

U•CON

GAMING  
CONVENTION



October 26-28, 2012  
Marriott Ann Arbor Ypsilanti  
at Eagle Crest

# 2012 U • CON GAMING CONVENTION

## Location

Marriott Ann Arbor Ypsilanti Eagle Crest, 1275 S Huron Street, Ypsilanti, MI 48197. Phone: (734) 487-0600. Registration is located in the lobby of Eagle Crest (not the hotel lobby). Open Gaming is on the second floor.

## Schedule

### Friday, October 26

12 pm ..... Registration Opens  
 12 pm ..... Events Begin  
 5 pm ..... Exhibitor Hall Opens  
 8 pm ..... Exhibitor Hall Closes  
 11 pm ..... Registration Closes

### Saturday, October 27

8 am ..... Registration Opens  
 9 am ..... Events Begin  
 10 am ..... Exhibitor Hall Opens

8 pm ..... Exhibitor Hall Closes  
 11 pm ..... Registration Closes

### Sunday, October 28

8:30 am ..... Registration Opens  
 9 am ..... Events Begin  
 10 am ..... Exhibitor Hall Opens  
 3 pm ..... Exhibitor Hall Closes  
 5 pm ..... Registration Closes  
 7 pm ..... Events End

## Prices

On-Site Weekend Badge..... \$25	Seminars..... free
On-Site 1-Day Badge (Fri, Sun) ..... \$10	U-Con 6-sided dice (set of 4) ..... \$1
On-Site 1-Day Badge (Sat) ..... \$15	U-Con Logo bags ..... \$15
Event Tickets ..... priced by event	Kid U-Con Badge (Ages 5-10): ..... \$10
Generic Tickets ..... \$1.50	Shirt (M, L, XL) ..... \$22
Play Games All Weekend Ribbons... \$15	Shirt (2X, 3X, 4X) ..... \$25

Some events have higher entry fees. These events typically run for more than a standard time block or include the cost of event materials like sealed decks that participants get to keep. Please note that a badge is required to play in events.

## Contact Info

U-Con staff can be found in the Eagle Crest lobby 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 Foundation  
 P.O. Box 4491  
 Ann Arbor, MI 48106-4491

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

**Web:** <http://www.ucon-gaming.org>

**Phone (voicemail):** 734-707-UCON (8266)

## Parking

All attendees may park for free in the hotel's parking lot adjacent to the building.

## Food Service

We have worked with the Eagle Crest chef to create a menu with a variety of options at reasonable prices. Any money you spend on food from the stand at the hotel will go directly to U-Con and help defray our costs. Copies of the menu are available at the registration desk.

Friday		Saturday		Sunday	
Snack	3pm-4pm	Breakfast	8:30am-10am	Breakfast	8:30am-10am
Dinner	5pm-8pm	Lunch	11:00am-2pm	Lunch	11:30am-2pm
Late snack	11:30pm-1am	Snack	3pm-4pm	Snack	3pm-4pm
		Dinner	5pm-8pm		
		Late snack	11:30pm-1am		

## Convention Rules

### Badge Swapping

U-Con is a not-for-profit organization run by volunteers. Please 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.

### Smoking

Smoking is illegal in the function space. Ask Gamemasters for a smoke break if you need one.

### Weapons

Please do not bring real weapons onto the premises. Some weapon props are allowed as provided in the costume rules.

### Costumes

Costumes must be tasteful and cover appropriate areas of the body. This means what is illegal outside the convention is still illegal inside the convention. Keep it PG-13!

Props should be carried and posed with in a way that does not inconvenience or injure

other attendees. Metal weapons, real firearms, or props loaded with high velocity projectiles are not permitted. Realistic weapon props may be approved or peace-bonded at discretion of staff. If you are uncertain, please inquire at the registration desk.

### Harassment

U-Con is dedicated to providing a safe and harassment-free convention experience for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, or religion. We do not tolerate harassment of attendees, staff, or hotel personnel in any form. Attendees violating these rules may be expelled from the convention without a refund at the discretion of the convention organizers.

### General Misbehavior

Please remember that you are in a public space, and you should treat others and their belongings with respect. U-Con reserves the right to eject anyone from the premises, without reimbursement of fees, whose activities endanger the health or well-being of others.

## Event Information

### Generic Tickets & Event Ribbons

Generic tickets may be used in lieu of other tickets to play in any regular event that is not sold out. Attendees holding an actual event ticket are guaranteed a seat in the game,

and generic ticket holders will be allowed into games on a first-come, first-serve basis as space permits. Each generic ticket has a value of \$1.50, so multiple generic tickets may be required depending on the cost of the event (see prices on page 2).

We have event ribbons that are navy and have the U-Con logo and the words “Play Games All Weekend” on them. “Play Games All Weekend” ribbons may be used in lieu of generic tickets to play in regular events. As with generic tickets, priority is given to event ticket holders, and the holders of ribbons will also be seated on a first-come, first-serve basis. Each event ribbon costs \$15 and is good for the entire convention.

