for Project Y** GM: Paul Kemezis **8 players No XP/Average Sunday 10a-2p Conference F 5** From California to Texas, the rumor spreads. Someone found the secret city where they built the nukes. Are some still there? Who will get them? The Legion? The Brotherhood? The NCR? Or maybe...you? **\$4.00**

**7303 The GRAM Role-Playing Game: The Brotherhood of Cain - The Trial of Leonora McKinnon** GM: Rebecca Hill **6 players No XP/Simple Sunday 10a-12p Conference E 6** Leonora McKinnon has been accused of being a witch and murderer. As members of The Brotherhood, it's your job to keep Victorian England safe so her fate is yours to decide. Rules taught, no xp needed. **\$2.00**

**7410 Astonishing Swordsmen & Sorcerers of Hyperborea: Taken from Dunwich** GM: Rom Elwell **6 players No XP/Average Sunday 10a-2p Conference H** After the Keltic village of Dunwich is victimized by degenerate quasi-men who slay any who oppose their black will, local druids offer land



and title to those brave souls who would repair the situation. **\$4.00**

**7411 NOVA20: Atomic Sky: Waters Weeping** GM: *Shane Harsch* **5 players** No XP/Simple **Sunday 10a-2p** **Conference C 4** Your settlement's water supply is contaminated. You must find the source or your people will perish. Fallout-style Apocalypse for a d20 Modern hack of D&D 5E **\$4.00**

**8883 Dungeon Crawl Classics: The House of the Red Doors (Solo Tournament Funnel)** GM: *James Pozenel* **25 players** No XP/Simple **Sunday 10a-1p** **Conference H** The House of the Red Doors has come to your village. Cassefeh, its owner, can alter fate. You have toiled long and suffered much, and for what end? Despair and hopes of an early grave? **\$4.00**

**8914 WitchPunks: Battle of the Bands** GM: *Rowan Lynch (ConTessa)* **4 players** No XP/Simple **Sunday 11a-1p** **Conference A 3** In a world where corruption and bigotry are fought with arcane anarchy, you and your band have to get to the bottom of your rivals' weird behavior before the annual Battle of the Bands gets unplugged. **\$2.00**

**7233 Diceless: Gurkha** GM: *Patrick Brady* **7 players** No XP/Simple **Sunday 12p-6p** **Hotel Restaurant** This is based on real events, with no fictional characters and an actual historical operation. Bower Force has just been reinforced by a team from the newly formed Gurkha Airborne. **\$6.00**

**7184 Mutant Crawl Classics: Hive of the Overmind** GM: *Cory Jacques* **5 players** No XP/Average **Sunday 2p-6p** **Conference H** 0-Level peasant funnel adventure for Mutant Crawl Classics. Pregens provided. No experience required. **\$4.00**

**7229 Games on Demand: Games on Demand - GENERICS ONLY** GM: *Games On Demand* **10 players** No XP/Simple **Sunday 2p-6p** **Conference G** A variety of indies & classics! Learn a new game or learn how to role play; everyone welcome! Selection priority is first-come-first-serve, regardless of ticket type. RIBBONS AND GENERICS(x2) ONLY! **\$4.00**

**7301 The GRAM Role-Playing Game: Operation: Snakebite - CERULEAN CITADEL** GM: *Andrew Popowich* **6 players** No XP/Simple **Sunday 2p-4p** **Conference C 6** You're a member of the military/espionage agency Operation: Snakebite and you've been tasked with retrieving a data analyst from an OSB installation that has been overrun. Rules taught, no xp needed. **\$2.00**

**7394 Ars Magica (Modern): Unfair Tidings** GM: *Matthew Quirk* **8 players** No XP/Average **Sunday 2p-6p** **Conference E 8** It is 1893. Magi suspect "electricity" may be speeding the decline of magic. Your task: learn about electricity! Fortunately, Thomas Edison and Nikola Tesla will both be at the Chicago World's Fair.... **\$4.00**

**7400 Savage Worlds: Gamma World: Gamma Base 2** GM: *John Jamieson* **6 players** No XP/Average **Sunday 2p-6p** **Conference F 4** A post-apocalyptic super dungeon to uncover the secrets of the City of Man and its sky chariots. Play all day--drop in and out to join different parts. **\$4.00**

**7414 NOVA6: Meddling Kids: 13yrs later** GM: *Shane Harsch* **5 players** No XP/Simple **Sunday 2p-6p** **Conference C 4** You realize the last case you closed as a teen investigator held a deeper horror that you need to resolve. Using NOVA6 Core we will create characters and dive right in (or bring yours from last year). **\$4.00**

**8464 Everyone is John: Everyone is Bond, James Bond** GM: *Alejandro Carbonara* **5 players** No XP/Simple **Sunday 2p-4p** **Conference E 3** The only one who can stop evil mastermind billionaire Alan Mollusk is the schizophrenic secret agent John Bond. The world is doomed. **\$2.00**

**8569 Dungeon Crawl Classics: DCC: Symptom of the Universe** GM: *Brendan LaSalle* **7 players** Some XP/Average **Sunday 2p-6p** **Conference H** "... when our love will ride away into eternal skies; A Symptom of the Universe, a love that never dies." **\$4.00**

**8634 Pantheon** GM: *Timothy DuFresne* **6 players** No XP/Simple **Sunday 2p-4p** **Conference E 1** Take on the mantle of a hero or god in this wild and wacky myth-making game. Pantheon is a collective storytelling game full of challenges, double crosses, and fun! **\$2.00**

**8761 Fall of Delta Green: Operation Svengali** GM: *Ken Hite* **5 players** No XP/Average **Sunday 2p-6p** **Board Room** It's 1967 and something is going on at the University of Michigan, something involving anthrax, mushrooms, mind control, and social conditioning. This is where you come in...and maybe where you go out. **\$4.00**

**8764 Original D&D: Crossing the Danube** GM: *Herb Diehr* **6 players** No XP/Simple **Sunday 2p-4p** **Conference C 5** A small group of adventurers find their way forward blocked by the Danube; not the river, but a vapor of blue that locals call the Danube. No one enters it willingly. No one entering has been seen again. **\$2.00**

**8892 Call of Catthulhu: The White Stag** GM: Gabriel Carlson (ConTessa) **5 players** No XP/Simple **Sunday 2p-5p** **Conference A 2** Play extraordinary cats fighting to save a medieval town before a Terror from Beyond the Stars sinks its claws into the local humans metaphorically AND literally. **\$4.00**

**8945 Cypher System: Dread Expectations—Cypher System Supers** GM: Darcy Ross **6 players** No XP/Simple **Sunday 2p-6p** **Seminar 3** You are part of a team of elite superheroes known as The [Our Favorite City] Sentinels. **\$4.00**

**8949 Dungeons & Dragons (5th Edition): An Image in Silver** GM: Will Hindmarch **5 players** No XP/Simple **Sunday 2p-6p** **Seminar 2** You are explorers, artists, cryptozoologists, and experts in the arcane, armed with swords, ancient clues, and new-fangled "cameras" that will show the world what's really out there. **\$4.00**

