

U-CON 2017



**NOVEMBER 17-19,
2017**

**ANN ARBOR MARRIOTT YPSILANTI
AT EAGLE CREST**

Welcome to U-Con 2017!

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 Registration 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

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

Phone (voice message): 734-707-UCON

Hotel map is on center fold.

Prices

On-Site Weekend Badge:.....	\$35	Event Ribbons:.....	\$20
On-Site 1-Day Badge (Fri, Sun):	\$15	Seminars:.....	free
On-Site 1-Day Badge (Sat):	\$25	U-Con Logo bags	\$12
Child Badge (Ages 7-12):.....	\$10	Shirt (M, L, XL).....	\$22
Event Tickets:	priced by event	Shirt (2X, 3X, 4X).....	\$24
Generic Tickets:	\$2	Please note that a badge is required to play in events.	

Show Hours

Friday, November 20

Registration 8am-10pm

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

Exhibitor Hall.....2pm-8pm

Saturday, November 21

Registration 8am-10pm

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

Exhibitor Hall.....10am-8pm

Sunday, November 22

Registration 8:30am-6:30pm

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

Exhibitor Hall.....10am-2pm

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.

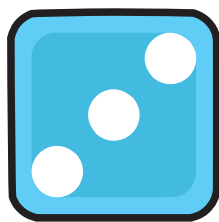
Breakfast..... 8:30am-10am

Lunch 11:00am-2pm

Snack3pm-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 Conduct Policy

U-Con is dedicated to providing a safe convention experience for everyone. These rules apply to all attendees, as well as U-Con Staff and Volunteers.

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, at the sole discretion of the U-Con organizers.

Reporting Violations

Violations of these policies may be reported to any U-Con Volunteer or Staff member. In the case of violations of the Harassment or General Misbehavior policies, or violations of other policies where safety has been placed at risk, Volunteers and Staff members are required to promptly escalate reports to the President and/or Con Chair for resolution.

Categories of Misconduct

Harassment

Do not engage in harassment of attendees, U-Con Staff or Volunteers, hotel personnel, or anyone else at U-Con in any form. Harassment includes (but is not limited to) offensive verbal comments related to characteristics including gender, gender identity and 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 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.

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.

Costumes And Weapons

Costumes must cover appropriate areas of the body. What is illegal to have uncovered when not at U-Con must remain covered when at U-Con.

Modern uniforms (from the Civil War era to present day) may not be worn as costumes, particularly anything that could be confused as an authentic uniform, e.g. police officer, soldier, paramedic, and the like. Active duty military personnel are permitted to wear their uniforms.

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.

U-Con prohibits all functional weapons, no exceptions. If your job requires carrying a weapon--i.e. military, security, law enforcement--and you are off-duty, we require that you do not carry your weapon with you at U-Con.

Bladed and/or edged weapons, firearms (real or realistic), water guns, or props which fire projectiles are not permitted. This list is not all-inclusive. However, items such as futuristic weapons (e.g. Phaser), fantasy weapons (e.g. the Elder Wand) and non-projectile boffer weapons (e.g. Nerf batliff) may be allowed provided they are not handled in a careless, threatening, or destructive manner against persons or property.

If you have any questions regarding your items or costume, it is your responsibility to raise them with Ops/Registration during operating hours. Items purchased at the Exhibitors Hall that contradict this policy must be immediately removed from U-Con gaming space (i.e. take them to your car, or stow them in your hotel room).

U-Con Staff may inspect any item or costume at any time during the convention. They may ask that you Peace Bond your accessory. This includes securing the equipment so as not to do harm to others, indicating that the weapon or prop holder will ensure the prop is not used in any way to harm others. Peace Bonding and the

identification of what is deemed as a "weapon" is at the sole discretion of U-Con staff and volunteers and will be determined on a case-by-case basis.

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

Note: Attempts to use the letter of the 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.

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 con personnel, fellow attendees, bystanders, their belongings, and the facility in which U-Con is held with respect.

Children and Minors

Children 12 and under must have a caregiver on-site at all times, and children 6 and under must be accompanied at all times. Children 12 and under may participate in events at the discretion of the gamemaster. Please refer to the age guidelines provided with each event entry and consult directly with the gamemaster regarding participation. Depending on the age and maturity of the child, some GMs may allow caregivers to leave the child at their own risk, but this must be explicitly arranged with the GM prior to or at the start of the event. If no such arrangements are made or if the child is 6 or under, the caregiver must stay with the child during the event. All minors (17 and under) must have emergency contact information on the back of their con badge.

Neither U-Con, nor any U-Con volunteer, gamemaster, staff member, or attendee other than the parent or guardian is responsible for children who attend. Parents who separate themselves from their children at the con do so at their own risk. The full version of the policy on children and minors at U-Con is available at on-site registration or on our website: <https://www.ucon-gaming.org>

Guests Of Honor



Cam Banks works for Atlas Games as RPG director, producing games such as *Feng Shui 2* and *Unknown Armies 3*. Prior to this he oversaw game development and design at Margaret Weis Productions, where he led the development of many games based on the Cortex and Cortex Plus systems: *Smallville Roleplaying Game*, *Leverage: The Roleplaying Game*, *Marvel Heroic Roleplaying*, and others. Cam contributed extensively to the *Dragonlance* campaign setting during its d20 years first as a designer and later as a developer and product manager. Recently, Cam and his new company

Magic Vacuum Design Studio licensed the rights to the Cortex system in all of its iterations on order to create Cortex Prime.



Sarah "Doombringer" Richardson is currently working as Magpie Games' Marketing Director, as well as one of their in house designers and developers. She is the author of the tabletop RPG *Velvet Glove* and co-author of *Bluebeard's Bride*. In addition to her work with Magpie Games, she serves on the leadership team of the Indie Games Developer Network (IGDN) and has worked on a number of freelance projects throughout the RPG industry. You can see some of her writing and design work in *The Complete Oracle* and the

upcoming *The Haunting of the Laraine Estate* for KULT: Divinity Lost. In addition, you can see her layout work in *Epyllion: A Dragon Epic*, *No Salvation for Witches*, and *The Cold Ruins of Last Life*. She received a gold ENnie for her work on the ConTessa blog in 2015.



James L. Sutter is a co-creator of the *Pathfinder* and *Starfinder* Roleplaying Games, and has worked as the Creative Director in charge of launching the *Starfinder* RPG, the Executive Editor overseeing the *Pathfinder* novel line, and more. He's the author of the fantasy novels *Death's Heretic* and *The Redemption Engine*, as well as short stories, video games, comic books, and a wealth of award-winning tabletop game material. For more information, visit <http://jameslsutter.com/> or find him on Twitter at @jameslsutter.

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 three outstanding organizers: Emily Danvers, Bailey Nichols and Ariel Celeste.

Jonathan Gilmour is a Board Game Designer from NW Ohio. His credits include: Co-designer of *Dead of Winter: A Crossroads Game*, and *Vault Wars*. His greatest weaknesses are writing Bios, and the color green. He loves long walks on the beach and playtesting games. Sometimes at the same time. His favorite color is Orange, so please let him have that as a player color. His favorite games are *Cosmic Encounter*, *Nations*, and *Hanabi*. His least favorite game is "The What Game Should We Play"

game. He and his wife have four children, with the goal of having a built in game group any time they want it.

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 puggle.

Doug Kovacs grew up in the Northwest suburbs of Chicago, playing with Star Wars figures, then GI-Joe, and later graduating to Dungeons and Dragons and other RPGs (which he continues to play to this day). He drew his way through High School, avoiding involvement in most things but art class, where he cultivated a love for all forms of painting. At 16 he thought he invented cubism, but then realized he was

wrong. In 1996 he received a BA from Columbia College Chicago. Since then he has worked on varied projects including, interior mural painting, collectable trading card illustration, role playing game illustration, concept art, T-shirt design, and for many clients, both public and private.

Adam Horton is the World Champion of Dominion for 2017. He pioneered online broadcasting of Dominion matches and continues producing content on his popular YouTube and Twitch channels. Aside from several strong

performances in unofficial online events, Adam won the U-Con Dominion tournament in 2015 and some smaller local events. Adam puts on two Dominion tournaments each year in Cincinnati, OH, administrates the Cincinnati Area Boardgamers (CAB) group, and is part of the group of playtesters for the last three Dominion expansions. In addition to publishing several Dominion-related articles online, Adam is excited to continue his work with the community at this year's U-Con.

Exhibitors

Committee for Unconventional Ministry, Cooperative Adventures Limited, Cuss World Books and Games, The Dice Dealers/CJS Games, D. Quirk Works, The Frozen Orc, Gamers of the Great Lakes, Greenwich House Hobbies,

Kemmer Woodworks, Mystik Waboose, The Open Gaming Store, Pandemonium Games and Hobbies, Phase Out, Sea Dog Game Studios, Thunderhead Gaming, Warlord Games, and 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 at between 11am-1pm (event 6263) and the bidding starts at 1pm (event 6262).

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 Sanctioned Dominion Tournament, Paint and Take, and a Movie Gathering.

Cosplay. Costuming/Cosplay is completely welcome at U-Con! You can do as little or as

EPISODE V

THE SCAVENGER HUNT STRIKES BACK

11/18/17 2:00 pm

See Registration for all the exciting details! UconScavengerHunt@gmail.com

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.

Prize Support. Thanks to generous donations from many fine companies, U-Con offers prizes to support independent gamemasters 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.



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.

SPECIAL EVENTS

FRIDAY

6380 L.M.N. Artemis Bridge Simulator Seminar 1

Fri 1p-2p 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, no Ribbons accepted. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / **\$6.00**

6869 L.M.N. Artemis Bridge Simulator Seminar

Fri 2p-3p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / **\$6.00**

6920 Panel: Game Master Tips Board Room Fri

2p-3p Join guests James Sutter, Emily Danvers, Cam Banks, and Sarah Richardson in a panel discussion with tips and advice game masters. Veteran GMs and new GMs alike are welcome to come and learn from industry insiders. (Ages 13+). GM: Shane Harsch. 50 seats / No XP / Simple / **Free!**

6870 L.M.N. Artemis Bridge Simulator Seminar

Fri 3p-4p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / **\$6.00**

6921 Panel: Design a Monster for Starfinder

Board Room Fri 3p-4p Join guests James Sutter and Cam Banks to design a monster for Paizo's newest space RPG Starfinder! (Ages 13+). GM: Shane Harsch. 50 seats / No XP / Simple / **Free!**

6871 L.M.N. Artemis Bridge Simulator Seminar

Fri 4p-5p See Special Events Fri 1pm. (Ages 13+).

GM: Michael Flaga. 8 seats / No XP / Average / **\$6.00**

6919 Panel: Writing for Established Settings

Board Room Fri 4p-5p Join guests James Sutter and Cam Banks in a panel discussion. They'll share advice and tips about what it's like to write in an established gaming setting. (Ages 13+). GM: Shane Harsch. 50 seats / No XP / Simple / **Free!**

6872 L.M.N. Artemis Bridge Simulator Seminar

Fri 5p-6p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / **\$6.00**

6859 OSR Panel: DCC Artists Talk Conference

H Table 11 Fri 5p-7p START TIME IS 5:30 for this event. Come listen to DCC RPG artists Doug Kovacs and Stefan Poag talk about their work on DCC and other RPGs. As always, the seminar will open up to a Q&A with the audience and will be recorded. (Ages 7+). GM: Doug Kovacs. 100 seats / No XP / Simple / **Free!**

6923 Panel: Breaking Into the Industry Board

Room Fri 5p-6p Join guests Sarah Richardson, Cam Banks, and others in a panel discussion with tips and advice about how to break into the gaming industry. (Ages 13+). GM: Shane Harsch. 50 seats / No XP / Simple / **Free!**

6473 Tékumel: Joyful Sitting Among Friends

Seminar 5 Fri 5p-7p This is the annual welcome gathering for the Tékumel Track. Join us to find out about the weekend's Tékumel events, or the Tékumel setting in general, and meet other fans of the setting. (Ages 13+). GM: George Hammond. 20 seats / No XP / Simple / **Free!**

6449 Dominion Seminar Auditorium 1 Fri 6p-7p
A Q&A session with Dominion World Champion, Adam Horton. Bring specific questions or just listen to strategy talk to improve your game and get ready for the Dominion tournament on Saturday! (Ages 13+). GM: Adam Horton. 20 seats / Some XP / Average / Free!

6873 L.M.N. Artemis Bridge Simulator Seminar 1 Fri 7p-8p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6890 L.M.N. Artemis Bridge Simulator: Artemis: Special Mission Seminar 1 Fri 8p-9p Calling all starship cadets! Enjoy a custom immersive cooperative experience as a bridge officer of the L.M.N. Artemis, defending your sector of galactic territory! This session is an advanced scenario selected by the bridge officers. Players should already be familiar with at least one Artemis bridge station. Team signups are welcome. Sorry, no Ribbons accepted. (Ages 13+). GM: Michael Flaga. 8 seats / Some XP / Average / \$6.00

6163 Wits and Wagers Vegas - Game Show Auditorium 1 Fri 8p-9p Ever played Wits and Wagers? Bet you've never played it like this! Featuring the brand new Vegas edition, which includes all new bets, come and join up on a team to match wits against other teams. (Ages 7+). GM: Nicholas Baker. 50 seats / No XP / Simple / Free!

6892 L.M.N. Artemis Bridge Simulator: Artemis: Special Mission Seminar 1 Fri 9p-10p See Special Events Fri 8p. (Ages 13+). GM: Michael Flaga. 8 seats / Some XP / Average / \$6.00

6164 Wits and Wagers Vegas - Game Show Auditorium 1 Fri 9p-10p See Special Events Fri 8p 6163. (Ages 7+). GM: Nicholas Baker. 50 seats / No XP / Simple / Free!

6893 L.M.N. Artemis Bridge Simulator: Artemis: Special Mission Seminar 1 Fri 10p-11p See Special Events Fri 8p. (Ages 13+). GM: Michael Flaga. 8 seats / Some XP / Average / \$6.00

6794 Happy Hour Mixer View Bar Fri 11p-1a Join some Guests of Honor and staff for drinks at the bar! (Adults 18+). GM: U-Con Staff. 30 seats / No XP / Simple / Free!

6874 L.M.N. Artemis Bridge Simulator Seminar 1 Fri 11p-12a See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

SATURDAY

6875 L.M.N. Artemis Bridge Simulator Seminar 1 Sat 10a-11a See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6263 Auction: Item Submission Auditorium 1 Sat 11a-1p No ticket needed. The auction itself running from 1pm to 3pm. We charge \$1.00 or 10% of the winning bid, whichever is higher, per item sold. See auction event at 1pm for additional details. GM: U-Con Staff. 30 seats / No XP / Simple / Free!

6876 L.M.N. Artemis Bridge Simulator Seminar 1 Sat 11a-12p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6877 L.M.N. Artemis Bridge Simulator Seminar 1 Sat 12p-1p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6262 Auction Auditorium 1 Sat 1p-3p No ticket needed. Registration of items from 11am to 1pm. We charge \$1.00 or 10% of the winning bid, whichever is higher, per item sold. Accounts will be allowed to anyone who states that they will attend the entire auction. No checks will be accepted. No photocopied materials will be sold. U-Con will not be responsible for lost or stolen items. No inspections of lots prior to or during the sale. All sales are final. GM: U-Con Staff. 30 seats / No XP / Simple / Free!

6878 L.M.N. Artemis Bridge Simulator Seminar 1 Sat 1p-2p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6879 L.M.N. Artemis Bridge Simulator Seminar 1 Sat 2p-3p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6922 Panel: Gamemaster Tips Board Room Sat 2p-3p Join guests James Sutter, Brendan LaSalle, Emily Danvers, and Sarah Richardson in a panel discussion with tips and advice for gamemasters. Veteran GMs and new GMs alike are welcome to come and learn from industry insiders. (Ages 13+). GM: Shane Harsch. 20 seats / No XP / Simple / Free!

6880 L.M.N. Artemis Bridge Simulator Seminar 1 Sat 3p-4p See Special Events Fri 1pm. (Ages 13+).

GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6924 Panel: Feminine Horror in Games Board Room Sat 3p-4p Join moderator Sarah Richardson in a panel discussion about feminine horror in gaming. (Ages 13+). GM: Shane Harsch. 20 seats / No XP / Simple / Free!

6881 L.M.N. Artemis Bridge Simulator Seminar Sat 4p-5p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6925 Panel: Design a Monster for Starfinder Board Room Sat 4p-5p Join guests James Sutter, Sarah Richardson, Cam Banks, and Brendan LaSalle to design a monster for Paizo's newest space RPG Starfinder! (Ages 13+). GM: Shane Harsch. 20 seats / No XP / Simple / Free!

6882 L.M.N. Artemis Bridge Simulator Seminar Sat 5p-6p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6926 Panel: Moral Quandaries in Gaming: (Or, Arguing About Alignment) Board Room Sat 5p-6p Join guests James Sutter, Emily Danvers, Brendan LaSalle, and Cam Banks in a panel discussion about the moral quandaries in gaming and how alignments should- or should not- be used. (Ages 13+). GM: Shane Harsch. 20 seats / No XP / Simple / Free!

6883 L.M.N. Artemis Bridge Simulator Seminar Sat 6p-7p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6918 What to Expect from Cortex Prime Hotel Restaurant Sat 6p-7p Set for launch in 2018, Cam Banks of Magic Vacuum Design Studio is here to tell you all about the latest incarnation of the Cortex system: Cortex Prime. (Ages 13+). GM: Cam Banks. 45 seats / No XP / Simple / Free!

6884 L.M.N. Artemis Bridge Simulator Seminar Sat 7p-8p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6250 Smithee Awards: The Smithee Primaries Auditorium Sat 7p-11p The Smith-ka-teers have watched too many movies! Come help us decide what bad movie clips should go in the 2018 Smithee show. 18 classic bad movie categories, many clips

per category. (Adults 18+). GM: Smith-ka-teers. 50 seats / No XP / Simple / Free!

6894 L.M.N. Artemis Bridge Simulator: Artemis: Special Mission Seminar Sat 8p-9p See Special Events Fri 8p. (Ages 13+). GM: Michael Flaga. 8 seats / Some XP / Average / \$6.00

6895 L.M.N. Artemis Bridge Simulator: Artemis: Special Mission Seminar Sat 9p-10p See Special Events Fri 8p. (Ages 13+). GM: Michael Flaga. 8 seats / Some XP / Average / \$6.00

6896 L.M.N. Artemis Bridge Simulator: Artemis: Special Mission Seminar Sat 10p-11p See Special Events Fri 8p. (Ages 13+). GM: Michael Flaga. 8 seats / Some XP / Average / \$6.00

6795 Happy Hour Mixer View Bar Sat 11p-1a Join some Guests of Honor and staff for drinks at the bar! (Adults 18+). GM: U-Con Staff. 30 seats / No XP / Simple / Free!

6885 L.M.N. Artemis Bridge Simulator Seminar Sat 11p-12a See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

SUNDAY

6801 Breakfast with Cam Hotel Restaurant Sun 8a-9a Have breakfast with guest of honor Cam Banks. This is an exclusive event for gamemasters who run Cortex Plus or Cortex Prime events. Food cost is paid by each person separately. (Ages 7+). GM: U-Con Staff. 9 seats / No XP / Simple / Free!

6986 Breakfast with James Hotel Restaurant Sun 8a-9a Have breakfast with guest of honor James Sutter. This is an exclusive event for gamemasters who run Starfinder events. Food cost is paid by each person separately. (Ages 7+). GM: U-Con Staff. 9 seats / No XP / Simple / Free!

6985 Breakfast with Sarah Hotel Restaurant Sun 8a-9a (Ages 7+). GM: U-Con Staff. 9 seats / No XP / Simple / Free!

6886 L.M.N. Artemis Bridge Simulator Seminar Sat Sun 10a-11a See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6887 L.M.N. Artemis Bridge Simulator Seminar Sat Sun 11a-12p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6888 L.M.N. Artemis Bridge Simulator Seminar
1 Sun 12p-1p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

6889 L.M.N. Artemis Bridge Simulator Seminar
1 Sun 1p-2p See Special Events Fri 1pm. (Ages 13+). GM: Michael Flaga. 8 seats / No XP / Average / \$6.00

BOARD AND CARD GAMES

FRIDAY

6635 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Fri 9a-2p TBD (Ages 13+). GM: Pathfinder Society. 6 seats / No XP / Average / \$4.00

6201 7 Wonders Ballroom 201 Fri 10a-11a Lead one of the seven great cities of the Ancient World. Gather resources, develop trade routes, and affirm your military supremacy. Build your city and erect a wonder to transcend future times. (Ages 13+). GM: Blair Reamy (Amorphous Blob). 7 seats / No XP / Simple / \$2.00

6105 Cthulhu Wars for Beginners Ballroom 413 Fri 10a-1p Race to 30 doom points in this highly asymmetrical area control game of competing Great Old Ones. This popular continuously-moving game will be run with beautifully painted figures. (Adults 18+). GM: David Reynolds. 6 seats / No XP / Average / \$4.00

7089 Envoy Open Play Ballroom 215-216 Fri 10a-2p Play to Win! Walk up and play a game sponsored by Envoy from Double Exposure. Drop in whenever and play for as long as you like. \$2 for every two hours of games! (Ages 13+). GM: Edward Kabara (Envoy). 30 seats / No XP / Simple / \$2.00

6845 Isle of Skye Ballroom 415 Fri 10a-11a Players are chieftains of famous clans and want to build their kingdoms to score as many points as possible, but in each game only four of the sixteen tiles will be scored. Thanks to the scoring tiles, each game is different and leads to different tactics and strategies. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). 5 seats / No XP / Simple / \$2.00

7014 King of Tokyo Ballroom 301 Fri 10a-11a In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens--all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. (Ages 7+). GM: Steve Rowe. 6 seats / No XP / Simple / \$2.00

6951 Open gaming Ballroom 217-218 Fri 10a-12p Come and join us for some of our favorites! (Ages

7+). GM: Will Niebling. 16 seats / No XP / Simple / \$2.00

6361 Pandemic w/Expansions Ballroom 202 Fri 10a-12p You must work together; to destroy the diseases before they overtake the world. The clock is ticking as outbreaks and epidemics accelerate the spread of the plague. Will you find the cures in time? (Ages 13+). GM: Trisha Kloha (Amorphous Blob). 4 seats / No XP / Simple / \$2.00

6337 Raiders of the North Sea Ballroom 209 Fri 10a-12p Play as a Viking warrior seeking to impress the Chieftain by raiding unsuspecting settlements. Assemble a crew and supplies for your raids, sack locations to gather plunder, and make offerings to the Chieftain to gain points towards glorious victory! (Ages 13+). GM: TSA Games. 4 seats / No XP / Average / \$2.00

6897 Road Kill Rally Ballroom 204 Fri 10a-12p As a driver in Road-Kill Rally, you are racing against opponents eager to destroy you with guns, rockets and flame throwers. But the big points come from pedestrians: running them over or blasting them out of the road. After all, you have 3 billion viewers to satisfy. (Adults 18+). GM: Mark Kloha (Amorphous Blob). 6 seats / No XP / Simple / \$2.00

6604 Sentinels of the Multiverse Ballroom 421 Fri 10a-12p Play a member of a team of superheroes, each with their own particular powers, and work with the other characters to take down a supervillain. (Ages 13+). GM: Anne Moore. 4 seats / No XP / Average / \$2.00

6288 Splendor Ballroom 203 Fri 10a-12p Splendor is a simple, fun resource management game. Come, learn the game, and enjoy a few rounds! (Ages 7+). GM: Becky Reamy (Amorphous Blob). 4 seats / No XP / Simple / \$2.00

6477 Tesla vs Edison: War of Currents Ballroom 307 Fri 10a-12p Tesla vs. Edison is a fast-playing, route building, economic and worker placement game focused on invention and industry in the roaring 1880s. Intended for gamers who love of science or history. (Ages 13+). GM: Dale Barnes. 6 seats / No XP / Average / \$2.00

6524 **Yokohama Ballroom 420** **Fri 10a-1p** From the designer of Trains comes a game about managing the now thriving town of Yokohama. In this game, there are many ways to score points, and many different ways to win. (Ages 13+). GM: Joshua Koenemann. **4 seats / No XP / Average / \$4.00**

6813 **Betrayal at Baldurs Gate Ballroom 418** **Fri 11a-1p** As you build and explore the iconic city, you must work with your fellow adventurers to survive the terrors ahead. That is, until some horrific evil turns one - or possibly more - of you against each other. You have no choice but to keep your enemies close! (Ages 13+). GM: Tim Ealy (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6336 **Clank Ballroom 210** **Fri 11a-1p** In Clank! you are an adventurer exploring deep into the underground lair of an angry dragon in search of artifacts. You'll meet new companions, find jewels and helpful items, and battle the creatures of the dark in this press-your-luck deckbuilding game. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$2.00**

7060 **Coup Ballroom 313** **Fri 11a-12p** 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! (Ages 7+). GM: Pritpaul Mahal. **6 seats / No XP / Average / \$2.00**

6132 **Green Couch Games: Best Tree House Ever Ballroom 219** **Fri 11a-12p** Who hasn't dreamed of building the best treehouse in the world? Now it's time to live that dream! At the end of the third week, the winner is the player with the best treehouse ever! (Ages 7+). GM: Paula Tuttle. **4 seats / No XP / Simple / \$2.00**

6616 **Adrenaline Ballroom 422** **Fri 12p-2p** Play a first-person shooter on a gaming table. Grab some ammo, grab a gun, and start shooting. Build up an arsenal for a killer turn. Combat resolution is quick. And if you get shot, you get faster. (Ages 13+). GM: Denny Lau. **5 seats / No XP / Simple / \$2.00**

6362 **Forbidden Island Ballroom 202** **Fri 12p-2p** Your team will have to work together as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss! (Ages 13+). GM: Trisha Kloha (Amorphous Blob). **4 seats / No XP / Simple / \$2.00**

6131 **Green Couch Games: Rocky Road a la Mode Ballroom 219** **Fri 12p-1p** Stock up your truck, attract customers, and serve a hefty scoop of tasty frozen delight! Get to know your customers' favorite selections to be sure to meet demand and gain an edge over the competition in the battle to claim the hottest locations. (Ages 7+). GM: Paula Tuttle. **4 seats / No XP / Simple / \$2.00**

6141 **Munchkin Spell Skool Ballroom 305** **Fri 12p-2p** This is magic class like you've never seen it before. The Munchkins are at school, and they brought their Bubble Wands. Try to find the Great Haul and get to level 10 to win. An SJ Games MILB Event. (Ages 13+). GM: Walter Schirmacher. **4 seats / No XP / Simple / \$2.00**

6814 **Near and Far Ballroom 416** **Fri 12p-2p** Four wanderers search for the Last Ruin. A lost love, redemption, acceptance, a family rejoined-- these are the fires that fuel the wanderers' journeys, but can they overcome their own greed and inner demons on the way? (Ages 13+). GM: Nick Huston (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

6202 **Plague Inc. Ballroom 201** **Fri 12p-2p** Each player is a deadly disease and they must battle against each other to spread their plagues, develop new symptoms and ultimately wipe out humanity. (Ages 13+). GM: Blair Reamy (Amorphous Blob). **4 seats / No XP / Simple / \$2.00**

7076 **Plato 3000 Ballroom 313** **Fri 12p-1p** 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. (Ages 13+). GM: Pritpaul Mahal. **4 seats / No XP / Simple / \$2.00**

6395 **Puffing Billy: 1861 Ballroom 317** **Fri 12p-3p** Category 3. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6393 **Puffing Billy: Iron Dragon/Lunar Rails/Martian Rails Ballroom 316** **Fri 12p-3p** Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6396 **Puffing Billy: Ticket to Ride Ballroom 315** **Fri 12p-3p** Category 1. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6394 **Puffing Billy: Union Pacific Ballroom 314** **Fri 12p-3p** Category 4. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6289 Robo Rally Ballroom 203 Fri 12p-2p On Saturday nights, the factory becomes a world of mad machines and dangerous schemes as your robots engage in their own epic race. It takes speed, wits, and dirty tricks to become a racing legend! (Ages 7+). GM: *Becky Reamy (Amorphous Blob)*. **8 seats / No XP / Average / \$2.00**

6165 Sentient Ballroom 310 Fri 12p-1p Build up your robot factories to impress different investors, but make sure your factories are running efficiently. Featuring dice manipulation, area control, and set collection in a thinky game. (Ages 13+). GM: *Nicholas Baker*. **4 seats / No XP / Average / \$2.00**

6902 Star Trek Panic Ballroom 204 Fri 12p-2p To complete your mission and win the game, you must work together to defend the ship from alien threats while you perform vital tasks and explore strange new worlds and new civilizations. (Adults 18+). GM: *Mark Kloha (Amorphous Blob)*. **6 seats / No XP / Simple / \$2.00**

6106 Cthulhu Wars With Expansions Ballroom 413 Fri 1p-4p This event is for players who have played the base game at least once. We will play using one of the Cthulhu Wars expansion maps with neutral Great Old Ones and other figures thrown in. (Adults 18+). GM: *David Reynolds*. **6 seats / No XP / Simple / \$4.00**

6354 Port Royal Ballroom 209 Fri 1p-2p A fast-paced press-your-luck card drafting game by Alexander Pfister (Great Western Trail). You'll gather coins, recruit helpers, and repel pirates to gain victory points. If you are clever, you may even qualify to lead a high scoring expedition! (Ages 13+). GM: *TSA Games*. **5 seats / No XP / Average / \$2.00**

6339 Railroad Revolution Ballroom 208 Fri 1p-3p In Railroad Revolution, you at the helm of a railroad company competing to develop a network across America, from east coast to west. You'll build railroads, establish stations, expand telegraph lines and pursue other company objectives to increase the value of your company. (Ages 13+). GM: *TSA Games*. **4 seats / No XP / Average / \$2.00**

6246 A Scrum of Incompatible Card Games: Ultimate Chaos Ballroom 303-304 Fri 2p-3p A U-Con tradition returns! Grab a card game and battle opponents playing completely different games: Munchkin vs Uno vs Magic vs Fluxx vs Mille Bornes vs... flexibility and sense of humor required! (Ages 13+). GM: *David A. Spitzley*. **20 seats / No XP / Complex / \$2.00**

6264 Battlestar Galactica Ballroom 302 Fri 2p-7p The last 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 amongst us. (Adults 18+). GM: *Vic Lesperance*. **5 seats / No XP / Average / \$4.00**

7037 Boss Monster Ballroom 205 Fri 2p-3p Juggle two competing priorities: the need to lure Heroes at a faster rate than your opponents, and the need to kill those Heroes before they reach your Boss. (Ages 7+). GM: *Tim Silas*. **4 seats / No XP / Simple / \$2.00**

6523 Capital Ballroom 420 Fri 2p-3p Build and rebuild the capital of Poland in this tile drafting game. The catch is that you are limited to a 3X4 or 4X3 grid on which to work, and you have to go through WWI and WWII. (Ages 13+). GM: *Joshua Koenemann*. **4 seats / No XP / Simple / \$2.00**

6258 Cerberus Engine: Cryptozoic chaos Ballroom 207 Fri 2p-5p Get ready for Cryptozoic deckbuilding chaos as numerous sets from across their library get jammed together for ultimate fun. Will Ryu face off against the Balrog or Superman aid Frodo? (Ages 13+). GM: *Mason Whitlark*. **5 seats / No XP / Simple / \$4.00**

6844 Cities of Splendor Ballroom 415 Fri 2p-3p Players are merchants of the Renaissance trying to buy gem mines, means of transportation, and shops. If you're wealthy enough, you might even receive a visit from a noble at some point. Will include the Cities of Splendor expansion. (Ages 13+). GM: *Gary Loyola (Oakland County Gamers)*. **4 seats / No XP / Simple / \$2.00**

7090 Envoy Open Play Ballroom 215-216 Fri 2p-6p See Board and Card Games Fri 10a 7089. (Ages 13+). GM: *Edward Kabara (Envoy)*. **30 seats / No XP / Simple / \$2.00**

6482 Evolution w/Flight and Climate Expansions Ballroom 423-424 Fri 2p-5p In Evolution, players adapt their species in a dynamic ecosystem where food is scarce and carnivores lurk. Expansions Flight and Climate further expand this unique and fun 'evolutionary' board game. (Ages 13+). GM: *Norman Leon*. **6 seats / No XP / Simple / \$4.00**

6130 Green Couch Games: Ladder 29 Ballroom 219 Fri 2p-3p Ladder 29 is a hot game of ladder-climbing firefighters. Players must decide when to play it safe and when to put it all on the line in this easy-to-learn game that is sure to turn up the

heat around the gaming table! (Ages 7+). GM: Paula Tuttle. **5 seats / No XP / Simple / \$2.00**

6617 Hamsterrolle Ballroom 422 Fri 2p-3p Each player receives seven wooden pieces, which they place within the wheel without any pieces falling out. Any dislodged are taken back as a penalty, and the first to get rid of her pieces wins. (Ages 7+). GM: Denny Lau. **4 seats / No XP / Simple / \$2.00**

6952 Open gaming Ballroom 217-218 Fri 2p-4p Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6654 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Fri 2p-7p TBD (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6197 Power Grid: The First Sparks Ballroom 307 Fri 2p-4p The First Sparks is a modified version of Power Grid. Instead of acquiring power plants to power cities, you acquire tools which bring in food and allow you to spread your clan across the land. (Ages 13+). GM: William Frisk. **6 seats / No XP / Simple / \$2.00**

6167 Sagrada Ballroom 310 Fri 2p-3p Try and build the most beautiful stained-glass window in the Sagrada Familia. Players will be placing dice to represent stained glass, while replicating different patterns on their board. (Ages 13+). GM: Nicholas Baker. **4 seats / No XP / Average / \$2.00**

6335 Scythe Ballroom 210 Fri 2p-5p Scythe is a Worker Placement/Economic Engine board game set in an alternate-history 1920s. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. (Ages 13+). GM: TSA Games. **5 seats / No XP / Average / \$4.00**

6119 The Castles of Burgundy Ballroom 421 Fri 2p-4p A Stefan Feld Classic. 15th century princes from the Loire Valley devote their efforts to strategic trading and building in order to bring their estates prosperity and prominence throughout Burgundy! (Ages 13+). GM: Ted Webster. **4 seats / No XP / Average / \$2.00**