### Experience/Complexity Ratings

Most events have both an experience and complexity rating assigned by the event’s GM:

- 1 - No experience necessary, rules will be taught.
  - 2 - Some experience helpful, rules will be taught.
  - 3 - Prior knowledge of the rules is necessary.
  - 4 - Experience with the rules is required.
  - 5 - Extensive familiarity and experience required.
- A - Simple rules system, very easy to learn.  
 B - Moderately simple rules, fairly easy to learn.  
 C - Moderately complex rules.  
 D - Fairly complex rules, some detail involved.  
 E - Very complex rules system, lots of details.

### Prizes

U-Con supports its independent gamemasters by providing prizes for their events. To be eligible for prize support, the event must be scheduled for four hours or more with at least three paying players, or the event must be scheduled for two hours

or more with at least four paying players. Unless special arrangements are made, events run by groups or companies do not qualify. Unscheduled demos, free events, and events where part of the ticket price pays for prizes do not qualify for U-Con prizes.

Thanks to the generosity of many fine companies, we have a very nice selection of prizes. Each time you win a game, you can collect a U-Con prize token. We have prizes worth one, two, and three tokens. Tokens may be traded for prizes at registration.

### Auction

The U-Con Auction is on Saturday at 2pm. Registration of items goes from 2-3pm with the auction itself from 3-5pm. We charge a fee of \$1, or 10% of the bid, whichever is higher, per item sold. All of this year’s auction fees will be donated to charity. 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.

### Gamemasters

At the beginning of the event, please wait 10 minutes for players to arrive. If there are not enough players, please bring your event envelope to registration. Any players who need refunds can also receive them in registration.

If there are enough players, please take tickets and check ribbons. Each player needs to have a U-Con badge valid for the day of the event. Each player can provide a ticket to the event or provide an equivalent number of generics, listed on the event

envelope. This year, we have event ribbons that have the U-Con logo and the words “Play Games All Weekend” on them. Event ribbons may be used in lieu of generic tickets except in cases where a portion of the ticket prices goes to prize support (must be negotiated in advance). Please give priority to players with specific tickets, and take players with generic tickets or ribbons on a first-come first-served basis.

Place any tickets collected in your event

envelope and write the total number of players on the envelope. At the conclusion of your event, please return the envelope with all of the tickets to registration. You must return all envelopes in order to get back your deposit. If your event is eligible for prizes (see earlier section on prizes) please also bring the winning player to registration. Event winners will get a token that can be traded in for prizes.

## All Weekend Long

### Games Library

During event hours, there are board games available for loan for one (1) generic ticket (or show your “Play Games All Weekend” ribbon). See the library in the ballroom, Salon 1.

### Mayfair Room

Stop by at any point during the weekend and try out a game or two! Mayfair will have lots of classic and new titles, and even some surprises. Whether you’ve got 20 minutes or a couple of hours, there will be a game for you! Each two-hour session is one generic ticket per person, or each person can show an event ribbon.

### Open Gaming

During event hours, there are tables next to the exhibitors hall for open gaming. Additionally, there are open tables just outside the board games and miniatures room. You may play at tables that are not needed for scheduled events. If these tables are all occupied, please check with registration and we will find space for you. Late night gaming space 12am-8am on Friday and Saturday nights is available on the 2nd floor.

### Origins Awards Traveling Road Show

U-Con, GAMA (Game Manufacturers Association) and The Academy of Adventure Gaming, Arts, and Design have joined forces to present the Origins Awards Game Room! Come and join us as we present the very best games submitted to the annual Origins Awards in 2012. There will be folks on hand to teach and demonstrate these hot, new board games. Some of these will end up being the same games that you will have an opportunity to vote for at the Origins 2013 Game Expo! Come to U-Con and play some of the best new games of the year! Event runs all day. Individual tickets must be purchased for each game, or you can show your event ribbons.

### Puffing Billy Tournament

The Puffing Billy tournament has its own set of rules and conventions that prospective participants will want to familiarize themselves with. Copies are available at all Puffing Billy events. Anyone may participate in Puffing Billy events (train games) without competing for Puffing Billy points.

## Jason Caminsky, New Fire



Jason is a freelance editor, lab technician, and independent game designer, new to the trade but full of ideas to build and stories to tell! New Fire is his first publication, but he has done playtesting for Errant Knight Games and Half Meme Press on games such as *The Clay That Woke* and *Fragile Minds*, as well as editing for New Alexandria Press on the *Guardians of Peace* sci-fi novel series. Jason has been a regular attendee of U-Con for many years, and actually debuted *New Fire* for playtesting for the first time at U-Con 2010. He is thrilled beyond measure to return this year in conjunction with the release of *New Fire* this October!

Jason is a native of Michigan, but is currently living in Santa Barbara, California. He has a BS in Biopsychology from the University of Michigan, and is working as a research assistant at the Mesoamerican Research Center at UC Santa Barbara. He enjoys all manner of games--board games, card games, video games, drinking games, and more--but those of the role playing

variety are definitely his first love. In his free time he enjoys drumming, singing, and practicing with his Atlatl.