**8960 Pip System: Infestation, An RPG of Bugs and Heroes** GM: Eloy Lasanta **5 players** No XP/Simple **Sunday 2p-4p** **Conference C 7** The bugs have undergone the awakening and now fight for rulership of house amidst the constant threat of Giant attacks! **\$2.00**

## ORGANIZED PLAY

### FRIDAY

**8649 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playtest Scenario** GM: Pathfinder Society **12 players** No XP/Average **Friday 9a-2p** **Elizabeth Ann** Play the Pathfinder RPG 2.0 Playtest rules in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8704 D&D 5e: Once in Waterdeep DDAL08-00** GM: Adventurer's League **7 players** No XP/Simple **Friday 9a-1p** **Conference D 1** Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8707 D&D 5e: The Map With No Names DDAL08-01** GM: Adventurer's League **7 players** No XP/Simple **Friday 9a-1p** **Conference D 2** Rumors abound of a map that leads to a treasure of unimaginable value. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8716 D&D 5e: Blood and Fog CCC-UON-01** GM: Adventurer's League **7 players** Some XP/Simple **Friday 9a-1p** **Conference D 3** Heavy mists have plagued the area around Phlan for weeks. A D&D Adventurer's League adventure set in the Quivering Forest. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8719 D&D 5e: Shadow of the Blood Moon CCC-ZIEGE-01** GM: Adventurer's League **7 players** Some XP/Simple **Friday 9a-1p** **Conference D 4** Recent problems with creatures in the surrounding forest have reached epidemic proportions within the village of Redcraft. For experienced players with

Adventurers League characters level 5-10 (tier two). **\$4.00**

**8730 D&D 5e: Left Black and Blue CCC-JGD-01** GM: Adventurer's League **7 players** Some XP/Simple **Friday 9a-1p** **Conference D 5** As tensions between factions and Thayans rise in Mulmaster, the characters are offered a job from an unlikely source. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8735 D&D 5e: In Search of Secrets DDAL07-12** GM: Adventurer's League **7 players** Some XP/Simple **Friday 9a-1p** **Conference D 6** The yuan-ti have a long, storied past in the history of Chult. So, if they are to be defeated, we must look back into history. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8745 D&D 5e: What's Past is Prologue DDAL-ELW00** GM: Adventurer's League **7 players** No XP/Simple **Friday 9a-1p** **Conference D 7** You've got an opportunity to make a little coin by assisting with an expedition for Morgrave University; this should be easy money and not a lot of trouble... right? An introduction to the new Eberron campaign for Adventurer's League. **\$4.00**

**8788 Pathfinder RPG: PFS 10-01 Oathbreakers Die** GM: Pathfinder Society **6 players** Some XP/Average **Friday 9a-2p** **Elizabeth Ann** Can the PCs enact the venture-captain's daring plot to save an agent targeted for assassination without becoming the assassins' next victims? Tier: 1-5 **\$4.00**

**8789 Pathfinder RPG: PFS 10-05 Mysteries Under Moonlight, Part 1: Testament of Souls** GM: Pathfinder Society **6 players** Some XP/Average **Friday 9a-2p** **Elizabeth Ann** First in the two-part Mysteries Under Moonlight campaign arc. It is followed by Pathfinder Society Scenario #10-07: The

Howling Dance. Both chapters are intended to be played in order. Tier: 3-7 **\$4.00**

**8790 Pathfinder RPG: PFS 10-06 Treason's Chains** *GM: Pathfinder Society* **6 players** *Some XP/Average* **Friday 9a-2p** **Elizabeth Ann** Amid a party turned crime scene, the PCs must uncover the true threat to the Society's stability in Katapesh—and maybe make an unexpected new ally along the way. *Factions: Liberty's Edge*; Tier: 1-5 **\$4.00**

**8791 Pathfinder RPG: PFS 10-02 Bones of Biting Ants** *GM: Pathfinder Society* **6 players** *Some XP/Average* **Friday 9a-2p** **Elizabeth Ann** What sounds at first like a simple recovery mission becomes far more complicated, for the same threats that spelled disaster for the first mission are as dangerous today. Tier: 3-7 **\$4.00**

**8792 Pathfinder RPG: PFS 9-22 Grotto of the Deluged God** *GM: Pathfinder Society* **6 players** *Some XP/Average* **Friday 9a-2p** **Elizabeth Ann** The PCs must travel out to a shipwreck to discover why a crew of experienced sailors met their doom and why the nearby ocean has been growing increasingly perilous. *Faction: Concordance*; Tier: 1-5 **\$4.00**

**8793 Starfinder RPG: SFS 1-20 Dusk mire Accord** *GM: Pathfinder Society* **6 players** *Some XP/Average* **Friday 9a-2p** **Elizabeth Ann** A vault opens inside the mysterious false moon of Salvation's End, and the Starfinder Society sends in a team of agents to investigate. Tier: 1-4 **\$4.00**

**8794 Starfinder RPG: SFS 1-22 The Protectorate Petition** *GM: Pathfinder Society* **6 players** *Some XP/Average* **Friday 9a-2p** **Elizabeth Ann** Will the PCs decide to vouch for the copaxis in their bid for Pact World protectorate, or will the PCs discover something that casts the copaxis' petition into doubt? Tier: 1-4 **\$4.00**

**8795 Starfinder RPG: SFS 1-24 Siege of Enlightenment** *GM: Pathfinder Society* **6 players** *Some XP/Average* **Friday 9a-2p** **Elizabeth Ann** Speeding into a distant star system, the PCs must navigate the politics of the escalating conflict and catalogue a historical site of a now-defunct hobgoblin empire. Tier: 1-4 **\$4.00**

**8755 Adventurer's League: Trading Post** *GM: Adventurer's League* **60 players** *Some XP/Average* **Friday 1p-2p** **Conference D 1-7** Trade your unwanted magic items! **\$0.00**

**8650 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playtest Scenario** *GM: Pathfinder Society* **12 players** *No XP/Average* **Friday 2p-7p** **Elizabeth Ann** Play the Pathfinder RPG 2.0 Playtest rules

in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8702 D&D 5e: Rats of Waterdeep DDHC-XGE-01** *GM: Adventurer's League* **7 players** *No XP/Simple* **Friday 2p-6p** **Conference D 1** Solve a grisly murder in the mean streets of Waterdeep. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8710 D&D 5e: Beneath the City of the Dead DDAL08-02** *GM: Adventurer's League* **7 players** *No XP/Simple* **Friday 2p-6p** **Conference D 2** The treasure hunt has led to the City of the Dead. Part Two of the Umbral Aristocracy Trilogy. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8722 D&D 5e: Storm of the Blood Moon CCC-ZIEGE-02** *GM: Adventurer's League* **7 players** *Some XP/Simple* **Friday 2p-6p** **Conference D 3** The problems for the small village of Redcraft only seem to worsen as time goes on. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8728 D&D 5e: Window to the Past DDAL00-01** *GM: Adventurer's League* **7 players** *Some XP/Simple* **Friday 2p-6p** **Conference D 4** A Thayan research expedition returns from the Glacier of the White Wyrms with only two survivors. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8733 D&D 5e: Those That Came Before DDAL00-03** *GM: Adventurer's League* **7 players** *Some XP/Simple* **Friday 2p-6p** **Conference D 5** All of the scribes in Candlekeep are reporting eerie dreams. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8737 D&D 5e: Old Bones and Older Tomes DDAL07-13** *GM: Adventurer's League* **7 players** *Some XP/Simple* **Friday 2p-6p** **Conference D 6** The sages of Candlekeep have come calling. Are you brave and discrete enough for the job? For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8747 D&D 5e: Murder in Skyway DDAL-ELW01** *GM: Adventurer's League* **7 players** *No XP/Simple* **Friday 2p-6p** **Conference D 7** On a dark and stormy night, the characters discover a dead body in Sharn's wealthiest district...just as the Sharn Watch arrives! For players both new and experienced with Adventurers League for Eberron and characters level 1-4 (tier one). **\$4.00**