6815 Unlock! Ballroom 416 Fri 2p-4p Unlock! is a cooperative card game inspired by escape rooms that uses a simple system which allows you to search scenes, combine objects, and solve riddles. Will start with the tutorial, then a shorter intro scenario, then one of the 6 full scenarios. (Ages 13+). GM: Nick Huston (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6821 Valeria: Card Kingdoms Ballroom 418 Fri 2p-4p 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. (Ages 13+). GM: Tim Ealy (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

7026 A Scrum of Incompatible Card Games: Ultimate Chaos Ballroom 303-304 Fri 3p-4p See Board and Card Games Fri 2p 6246. (Ages 13+). GM: David A. Spitzley. **20 seats / No XP / Complex / \$2.00**

6350 Archon: Glory and Machination Ballroom 209 Fri 3p-6p You are a powerful Archon seeking to win the King's favor. Deploy your courtiers across the kingdom to gather resources & income, gain influence from the Guilds, recruit soldiers, build important buildings & sponsor developments in science and the arts. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$4.00**

6169 Cottage Garden Ballroom 310 Fri 3p-5p Plant your best gardens by placing tetris-like pieces on your boards. Players pick from a central market that changes. Finish and score a garden, getting a new one. You can fill holes with cats! (Ages 7+). GM: Nicholas Baker. **4 seats / No XP / Average / \$2.00**

6363 Harry Potter: Hogwarts Battle Ballroom 202 Fri 3p-5p In this cooperative game, you will take on the heroic role of either Harry Potter, Ron Weasley, Hermione Granger or Neville Longbottom, in order to defeat a series of evil threats. (Ages 13+). GM: Trisha Kloha (Amorphous Blob). **4 seats / No XP / Simple / \$2.00**

6567 Lancaster: The Big Box Ballroom 311 Fri 3p-7p Worker placement game of Knights and squires to receive the bounty from the the English counties or fight beside Henry V to conquer France. Made by Queen Games. (Ages 13+). GM: James H Richards. **4 seats / No XP / Average / \$4.00**

6192 Legendary Encounters - Aliens Ballroom 203 Fri 3p-5p A cooperative deck building game where the players attempt to survive the alien onslaught. (Ages 13+). GM: Michael Whiteman (Amorphous Blob). **4 seats / No XP / Simple / \$2.00**

7008 Lords of Waterdeep Ballroom 419 Fri 3p-5p Dungeons and Dragons themed worker placement board game for 2-5 players. (Ages

13+). GM: Steve Rowe. **5 seats / No XP / Average / \$2.00**

6525 Notre Dame Ballroom 420 Fri 3p-5p You are controlling different districts in Paris, using the different districts in a card draft. A fun game that has many different paths to victory. Beware of the rats. (Ages 13+). GM: Joshua Koenemann. **5 seats / No XP / Average / \$2.00**

6404 Puffing Billy: 1830 Ballroom 317 Fri 3p-6p Category 3. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6400 Puffing Billy: British Rails/Aussie Rails Ballroom 316 Fri 3p-6p Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6406 Puffing Billy: Express Ballroom 315 Fri 3p-6p Category 7. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6402 Puffing Billy: Rails of New England Ballroom 314 Fri 3p-6p Category 8. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6618 Revolution Ballroom 422 Fri 3p-4p Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! It's a game of bluff, counter-bluff, and surprise! (Ages 13+). GM: Denny Lau. **5 seats / No XP / Simple / \$2.00**

6156 Roads and Boats Ballroom 412 Fri 3p-7p One of the "Grail Games" for many board game players. Hard to find, and fun to play. You act as a logistics company moving products around the board. Make the most money and win the game. (Adults 18+). GM: Zachary Weenig. **4 seats / No XP / Complex / \$4.00**

6904 Star Trek Catan Ballroom 204 Fri 3p-7p Build outposts and starbases to extract the resources. Using your fleet of starships, establish supply routes that enable you to boldly go further into deep space. (Adults 18+). GM: Mark Kloha (Amorphous Blob). **4 seats / No XP / Simple / \$4.00**

6224 Star Trek: 5 Year Mission: To Boldly Go Ballroom 309 Fri 3p-5p Join the crew of the Enterprise on its 5 year mission in this dice roller co-op game. (Ages 13+). GM: Scott Rutter. **6 seats / No XP / Simple / \$2.00**

6856 T.I.M.E Stories: The Marcy Case Conference C Table 6 Fri 3p-7p 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! (Ages 13+). GM: Randolph Williams (Contessa). **4 seats / No XP / Simple / \$4.00**

6467 Via Nebula Ballroom 313 Fri 3p-5p In Via Nebula, players compete to rebuild the Nebula Valley as it recovers from a dark age by clearing the valley's fog and unveiling natural resources to restore the region's buildings. (Ages 13+). GM: Marcia Pettit. **4 seats / No XP / Simple / \$2.00**

6840 Yedo Ballroom 415 Fri 3p-6p Players assume the roles of Clan Elders in the city of Edo. The object of the game is to amass Prestige Points, mainly by completing missions. To do so, players must gather the necessary assets and, most importantly, outfox their opponents and prevent them from completing their missions. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **5 seats / No XP / Average / \$4.00**

7027 A Scrum of Incompatible Card Games: Ultimate Chaos Ballroom 303-304 Fri 4p-5p See Board and Card Games Fri 2p 6246. (Ages 13+). GM: David A. Spitzley. **20 seats / No XP / Complex / \$2.00**

6907 Dominion: Dominion Individual Strategy Coaching Ballroom 103 Fri 4p-5p Get personalized tips on how to improve your Dominion game from World Champion Adam Horton. Come with specific questions or have Adam watch you play and see what he picks up. (Ages 13+). GM: Adam Horton. **3 seats / Some XP / Average / Free!**

6816 Gloomhaven Ballroom 417-418 Fri 4p-6p Players will take on the role of wandering adventurers with their own reasons for traveling to this dark corner of the world. Players must work together out of necessity to clear out menacing dungeons and forgotten ruins. We will only play through one spoiler-free scenario. (Ages 13+). GM: Nick Huston (Oakland County Gamers). **8 seats / No XP / Simple / \$2.00**

6953 Open gaming Ballroom 217-218 Fri 4p-6p Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6269 Terraforming Mars: Teaching Game Ballroom 205-206 Fri 4p-8p Interested in learning one of the hottest new board games? I'll teach you how to play Terraforming Mars, an engine building

game about who can contribute the most to a joint effort to terraform Mars. (Ages 13+). GM: Joseph Orosz. **8 seats / No XP / Complex / \$4.00**

6260 Various: Fast and Simple Card Games!

Ballroom 421 Fri 4p-5p Need to fill some time with a game? Then come and join us for a variety of quick and easy-to-learn games! Coloretto, No Thanks!, Love Letter, Pairs, Hanabi, Red 7, Sushi Go!, and more! (Ages 7+). GM: Paul Johnson. **8 seats / No XP / Simple / \$2.00**

6331 Wasteland Express Delivery Service: Game with the Creator

Ballroom 301 Fri 4p-7p As a driver for the Wasteland Express Delivery Service, you will deliver goods and guns between the remaining settlements and complete missions for the handful of factions still trying to hold onto the last dregs of civilization. (Ages 13+). GM: Jonathan Gilmour. **5 seats / No XP / Simple / \$4.00**

7028 A Scrum of Incompatible Card Games:

Ultimate Chaos Ballroom 303-304 Fri 5p-6p See Board and Card Games Fri 2p 6246. (Ages 13+). GM: David A. Spitzley. **20 seats / No XP / Complex / \$2.00**

7011 Asteroids

Ballroom 306 Fri 5p-6p Asteroids is a board game adaptation of the Atari video game from the 1980s (Ages 7+). GM: Jim Schoch. **4 seats / No XP / Simple / \$2.00**

6356 Century: Spice Road

Ballroom 208 Fri 5p-6p Collect and exchange cards and spices to achieve the right combinations and claim victory points. Discover the beauties of the spice trading road and its colorful market. (Ages 13+). GM: TSA Games. **5 seats / No XP / Average / \$2.00**

6974 Codenames

Ballroom 219 Fri 5p-6p The two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES. The teams compete to see who can make contact with all their agents first. (Ages 13+). GM: Mary Garton. **8 seats / No XP / Simple / \$2.00**

6364 Forbidden Desert

Ballroom 202 Fri 5p-7p Gear up for a thrilling adventure to recover a legendary flying machine buried deep in the ruins of an ancient desert city. Escape before you all become permanent artifacts of the forbidden desert. (Ages 13+). GM: Trisha Kloha (Amorphous Blob). **5 seats / No XP / Simple / \$2.00**

7036 Mystic Vale

Ballroom 312 Fri 5p-6p 2 to 4 players take on the role of Druidic clans trying to

cleanse the curse upon the land. (Ages 7+). GM: Tim Silas. **4 seats / No XP / Simple / \$2.00**

6216 Sentinels of the Multiverse

Ballroom 201 Fri 5p-7p A team of heroes, all with impressive powers stand between the world and the forces of evil. Will you help them? Answer the call to protect the multiverse. A cooperative, comic book card game. (Ages 13+). GM: Blair Reamy (Amorphous Blob). **5 seats / No XP / Simple / \$2.00**

7061 Sheriff of Nottingham

Ballroom 305 Fri 5p-7p 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. (Ages 13+). GM: Pritpaul Mahal. **5 seats / No XP / Average / \$2.00**

7029 A Scrum of Incompatible Card Games:

Ultimate Chaos Ballroom 303-304 Fri 6p-7p See Board and Card Games Fri 2p 6246. (Ages 13+). GM: David A. Spitzley. **20 seats / No XP / Complex / \$2.00**

6120 Galaxy Trucker

Ballroom 421 Fri 6p-8p Corporations Inc. is looking for enterprising pilots to build and fly their spacecraft to the far side of the galaxy. If you survive, you can keep all you earn. If you survive.... (Ages 13+). GM: Ted Webster. **4 seats / No XP / Average / \$2.00**

6448 Lorenzo Il Magnifico

Ballroom 309 Fri 6p-9p In this game, you're the head of a noble family in a city during the Italian renaissance. Deploy your family members to the different guilds and towers of the city, where they'll gain political, military and economic achievements. (Ages 7+). GM: Bryan Snell. **4 seats / No XP / Average / \$4.00**

6414 Puffing Billy: 1870

Ballroom 317 Fri 6p-9p Category 3. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6409 Puffing Billy: Empire Builder/Eurorails

Ballroom 316 Fri 6p-9p Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6412 Puffing Billy: Silverton

Ballroom 314 Fri 6p-9p Category 8. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6397 Puffing Billy: Ticket to Ride

Ballroom 315 Fri 6p-9p Category 1. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

7030 A Scrum of Incompatible Card Games:

Ultimate Chaos Ballroom 303-304 Fri 7p-8p

See Board and Card Games Fri 2p 6246. (Ages 13+). GM: David A. Spitzley. **20 seats / No XP / Complex / \$2.00**

6817 Dice Forge Ballroom 416 Fri 7p-9p Your courage and wits will be your most precious allies as you use divine dice to gather resources along the road to victory. Customize your dice to make them more powerful as the game progresses. Skillfully manage the luck of the dice and take charge of your destiny! (Ages 13+). GM: Nick Huston (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

6822 Fate of the Elder Gods Ballroom 418 Fri 7p-10p In Fate of the Elder Gods, players take on the ever-maddening role of cults trying to summon ancient evil and herald the fall of mankind! Gather arcane artifacts, cast powerful spells, embrace the Dark Gift of your Elder God, and be first to hasten doom...before it's too late! (Ages 13+). GM: Tim Ealy (Oakland County Gamers). **4 seats / No XP / Simple / \$4.00**

6280 Mountains of Madness Ballroom 420 Fri 7p-9p Cooperate in HP Lovecraft's novel to overcome suit/quantity based challenges while suffering from communication-limiting madness cards. (Ages 13+). GM: Curtis Lithgow. **5 seats / No XP / Average / \$2.00**

6517 The Others: Seven Deadly Sins Ballroom 307 Fri 7p-9p Join as one of four FAITH fighters as you wander the city to block the machinations a deadly sin avatar. Players must balance personal corruption versus impact and fighting versus completing the mission. (Ages 13+). GM: David Reynolds. **4 seats / No XP / Average / \$2.00**

6349 Vinhos Ballroom 210 Fri 7p-10p In Vinhos, you're a fledgling Portuguese winemaker seeking to become a leading wine producer. Over six years of harvests, you'll select & cultivate your vines, develop your facilities, and hire expert staff to produce the finest quality wines. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$4.00**

7084 2017 Michigan State Diamonds Championship Ballroom 211-214 Fri 8p-12a A trick-taking card game in which players collect Diamond crystals. The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at DieCon 2018 (as well as a free badge to DieCon)! (Ages 13+). GM: Edward Kabara (Envoy). **16 seats / No XP / Simple / \$2.00**

6150 Arcadia Quest: Arcadia Quest: Pets Ballroom 303 Fri 8p-10p In Arcadia Quest, players lead guilds of three heroes on an epic campaign to reclaim the mighty Arcadia for their own. Along for the ride are cute, but fierce pets. All minis are painted by the GM. (Ages 13+). GM: Kevin Schnell. **4 seats / No XP / Average / \$2.00**

6365 Cuthroat Caverns Ballroom 202 Fri 8p-10p An artifact of untold power lies in your hands. To claim it, you must escape the caverns alive. No less than nine horrific beasts stand in your way-- that, and the greed of the other players. (Adults 18+). GM: Trisha Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

6521 Dark Seas Ballroom 419 Fri 8p-10p Dark Seas is a unique engine-building game with a pirate theme. Each person has their own set of hexagonal ports they travel to, while scheming, plundering, etc. All sorts of pirate fun! (Ages 13+). GM: Rhonda Berg. **4 seats / No XP / Average / \$2.00**

7091 Envoy Open Play Ballroom 215-216 Fri 8p-12a See Board and Card Games Fri 10a 7089. (Ages 13+). GM: Edward Kabara (Envoy). **30 seats / No XP / Simple / \$2.00**

6898 Flash Point: Fire Rescue Ballroom 204 Fri 8p-10p Don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. You must work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger. (Ages 13+). GM: Mark Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

6464 Formula D: Valencia Circuit Ballroom 412 Fri 8p-11p Push your engine to the limit, hug the curves, pass to win! Rules will be taught. Race 1 of 2 for the 2017 U-Con Formula D Racing Champ. Must be present at 2nd race (on Sat) to receive a prize. (Ages 13+). GM: Michael Cook. **10 seats / No XP / Simple / \$4.00**

6218 Glory to Rome Ballroom 305-306 Fri 8p-10p 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. (Ages 13+). GM: Mark Brehob. **10 seats / No XP / Average / \$2.00**

6290 Lords of Waterdeep Ballroom 203 Fri 8p-10p Take on the role of one of the masked Lords of Waterdeep. Through your agents, you recruit adventurers to go on quests on your behalf, earning

rewards and increasing your influence over the city. (Ages 13+). GM: *Becky Reamy (Amorphous Blob)*. **5 seats / No XP / Simple / \$2.00**

6619 Metro Ballroom 422 Fri 8p-9p A quick tile-placing game in which players try to form the longest rail lines for their trains from the outside of the board to stations for points. Routes connecting the center score double points. (Ages 7+). GM: *Denny Lau*. **6 seats / No XP / Simple / \$2.00**

7005 Modern Art Ballroom 308 Fri 8p-9p 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. (Ages 13+). GM: *Nikki Carr*. **5 seats / No XP / Simple / \$2.00**

6954 Open gaming Ballroom 217-218 Fri 8p-10p Come and join us for some of our favorites! (Ages 7+). GM: *Will Niebling*. **16 seats / No XP / Simple / \$2.00**

6668 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Fri 8p-1a TBD (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6217 Roll for the Galaxy Ballroom 201 Fri 8p-10p Build a space empire direct your populace to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins! (Ages 13+). GM: *Blair Reamy (Amorphous Blob)*. **5 seats / No XP / Average / \$2.00**

6842 Seasons Ballroom 415 Fri 8p-10p The greatest sorcerers of the kingdom have gathered at the heart of the Argos forest, where the legendary Tournament of the 12 Seasons is taking place. At the end of the three-year competition, the new archmage of the kingdom of Xidit will be chosen. Take your place, wizard! (Ages 13+). GM: *Gary Loyola (Oakland County Gamers)*. **4 seats / No XP / Simple / \$2.00**

6151 Sentinels of the Multiverse Ballroom 310 Fri 8p-10p Sentinels of the Multiverse is a card game where players assume the role of a superhero and must work together in order to defeat a supervillain. (Ages 13+). GM: *Evans Collins*. **5 seats / No XP / Average / \$2.00**

6190 Top Race/Daytona 500/Detroit-Cleveland Grand Prix/Downforce: Top Races Ballroom 423-425 Fri 8p-10p Wolfgang Kramer's family of car-racing games make for an epic event. Bid for

the car or cars you can drive to victory. Move your cars and work to block and waste the movement of other cars. (Ages 13+). GM: *Cheryl Orosz*. **18 seats / No XP / Simple / \$2.00**

6562 Various: Short Games Ballroom 222 Fri 8p-10p What to do when you don't have a full hour or even a half hour to game? Play a short game, that's what. Come play several short games and get a feel for many different fun, fast, games to play. (Ages 7+). GM: *Jeannette Quirk*. **8 seats / No XP / Simple / \$2.00**

6343 Yamatai Ballroom 209 Fri 8p-10p Set sail with fleets of trading ships seeking to explore and develop the many islands of Yamatai. Collect culture tokens, build buildings, recruit specialists, and earn money in order to gain the most prestige in the eyes of the Queen. (Ages 13+). GM: *TSA Games*. **4 seats / No XP / Average / \$2.00**

7102 Aftermath Ballroom 313 Fri 9p-11p A character building, open-world, post-apocalyptic adventure game. The Waste is a post nuclear land steeped in radiation, danger, and adventure. While the Great War happened long ago, the survivors must explore and survive The Waste while gaining as much Fame as possible. (Ages 13+). GM: *David Caldwell*. **5 seats / No XP / Simple / \$2.00**

6976 Atlantis Ballroom 302 Fri 9p-10p The great causeway between your beloved home of Atlantis and the mainland is crumbling. Race your people along it before it disappears. Collect gems along the way to help you cross the widening gaps. (Ages 13+). GM: *Mary Garton*. **4 seats / No XP / Simple / \$2.00**

6999 Citadels Ballroom 311 Fri 9p-11p Players take on new roles each round to represent characters they hire, in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects his/her eighth building. Players then tally their points, and the player with the highest score wins. (Ages 13+). GM: *Michael Emerson*. **8 seats / No XP / Simple / \$2.00**

6253 Food Chain Magnate Ballroom 414 Fri 9p-12a Control your own fast-food chain in this strategic game of management! A game for serious gamers, Food Chain Magnate has a tremendous amount of depth to it. (Ages 13+). GM: *Paul Johnson*. **5 seats / No XP / Complex / \$4.00**

6965 Munchkin: Rick and Morty Ballroom 103 Fri 9p-10p Munchkin: Rick and Morty, a standalone Munchkin game, fuses the classic card game fun

of monster-slaying and role-playing with cyborgs, aliens, and demons from the television series. (Adults 18+). GM: Jeff Beeler. **6 seats / No XP / Simple / \$2.00**

6359 Not Alone Ballroom 208 Fri 9p-10p You are a member of an intergalactic expedition shipwrecked on a mysterious planet called Artemia. Your team sets out to explore the planet while waiting for rescue, but you are not alone! (Ages 13+). GM: TSA Games. **6 seats / No XP / Average / \$2.00**

6415 Puffing Billy: China Rails/India Rails Ballroom 316 Fri 9p-12a Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6417 Puffing Billy: Metro Ballroom 314 Fri 9p-12a Category 4. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6418 Puffing Billy: Spike Ballroom 315 Fri 9p-12a Category 4. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6420 Puffing Billy: Ticket to Ride Card Game Ballroom 317 Fri 9p-12a Category 7. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6097 Sid Meier's Civilization Board Game Ballroom 304 Fri 9p-12a In Civilization, 2-4 players select a leader, develop their civilization, and win in one of 4 different ways. Expansions will also be included. Beginners are welcome, rules will be taught. (Adults 18+). GM: Tim Hamlin. **5 seats / No XP / Average / \$4.00**

6161 Terraforming Mars Ballroom 411 Fri 9p-12a You play a corporation trying to terraform Mars. Players increase the oxygen and temp by creating forests, cities, or oceans. You work on projects such as smashing asteroids or adding puppies to cities. (Ages 13+). GM: Mark Haynes. **4 seats / No XP / Average / \$4.00**

6769 Viral Ballroom 420 Fri 9p-11p Area control game where you are a VIRUS that has just infected a human body. Uses Hand management and simultaneous action selection among other mechanisms. New release at Gen Con this year. (Ages 13+). GM: Curtis Lithgow. **5 seats / No XP / Average / \$2.00**

6533 A Study in Emerald Ballroom 206 Fri 10p-12a At the dawn of the 20th century, Sherlock Holmes and his Restorationist allies vie against Cthulhu and

the Great Old Ones for control of Europe. Hidden roles, auctions, area control and deck building. (Ages 13+). GM: Samantha Orosz. **4 seats / No XP / Average / \$2.00**

6208 Alhambra: Original Ballroom 417 Fri 10p-12a Tiles are used to create the most beautiful Alhambra, measured in victory points. Careful placement of tiles is necessary to make your Alhambra a success. (Ages 13+). GM: Bob Mariotti. **5 seats / No XP / Simple / \$2.00**

6620 Ave Caesar Ballroom 307 Fri 10p-11p Race other chariots and be the first to cross the finish line, while maneuvering through tight turns and paying tribute to Caesar. This game of excitement boasts player interaction to the very end. (Ages 7+). GM: Denny Lau. **6 seats / No XP / Simple / \$2.00**

6906 BattleGoats Ballroom 204 Fri 10p-12a One day in the land of Goatopia, a group of unknown heroes emerged. As the battles waged on, the Goatopians began to fight with the heroes. Striving for an end to the war, they became BattleGoats! (Ages 13+). GM: Mark Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

6812 Betrayal at House on the Hill: Widows Walk Ballroom 418 Fri 10p-1a The house on the hill has a wicked reputation. Those who dare to darken its door often leave steeped in madness and despair-- if they leave at all. (Ages 13+). GM: Tim Ealy (Oakland County Gamers). **6 seats / No XP / Simple / \$4.00**

6147 Blood Rage Ballroom 303 Fri 10p-12a Lead your Viking clan to victory during the time of Ragnarök in this battle of area control and card drafting, with multiple strategies for victory. All minis have been painted by the Gamemaster. (Ages 13+). GM: Kevin Schnell. **5 seats / No XP / Average / \$2.00**

6384 City of Spies: Estoril 1942 Ballroom 309 Fri 10p-12a Estoril is small town near Lisbon & was a center of diplomacy & spying during WWII. You will place spies, each with different abilities, at various locations to recruit more spies and meet objectives. (Ages 13+). GM: Jason Miller. **4 seats / No XP / Average / \$2.00**

6381 Cosmic Encounter (Eon) Ballroom 205 Fri 10p-12a Players are an alien race seeking to conquer five foreign worlds. Each alien race has a special power, giving them a unique advantage to attack or defend. Shared victories possible. Eon

version. (Ages 13+). GM: Norm Meluch. **6 seats / No XP / Average / \$2.00**

6810 Dead of Winter: Warring Colonies Ballroom 416 Fri 10p-1a In Warring Colonies, unique main objectives set two colonies against each other as they battle for territory, while the odd-man-out Lone Wolf adds chaotic balance as she pursues her own secret goals while keeping both colonies in check. (Ages 13+). GM: Nick Huston (Oakland County Gamers). **11 seats / Some XP / Average / \$2.00**

6980 Lotus Ballroom 219 Fri 10p-11p Lotus is a beautiful game that grows into a unique work of art every time you play. You'll need to enlist the help of creatures native to this land to take control of the lotus garden and achieve true enlightenment. (Ages 7+). GM: Paula Tuttle. **4 seats / No XP / Simple / \$2.00**

6766 Mechs vs. Minions Ballroom 301 Fri 10p-12a Set in the world of Runeterra, players take on the roles of four intrepid Yordles-- Corki, Tristana, Heimerdinger, and Ziggs-- who must join forces and pilot their newly-crafted mechs against an army of marauding minions. (Ages 13+). GM: Bryan Snell. **4 seats / No XP / Simple / \$2.00**

6366 Munchkin: Holiday Surprise Ballroom 202 Fri 10p-12a Including cards from Waiting for Santa, Santa's Revenge, Reindeer Games and Naughty & Nice because of course the holidays are all about bashing monsters and taking their stuff. (Adults 18+). GM: Trisha Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

6441 Orléans Ballroom 308 Fri 10p-12a 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. This is a bag building game with many paths to victory. (Ages 13+). GM: Nikki Carr. **4 seats / No XP / Average / \$2.00**

6868 Parliament and Pride: Deviants Ballroom 413 Fri 10p-11p Deviants is like Clue but on crack! More strategy, way more humor, and with the freedom of playing either bad, or good. All set in an English boarding school. (Ages 13+). GM: David Thomas. **10 seats / No XP / Simple / \$2.00**

6964 Star Fluxx Ballroom 103 Fri 10p-11p Fluxx gets the Science Fiction treatment. From the publisher: "Just when you thought that Fluxx had gone as far as it could go - it blasts off for the

Stars! (Ages 7+). GM: Jeff Beeler. **6 seats / No XP / Simple / \$2.00**

6841 Super Motherload Ballroom 415 Fri 10p-12a Super Motherload is a tile-laying deck-building game, which means that you have your own deck of cards from which you draw each turn. The cards in your deck start out very basic, but over the course of the game you add new and more powerful cards to it. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

6966 Cthulhu Fluxx! Ballroom 103 Fri 11p-12a Explore the dark and horrifying mysteries of the unknown as you battle insanity and fiendish cults! Follow the wild-eyed Poet, the obsessed Artist, and the expeditions of the Professor. (Adults 18+). GM: Jeff Beeler. **6 seats / No XP / Simple / \$2.00**

6450 Dominion: Dominion Individual Strategy Coaching Ballroom 105 Fri 11p-12a See Board and Card Games Fri 4p 6907. (Ages 13+). GM: Adam Horton. **3 seats / Some XP / Average / Free!**

6865 Parliament and Pride: Deviants Ballroom 413 Fri 11p-12a See Board and Card Games Fri 10p 6868. (Ages 13+). GM: David Thomas. **10 seats / No XP / Simple / \$2.00**

6928 Mansions of Madness 2nd Ed. Ballroom 303 Fri 12a-2a Fight for your life in Mansions of Madness 2nd Ed. the app-assisted horror game inspired by the works of H.P. Lovecraft. Come play this cooperative game at midnight with painted minis and furniture. (Ages 13+). GM: Kevin Schnell. **5 seats / No XP / Average / \$2.00**

6977 Red Dragon Inn Ballroom 305 Fri 12a-2a You've defeated the dragon and returned to the inn to spend your well-earned gold. Prove that you can party harder than the rest of your party by being the last adventurer standing in the pub. (Adults 18+). GM: James Arnoldi. **5 seats / No XP / Simple / \$2.00**

6122 Strange Synergy Ballroom 207 Fri 12a-2a Four teams of three warriors face off with random Power cards. A super powered, free-for-all beat down. A nearly countless number of possible combinations means you'll never play the same game twice. (Ages 13+). GM: Owen McCauley. **4 seats / No XP / Average / \$2.00**

6254 Various: Fast and Simple Card Games! Ballroom 414 Fri 12a-1a See Board and Card Games Fri 4p 6260. (Ages 7+). GM: Paul Johnson. **8 seats / No XP / Simple / \$2.00**



What is Pathfinder Society Adventure Card Guild? The Pathfinder Society Adventure Card Guild, part of Paizo's organized play programs, is a worldwide organized play campaign that brings the fun of the Pathfinder Adventure Card Game to game stores, clubs, and conventions near you. Follow along with the events of Pathfinder Adventure Card Game Adventure Paths, as well as the latest events of the Pathfinder Society Roleplaying Guild. All you need to play is a Class Deck that contains a set of characters and cards that will carry you through the events of organized play. The campaign rules are designed to bring players together in a standardized and balanced system. After you play at U-Con you can go anywhere in the world and play a new adventure with totally new people under the same rules!

What do I need to play Pathfinder Society Adventure Card Guild at U-Con? Step 1: Buy a ticket for a PFS event. Step 2: Come on up to our Headquarters table and introduce yourself. We have class decks available for use, but not to purchase. Dice are available for use. Each class deck has three or four different character options. We will have several of the options sorted and ready for play.

The Pathfinder Society Adventure Card Game is being played right outside the Elizabeth Ann ballroom.

I've never played an 'adventure card' game before, is it hard to learn the rules? We don't expect you to be a rules expert. The complexity scales up as your character gains experience. The U-Con program ranks games by player experience and system complexity. In any PFS event categorized with No XP/Average, the Game Master will be ready to teach you as you go along. We don't bite--but the monsters might!

How do I learn more about Pathfinder Society Adventure Card Guild? We love people who ask us this question! Visit paizo.com/pathfinderSociety/acg for more information about how to download the campaign guide, get a PFS membership number and find more events in your area.

I tried it and I love it. How do I find more of these games? Detroit Metro Pathfinder Society offers many free events each month across the Metro area. You can find all of our locations and our event schedule at warhorn.net/events/detroit-pfs. If you are from out of state, you can find a global event list at paizo.com/organizedplay/events.