## Tim Thurmond, The Balloon Sculptor

The world of Tim Thurmond, the Balloon Sculptor, is a world of wonder and joy, where the hustle and stress of daily life is literally blown away. It's a world that constantly transforms the ordinary into the extraordinary. For over twenty years, Tim Thurmond has been challenging and changing the world of balloon artistry, breathing life into full-size comic book characters, making lifeless animals walk and fly, and recreating paintings of the great masters into living works of art. He is thrilled to be building a brand-new design this weekend at his very first U-Con.

Based in Michigan, Tim has traveled to Russia, Costa Rica, Puerto Rico, Mexico and all over the United States--wherever the adventure of the next build has taken him. As a full-time balloon artist,



he will be visiting museums and conventions around the world to demonstrate the exquisite art that can come from simple balloons. When not working as The Balloon Sculptor, Tim can be found backpacking, watching football, volunteering at his church, or playing games with friends, including his favorite game, *HeroClix* (he is a judge at his local venue). Find out more about Tim and his work at:

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



EV-FR13-01 GM: Dean &amp; Linda Martelle

**Painting: Paint and Take**30 players 1-A  
Friday 1p-5p Conference F 2-3

Painting figures is fun and relaxing. You get to use my paints, so come and have fun. Sorry, no ribbons accepted for this event. **\$5.00**

EV-FR18-01 GM: Jason Caminsky

**Seminar: Designing a Game**30 players 1-A  
Friday 6p-7p Conference A

Join Guest of Honor Jason Caminsky as he discusses game design principles and the process of designing and writing a game. **\$0.00**

EV-FR18-02 GM: George Hammond

**Tekumel: Joyful Sitting  
Among Friends**100 players 1-A  
Friday 6p-7p Board Room

This is the annual welcome gathering of the Tekumel Track. Join us to meet fans of the Tekumel setting and find out more about the world of the Empire of the Petal Throne, and the Tekumel events happening at U-Con. **\$0.00**

EV-FR19-01 GM: Victor Raymond

**Tekumel: Barker Memorial  
Presentation**40 players 1-A  
Friday 7p-8p Conference A

An audio-visual presentation about the life and work of Prof. M.A.R. Barker, the creator of the world of Tekumel. This is an open event for everyone interested in Prof. Barker's creative endeavors, including the World of Tekumel, languages, and religion. **\$0.00**

EV-FR19-02 GM: U-Con Staff

**Seminar: DIY Costuming**30 players 1-A  
Friday 7p-8p Conference C

DIY costuming is about ways to build a costume from scratch using different techniques ranging from sewing to duct tape and cardboard. **\$0.00**

EV-SA09-01 GM: Victor Raymond

**Tekumel: Tekumel  
Foundation Update**40 players 1-A  
Saturday 9a-10a Conference A

This event is an opportunity for members of the Tekumel gaming community. The Foundation's volunteers have been diligently working on a treasure trove of Tekumel material, and want to share some of their findings with you! The Foundation Board of Directors also wants to hear from you about your interests and wants regarding the World of Tekumel. **\$0.00**

EV-SA10-01 GM: David A. Spitzley

**Game And Geek Gear Swap  
Meet**24 players 1-A  
Saturday 10a-1p Conference A

If you've got games or other geek-friendly goodies cluttering up your place, bring them along to trade them for other gamers' clutter! Trades or sales are allowed and encouraged; the traditional 10% fee to the convention is expected on any sales. **\$0.00**

EV-SA13-01 GM: U-Con Staff

**Panel: Kickstarter**20 players 2-A  
Saturday 1p-2p Conference A

Kickstarter has funded many gaming-related projects. We'll discuss its impact on the gaming industry and tips for how to run a successful Kickstarter. **\$0.00**

EV-SA13-02 GM: U-Con Staff

**Seminar: Costuming in a  
Hurry**30 players 1-A  
Saturday 1p-2p Conference C

Costuming in a hurry is about ways to put a costume together with little or no time before an event. Ways to go through your closet or thrift store and put together an outfit to wear. **\$0.00**

## Special Events

EV-SA13-03 GM: Dean & Linda Martelle

### Painting: Paint and Take

30 players 1-A  
Saturday 1p-5p Ballroom 4-5

Painting figures is fun and relaxing. You get to use my paints, so come and have fun. Sorry, no ribbons accepted for this event. **\$5.00**

EV-SA14-01 GM: U-Con Staff

### Auction

30 players 1-A  
Saturday 2p-5p Conference A

No ticket needed. Registration of items goes from 2pm to 3pm with the auction itself running from 3pm to 5pm. We charge \$1.00 or 10% of the 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 **\$0.00**