**8797 Pathfinder RPG: PFS 10-04 Reaver's Roar** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** Will the Pathfinders survive the deadly onslaught of a territorial guardian, or will they play into the hands of even more sinister forces? *Factions: Silver Crusade; Tier: 7-11* **\$4.00**

**8798 Pathfinder RPG: PFS 10-05 Mysteries Under Moonlight, Part 1: Testament of Souls** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** First in the two-part *Mysteries Under Moonlight* campaign arc. It is followed by *Pathfinder Society Scenario #10-07: The Howling Dance*. Both chapters are intended to be played in order. *Tier: 3-7* **\$4.00**

**8799 Pathfinder RPG: PFS 10-06 Treason's Chains** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** Amid a party turned crime scene, the PCs must uncover the true threat to the Society's stability in Katapesh—and maybe make an unexpected new ally along the way. *Factions: Liberty's Edge; Tier: 1-5* **\$4.00**

**8800 Pathfinder RPG: PFS 10-07 Mysteries Under Moonlight, Part 2: The Howling Dance** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** The 2nd scenario in the two-part "*Mysteries Under Moonlight*" campaign arc. Preceded by *Pathfinder Society Scenario #10-05: Testament of Souls*. Both are intended to be played in order. *Tier: 3-7* **\$4.00**

**8801 Pathfinder RPG: PFS 9-23 The Ghol-Gan Heresy** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** The PCs range deep into the jungles alongside their gripli allies to stop the Aspis—and perhaps confront a fiend imprisoned millennia ago. *Faction: Exchange; Tier: 7-11* **\$4.00**

**8803 Pathfinder RPG: PFS 9-19 Clash in Kaimuko Woods** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** As blight and corruption creep out from Kaimuko Wood toward a fort, it falls to the PCs to rally their allies and lead the charge. *Factions: Silver Crusade; Tier: 5-9* **\$4.00**

**8805 Starfinder RPG: SFS 1-22 The Protectorate Petition** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** Will the PCs decide to vouch for the copaxis in their bid for Pact World protectorate, or will the PCs discover something that casts the copaxis' petition into doubt? *Tier: 1-4* **\$4.00**

**8806 Starfinder RPG: SFS 1-23 Return to Sender** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** Taking a stolen enemy

starship into the heart of a hostile alien empire, the PCs must pave the way for a decisive strike against the jinsul menace. *Factions: Acquisitives, Dataphiles; Tier: 5-8* **\$4.00**

**8807 Starfinder RPG: SFS 1-24 Siege of Enlightenment** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** Speeding into a distant star system, the PCs must navigate the politics of the escalating conflict and catalogue a historical site of a now-defunct hobgoblin empire. *Tier: 1-4* **\$4.00**

**8808 Starfinder RPG: SFS 1-25 The Beacon Code** *GM: Pathfinder Society 6 players Some XP/Average* **Friday 2p-7p** **Elizabeth Ann** The Beacon Code Dilemma is a replayable scenario designed to help introduce players to threats and terrain that trained Starfinders regularly contend with. *Tier: 3-6* **\$4.00**

**8640 Starfinder RPG: SFS 1-99 The Scoured Stars Invasion** *GM: Pathfinder Society 42 players Some XP/Average* **Friday 8p-1a** **Elizabeth Ann** A mission of exploration and a mission of mercy, this return to the Scoured Stars will undoubtedly shape the future of the Starfinder Society. Second Seekers (Luwazi Elsebo) faction. *Tier: 1-8* **\$4.00**

**8651 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playtest Scenario** *GM: Pathfinder Society 12 players No XP/Average* **Friday 8p-1a** **Elizabeth Ann** Play the Pathfinder RPG 2.0 Playtest rules in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8708 D&D 5e: The Map With No Names DDAL08-01** *GM: Adventurer's League 7 players No XP/Simple* **Friday 8p-12a** **Conference D 1** Rumors abound of a map that leads to a treasure of unimaginable value. For players both new and experienced with *Adventurers League* and characters level 1-4 (tier one). **\$4.00**

**8713 D&D 5e: Dock Ward Double-Cross DDAL08-03** *GM: Adventurer's League 7 players No XP/Simple* **Friday 8p-12a** **Conference D 2** You've been set up. Part Three of the *Umbral Aristocracy Trilogy*. For players both new and experienced with *Adventurers League* and characters level 1-4 (tier one). **No \$4.00**

**8720 D&D 5e: Shadow of the Blood Moon CCC-ZIEGE-01** *GM: Adventurer's League 7 players Some XP/Simple* **Friday 8p-12a** **Conference D 3** Recent problems with creatures in the surrounding forest have reached epidemic proportions within the village of Redcraft. For experienced players with



Adventurers League characters level 5-10 (tier two). **\$4.00**

**8725 D&D 5e: Dead Men Feel No Cold CCC-ZIEGE 03** GM: *Adventurer's League* **7 players** Some XP/Simple **Friday 8p-12a Conference D 4** The head griffon rider of Waterdeep has been mysteriously killed. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8739 D&D 5e: The Fathomless Pits of Ill Intent DDAL07-14** GM: *Adventurer's League* **7 players** Some XP/Simple **Friday 8p-12a Conference D 5** The yuan-ti lay on the cusp of freeing an ancient being of insurmountable evil from its imprisonment. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8741 D&D 5e: Streams of Crimson DDAL07-15** GM: *Adventurer's League* **7 players** Some XP/Simple **Friday 8p-12a Conference D 6** The Soulmonger is shattered and its pieces scattered across the peninsula of Chult. Part One of the Broken Chains Series. For experienced players with Adventurers League characters level 17-20 (tier four). **\$4.00**

**8748 D&D 5e: Boromar Ball DDAL-ELW02** GM: *Adventurer's League* **7 players** No XP/Simple **Friday 8p-12a Conference D 7** The trail of a stolen letter leads the characters to an extravagant party thrown by Sharn's most powerful criminal family. For players both new and experienced with Adventurers League for Eberron and characters level 1-4 (tier one). **\$4.00**