6866 Parliament and Pride: Deviants Ballroom 413 Fri 1a-2a See Board and Card Games Fri 10p 6868. (Ages 13+). GM: David Thomas. **10 seats / No XP / Simple / \$2.00**

SATURDAY

6281 17th Annual Abstracts Tournament Ballroom 420-425 Sat 9a-1p Come match wits with your opponents in various combinatorial strategy games. Most of these games can be learned and played to completion within 30 minutes. (Ages 13+). GM: Clark Rodeffer. **24 seats / No XP / Simple / \$4.00**

7083 2017 Michigan State Nevermore Championship Ballroom 211-214 Sat 9a-1p Collect cards you want and poison your opponent's hand by passing along cards you think they can't use. The winner of this tournament gets a trophy and moves up the chain towards the U.S. National Championship at Gen Con 2017. (Ages 13+). GM: Edward Kabara (Envoy). **16 seats / No XP / Simple / \$2.00**

7070 Cytosis Ballroom 207 Sat 9a-11a From the makers of Ion & Covalence, the worker placement game of cell biology. Players compete to build enzymes, hormones, and receptors and fend off attacking viruses! Fresh off of Kickstarter. (Ages 13+). GM: Joseph Orosz. **4 seats / No XP / Simple / \$2.00**

7092 Envoy Open Play Ballroom 215-216 Sat 9a-1p See Board and Card Games Fri 10a 7089. (Ages 13+). GM: Edward Kabara (Envoy). **30 seats / No XP / Simple / \$2.00**

6899 Flash Point: Fire Rescue Ballroom 204 Sat 9a-11a See Board and Card Games Fri 8p 6898. (Ages 13+). GM: Mark Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

6367 Harry Potter: Hogwarts Battle Ballroom 202 Sat 9a-11a In this cooperative game, you will take on the heroic role of either Harry Potter, Ron Weasley, Hermione Granger or Neville Longbottom in order to defeat a series of evil threats. (Ages 13+). GM: Trisha Kloha (Amorphous Blob). **4 seats / No XP / Simple / \$2.00**

6829 Junk Art Ballroom 419 Sat 9a-10a Where some see junk, others see art! In Junk Art, let your creativity take over as everything you touch turns into magnificent structures and extraordinary creations! But you're not the only talented artist

in town... (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6843 Machi Koro: Big Lights, Big City Ballroom 415 Sat 9a-10a You've done a great job as Mayor! What started as a sleepy town of cheese factories and wheat fields has become a hot tourist destination! A new gameplay set-up makes each game unique without ever slowing down the high-paced fun or losing any of the original charm. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

6687 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Sat 9a-2p TBD (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6405 Puffing Billy: 1830 Ballroom 317 Sat 9a-12p Category 3. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6410 Puffing Billy: Empire Builder/Eurorails Ballroom 316 Sat 9a-12p Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6407 Puffing Billy: Express Ballroom 315 Sat 9a-12p Category 7. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6421 Puffing Billy: Union Pacific Ballroom 314 Sat 9a-12p Category 4. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

7063 Splendor Ballroom 312 Sat 9a-10a 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. (Ages 7+). GM: Pritpaul Mahal. **4 seats / No XP / Average / \$2.00**

6478 Terraforming Mars Ballroom 307 Sat 9a-11a In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate projects to raise temperature, oxygen level, and ocean coverage. (Ages 13+). GM: Dale Barnes. **5 seats / No XP / Average / \$2.00**

6221 XCom: The Board Game: Defenders of Earth Ballroom 306 Sat 9a-1p Defend our homeworld from alien invaders in this board game adaptation of the computer game XCom: Enemy Unknown. Do you have what it takes to save the world? (Ages 13+). GM: Scott Rutter. **4 seats / Some XP / Average / \$4.00**

6834 Camel Up Ballroom 419 Sat 10a-11a Use your best strategy to win the Camel Cup! A mix of strategy, luck, and skill helps you win the camel race. (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **8 seats / No XP / Simple / \$2.00**

6563 Dice City Ballroom 219 Sat 10a-12p Roll, Build, Win! Dice City is a "dice-crafting" game in which the locations in your city act as the changing faces of your dice each turn. Use tactics and strategy to press your claim! (Ages 13+). GM: Steven Zalek. **4 seats / No XP / Average / \$2.00**

7066 Dicemasters: Learn to Play Dicemasters Ballroom 107 Sat 10a-11a You are the mastermind directing the actions of a team of powerful battling supers! Dice are rolled, cards are consulted, attack are made or block, and opponents knocked out... but not for long. (Ages 7+). GM: Henry Kloosterman. **4 seats / No XP / Simple / \$2.00**

6908 Dominion: Dominion Individual Strategy Coaching Ballroom 106 Sat 10a-11a See Board and Card Games Fri 4p 6907. (Ages 13+). GM: Adam Horton. **3 seats / Some XP / Average / Free!**

6465 Formula D: Monaco Circuit Ballroom 411 Sat 10a-1p Push your engine to the limit, hug the curves, pass to win! Rules will be taught. Race 2 of 2 for the 2017 U-Con Formula D Racing Champ. Must be present after this race to receive series winner prize. (Ages 13+). GM: Michael Cook. **10 seats / No XP / Simple / \$4.00**

6468 Grand Austria Hotel Ballroom 301 Sat 10a-12p Try your luck as a hotelier. For that, you must prepare guest rooms and make sure your guests receive the proper orders from the kitchen. Turn your little hostel into the Grand Austria Hotel! (Ages 13+). GM: Marcia Pettit. **4 seats / No XP / Average / \$2.00**

6839 Honshu Ballroom 415 Sat 10a-11a Honshu is a trick-taking, map-building card game set in feudal Japan. Players are lords and ladies of noble houses seeking new lands and opportunities for fame and fortune. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

6942 Isle of Skye Ballroom 416 Sat 10a-12p Players are chieftains of famous clans and want to build their kingdoms to score as many points as possible, but in each game only four of the sixteen scoring tiles will be scored. Thanks to the scoring tiles, each game is different and leads to different tactics

and strategies. (Ages 7+). GM: Chrissy Zimmerman (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

6947 Lanterns Ballroom 414 Sat 10a-12p The harvest is in, and the artisans are hard at work preparing for the upcoming festival. Decorate the palace lake with floating lanterns and compete to become the most honored artisan when the festival begins. (Ages 7+). GM: Andrew McAlister (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

6446 Mechs vs. Minions Ballroom 302 Sat 10a-12p See Board and Card Games Fri 10p 6766. (Ages 13+). GM: Bryan Snell. **4 seats / No XP / Simple / \$2.00**

6933 Mystic Vale Ballroom 205-206 Sat 10a-11a A curse has been placed on the valley of life. You and a group of other druids have pledged to work towards healing the land. Build your cards, but weigh the good with the bad or risk decay. (Ages 13+). GM: Samantha Orosz. **7 seats / Some XP / Average / \$2.00**

6537 Near and Far Conference C Table 4 Sat 10a-12p Near and Far, the sequel to Above and Below, lets tabletop gamers lightly roleplay as they recruit adventurers with different skills to find treasure and explore the stories of this mystical land. (Ages 7+). GM: Vera Devera-Dalrymple (ConTessa). **4 seats / No XP / Average / \$2.00**

6955 Open gaming Ballroom 217-218 Sat 10a-12p Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6355 Port Royal Ballroom 208 Sat 10a-11a See Board and Card Games Fri 1p 6354. (Ages 13+). GM: TSA Games. **5 seats / No XP / Average / \$2.00**

6941 T.I.M.E Stories: The Marcy Case Conference C Table 6 Sat 10a-2p See Board and Card Games Fri 3p 6856. (Ages 13+). GM: Randolph Williams (Contessa). **4 seats / No XP / Simple / \$4.00**

7074 The Bloody Inn Conference C Table 2 Sat 10a-12p France 1831. You are a part of a family of rural farmers determined to invest in an inn and rob traveling guests. Unfortunately, your morals hinder you from robbing your guests...while they live. (Ages 13+). GM: Shannon Slakinski (ConTessa). **4 seats / No XP / Average / \$2.00**

6138 The Castles of Burgundy Ballroom 413 Sat 10a-12p A Stefan Feld Classic - 15th century princes from the Loire Valley devote their efforts to strategic trading and building in order to bring their estates prosperity and prominence throughout Burgundy! (Ages 13+). GM: Ted Webster. **4 seats / No XP / Average / \$2.00**

6946 The Godfather: Corelone's Empire Ballroom 417 Sat 10a-12p Money, rackets, contracts, and special advantages are represented by the cards in your hand. Play wisely; at the end of the game, cash is all that matters, and whoever has the most money wins. (Ages 7+). GM: Tony Armada (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

6569 Tzolk'in: Tribes and Prophecies Ballroom 311 Sat 10a-2p Worker placement game for resource management on a timing device of the Mayan Calendar. Tribes and Prophecies expansion. (Ages 13+). GM: James H Richards. **4 seats / Some XP / Average / \$4.00**

6338 Yamatai Ballroom 210 Sat 10a-12p See Board and Card Games Fri 8p 6343. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$2.00**

7052 Zombie House Blitz Ballroom 313 Sat 10a-11a Speed card game where you save family members from zombies by getting people out of the house and into the cars. Players don't take turns, but rather race madly to get their cards into the shared scoring piles. (Ages 7+). GM: Jeremiah Lee. **4 seats / No XP / Simple / \$2.00**

61547 Wonders Ballroom 101 Sat 11a-1p 7 Wonders is a card drafting game in which each player is tasked with building one of the Seven Wonders of the World. Using that wonder, he/she must develop his/her civilization through the use of playing cards. (Ages 7+). GM: Evans Collins. **7 seats / No XP / Average / \$2.00**

6574 Big Bad Overlord Ballroom 304 Sat 11a-1p A card and dice game of luck, strategy, and evil laughter! Gather minions, fight off do-gooders, and scheme with and against your opponents. In the end, only one will be the new Overlord! (Ages 7+). GM: Mauro DeCillis. **6 seats / No XP / Simple / \$2.00**

6828 Campy Creatures Ballroom 419 Sat 11a-12p Players are mad scientists in need of precious mortals for future experiments. Rather than getting your hands dirty, your army of campy creatures

awaits to do your bidding. Capture the most valuable mortals over the course of three nights to win. (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

7051 Coup Ballroom 313 Sat 11a-12p 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. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive. (Ages 7+). GM: Jeremiah Lee. **6 seats / No XP / Simple / \$2.00**

7082 Dicemasters: Learn to Play Dicemasters Ballroom 107 Sat 11a-12p See Board and Card Games Sat 10a 7066. (Ages 7+). GM: Henry Kloosterman. **4 seats / No XP / Simple / \$2.00**

6340 First Class Ballroom 209 Sat 11a-1p In First Class, you are a rail line manager seeking to build the most luxurious (and lucrative) train line from Venice to Constantinople- the Orient Express. By drafting action cards, you'll expand your route, upgrade your train, and move your conductor to score points. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$2.00**

6759 Five crowns Ballroom 205-206 Sat 11a-1p Five crown is a progressive rummy game where you try to be the first player out by using all your cards in runs and sets. The game isn't over til' the kings go wild. (Ages 13+). GM: Meri Orosz. **7 seats / No XP / Simple / \$2.00**

6368 Forbidden Desert Ballroom 202 Sat 11a-1p See Board and Card Games Fri 5p 6364. (Ages 13+). GM: Trisha Kloha (Amorphous Blob). **4 seats / No XP / Simple / \$2.00**

6385 Inis Ballroom 309 Sat 11a-1p Inis is a game of card drafting + area control. Each round players draft from the same set of 17 cards in an attempt to fulfill 1 of 3 different victory conditions. Beautiful Celtic themed artwork. (Ages 13+). GM: Jason Miller. **4 seats / No XP / Average / \$2.00**

7010 Lords of Waterdeep Ballroom 105 Sat 11a-1p Dungeons and Dragons themed worker placement board game for 2-5 players. (Ages 13+). GM: Steve Rowe. **5 seats / No XP / Average / \$2.00**

6760 Manhattan Project: Energy Empire Ballroom 207 Sat 11a-1p A loose sequel to Manhattan Project, player are countries trying to develop themselves while competing at the United Nations and keeping their environments clean.

Worker placement/engine building. (Ages 13+). GM: Joseph Orosz. **4 seats / No XP / Average / \$2.00**

6252 Mega Civilization Clubhouse Table 12-13 Sat 11a-10p The legendary board game Civilization returns with a new version designed for a large group of players. Advance your civilization to victory in this epic game! (Ages 13+). GM: Paul Johnson. **18 seats / No XP / Average / \$6.00**

6994 My Little Pony Memory Game Ballroom 203 Sat 11a-12p Classic Memory game challenging you to find matches. (Ages 7+). GM: Matt Hawkins. **5 seats / No XP / Simple / \$2.00**

6838 Paperback Ballroom 415 Sat 11a-12p Word-building meets deck-building in the unique game Paperback. Players start with a deck of letter cards and wild cards. Each hand they form words, and purchase more powerful letters based on how well their word scored. Players buy wilds to gain victory points. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

6173 Princes of Florence Ballroom 412 Sat 11a-12p Players attract artists and scholars trying to become the most prestigious family in Florence. Each player is given a palace grid and reference chart and attempts to gain the most victory points. (Ages 13+). GM: Eric McGlohon. **5 seats / No XP / Average / \$2.00**

6166 Sentient Ballroom 310 Sat 11a-12p See Board and Card Games Fri 12p 6165. (Ages 13+). GM: Nicholas Baker. **4 seats / No XP / Average / \$2.00**

6903 Star Trek Panic Ballroom 204 Sat 11a-1p See Board and Card Games Fri 12p 6902. (Adults 18+). GM: Mark Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

7007 The Pillars of the Earth Ballroom 308 Sat 11a-1p 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! (Ages 13+). GM: Nikki Carr. **4 seats / No XP / Simple / \$2.00**

6599 Various: Short Games Ballroom 222 Sat 11a-1p What to do when you don't have a full hour or even a half hour to game? Play a short game, that's what. Come play several short games and get a feel for many different fun, fast games to play. (Ages 7+). GM: Jeannette Quirk. **8 seats / No XP / Simple / \$2.00**

7097 Aftermath Ballroom 418 Sat 12p-2p See Board and Card Games Fri 9p 7102. (Ages 13+). GM: David Caldwell. **5 seats / No XP / Simple / \$2.00**

7035 Boss Monster Ballroom 312 Sat 12p-1p See Board and Card Games Fri 2p 7037. (Ages 7+). GM: Tim Silas. **4 seats / No XP / Simple / \$2.00**

7065 Codenames Ballroom 305 Sat 12p-1p 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 team's words, but not the other team's! (Ages 13+). GM: Pritpaul Mahal. **8 seats / No XP / Simple / \$2.00**

6975 Hey! That's My Fish! Ballroom 307 Sat 12p-1p Your penguins jump from ice floe to ice floe, hunting fish and trying to block other penguins and secure the best fishing grounds for themselves. The penguins that catch the most fish win. (Ages 7+). GM: Mary Garton. **4 seats / No XP / Simple / \$2.00**

6423 Puffing Billy: Aussie Rails/Nippon Rails Ballroom 316 Sat 12p-3p Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6403 Puffing Billy: Rails of New England Ballroom 314 Sat 12p-3p Category 8. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6398 Puffing Billy: Ticket to Ride Ballroom 315 Sat 12p-3p Category 1. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6425 Puffing Billy: Trains Ballroom 317 Sat 12p-3p Category 7. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

7085 2017 Michigan State Neuroshima Hex! Championship Ballroom 211-214 Sat 1p-5p A strategy game set in the post-apocalyptic world of Neuroshima. The winner of this tournament will get a trophy, the game, plus a seat at the final round of the Midwest Regional Championship at DieCon 2018 (as well as a free badge to DieCon)! (Ages 13+). GM: Edward Kabara (Envoy). **16 seats / No XP / Simple / \$2.00**

6357 Century: Spice Road Ballroom 208 Sat 1p-2p See Board and Card Games Fri 5p 6356. (Ages 13+). GM: TSA Games. **5 seats / No XP / Average / \$2.00**

6275 Dominion: Rio Grande Sanctioned Dominion Tournament **Clubhouse Table 1-10 Sat 1p-9p** Official tournament using custom Kingdoms from all sets, judged by the current World Champion. All players receive promo cards; the winner advances to the 2018 World Finals. Sorry, "Play Games All Weekend" ribbons not accepted. (Ages 13+). GM: Scott Colcord. **27 seats / Some XP / Average / \$12.00**

6348 Mission: Red Planet **Ballroom 210 Sat 1p-3p** As head of a Victorian-era mining corporation, you'll send workers to the Red Planet in a bid to gain control of different regions and their resources. Your team of nine professionals have different skills, you'll take all means necessary to outpace your rivals! (Ages 13+). GM: TSA Games. **6 seats / No XP / Average / \$2.00**

6466 Baseball Highlights: 2045 - 4 Player Tournament **Ballroom 309 Sat 2p-4p** Robots, Cyborgs, and Naturals in baseball, Oh My! In this baseball game you play multiple mini-games with free agent buying in between each game to win the pennant. It's fun to play and easy to learn. (Ages 13+). GM: Michael Cook. **4 seats / No XP / Simple / \$2.00**

6600 Big Bad Overlord **Ballroom 303 Sat 2p-4p** See Board and Card Games Sat 11a 6574. (Ages 7+). GM: Mauro DeCillis. **6 seats / No XP / Simple / \$2.00**

6445 Captain Sonar **Ballroom 311 Sat 2p-3p** You and your teammates control a state-of-the-art submarine. Try to locate an enemy submarine and blow it out of the water before they can do the same to you. (Ages 13+). GM: Bryan Snell. **8 seats / No XP / Simple / \$2.00**

6481 Caverna: The Cave Farmers **Ballroom 411 Sat 2p-7p** Caverna: The Cave Farmers is a worker-placement productivity game with a focus on farming and mining, with the goal of having the most efficiently-developed home board of all Dwarven families. (Ages 13+). GM: Norman Leon. **7 seats / No XP / Simple / \$4.00**

6853 Cthulu Wars **Conference C Table 5 Sat 2p-4p** The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth in this fast moving strategy game? (Ages 13+). GM: Ariel Celeste (ConTessa). **4 seats / No XP / Average / \$2.00**

6330 Dead of Winter: Game with the Creator **Ballroom 301 Sat 2p-5p** One of the biggest hits of 2014, Dead of Winter has become one of the best "co-op with a traitor" games of all time. Here's your chance to play with one of the designers who helped show that sometimes your fellow survivors can be worse than zombies. (Ages 13+). GM: Jonathan Gilmour. **5 seats / No XP / Simple / \$4.00**

7093 Envoy Open Play **Ballroom 215-216 Sat 2p-6p** See Board and Card Games Fri 10a 7089. (Ages 13+). GM: Edward Kabara (Envoy). **30 seats / No XP / Simple / \$2.00**

6483 Evolution **Ballroom 304 Sat 2p-4p** Evolve to survive predators, starvation, heat, and cold. Use claws and shells, brains and wings, in a never ending competition of adaptation. Swarms of burrowing mice vs. packs of flying Tyrannosaurs! (Ages 13+). GM: Dave Morris. **8 seats / No XP / Average / \$2.00**

6963 Firefly: the Board Game **Ballroom 302 Sat 2p-6p** Firefly the Board Game allows the players to buy, crew and equip a spaceship (Ages 13+). GM: Jeff Beeler. **8 seats / No XP / Average / \$4.00**

6351 Lorenzo Il Magnifico **Ballroom 209 Sat 2p-5p** See Board and Card Games Fri 6p 6448. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$4.00**

6200 Mansions of Madness **Ballroom 201 Sat 2p-5p** A cooperative investigation based horror board game. (Ages 13+). GM: Alex Kreder (Amorphous Blob). **5 seats / No XP / Simple / \$4.00**

7045 Mysterium **Ballroom 102 Sat 2p-3p** Lend your psychic abilities to solve the mystery and lay a ghost to rest! (Ages 7+). GM: Matt McLane (A2 Iron Gods). **7 seats / No XP / Simple / \$2.00**

7015 Near and Far **Ballroom 219 Sat 2p-4p** See Board and Card Games Fri 12p 6814. (Ages 7+). GM: Paula Tuttle. **4 seats / No XP / Simple / \$2.00**

6956 Open gaming **Ballroom 217-218 Sat 2p-4p** Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6369 Pandemic: w/Expansions **Ballroom 202 Sat 2p-4p** You must work together to destroy the diseases before they overtake the world. The clock

is ticking as outbreaks and epidemics accelerate the spread of the plague. Will you find the cures in time? (Ages 13+). GM: Trisha Kloha (*Amorphous Blob*). **4 seats / No XP / Simple / \$2.00**

6709 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Sat 2p-7p TBD (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6949 Quadropolis Ballroom 415 Sat 2p-4p In Quadropolis, players build their own metropolis using building tiles that their architects select. The six types each have their own requirements and bonuses. Use them well! (Ages 7+). GM: Andrew McAlister (*Oakland County Gamers*). **4 seats / No XP / Simple / \$2.00**

6152 Sentinels of the Multiverse Ballroom 307 Sat 2p-4p See Board and Card Games Fri 8p 6151. (Ages 13+). GM: Evans Collins. **5 seats / No XP / Average / \$2.00**

7032 Star Trek: Five Year Mission Ballroom 414 Sat 2p-4p Choose the classic Star Trek Enterprise NCC-1701 or the Star Trek: The Next Generation NCC-1701-D. ALERT! You and your fellow crewmates must cooperate to resolve dangerous situations that threaten to destroy your ship. (Ages 7+). GM: David Whitcher. **7 seats / No XP / Simple / \$2.00**

6611 The Quiet Year Ballroom 420 Sat 2p-4p Define the struggles of a post-apocalyptic community and attempt to build something good within the year. Every decision is set against a backdrop of dwindling time and rising concern. (Ages 13+). GM: Jason Sonk. **4 seats / No XP / Simple / \$2.00**

7054 The Resistance Ballroom 313 Sat 2p-3p The Empire must fall. Our mission must succeed. Yet spies have infiltrated our ranks, ready for sabotage. We must unmask them. In 5 nights we reshape destiny or die trying. We are the Resistance! (Ages 7+). GM: Jeremiah Lee. **10 seats / No XP / Simple / \$2.00**

6900 Trekking the National Parks Ballroom 204 Sat 2p-4p Compete for points by visiting national parks, claiming park cards, and collecting bonus stones. Travel the country and trek the trails that define our nation's most valuable public resource, in this spirited family board game. (Ages 13+). GM: Mark Kloha (*Amorphous Blob*). **6 seats / No XP / Simple / \$2.00**

6943 Valdora Ballroom 416 Sat 2p-4p Hidden far away from our time lies a valley of unimaginable riches. Drawn by the lure of gold, silver, and precious jewels, adventurers from all over the world soon find their way there. Those who wish for fame and fortune will have to be cleverer than their opponents! (Ages 7+). GM: Chrissy Zimmerman (*Oakland County Gamers*). **5 seats / No XP / Simple / \$2.00**

6279 Viral Ballroom 203 Sat 2p-4p Area control game where you are a VIRUS that has just infected a human body. Uses Hand management and simultaneous action selection among other mechanisms. New release at Gen Con this year. (Ages 13+). GM: Curtis Lithgow. **5 seats / No XP / Average / \$2.00**

7098 Aftermath Ballroom 424 Sat 3p-5p See Board and Card Games Fri 9p 7102. (Ages 13+). GM: David Caldwell. **5 seats / No XP / Simple / \$2.00**

6257 Cerberus Engine: Cryptozoic chaos Ballroom 207 Sat 3p-6p See Board and Card Games Fri 2p 6258. (Ages 13+). GM: Mason Whitlark. **5 seats / No XP / Simple / \$4.00**

6387 Cosmic Encounter (Eon) Ballroom 417 Sat 3p-5p See Board and Card Games Fri 10p 6381. (Ages 13+). GM: Norm Meluch. **6 seats / No XP / Average / \$2.00**

6757 Dixit Ballroom 205-206 Sat 3p-5p Players choose cards that match the title given by the "storyteller." Players then try to guess which card the "storyteller" played. (Ages 7+). GM: Meri Orosz. **6 seats / No XP / Simple / \$2.00**

7002 Dungeon Petz Ballroom 418 Sat 3p-5p Several rounds in which players use unusual worker placement mechanisms to prepare themselves for the uneasy task of raising creature cubs and pleasing their different needs in order to sell them as grown and scary creatures to Dungeon Lords. (Ages 13+). GM: Mary Garton. **4 seats / No XP / Simple / \$2.00**

6347 Ethnos Ballroom 208 Sat 3p-5p Ethnos is a land of fantasy creatures, each with unique abilities. You'll collect bands of these creatures, either by tribe or regional color, and send them off into the countryside to help you gain control of the six regions of Ethnos. (Ages 13+). GM: TSA Games. **6 seats / No XP / Average / \$2.00**

6426 Puffing Billy: 18XX PotLuck Ballroom 317 Sat 3p-6p Category 3. (Ages 13+). GM: *Puffing Billy Team*. **12 seats / No XP / Simple / \$4.00**

6416 Puffing Billy: China Rails/Russia Rails Ballroom 316 Sat 3p-6p Category 2. (Ages 13+). GM: *Puffing Billy Team*. **12 seats / No XP / Simple / \$4.00**

6419 Puffing Billy: Spike Ballroom 314 Sat 3p-6p Category 4. (Ages 13+). GM: *Puffing Billy Team*. **12 seats / No XP / Simple / \$4.00**

6427 Puffing Billy: Streetcar Ballroom 315 Sat 3p-6p Category 4. (Ages 13+). GM: *Puffing Billy Team*. **12 seats / No XP / Simple / \$4.00**

7055 Red 7 Ballroom 313 Sat 3p-4p The rules of "Red" are simple: highest card wins! But "Red" is just one of seven games you'll be playing in Red7, and if you're not winning the current game at the end of your turn, you're out! The last person standing wins the round. (Ages 7+). GM: *Jeremiah Lee*. **4 seats / No XP / Simple / \$2.00**

6168 Sagrađa Ballroom 310 Sat 3p-4p See Board and Card Games Fri 2p 6167. (Ages 13+). GM: *Nicholas Baker*. **4 seats / No XP / Average / \$2.00**

6273 Smite: Unpublished Prototype: Smite Ballroom 413 Sat 3p-5p A fast-paced wargame using no dice. Players resolve conflicts by drawing from their own bags of Discs. (Ages 13+). GM: *Matthew Arnold*. **4 seats / No XP / Average / \$2.00**

6601 Big Bad Overlord Ballroom 303 Sat 4p-6p See Board and Card Games Sat 11a 6574. (Ages 7+). GM: *Mauro DeCillis*. **6 seats / No XP / Simple / \$2.00**

6944 Castles of Mad King Ludwig Ballroom 416 Sat 4p-6p This is a tile laying game where each player is building a castle. Placing room tiles will earn the players points based on the room it is and what it is next to, so careful planning is rewarded. (Ages 7+). GM: *Chrissy Zimmerman (Oakland County Gamers)*. **4 seats / No XP / Simple / \$2.00**

6469 Century: Spice Road Ballroom 419 Sat 4p-5p Collect and exchange cards and spices in order to achieve the right combinations to claim victory points. Discover the beauties of the spice trading road and its colorful market. (Ages 13+). GM: *Marcia Pettit*. **5 seats / No XP / Simple / \$2.00**

6170 Cottage Garden Ballroom 310 Sat 4p-6p See Board and Card Games Fri 3p 6169. (Ages 7+). GM: *Nicholas Baker*. **4 seats / No XP / Average / \$2.00**

6992 Five Seals Of Magic Ballroom 423 Sat 4p-5p Break the seals with same-colored dice to race to get spells. The wizard at the end of the game with the most spells wins! (Ages 7+). GM: *Matt Hawkins*. **5 seats / No XP / Average / \$2.00**

6372 Forbidden Island Ballroom 202 Sat 4p-6p See Board and Card Games Fri 12p 6362. (Ages 13+). GM: *Trisha Kloha (Amorphous Blob)*. **4 seats / No XP / Simple / \$2.00**

7006 Inkognito Ballroom 308 Sat 4p-6p The goal of each agent in Inkognito is to complete a mission, together with his partner. At the beginning of the game players don't know which mission they must fulfill or who their partner is! (Ages 13+). GM: *Nikki Carr*. **4 seats / No XP / Simple / \$2.00**

6107 Kaiju! (beta playtest) Ballroom 412 Sat 4p-6p In this prototype game, to play as one of four factions, Mecha, Monster, Scientists, or Soldiers, to either defend the city or destroy it. (Ages 13+). GM: *Owen McCauley*. **3 seats / No XP / Simple / \$2.00**

6220 Lords of Waterdeep Ballroom 305-306 Sat 4p-6p A D&D themed worker placement game. Very easy to play, and perhaps one of the purest worker placement games on the market. (Ages 13+). GM: *Mark Brehob*. **10 seats / No XP / Simple / \$2.00**

6764 Mechs vs. Minions Ballroom 421 Sat 4p-6p See Board and Card Games Fri 10p 6766. (Ages 13+). GM: *Bryan Snell*. **4 seats / No XP / Simple / \$2.00**

6957 Open gaming Ballroom 217-218 Sat 4p-6p Come and join us for some of our favorites! (Ages 7+). GM: *Will Niebling*. **16 seats / No XP / Simple / \$2.00**

6901 Road Kill Rally Ballroom 204 Sat 4p-6p See Board and Card Games Fri 10a 6897. (Adults 18+). GM: *Mark Kloha (Amorphous Blob)*. **6 seats / No XP / Simple / \$2.00**

7034 Star Trek: Five Year Mission Ballroom 414 Sat 4p-6p See Board and Card Games Sat 2p 7032. (Ages 7+). GM: *David Whitcher*. **7 seats / No XP / Simple / \$2.00**

7056 Zombie House Blitz **Ballroom 313 Sat 4p-5p** See Board and Card Games Sat 10a 7052. (Ages 7+). GM: Jeremiah Lee. **4 seats / No XP / Simple / \$2.00**

7086 2017 Michigan State Game of 49 Championship **Ballroom 211-214 Sat 5p-8p** Players in The Game of 49 bid to buy spaces on the 49-square (7-by-7) game board. The winner of this tournament will get a trophy, the game, plus a final round seat at the Midwest Regional Championship at DieCon 2018 (as well as a free badge to DieCon)! (Ages 13+). GM: Edward Kabara (Envoy). **16 seats / No XP / Simple / \$2.00**

6998 Dungeon Buster! **Ballroom 425 Sat 5p-6p** Five weary warriors, on a journey for a mysterious dungeon rumored to be filled with precious gemstones. But there is hitch: ferocious monsters are guarding the gems! (Ages 7+). GM: Matt Hawkins. **5 seats / No XP / Average / \$2.00**

6948 Five Tribes **Ballroom 415 Sat 5p-7p** In the Land of 1001 Nights, use bidding, area control, and worker placement to increase your influence over the city-state. (Ages 7+). GM: Andrew McAlister (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

7009 King of Tokyo **Ballroom 422 Sat 5p-6p** See Board and Card Games Fri 10a 7014. (Ages 7+). GM: Steve Rowe. **6 seats / No XP / Simple / \$2.00**

7039 Mystic Vale **Ballroom 312 Sat 5p-6p** 2 to 4 players take on the role of Druidic clans trying to cleanse the curse upon the land. (Ages 7+). GM: Tim Silas. **4 seats / No XP / Simple / \$2.00**

6360 Not Alone **Ballroom 210 Sat 5p-6p** See Board and Card Games Fri 9p 6359. (Ages 13+). GM: TSA Games. **6 seats / No XP / Average / \$2.00**

6430 Puffing Billy: 18XX Finals **Ballroom 317 Sat 6p-9p** Category 3. By invitation only. (Ages 13+). GM: Puffing Billy Team. **0 seats / No XP / Simple / \$4.00**

6401 Puffing Billy: British Rails/India Rails **Ballroom 316 Sat 6p-9p** Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6428 Puffing Billy: PotLuck PBT **Ballroom 423 Sat 6p-9p** Category 6. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6413 Puffing Billy: Silverton **Ballroom 314 Sat 6p-9p** Category 8. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6422 Puffing Billy: Union Pacific **Ballroom 315 Sat 6p-9p** Category 4. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

7099 Aftermath **Ballroom 424 Sat 7p-9p** See Board and Card Games Fri 9p 7102. (Ages 13+). GM: David Caldwell. **5 seats / No XP / Simple / \$2.00**

6353 Concordia **Ballroom 210 Sat 7p-10p** You'll send your settlers by land and by sea to build trading houses, which allow you to produce, gather, and trade various goods. Your actions are determined by your character deck. (Ages 13+). GM: TSA Games. **5 seats / No XP / Average / \$4.00**

6171 Dune **Ballroom 305 Sat 7p-11p** 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. (Ages 13+). GM: Eric McGlohon. **6 seats / No XP / Average / \$4.00**

6233 Food Chain Magnate: You Deserve A Break Today! **Ballroom 203 Sat 7p-12a** Open restaurants, feed hungry customers, expand your chain. Don't forget to advertise! Enjoy deep gameplay and diceless gaming, and cool burger and pizza slice shaped meeples. Rules will be taught. (Ages 13+). GM: Stewart Tame. **4 seats / No XP / Complex / \$4.00**

6137 Green Couch Games: Best Tree House Ever **Ballroom 219 Sat 7p-8p** See Board and Card Games Fri 11a 6132. (Ages 7+). GM: Paula Tuttle. **4 seats / No XP / Simple / \$2.00**

6996 Here Kitty Kitty! **Ballroom 425 Sat 7p-8p** Outwit your fellow feline fiends as you lure cats onto your property, move cats into your house, and steal cats from your neighbors. All's fair in love and cat-collecting! (Ages 13+). GM: Matt Hawkins. **6 seats / No XP / Simple / \$2.00**

6370 Munchkin: Holiday Surprise **Ballroom 202 Sat 7p-9p** Including cards from Waiting for Santa, Santa's Revenge, Reindeer Games and Naughty & Nice because of course the holidays are all about bashing monsters and taking their stuff. (Adults 18+). GM: Trisha Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

6905 Star Trek Catan Ballroom 204 Sat 7p-11p
See Board and Card Games Fri 3p 6904. (Adults 18+). GM: Mark Kloha (*Amorphous Blob*). **4 seats / No XP / Simple / \$4.00**

7033 Star Trek: Five Year Mission Ballroom 414 Sat 7p-9p See Board and Card Games Sat 2p 7032. (Ages 7+). GM: David Whitcher. **7 seats / No XP / Simple / \$2.00**

7087 2017 Michigan State Skull King Championship Ballroom 211-214 Sat 8p-12a Skull King is a trick-taking game similar to Spades, with players bidding numbers of tricks. The winner will get a trophy, the game, plus a seat at the final round of the Midwest Championship at DieCon 2018 (as well as a free badge to DieCon)! (Ages 13+). GM: Edward Kabara (*Envoy*). **16 seats / No XP / Simple / \$2.00**

6155 7 Wonders Ballroom 205 Sat 8p-10p See Board and Card Games Sat 11a 6154. (Ages 7+). GM: Evans Collins. **7 seats / No XP / Average / \$2.00**

6447 Captain Sonar Ballroom 311 Sat 8p-9p See Board and Card Games Sat 2p 6445. (Ages 13+). GM: Bryan Snell. **8 seats / No XP / Simple / \$2.00**

6603 Dice City Ballroom 201 Sat 8p-10p See Board and Card Games Sat 10a 6563. (Ages 13+). GM: Steven Zalek. **4 seats / No XP / Average / \$2.00**

7094 Envoy Open Play Ballroom 215-216 Sat 8p-12a See Board and Card Games Fri 10a 7089. (Ages 13+). GM: Edward Kabara (*Envoy*). **30 seats / No XP / Simple / \$2.00**

6484 Game of Thrones: Winter is Here Ballroom 411 Sat 8p-12a Try your hand at intrigue and war! Can you unite the realm before the Night King breaches the Wall? 2nd edition board game, using the Targaryen expansion house cards. (Adults 18+). GM: Dave Morris. **5 seats / Some XP / Complex / \$4.00**

6610 Kingdom Death: Monster Ballroom 304 Sat 8p-12a Set in a world devoid of most resources, you control a settlement at the dawn of its existence. Fight monsters, craft equipment, and develop your settlement to ensure the survival of your people. (Mature 18+). GM: Jason Sonk. **4 seats / No XP / Complex / \$4.00**

6995 Machi Koro Ballroom 425 Sat 8p-9p Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region.

You will need to collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't doing the same to you! (Ages 13+). GM: Matt Hawkins. **4 seats / No XP / Average / \$2.00**

6958 Open gaming Ballroom 217-218 Sat 8p-10p Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6717 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Sat 8p-1a TBD (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6270 Roborally Ballroom 412 Sat 8p-12a Can your robot survive the factory floor, and the other robots, to make it to the final flag first? A game of using your hand of cards to program your robot in a race around obstacles. (Ages 13+). GM: Joseph Orosz. **7 seats / No XP / Average / \$4.00**

6136 Rocky Road a la Mode - Green Couch Games Ballroom 219 Sat 8p-9p See Board and Card Games Fri 12p 6131. (Ages 7+). GM: Paula Tuttle. **4 seats / No XP / Simple / \$2.00**

6149 Rum & Bones: Second Tide Ballroom 303 Sat 8p-10p Based on online MOBA style games, Rum & Bones has players taking control of legendary pirate heroes, each with unique powers and abilities. All minis have been painted by the GM. (Ages 13+). GM: Kevin Schnell. **4 seats / No XP / Average / \$2.00**

7031 Snowdonia Ballroom 422 Sat 8p-10p Snodonia is a card drafting, hand management, worker placement game, in which players compete to gather resources and excavate the mountain side in order to build stations and track for points. (Adults 18+). GM: Denny Lau. **5 seats / No XP / Average / \$2.00**

6245 T.I.M.E. Stories: Under The Mask Ballroom 206 Sat 8p-11p Under the Mask is the third expansion for T.I.M.E. Stories, the cooperative game of time travel, alternate realities, and unlimited discovery. (Ages 13+). GM: Kelly Laughter. **4 seats / No XP / Average / \$4.00**

6332 Wasteland Express Delivery Service: Game with the Creator Ballroom 301 Sat 8p-11p See Board and Card Games Fri 4p 6331. (Ages 13+). GM: Jonathan Gilmour. **5 seats / No XP / Simple / \$4.00**

7012 Asteroids Ballroom 208 Sat 9p-10p Asteroids is a board game adaptation of the Atari video game from the 1980s (Ages 7+). GM: Jim Schoch. **4 seats / No XP / Simple / \$2.00**