EV-SA18-01 GM: U-Con Staff

### Costume Contest

30 players 1-A  
Saturday 6p-8p Conference C

Time to suit up! U-Con is getting all dressed up. Put on your fanciest duds, garb, gear, costume, and threads and show them off! Wear your outfits all weekend or just join us for U-Con's first ever COSTUME CONTEST! Sign-up will begin at 6pm, and judging will start at 6:45pm. Awards with prizes will be given in the following categories: Best Recreation, Best Original Costume, Best Steampunk, Best Halloween Costume, Best Youth Costume. Best of U-Con 2012 will win a free badge for U-Con 2013! **\$0.00**

EV-SA19-01 GM: Smith-ka-teers

### Smithee: Primaries

50 players 1-A  
Saturday 7p-12a Conference A

Over the last year we have been collecting B movie clips, and it's time for the annual Smithee Awards! We need your help deciding which clips are the best, so please come cast your vote for your favorites. (Warning: clips may con-

tain strong language, violence, or nudity, often all at once.) **\$0.00**

EV-SU12-01 GM: Dean & Linda Martelle

### Painting: Paint and Take

30 players 1-A  
Sunday 12p-4p Ballroom 28-31

Painting figures is fun and relaxing. You get to use my paints, so come and have fun. Sorry, no ribbons accepted for this event. **\$5.00**

EV-SU13-01 GM: Jason Caminsky

### Discussion: Cultural Sensitivity in Games

30 players 1-A  
Sunday 1p-2p Conference A

Join Guest of Honor Jason Caminsky. He learned a lot in the course of designing New Fire. Jason will lead a discussion about this very important but very touchy subject. **\$0.00**

EV-SU13-02 GM: U-Con Staff

### Seminar: Costuming for Gaming

30 players 1-A  
Sunday 1p-2p Conference C

Gaming costuming is a discussion about ways to build costumes from peoples' favorite games - whether they be video games or your RPG character. **\$0.00**

BG-FR12-01 GM: Amorphous Blob Games

### Puerto Rico

5 players 1-B  
Friday 12p-2p Conference D

In 1493 Christopher Columbus discovered the eastern-most island of the Great Antilles. About 50 years later, Puerto Rico began to really blossom - through you! Whatever you do, you have one goal: to achieve the greatest prosperity and highest reputation! **\$1.50**

BG-FR12-02 GM: Amorphous Blob Games

### Pirate's Cove

5 players 1-B  
Friday 12p-2p Conference D

Come aboard and sail to Pirate's Cove... the legendary hideaway of thieving pirates and cut-



throat buccaneers. Armed with a secret map and starting with a modestly outfitted sloop you set sail to Pirate's Cove. **\$1.50**

**BG-FR12-03** GM: Amorphous Blob Games

## Pandemic: Fight the Diseases

**5 players** **1-B**  
**Friday 12p-2p** **Conference D**

Come play together to save the world from diseases! Game will be taught, and fun will be had, and shots will be administered, but only if you can cure the diseases! **\$1.50**

**BG-FR13-01** GM: Stewart Tame

**O11**  
**6 players** **1-A**  
**Friday 1p-3p** **Conference F 5**

The End is coming. Only the power of music can stop it. Not the second Macross movie, it's a mystery boardgame set in a steampunk version of Turin. Ragnarok is approaching. To prevent it, players must find the Inscrutable Organ of Eternity, compose the music that prevents the End, and discover the Chosen One who will play the music. **\$1.50**

**BG-FR13-02** GM: Joseph Orosz

## Seven Wonders

**14 players** **1-A**  
**Friday 1p-3p** **Conference E 1-2**

Showcase your civilization! In the cultural competition to stand the test of time, build your particular wonder of the world while attaining other cultural achievements such as scientific knowledge, martial prowess, or wealth so that your civilization will be best remembered. **\$1.50**

**BG-FR13-03** GM: Carol Lufburrow

## Airlines Europe

**5 players** **1-A**  
**Friday 1p-3p** **Conference F 4**

The age of passenger aviation has begun. You are a courageous entrepreneur, ready to establish the first airlines and compete for the few available licenses in European air space. Only the one that uses their influence skillfully and their cash wisely will turn their investments into the most profitable airlines. **\$1.50**

**BG-FR13-04** GM: Puffing Billy Team

## Puffing Billy: Iron Dragon/ Lunar Rails/Martian Rails

**12 players** **1-A**  
**Friday 1p-4p** **Conference E 6**

Category 2 **\$3.00**

**BG-FR13-05** GM: Puffing Billy Team

## Puffing Billy: Union Pacific

**#1**  
**12 players** **1-A**  
**Friday 1p-4p** **Conference E 7**

Category 4 **\$3.00**

**BG-FR13-06** GM: Puffing Billy Team

## Puffing Billy: 1861

**12 players** **1-A**  
**Friday 1p-4p** **Conference E 8**

Category 3 **\$3.00**

**BG-FR13-07** GM: Puffing Billy Team

## Puffing Billy: Ticket to Ride

**#1**  
**12 players** **1-A**  
**Friday 1p-4p** **Conference E 5**

Category 1 **\$3.00**

**BG-FR13-08** GM: Rick Coen

## Kingsburg: Kingsburg (Advanced?)

**5 players** **1-B**  
**Friday 1p-4p** **Conference C 1**

Run one of the king's new provinces and build it up over five years. Monsters attack every winter, so you can't just focus on churches and town halls! If players agree, we will use several of the expansions, including more building choices, yearly events, character choices, and perhaps the role-based scenario as well! **\$3.00**