**8809 Pathfinder RPG: PFS 10-04 Reaver's Roar** GM: *Pathfinder Society* **6 players** Some XP/Average **Friday 8p-1a Elizabeth Ann** Will the Pathfinders survive the deadly onslaught of a territorial guardian, or will they play into the hands of even more sinister forces? *Factions: Silver Crusade; Tier: 7-11* **\$4.00**

**8810 Pathfinder RPG: PFS 10-05 Mysteries Under Moonlight, Part 1: Testament of Souls** GM: *Pathfinder Society* **6 players** Some XP/Average **Friday 8p-1a Elizabeth Ann** First in the two-part *Mysteries Under Moonlight* campaign arc. It is followed by *Pathfinder Society Scenario #10-07: The Howling Dance*. Both chapters are intended to be played in order. *Tier: 3-7* **\$4.00**

**8811 Pathfinder RPG: PFS 10-06 Treason's Chains** GM: *Pathfinder Society* **6 players** Some XP/Average **Friday 8p-1a Elizabeth Ann** Amid a party turned crime scene, the PCs must uncover the true threat to the Society's stability in Katapesh—and maybe make an unexpected new ally along the way. *Factions: Liberty's Edge; Tier: 1-5* **\$4.00**

**8812 Pathfinder RPG: PFS 10-07 Mysteries Under Moonlight, Part 2: The Howling Dance** GM: *Pathfinder Society* **6 players** Some XP/Average **Friday 8p-1a Elizabeth Ann** The 2nd scenario in the two-part *"Mysteries Under Moonlight"* campaign arc. Preceded by *Pathfinder Society Scenario #10-05: Testament of Souls*. Both are intended to be played in order. *Tier: 3-7* **\$4.00**

## SATURDAY

**8652 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playtest Scenario** GM: *Pathfinder Society* **12 players** No XP/Average **Saturday 9a-2p Elizabeth Ann** Play the *Pathfinder RPG 2.0 Playtest* rules in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8705 D&D 5e: Once in Waterdeep DDAL08-00** GM: *Adventurer's League* **7 players** No XP/Simple **Saturday 9a-1p Conference D 1** Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8711 D&D 5e: Beneath the City of the Dead DDAL08-02** GM: *Adventurer's League* **7 players** No XP/Simple **Saturday 9a-1p Conference D 2** The treasure hunt has led to the City of the Dead. Part Two of the *Umbral Aristocracy Trilogy*. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8717 D&D 5e: Blood and Fog CCC-UCON-01** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 9a-1p Conference D 3** Heavy mists have plagued the area around Phlan for weeks. A D&D *Adventurer's League* adventure set in the *Quivering Forest*. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8723 D&D 5e: Storm of the Blood Moon CCC-ZIEGE-02** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 9a-1p Conference D 4** The problems for the small village of Redcraft only seem to worsen as time goes on. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8731 D&D 5e: Left Black and Blue CCC-JGD-01** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 9a-1p Conference D 5** As tensions between factions and Thayans rise in Mulmaster, the characters are offered a job from an unlikely source. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8742 D&D 5e: Pools of Cerulean DDAL07-16 GM:** *Adventurer's League* **7 players** *Some XP/Simple* **Saturday 9a-1p** **Conference D 6** Can you reach the fragment before the Red Wizards make off with it? The hunt is on. Part Two of the Broken Chain Series. **\$4.00**

**8749 D&D 5e: The Cannith Code DDAL-ELW03 GM:** *Adventurer's League* **7 players** *No XP/Simple* **Saturday 9a-1p** **Conference D 7** To crack a secret code, the characters trace the gnome who formulated the cipher. For players both new and experienced with Adventurers League for Eberron and characters level 1-4 (tier one). **\$4.00**

**8813 Pathfinder RPG: PFS 10-04 Reaver's Roar GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** Will the Pathfinders survive the deadly onslaught of a territorial guardian, or will they play into the hands of even more sinister forces? Factions: Silver Crusade; Tier: 7-11 **\$4.00**

**8814 Pathfinder RPG: PFS 10-05 Mysteries Under Moonlight, Part 1: Testament of Souls GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** First in the two-part Mysteries Under Moonlight campaign arc. It is followed by Pathfinder Society Scenario #10-07: The Howling Dance. Both chapters are intended to be played in order. Tier: 3-7 **\$4.00**

**8815 Pathfinder RPG: PFS 10-06 Treason's Chains GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** Amid a party turned crime scene, the PCs must uncover the true threat to the Society's stability in Katapesh—and maybe make an unexpected new ally along the way. Factions: Liberty's Edge; Tier: 1-5 **\$4.00**

**8816 Pathfinder RPG: PFS 10-07 Mysteries Under Moonlight, Part 2: The Howling Dance GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** The 2nd scenario in the two-part "Mysteries Under Moonlight" campaign arc. Preceded by Pathfinder Society Scenario #10-05: Testament of Souls. Both are intended to be played in order. Tier: 3-7 **\$4.00**

**8817 Pathfinder RPG: PFS 9-15 The Bloodcove Blockade GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** The Exchange is trying to stop an Aspis Consortium plan in Bloodcove and needs allies and intelligence, but the Society's sole agent there has disappeared. Faction: Exchange; Tier: 3-7 **\$4.00**

**8818 Pathfinder RPG: PFS 10-01 Oathbreakers Die GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** Can the

PCs enact the venture-captain's daring plot to save an agent targeted for assassination without becoming the assassins' next victims? Tier: 1-5 **\$4.00**

**8819 Pathfinder RPG: PFS 9-20 Fury of the Final Blade GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** Colson Maldris has kidnapped several of Andoren's elites and turned them over to the Gray Gardeners in Galt, but the plan is backfiring. Faction: Liberty's Edge; Tier: 7-11 **\$4.00**

**8820 Pathfinder RPG: PFS 9-17 Oath of the Overwatched GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** The PCs go to the Blakros Museum and uncover the true reason why the ancient mage Ralzeros made the place beyond the gate so hard to reach. Faction: Dark Archive; Tier: 5-9 **\$4.00**

**8821 Pathfinder RPG: PFS 4-21 Way of the Kirin GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** The Pathfinder Society is trying to make an alliance with the mysterious Way of the Kirin, but the Aspis Consortium has the same plans. Tier: 3-7 **\$4.00**

**8822 Pathfinder RPG: PFS 9-16 Fallen Family, Broken Name GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** The Society sends the PCs to piece together a broken family's history and recover this secret weapon before it falls into the wrong hands. Tier: 1-5 **\$4.00**

**8824 Starfinder RPG: SFS 1-22 The Protectorate Petition GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** Will the PCs decide to vouch for the copaxis in their bid for Pact World protectorate, or will the PCs discover something that casts the copaxis' petition into doubt? Tier: 1-4 **\$4.00**

**8825 Starfinder RPG: SFS 1-23 Return to Sender GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** Taking a stolen enemy starship into the heart of a hostile alien empire, the PCs must pave the way for a decisive strike against the jinsul menace. Factions: Acquisitives, Dataphiles; Tier: 5-8 **\$4.00**