6098 Battlestar Galactica: The Board Game Ballroom 307 Sat 9p-12a Battlestar Galactica is a semi-coop game for 4-6 players ages 10 and up. Players choose a role to help Galactica get to their destination, but must fend off a Cylon in their midst. (Adults 18+). GM: Tim Hamlin. **6 seats / No XP / Average / \$4.00**

7059 Coup Ballroom 313 Sat 9p-10p See Board and Card Games Sat 11a 7051. (Ages 7+). GM: Jeremiah Lee. **6 seats / No XP / Simple / \$2.00**

6139 Ladder 29 - Green Couch Games Ballroom 219 Sat 9p-10p See Board and Card Games Fri 2p 6130. (Ages 7+). GM: Paula Tuttle. **5 seats / No XP / Simple / \$2.00**

6823 Letters from Whitechapel Ballroom 418 Sat 9p-12a One player plays Jack the Ripper, and his goal is to take five victims before being caught. The other players are police detectives who must cooperate to catch Jack the Ripper before the end of the game. The GM will play the role of Jack. (Ages 13+). GM: Tim Ealy (Oakland County Gamers). **5 seats / No XP / Simple / \$4.00**

6970 Munchkin: Rick and Morty Ballroom 103 Sat 9p-10p See Board and Card Games Fri 9p 6965. (Adults 18+). GM: Jeff Beeler. **6 seats / No XP / Simple / \$2.00**

6424 Puffing Billy: Aussie Rails/China Rails Ballroom 316 Sat 9p-12a Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6411 Puffing Billy: Empire Builder/Eurorails Ballroom 423 Sat 9p-12a Category 2. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6408 Puffing Billy: Express Ballroom 317 Sat 9p-12a Category 7. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6432 Puffing Billy: On the Underground Ballroom 314 Sat 9p-12a Category 5. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6399 Puffing Billy: Ticket to Ride Ballroom 315 Sat 9p-12a Category 1. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

7064 Small World Ballroom 312 Sat 9p-11p 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. (Ages 13+). GM: Pritpaul Mahal. **5 seats / No XP / Average / \$2.00**

7058 6 Nimmt! Ballroom 313 Sat 10p-11p Each round, choose a card for simultaneous reveal and placement into rows in low-to-high order. The sixth card takes the row, which is bad, so watch out. (Ages 7+). GM: Jeremiah Lee. **4 seats / No XP / Simple / \$2.00**

6247 A Study In Emerald, 2nd Edition Ballroom 209 Sat 10p-12a At the dawn of the 20th century, Sherlock Holmes and his Restorationist allies vie against Cthulhu and the Great Old Ones for control of Europe. Hidden roles, auctions, area control, DUNAKRROS and deck building. (Ages 13+). GM: Robert Ahrens. **4 seats / No XP / Average / \$2.00**

6196 Castles of Mad King Ludwig Ballroom 310 Sat 10p-12a See Board and Card Games Sat 4p 6944. (Ages 13+). GM: William Frisk. **4 seats / No XP / Simple / \$2.00**

6442 Cities of Splendor Ballroom 308 Sat 10p-12a The Path to the Orient. Your first encounter with the expansions of Cities of Splendor leads you into the cities themselves. Bruges, Lyon, Lisbon, Seville, Venice, Florence, Pisa, each of these cities has much to offer for a master jeweler who can win the city's patronage (Ages 13+). GM: Nikki Carr. **4 seats / No XP / Average / \$2.00**

6531 Corporate America Ballroom 302 Sat 10p-12a In this political satire game about corporate influence of government, players take the role of corporations that manipulate the population, government, and each other to maximize profits. (Ages 13+). GM: Michael Emerson. **6 seats / No XP / Simple / \$2.00**

6971 Cthulhu Fluxx! Ballroom 103 Sat 10p-11p See Board and Card Games Fri 11p 6966. (Adults 18+). GM: Jeff Beeler. **6 seats / No XP / Simple / \$2.00**

6371 Cuthroat Caverns Ballroom 202 Sat 10p-12a See Board and Card Games Fri 8p 6365. (Adults 18+). GM: Trisha Kloha (Amorphous Blob). **6 seats / No XP / Simple / \$2.00**

6847 Insider and Spyfall Ballroom 415 Sat 10p-11p Insider has players asking yes or no questions to determine a secret word. But one player tries

to covertly guide the group without being caught. Spyfall sees players ask subtle questions about a location to determine the identity of the spy who is not aware of the location. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **8 seats / No XP / Simple / \$2.00**

6121 Keggers and Cantrips (beta playtest) Ballroom 207 Sat 10p-12a The students of the Tower Bedlam Arcanum study hard and drink harder. This is a game of deep magical learning and watery ale in dingy pubs. The goal is to put away as much as possible before you spew. (Adults 18+). GM: Owen McCauley. **4 seats / No XP / Average / \$2.00**

6765 Mechs vs. Minions Ballroom 419 Sat 10p-12a See Board and Card Games Fri 10p 6766. (Ages 13+). GM: Bryan Snell. **4 seats / No XP / Simple / \$2.00**

6770 Mountains of Madness Ballroom 416 Sat 10p-12a See Board and Card Games Fri 7p 6280. (Ages 13+). GM: Curtis Lithgow. **5 seats / No XP / Average / \$2.00**

6767 Parliament and Pride: Deviants Ballroom 413 Sat 10p-11p See Board and Card Games Fri 10p 6868. (Ages 13+). GM: David Thomas. **10 seats / No XP / Simple / \$2.00**

6621 Raiders of the North Sea Ballroom 422 Sat 10p-12a Impress the Chieftain by having the most Victory Points at the game's end. Victory Points are gained primarily by raiding Settlements, taking Plunder, and making Offerings to the Chieftain. (Ages 13+). GM: Denny Lau. **4 seats / No XP / Average / \$2.00**

6283 Rick & Morty: Total Rickall Cooperative Card Game Ballroom 306 Sat 10p-11p The house is on lockdown after an alien parasite infestation is discovered. Navigate zany characters and try to figure out who is a parasite and who isn't without killing too many of them. (Adults 18+). GM: John Patrick. **5 seats / No XP / Simple / \$2.00**

6148 Scythe Ballroom 303 Sat 10p-12a Play Scythe to conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate mechs in an alternate 1920s timeline. All miniatures have been painted by the GM. (Ages 13+). GM: Kevin Schnell. **5 seats / No XP / Average / \$2.00**

6858 Sub Terra: Print & Play Version Conference C Table 6 Sat 10p-12a Sub Terra is a cooperative 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... (Ages 13+). GM: Randolph Williams (Contessa). **6 seats / No XP / Simple / \$2.00**

7057 Don't Mess With Cthulhu Ballroom 313 Sat 11p-12a This is a social deduction game with secret identities. Players are either Investigators trying to keep Cthulhu from waking and controlling the world, or Cultists that want to bring the world to a disturbing end. (Ages 7+). GM: Jeremiah Lee. **4 seats / No XP / Simple / \$2.00**

6503 Parliament and Pride: Deviants Ballroom 413 Sat 11p-12a See Board and Card Games Fri 10p 6868. (Ages 13+). GM: David Thomas. **10 seats / No XP / Simple / \$2.00**

6848 Secret Hitler Ballroom 414-415 Sat 11p-12a Each player is randomly and secretly assigned to be a liberal or a fascist, and one player is Secret Hitler. The fascists coordinate to sow distrust and install their cold-blooded leader; the liberals must find and stop the Secret Hitler before it's too late. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **10 seats / No XP / Simple / \$2.00**

7078 Stoner Fluxx Ballroom 312 Sat 11p-12a 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. (Mature 18+). GM: Pritpaul Mahal. **6 seats / No XP / Simple / \$2.00**

7053 Are You a Werewolf? Ballroom 313 Sat 12a-1a Werewolf takes place in a small village which is haunted by werewolves. At night, Werewolves secretly choose a Villager to kill. During the day, the remaining Villagers vote on the player they suspect is a Werewolf. (Ages 7+). GM: Jeremiah Lee. **18 seats / No XP / Simple / \$2.00**

6532 Betrayal at House on the Hill Ballroom 420 Sat 12a-2a 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? (Ages 13+). GM: Samantha Orosz. **11 seats / No XP / Average / \$2.00**

6768 Parliament and Pride: Deviants Ballroom 413 Sat 12a-1a See Board and Card Games Fri 10p 6868. (Ages 13+). GM: David Thomas. **10 seats / No XP / Simple / \$2.00**

6444 Red Dragon Inn Ballroom 302 Sat 12a-1a You've raided the dungeon, killed the monsters, and taken their treasure. And there's no better way to celebrate than by spending an evening at the Red Dragon Inn! The last person who is both sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins the game. (Ages 13+). GM: Michael Emerson. **4 seats / No XP / Simple / \$2.00**

6867 Parliament and Pride: Deviants Ballroom 413 Sat 1a-2a See Board and Card Games Fri 10p 6868. (Ages 13+). GM: David Thomas. **10 seats / No XP / Simple / \$2.00**

SUNDAY

7077 Apples to Apples Ballroom 420-421 Sun 9a-10a 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! (Ages 13+). GM: Pritpaul Mahal. **10 seats / No XP / Simple / \$2.00**

6388 Cosmic Encounter (Eon) Ballroom 203 Sun 9a-11a Players are an alien race seeking to conquer five foreign worlds. Each alien race has a special power giving them a unique advantage to attack or defend. Shared victories possible. Eon version. (Ages 13+). GM: Norm Meluch. **6 seats / No XP / Average / \$2.00**

6194 DC Comics Deck-Building Game (Cryptozoic Entertainment): Crisis Mode Ballroom 202 Sun 9a-11a A cooperative deck building game where the players attempt to prevent the end of the Earth. (Ages 13+). GM: Michael Whiteman (Amorphous Blob). **4 seats / No XP / Simple / \$2.00**

6824 Deadline Ballroom 418 Sun 9a-11a Deadline is a film noir co-operative card game for 2-4 players from the team behind Galactic Emperor, Ninjato, and Wizards of the Wild in which players as detectives use special abilities and hand management to follow clever clues to solve an original mystery. (Ages 13+). GM: Tim Ealy (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

6287 Elder Sign Ballroom 201 Sun 9a-11a 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. (Ages 13+). GM: Blair Reamy (Amorphous Blob). **8 seats / No XP / Average / \$2.00**

6811 Ethnos Ballroom 419 Sun 9a-11a In Ethnos, players call upon the support of giants, merfolk, halflings, minotaurs, and other fantasy tribes to help them gain control of the land. After three ages of play, whoever has collected the most glory wins! (Ages 13+). GM: Joseph Brown (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6736 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Sun 9a-2p TBD (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6436 Puffing Billy: 18XX PotLuck Ballroom 317 Sun 9a-12p Category 3. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6433 Puffing Billy: Eurorails Finals Ballroom 316 Sun 9a-12p Category 2. By invitation only. (Ages 13+). GM: Puffing Billy Team. **0 seats / No XP / Simple / \$4.00**

6434 Puffing Billy: International Rails Finals Ballroom 314 Sun 9a-12p Category 2. By invitation only. (Ages 13+). GM: Puffing Billy Team. **0 seats / No XP / Simple / \$4.00**

6435 Puffing Billy: Ticket to Ride Ballroom 315 Sun 9a-12p Category 1. (Ages 13+). GM: Puffing Billy Team. **12 seats / No XP / Simple / \$4.00**

6479 Robinson Crusoe: Adventures on the Cursed Island Ballroom 307 Sun 9a-11a Robinson Crusoe is a cooperative game that takes players to a deserted island, where they'll play the parts of shipwreck survivors confronted by an extraordinary adventure. (Ages 13+). GM: Dale Barnes. **5 seats / No XP / Average / \$2.00**

6809 Tokaido w/ expansions Ballroom 416 Sun 9a-11a You are a traveler along the East Sea Road in Japan. You will meet various people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and hot springs. Discover the most interesting and varied things to win. (Ages 13+). GM: Nick Huston (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

7088 2017 Michigan State Dimension Championship Ballroom 211-214 Sun 10a-2p A fast-paced puzzle game that takes place in three dimensions with 60 colorful spheres. The winner will get a trophy, the game, and a seat at the final round of the Midwest Regional Championship at DieCon 2018 (as well as a free badge to DieCon)! (Ages 13+). GM: Edward Kabara (Envoy). **16 seats / No XP / Simple / \$2.00**

6945 878 Vikings Ballroom 417 Sun 10a-12p The treasures and stories gained from 75 years of attacks have allowed the Norsemen to raise huge hosts of eager men seeking glory and riches. The divided English kingdoms are unprepared for the impending onslaught. The Vikings are coming! (Ages 7+). GM: Tony Armada (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

7100 Aftermath Ballroom 414 Sun 10a-12p See Board and Card Games Fri 9p 7102. (Ages 13+). GM: David Caldwell. **5 seats / No XP / Simple / \$2.00**

7080 Apples to Apples Ballroom 420-421 Sun 10a-11a See Board and Card Games Sun 9a 7077. (Ages 13+). GM: Pritpaul Mahal. **10 seats / No XP / Simple / \$2.00**

6386 Concordia: Salsa Ballroom 309 Sun 10a-1p 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. (Ages 13+). GM: Jason Miller. **5 seats / No XP / Average / \$4.00**

6333 Dinosaur Island: Game with the Creator Ballroom 301 Sun 10a-1p One of the biggest hits of 2017. Here's your chance to play with one of the designers and show him that you can be more vicious than a velociraptor. (Ages 13+). GM: Jonathan Gilmour. **5 seats / No XP / Simple / \$4.00**

7095 Envoy Open Play Ballroom 215-216 Sun 10a-2p See Board and Card Games Fri 10a 7089. (Ages 13+). GM: Edward Kabara (Envoy). **30 seats / No XP / Simple / \$2.00**

6172 Flick 'em Up! Ballroom 413 Sun 10a-11a A disc-flicking game, in which you can become an outlaw and rob banks, free prisoners, attack innocent bystanders... or you could become the Sheriff and try to protect the people of your city! (Ages 7+). GM: Eric McGlohon. **10 seats / No XP / Simple / \$2.00**

6568 Goa Ballroom 311 Sun 10a-1p Players build up their company and work it to grow and build a spice empire. 2 Boards of the game by Rio Grande. (Ages 13+). GM: James H Richards. **7 seats / No XP / Average / \$4.00**

6157 Great Western Trail Ballroom 204 Sun 10a-1p Drive your cattle to Kansas City to get the best deal you can. Along the way build the town, as well as move your trains. Multiple paths to victory are available. Crush your competition. (Ages 13+).

GM: Zachary Weenig. **4 seats / No XP / Average / \$4.00**

6219 Imperial Ballroom 305 Sun 10a-2p International investors try to achieve the greatest influence in Europe. With their bonds, they control the politics of Austria-Hungary, Italy, France, Great Britain, the German Empire, and Russia. (Adults 18+). GM: Mark Brehob. **4 seats / No XP / Simple / \$4.00**

6443 Kingdomino Ballroom 308 Sun 10a-11a You are a Lord seeking new lands in which to expand your kingdom. You must explore all the lands, wheat fields, lakes, and mountains in order to spot the best plots. But be careful as some other Lords also covet these lands... (Ages 13+). GM: Nikki Carr. **4 seats / No XP / Average / \$2.00**

6959 Open gaming Ballroom 217-218 Sun 10a-12p Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6222 Roll for the Galaxy Ballroom 205 Sun 10a-12p Lead your faction wisely, and with a bit of luck you may dominate the galaxy! (Ages 13+). GM: Scott Rutter. **4 seats / No XP / Average / \$2.00**

6352 Scythe: Invaders from Afar Ballroom 208 Sun 10a-1p See Board and Card Games Fri 2p 6335. (Ages 13+). GM: TSA Games. **5 seats / No XP / Average / \$4.00**

6341 Tikal Ballroom 210 Sun 10a-12p In this game, you send your team of explorers deep into the jungles of Central America in search of lost treasures and ancient temples. Excavating and gaining control of temples, and hoarding your treasures against your rivals, will lead to victory. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$2.00**

6259 Various: Fast and Simple Card Games! Ballroom 423 Sun 10a-11a See Board and Card Games Fri 4p 6260. (Ages 7+). GM: Paul Johnson. **8 seats / No XP / Simple / \$2.00**

6234 Villainy: All Part of My Plan ... Ballroom 424 Sun 10a-12p Hire minions, plot schemes, and acquire resources towards your ultimate goal: defeat that do-gooder, Fantastiman. Be quick about it; your fellow villains are also working towards that goal. (Ages 13+). GM: Stewart Tame. **3 seats / No XP / Average / \$2.00**

7081 Apples to Apples Ballroom 420-421 Sun 11a-12p See Board and Card Games Sun 9a 7077.

(Ages 13+). GM: Pritpaul Mahal. **10 seats / No XP / Simple / \$2.00**

6997 Bears! Ballroom 425 Sun 11a-12p Shoot bears and run from tents for a few points, or take a risk and score big by sleeping through the attack! But watch out! If any bears remain at the end of the round, your sleeping campers are done for! (Ages 13+). GM: Matt Hawkins. **4 seats / No XP / Simple / \$2.00**

6342 Clank! Sunken Treasure Ballroom 209 Sun 11a-1p This expansion to Clank! adds new maps, treasures, companions and monsters. You'll have to become a great swimmer to explore the underwater caverns! (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$2.00**

6558 Fiasco: Dysfunctions and Dragons Ballroom 303 Sun 11a-1p Game night gets... complicated. Before the players are done, there will be heartbreak, bloodshed, and pillaging, and not just in the game! (Adults 18+). GM: Alan Terlep. **5 seats / No XP / Simple / \$2.00**

6831 Hive Mind Ballroom 419 Sun 11a-1p The players must be harmonious in answering intriguing questions. The more answers they have in common with other players, the more points they get! Players move through the hive; those who score the fewest points each round must move closer to the hive exit. (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **12 seats / No XP / Simple / \$2.00**

6480 Overlords of Infamy Ballroom 206 Sun 11a-1p In Overlords of Infamy is the game of silly super-villainy, you take on the role of an fantasy world Evil Overlord with a personal goal of making your subjects as miserable as possible. (Ages 13+). GM: Dale Barnes. **5 seats / No XP / Average / \$2.00**

6485 Ping Pong Balls and Jenga Blocks: Castle Assault! Ballroom 411 Sun 11a-1p Come defend your kingdom and destroy your enemies! Use Jenga blocks to build a castle to defend your (Lego) people. Assault your opponents castle with ping pong catapults. Last one standing wins! (Ages 7+). GM: Dave Morris. **8 seats / No XP / Simple / \$2.00**

6825 Plague Inc Ballroom 418 Sun 11a-1p Each player is a deadly disease and they must battle against each other to spread their plagues, develop new symptoms and ultimately wipe out humanity. Can you infect the world? (Ages 13+). GM: Tim

Ealy (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

7003 Puerto Rico Ballroom 308 Sun 11a-2p In Puerto Rico players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings. (Ages 13+). GM: Nikki Carr. **5 seats / No XP / Simple / \$4.00**

6849 Smash Up Ballroom 415 Sun 11a-12p This "shufflebuilding" game starts with a simple premise: Take the twenty-card decks of two factions, shuffle them together, and then smash more Bases than your opponents! Each faction brings a different game mechanism into play, and every combination brings a different play experience. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

6969 Star Fluxx Ballroom 306 Sun 11a-12p See Board and Card Games Fri 10p 6964. (Ages 7+). GM: Jeff Beeler. **6 seats / No XP / Simple / \$2.00**

6818 Watson and Holmes Ballroom 416 Sun 11a-1p Visit the right places, decipher the clues, and above all find the path that leads you to solve the mystery before anybody else. Victory goes to the player who accurately uses the deductive reasoning so famously and ingeniously implemented by the hero of 221B Baker Street. (Ages 13+). GM: Nick Huston (Oakland County Gamers). **7 seats / No XP / Simple / \$2.00**

6265 Battlestar Galactica Ballroom 302 Sun 12p-5p See Board and Card Games Fri 2p 6264. (Adults 18+). GM: Vic Lesperance. **5 seats / No XP / Average / \$4.00**

7038 Boss Monster Ballroom 313 Sun 12p-1p See Board and Card Games Fri 2p 7037. (Ages 7+). GM: Tim Silas. **4 seats / No XP / Simple / \$2.00**

6852 Cthulu Wars Conference C Table 4 Sun 12p-2p See Board and Card Games Sat 2p 6853. (Ages 13+). GM: Ariel Celeste (ConTessa). **4 seats / No XP / Average / \$2.00**

6271 Overworld Ballroom 422 Sun 12p-1p Connect jigsaw-puzzle tiles to form a fantasy map. When the tiles form a hole in the world, place a Dungeon Door meeple into the hole. Get your three Dungeon Doors as far apart as possible! (Ages 7+). GM: Matthew Arnold. **4 seats / No XP / Simple / \$2.00**

6437 Puffing Billy: Express Finals Ballroom 314 Sun 12p-3p Category 7. By invitation only. (Ages 13+). GM: *Puffing Billy Team*. **0 seats / No XP / Simple / \$4.00**

6440 Puffing Billy: PotLuck PBT Ballroom 317 Sun 12p-3p Category 6. (Ages 13+). GM: *Puffing Billy Team*. **12 seats / No XP / Simple / \$4.00**

6438 Puffing Billy: Ticket to Ride Finals Ballroom 315 Sun 12p-3p Category 1. By invitation only. (Ages 13+). GM: *Puffing Billy Team*. **0 seats / No XP / Simple / \$4.00**

6439 Puffing Billy: Trains Ballroom 316 Sun 12p-3p Category 7. (Ages 13+). GM: *Puffing Billy Team*. **12 seats / No XP / Simple / \$4.00**

6268 Terraforming Mars: Hellas & Elysium Ballroom 207 Sun 12p-4p Play Terraforming Mars, an engine building game about who can do contribute the most to a joint effort of converting Mars into a new Earth, using one of the new, variant map-boards. (Ages 13+). GM: *Joseph Orosz*. **4 seats / Some XP / Complex / \$4.00**

6950 The Godfather: Corelone's Empire Ballroom 417 Sun 12p-2p Money, rackets, contracts, and special advantages are represented by the cards in your hand. Play carefully; at the end of the game, cash is all that matters, and whoever has the most money wins. (Ages 7+). GM: *Tony Armada* (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

7101 Aftermath Ballroom 414 Sun 1p-3p See Board and Card Games Fri 9p 7102. (Ages 13+). GM: *David Caldwell*. **5 seats / No XP / Simple / \$2.00**

6602 Dice City Ballroom 425 Sun 1p-3p See Board and Card Games Sat 10a 6563. (Ages 13+). GM: *Steven Zalek*. **4 seats / No XP / Average / \$2.00**

6830 Junk Art Ballroom 419 Sun 1p-2p See Board and Card Games Sat 9a 6829. (Ages 7+). GM: *Joseph Brown* (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6346 Libertalia Ballroom 210 Sun 1p-3p In Libertalia, you must thwart the plans of competitive pirates over the course of three rounds while using cards that show the same crew members as your piratical comrades-in-arms. (Ages 13+). GM: *TSA Games*. **6 seats / No XP / Average / \$2.00**

6826 Raxxon Ballroom 418 Sun 1p-3p Players assist with the evacuation of healthy citizens, which take the form of face-down square cards in a grid. These can be flipped to reveal whether they are sick or healthy. There are various types of each, triggering different effects when flipped or killed. (Ages 13+). GM: *Tim Ealy* (Oakland County Gamers). **4 seats / No XP / Simple / \$2.00**

6358 Sagrada Ballroom 208 Sun 1p-2p In Sagrada, you play as a stained-glass artisan, drafting colorful dice and using tools of the trade to build your stained-glass window masterpiece. Each window design is a puzzle of interwoven colors and dice values, and each player has hidden goals to fulfill. (Ages 13+). GM: *TSA Games*. **4 seats / No XP / Average / \$2.00**

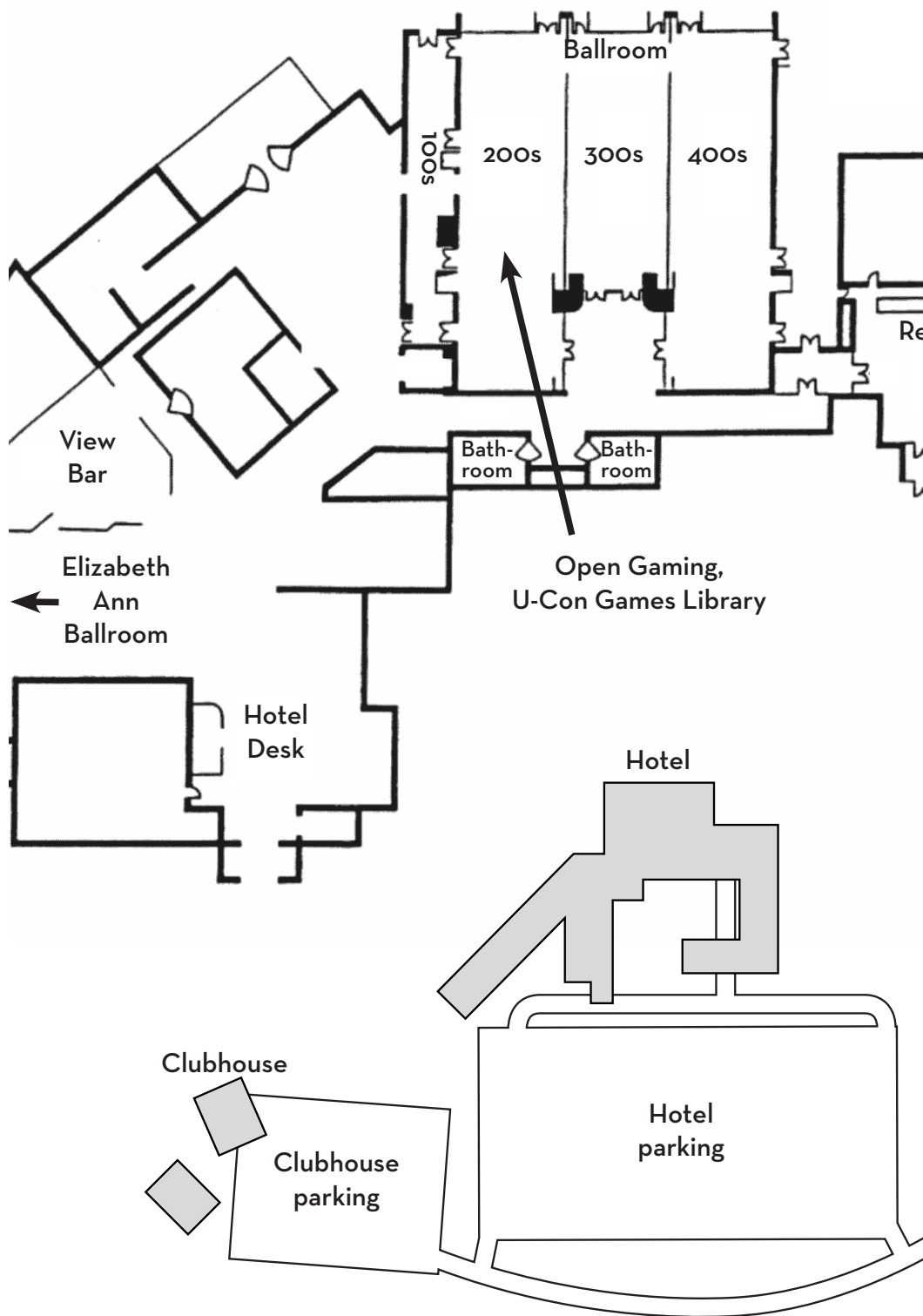
6850 Stockpile Ballroom 415 Sun 1p-3p Players act as stock market investors at the end of the 20th century hoping to strike it rich. Stockpile centers on the idea that nobody knows everything about the stock market, but everyone does know something. (Ages 13+). GM: *Gary Loyola* (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

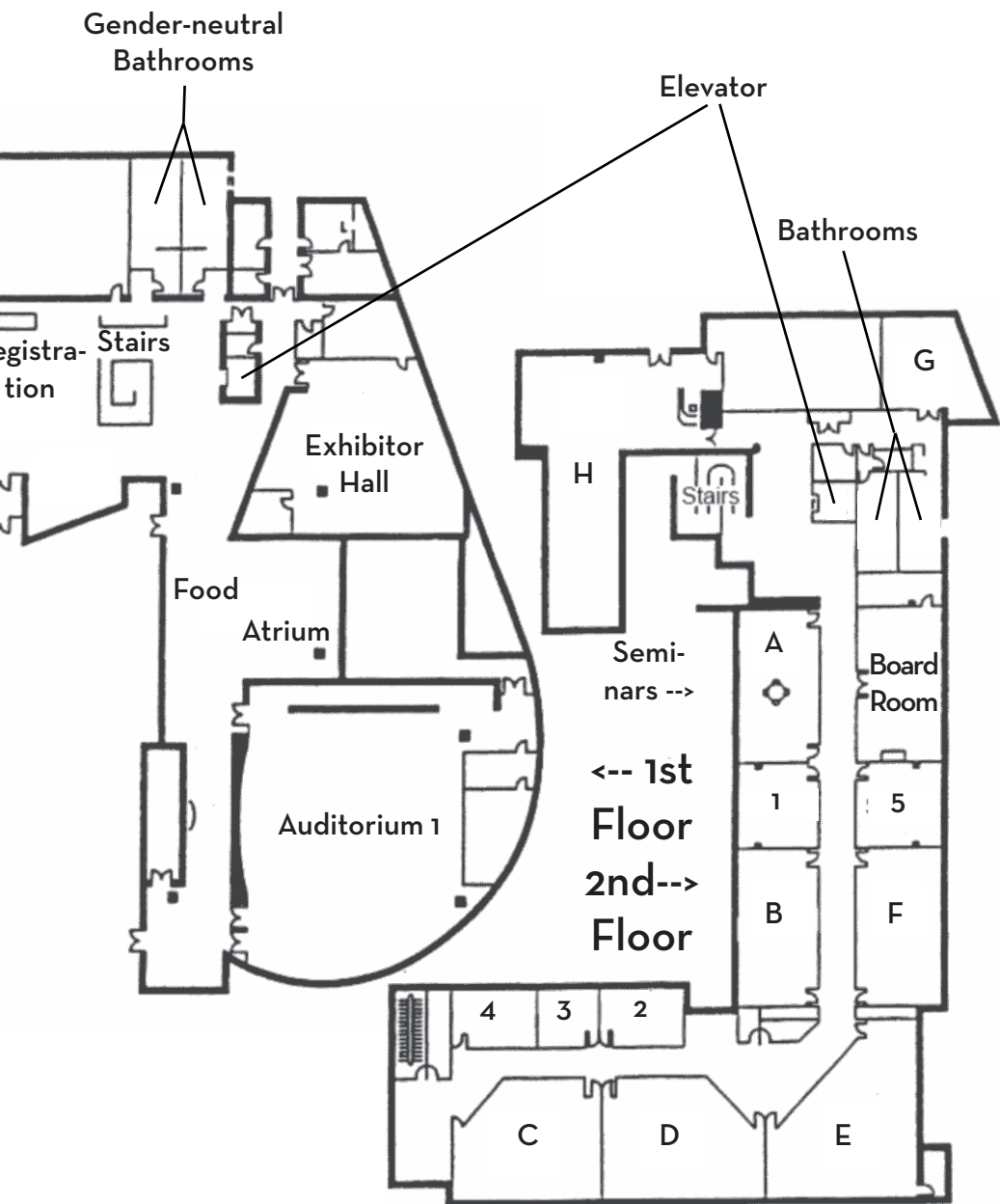
6819 Unlock! Ballroom 416 Sun 1p-3p Unlock! is a cooperative card game inspired by escape rooms that uses a simple system which allows you to search scenes, combine objects, and solve riddles. Will start with the tutorial, then a shorter intro scenario, then one of the 6 full scenarios. (Ages 13+). GM: *Nick Huston* (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6206 7 Wonders: Mega Mega Mega Ballroom 424 Sun 2p-4p There are many paths to victory in this all-expansions 7 Wonders game. Cities, Leaders, and Babel (The Tower of Babel and Great Projects) will all be used. Get ready for some mind twisting fun! (Ages 13+). GM: *Bob Mariotti*. **6 seats / Some XP / Average / \$2.00**

6162 Academy Games: Mare Nostrum - expansion Ballroom 411 Sun 2p-5p This is a civilization game. You pick a country in the ancient world and work towards commerce, construction or conquest. Think Advanced Civilization but without all the work. (Ages 13+). GM: *Mark Haynes*. **5 seats / Some XP / Average / \$4.00**

6833 Celestia Ballroom 419 Sun 2p-3p In Celestia, you board an aircraft with a team of adventurers to perform many trips through the cities of Celestia and recover their wonderful treasures. Your journey will not be safe, but you will attempt to be the richest adventurer by collecting the most





precious treasures! (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6758 Dixit Ballroom 205-206 Sun 2p-4p See Board and Card Games Sat 3p 6757. (Ages 7+). GM: Meri Orosz. **6 seats / No XP / Simple / \$2.00**

6272 Engine Room: Unpublished Prototype Ballroom 422 Sun 2p-4p Co-op deck-building, designing new cards by stacking transparencies into card sleeves. Players are engineers on a Steampunk vehicle in Junkyard World. (Ages 13+). GM: Matthew Arnold. **4 seats / No XP / Average / \$2.00**

6195 FITS Ballroom 310 Sun 2p-3p FITS is the board game version of Tetris. Pieces are randomly chosen for the players to slide down their board. Four rounds are played, with each round having different scoring rules. (Ages 13+). GM: William Frisk. **4 seats / No XP / Simple / \$2.00**

6256 Fortress America Ballroom 203 Sun 2p-6p Come play the modern reprint of the classic game of a besieged America. (Ages 13+). GM: Christopher Ings. **5 seats / No XP / Average / \$4.00**

7049 Mystery Ballroom 102 Sun 2p-3p Lend your psychic abilities to solve the mystery and lay a ghost to rest! (Ages 7+). GM: Matt McLane (A2 Iron Gods). **7 seats / No XP / Simple / \$2.00**