## Board/Card Games

**BG-FR13-09** GM: Harold Tessmann III

### Seven Dragons

**5 players** **1-A**  
**Friday 1p-2p** **Conference E 4**

Connect seven panels of your secret color first to win! Dragon cards play to the table in a grid, with adjacent colors matching roughly like dominoes. Kid friendly - we'll play without action cards if we have young players. **\$1.50**

**BG-FR14-01** GM: Christopher Duemling

### Battlestations

**8 players** **1-C**  
**Friday 2p-6p** **Conference C 2-3**

Battlestations is a pulp sci-fi adventure board game. Ongoing adventures feature simultaneous ship-to-ship and boarding combat in space. Players work together as a starship crew aboard a ship of their own design facing enemy forces. Take action to defeat enemy warships, resolve alien encounters, and adventure through uncharted astral phenomena. **\$3.00**

**BG-FR14-02** GM: Amorphous Blob Games

### Those Pesky Humans

**4 players** **1-B**  
**Friday 2p-4p** **Conference D**

Those Pesky Humans game turns the tables and lets you play the role of the Monsters who are fighting off the annoying Humans who keep invading your dungeon. Mechanics are kept very simple to keep the pace of the game moving quickly. **\$1.50**

**BG-FR14-03** GM: Amorphous Blob Games

### Munchkin: Blender

### Munchkin

**6 players** **1-A**  
**Friday 2p-4p** **Conference D**

Come play all the Munchkin versions (The Original Munchkin, Star Munchkin, Munchkin Fu, Munchkin Bites, Super Munchkin, Munchkin Impossible, Cthulhu Munchkin, Munchkin Booty, The Good, The Bad and the Munchkin and Zombie Munchkin) all blended together! **\$1.50**

**BG-FR14-04** GM: Amorphous Blob Games

### Carcassonne: Carcassonne: The Phantom

**6 players** **1-A**  
**Friday 2p-4p** **Conference D**

Carcassonne with The Phantom expansion. In this expansion on your turn you may place your phantom as a second follower (on a second feature) on the tile you just placed. Thus, in one turn you may deploy 2 followers on the tile you just placed. When a you get your phantom back you can deploy it in a later turn. **\$1.50**

**BG-FR14-05** GM: Harold Tessmann III

### Bohnanza/Space Beans: Bean Mania!

**7 players** **1-A**  
**Friday 2p-4p** **Conference E 4**

Trade for the right beans and build sets in space in these bean-themed games. We'll play Bohnanza, where trading or giving away cards can save your high-value sets, or Space Beans, where knowing when to draw and what colors to collect wins the game. Kid friendly - we'll play Space Beans or basic Bohnanza if we have younger players. **\$1.50**

**BG-FR15-01** GM: Carol Lufburrow

### Stone Age

**4 players** **1-A**  
**Friday 3p-5p** **Conference F 4**

The stone age was shaped by the emergence of agriculture, processing useful resources, and building simple huts. Trade begins and grows, and civilization takes root and spreads. Your goal is to master these challenges. There are many ways to do so. Find your own way and learn at the end whether your clan has won the top honor. **\$1.50**

**BG-FR15-02** GM: Sammit Sabharwal

### Space Crusade

**5 players** **1-B**  
**Friday 3p-6p** **Conference F 1**

Space Marine Kill Teams are sent to cleanse a Chaos-Corrupted space hulk. Face Chaos Marines with Ork and Genestealer infestation.

Your Librarian warns of possible Eldar involvement as well. Room for 3 Marines players, 1 Eldar player, 1 "Aliens" player. Bringing your own models encouraged, but not required. **\$3.00**

BG-FR15-03

GM: Daniel Palmer

**Belfort****5 players****1-C****Friday 3p-6p****Conference E 3**

Belfort is a worker placement game with area majority scoring in each district as well as for each type of worker. Buildings give you influence in the districts as well as income, but taxes increase based on your score! Manage your resources and gold well, choose your buildings wisely, and help build the city of Belfort! **\$1.50**

BG-FR16-01

GM: Cheryl Orosz

**Wizard****12 players****2-A****Friday 4p-6p****Ballroom 26-27**

US Game Systems' game of trick-taking mayhem. Bid your tricks and then try to make them in this progressive game of exacting play. Some experience with trick-taking games (euchre, hearts, spades, whist, pinochle, or bridge, etc.) is good but not strictly necessary. **\$1.50**

BG-FR16-02

GM: Michael Cook

**Formula D: Formula D - Singapore (U-Con Racing Series)****10 players****1-B****Friday 4p-6p****Ballroom 22**

Push your engine to its limit, hug the curves in tight corners, keep up with opponents to take advantage of air flow & pass them to win... Take risks & plan ahead to stand on the highest step of the podium! Race 1 of 4. The Racing Series winner announced after final race on Sunday. Ages 8 & up. Using advanced rules, but will teach new players. **\$1.50**