**8826 Starfinder RPG: SFS 1-24 Siege of Enlightenment GM:** *Pathfinder Society* **6 players** *Some XP/Average* **Saturday 9a-2p** **Elizabeth Ann** Speeding into a distant star system, the PCs must navigate the politics of the escalating conflict and catalogue a historical site of a now-defunct hobgoblin empire. Tier: 1-4 **\$4.00**

**8827 Starfinder RPG: SFS 1-25 The Beacon Code** GM: *Pathfinder Society* **6 players** Some XP/Average **Saturday 9a-2p** **Elizabeth Ann** The Beacon Code Dilemma is a replayable scenario designed to help introduce players to threats and terrain that trained Starfinders regularly contend with. Tier: 3-6 **\$4.00**

**7337 Arcanis - ARG: LA-SIC-Intro-01 Eat My Dust** GM: *Living Arcanis* **6 players** Some XP/Average **Saturday 11a-1p** **Conference E 2** A chance encounter while shopping in Sicaris' Market District takes you on a wild ride deeper into the Hinterlands to retrieve a lost wagon. An Intro adventure for five 1st level characters. **\$2.00**

**7338 Arcanis: 5E: LA-SIC-Intro-01 Eat My Dust (2 Hour Intro)** GM: *Chris Chivers* **6 players** No XP/Average **Saturday 11a-1p** **Conference E 4** An encounter while shopping in Sicaris' Market District takes you on a wild ride deeper into the Hinterlands to retrieve a lost wagon. An intro adventure optimized for five 1st level characters. **\$2.00**

**7404 Arcanis: ARG: LA-SIC-Intro-01 Eat My Dust (2 Hour Intro)** GM: *Brandy Redd* **6 players** Some XP/Average **Saturday 11a-1p** **Conference E 6** A chance encounter while shopping in Sicaris' Market District takes you on a wild ride deeper into the Hinterlands to retrieve a lost wagon of goods. An intro. adventure for 1st-level characters. **\$2.00**

**8756 Adventurer's League: Trading Post** GM: *Adventurer's League* **60 players** Some XP/Average **Saturday 1p-2p** **Conference D 1-7** Trade your unwanted magic items! **\$0.00**

**7345 Arcanis: 5E: LA-SIC-SP-01 The Games of Sicaris** GM: *Chris Chivers* **6 players** Some XP/Average **Saturday 2p-6p** **Conference E 4** In celebration of the crowning of the new Coryani Emperor, it is rumored the gladiatorial games in Sicaris will rival those of the capital, attracting contenders from near and far. **\$4.00**

**7346 Arcanis: ARG: LA-SIC-SP-01 The Games of Sicaris** GM: *Living Arcanis* **6 players** Some XP/Average **Saturday 2p-6p** **Conference E 2** It is rumored the gladiatorial games in Sicaris in celebration of the crowning of the new Coryani Emperor will rival those of the capital, attracting contenders from near and far. **\$4.00**

**7405 Arcanis: ARG: LA-SIC-SP-01 The Games of Sicaris** GM: *Brandy Redd* **6 players** Some XP/Average **Saturday 2p-6p** **Conference E 6** **\$4.00**

**8653 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playest Scenario** GM: *Pathfinder Society* **12**

players No XP/Average **Saturday 2p-7p** **Elizabeth Ann** Play the Pathfinder RPG 2.0 Playtest rules in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8709 D&D 5e: The Map With No Names DDAL08-01** GM: *Adventurer's League* **7 players** No XP/Simple **Saturday 2p-6p** **Conference D 1** Rumors abound of a map that leads to a treasure of unimaginable value. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8714 D&D 5e: Dock Ward Double-Cross DDAL08-03** GM: *Adventurer's League* **7 players** No XP/Simple **Saturday 2p-6p** **Conference D 2** You've been set up. Part Three of the Umbral Aristocracy Trilogy. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). No **\$4.00**

**8726 D&D 5e: Dead Men Feel No Cold CCC-ZIEGE 03** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 2p-6p** **Conference D 3** The head griffon rider of Waterdeep has been mysteriously killed. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8729 D&D 5e: Window to the Past DDAL00-01** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 2p-6p** **Conference D 4** A Thayan research expedition returns from the Glacier of the White Wyrms with only two survivors. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8736 D&D 5e: In Search of Secrets DDAL07-12** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 2p-6p** **Conference D 5** The yuan-ti have a long, storied past in the history of Chult. So, if they are to be defeated, we must look back into history. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8743 D&D 5e: Cauldron of Sapphire DDAL07-17** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 2p-6p** **Conference D 6** Just off the northern coast of Chult churn the waters of the Cauldron, a single volcano with a terrible history. Part Three of the Broken Chains Series. For experienced players with Adventurers League characters level 17-20 (tier four). **\$4.00**

**8750 D&D 5e: Jack of Daggers DDAL-ELW04** GM: *Adventurer's League* **7 players** No XP/Simple **Saturday 2p-6p** **Conference D 7** The characters delve into the city's underworld to discover who's hiring killers for their dirty work. For players both **58**

new and experienced with Adventurers League for Eberron and characters level 1-4 (tier one). **\$4.00**

### **8828 Pathfinder RPG: PFS 10-04 Reaver's Roar**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** Will the Pathfinders survive the deadly onslaught of a territorial guardian, or will they play into the hands of even more sinister forces? *Factions: Silver Crusade; Tier: 7-11* **\$4.00**

### **8829 Pathfinder RPG: PFS 10-05 Mysteries Under Moonlight, Part 1: Testament of Souls**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** First in the two-part *Mysteries Under Moonlight* campaign arc. It is followed by *Pathfinder Society Scenario #10-07: The Howling Dance*. Both chapters are intended to be played in order. *Tier: 3-7* **\$4.00**

### **8830 Pathfinder RPG: PFS 10-06 Treason's Chains**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** Amid a party turned crime scene, the PCs must uncover the true threat to the Society's stability in *Katapesh*—and maybe make an unexpected new ally along the way. *Factions: Liberty's Edge; Tier: 1-5* **\$4.00**

### **8831 Pathfinder RPG: PFS 10-07 Mysteries Under Moonlight, Part 2: The Howling Dance**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** The 2nd scenario in the two-part "Mysteries Under Moonlight" campaign arc. Preceded by *Pathfinder Society Scenario #10-05: Testament of Souls*. Both are intended to be played in order. *Tier: 3-7* **\$4.00**

### **8832 Pathfinder RPG: PFS 10-02 Bones of Biting Ants**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** What sounds at first like a simple recovery mission becomes far more complicated, for the same threats that spelled disaster for the first mission are as dangerous today. *Tier: 3-7* **\$4.00**

### **8834 Pathfinder RPG: PFS 9-21 In the Grandmaster's Name**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** The PCs must pose as Grandmaster Torch's employees and rendezvous with an agent in *Druma*, so that a group of criminals will abandon their sanctum. *Faction: Grand Lodge; Tier: 3-7* **\$4.00**