7040 Mystic Vale Ballroom 313 Sun 2p-3p 2 to 4 players take on the role of Druidic clans trying to cleanse the curse upon the land. (Ages 7+). GM: Tim Silas. **4 seats / No XP / Simple / \$2.00**

6960 Open gaming Ballroom 217-218 Sun 2p-4p Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6344 Orléans Ballroom 209 Sun 2p-4p See Board and Card Games Fri 10p 6441. (Ages 13+). GM: TSA Games. **4 seats / No XP / Average / \$2.00**

6334 Path of Light and Shadow: Game with the Creator Ballroom 301 Sun 2p-5p One of the biggest hits of 2017. Here's your chance to play with one of the designers and show him if you will rule with a gentle hand or an iron fist. (Ages 13+). GM: Jonathan Gilmour. **4 seats / No XP / Simple / \$4.00**

6755 Pathfinder Adventure Card Game: Adventure Card Game TBD Elizabeth Ann Sun 2p-7p TBD (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

7004 San Juan Ballroom 308 Sun 2p-3p San Juan is a card game based on Puerto Rico board game. Select roles, trigger events, build, or produce goods to sell for money or victory points! (Ages 13+). GM: Nikki Carr. **4 seats / No XP / Simple / \$2.00**

6286 Splendor Ballroom 201 Sun 2p-3p The European Renaissance opened up more ways of becoming rich than ever before. Global trade routes became a reality. Nobles now sought dark sapphires and glittering diamonds. (Ages 13+). GM: Blair Reamy (Amorphous Blob). **4 seats / No XP / Average / \$2.00**

6223 Star Trek Panic!: There's Klingons on the Starboard Bow! Ballroom 202 Sun 2p-4p Will the Enterprise survive? Not without your help, in this Star Trek adaptation of Castle Panic! A Co-Op game. (Ages 13+). GM: Scott Rutter. **4 seats / No XP / Simple / \$2.00**

6972 Star Trek: Catan: Federation Space Map Ballroom 101 Sun 2p-6p Star Trek: Catan takes two well-known media properties and merges them into, well, into something that is 95% The Settlers of Catan combined with Star Trek on a map of Federation Space. (Ages 13+). GM: Jeff Beeler. **4 seats / No XP / Simple / \$4.00**

6244 T.I.M.E. Stories: The Marcy Case Ballroom 423 Sun 2p-5p The Marcy Case is a thrilling scenario for T.I.M.E. Stories that brings you to the United States in 1992. (Ages 13+). GM: Kelly Laughter. **4 seats / No XP / Average / \$4.00**

6174 Terror in Meeple City: Rampage! Ballroom 304 Sun 2p-3p In Rampage, you arrive in Meeple City as a gigantic, scaly-skinned monster! Your goal: Dig your claws into the asphalt, destroy buildings, and devour meeples—in short: sow terror while having fun. (Ages 7+). GM: Eric McGlohon. **4 seats / No XP / Simple / \$2.00**

6522 Urbania Ballroom 309 Sun 2p-4p You are a lauded urban planner. The city is horribly run-down and needs re-development. You need to make plans, hire specialists and designers, and bring the city back to its former glory! (Ages 13+). GM: Rhonda Berg. **5 seats / No XP / Average / \$2.00**

7013 Asteroids Ballroom 303 Sun 3p-4p Asteroids is a board game adaptation of the Atari video game from the 1980s (Ages 7+). GM: Jim Schoch. **4 seats / No XP / Simple / \$2.00**

6832 Celestia Ballroom 419 Sun 3p-4p See Board and Card Games Sun 2p 6833. (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6470 Century: Spice Road Ballroom 312 Sun 3p-4p See Board and Card Games Sat 4p 6469. (Ages 13+). GM: Marcia Pettit. **5 seats / No XP / Simple / \$2.00**

6284 Cheapass Games: Stuff & Nonsense Ballroom 306 Sun 3p-4p A game of Victorian Adventurers who travel around London collecting items of expeditions you never went on to impress your fellow adventures. Just watch out for Professor Elemental. (Ages 13+). GM: John Patrick. **6 seats / No XP / Simple / \$2.00**

6827 Dead of Winter Ballroom 418 Sun 3p-6p Players are working together toward one common victory condition - but for each individual player to achieve victory, he must also complete his personal secret objective. Certain games could end with all players winning, some winning and some losing, or all players losing. (Ages 13+). GM: Tim Ealy (Oakland County Gamers). **5 seats / No XP / Simple / \$4.00**

6927 Dominion: Dominion Individual Strategy Coaching Ballroom 104 Sun 3p-4p See Board and Card Games Fri 4p 6907. (Ages 13+). GM: Adam Horton. **3 seats / Some XP / Average / Free!**

6345 Ethnos Ballroom 208 Sun 3p-5p See Board and Card Games Sat 3p 6347. (Ages 13+). GM: TSA Games. **6 seats / No XP / Average / \$2.00**

6140 Munchkin X-Men Ballroom 307 Sun 3p-5p Join the X-Men on a thrilling adventure to defend mankind from renegade mutants. Munchkin: X-Men Edition combines the X-Men comics with the roleplaying fun of Munchkin. An SJ Games MIB Event. (Ages 13+). GM: Walter Schirmacher. **4 seats / No XP / Simple / \$2.00**

7075 Wits and Wagers Ballroom 421 Sun 3p-4p 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. (Ages 13+). GM: Pritpaul Mahal. **7 seats / No XP / Simple / \$2.00**

6820 Yokohama Ballroom 416 Sun 3p-6p In YOKOHAMA, each player is a merchant in the Meiji period, trying to gain fame from a successful business, and to do so they need to build a store, broaden their sales channels, learn a variety of techniques, and (of course) respond to trade orders from abroad. (Ages 13+). GM: Nick Huston (Oakland County Gamers). **4 seats / No XP / Average / \$4.00**

6835 Camel Up Ballroom 419 Sun 4p-5p Use your best strategy to win the Camel Cup! A mix of strategy, luck and skill helps you win the camel race. (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **8 seats / No XP / Simple / \$2.00**

6940 Flamme Rouge: Tour de Ypsi Ballroom 305 Sun 4p-6p Try out a fast-paced, card-based bicycle racing game! Pick your strategy with care - sprint out in front and risk exhaustion? Or play it safe and risk being left behind? (Ages 13+). GM: Matthew Quirk. **4 seats / No XP / Simple / \$2.00**

6961 Open gaming Ballroom 217-218 Sun 4p-6p Come and join us for some of our favorites! (Ages 7+). GM: Will Niebling. **16 seats / No XP / Simple / \$2.00**

6207 Pandemic: On the Brink Ballroom 424 Sun 4p-6p Save the world from 4 diseases, all at once! Come play one of the best (and most evil) cooperative games. Level of difficulty will be decided based on the experience of the players. The bio-terrorist will not be used. (Ages 13+). GM: Bob Mariotti. **4 seats / No XP / Simple / \$2.00**

6198 Priests of Ra Ballroom 310 Sun 4p-6p An auction and set-collection game with an Ancient Egyptian theme. You bid for tiles that will score you points for having sets or majorities, some scoring each round and others at end of the game. (Ages 13+). GM: William Frisk. **5 seats / No XP / Simple / \$2.00**

6153 Sentinels of the Multiverse Ballroom 313 Sun 4p-6p See Board and Card Games Fri 8p 6151. (Ages 13+). GM: Evans Collins. **5 seats / No XP / Average / \$2.00**

7062 Sleuth Ballroom 421 Sun 4p-6p 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! (Ages 13+). GM: Pritpaul Mahal. **7 seats / No XP / Average / \$2.00**

6851 Steampunk Rally Ballroom 414-415 Sun 4p-6p Using a unique dice-placement mechanism,

players take on the roles of famous inventors from the turn of the last century, constructing fantastical contraptions that make use of steam, heat and electricity in an attempt to win a no-holds-barred race through the Swiss Alps. (Ages 13+). GM: Gary Loyola (Oakland County Gamers). **6 seats / No XP / Simple / \$2.00**

6857 Sub Terra: Print & Play Version Conference C Table 6 Sun 4p-6p See Board and Card Games Sat 10p 6858. (Ages 13+). GM: Randolph Williams (Contessa). **6 seats / No XP / Simple / \$2.00**

6993 Trailer Park Wars! Ballroom 425 Sun 4p-5p Be the best darn trailer park manager in town.

(Ages 13+). GM: Matt Hawkins. **6 seats / No XP / Simple / \$2.00**

6189 Wizard Ballroom 316-317 Sun 4p-6p Classic trick-taking game. Bid wisely and play well, as it's every player for themselves. (Ages 13+). GM: Cheryl Orosz. **12 seats / No XP / Simple / \$2.00**

6836 Spoils of War Ballroom 419 Sun 5p-6p Spoils of War is a fast-paced and exciting game of bidding and wagering for 3-5 players. Each round, players roll their dice, then cleverly bluff and bet to outwit their fellow Vikings. The winners of each round get to claim fantastic treasures to add to their collection! (Ages 7+). GM: Joseph Brown (Oakland County Gamers). **5 seats / No XP / Simple / \$2.00**

MINIATURES

FRIDAY

6775 Paint and Take Ballroom 105-107 Fri 2p-9p 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. (Ages 7+). GM: Linda and Dean Martelle. **12 seats / No XP / Simple / Free!**

6099 Zombicide: Gotham City Ballroom 411 Fri 3p-7p A virus unleashed in Gotham City, Vicki Vale in the wrong place at the right time. Batman and company must save the day, but must not leave "those wonderful toys" behind. (Ages 7+). GM: David Perrin. **6 seats / No XP / Simple / \$4.00**

6229 DropZone Commander: Learn to Play DropZone Commander Ballroom 408 Fri 4p-6p An invasion is happening. Aliens are destroying the buildings and trying to take complete control of the city. We will provide all the materials and teach you to play, then you can play a small game. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6230 Boxed Battles: Learn to Play Boxed Battles Ballroom 404 Fri 6p-8p In the 1970s and 80s the US forces faced off against the Russians in Europe. We will provide all of the materials, and teach you how to play this detailed simulation. (Ages 13+). GM: Mini Team. **4 seats / No XP / Simple / \$2.00**

6225 Warhammer 40K: Learn to Play Warhammer 40K Ballroom 403 Fri 6p-8p Games Workshop has released the 8th Edition of Warhammer 40K, the most played miniatures system in the world. We will provide all the material and teach you how

to play. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6226 Bolt Action: Learn to Play Bolt Action Ballroom 405 Fri 7p-9p Squad level World War II action. We will provide everything and teach you the game. Very fast playing. (Ages 13+). GM: Mini Team. **4 seats / No XP / Simple / \$2.00**

6227 DropFleet Commander: Learn to Play DropFleet Commander Ballroom 408 Fri 7p-9p Tactical ship to ship combat in the near future. We will teach you the rules, and then help you play your first game. We will provide all the materials. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6790 Warhammer 40K: Hunt for Red-Ork-Tober Ballroom 407 Fri 8p-11p Games Workshop's Warhammer 40K 8th Edition. An Oak Submarine is in dry dock. The Space Marines have one mission: capture or destroy this Ork monstrosity to make final victory on this world possible. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$4.00**

SATURDAY

6564 StarBlast!: Knife Fight Ballroom 401 Sat 9a-1p Two unsuspecting, opposing fleets run into each other within an asteroid belt ... a Valu light carrier strike fleet faces off against a Kallax destroyer patrol. Only one will make it out alive. (Ages 13+). GM: Jon Pehrson. **6 seats / No XP / Average / \$4.00**

7000 BattleTech Ballroom 409 Sat 10a-4p 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. (Ages 7+). GM: Joseph Silas. **12 seats / No XP / Simple / \$4.00**

6228 Zombicide: The never ending Zombicide Game Ballroom 405 Sat 10a-12p A never ending horde of zombies, all day long. Come for a couple of hours or stay all day. Based on Zombicide. (Ages 13+). GM: Mini Team. **24 seats / No XP / Simple / \$2.00**

6807 Bolt Action: Learn to Play Bolt Action Ballroom 407 Sat 11a-1p See Miniatures Fri 7p 6226. (Ages 13+). GM: Mini Team. **4 seats / No XP / Simple / \$2.00**

6796 DropZone Commander: Learn to Play DropZone Commander Ballroom 408 Sat 11a-1p See Miniatures Fri 4p 6229. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6214 Infinity by Corvus Belli: Bootcamp Ballroom 404 Sat 11a-1p Come join Warcor Josh and learn to play the exciting 28mm sci-fi Miniature skirmish game Infinity. All models provided. Learn the basics of the game. Have some experience? Come hone your skills. (Ages 13+). GM: Joshua Linde. **4 seats / No XP / Average / \$2.00**

6789 Warhammer 40K: Learn to Play Warhammer 40K Ballroom 403 Sat 11a-1p See Miniatures Fri 6p 6225. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6100 Z-G Ballroom 402 Sat 11a-12p Leave Gravity Behind! Using second-skin Ulster designs in the far future, humans battle in the arena for fame, glory, and politics! It's a game that combines card-deck building and playing with action figures! (Ages 7+). GM: Sammit Sabharwal. **6 seats / No XP / Simple / \$2.00**

6779 Zombicide: The never ending Zombicide Game Ballroom 405 Sat 12p-2p See Miniatures Sat 10a 6228. (Ages 13+). GM: Mini Team. **24 seats / No XP / Simple / \$2.00**

6205 G.U.A.R.D.S.: Shattered Crown Ballroom 406 Sat 1p-2p WWI takes a weird twist as abandoned Martian technology is incorporated into each nation's weapons systems. Fast, Fun, & Furious play on realistic terrain that includes trenches and towns. (Ages 13+). GM: Lee Gaddies. **4 seats / No XP / Average / \$2.00**

6776 Paint and Take Ballroom 105-107 Sat 1p-6p See Miniatures Fri 2p 6775. (Ages 7+). GM: Linda and Dean Martelle. **12 seats / No XP / Simple / Free!**

6215 Arestia! by Corvus Belli: Learn to Play Ballroom 404 Sat 2p-4p Arestia! is an exciting board game of Gladiator combat in the future world of the popular Miniature war game Infinity. You control a team of elite athletes going toe to toe in the Hexadome. (Ages 13+). GM: Joshua Linde. **4 seats / No XP / Simple / \$2.00**

6255 Battletech: Blood and Circuses Ballroom 402-403 Sat 2p-7p Three way battle over an important objective. 'Mechs and Mayhem in the 31st century. (Ages 13+). GM: Christopher Ings. **12 seats / Some XP / Average / \$4.00**

6520 Car Wars: The Dexter Open Ballroom 101 Sat 2p-6p Come to the Dexter auto dual open, in the old down town area! Vehicular combat for glory and fame. Old school Car Wars fun. Everything provided, rules taught. Remember to drive offensively. (Ages 13+). GM: David Nelson (Amorphous Blob). **8 seats / No XP / Average / \$4.00**

6798 DropFleet Commander: Learn to Play DropFleet Commander Ballroom 408 Sat 2p-4p See Miniatures Fri 7p 6227. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6784 G.A.U.R.D.S.: Shattered Crown Ballroom 406 Sat 2p-3p WWI takes a weird twist as abandoned Martian technology is incorporated into each nation's weapons systems. Fast, Fun & Furious gaming on a realistic terrain that includes trenches and towns. (Ages 13+). GM: Lee Gaddies. **4 seats / No XP / Average / \$2.00**

6291 StarBlast! (custom): King of the Hulk Ballroom 401 Sat 2p-6p A survey team has found an alien warship of immense size. Unfortunately, their call for reinforcements was intercepted. Capture the hulk and use its guns to obliterate your rivals! Will teach rules. (Ages 13+). GM: Rick Coen. **4 seats / No XP / Complex / \$4.00**

6791 Warhammer 40K: Hunt for Red-Ork-Tober Ballroom 407 Sat 2p-5p See Miniatures Fri 8p 6790. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$4.00**

6780 Zombicide: The never ending Zombicide Game **Ballroom 405 Sat 2p-4p** See Miniatures Sat 10a 6228. (Ages 13+). GM: Mini Team. **24 seats / No XP / Simple / \$2.00**

6785 G.A.U.R.D.S.: Shattered Crown **Ballroom 406 Sat 3p-4p** See Miniatures Sat 2p 6784. (Ages 13+). GM: Lee Gaddies. **4 seats / No XP / Average / \$2.00**

6778 Warhammer 40k 8th Edition: Battle for Rynn's World **Ballroom 410 Sat 3p-6p** Learn to play 40k while playing through this "historical" scenario representing the most desperate battle the Crimson Fists Space Marines ever fought. (Ages 13+). GM: James Arnoldi. **6 seats / No XP / Average / \$4.00**

6786 G.A.U.R.D.S.: Shattered Crown **Ballroom 406 Sat 4p-5p** See Miniatures Sat 2p 6784. (Ages 13+). GM: Lee Gaddies. **4 seats / No XP / Average / \$2.00**

6781 Zombicide: The never ending Zombicide Game **Ballroom 405 Sat 4p-6p** See Miniatures Sat 10a 6228. (Ages 13+). GM: Mini Team. **24 seats / No XP / Simple / \$2.00**

6204 G.U.A.R.D.S.: Shattered Crown **Ballroom 406 Sat 5p-6p** See Miniatures Sat 1p 6205. (Ages 13+). GM: Susan Howes. **4 seats / No XP / Average / \$2.00**

6778 Infinity by Corvus Belli: Bootcamp **Ballroom 404 Sat 5p-7p** See Miniatures Sat 11a 6214. (Ages 13+). GM: Joshua Linde. **4 seats / No XP / Average / \$2.00**

6793 DropZone Commander: Learn to Play DropZone Commander **Ballroom 408 Sat 6p-8p** See Miniatures Fri 4p 6229. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6782 Zombicide: The never ending Zombicide Game **Ballroom 405 Sat 6p-8p** See Miniatures Sat 10a 6228. (Ages 13+). GM: Mini Team. **24 seats / No XP / Simple / \$2.00**

6808 Bolt Action: Learn to Play Bolt Action **Ballroom 401 Sat 7p-9p** See Miniatures Fri 7p 6226. (Ages 13+). GM: Mini Team. **4 seats / No XP / Simple / \$2.00**

6185 Classic Battletech: King of the Hill **Ballroom 402 Sat 8p-12a** The classic Battletech game of glory, treachery, and really stupid stuff happening. Choose your mech, take the hill, and try not to get

shot in the back! (Ages 13+). GM: James Peace. **10 seats / Some XP / Average / \$4.00**

6803 Rivets: Learn to play Rivets **Ballroom 406 Sat 8p-10p** Rivet Wars - Steampunk meets World War I. Come learn to play this fast playing cross between Mini's and a board game. (Ages 13+). GM: Mini Team. **4 seats / No XP / Simple / \$2.00**

6787 Warhammer 40K: Learn to Play Warhammer 40K **Ballroom 403 Sat 8p-10p** See Miniatures Fri 6p 6225. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6783 Zombicide: The never ending Zombicide Game **Ballroom 405 Sat 8p-10p** See Miniatures Sat 10a 6228. (Ages 13+). GM: Mini Team. **24 seats / No XP / Simple / \$2.00**

6799 DropFleet Commander: Learn to Play DropFleet Commander **Ballroom 408 Sat 9p-11p** See Miniatures Fri 7p 6227. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

SUNDAY

6101 Star Wars Armada, X-wing, Imperial Assault: Star Wars Mega-game **Ballroom 405-6 Sun 10a-4p** An interlinked Star Wars Armada, X-wing, Imperial Assault game. (Adults 18+). GM: Sammit Sabharwal. **6 seats / No XP / Complex / \$4.00**

6292 StarBlast! (custom): King of the Hulk **Ballroom 401 Sun 10a-2p** A survey team has found an alien warship of immense size. Unfortunately, their call for reinforcements was intercepted. Send marines to use the hulks weapons to destroy your enemies! Will teach rules. (Ages 13+). GM: Rick Coen. **4 seats / No XP / Complex / \$4.00**

7001 BattleTech **Ballroom 409 Sun 11a-1p** See Miniatures Sat 10a 7000. (Ages 7+). GM: Joseph Silas. **12 seats / No XP / Simple / \$2.00**

6797 DropZone Commander: Learn to Play DropZone Commander **Ballroom 408 Sun 11a-1p** See Miniatures Fri 4p 6229. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6788 Warhammer 40K: Learn to Play Warhammer 40K **Ballroom 403 Sun 11a-1p** See Miniatures Fri 6p 6225. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

6802 Boxed Battles: Learn to Play Boxed Battles **Ballroom 404 Sun 12p-2p** See Miniatures Fri 6p 6230. (Ages 13+). GM: Mini Team. **4 seats / No XP / Simple / \$2.00**

6777 Paint and Take Ballroom 105-107 Sun 12p-5p See Miniatures Fri 2p 6775. (Ages 7+). GM: Linda and Dean Martelle. **12 seats / No XP / Simple / Free!**

6792 Warhammer 40K: Hunt for Red-Ork-Tober Ballroom 407 Sun 1p-4p See Miniatures Fri 8p

6790. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$4.00**

6800 DropFleet Commander: Learn to Play DropFleet Commander Ballroom 408 Sun 2p-4p See Miniatures Fri 7p 6227. (Ages 13+). GM: Mini Team. **8 seats / No XP / Simple / \$2.00**

ROLE PLAYING

FRIDAY

6575 Call of Cthulhu 7th Edition: Canis Mysterium Conference B Table 1 Fri 9a-1p Constable Clark of Coldwater Falls was desperate. A man in his jail is exhibiting some rather...extraordinary behaviors. And there's nowhere between New York and Boston for the prisoner to go. (Ages 13+). GM: Mike Caldwell (*We Hate Bards*). **5 seats / No XP / Simple / \$4.00**

6909 Dungeon Crawl Classics: DCC: The Accursed Heart Conference H Table 7 Fri 9a-1p Your very humanity could be stripped away, your body deformed, your mind erased, your soul snatched away. But one shall walk away with cosmic power and the key to a world of riches. (Ages 13+). GM: Brendan LaSalle. **7 seats / No XP / Simple / \$4.00**

6460 Dungeon Crawl Classics: Cave of Glurg Conference H Table 3 Fri 9a-1p This DCC funnel adventure will pit you and your even more pitiful commoners against cunning runt like vermin found in the first cavern opening along oft cursed Valley of Uro, time to fight or die.... (Ages 13+). GM: Kevin Wojciechowski. **10 seats / No XP / Average / \$4.00**

6474 Fiasco: Tékumel: A Vindication of Instability Seminar 5 Fri 9a-1p Inspired by cinematic tales of small time capers gone disastrously wrong. You'll play ordinary clanfolk with powerful ambition and poor impulse control, big dreams but flawed means. Tékumel playset. (Adults 18+). GM: George Hammond. **4 seats / No XP / Simple / \$4.00**

6492 Games on Demand - GENERIC ONLY Conference G Fri 9a-1p Choose from a variety of games: Fate, Cortex Plus, Monster of the Week, Star Wars, Fiasco, Primetime Adventures, and more! Play them now! (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6178 Lamentations of the Flame Princess: The Temple of Laserface and the Kung-Fu Masters of the Fourth Dimension Conference H Table 5 Fri 9a-1p A temple from a forgotten super-civilization

appeared a fortnight ago, and townsfolk have begun to disappear. You're here for either answers or the treasures within, but Laserface blocks the way! (Ages 13+). GM: Dan Domme. **6 seats / No XP / Average / \$4.00**

6127 Macchiato Monsters: Tomb of the Iron God Conference H Table 1 Fri 9a-1p The nearby monastery was hit by lightning over a hundred times, the drunk in the tavern tells you. Explore a S&W classic using the freeform rules, Macchiato Monsters. Mixes Whitehack and Black Hack. (Ages 7+). GM: Brett Slocum. **6 seats / No XP / Simple / \$4.00**

6188 Metamorphosis Alpha: Red Shirts Victorious Conference H Table 6 Fri 9a-1p The security team, awakened from stasis, has dealt death and destruction on the mutants. The mutants have sent their best to take revenge. (Ages 13+). GM: Larry Hamilton. **8 seats / No XP / Average / \$4.00**

6108 Paragraph System: Merlinspawn Conference F Table 1 Fri 9a-2p 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. (Adults 18+). GM: David Vandenabeele. **5 seats / No XP / Average / \$4.00**

6266 Ars Magica: The Immoveable Feast Conference E Table 1 Fri 10a-2p An unexpected guest arrives at the covenant with a request for help and an intriguing gift. Since the senior magi are unavailable, it is up to you to provide aid and meet the coming challenges. (Ages 13+). GM: Peter DeCrane. **6 seats / No XP / Average / \$4.00**

7044 Call of Cthulhu 7th ed.: The Witch of Delray Ballroom 101 Fri 10a-2p Players find themselves in the Delray neighborhood of Detroit in 1931. This Hungarian immigrant enclave has lived in fear of the "Witch of Delray" for years, but now has she finally gone too far? (Ages 7+). GM: Roger Kernsmith (*A2 Iron Gods*). **6 seats / No XP / Simple / \$4.00**

6855 Cortex Plus: The Bones of the Earth Conference E Table 5 Fri 10a-1p A Gloranthan murder mystery filled with beast men, disgruntled barbarians and Imperial Lunars. Dare YOU disturb the Bones of the Earth? This game uses the Cortex Plus rules system. (Ages 13+). GM: Robert Ahrens. **5 seats / No XP / Simple / \$4.00**

6916 Cortex Prime: Eidolon Alpha Board Room Fri 10a-1p Playtest this setting where those who can channel the mighty powers of the legendary Eidolons struggle to keep their city-states safe from malignant evils of the mind, body, and soul. (Ages 13+). GM: Cam Banks. **6 seats / No XP / Average / \$6.00**

6571 Crime Fighter: Crime Fighter- Bank Heist Conference H Table 4 Fri 10a-1p New York, 1922. It was a normal Sunday, at least that's what it felt like. However, when the 211 was called, it quickly changed tempo. But you were expecting it- this was your case after all. (Ages 13+). GM: Jeremy Shields. **4 seats / No XP / Simple / \$4.00**

7041 D&D 5e: Adventures in Ceacus Conference F Table 5 Fri 10a-6p A small town was sacked years ago and the local lord killed. A special item of his is missing. Can your group retrieve it? Bring 1st lvl or pick a pre-game character. See online desc. (Adults 18+). GM: Mike Safford. **6 seats / Some XP / Average / \$6.00**

6552 Dungeon Crawl Classics: The One Who Watches from Below Conference C Table 2 Fri 10a-2p The only thing standing between your present circumstances and a life of fabulous wealth is a pesky, slumbering elder god with a penchant for consuming entire worlds! (Ages 13+). GM: Bailey Nichols (ConTessa). **8 seats / No XP / Average / \$4.00**

6191 Dungeons & Dragons 3.5: The Demon's Giant Ballroom 102 Fri 10a-2p The northern settlements of the Duchy have come under attack by demonic forces. Your band of adventurers have been recruited to put an end to these raids. (Ages 13+). GM: Michael Whiteman (Amorphous Blob). **6 seats / Some XP / Average / \$4.00**

6088 East Texas University: Unconventional Seminar 4 Fri 10a-2p Welcome, freshmen, and Go Ravens! The vampires and witches have been quiet lately. So, why did a guy dressed in black just

enter the student center wielding a sword? (Ages 13+). GM: Laura Hamel. **6 seats / No XP / Simple / \$4.00**

6987 Star Wars: Edge of the Empire: An Easy Sale Ballroom 104 Fri 10a-2p Come join a band as they try and make a sale on the Hutt moon known as Nar Shaddaa. All they have to do is sneak in, make contact, and not get on the wrong side of the Hutts. Characters provided. (Ages 13+). GM: Richard Downey (Amorphous Blob). **5 seats / No XP / Average / \$4.00**

6123 D20 Modern-ish (Aspects of Pathfinder): World War C Conference F Table 2 Fri 11a-3p The clowns were only in rural areas. Then they were everywhere. Then they struck. A group of survivors, barricaded in a gas station must find their way to a secure Army base in the U of M stadium. (Adults 18+). GM: Owen McCauley. **4 seats / No XP / Simple / \$4.00**

6773 Dungeons and Dragons 3.5e: Slay the Summoner Conference E Table 7 Fri 11a-3p A group of adventurers descends upon an evil summoner who has been terrorizing a local village. Players choose pre-made characters and try to stay alive long enough to slay the summoner. (Ages 13+). GM: Gamers of the Great Lakes. **5 seats / No XP / Simple / \$4.00**

7103 Hero System 6th Edition: Champions of the North Conference E Table 6 Fri 11a-3p You're part of a team of official superheroes. Supervillains Tilingkoot and Baron Nihil seek to dimensionally remake Canada in their own twisted image. Will you defeat their combined forces? (Ages 13+). GM: Kurt Garwood. **6 seats / Some XP / Average / \$4.00**

6374 Hero Kids: Learn to Play Conference A Table 1 Fri 12p-2p Learn to play Hero Kids! A game designed to introduce kids to role playing, fun for all ages and experience levels. Elements of role playing, miniatures, and cards. (Ages 7+). GM: Thomas Chelone. **6 seats / No XP / Simple / \$2.00**

6102 Costume Fairy Adventures: Costume Fairy Adventures in... The Big Pie Caper! Conference C Table 4 Fri 1p-5p A casual, improvisational tabletop game based around mischief, magic, sass, shenanigans, fashion, and fun. A few d6s and a

smile are all you need. Come for the costumes, stay for the candy. (Ages 13+). GM: Christina Fayz (ConTessa). **6 seats / No XP / Simple / \$4.00**

6239 Delving Deeper: A random Dungeon Crawl **Conference H Table 4 Fri 1p-5p** Monsters and treasure abound, find glory or be eaten first. Dungeon tiles, monsters, treasure will be drawn at random. Not even the GM knows what what will happen next. So let's explore the dungeon. (Ages 7+). GM: Forest Ray. **6 seats / No XP / Simple / \$4.00**

6910 Dungeon Crawl Classics: Xcrawl: Please Xcrawl Don't Hurt 'Em **Conference H Table 7 Fri 1p-5p** DJ Rosie the Riveting's revolting retinue of rapscllions has come to Detroit! Teams must face perils on a level never-before seen in the Empire! (Ages 13+). GM: Brendan LaSalle. **7 seats / No XP / Average / \$4.00**

6500 Dungeon Crawl Classics: A Night In Ur-Hadad, A Day At The Races **Conference H Table 2 Fri 1p-5p** Anarchist madmen mean to attack the Grand Circus and only your band of misfits know of the plot! Can you prevent a bloodbath of the city's nobility or will you ride your chariot straight to hell? (Ages 13+). GM: Adam Muszkiewicz. **8 seats / No XP / Average / \$4.00**

6276 Dungeon Crawl Classics: Cave of Glurg **Conference H Table 1 Fri 1p-5p** See Role Playing Fri 9a 6460. (Ages 13+). GM: Kevin Wojciechowski. **10 seats / No XP / Average / \$4.00**

6559 Eclipse Phase, 2nd Edition: Adrift **Conference E Table 2 Fri 1p-5p** Players take the role of scum swarm salvage squad investigating a high-tech hulk left adrift in the main belt. Will they survive what still lives on board? Pregen characters provided. No xp necessary. (Ages 13+). GM: Adam Franti. **5 seats / No XP / Average / \$4.00**

6177 Lamentations of the Flame Princess: Blood in the Chocolate **Conference H Table 6 Fri 1p-5p** It is 1617, and Europe craves chocolate. Lucia de Castillo's factory is the sole source, and some will pay dearly for her secrets! But the horrors that exist within its walls defy imagination itself. (Mature 18+). GM: Dan Domme. **6 seats / No XP / Average / \$4.00**

6235 Lamentations of the Flame Princess: The Labyrinth of Elongated Shadows **Seminar 5 Fri 1p-5p** 17th Century Stargate! Servants of the Spanish Crown step through an obsidian mirror, entering a strange plane adjacent to fabled Tékumel - one

filled with unearthly monsters and threats. (Ages 13+). GM: John Till. **6 seats / No XP / Simple / \$4.00**

6542 Savage Worlds: Teen Crush **Conference C Table 5 Fri 1p-5p** You are a group of teenage super-hopefuls. Your mentor, Captain Crush (tm) is captured by the notoriously bratty Bubble Pop Princess. Can you rescue him and graduate from hopefuls to heroes? (Ages 13+). GM: Tracy Sizemore (ConTessa). **5 seats / No XP / Average / \$4.00**

6606 Stars Without Number: Star Trek - Crystal World **Conference H Table 5 Fri 1p-5p** On an exploration mission, the USS Champion discovers a planet made of crystal. You are the away team dispatched to investigate. However, nothing is ever easy, and danger lurks. Pregens. TNG/DS9 era. (Ages 13+). GM: Andrew Moss. **6 seats / No XP / Simple / \$4.00**

6583 7th Sea Second Edition: The Monster Mash **Conference B Table 3 Fri 2p-6p** In the old lands of Curonia, people claim to have heard a song rolling out from an abandoned keep- "...and you can mash, it's my graveyard smash!" (Ages 13+). GM: Luke Zondervan (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

6516 Bubblegumshoe: Stranger Days **Conference C Table 3 Fri 2p-6p** A game of young investigators solving a supernatural problem in their home town. (Ages 13+). GM: Angela Murray (Contessa). **6 seats / No XP / Simple / \$4.00**

6982 Call of Cthulhu (7th Edition): The Bobbin Memorial Lunatic Asylum **Conference B Table 4 Fri 2p-6p** The Bobbin Memorial Lunatic Asylum, also know as The Bobbin Memorial Hospital, sits atop a great hill in the countryside. Grandma went there, until a strange letter was received by the family... (Ages 13+). GM: Alex Baar (We Hate Bards). **6 seats / No XP / Average / \$4.00**

7048 Call of Cthulhu 7th ed.: The Witch of Delray **Ballroom 101 Fri 2p-6p** See Role Playing Fri 10a 7044. (Ages 7+). GM: Roger Kernsmith (A2 Iron Gods). **6 seats / No XP / Simple / \$4.00**

6580 D&D 5e: A Very Kobold Celebration **Conference B Table 2 Fri 2p-6p** A fun, one-off scenario about fighting Kobolds and being heroic, based in the DnD 5th edition. (Ages 13+). GM: Ben Curtis (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