BG-FR16-03

GM: Amorphous Blob Games

**Those Pesky Humans****4 players****1-B****Friday 4p-6p****Conference D**

Those Pesky Humans game turns the tables and lets you play the role of the Monsters who are fighting off the annoying Humans who keep invading your dungeon. Mechanics are kept very simple to keep the pace of the game moving quickly. **\$1.50**

BG-FR16-04

GM: Amorphous Blob Games

**Munchkin Axe Cop****6 players****1-A****Friday 4p-6p****Conference D**

Axe Cop is the hit webcomic written by Malachai Nicolle (age 5) and drawn by his brother Ethan (Age 29). With his friends, Axe Cop fights crime! He hunts down the bad guys and CHOPS THEIR HEADS OFF. Just don't get blood on you, or you might turn into something totally different, like Bat Warthog Man or Avocado Soldier. You know what to do. **\$1.50**

BG-FR16-05

GM: Amorphous Blob Games

**Small World****5 players****1-A****Friday 4p-6p****Conference D**

Small World is a fun, zany civilization game in which players vie for control of a board that is simply too small to accommodate them all! Select your race and special powers, and know when to put your race into decline. **\$1.50**

BG-FR16-06

GM: Puffing Billy Team

**Puffing Billy: British Rails/India Rails****12 players****1-A****Friday 4p-7p****Ballroom 38**

Category 2

**\$3.00**

BG-FR16-07

GM: Puffing Billy Team

**Puffing Billy: Streetcar****12 players****1-A****Friday 4p-7p****Ballroom 33**

Category 4

**\$3.00**

## Board/Card Games

**BG-FR16-08** GM: Puffing Billy Team

### Puffing Billy: 1830 #1

12 players 1-A  
Friday 4p-7p Ballroom 32

Category 3 **\$3.00**

**BG-FR16-09** GM: Puffing Billy Team

### Puffing Billy: Express

12 players 1-A  
Friday 4p-7p Ballroom 39

Category 7 **\$3.00**

**BG-FR16-10** GM: Ian Murray

### Legacy: Gears of Time

4 players 1-B  
Friday 4p-6p Ballroom 31

An introduction to the exciting new time-travel game Legacy: Gears of Time. Compete with your fellow time-travelers to establish technologies, maintain influence, and chain technologies together to score more points. The designer/publisher will be providing prizes for the winner. **\$1.50**

**BG-FR16-11** GM: Donn Stroud

### Dungeons & Dragons: The Legend of Drizzt Board Game

5 players 1-A  
Friday 4p-6p Ballroom 20

Explore the chilly catacombs and tunnels with the characters from the Icewind Dale Trilogy. Play as Bruenor, Drizzt, Cattie-Brie, Regis, and Wulfgar. **\$1.50**

**BG-FR16-12** GM: Joseph Haas

### Reiner Knizia's Collasal

Arena  
5 players 1-A  
Friday 4p-6p Ballroom 28

This a card game of sorts where the players are placing bids to see who will be one of the remaining of 8 champions in the arena. 5 players max. **\$1.50**

**BG-FR16-13** GM: Harold Tessmann III

### Back to the Future

6 players 1-A  
Friday 4p-5p Ballroom 29

Alter history, patch over the resulting paradoxes, and uninvent time travel in this themed version of Chrononauts. Play cards to change the timeline so your character's reality exists, then prevent Doc Brown from inventing the flux capacitor. Kid friendly, with parents' help - recommended for fans of the movie. **\$1.50**

**BG-FR17-01** GM: Carol Lufburrow

### D&D Lords of Waterdeep

5 players 1-A  
Friday 5p-7p Ballroom 24-25

You are a Lord of Waterdeep, one of the secret rulers of this great city. Through your Agents, you recruit Adventurers to complete Quests and advance your agendas. Through back-door dealings, mercenaries, and plain old bribery, you guide the city to become the greatest Lord of Waterdeep. **\$1.50**

**BG-FR18-01** GM: Stewart Tame

### Kingdom Builder

4 players 1-A  
Friday 6p-7p Ballroom 30

2012 Spiel des Jahres winner! Come see what all the fuss is about. Modular system ensures that no two games are alike. Place pieces to control territories and earn gold. Easy to learn. Come check it out. **\$1.50**

**BG-FR18-02** GM: Harold Tessmann III

### Seven Dragons

5 players 1-A  
Friday 6p-7p Ballroom 29

Connect seven panels of your secret color first to win! Dragon cards play to the table in a grid, with adjacent colors matching roughly like dominoes. Action cards can ruin obvious plans, though, so play slyly to avoid notice or steal the front-runner's goal and finish it first. **\$1.50**