### **8835 Pathfinder RPG: PFS 3-26 Portal of the Sacred Rune**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** The *Pathfinder Society* has secured one end

of a portal from *Golarion* leading to an isolated demiplane rife with adventuring opportunities. *Tier: 7-11* **\$4.00**

### **8836 Pathfinder RPG: PFS 9-14 Down the Verdant Path**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** Have a cabal of druids returned to the *Verduran Forest* to wreak havoc, or are other forces at play? *Faction: Concordance; Tier: 1-5* **\$4.00**

### **8837 Pathfinder RPG: PFS 9-25 Betrayal in the Bones**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** It falls to a team of the Society's best agents to overcome obstacles, avert impending blasphemies, and end a pair of villains' treachery forever. *Faction: Grand Lodge; Tier: 12-15* **\$4.00**

### **8838 Starfinder RPG: SFS 1-16 Dreaming of the Future**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** *Dreaming of the Future* includes four, 1-hour adventures that take the PCs into the asteroid field of the *Diaspora* and across the *Pact Worlds* of *Aballon*, *Liavara* and *Verces*. *Tier: 1-4* **\$4.00**

### **8839 Starfinder RPG: SFS 1-22 The Protectorate Petition**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** Will the PCs decide to vouch for the *copaxis* in their bid for *Pact World* protectorate, or will the PCs discover something that casts the *copaxis'* petition into doubt? *Tier: 1-4* **\$4.00**

### **8840 Starfinder RPG: SFS 1-23 Return to Sender**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** Taking a stolen enemy starship into the heart of a hostile alien empire, the PCs must pave the way for a decisive strike against the *jinsul* menace. *Factions: Acquisitives, Dataphiles; Tier: 5-8* **\$4.00**

### **8841 Starfinder RPG: SFS 1-24 Siege of Enlightenment**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** Speeding into a distant star system, the PCs must navigate the politics of the escalating conflict and catalogue a historical site of a now-defunct hobgoblin empire. *Tier: 1-4* **\$4.00**

### **8842 Starfinder RPG: SFS 1-25 The Beacon Code**

*GM: Pathfinder Society* **6 players** *Some XP/Average* **Saturday 2p-7p** **Elizabeth Ann** The *Beacon Code Dilemma* is a replayable scenario designed to help introduce players to threats and



terrain that trained Starfinders regularly contend with. Tier: 3-6 **\$4.00**

**7347 Arcanis: 5E: LA-SIC-SP-01 Things Left Hidden** GM: *Chris Chivers* **6 players** Some XP/Average **Saturday 8p-12a** **Conference E 4** A chance discovery during an escort mission to Moon Hollow sets in motion events that could draw the gaze of every corner of the Hinterlands, perhaps all of Onara! **\$4.00**

**7348 Arcanis: ARG: LA-SIC-SP-01 Things Left Hidden** GM: *Living Arcanis* **6 players** Some XP/Average **Saturday 8p-12a** **Conference E 2** A chance discovery during an escort mission to Moon Hollow sets in motion events that could draw the gaze of every corner of the Hinterlands, perhaps all of Onara! **\$4.00**

**7349 Arcanis: ARG: LA-SIC-SP-01 Things Left Hidden** GM: *Tony Nijssen* **6 players** Some XP/Average **Saturday 8p-12a** **Conference E 6** A chance discovery during an escort mission to Moon Hollow sets in motion events that could draw the gaze of every corner of the Hinterlands, perhaps all of Onara! **\$4.00**

**8639 Pathfinder RPG: PFS 10-00 The Hao Jin Cataclysm** GM: *Pathfinder Society* **60 players** Some XP/Average **Saturday 8p-1a** **Elizabeth Ann** The Hao Jin Tapestry's deterioration has reached a critical stage. Unless the PFS intervenes, the entire demiplane will rip apart violently, killing everyone inside. Tier: 1-11 **\$4.00**

**8654 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playtest Scenario** GM: *Pathfinder Society* **12 players** No XP/Average **Saturday 8p-1a** **Elizabeth Ann** Play the Pathfinder RPG 2.0 Playtest rules in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8751 D&D 5e: Red War (tier one) DDEP00-01-1** GM: *Adventurer's League* **14 players** No XP/Simple **Saturday 8p-12a** **Conference D 1-3** The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8752 D&D 5e: Red War (tier two) DDEP00-01-2** GM: *Adventurer's League* **21 players** Some XP/Simple **Saturday 8p-12a** **Conference D 4-5** The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8753 D&D 5e: Red War (tier three) DDEP00-01-3** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 8p-12a** **Conference D 6** The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8754 D&D 5e: Red War (tier four) DDEP00-01-4** GM: *Adventurer's League* **7 players** Some XP/Simple **Saturday 8p-12a** **Conference D 7** The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. For experienced players with Adventurers League characters level 17-20 (tier four). **\$4.00**

**8843 Starfinder RPG: SFS 1-12 Ashes of Discovery** GM: *Pathfinder Society* **6 players** Some XP/Average **Saturday 8p-1a** **Elizabeth Ann** Ashes of Discovery is a replayable scenario designed to help introduce players to what it's like to be a member of the Starfinder Society. Tier: 1-4 **\$4.00**

**8845 Starfinder RPG: SFS 1-23 Return to Sender** GM: *Pathfinder Society* **6 players** Some XP/Average **Saturday 8p-1a** **Elizabeth Ann** Taking a stolen enemy starship into the heart of a hostile alien empire, the PCs must pave the way for a decisive strike against the jinsul menace. Factions: Acquisitives, Dataphiles; Tier: 5-8 **\$4.00**

**8846 Starfinder RPG: SFS 1-24 Siege of Enlightenment** GM: *Pathfinder Society* **6 players** Some XP/Average **Saturday 8p-1a** **Elizabeth Ann** Speeding into a distant star system, the PCs must navigate the politics of the escalating conflict and catalogue a historical site of a now-defunct hobgoblin empire. Tier: 1-4 **\$4.00**

## SUNDAY

**8655 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playtest Scenario** GM: *Pathfinder Society* **12 players** No XP/Average **Sunday 9a-2p** **Elizabeth Ann** Play the Pathfinder RPG 2.0 Playtest rules in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8703 D&D 5e: Rats of Waterdeep DDHC-XGE-01** GM: *Adventurer's League* **7 players** No XP/Simple **Sunday 9a-1p** **Conference D 1** Solve a grisly murder in the mean streets of Waterdeep. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8712 D&D 5e: Beneath the City of the Dead DDAL08-02** GM: *Adventurer's League* **7 players** No XP/Simple **Sunday 9a-1p** **Conference D 2** The treasure hunt has led to the City of the Dead. Part 60