6493 Games on Demand - GENERIC ONLY **Conference G Fri 2p-6p** See Role Playing Fri

9a 6492. (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6591 Kult: Divinity Lost: The Past That Haunts Us **Conference B Table 1 Fri 2p-6p** Something happened to your group of friends when you were kids, something terrible, something that you wanted to forget. But no matter what you do, you can't escape your past, it haunts you. (Ages 13+). GM: Cris Frank (*We Hate Bards*). **4 seats / No XP / Simple / \$4.00**

6587 Realms of Fantasy: The Great Mutant Escape **Seminar 3 Fri 2p-6p** We've been pushed around long enough as slaves to the so called "higher" races! We have a plan that will get us out of this dungeon and perhaps revenge on those who have spent a lifetime abusing us. (Ages 13+). GM: Michael Miller (*We Hate Bards*). **9 seats / No XP / Simple / \$4.00**

6092 13th Age: Shadow Port Pt 1: Deep in the Red **Conference E Table 4 Fri 3p-5p** The characters are in debt to the Prince of Shadows and they must work it off by completing several tasks in the city of Shadow Port. 2nd Level adventure. Pregens available or bring your own. (Ages 13+). GM: Jeff Croff. **6 seats / No XP / Simple / \$2.00**

6553 Ars Magica Modern: What Happens in Vegas **Conference E Table 3 Fri 3p-7p** Sin City in the Sixties! Magicians meet mobsters to solve a Las Vegas mystery: a dead horse has been dropped into the middle of a casino. Who did it? Why? And most puzzlingly: How? (Ages 13+). GM: Matthew Quirk. **6 seats / No XP / Average / \$4.00**

6142 Call of Cthulhu 7th Edition: Un-Fresh off the Boat **Conference F Table 3 Fri 3p-7p** After months at seas, you arrive in Australia. The spread of a mystery illness has caused your ship to be forbidden permission to dock at Government Wharf. What dark secret does the colony harbor? (Adults 18+). GM: Walter Schirmacher. **6 seats / No XP / Average / \$4.00**

6457 Dungeon Crawl Classics: The Perilous Pantry of Nebin Pendlebrook **Conference H Fri 3p-7p** "In a quiet, mostly pleasant little village, there lived a quiet, mostly pleasant little halfling, who dug a little too deep when digging out a new pantry..." (Ages 13+). GM: Wyl Majure. **6 seats / No XP / Simple / \$4.00**

7071 In Extremis - ZOMBIES! apocalyptic storytelling: If not for the End of the World **Seminar 2 Fri 3p-7p** If only you had a doctor. If only

the fence were stronger. If only you'd made it to the base. If only. With *_In Extremis_* we'll create a shared pool of survivors to play in an epic zombie finale. (Adults 18+). GM: Simone Cooper. **5 seats / No XP / Simple / \$4.00**

6212 Mutants & Masterminds: Suicide Squad: A Change in Plans **Seminar 4 Fri 3p-7p** Task Force X has once again been activated by Amanda Waller, but as usual for the "Suicide Squad" things don't go according to plan. (Ages 13+). GM: Paul McNeil (*Matinee Adventures*). **6 seats / No XP / Simple / \$4.00**

6471 NOVA6: Who Goes There? **Conference F Table 4 Fri 3p-7p** A group of scientific researchers isolated in Antarctica discover an alien spaceship buried in the ice where it crashed twenty million years before. Think you know the rest? Think again. (Adults 18+). GM: Ryan O'Grady. **6 seats / No XP / Simple / \$4.00**

6565 Numenara: In Search of the Strange **Conference A Table 4 Fri 3p-7p** Something is up with this strange, moving, stone structure and these weird people in yellow robes around it. Hmm, adventure is to be found. Let's check it out! (Ages 7+). GM: Jon Pehrson. **6 seats / No XP / Simple / \$4.00**

6282 Savage World: Welcome to the Detroit Wasteland, A Savage Fallout Adventure **Conference A Table 1 Fri 3p-7p** Welcome to the Detroit Wasteland. A caravan has gone missing and the city is under siege. Can you help the defenders and find out what happened to the caravan to keep the peace and prevent a war? (Ages 13+). GM: John Patrick. **8 seats / Some XP / Simple / \$4.00**

6988 Starfinder: Dead in Space **Ballroom 104 Fri 3p-7p** Come learn the latest release from Paizo as your little group gets together to do a simple salvage job on aderelict ship that is just hanging out there in space. Characters provided. (Ages 13+). GM: Richard Downey (*Amorphous Blob*). **5 seats / No XP / Simple / \$4.00**

6504 Ubiquity: Hollow Earth Expedition: Between a Reich and a Hollow Place **Conference A Table 2 Fri 3p-5p** An introduction to the Ubiquity system and Exile Game Studio's pulp action setting, Hollow Earth Expedition. Character sheets and all materials required to play will be supplied. (Ages 13+). GM: Keith Scherer. **8 seats / No XP / Simple / \$2.00**

6505 Ubiquity: From the Case Files of Manhunters, Inc. -- S.M.A.S.H. Conference A Table 2 Fri 5p-7p A modern era superhero game powered by the Ubiquity system. Play as a member of the Manhunters team as they confront a new menace. Character sheets and all materials required to play will be supplied. (Ages 13+). GM: Keith Scherer. **8 seats / No XP / Simple / \$2.00**

6592 Call of Cthulhu 6th Edition: Cold Numbers Part 1 Seminar 3 Fri 7p-11p A tragic, chance encounter on Ann Arbor's backroads during a snowstorm. With cryptic information and a looming cataclysmic threat, the investigators must take action, or become just another statistic. (Ages 13+). GM: Cris Frank (*We Hate Bards*). **6 seats / No XP / Simple / \$4.00**

6576 Call of Cthulhu 7th Edition: Bury Your Dead Arizona Conference B Table 1 Fri 7p-11p Having gotten a large sum of money the player characters must wait in a small deserted town that faces mysterious problems. (Ages 13+). GM: Mike Caldwell (*We Hate Bards*). **6 seats / No XP / Simple / \$4.00**

7043 Conan - Adventures in an Age Undreamed Of (2d20 system): The Pit of Kotallu Ballroom 101 Fri 7p-11p Learn to play with this beginners' adventure. The PCs have recently been captured by slavers from the Black Kingdoms. When the slave ship crashes, they escape and must survive the jungles. (Ages 13+). GM: Sean Nicol (*A2 Iron Gods*). **4 seats / No XP / Simple / \$4.00**

6911 Dungeon Crawl Classics: Village of Gillkas (Pt 1) Conference H Table 7 Fri 7p-11p Discover the Village of Gillkas in 3 parts (play any or all), introducing new players to DCC and the world of Narosia by Legendsmiths. <http://www.legendsmiths.com/narosia> (Ages 13+). GM: Brendan LaSalle. **7 seats / No XP / Average / \$4.00**

6549 Free Wolves: The Resistance Conference C Table 1 Fri 7p-11p Join a werewolf pack on a rescue mission while fighting for the right to exist in the modern political climate. (Ages 13+). GM: Emily Danvers (*ConTessa*). **10 seats / No XP / Simple / \$4.00**

6248 Heroquest: Glorantha: Last Night in Roadend Conference E Table 5 Fri 7p-11p Everyone knows that tomorrow Roadend fort will fall to the besieging Lunar army. Tonight, everyone inside the fort is desperately scrambling to finish their personal agenda... including you. (Ages 13+).

GM: Robert Ahrens. **4 seats / No XP / Simple / \$4.00**

6199 Marvel Super Heroes TSR: Justice League Dark Ballroom 102 Fri 7p-11p Something has changed in the world. Things seem disturbingly funny. Ha Ha Ha Ha Ha!!!! (Ages 13+). GM: Alex Kreder (*Amorphous Blob*). **6 seats / Some XP / Average / \$4.00**

6546 Masks: A New Generation Conference C Table 2 Fri 7p-11p Come play as super heroes in the stylings of Young Justice and Teen Titans, a powered-by-the-apocalypse system that embraces the over-the-top nature of super heroes. (Ages 13+). GM: Luke Elias (*ConTessa*). **5 seats / No XP / Average / \$4.00**

6936 NOVA6: Atomic Sky: Fallout at Kibbie Korner Seminar 4 Fri 7p-11p Grab your Atom-Boy Wristcomp, trusty scrap rifle, and wander the fallout of a retro-future atomic wasteland in this irradiated edition of NOVA6: More Fun--Less Rules--Better Story <http://goo.gl/83hrXU> (Ages 13+). GM: Shane Harsch. **5 seats / No XP / Simple / \$4.00**

6109 Paragraph System: Merlinspawn Conference F Table 1 Fri 7p-12a See Role Playing Fri 9a 6108. (Adults 18+). GM: David Vandenabeele. **5 seats / No XP / Average / \$4.00**

6588 Realms of Fantasy: Cloister of the Frog God Conference B Table 5 Fri 7p-11p On a desolate ridge overlooking vast swampland lies a fallen sanctuary to the terrible god Tsathogga. Still half-broken evil lies in the ruins, refusing to die. (Ages 13+). GM: Michael Miller (*We Hate Bards*). **9 seats / No XP / Simple / \$4.00**

6243 Star Wars Saga: Galaxy's Most Wanted Conference E Table 6 Fri 7p-11p Players will be part of a team working for the Republic. Save the scientist, recover the stolen technology, and discover who's responsible. Of course, it could be a trap... (Ages 13+). GM: Mike Willby. **6 seats / No XP / Simple / \$4.00**

6093 13th Age: Shadow Port Pt.2: This Place Grows on You Conference E Table 4 Fri 8p-10p The characters are in debt to the Prince of Shadows and they must work it off by completing several tasks in the city of Shadow Port. 2nd Level adventure. Pregens available or bring your own. (Ages 13+). GM: Jeff Croff. **6 seats / No XP / Simple / \$2.00**

6090 13th Age: Tales of the 13th Age -- New Port Adventures (including premiere!) Conference F Table 3 Fri 8p-12a 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 pre-gens provided. (Adults 18+). GM: Pete Cooney. **6 seats / No XP / Average / \$4.00**

6763 Bluebeard's Bride Board Room Fri 8p-12a Bluebeard's Bride is a PbtA tabletop role-playing game where players (an aspect of a young bride's mind) explore the Bluebeard fairy tale and investigate mature and troubling feminine themes. (Mature 18+). GM: Sarah Richardson. **4 seats / No XP / Average / \$6.00**

6184 Call of Cthulhu: The Haunting Conference C Table 3 Fri 8p-12a In 1920s Boston, Mr. Knott, the landlord of Corbitt House, has hired you to investigate inexplicable events and restore the house's reputation in the minds of the public so he may rent it once again. (Ages 13+). GM: Laura Rose Williams (ConTessa). **6 seats / No XP / Simple / \$4.00**

6570 Chill (Mayfair Edition): Cyber Chill Conference H Table 8 Fri 8p-12a Chill is a Horror Roleplaying Game for 2 to 9 players Ages 12 and up. When SAVE finds reports of a lumbering giant nicknamed "Jack the Ripper" by the media, agents are sent out to discover what happened. (Ages 13+). GM: Jeremy Shields. **9 seats / No XP / Average / \$4.00**

6113 Cortex: Marines and Aliens Seminar 2 Fri 8p-12a Colonial Military Intelligence has gathered information regarding potential extraterrestrial lifeform research being conducted at the JPC-973C, Tark Weyland Station. (Adults 18+). GM: Dean Norman (Matinee Adventures). **6 seats / No XP / Average / \$4.00**

6513 D&D 5th edition: Tower of the Crimson Serpent Conference A Table 2 Fri 8p-12a In search of revenge and treasure, a small group of rogues has banded together to break into the Tower of the Crimson Serpent, plunder the cult's treasure, and kill the high priest. (Ages 13+). GM: Jason Marker. **6 seats / No XP / Average / \$4.00**

6118 Diceless: A matter of honor Hotel Restaurant Fri 8p-12a When someone runs away from an arranged marriage, it causes a problem for the entire clan. It is a delicate matter of honor and there are many ways to resolve this - which

approach will you take? (Mature 18+). GM: Patrick Brady. **7 seats / No XP / Simple / \$4.00**

7072 DragonQuest: The Sentinel Chapel Conference H Table 9 Fri 8p-12a A group of adventurers is hired to travel into a dangerous region now overrun with monsters and undead in order to recover the silver letters on the family grave of a group of exile silversmiths. (Ages 13+). GM: Rodger Thorm. **6 seats / Some XP / Complex / \$4.00**

6277 Dungeon Crawl Classics: Cave of Vlinn Conference H Table 5 Fri 8p-12a You've survived the Cave of Glurg, you could flee, but know it won't save your families and friends unless you stride forward. With fresh talents and the goods that have fallen into your laps, you arm yourselves anew and prepare for death or glory. (Ages 13+). GM: Kevin Wojciechowski. **8 seats / No XP / Average / \$4.00**

6861 Dungeon Crawl Classics: The Low Game Conference H Table 1 Fri 8p-12a Your city, Cube, was in the path of a humanoid hoard. You were drafted into the army. Along with neighborhood friends in your unit you are overrun and behind enemy lines. It's not looking good. (Ages 13+). GM: Doug Kovacs. **8 seats / No XP / Simple / \$4.00**

6462 Dungeon Crawl Classics: The SkyFortress Must Be Grounded Conference H Table 6 Fri 8p-12a The Broodmother's SkyFortress has been destroying cities, burning crops, and spreading chaos throughout the lands. You must stop the SkyFortress! (This module will be run with the DCC RPG system.) (Ages 13+). GM: Donn Stroud. **6 seats / No XP / Simple / \$4.00**

6181 Dungeon Crawl Classics: Three Nights in the Glurbbwood Conference H Table 4 Fri 8p-12a You have three nights to find items from a lost caravan and return with an important sealed jade box. Come journey into Glurbbwood swamp, surely nothing outrageous lurks here! (Adults 18+). GM: Clayton Williams. **6 seats / No XP / Simple / \$4.00**

6494 Games on Demand - GENERIC ONLY Conference G Fri 8p-12a See Role Playing Fri 9a 6492. (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6557 HERO: Who Needs Monsters? Conference F Table 5 Fri 8p-12a Flexible, roleplay-centered fantasy RPG. The count's favorite mage needs you to find a missing item. But learn too much, and you'

might go missing yourself. With humans like these... (Adults 18+). GM: Alan Terlep. **5 seats / No XP / Complex / \$4.00**

6929 Microscope: Lord Thumis's Resplendent Conclave for the Illumination of Antiquities Seminar 5 Fri 8p-12a Microscope is an RPG, at a fractal scale, exploring time in a nonlinear manner. We will be exploring the area of She'nyu, from the Time of Darkness to the Fall of the Dragon Kings. (Ages 13+). GM: Howard Hendrickson. **6 seats / Some XP / Simple / \$4.00**

6475 NOVA6: Dweomer by Gaslight: Goblin Market Conference F Table 4 Fri 8p-12a The gaslit streets of Victorian London hides horrors and mysteries. The Venatori Umbrorum are the investigators of monsters in 19th century England, set in the world of the Dresden Files. (Ages 13+). GM: Dale Barnes. **7 seats / No XP / Average / \$4.00**

6159 Phoenix: Dawn Command: Demo Conference E Table 2 Fri 8p-11p Phoenix: Dawn Command is a new card-driven, story-focused RPG from Dan Garrison and Keith Baker (creator of Eberron and Gloom). Join me for a 3 hour demo using a scenario by creator Keith Baker. (Ages 13+). GM: John Corey. **4 seats / No XP / Average / \$4.00**

6543 Savage Worlds: The Curious Death of Violet Evans Conference C Table 5 Fri 8p-12a It's spring break at East Texas University, and the ghost of a girl who was murdered 50 years ago appears on the roadside. Can the students help her move on by finding out what really happened to her? With that, can they stop the horrors happening since? (Adults 18+). GM: Tracy Sizemore (ConTessa). **5 seats / No XP / Average / \$4.00**

6455 Savage Worlds: The Real Savage Ghostbusters! Conference E Table 3 Fri 8p-12a The local Grand Rapids, MI franchise of the Ghostbusters have their hands full, as things start to get weird and the candy gets strange on Halloween! (Ages 13+). GM: Wyl Majure. **6 seats / No XP / Simple / \$4.00**

6209 Swords & Wizardry: Fear of the Dark (Module Playtest) Conference H Table 3 Fri 8p-12a Something is amiss in the village of Weyfarthing. Sheep and villagers have been mutilated in the night! Can your party uncover the reason behind the attacks before it's too late? A sandbox mystery. (Ages 7+). GM: Ryan Thompson. **10 seats / No XP / Simple / \$4.00**

SATURDAY

6429 13th Age: Tales of the 13th Age - New Port Adventures (including premiere!) Conference F Table 3 Sat 9a-1p See Role Playing Fri 8p 6090. (Adults 18+). GM: Pete Cooney. **6 seats / No XP / Average / \$4.00**

6144 1E AD&D: D1, Descent into the Depths of the Earth Conference H Table 10 Sat 9a-1p Do you dare pursue retreating Dark Elves into a vast underworld? Experience the first module of a classic series during this session; playing in the later sessions is not required. Pregens provided. (Ages 13+). GM: Shawn Dry. **6 seats / No XP / Average / \$4.00**

6486 Blades in the Dark: Hull on the Gaddoc Express Conference F Table 2 Sat 9a-12p The Imperial Electro-Train, the Gaddoc Express, hides a secret cargo.... Play the Smugglers moving the crate past the Rail Jacks, or the Strange Cult reclaiming their beloved relic. (Adults 18+). GM: Whitney Mattson. **4 seats / No XP / Average / \$4.00**

6577 Call of Cthulhu 7th Edition: Bury Your Dead Arizona Conference B Table 3 Sat 9a-1p Having gotten a large sum of money, the player characters must wait in a small deserted town that faces mysterious problems. (Ages 13+). GM: Mike Caldwell (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

6103 D&D 3.5: Speaker in Dreams Pt 1 Conference F Table 4 Sat 9a-12p A city adventure in the large town of Brindinford, where a hidden power seeks to bring about a new empire. Roleplay will be encouraged and, at my discretion, might grant bonuses to die rolls. Level 5 pre-gen will be provided. (Adults 18+). GM: Michael Nahas. **4 seats / No XP / Simple / \$4.00**

6124 D&D/Swords & Wizardry-based RPG: To Answer the Call Conference H Table 5 Sat 9a-11a A youth campaign, but all ages welcome. Parents/guardian attendance encouraged. The party responds to a Dwarven call for help. Materials & pre-gen's provided. Rules modified for experience & age. (Ages 7+). GM: David Perrin. **6 seats / No XP / Average / \$2.00**

6187 Delving Deeper: No Really, It's Me Conference H Table 4 Sat 9a-1p A group of doppelgangers have replaced an entire party and been tasked with making their way out of the dungeon. The chief has directed you to find the



What is Starfinder Society? The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign that puts YOU in the role of an agent of the Starfinder Society. The gods have mysteriously spirited Golarion away to an unknown location and refuse to answer questions about it. In its place, the cultures of that world have evolved and spread throughout the solar system, especially to a vast space platform called Absalom Station. Gifted access to a hyperspace dimension by an ascended AI deity, the residents of the system suddenly find themselves with the ability to travel faster than light, and the race is on to explore and colonize potentially millions of worlds. But there are horrors out there in the darkness...

The campaign rules are designed to bring players together in a standardized and balanced system. Your character is "portable". After you play at U-Con you can go anywhere in the world and play a new adventure with totally new people under the same rules!

Look for Starfinder in the Organized play section of the U-Con convention book.

Starfinder Society is being played in the Elizabeth Ann ballroom.

What do I need to play Starfinder Society at U-Con? Step 1: Buy a ticket for a SFS event. Step 2: Come on up to our Headquarters table and introduce yourself. We have pre-generated characters available. Dice, miniatures, etc are available for use. If you have enough time and ambition, we'll help you make a character of your own but pre-gens are always available so you can jump right into the action.

I've never played a 'roleplaying' game before, is it hard to learn the rules? We don't expect you to be a rules expert. The complexity scales up as your character gains experience. The U-Con program ranks games by player experience and system complexity. In any SFS event categorized with No XP/Average, the Game Master will be ready to teach you as you go along. We don't bite--but the monsters might!

How do I learn more about Starfinder Society? We love people who ask us this question! Visit paizo.com/starfindersociety for more information about how to download the campaign guide, get a SFS membership number and find more events in your area.

I tried it and I love it. How do I find more of these games? Detroit Metro Starfinder Society offers many free events each month across the Metro area. You can find all of our locations and our event schedule at warhorn.net/events/detroit-pfs. If you are from out of state, you can find a global event list at paizo.com/organizedplay/events.

source of all the adventurers. (Ages 13+). GM: Larry Hamilton. **8 seats / No XP / Average / \$4.00**

6912 Dungeon Crawl Classics: Village of Gillkas (Pt 2) Conference H Table 7 Sat 9a-1p See Role Playing Fri 7p 6911. (Ages 13+). GM: Brendan LaSalle. **7 seats / No XP / Average / \$4.00**

6461 Dungeon Crawl Classics: Cave of Vlinn Conference H Table 1 Sat 9a-1p See Role Playing Fri 8p 6277. (Ages 13+). GM: Kevin Wojciechowski. **8 seats / No XP / Average / \$4.00**

6495 Games on Demand - GENERIC ONLY Conference G Sat 9a-1p See Role Playing Fri 9a 6492. (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6490 Gangbusters: Morning Buzz Conference H Table 8 Sat 9a-12p The Roaring 20s and you're on a ticket to Hicksville with a buncha mooks. Only thing in common? Arthur Wainscott, patron and friend. Destination: Nowhere, Illinois. The job: solve a murder. (Ages 13+). GM: John Jamieson. **6 seats / No XP / Simple / \$4.00**

6392 Gumeshoe: Moodyville Blues Conference E Table 1 Sat 9a-1p In the sweltering heat of summer a group of teenagers discover the truth about the town, people & lives they thought they knew. A game inspired by Japanese visual novels. (Ages 13+). GM: Greg Walters. **6 seats / No XP / Average / \$4.00**

6605 Home Rules: Of No Known Kingdom Conference A Table 4 Sat 9a-1p You dreamed of falling and woke in a small grassy area encircled by a high wall with one open gate that glows with green light. A chill wind scented with steel blows through the gate. (Ages 13+). GM: Anne Moore. **5 seats / No XP / Simple / \$4.00**

6937 NOVA6: Those Meddling Kids and the Sleepy Lake Monster Seminar 3 Sat 9a-1p Solve the mystery of Blyton Hills, located in the scenic Zoinx River Valley while playing your own teen investigator. NOVA6: More Fun--Less Rules--Better Story. <http://goo.gl/83hrXU> (Ages 13+). GM: Shane Harsch. **5 seats / No XP / Simple / \$4.00**

6110 Paragraph System: Merlinspawn Conference F Table 1 Sat 9a-2p See Role Playing Fri 9a 6108. (Adults 18+). GM: David Vandenabeele. **5 seats / No XP / Average / \$4.00**

7046 Savage Worlds, The Last Parsec: The Natural Order of Things Ballroom 103 Sat 9a-1p It's your first mission as a JumpCorp Ranger on

the resort planet of Leviathan. A tourist safari has gone missing, and in a world dominated by gigantic megafauna, it's your job to get them out before they find themselves eaten...or worse. (Ages 7+). GM: Jeremy Hallum (A2 Iron Gods). **6 seats / No XP / Simple / \$4.00**

6989 Savage Worlds: Rifts: A Walk on the Bad Side Ballroom 104 Sat 9a-1p Come play as a bad guy in the world gone crazy world of Savage Rifts! Magic, Tech, Psionics, big guns, oh yeah that and more! Characters provided, replacements ready in case of accidents. (Ages 13+). GM: Richard Downey (Amorphous Blob). **5 seats / No XP / Simple / \$4.00**

6193 Savage Worlds: Dark Matter -- A Matter of Honor Ballroom 102 Sat 9a-1p Join the crew of the Raza as they attempt to deal with an old enemy of Ryo Ishida (aka Four). (Ages 13+). GM: Michael Whiteman (Amorphous Blob). **6 seats / Some XP / Average / \$4.00**

6518 Star Trek Adventures: The Rescue at Xerxes IV Conference E Table 6 Sat 9a-1p Your Starfleet runabout has received a distress signal from Xerxes IV, a planet containing no sentient life except for a Federation science team. What dangers await you on the planet's surface? (Ages 13+). GM: Troy Mepnyans. **6 seats / No XP / Average / \$4.00**

6390 Swords and Wizardry: Rappan Athuk - Don't Go Down the Well! Conference H Table 6 Sat 9a-1p A dungeon crawl in Rappan Athuk's most famous region! They say "Don't go down the Well", but the church sends you to find a lost paladin and his charges. Can you survive Rappan Athuk? Pregens provided (Ages 13+). GM: James Stanton. **8 seats / Some XP / Average / \$4.00**

6128 The Petal Hack: Beneath the Mound Seminar 5 Sat 9a-1p A fresh underworld is known only to your clan. You have a map and notes, and priests to study a temple of Chit'ing there. Your clan wants you to continue exploration. A sequel to Avanth'e's Ample Bosom. (Ages 13+). GM: Brett Slocum. **6 seats / No XP / Simple / \$4.00**

6593 Tremulus: A Favor for Dr. Johnson Conference B Table 2 Sat 9a-1p Dr. Johnson needs your help. He would do it himself but his age and frail body prevent him. All you need is to travel to a small town and get something for him and bring it back. Easy. Or is it... (Ages 13+). GM: Cris Frank (We Hate Bards). **4 seats / No XP / Simple / \$4.00**

6249 Blades in the Dark Conference E Table 5 Sat 10a-1p Create a band of charismatic anti-

heroes and guide them through the electroplasm-lit streets of the haunted city of Duskwall in this fast-playing game by John Harper (Lady Blackbird, Danger Patrol). (Ages 13+). GM: Robert Ahrens. **4 seats / No XP / Simple / \$4.00**

6917 Cortex Prime: Hammerheads Board Room Sat 10a-1p Playtest this Cortex Prime world of international rescue, daring disaster recovery, wicked saboteurs, and colossal machines in the near future. Join the ranks of the Hammerheads! (Ages 13+). GM: Cam Banks. **6 seats / No XP / Average / \$6.00**

7042 D&D 5e: Adventures in Ceacus Seminar 2 Sat 10a-6p See Role Playing Fri 10a 7041. (Adults 18+). GM: Mike Safford. **6 seats / Some XP / Average / \$6.00**

6160 Dungeon World: Mad Libs Conference E Table 2 Sat 10a-1p Please join me for an improvisational session of Dungeon World. We will create characters, improv, and adventure, and have a blast, all in 3 hours. New players welcome! (Ages 13+). GM: John Corey. **6 seats / No XP / Simple / \$4.00**

6376 Hero Kids: Learn to Play Conference A Table 1 Sat 10a-1p Learn to play Hero Kids! A game designed to introduce kids to role playing, fun for all ages and experience levels. Elements of role playing, miniatures, and cards. Expanded play scenarios! (Ages 7+). GM: Thomas Chelone. **6 seats / No XP / Simple / \$4.00**

6231 Labyrinth Lord: Rudwilla's Stew Conference H Table 9 Sat 10a-1p Combine adventurers, magic, and chopped monsters. Bring to a boil. Simmer, then serve... (Ages 13+). GM: Kelly Davis. **5 seats / Some XP / Average / \$4.00**

6213 Mutants & Masterminds: Legion of Super Heroes: Vacation! Seminar 4 Sat 10a-2p The Legion of Super Heroes tireless protects the United Plants from ALL manner of threats. But even super powered teens need time off! Pity, that doesn't look like it's going to work out that way. (Ages 13+). GM: Paul McNeil (Matinee Adventures). **6 seats / No XP / Simple / \$4.00**

6094 13th Age: Shadow Port Pt.3: The Carnival Caper Conference E Table 4 Sat 11a-1p See Role Playing Fri 8p 6093. (Ages 13+). GM: Jeff Croff. **6 seats / No XP / Simple / \$2.00**

6547 Of Dreams and Magic Conference C Table 1 Sat 12p-4p A modern day fantastic/sci-fi/superhero hybrid where you manifest your powers

through your dreams. Magic is real, and dreams matter. (Adults 18+). GM: Luke Elias (ConTessa). **5 seats / No XP / Average / \$4.00**

6145 1E AD&D: D2, Shrine of the Kuo-Toa Conference H Table 10 Sat 2p-6p Do you dare to navigate the challenges of a vast underworld? Experience the second module of a classic series during this session; playing in the other sessions is not required. Pregens provided. (Ages 13+). GM: Shawn Dry. **6 seats / No XP / Average / \$4.00**

6267 Ars Magica: After the Feast Conference E Table 5 Sat 2p-6p The magi of Aerucis Celamentum must delve deeper into the secrets long buried in their covenant, and start to uncover long buried information about the Order of Hermes. (Ages 13+). GM: Peter DeCrane. **6 seats / No XP / Average / \$4.00**

6501 Astonishing Sorcerers & Swordsmen of Hyperborea: The Lichway Conference H Table 3 Sat 2p-6p A maddening sound haunts the Lichway, the forgotten paths of the dead below the city of Khromarium, laden with treasures unclaimed since the Green Death. What fresh terrors await you in its depths? (Ages 13+). GM: Adam Muszkiewicz. **8 seats / No XP / Average / \$4.00**

6527 Blades in the Dark: Hull on the Gaddoc Express Conference F Table 2 Sat 2p-5p See Role Playing Sat 9a 6486. (Adults 18+). GM: Whitney Mattson. **4 seats / No XP / Average / \$4.00**

6578 Call of Cthulhu 7th Edition: Canis Mysterium Conference B Table 3 Sat 2p-6p See Role Playing Fri 9a 6575. (Ages 13+). GM: Mike Caldwell (We Hate Bards). **5 seats / No XP / Simple / \$4.00**

6589 Call Of Cthulhu: Cthulhu Classics Seminar 3 Sat 2p-6p Tsathogghua's curse awaits the unwelcomed investigators of the occult and unknown. What grim secrets lurk on the sterile Greenland icecap? (Ages 13+). GM: Michael Miller (We Hate Bards). **9 seats / Some XP / Simple / \$4.00**

6135 D&D 3/3.5: Enter the Orc Domain Conference E Table 2 Sat 2p-6p Orc raids have been on the rise. Your king has determined the orcs' next target, which would result in the establishment of a stronghold. It is up to you and your Dwarven party to stop the orcs from invading. (Ages 13+). GM: David Perrin. **6 seats / No XP / Average / \$4.00**

6134 D&D 3/3.5: Quest of Corellon Larethian Conference E Table 3 Sat 2p-6p Your kingdom has learned of the existence of an ancient evil weapon, thought to be destroyed. You and your party have been chosen to destroy it once and for all, before it falls into the wrong hands! (Ages 13+). GM: Dan Kloosterman. **6 seats / No XP / Average / \$4.00**

6804 D&D: The Monster Among Us Conference A Table 1 Sat 2p-4p A monster has been plaguing a small village every night for a week. One missing person each night. No sign of a fight; just... gone! Find the fiend doing this and rid the village of the menace. (Ages 7+). GM: Herb Diehr. **6 seats / No XP / Simple / \$2.00**

6581 D20 Modern: Grim Dark Power Rangers Conference B Table 2 Sat 2p-6p Dark and gritty take on the original Mighty Morphin Power Rangers TV series. (Ages 13+). GM: Ben Curtis (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

6613 DragonQuest: The Sentinel Chapel Conference H Table 2 Sat 2p-6p See Role Playing Fri 8p 7072. (Ages 13+). GM: Rodger Thorm. **6 seats / Some XP / Complex / \$4.00**

6584 Dresden Files FATE: So You Want To Make A FATE Character? Conference B Table 1 Sat 2p-6p Curious about FATE? Love the Dresden Files? Learn how to make a character using the Dresden Files FATE rule set! Characters may be used in the next slot. (Ages 13+). GM: Luke Zondervan (We Hate Bards). **8 seats / No XP / Simple / \$4.00**

6203 Dungeon Crawl Classics: Fae Hard! Conference H Table 5 Sat 2p-6p The vile leprechaun Hagan McGruber has taken over the prosperous faerie mound of Noc Marb while its lord is away. Captives must band together to free themselves and the mound. It's time to FAE HARD! (Ages 13+). GM: James Pozenel. **6 seats / No XP / Simple / \$4.00**

6612 Dungeons and Dragons 3.5e: Slay the Summoner Conference E Table 1 Sat 2p-6p See Role Playing Fri 11a 6773. (Ages 13+). GM: Gamers of the Great Lakes. **5 seats / No XP / Simple / \$4.00**

7079 East Texas University: Lake Effect Seminar 4 Sat 2p-6p Welcome, freshmen, and Go Ravens! The vampires and witches have been quiet lately, so let's relax and party at the lake. What could go wrong? ETU is a setting for Savage Worlds, like Buffy the Vampire Slayer set at a fictitious college

in Texas. (Ages 13+). GM: Laura Hamel. **6 seats / No XP / Simple / \$4.00**

6544 FATE Core: The Han Cluster: What to do with the Shok? Conference C Table 4 Sat 2p-6p In the 27th century, your specialized team is sent to investigate odd happenings on a critical resource planet in the Han Cluster, mined by a colony of automated machines called the Shok. What you do may effect the lives of millions. No pressure! (Ages 13+). GM: Tracy Sizemore (ConTessa). **5 seats / No XP / Simple / \$4.00**

6237 Fate of Tékumel RPG (Fate system): Under Hmakuyal Seminar 5 Sat 2p-6p Your relatives are held hostage to the Pariah Deities! Delve below the volcano city of Hmakuyal and rescue your kinfolk! (Ages 13+). GM: John Till. **6 seats / No XP / Simple / \$4.00**

6962 FFG Star Wars: Kaellis' Heroes Conference A Table 4 Sat 2p-6p Rebel soldiers discover a massive cache of weapons, gear, and cash behind Imperial Army lines. Can they reach the cache and save their fellows, or will they end their days in an Imperial prison? (Ages 13+). GM: Jason Marker. **6 seats / No XP / Average / \$4.00**