BG-FR18-03 GM: Puffing Billy Team

**Puffing Billy: Empire Builder/Eurorails**12 players 1-A  
Friday 6p-9p Ballroom 34

Category 2 \$3.00

BG-FR18-04 GM: Puffing Billy Team

**Puffing Billy: Silverton #1**12 players 1-A  
Friday 6p-9p Ballroom 35

Category 8 \$3.00

BG-FR18-05 GM: Puffing Billy Team

**Puffing Billy: Ticket to Ride #2**12 players 1-A  
Friday 6p-9p Ballroom 36

Category 1 \$3.00

BG-FR18-06 GM: Puffing Billy Team

**Puffing Billy: 1870**12 players 1-A  
Friday 6p-9p Ballroom 37

Category 3 \$3.00

BG-FR19-01 GM: Mayfair Games

**Giant Settlers of Catan**4 players 1-A  
Friday 7p-9p Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! \$1.50

BG-FR19-02 GM: Amorphous Blob Games

**Road Kill Rally**6 players 1-A  
Friday 7p-9p Conference D

As a driver in the Road-Kill Rally, you are racing against opponents eager to destroy you with guns, rockets and flame throwers. But the big points come from scoring pedestrians: running them over or blasting them out of the road. After all, you have three billion viewers to satisfy. \$1.50

BG-FR19-03 GM: Amorphous Blob Games

**Revolution: Revolution: The Palace**6 players 1-A  
Friday 7p-9p Conference D

Secretly bid against your opponents to gain support of the people, win territory... and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support - and where to back away and let your opponents fight - is the key to victory. \$1.50

BG-FR19-04 GM: Amorphous Blob Games

**Small World: Small World Underground**5 players 1-A  
Friday 7p-9p Conference D

Set beneath the surface of the fun, light-hearted Small World universe of epic conquests and fallen empires. Featuring new Races and Special Powers, and a new twist to the original game play - Monster-occupied regions that protect Relics and Places of great power. While more daunting to conquer, these bestow even greater powers to their owner. \$1.50

BG-FR19-05 GM: Amorphous Blob Games

**Nuclear War**6 players 1-A  
Friday 7p-9p Conference D

A humorous card game with a tongue-in-cheek view of international diplomacy, propaganda, and holocaust! Players engage in touchy negotiations until a warmonger pushes the button! This hilarious card game is easy to learn and fast to play. But watch out: if everyone is wiped out -- nobody wins! \$1.50

BG-FR19-06 GM: Keleigh Lee

**Plato 3000**4 players 1-A  
Friday 7p-8p Ballroom 1

In Plato 3000, based on rummy, players rebuild the world into a new utopia. Players take turns playing sets of Job cards, shaping the

## Board/Card Games

new world, and giving them powers to break the rules of the game. Other players can join in - adding their matching Job cards - to gain the power for their side and lay more cards of their own. **\$1.50**

**BG-FR19-07** GM: Harold Tessmann III

### Are You the Traitor?

**10 players** **1-B**  
**Friday 7p-8p** **Board Room**

A fast-playing game of deception and people-reading recommended for open-minded fans of Werewolf/Mafia. As in those games, players get roles and try to find their target, but in Traitor, a call of "stop" ends the round, winners get points, then everybody gets a new role. Players experience many roles and nobody gets eliminated! **\$1.50**

**BG-FR20-01** GM: Joseph Orosz

### Mansions of Madness: The Fall of House Lynch

**4 players** **1-D**  
**Friday 8p-12a** **Ballroom 20**

Loosely tied to Arkham Horror, but with more of a role-playing flavor. Your investigators will explore the grounds of a mansion to discover the fate of a missing businessman. Beginners welcome, rules will be taught. **\$3.00**

**BG-FR20-02** GM: Carol Lufburrow

### D&D Castle Ravenloft

**5 players** **1-A**  
**Friday 8p-10p** **Ballroom 3**

The master of Ravenloft is having guests for dinner... and you are invited! You and your fellow heroes must work as a team to succeed in the adventures that unfold within the castle. Explore the dungeons beneath Castle Ravenloft, discover its secrets, solve mysteries. Just remember, you either win together or lose together in this adventure. **\$1.50**

**BG-FR20-03**

GM: Mayfair Games

### New Release Friday

**12 players** **1-A**  
**Friday 8p-11p** **Ballroom Salon 1**

Mayfair Games will have some of their newest games available for play, including the new Catan Histories: Merchants of Europe, Urbania, Clash of Wills: Shiloh 1862, and more! Games will be available on a first come, first served basis. Ribbons accepted, or one generic per player. **\$1.50**

**BG-FR20-04**

GM: Scott Colcord

### Dominion: Introduction to Dominion

**4 players** **1-B**  
**Friday 8p-10p** **Ballroom 30**

This year, U-Con is featuring an official Dominion championship qualifying tournament. What's that you say? You've never played Dominion? We can help. Sign up for this event to learn how to play, and then enter the tournament on Saturday! **\$1.50**