Two of the Umbral Aristocracy Trilogy. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8721 D&D 5e: Shadow of the Blood Moon CCC-ZIEGE-01** *GM: Adventurer's League 7 players Some XP/Simple Sunday 9a-1p Conference D 3* Recent problems with creatures in the surrounding forest have reached epidemic proportions within the village of Redcraft. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8727 D&D 5e: Dead Men Feel No Cold CCC-ZIEGE 03** *GM: Adventurer's League 7 players Some XP/Simple Sunday 9a-1p Conference D 4* The head griffon rider of Waterdeep has been mysteriously killed. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8732 D&D 5e: Left Black and Blue CCC-JGD-01** *GM: Adventurer's League 7 players Some XP/Simple Sunday 9a-1p Conference D 5* As tensions between factions and Thayans rise in Mulmaster, the characters are offered a job from an unlikely source. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8738 D&D 5e: Old Bones and Older Tomes DDAL07-13** *GM: Adventurer's League 7 players Some XP/Simple Sunday 9a-1p Conference D 6* The sages of Candlekeep have come calling. Are you brave and discrete enough for the job? For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8746 D&D 5e: What's Past is Prologue DDAL-ELW00** *GM: Adventurer's League 7 players No XP/Simple Sunday 9a-1p Conference D 7* You've got an opportunity to make a little coin by assisting with an expedition for Morgrave University; this should be easy money and not a lot of trouble... right? An introduction to the new Eberron campaign for Adventurer's League. **\$4.00**

**8848 Pathfinder RPG: PFS 10-04 Reaver's Roar** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* Will the Pathfinders survive the deadly onslaught of a territorial guardian, or will they play into the hands of even more sinister forces? Factions: Silver Crusade; Tier: 7-11 **\$4.00**

**8849 Pathfinder RPG: PFS 10-05 Mysteries Under Moonlight, Part 1: Testament of Souls** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* First in the two-part Mysteries Under Moonlight campaign arc. It is followed by Pathfinder Society Scenario #10-07: The

Howling Dance. Both chapters are intended to be played in order. Tier: 3-7 **\$4.00**

**8850 Pathfinder RPG: PFS 10-06 Treason's Chains** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* Amid a party turned crime scene, the PCs must uncover the true threat to the Society's stability in Katapesh—and maybe make an unexpected new ally along the way. Factions: Liberty's Edge; Tier: 1-5 **\$4.00**

**8851 Pathfinder RPG: PFS 10-07 Mysteries Under Moonlight, Part 2: The Howling Dance** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* The 2nd scenario in the two-part "Mysteries Under Moonlight" campaign arc. Preceded by Pathfinder Society Scenario #10-05: Testament of Souls. Both are intended to be played in order. Tier: 3-7 **\$4.00**

**8853 Pathfinder RPG: PFS 3-21 The Temple of Empyrean Enlightenment** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* In order to learn about the esoteric faith of the Empyrean Lord Korada, the PCs are sent by the Pathfinder Society to explore an abandoned aasimar temple to the benevolent deity. Tier: 1-5 **\$4.00**

**8854 Pathfinder RPG: PFS 5-13 Weapon in the Rift** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* As the 5th Mendevian Crusade rages on, a secret weapon could be the factor that turns the tide, so the PFS has agreed to behind enemy lines to secure it. Faction: Silver Crusade; Tier: 5-9 **\$4.00**

**8855 Pathfinder RPG: PFS 4-04 King of the Storval Stairs** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* The PCs are sent to map the Storval Stairs and ensure the stairs provide a safe route to the Storval Rise from Magnimar, but find it ruled by the self-proclaimed King of the Storval Stairs. Tier: 7-11 **\$4.00**

**8856 Pathfinder RPG: PFS 6-13 Of Kirin and Kraken** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* It is up to the PCs to brave the realm of a kraken god-king in order to keep the Society's alliance with the Way of the Kirin intact. Faction: Sovereign Court; Tier: 7-11 **\$4.00**

**8859 Starfinder RPG: SFS 1-22 The Protectorate Petition** *GM: Pathfinder Society 6 players Some XP/Average Sunday 9a-2p Elizabeth Ann* Will the PCs decide to vouch for the copaxis in their bid for Pact World protectorate, or will the PCs discover something that casts the copaxis' petition into doubt? Tier: 1-4 **\$4.00**

**8860 Starfinder RPG: SFS 1-23 Return to Sender** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 9a-2p** **Elizabeth Ann** Taking a stolen enemy starship into the heart of a hostile alien empire, the PCs must pave the way for a decisive strike against the jinsul menace. *Factions: Acquisitives, Dataphiles; Tier: 5-8* **\$4.00**

**8861 Starfinder RPG: SFS 1-24 Siege of Enlightenment** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 9a-2p** **Elizabeth Ann** Speeding into a distant star system, the PCs must navigate the politics of the escalating conflict and catalogue a historical site of a now-defunct hobgoblin empire. *Tier: 1-4* **\$4.00**

**8862 Starfinder RPG: SFS 1-25 The Beacon Code** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 9a-2p** **Elizabeth Ann** The Beacon Code Dilemma is a replayable scenario designed to help introduce players to threats and terrain that trained Starfinders regularly contend with. *Tier: 3-6* **\$4.00**

**8757 Adventurer's League: Trading Post** GM: *Adventurer's League* **60 players** *Some XP/Average* **Sunday 1p-2p** **Conference D 1-7** Trade your unwanted magic items! **\$0.00**

**8656 Pathfinder RPG 2.0 Playtest: PFS 2.0 Playtest Scenario** GM: *Pathfinder Society* **12 players** *No XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Play the Pathfinder RPG 2.0 Playtest rules in a PFS-sanctioned scenario! Pre-generated characters provided. **\$4.00**

**8706 D&D 5e: Once in Waterdeep** **DDAL08-00** GM: *Adventurer's League* **7 players** *No XP/Simple* **Sunday 2p-6p** **Conference D 1** Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **\$4.00**

**8715 D&D 5e: Dock Ward Double-Cross** **DDAL08-03** GM: *Adventurer's League* **7 players** *No XP/Simple* **Sunday 2p-6p** **Conference D 2** You've been set up. Part Three of the Umbral Aristocracy Trilogy. For players both new and experienced with Adventurers League and characters level 1-4 (tier one). **No \$4.00**

**8718 D&D 5e: Blood and Fog** **CCC-UCON-01** GM: *Adventurer's League* **7 players** *Some XP/Simple* **Sunday 2p-6p** **Conference D 3** Heavy mists have plagued the area around Phlan for weeks. A D&D Adventurer's League adventure set in the Quivering

Forest. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8724 D&D 5e: Storm of the Blood Moon** **CCC-ZIEGE-02** GM: *Adventurer's League* **7 players** *Some XP/Simple* **Sunday 2p-6p** **Conference D 4** The problems for the small village of Redcraft only seem to worsen as time goes on. For experienced players with Adventurers League characters level 5-10 (tier two). **\$4.00**

**8734 D&D 5e: Those That Came Before** **DDAL00-03** GM: *Adventurer's League* **7 players** *Some XP/Simple* **Sunday 2p-6p** **Conference D 5** The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8740 D&D 5e: The Fathomless Pits of Ill Intent** **DDAL07-14** GM: *Adventurer's League* **7 players** *Some XP/Simple* **Sunday 2p-6p** **Conference D 6** The yuan-ti lay on the cusp of freeing an ancient being of insurmountable evil from its imprisonment. For experienced players with Adventurers League characters level 11-16 (tier three). **\$4.00**