6496 Games on Demand - GENERICS ONLY Conference G Sat 2p-6p See Role Playing Fri 9a 6492. (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6487 Gamma World: Albuquerque Nuked Mex Conference H Table 9 Sat 2p-6p Searching for a fabled Ancient city, your band of mutants and machines struggle through the Nuked Mex desert. Ahead, a gleam beckons the promised of water and shelter. (Ages 13+). GM: John Jamieson. **6 seats / No XP / Simple / \$4.00**

6186 GangBusters: The Con Game Conference H Table 1 Sat 2p-6p There is something wrong with the booze on the streets and people are going mad, and it is up to you to stop it before more people go insane. (Ages 13+). GM: Larry Hamilton. **8 seats / No XP / Simple / \$4.00**

6232 Labyrinth Lord: The Swamp Dungeon of the Bandit Lord Conference H Table 6 Sat 2p-6p When the heroes stumble upon a strange, life draining magical field, it's up to them to discover its origin and end the threat. (Ages 13+). GM: Kelly Davis. **5 seats / Some XP / Average / \$4.00**

6179 Lamentations of the Flame Princess: The Gnomes of Levneq Conference H Table 4 Sat 2p-6p "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. (Ages 13+). *GM: Dan Domme. 6 seats / No XP / Average / \$4.00*

7067 Netherstorm: Lair of the Draug **Conference A Table 5 Sat 2p-6p** When the wall of a friend's warehouse caves in to a previously unknown tunnel complex, he needs your help in finding the source of the strange noises coming from within. (Ages 7+). *GM: Daniel Jones. 6 seats / No XP / Average / \$4.00*

6476 NOVA6: Space 1938: Energy Wraiths of Phobos **Conference F Table 3 Sat 2p-6p** Nova Casablanca is a rough place, but the Blackjack's rag-tag crew needs any job to keep fuel in the tanks. Roleplaying and humor emphasized in a space-faring 1930s where Buck Rogers meets Firefly. (Ages 13+). *GM: Dale Barnes. 7 seats / No XP / Average / \$4.00*

6488 Pathfinder RPG: The Orphan's Hand Pt. 1 **Conference A Table 3 Sat 2p-6p** Part 1 of 2. An unknown darkness is desecrating bodies. The watch is offering a reward for rooting out the forces at work. Can you uncover the mystery of the orphan's hand? Open Gaming Store Sponsored (Ages 13+). *GM: Landon Bellavia. 6 seats / Some XP / Average / \$4.00*

6596 Pathfinder: Dwarfs and Forts: We Dug Too Deep **Conference B Table 4 Sat 2p-6p** The dwarf king wants a new fort built in the name of the royal beard! You are one of seven, and you got a year to build it! (Ages 13+). *GM: Ryan Venekase (We Hate Bards). 6 seats / No XP / Simple / \$4.00*

6519 Star Trek Adventures: The Rescue at Xerxes IV **Conference E Table 6 Sat 2p-6p** See Role Playing Sat 9a 6518. (Ages 13+). *GM: Troy Mephyans. 6 seats / No XP / Average / \$4.00*

6990 Star Wars: Age of Rebellion: You're rebels aren't you? **Ballroom 104 Sat 2p-6p** Come help the rebellion against the Empire, as you try and pull your group's various skills together to make a cohesive cell to fight the Empire. Characters provided. (Ages 13+). *GM: Richard Downey (Amorphous Blob). 5 seats / No XP / Average / \$4.00*

6572 Twilight 2000 (1st Edition): Shadows Over Glasgow **Conference H Table 11 Sat 2p-6p** When a song breaks through the air-waves from the radiated remains of Glasgow towards main-land

Europe along-side signals for rescue, a group of allied forces are sent to investigate. (Adults 18+). *GM: Jeremy Shields. 6 seats / No XP / Average / \$4.00*

6506 Ubiquity: Hollow Earth Expedition: Wasteland Blooms (Mars) **Conference A Table 2 Sat 2p-4p** An introduction to the Ubiquity system & Exile Game Studio's latest creation in the Hollow Earth Expedition: Revelations of Mars. Character sheets and all materials required to play will be supplied. (Ages 13+). *GM: Keith Scherer. 8 seats / No XP / Simple / \$2.00*

6238 White Star: Let's go poke around in the dark **Conference H Table 8 Sat 2p-6p** Space abounds with rumors of lost ships and abandoned space stations loaded with plunder. These places are just begging for someone like you to claim them. (Ages 7+). *GM: Forest Ray. 6 seats / No XP / Simple / \$4.00*

6095 13th Age: Shadow Port Pt.4: The Golden Blade & The Kraken **Conference E Table 4 Sat 4p-6p** See Role Playing Fri 8p 6093. (Ages 13+). *GM: Jeff Croff. 6 seats / No XP / Simple / \$2.00*

6507 Ubiquity: From the Case Files of Manhunters, Inc. -- The Dragon Circle **Conference A Table 2 Sat 4p-6p** A modern era, super-hero game powered by the Ubiquity system. Play a member of the mystic Dragon Circle on their first mission. Character sheets and all materials required to play will be supplied. (Ages 13+). *GM: Keith Scherer. 8 seats / No XP / Simple / \$2.00*

6551 Dungeon Crawl Classics: The Emerald Enchanter **Conference C Table 2 Sat 6p-12a** Villagers have gone missing! A mix of clues, superstitions, and omens point to the brooding citadel of the emerald sorcerer. (Ages 13+). *GM: Bailey Nichols (ConTessa). 8 seats / No XP / Average / \$4.00*

6594 Call of Cthulhu 6th Edition: Cold Numbers Part 2 **Seminar 3 Sat 7p-11p** Now with more information and the threat of horrible cataclysmic event on the horizon, the investigators will have to do more than run some numbers in order to stop a madman's plan. (Ages 13+). *GM: Cris Frank (We Hate Bards). 6 seats / No XP / Simple / \$4.00*

7047 Conan - Adventures in an Age Undreamed Of (2d20 system): The Pit of Kotallu **Ballroom 101 Sat 7p-11p** See Role Playing Fri 7p 7043. (Ages 13+). *GM: Sean Nicol (A2 Iron Gods). 4 seats / No XP / Simple / \$4.00*

6585 Dresden Files FATE: Fallen Winter Conference B Table 1 Sat 7p-11p People have been disappearing all winter, and winter was early this year. Bodies have been found with looks of terror on their faces and arcane markings on their flesh. The BFG is on the case! (Ages 13+). GM: Luke Zondervan (*We Hate Bards*). **8 seats / No XP / Simple / \$4.00**

6913 Dungeon Crawl Classics: DCC: Symptom of the Universe Conference H Table 7 Sat 7p-11p Who dare seek answers in the death dream of the most dangerous man in the world? This is an experimental DCC scenario for 4th level characters. (Adults 18+). GM: Brendan LaSalle. **7 seats / Some XP / Average / \$4.00**

6285 Dungeons & Dragons 3.5: Mertwig's Enigma of Steel Ballroom 102 Sat 7p-11p Do you dare take on the All Powerful Wizard Mertwig in his floating castle? Many have tried, none have returned. 14th Level, Combat & Puzzle Oriented. (Ages 13+). GM: Alex Kreder (*Amorphous Blob*). **6 seats / Some XP / Average / \$4.00**

6560 Eclipse Phase, 2nd Edition: Adrift Conference E Table 2 Sat 7p-11p See Role Playing Fri 1p 6559. (Ages 13+). GM: Adam Franti. **5 seats / No XP / Average / \$4.00**

6846 Fiasco Ballroom 415 Sat 7p-10p Fiasco is inspired by cinematic tales of small time capers gone disastrously wrong. You'll play ordinary people with powerful ambition and poor impulse control. It won't go well for them, to put it mildly, and in the end it will probably all go south in a glorious fiery heap. (Ages 13+). GM: Gary Loyola (*Oakland County Gamers*). **5 seats / No XP / Simple / \$4.00**

7073 Lamentations of the Flame Princess: Blood in the Chocolate Conference C Table 3 Sat 7p-11p The Netherlands, 1617. Chocolate has gone from a strange drink in the New World to a sensation in Europe. One woman is responsible and her secret resides deep in the stone walls of her factory. (Mature 18+). GM: Shannon Slakinski (*ConTessa*). **6 seats / No XP / Average / \$4.00**

6761 Lamentations of the Flame Princess: The Seclusion of Orphone of the Three Visions Board Room Sat 7p-11p An attack on a wizard's secret hideout, generated using Vincent Baker's toolkit for Lamentations of the Flame Princess. Pregens provided. Rules taught. Beginners welcome! All are unlikely to survive. (Adults 18+). GM: Sarah Richardson. **5 seats / No XP / Average / \$6.00**

6597 New World of Darkness (Genius the Transgression): Operation Aurora Borealis Conference B Table 4 Sat 7p-11p Eight weeks ago, all polar satellites went down. Four weeks ago a Navy Seal team was activated... assumed lost now? The Mad Geniuses intervene. (Ages 13+). GM: Ryan Veneklas (*We Hate Bards*). **6 seats / No XP / Simple / \$4.00**

6934 NOVA6: The Haunting Conference E Table 1 Sat 7p-11p (Ages 13+). GM: Shane Harsch. **5 seats / No XP / Simple / \$4.00**

6111 Paragraph System: Merlinspawn Conference F Table 1 Sat 7p-12a See Role Playing Fri 9a 6108. (Adults 18+). GM: David Vandenaabee. **5 seats / No XP / Average / \$4.00**

6590 Realms of Fantasy: The Black Forest Festival of Arms Conference B Table 5 Sat 7p-11p It's that time of year again. Her Majesties Royal Guard and village-masters have called for their annual battle-royal, and you have joined the rounds -- to the death! Last player standing wins a prize (Ages 13+). GM: Michael Miller (*We Hate Bards*). **9 seats / No XP / Simple / \$4.00**

6548 The Free Wolves: The Temple of the Crystal Staff Conference C Table 1 Sat 7p-11p A werewolf pack dives through a dungeon in the 1940s looking for mysterious treasure! (Ages 13+). GM: Emily Danvers (*ConTessa*). **10 seats / No XP / Simple / \$4.00**

6096 13th Age: Shadow Port Pt. 5: The Big Job Conference E Table 4 Sat 8p-10p See Role Playing Fri 8p 6093. (Ages 13+). GM: Jeff Croff. **6 seats / No XP / Simple / \$2.00**

6146 1E AD&D: D3, Vault of the Drow Conference H Table 10 Sat 8p-12a Do you dare to confront the Dark Elves in their place of power? Experience the third module of a classic series during this session; playing in the earlier sessions is not required. Pregens provided. (Ages 13+). GM: Shawn Dry. **6 seats / No XP / Average / \$4.00**

6983 Call of Cthulhu (7th Edition): The Bobbin Memorial Lunatic Asylum Conference B Table 3 Sat 8p-12a See Role Playing Fri 2p 6982. (Ages 13+). GM: Alex Baar (*We Hate Bards*). **6 seats / No XP / Average / \$4.00**

6582 Call of Cthulhu 6th edition: Ghostbusters: Who Ya Gonna Call Conference A Table 2 Sat 8p-12a Are you troubled by strange noises in the middle of the night? Have you or your family ever seen a spook, spectre, or ghost? If the answer

is "yes," then pick up the phone and call the Ghostbusters! (Ages 13+). GM: Ben Curtis (*We Hate Bards*). **5 seats / No XP / Simple / \$4.00**

6104 D&D 3.5: Speaker in Dreams Pt 2 Conference F Table 4 Sat 8p-11p A city adventure in the large town of Brindinford where a hidden power seeks to bring about a new empire. Roleplay will be encouraged and, at my discretion, might grant bonuses to die rolls. Level 5 pre-gen will be provided. (Adults 18+). GM: Michael Nahas. **4 seats / No XP / Simple / \$4.00**

6114 Delta Green/Call of Cthulhu: A Night at the Opera Conference F Table 2 Sat 8p-12a After an extremely deadly operation in Harrisburg, Pennsylvania, A cell assigns P and the newly formed R Cell to investigate a series of gruesome murders in northwest New Jersey. (Mature 18+). GM: Dean Norman (*Matinee Adventures*). **6 seats / No XP / Average / \$4.00**

6463 Dungeon Crawl Classics/Hubris: Xordial, The Prime Hymenoptera, Wants You Conference H Table 5 Sat 8p-12a The beehives stand empty, crops are not getting pollinated, farm animals are disappearing, and some of the villagers are walking around listless and confused. Hubris setting/DCC RPG system. (Ages 13+). GM: Donn Stroud. **6 seats / No XP / Simple / \$4.00**

6183 Dungeon Crawl Classics: Hole in the Sky Conference C Table 7 Sat 8p-12a Death awaits all but the bravest, strongest, and luckiest but the Lady in Blue offers a reward beyond all riches: the chance to change the very stars you were born under, and thus change your destiny. (Ages 7+). GM: Laura Rose Williams (*ConTessa*). **6 seats / No XP / Simple / \$4.00**

6860 Dungeon Crawl Classics: Inferno Road Conference H Table 1, 2, 3 Sat 8p-12a Multi-Judge Event: Sulfurous winds whip over ash dunes and howl through infernal temples. The Lord of the Flies is betrayed. Blazing beams slash through the gloom of the clinging soot and a deep rumble begins to rise. (Ages 13+). GM: Doug Kovacs. **30 seats / No XP / Simple / \$4.00**

6091 Fallout: Wasteland Wanderers: The Secret of Vault 48 Conference F Table 3 Sat 8p-12a Based on the Fallout series of video games, Fallout: Wasteland Wanderers is a fan-made game that places your group of adventurers into the aftermath of a worldwide nuclear war. (Adults 18+). GM: Paul Kemezis. **8 seats / No XP / Average / \$4.00**

6545 FATE Core: The Han Cluster: The Rasitor Calamity Conference C Table 4 Sat 8p-12a In the year 2657, a distress signal from an unusual ship in the Han Cluster presents a golden opportunity for heroism and reward. (Ages 13+). GM: Tracy Sizemore (*ConTessa*). **5 seats / No XP / Simple / \$4.00**

6497 Games on Demand - GENERIC ONLY Conference G Sat 8p-12a See Role Playing Fri 9a 6492. (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6491 Gamma World: Mutant Moonfall Conference H Table 6 Sat 8p-12a The Moon, 24th Century, after the apocalypse that destroyed a transhuman civilization and threw the world into chaos. Civilization survived here, and your journey here is only part of the story. (Adults 18+). GM: John Jamieson. **6 seats / No XP / Simple / \$4.00**

6573 LARP: Inheritance Seminar 4 Sat 8p-10p In the far future, when immortal humans live side-by-side with mighty machine intelligences, an artist's suicide leaves the world reeling -- and scrambling to lay claim to his legacy. (Mature 18+). GM: Kristen Hendricks. **7 seats / Some XP / Average / \$2.00**

6607 Marvel Super Heroes: Suicide Squad Conference H Table 11 Sat 8p-12a You're a supervillain. You're in Belle Reve, the toughest prison in America. You can cut a deal: do an impossible job, and your sentence will be commuted. But you'll probably die. Welcome to the Squad. (Ages 13+). GM: Andrew Moss. **6 seats / No XP / Simple / \$4.00**

7068 Netherstorm: Release of the Settlers Conference A Table 4 Sat 8p-12a A group of settlers sent out by the city-state of Wavecrest have been taken in the grasslands by a tribe of centaurs. Whether by diplomacy or by force, it's up to you to secure their release. (Ages 7+). GM: Daniel Jones. **6 seats / No XP / Average / \$4.00**

6472 NOVA6: Charlie's Chocolate Factory Conference F Table 5 Sat 8p-12a It has been 50 years since Charlie Bucket inherited Willy Wonka's Chocolate Factory, and he has invited back all of the children for a reunion. How sweet. Right? (Adults 18+). GM: Ryan O'Grady. **5 seats / No XP / Simple / \$4.00**

6489 Pathfinder RPG: The Orphan's Hand Pt. 2 Conference A Table 3 Sat 8p-12a Part 2 of 2. Priority seating for Pt 1 players. Can you cleanse a dark monastery and hidden evil, and prevent

future innocents from suffering the fate of the orphan's hand? Open Gaming Store Sponsored (Ages 13+). GM: Landon Bellavia. **6 seats / Some XP / Average / \$4.00**

6991 Savage Worlds: Zombie Train a Coming Ballroom 104 Sat 8p-12a Come play in another adventure in the Zombie Train series! 24 non-hero type characters are available for you to use. And if you die, well that is sort of the Zombie train way, you come back! (Ages 13+). GM: Richard Downey (Amorphous Blob). **6 seats / No XP / Simple / \$4.00**

6615 Starfinder RPG: The Desothar Enigma Seminar 2 Sat 8p-11p Your starship crew must delve into an alien temple on the newly discovered world of Desothar in search of a valuable artifact. Yet you might not be the only team vying for the prize... (Ages 13+). GM: James Sutter. **5 seats / Some XP / Average / \$6.00**

6389 Swords & Wizardry Light: The Lighthouse of Anan Marath Conference H Table 8 Sat 8p-12a Adventure in and explore the ancient and abandoned Lighthouse of Anan Marath using Swords and Wizardry Light rules. A fast paced, easy to master system, and a dungeon crawl of old school design! (Ages 13+). GM: James Stanton. **12 seats / No XP / Simple / \$4.00**

6274 Tékumel (Bethorm): The Bequest of Kalusu hiKarodai Seminar 5 Sat 8p-12a A reclusive scholar, Kalusu hiKarodai, died and willed her estate to the Temple of Avanthé. But your Mriyan has certain concerns. You must put his mind at ease. This calls for research! Travel! (Ages 13+). GM: Krista Donnelly. **7 seats / No XP / Simple / \$4.00**

6143 Top Secret/S.I.: Operation: Fire Sale Conference H Table 4 Sat 8p-12a Germany. 1990. You are a counter terrorism and law enforcement agent of ICICLE. In Germany, NATO has more intelligence leaks than the Berlin Wall had bricks. Your job is to plug just one of them. (Ages 13+). GM: Walter Schirmacher. **6 seats / No XP / Average / \$4.00**

6515 Uncharted Worlds: Into the Black Conference C Table 5 Sat 8p-12a A Powered by the Apocalypse game of science fiction and space exploration. (Ages 13+). GM: Angela Murray (Contessa). **6 seats / No XP / Simple / \$4.00**

SUNDAY

6528 Blades in the Dark: Hull on the Gaddoc Express Conference F Table 2 Sun 9a-12p

See Role Playing Sat 9a 6486. (Adults 18+). GM: Whitney Mattson. **4 seats / No XP / Average / \$4.00**

6984 Call of Cthulhu (7th Edition): The Bobbin Memorial Lunatic Asylum Conference B Table 4 Sun 9a-1p See Role Playing Fri 2p 6982. (Ages 13+). GM: Alex Baar (We Hate Bards). **6 seats / No XP / Average / \$4.00**

6579 Call of Cthulhu 7th Edition: Bury Your Dead Arizona Conference B Table 2 Sun 9a-1p See Role Playing Sat 9a 6577. (Ages 13+). GM: Mike Caldwell (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

7069 Cortex+/Leverage: From the Ground Up Board Room Sun 9a-1p You've just escaped from one interstellar corporation and now another is after you. They are perfectly willing to smash innocents under their bootheels, so what's a grifter to do? (Adults 18+). GM: Laura Hamel. **5 seats / No XP / Simple / \$4.00**

6529 Dungeons and Dragons 5th Edition: The Zoblin Occurrence Conference E Table 4 Sun 9a-1p The party finds themselves in a town being plagued by zombified goblins. Can the party track down the origin of the plague? A D&D 5E adventure for level 3 characters. Pregens will be provided. (Ages 13+). GM: Jack Neller. **6 seats / Some XP / Average / \$4.00**

6236 FATE: Fate of Tékumel RPG Seminar 5 Sun 9a-1p The Temple of Lord Belkhanu in Thraya has sent you to recovering books and scrolls loaned to the Great Temple west of the city. But chaos lurks within this great temple of Stability! (Adults 18+). GM: John Till. **6 seats / No XP / Simple / \$4.00**

6498 Games on Demand - GENERICS ONLY Conference G Sun 9a-1p See Role Playing Fri 9a 6492. (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6561 Great Names: Playtest Conference E Table 2 Sun 9a-2p Great Names is a sword-and-sorcery game with a Star Trek ethos, and the game's setting and quests will be improvised at the table. Nothing required but an open mind and a creative attitude! (Ages 13+). GM: Adam Franti. **5 seats / No XP / Simple / \$4.00**

6391 Gumeshoe: Gelus Delenda Est Conference E Table 1 Sun 9a-1p The glorious bastion city of Gelus is about to fall to the Dark Lord. As agents of Fate your job is to ensure that not only does it fall, but that it falls in a way to your benefit. (Ages

13+). GM: Greg Walters. **6 seats / No XP / Average / \$4.00**

6182 NOVA6: An Insidious Inheritance **Conference A Table 4 Sun 9a-1p** You have been called to the mansion to discuss the contents of Lady Beatrice FitzWalter's last will and testament. You go seeking wealth but the cost may get you more than you bargained for. (Ages 13+). GM: Clayton Williams. **6 seats / No XP / Simple / \$4.00**

6112 Paragraph System: Merlinspawn **Conference F Table 1 Sun 9a-2p** See Role Playing Fri 9a 6108. (Adults 18+). GM: David Vandenabeele. **5 seats / No XP / Average / \$4.00**

6586 Savage Worlds Deluxe: Monster Hunter **Conference B Table 3 Sun 9a-1p** nter-nya! We've found a ny-ew Rathian ny-est! Could you stop it from attacking passing cara-vyans? (Determined humans try to kill dinosaurs and dragons. With oversized weapons.) (Ages 13+). GM: Luke Zondervan (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

7050 Savage Worlds, The Last Parsec: The Natural Order of Things **Ballroom 101 Sun 9a-1p** See Role Playing Sat 9a 7046. (Ages 7+). GM: Jeremy Hallum (A2 Iron Gods). **6 seats / No XP / Simple / \$4.00**

6456 Savage Worlds: The Real Savage Ghostbusters! **Conference E Table 5 Sun 9a-1p** See Role Playing Fri 8p 6455. (Ages 13+). GM: Wyl Majure. **6 seats / No XP / Simple / \$4.00**

6526 Star Trek Adventures: The Rescue at Xerxes IV **Conference E Table 6 Sun 9a-1p** See Role Playing Sat 9a 6518. (Ages 13+). GM: Troy Meplyans. **6 seats / No XP / Average / \$4.00**

6806 2300AD: Escape from Novoa Kiyev **Conference H Table 2 Sun 10a-2p** Try to survive the Kafer invasion of Novoa Kiyev and escape with the survivors to someplace safe - just where will be up to you. (Ages 13+). GM: Peter Rogan. **10 seats / Some XP / Average / \$4.00**

6512 D&D 5th Edition: The Wizard of Grey Garden **Conference A Table 3 Sun 10a-2p** A group of troubleshooters from Neretva are sent to a powerful wizard's estate to find out why she disappeared. There they find more than they bargained for. (Ages 13+). GM: Jason Marker. **6 seats / No XP / Average / \$4.00**

6914 Dungeon Crawl Classics: Village of Gillkas (Part 3) **Conference H Table 7 Sun 10a-2p** See

Role Playing Fri 7p 6911. (Ages 13+). GM: Brendan LaSalle. **7 seats / No XP / Average / \$4.00**

6278 Dungeon Crawl Classics: Cave of Pri'top **Conference H Table 1 Sun 10a-2p** You survived the Cave of Vlinn, now you find yourselves looking upon a misbegotten son, err daughter? Well you don't know, then you realize it's gonna have sweet little babies, perhaps not so sweet. (Ages 13+). GM: Kevin Wojciechowski. **8 seats / Some XP / Average / \$4.00**

6939 Dungeon Crawl Classics: Fae Hard! **Conference H Table 8 Sun 10a-2p** See Role Playing Sat 2p 6203. (Ages 13+). GM: James Pozenel. **6 seats / No XP / Simple / \$4.00**

6251 Golden Hour: Pet Detectives **Ballroom 104 Sun 10a-2p** Play one of several house pets (or their outside friends) determined to get to the heart of a mystery! (Ages 7+). GM: Jeannette Quirk. **8 seats / Some XP / Average / \$4.00**

6242 Hero System 6th Edition: Monster Hunter: U-Conflagration **Conference E Table 3 Sun 10a-2p** You just wanted to sit back, relax, and roll dice at U-Con. Then, monsters showed up. Now it's time to grab your gun and cowboy up as you battle two warring factions in a U-Conflagration! (Ages 13+). GM: Kurt Garwood. **6 seats / Some XP / Average / \$4.00**

6180 Lamentations of the Flame Princess: The Sleeping Place of the Feathered Swine **Conference H Table 6 Sun 10a-2p** Parasitic infections, stylishly cursed armor, amateur veterinary surgery, unreliable incendiary devices, a wizard in need. Disgusting glory awaits you within The Sleeping Place of the Feathered Swine. (Adults 18+). GM: Dan Domme. **6 seats / No XP / Average / \$4.00**

6935 NOVA6: Those Meddling Kids and the Sleepy Lake Monster **Conference F Table 5 Sun 10a-2p** You come to Blyton Hills, located in the scenic Zoinx River Valley, every summer break and inevitably get involved with some kind of mystery-why should this summer be any different? (Ages 13+). GM: Shane Harsch. **5 seats / No XP / Simple / \$4.00**

6566 Numenara: In Search of the Strange **Conference A Table 2 Sun 10a-2p** See Role Playing Fri 3p 6565. (Ages 7+). GM: Jon Pehrson. **6 seats / No XP / Simple / \$4.00**

6502 Old School Ruckus: In Search of the Unknowable **Conference H Table 3 Sun 10a-2p**

In an homage to the classic module B1, your band of adventurers enters QUASQUETHERION, a strange dungeon of the improbable and inscrutable, in search of treasure and glory! (Ages 13+). GM: Adam Muszkiewicz. **12 seats / No XP / Simple / \$4.00**

6979 Savage Worlds: Savage Swords and Black Petals **Conference H Sun 10a-2p** The Sword & Sorcery worlds of Elric and Conan meet in this Savage Worlds adventure. Pregens provided. Rules taught. (Ages 13+). GM: James Arnoldi. **6 seats / No XP / Simple / \$4.00**

6595 Call of Cthulhu 6th Edition: Cold Numbers Part 3 **Seminar 3 Sun 11a-3p** Can our investigators put a stop to the madman's plan? Can they crack the code in time? Or will all their plans just result in a statistical anomaly? (Ages 13+). GM: Cris Frank (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

6459 D&D/Swords & Wizardry based RPG: To Answer the Call **Conference H Table 4 Sun 11a-1p** A youth campaign, but all ages welcome. Parents/guardian attendance encouraged. The party responds to a Dwarven call for help. Materials & pre-gen's provided. Rules modified for experience & age. (Ages 7+). GM: David Perrin. **6 seats / No XP / Average / \$2.00**

6772 Dungeons and Dragons 3.5e: Slay the Summoner **Conference F Table 4 Sun 11a-3p** See Role Playing Fri 11a 6773. (Ages 13+). GM: Gamers of the Great Lakes. **5 seats / No XP / Simple / \$4.00**

6375 Hero Kids: Learn to Play **Conference A Table 1 Sun 11a-1p** See Role Playing Fri 12p 6374. (Ages 7+). GM: Thomas Chelone. **6 seats / No XP / Simple / \$2.00**

6598 New World of Darkness (Genius the Transgression): Operation Aurora Borealis **Conference B Table 1 Sun 11a-3p** Eight weeks ago, all polar satellites went down. four weeks ago a Navy Seal team was activated... assumed lost now? The Mad Geniuses intervene. (Ages 13+). GM: Ryan Veneklase (We Hate Bards). **6 seats / No XP / Simple / \$4.00**

6614 Starfinder RPG: The Desothar Enigma **Seminar 2 Sun 12p-3p** See Role Playing Sat 8p 6615. (Ages 13+). GM: James Sutter. **5 seats / Some XP / Average / \$6.00**

6550 Swords and Wizardry: Zaya's Promise **Conference C Table 1 Sun 12p-4p** Long ago, a whole town and the valley it inhabited disappeared.

Rumors persist that the town was swallowed up by a sea of brambles and the valley made uninhabitable. Dare you seek what lies inside? (Ages 7+). GM: Emily Danvers (ConTessa). **10 seats / No XP / Simple / \$4.00**

6117 Diceless: Floating Bomb **Hotel Restaurant Sun 1p-7p** You are the crew of a British oil tanker in 1940, braving the North Atlantic in the face of German U-Boats. Based on actual events, no fictional characters. (Adults 18+). GM: Patrick Brady. **7 seats / No XP / Simple / \$3.00**

6211 Swords & Wizardry: The Screaming Temple **Conference H Table 2 Sun 1p-5p** The temple arose in the span of a single night! Rumors of incredible wealth, abhorrent evil and dark magic swirl about its secretive walls. Intro Adventure Rules taught, pre-gens provided. (Ages 7+). GM: Ryan Thompson. **8 seats / No XP / Simple / \$4.00**

6762 Velvet Glove **Seminar 4 Sun 1p-4p** Welcome to the gang. Your girls have your back. There's drugs to be used, crime to be done, and sex to be had--if you're willing to pay the price. Can you dig it? (Mature 18+). GM: Sarah Richardson. **5 seats / No XP / Average / \$6.00**

6089 Cortex+/Leverage: From the Ground Up **Board Room Sun 2p-6p** See Role Playing Sun 9a 7069. (Adults 18+). GM: Laura Hamel. **6 seats / No XP / Simple / \$4.00**

6854 D&D: The Monster Among Us **Conference A Table 1 Sun 2p-4p** See Role Playing Sat 2p 6804. (Ages 7+). GM: Herb Diehr. **6 seats / No XP / Simple / \$2.00**

6458 Dungeon Crawl Classics: Transylvanian Adventures **Conference H Table 6 Sun 2p-6p** Dungeon Crawl Classics meets Gothic Butt-Kicking Horror! If you're a fan of DCC RPG, old school horror films, or simply like the words "Gothic Butt-Kicking Horror," come give this DCC setting a try! (Adults 18+). GM: Wyl Majure. **8 seats / Some XP / Average / \$4.00**

6530 Dungeons and Dragons 5th Edition: Roadway of Rage **Conference E Table 4 Sun 2p-5p** In a post-apocalyptic, steampunk world, iron and bronze vehicles dominate. Battle goblin, kobold, and orc vehicles Mad Max style as their overlord gives chase. Pregen characters will be provided. (Ages 13+). GM: Jack Neller. **6 seats / Some XP / Average / \$4.00**

6431 Fallout: Wasteland Wanderers: The Secret of Vault 48 **Conference F Table 3 Sun 2p-6p** See

Role Playing Sat 8p 6091. (Adults 18+). GM: Paul Kemezis. **8 seats / No XP / Average / \$4.00**

6499 Games on Demand - GENERICs ONLY Conference G Sun 2p-6p See Role Playing Fri 9a 6492. (Ages 13+). GM: Games On Demand. **0 seats / No XP / Average / \$4.00**

6241 Hero System 6th Edition: Kazei 5: On the Eve of Destruction Conference E Table 3 Sun 2p-6p You're a freelancer on a mission in the mean streets of Neo York's Zero Law Enforcement Zone in 2034 as it faces the eve of its destruction. Can you survive to collect the big score? (Ages 13+). GM: Kurt Garwood. **6 seats / Some XP / Complex / \$4.00**

6240 Mutant Future: Dragons over Mount Calm Conference H Table 4 Sun 2p-6p Sightings of huge winged creatures carrying off livestock and people have been reported. Entire villages are in fear. Will

you put a stop to the carnage? Or will you be eaten first? (Ages 7+). GM: Forest Ray. **6 seats / No XP / Simple / \$4.00**

6129 The Petal Hack: The Striving Seminar 5 Sun 2p-6p Renyu become adults at eight years old in your tribe of wild Renyu. It's time for the Bak-Chor, the Striving. The tribe's eight-year-olds will be left in the jungle to survive. If one fails, they all fail. (Ages 13+). GM: Brett Slocum. **6 seats / No XP / Simple / \$4.00**

6915 Dungeon Crawl Classics: DCC: New Sky Over Normaltown Conference H Table 7 Sun 3p-5p The elevator pitch: DCC. Two Hours. High Intensity. Zero and first level. Based on the Novel. Funnel. Not a Funnel. Experimental. One of the previous statements was false. (Ages 13+). GM: Brendan LaSalle. **40 seats / Some XP / Average / \$2.00**

ORGANIZED PLAY

FRIDAY

6306 D&D 5e: CCC-LINKS-01: Champion of the People Conference D Fri 9a-1p A 4-hour Adventure for 5th - 10th Level Characters. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6296 D&D 5e: CCC-LINKS-02: The Secrets We Keep Conference D Fri 9a-1p A 4-hour Adventure for 11th - 16th Level Characters. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6295 D&D 5e: DDAL07-01: City on the Edge Conference D Fri 9a-1p Five hour-long mini adventures for 1st-4th level characters. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6294 D&D 5e: DDAL07-03/07-04: A Day at the Races/A Walk in the Park Conference D Fri 9a-1p Two two-hour long adventures for 1st-4th level characters. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6293 D&D 5e: Double feature DDAL00-02A/DDAL00-02B Conference D Table Fri 9a-1p Two two-hour long adventures for 1st-4th level characters. Darkwood Webs and Weirdding Vats. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6629 Pathfinder RPG: Pathfinder Society #0-01 Silent Tide Elizabeth Ann Fri 9a-2p The night's tide brings with it an ancient armada of some long-forgotten war and you are the only thing between their mist-shrouded ghost fleet and Absalom's utter oblivion. Levels 1-5 (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6627 Pathfinder RPG: Pathfinder Society #6-06 Halls of the Flesh Eaters Elizabeth Ann Fri 9a-2p A recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the Gloomspires safely and search for lost treasures. The only problem is that the Pathfinders are not the only visitors. Levels 1-5. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6626 Pathfinder RPG: Pathfinder Society #8-08 Tyranny of Winds, Part 1: The Sandstorm Prophecy Elizabeth Ann Fri 9a-2p The PCs are sent to follow enemy operatives who stole from the Society and escaped into the deserts of Osirion. First in the 3-part "Tyranny of Winds" series, followed by PFS 5-10 and PFS 5-12. Levels 1-5. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6628 Pathfinder RPG: Pathfinder Society #8-18 Champion's Chalice, Part 1: Blazing Dangerous Trails Elizabeth Ann Fri 9a-2p The Society has taken an interest in the Sargava Chalice, sponsoring agents to compete to win it. Will they

be victorious? First in the two-part "Champion's Chalice" series, followed by PFS 8-21. Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6805 Pathfinder RPG: Pathfinder Society #9-04 The Unseen Inclusion **Elizabeth Ann** **Fri 9a-2p** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6623 Pathfinder RPG: Pathfinder Society #9-05 Call of the Copper Gate **Elizabeth Ann** **Fri 9a-2p** Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6624 Pathfinder RPG: Pathfinder Society #9-06 The Shores of Heaven **Elizabeth Ann** **Fri 9a-2p** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6625 Pathfinder RPG: Pathfinder Society #9-07 Salvation of the Sages **Elizabeth Ann** **Fri 9a-2p** Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6631 Starfinder RPG: Starfinder Society #1-00 Claim to Salvation **Elizabeth Ann** **Fri 9a-2p** The First Seeker launches a bid to search Salvation's End. Will the mission reveal a discovery that can stabilize the Society long enough for new Starfinders to come to the fore? Players use provided pre-generated characters. Level 4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6632 Starfinder RPG: Starfinder Society #1-01 The Commencement **Elizabeth Ann** **Fri 9a-2p** Before receiving the blessing of Guidance, the PCs must meet with and assist critical missions on behalf of key leaders of the Society's leading factions. There's plenty that needs doing. This is a replayable scenario. Levels 1-2. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6633 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift **Elizabeth Ann** **Fri 9a-2p** Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6634 Starfinder RPG: Starfinder Society #1-05 The First Mandate **Elizabeth Ann** **Fri 9a-2p** Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6630 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann** **Fri 9a-2p** "Into the Unknown" includes five 1-hour adventures.

The fifth adventure in the series provides a stunning conclusion that takes the PC's previous accomplishments into account for a climactic final showdown against an enemy starship. Level 1. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6862 Adventurer's League: Trading Post Conference D **Fri 1p-2p** Trade your unwanted magic items! (Ages 13+). GM: *Adventurer's League*. **6 seats / Some XP / Average / Free!**

6304 D&D 5e: DDAL-01-T3: Window to the Past Conference D **Fri 2p-6p** A 4-Hour Adventure for 11th - 16th Level Characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6301 D&D 5e: DDALo7-05/CCC-PDXAGE-01-01: Whispers in the Dark/The White Well Conference D **Fri 2p-6p** Two two-hour long adventures for 1st-4th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6298 D&D 5e: DDHC-TOA-2: Turtle Package (Snout of Omgar) Conference D **Fri 2p-6p** A four hour adventure that ties into Tomb of Annihilation for characters levels 1-4. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6299 D&D 5e: Double feature DDALoo-02A/DDALoo-02B Conference D **Fri 2p-6p** Two two-hour long adventures for 1st-4th level characters. Darkwood Webs and Weirdding Vats. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6300 D&D 5e: Double feature: DDALoo-02C/DDALoo-02D Conference D **Fri 2p-6p** Two two-hour long adventures for 5th-10th level characters. Spawn of Maimed Virulence and Echoes of Weeping War. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6646 Pathfinder RPG: Pathfinder Society #0-14 The Many Fortunes of Grandmaster Torch **Elizabeth Ann** **Fri 2p-7p** Four statues of unspeakable power have gone missing and the only link is a familiar face from Absalom. Can you find the statues in time, or will Sedeq be swallowed in a plague like none Golarion has ever seen? Levels 1-5 (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6642 Pathfinder RPG: Pathfinder Society #4-23 Rivalry's End **Elizabeth Ann** **Fri 2p-7p** Can the PCs

end the ongoing struggle for control of the flow of ancient Thassilonian artifacts out of Varisia's ports, or will the Aspis Consortium continue to profit on the exploitation of the millennia? Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6641 Pathfinder RPG: Pathfinder Society #5-12 Destiny of Sands, Part 1: A Bitter Bargain **Elizabeth Ann Fri 2p-7p** A familiar information broker has information on the Jeweled Sages. The only question is what price their foe will demand. First in the 3-part *Destiny of the Sands* series, followed by PFS 5-15 and PFS 5-16. Levels 1-5 (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6643 Pathfinder RPG: Pathfinder Society #8-21 Champion's Chalice, Part 2: Agents of the Eye **Elizabeth Ann Fri 2p-7p** The PCs are sent into the untamed Kaava lands to a cyclops ruin. Can they prevent its past from becoming Sargava's future? Second in the two-part "Champion's Chalice" series, preceded by PFS 8-18. Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6644 Pathfinder RPG: Pathfinder Society #8-24 Raid on Cloudborne Keep **Elizabeth Ann Fri 2p-7p** One of Hshurha's lieutenants is gathering forces to deal a blow to the Society and its new allies. If the PCs act quickly, they can make a daring strike and overtake their enemy's fortress before it can rally its army. Levels 5-9. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6637 Pathfinder RPG: Pathfinder Society #9-04 The Unseen Inclusion **Elizabeth Ann Fri 2p-7p** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6638 Pathfinder RPG: Pathfinder Society #9-05 Call of the Copper Gate **Elizabeth Ann Fri 2p-7p** Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6639 Pathfinder RPG: Pathfinder Society #9-06 The Shores of Heaven **Elizabeth Ann Fri 2p-7p** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6640 Pathfinder RPG: Pathfinder Society #9-07 Salvation of the Sages **Elizabeth Ann Fri 2p-7p** Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6650 Starfinder RPG: Starfinder Society #1-00 Claim to Salvation **Elizabeth Ann Fri 2p-7p**

See Organized Play Fri 9a 6631. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6651 Starfinder RPG: Starfinder Society #1-02 Fugitive on the Red Planet **Elizabeth Ann Fri 2p-7p** The PCs travel to the red world of Akiton, hot on the heels of a deserting Starfinder. Could a town's revelry, not to mention the re-opening of its formerly defunct mining operations, be related to the wayward Starfinder? Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6652 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift **Elizabeth Ann Fri 2p-7p** Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6653 Starfinder RPG: Starfinder Society #1-05 The First Mandate **Elizabeth Ann Fri 2p-7p** Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6649 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann Fri 2p-7p** See Organized Play Fri 9a 6630. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6297 D&D 5e: CCC-LINKS-02: The Secrets We Keep **Conference D Fri 8p-12a** A 4-hour Adventure for 11th - 16th Level Characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6303 D&D 5e: DDAL07-01: City on the Edge **Conference D Fri 8p-12a** Five hour-long mini adventures for 1st-4th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6891 D&D 5e: DDAL07-02: Over the Edge **Conference D Fri 8p-12a** Five one-hour adventures for 5th-10th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6305 D&D 5e: Double feature DDAL00-02A/DDAL00-02B **Conference D Fri 8p-12a** Two two-hour long adventures for 1st-4th level characters. *Darkwood Webs* and *Weirding Vats*. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6307 D&D 5e: Double feature: DDAL00-02C/DDAL00-02D **Conference D Fri 8p-12a** See Organized Play Fri 2p 6300. (Ages 13+). GM:



What is Pathfinder Society? Pathfinder Society Organized Play (PFS) is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign rules are designed to bring players together in a standardized and balanced system. Your character is “portable”. After you play at U-Con you can go anywhere in the world and play a new adventure with totally new people under the same rules!

What do I need to play Pathfinder Society at U-Con? Step 1: Buy a ticket for a PFS event. Step 2: Come on up to our Headquarters table and introduce yourself. We have pre-generated characters available. Dice, miniatures, etc are available for use. If you have enough time and ambition, we'll help you make a character of your own but pre-gens are always available so you can jump right into the action.

Pathfinder Society is being played in the Elizabeth Ann ballroom.

I've never played a 'roleplaying' game before, is it hard to learn the rules? We don't expect you to be a rules expert. The complexity scales up as your character gains experience. The U-Con program ranks games by player experience and system complexity. In any PFS event categorized with No XP/Average, the Game Master will be ready to teach you as you go along. We don't bite--but the monsters might!

How do I learn more about Pathfinder Society? We love people who ask us this question! Visit paizo.com/pathfindersociety for more information about how to download the campaign guide, get a PFS membership number and find more events in your area.

I tried it and I love it. How do I find more of these games? Detroit Metro Pathfinder Society offers many free events each month across the Metro area. You can find all of our locations and our event schedule at warhorn.net/events/detroit-pfs. If you are from out of state, you can find a global event list at paizo.com/organizedplay/events.

Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6660 Pathfinder RPG: Pathfinder Society #8-99 The Solstice Scar - Version A **Elizabeth Ann Fri 8p-1a** Set in the Blakros Museum, this is a multi-table interactive adventure in which each group's actions can affect neighboring groups and contribute to the entire room's success. Levels 1-11. (Ages 13+). GM: *Pathfinder Society*. **30 seats / No XP / Average / \$4.00**

6656 Pathfinder RPG: Pathfinder Society #9-04 The Unseen Inclusion **Elizabeth Ann Fri 8p-1a** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6657 Pathfinder RPG: Pathfinder Society #9-05 Call of the Copper Gate **Elizabeth Ann Fri 8p-1a** Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6658 Pathfinder RPG: Pathfinder Society #9-06 The Shores of Heaven **Elizabeth Ann Fri 8p-1a** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6659 Pathfinder RPG: Pathfinder Society #9-07 Salvation of the Sages **Elizabeth Ann Fri 8p-1a** Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6662 Starfinder RPG: Starfinder Society #1-00 Claim to Salvation **Elizabeth Ann Fri 8p-1a** See Organized Play Fri 9a 6631. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6663 Starfinder RPG: Starfinder Society #1-01 The Commencement **Elizabeth Ann Fri 8p-1a** See Organized Play Fri 9a 6632. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6664 Starfinder RPG: Starfinder Society #1-02 Fugitive on the Red Planet **Elizabeth Ann Fri 8p-1a** See Organized Play Fri 2p 6651. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6665 Starfinder RPG: Starfinder Society #1-03 Yesteryear's Truth **Elizabeth Ann Fri 8p-1a** Following up on an old lead, the Society dispatches a team to investigate a far-off world. Between making first contact and exploring the ruins of a dead civilization, long-buried secrets of the past are ripe for discovery. Levels 1-4. (Ages 13+). GM:

Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6666 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift **Elizabeth Ann Fri 8p-1a** Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6667 Starfinder RPG: Starfinder Society #1-05 The First Mandate **Elizabeth Ann Fri 8p-1a** Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6661 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann Fri 8p-1a** See Organized Play Fri 9a 6630. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

SATURDAY

7021 Arcanis: The World of Shattered Empires (5E): Intro: Walking on Eggshells **Conference E Table 8 Sat 9a-11a** You are hired for the simple mission of retrieving an ingredient for the creation of blastpowder from the Ssethregoran-infested swamps. What could be simpler? (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$2.00**

7020 Arcanis: The World of Shattered Empires (ARG): Intro: Walking on Eggshells **Conference E Table 7 Sat 9a-11a** See Organized Play Sat 9a 7021. (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$2.00**

6309 D&D 5e: CCC-LINKS-01: Champion of the People **Conference D Sat 9a-1p** A 4-hour Adventure for 5th - 10th Level Characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6310 D&D 5e: DDAL-01-T3: Window to the Past **Conference D Sat 9a-1p** A 4-Hour Adventure for 11th - 16th Level Characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6313 D&D 5e: DDAL07-01: City on the Edge **Conference D Sat 9a-1p** Five hour-long mini adventures for 1st-4th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6311 D&D 5e: DDAL07-03/07-04: A Day at the Races/A Walk in the Park **Conference D Sat 9a-1p** Two two-hour long adventures for 1st-4th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6312 D&D 5e: Double feature DDALoo-02A/DDALoo-02B Conference D Sat 9a-1p Two two-hour long adventures for 1st-4th level characters. Darkwood Webs and Weirding Vats. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Average / Simple / \$4.00**

6678 Pathfinder RPG: Pathfinder Society #0-01 Silent Tide Elizabeth Ann Sat 9a-2p See Organized Play Fri 9a 6629. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6676 Pathfinder RPG: Pathfinder Society #2-21 The Dalsine Affair Elizabeth Ann Sat 9a-2p When Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, the situation becomes even tighter for the Pathfinders, and at the end of the day some members of the Dalsine family may not get out unscathed. Levels 1-7 (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6681 Pathfinder RPG: Pathfinder Society #2-26 The Mantis's Prey Elizabeth Ann Sat 9a-2p The Red Mantis have a contract to assassinate Grandmaster Torch, so he calls in a favor to prevent his untimely demise. You must locate the Red Mantis assassins sent to kill him and eliminate them before they strike. Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6677 Pathfinder RPG: Pathfinder Society #6-05 Slaves Ships of Absalom Elizabeth Ann Sat 9a-2p Slavery, while legal in Absalom, becomes more questionable when an ally of the Pathfinder Society traces an attempt at supernatural surveillance through a slave. The PCs must track down the source of this espionage. Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6675 Pathfinder RPG: Pathfinder Society #7-19 Labyrinth of Hungry Ghosts Elizabeth Ann Sat 9a-2p A second team sent to the Gloomspires has disappeared and a new team is sent to brave the tomb's many dangers, hopefully rescuing their allies in the process. Sequel to PFS 6-06. Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6674 Pathfinder RPG: Pathfinder Society #8-10 Tyranny of Winds, Part 2: Secrets of the Endless Sky Elizabeth Ann Sat 9a-2p The PCs pursue the culprit to Armun Kelisk and uncover the past that has brought them in conflict. Second in the 3-part

"Tyranny of Winds" series. Preceded by PFS 8-08 and followed by 8-12. Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6679 Pathfinder RPG: Pathfinder Society #8-17 Refugees of the Weary Sky Elizabeth Ann Sat 9a-2p The Jistka Imperium constructed the mighty Citadel of the Weary Sky, but so much energy attracted a mighty fiend that crushed the tower. The PCs set off for this forgotten sanctuary where otherworldly forces now reign. Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6670 Pathfinder RPG: Pathfinder Society #9-04 The Unseen Inclusion Elizabeth Ann Sat 9a-2p Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6671 Pathfinder RPG: Pathfinder Society #9-05 Call of the Copper Gate Elizabeth Ann Sat 9a-2p Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6672 Pathfinder RPG: Pathfinder Society #9-06 The Shores of Heaven Elizabeth Ann Sat 9a-2p Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6673 Pathfinder RPG: Pathfinder Society #9-07 Salvation of the Sages Elizabeth Ann Sat 9a-2p Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6683 Starfinder RPG: Starfinder Society #1-02 Fugitive on the Red Planet Elizabeth Ann Sat 9a-2p See Organized Play Fri 2p 6651. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6684 Starfinder RPG: Starfinder Society #1-03 Yesteryear's Truth Elizabeth Ann Sat 9a-2p See Organized Play Fri 8p 6665. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6685 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift Elizabeth Ann Sat 9a-2p Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6686 Starfinder RPG: Starfinder Society #1-05 The First Mandate Elizabeth Ann Sat 9a-2p Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6682 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann** **Sat 9a-2p** See Organized Play Fri 9a 6630. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

7023 Arcanis: The World of Shattered Empires (5E): Intro: Problems in Transit **Conference E Table 8 Sat 11a-1p** A merchant's caravan is two days overdue and now you are tasked with finding out what happened to them. Why bother to hire you for what is going to be a wild goose chase? (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$2.00**

7022 Arcanis: The World of Shattered Empires (ARG): Intro: Problems in Transit **Conference E Table 7 Sat 11a-1p** A merchant's caravan is two days overdue and now you are tasked with finding out what happened to them. Why bother to hire you for what is going to be a wild goose chase? (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$2.00**

6863 Adventurer's League: Trading Post **Conference D Sat 1p-2p** Trade your unwanted magic items! (Ages 13+). GM: *Adventurer's League*. **6 seats / Some XP / Average / Free!**

7017 Arcanis: The World of Shattered Empires (5E): A3-HP03 - Cavaet Emptor **Conference E Table 8 Sat 2p-6p** The Heroes meet an Altherian couple that has suffered a great loss and begs for help. When their trail leads to the vilest settlement of the Ssethregoran Empire, things go from grim to deadly quickly. (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$4.00**

7016 Arcanis: The World of Shattered Empires (ARG): A3-HP03 - Cavaet Emptor **Conference E Table 7 Sat 2p-6p** See Organized Play Sat 2p 7017. (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$4.00**

6315 D&D 5e: CCC-LINKS-02: The Secrets We Keep **Conference D Sat 2p-6p** A 4-hour Adventure for 11th - 16th Level Characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6314 D&D 5e: DDAL07-02: Over the Edge **Conference D Sat 2p-6p** Five one-hour adventures for 5th-10th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6317 D&D 5e: DDAL07-05/CCC-PDXAGE-01-01: Whispers in the Dark/The White Well

Conference D Sat 2p-6p Two two-hour long adventures for 1st-4th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6316 D&D 5e: DDHC-TOA-2: Turtle Package (Snout of Omgar) **Conference D Sat 2p-6p** A four hour adventure that ties into Tomb of Annihilation for characters levels 1-4. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6318 D&D 5e: Double feature: DDAL00-02C/DDAL00-02D **Conference D Sat 2p-6p** See Organized Play Fri 2p 6300. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6698 Pathfinder RPG: Pathfinder Society #0-01 Silent Tide **Elizabeth Ann** **Sat 2p-7p** See Organized Play Fri 9a 6629. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6693 Pathfinder RPG: Pathfinder Society #5-15 Destiny of Sands, Part 2: Seeker's Folly **Elizabeth Ann** **Sat 2p-7p** Can the PCs survive the scalding Osirian desert and reach the ruins before their rivals? Second in the 3-part *Destiny of the Sands* series. Meant to be played after PFS 5-12 and before PFS 5-16. Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6702 Pathfinder RPG: Pathfinder Society #5-25 Vengeance at Sundered Crag **Elizabeth Ann** **Sat 2p-7p** The Society dispatches its best agents to intercept a pair of foes on their way to the dwarven Sky Citadel Jormudun. Can the PCs prevent their enemies from ruining the expedition and put an end to the threat these villains pose? 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6697 Pathfinder RPG: Pathfinder Society #6-11 The Slave Master's Mirror **Elizabeth Ann** **Sat 2p-7p** The Society must sneak a team of agents through one of the largest slave markets on the Inner Sea and track an enemy to her base. Can the PCs defeat this slave ring without becoming slaves themselves? Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6699 Pathfinder RPG: Pathfinder Society #8-20 Torrents' Last Will **Elizabeth Ann** **Sat 2p-7p** The Society has traced a powerful relic to a tremendous shell adrift within a miles-wide swarm

of giant jellyfish, and the PCs might recover it. They had best beware, though, for the Plane of Water is home to sahuagin and worse. Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6701 Pathfinder RPG: Pathfinder Society #8-22 Wrath of the Fleshwarped Queen **Elizabeth Ann Sat 2p-7p** Members of the Shoanti Axe Clan found a pair of doors inscribed with runes from ancient Thassilon. They have offered both the Society and a priest of Soralyon the chance to explore the ruin and neutralize its dangers. Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6703 Pathfinder RPG: Pathfinder Society #8-25 Unleashing the Untouchable **Elizabeth Ann Sat 2p-7p** The Pathfinder Society has secured the tools and uncovered the secret to shattering the Untouchable Opal and liberating the demigod within. Only the greatest agents stand a chance of breaking the Opal and surviving. Levels 12-15. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6696 Pathfinder RPG: Pathfinder Society #9-03 On the Border of War **Elizabeth Ann Sat 2p-7p** Brevoy is on the brink of war as old rivalries have been rekindled. This could mean the end of a famous ruin and the PCs must travel in to delay hostilities long enough to salvage and study the site. Levels 5-9. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6689 Pathfinder RPG: Pathfinder Society #9-04 The Unseen Inclusion **Elizabeth Ann Sat 2p-7p** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6690 Pathfinder RPG: Pathfinder Society #9-05 Call of the Copper Gate **Elizabeth Ann Sat 2p-7p** Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6691 Pathfinder RPG: Pathfinder Society #9-06 The Shores of Heaven **Elizabeth Ann Sat 2p-7p** Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6705 Starfinder RPG: Starfinder Society #1-01 The Commencement **Elizabeth Ann Sat 2p-7p** See Organized Play Fri 9a 6632. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6706 Starfinder RPG: Starfinder Society #1-03 Yesteryear's Truth **Elizabeth Ann Sat 2p-7p**

See Organized Play Fri 8p 6665. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6707 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift **Elizabeth Ann Sat 2p-7p** 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6708 Starfinder RPG: Starfinder Society #1-05 The First Mandate **Elizabeth Ann Sat 2p-7p** Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6704 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann Sat 2p-7p** "Into the Unknown" includes five, 1-hour adventures. The fifth adventure in the series provides a stunning conclusion that takes the PC's previous accomplishments into account for a climactic final showdown against an enemy starship. Level 1. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

7019 Arcanis: The World of Shattered Empires (5E): A3-SPO3 - Ten Thousand Years! **Conference E Table 8 Sat 8p-12a** The social dynamics of the First City are changing. Like any social change, it inevitably leads to violence and strife as those who disagree with this change fight to oppose it. (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$4.00**

7018 Arcanis: The World of Shattered Empires (ARG): A3-SPO3 - Ten Thousand Years! **Conference E Table 7 Sat 8p-12a** See Organized Play Sat 8p 7019. (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$4.00**

6320 D&D 5e: DDEP07-01: Peril at the Port **Conference D Sat 8p-12a** An epic adventure for 1st-10th level characters. Your actions can affect players at other tables! An experience not to be missed! (Ages 13+). GM: *Adventurer's League*. **42 seats / No XP / Simple / \$4.00**

6711 Pathfinder RPG: Pathfinder Society #9-00 Assault on Absalom **Elizabeth Ann Sat 8p-1a** Glorious Absalom is under siege! When chaos erupts in the streets, the Pathfinder Society and its factions rally to the defense of their home, uncover the identity of the would-be conquerors, and seek a way to break the siege. Levels 1-11. (Ages 13+). GM: *Pathfinder Society*. **60 seats / No XP / Average / \$4.00**

6713 Starfinder RPG: Starfinder Society #1-00 Claim to Salvation **Elizabeth Ann Sat 8p-1a**

See Organized Play Fri 9a 6631. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6714 Starfinder RPG: Starfinder Society #1-01 The Commencement **Elizabeth Ann** Sat 8p-1a See Organized Play Fri 9a 6632. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6715 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift **Elizabeth Ann** Sat 8p-1a Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6716 Starfinder RPG: Starfinder Society #1-05 The First Mandate **Elizabeth Ann** Sat 8p-1a Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6712 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann** Sat 8p-1a See Organized Play Fri 9a 6630. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

SUNDAY

7025 Arcanis: The World of Shattered Empires (5E): Open Library **Conference E Table 8** Sun 9a-1p Open Library (Possible new adventure, but no promises!) (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$4.00**

7024 Arcanis: The World of Shattered Empires (ARG): Open Library **Conference E Table 7** Sun 9a-1p Open Library (Possible new adventure, but no promises!) (Ages 13+). GM: *Chris Chivers*. **7 seats / Some XP / Average / \$4.00**

6324 D&D 5e: CCC-LINKS-01: Champion of the People **Conference D** Sun 9a-1p A 4-hour Adventure for 5th - 10th Level Characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6321 D&D 5e: DDAL-01-T3: Window to the Past **Conference D** Sun 9a-1p A 4-Hour Adventure for 11th - 16th Level Characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6322 D&D 5e: DDAL07-01: City on the Edge **Conference D** Sun 9a-1p Five hour-long mini adventures for 1st-4th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6323 D&D 5e: DDAL07-03/07-04: A Day at the Races/A Walk in the Park **Conference D** Sun 9a-1p Two two-hour long adventures for 1st-4th level characters. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6325 D&D 5e: Double feature: DDAL00-02C/DDAL00-02D **Conference D** Sun 9a-1p See Organized Play Fri 2p 6300. (Ages 13+). GM: *Adventurer's League*. **7 seats / No XP / Simple / \$4.00**

6723 Pathfinder RPG: Pathfinder Society #8-12 Tyranny of Winds, Part 3: Caught in the Eclipse **Elizabeth Ann** Sun 9a-2p To avert disaster, the PCs embark for Port Eclipse, where one of the Society's allies disappeared. Final scenario in the 3-part "Tyranny of Winds" series, following PFS 8-08 and PFS 8-10. Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6728 Pathfinder RPG: Pathfinder Society #8-14 To Seal the Shadow **Elizabeth Ann** Sun 9a-2p The wayangs host an annual festival to commemorate the catastrophe that brought them into this world and forced them to ally with their neighbors against a common threat. The PCs have the chance to observe the sacred ceremonies. Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6724 Pathfinder RPG: Pathfinder Society #8-15 Hrethnar's Throne **Elizabeth Ann** Sun 9a-2p Venture-Captain Calisro Benarry has nearly unlocked the secrets of the spire.. Great prizes beget jealous rivals though, and the PCs must be prepared to fend off all who desire Sevenfingers's riches-- rivals both past and present. Levels 5-9. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6729 Pathfinder RPG: Pathfinder Society #8-23 Graves of Crystalmaw Pass **Elizabeth Ann** Sun 9a-2p One of Master of Spells Sorrina Westyr's former companions has recently resurfaced between the Plane of Earth and the Plane of Fire, showing little interest in talking with the Society. Can they uncover why she disappeared? Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6730 Pathfinder RPG: Pathfinder Society #8-25 Unleashing the Untouchable **Elizabeth Ann** Sun 9a-2p See Organized Play Sat 2p 6703. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6725 Pathfinder RPG: Pathfinder Society #9-01 The Cost of Enlightenment **Elizabeth Ann** Sun 9a-2p The cult of Roidira has identified Qaharid as a pilgrimage city. Society contacts believe the Roidirans have uncovered a secret in the wilderness nearby, and the PCs must track down the cult's discovery. Levels 1-5. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6726 Pathfinder RPG: Pathfinder Society #9-02 A Case of Missing Persons **Elizabeth Ann** Sun 9a-2p Several Andoren officials were abducted, and the captors' trail leads into revolution-torn Galt. The trail grew cold in Woodsedge, where Venture-Captain Eliza Petulengro has gathered a team to renew the investigation. Levels 3-7. (Ages 13+). GM: Pathfinder Society. **6 seats / Some XP / Average / \$4.00**

6727 Pathfinder RPG: Pathfinder Society #9-03 On the Border of War **Elizabeth Ann** Sun 9a-2p See Organized Play Sat 2p 6696. (Ages 13+). GM: Pathfinder Society. **6 seats / Some XP / Average / \$4.00**

6719 Pathfinder RPG: Pathfinder Society #9-04 The Unseen Inclusion **Elizabeth Ann** Sun 9a-2p Levels 1-5. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6720 Pathfinder RPG: Pathfinder Society #9-05 Call of the Copper Gate **Elizabeth Ann** Sun 9a-2p Levels 3-7. (Ages 13+). GM: Pathfinder Society. **6 seats / Some XP / Average / \$4.00**

6721 Pathfinder RPG: Pathfinder Society #9-06 The Shores of Heaven **Elizabeth Ann** Sun 9a-2p Levels 1-5. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6722 Pathfinder RPG: Pathfinder Society #9-07 Salvation of the Sages **Elizabeth Ann** Sun 9a-2p Levels 7-11. (Ages 13+). GM: Pathfinder Society. **6 seats / Lots XP / Complex / \$4.00**

6732 Starfinder RPG: Starfinder Society #1-00 Claim to Salvation **Elizabeth Ann** Sun 9a-2p See Organized Play Fri 9a 6631. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6733 Starfinder RPG: Starfinder Society #1-02 Fugitive on the Red Planet **Elizabeth Ann** Sun 9a-2p See Organized Play Fri 2p 6651. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6734 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift **Elizabeth Ann** Sun 9a-2p Levels 1-4. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6735 Starfinder RPG: Starfinder Society #1-05 The First Mandate **Elizabeth Ann** Sun 9a-2p Levels 1-4. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6731 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann** Sun 9a-2p See Organized Play Fri 9a 6630. (Ages 13+). GM: Pathfinder Society. **6 seats / No XP / Average / \$4.00**

6864 Adventurer's League: Trading Post Conference D Sun 1p-2p Trade your unwanted magic items! (Ages 13+). GM: Adventurer's League. **6 seats / Some XP / Average / Free!**

6326 D&D 5e: CCC-LINKS-02: The Secrets We Keep **Conference D** Sun 2p-6p A 4-hour Adventure for 11th - 16th Level Characters. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6327 D&D 5e: DDAL07-02: Over the Edge **Conference D** Sun 2p-6p Five one-hour adventures for 5th-10th level characters. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6329 D&D 5e: DDAL07-05/CCC-PDXAGE-01-01: Whispers in the Dark/The White Well **Conference D** Sun 2p-6p Two two-hour long adventures for 1st-4th level characters. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6328 D&D 5e: Double feature DDAL00-02A/DDAL00-02B **Conference D** Sun 2p-6p Two two-hour long adventures for 1st-4th level characters. Darkwood Webs and Weirder Vats. (Ages 13+). GM: Adventurer's League. **7 seats / No XP / Simple / \$4.00**

6742 Pathfinder RPG: Pathfinder Society #5-16 Destiny of Sands, Part 3: Sanctum of the Sages **Elizabeth Ann** Sun 2p-7p The trail of the Jeweled Sages leads to a hidden sanctum and the Pathfinders must be resourceful to win the day. Final scenario in the 3-part Destiny of the Sands series, following PFS 5-12 and PFS 5-15. Levels 3-7. (Ages 13+). GM: Pathfinder Society. **6 seats / Some XP / Average / \$4.00**

6743 Pathfinder RPG: Pathfinder Society #8-13 What Sleeps in Stone **Elizabeth Ann** Sun 2p-7p The Pathfinder Society has learned of a priceless artifact hidden within a dormant volcano long ago. As the PCs retrace the path of an ancient hero, will they conquer the mountains or perish as have so many who came before? Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6747 Pathfinder RPG: Pathfinder Society #8-16 House of Harmonious Wisdom **Elizabeth Ann** Sun 2p-7p A retired hero learns of a lost, legendary palace that might protect relics of now-defunct Lung Wa. The PCs must search for clues to uncover the palace and the treasures within. Includes five one-hour adventures. Levels 1-5 (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6748 Pathfinder RPG: Pathfinder Society #8-19 Treacherous Waves **Elizabeth Ann** Sun 2p-7p The most recent expedition to retrieve a relic in the Plane of Water has failed. The PCs must travel to Vialesk to investigate that ill-fated mission and overcome the forces determined to keep the truth from coming to light. Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6749 Pathfinder RPG: Pathfinder Society #8-25 Unleashing the Untouchable **Elizabeth Ann** Sun 2p-7p See Organized Play Sat 2p 6703. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6744 Pathfinder RPG: Pathfinder Society #9-01 The Cost of Enlightenment **Elizabeth Ann** Sun 2p-7p See Organized Play Sun 9a 6725. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6745 Pathfinder RPG: Pathfinder Society #9-02 A Case of Missing Persons **Elizabeth Ann** Sun 2p-7p See Organized Play Sun 9a 6726. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6746 Pathfinder RPG: Pathfinder Society #9-03 On the Border of War **Elizabeth Ann** Sun 2p-7p See Organized Play Sat 2p 6696. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6738 Pathfinder RPG: Pathfinder Society #9-04 The Unseen Inclusion **Elizabeth Ann** Sun 2p-7p

Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6739 Pathfinder RPG: Pathfinder Society #9-05 Call of the Copper Gate **Elizabeth Ann** Sun 2p-7p Levels 3-7. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Some XP / Average / \$4.00**

6740 Pathfinder RPG: Pathfinder Society #9-06 The Shores of Heaven **Elizabeth Ann** Sun 2p-7p Levels 1-5. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6741 Pathfinder RPG: Pathfinder Society #9-07 Salvation of the Sages **Elizabeth Ann** Sun 2p-7p Levels 7-11. (Ages 13+). GM: *Pathfinder Society*. **6 seats / Lots XP / Complex / \$4.00**

6751 Starfinder RPG: Starfinder Society #1-00 Claim to Salvation **Elizabeth Ann** Sun 2p-7p See Organized Play Fri 9a 6631. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6752 Starfinder RPG: Starfinder Society #1-03 Yesteryear's Truth **Elizabeth Ann** Sun 2p-7p See Organized Play Fri 8p 6665. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6753 Starfinder RPG: Starfinder Society #1-04 Cries From the Drift **Elizabeth Ann** Sun 2p-7p Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6754 Starfinder RPG: Starfinder Society #1-05 The First Mandate **Elizabeth Ann** Sun 2p-7p Levels 1-4. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

6750 Starfinder RPG: Starfinder Society #QUST Into the Unknown **Elizabeth Ann** Sun 2p-7p See Organized Play Fri 9a 6630. (Ages 13+). GM: *Pathfinder Society*. **6 seats / No XP / Average / \$4.00**

See you next year!

U-Con 2018, November 9-11, 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!

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 Microbrewery 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 about volunteering this year or next year.

Thank You

- Marriott Ann Arbor Ypsilanti Eagle Crest and its staff
- U-Con Staff, Volunteers, Gamemasters and Exhibitors
- Special Guests: Cam Banks, Sarah Richardson, James L. Sutter, Contessa (Emily Danvers, Bailey Nichols, Ariel Celeste), Jonathan Gilmour, Brendan LaSalle, Doug Kovacs, and Adam Horton.
- Gamemaster Groups: Pathfinder Society, Puffing Billy Team, Adventurer's League, We Hate Bards, Amorphous Blob, TSA
- Games, Oakland County Gamers, Games on Demand, Smithee Awards, ConTessa, A2 IronGods and the Mini Team
- Open Gaming: Will Niebling, Envoy
- Artwork: Paul Kemezis

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