**8744 D&D 5e: Turn Back the Endless Night** **DDAL07-18** GM: *Adventurer's League* **7 players** *Some XP/Simple* **Sunday 2p-6p** **Conference D 7** Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. Part four and conclusion of the Broken Chains Series. For experienced players with Adventurers League characters level 17-20 (tier four). **\$4.00**

**8863 Pathfinder RPG: PFS 10-04 Reaver's Roar** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Will the Pathfinders survive the deadly onslaught of a territorial guardian, or will they play into the hands of even more sinister forces? *Factions: Silver Crusade; Tier: 7-11* **\$4.00**

**8864 Pathfinder RPG: PFS 10-05 Mysteries Under Moonlight, Part 1: Testament of Souls** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** First in the two-part Mysteries Under Moonlight campaign arc. It is followed by Pathfinder Society Scenario #10-07: The Howling Dance. Both chapters are intended to be played in order. *Tier: 3-7* **\$4.00**

**8865 Pathfinder RPG: PFS 10-06 Treason's Chains** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Amid a party turned crime scene, the PCs must uncover the true threat to the Society's stability in Katapesh—and maybe make an unexpected new ally along the way. *Factions: Liberty's Edge; Tier: 1-5* **\$4.00**

**8866 Pathfinder RPG: PFS 10-07 Mysteries Under Moonlight, Part 2: The Howling Dance** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** The 2nd scenario in the two-part "Mysteries Under Moonlight" campaign arc. Preceded by Pathfinder Society Scenario #10-05: Testament of Souls. Both are intended to be played in order. Tier: 3-7 **\$4.00**

**8867 Pathfinder RPG: PFS 9-18 Scourge of the Farheavens** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Can the PCs save the Farheaven Clan and preserve its history? Tier: 1-5 **\$4.00**

**8868 Pathfinder RPG: PFS 10-03 Death on the Ice** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Can the PCs unravel the mysteries that lie beneath the gelid glaciers of the Crown of the World in time to save their fellow Pathfinders from a frigid fate? Tier: 5-9 **\$4.00**

**8870 Pathfinder RPG: PFS 5-17 Fate of the Fiend** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** "Fate of the Fiend" is the spiritual sequel to "Fingerprints of the Fiend" and "Fury of the Fiend," though the scenarios can be played in any order. Faction: Cheliaz; Tier: 7-11 **\$4.00**

**8871 Pathfinder RPG: PFS 6-17 Fires of Karamoss** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Can the PCs salvage the Red Redoubt's treasure while also preventing a catastrophe that could crush Absalom? Tier: 5-9 **\$4.00**

**8872 Starfinder RPG: SFS 1-14 Star Sugar Heartlove!!!** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** When a stunning revelation endangers a SMC concert, the PCs must step in and save one of the most hotly anticipated concerts in Pact Worlds history. Factions: Dataphiles, Exo-Guardians; Tier: 3-6 **\$4.00**

**8874 Starfinder RPG: SFS 1-22 The Protectorate Petition** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Will the PCs decide to vouch for the copaxis in their bid for Pact World protectorate, or will the PCs discover something that casts the copaxis' petition into doubt? Tier: 1-4 **\$4.00**

**8875 Starfinder RPG: SFS 1-23 Return to Sender** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Taking a stolen enemy starship into the heart of a hostile alien empire, the PCs must pave the way for a

decisive strike against the jinsul menace. Factions: Acquisitives, Dataphiles; Tier: 5-8 **\$4.00**

**8876 Starfinder RPG: SFS 1-24 Siege of Enlightenment** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** Speeding into a distant star system, the PCs must navigate the politics of the escalating conflict and catalogue a historical site of a now-defunct hobgoblin empire. Tier: 1-4 **\$4.00**

**8877 Starfinder RPG: SFS 1-25 The Beacon Code** GM: *Pathfinder Society* **6 players** *Some XP/Average* **Sunday 2p-7p** **Elizabeth Ann** The Beacon Code Dilemma is a replayable scenario designed to help introduce players to threats and terrain that trained Starfinders regularly contend with. Tier: 3-6 **\$4.00**





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## *U-Con 2019, November 22-24*

### *Marriott Ann Arbor Ypsilanti at Eagle Crest*

#### About U-Con

Founded in 1988, U-Con is the longest running gaming convention in Michigan. The convention is run by a non-profit organization and a committee of volunteers in their spare time. If you see someone with a Staff, Volunteer, or Gamemaster badge, please thank them for contributing their time to support our hobby and the gaming community!

#### Your All-Volunteer, All-Year U-Con Staff!

Bob Mariotti ♦ | Brent "Pez" Williams | Charles Cohen ♦♦ | Chelle Silas ♦ | Cheryl Orosz | Christina Fayz | Daniel Dugan | Dave "Skaboy" Green ♦♦ | Doug Houseman | Fred Paffhausen ♦ | Jeannette Quirk ♦♦ | Joe Saul ♦ | Kris Fazzari | Laura Hamel ♦☆ | Marc Huber | Nick Baker | Nick Huston | Nick Olivero | Nikki Carr | Paul Kemezis | Pritpaul Mahal | Robin McNeil | Ryan Thompson | Samantha Orosz | Sara Castle | Scott Colcord | Shane Harsch ♦ | Suzette Mariotti ♦♦

♦Board | ☆Chair | ♦Team Lead

#### U-Con Library Games Day

Did you enjoy gaming at U-Con? Then come and join us to play games all year round! Arbor Brewing Company Corner Brewery in Ypsilanti is host to U-Con Games Library Day every second Sunday of the month (see schedule for exact details <https://www.ucon-gaming.org/games-library-days/>) . A subset of the games library is in attendance as well as any games people feel like bringing. We play from noon to 4pm – bring your family, bring your friends, bring your games and have fun with us.

#### Volunteers

U-Con only exists through the hard work of our awesome volunteers. If that's not incentive enough, we offer comped badges and a few additional incentives for volunteering. Talk to the Ops Captain at Registration or email us at [contact@ucon-gaming.org](mailto:contact@ucon-gaming.org) about volunteering this year or next year.

#### Thank You

Marriott Ann Arbor Ypsilanti  
Eagle Crest and its staff

U-Con Staff, Volunteers,  
Gamemasters and Vendors

Our Guests

Gamemaster Groups:  
Pathfinder Society, Puffing  
Billy Team, Adventurer's  
League, We Hate Bards,  
Amorphous Blob, TSA  
Games, Oakland County  
Gamers, Games on

Demand, Cine Mal Practice,  
ConTessa, A2 IronGods and  
the Mini Team

Open Gaming: Will Niebling

Artwork: Paul Kemezis

#### Donations Thank You

*Library Games and Prizes have been generously donated by:*  
Asmadi Games, Bananagrams, Chaosium, Cheapass Games, Drop Dead Studios, Elderwood Academy, Evil Hat Productions, Gamescience Dice, Level 99 Games, Magpie Games, Miniature Market.