**BG-FR20-05**

GM: Harold Tessmann III

### Battlestar Galactica

**6 players** **2-C**  
**Friday 8p-12a** **Ballroom 29**

Struggle to keep humanity alive, unless your loyalty card indicates your hidden Cylon nature! Careful observation of game actions and other players' body activity can give you hints to their loyalty. With new players, we'll stick to the base game; for an experienced group, we'll mix in the Pegasus cards and ship. **\$3.00**

**BG-FR20-06**

GM: Quirk Jeannette

### Are You A Werewolf?

**30 players** **1-A**  
**Friday 8p-10p** **Conference A**

A curse has settled over your small idyllic village. Your friends, family, and neighbors are being ruthlessly hunted in the night by something terrible. Yes, you have a werewolf problem but all is not lost. If you band together you can hunt and kill this beast...just be certain you accuse the right villager or the wolf will **\$1.50**



BG-FR20-07

GM: Cheryl Orosz

**Red Dragon Inn****10 players****1-A****Friday 8p-10p****Ballroom 26-27**

After a hard day of adventuring, kick back and enjoy a brew or ten with your fellow adventurers. A light and hilarious game; Kid Friendly (8 and up) if you don't mind references to alcohol, gambling (with cheating), and cartoonish violence. Includes at least RD12 expansion. Please bring a copy of the game if you have one so we can share the fun! **\$1.50**

BG-FR20-08

GM: Kendra Castle

**Betrayal at House on the Hill****6 players****1-B****Friday 8p-10p****Ballroom 2**

Explore the haunted mansion! Interact with the spirits in the house and find out who is the traitor. **\$1.50**

BG-FR21-01

GM: Mayfair Games

**Giant Settlers of Catan****4 players****1-A****Friday 9p-11p****Ballroom Salon 1**

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

BG-FR21-02

GM: Amorphous Blob Games

**Munchkin Fu****6 players****1-A****Friday 9p-11p****Conference D**

The Munchkins are back! Now the game is chop-socky Hong Kong action. The characters are Samurai, Ninja, Yakuza, and Monks. The foes are mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles to build up your character's powers. **\$1.50**

BG-FR21-03

GM: Amorphous Blob Games

**Agricola****5 players****1-C****Friday 9p-12a****Conference D**

Victory Points are earned when players renovate their wooden hut to a clay hut and later even a stone house. But everything else to do with balancing food requirements or making every day life a little more comfortable can earn Victory Points - especially Family G **\$3.00**

BG-FR21-04

GM: Puffing Billy Team

**Puffing Billy: China Rails/  
Russian Rails****12 players****1-A****Friday 9p-12a****Ballroom 34**

Category 2

**\$3.00**

BG-FR21-05

GM: Puffing Billy Team

**Puffing Billy: Metro/Santa  
Fe****12 players****1-A****Friday 9p-12a****Ballroom 35**

Category 4

**\$3.00**

BG-FR21-06

GM: Puffing Billy Team

**Puffing Billy: Settlers of  
America****12 players****1-A****Friday 9p-12a****Ballroom 36**

Category 5

**\$3.00**

BG-FR21-07

GM: Puffing Billy Team

**Puffing Billy: Ticket to Ride  
Card Game****12 players****1-A****Friday 9p-12a****Ballroom 37**

Category 7

**\$3.00**

## Board/Card Games

**BG-FR21-08** GM: Amorphous Blob Games

### Roll Through the Ages

**4 players** **1-A**  
**Friday 9p-11p** **Conference D**

Build a thriving civilization - in under an hour! Collect goods, assign workers to build cities and erect monuments, advance your civilization through cultural and scientific developments, but don't forget to harvest enough food to feed your growing population. Grab those dice and Roll Through the Ages! **\$1.50**

**BG-FR22-01** GM: Jeremiah Lee

### Zombie In My Pocket: Trust Your Friends?

**8 players** **1-A**  
**Friday 10p-11p** **Ballroom 31**

Help the group, or be selfish? Grab stuff to kill zombies; a machete, chain saw, or even your former uncle's femur. Find the totem, bury it in the graveyard before midnight to save the world. Otherwise, you're zombie food. **\$1.50**

**BG-FR24-01** GM: Bjorn Arnesen

### Looney Pyramids: World War 5

**4 players** **1-A**  
**Friday 12a-** **Conference E 1**

Do you enjoy war games but wish they took less time to setup and play? Do you wish the path to the continent you wish to conquer was clearer? Do you like quickly resolved combat? Then join me as I host World War 5: a somewhat color-dependent war game by Looney Labs. **\$1.50**

**BG-FR24-02** GM: Harold Tessmann III

### Back to the Future

**6 players** **1-A**  
**Friday 12a-1a** **Conference E 4**

Alter history, patch over the resulting paradoxes, and uninvent time travel in this themed version of Chrononauts. Play cards to change the timeline so your character's reality exists, then prevent Doc Brown from inventing the flux capacitor. Of course, your reality doesn't mesh well with anybody else's... **\$1.50**

**BG-SA09-01** GM: Clark Rodeffer

### 12th Annual Abstracts Tournament

**24 players** **1-A**  
**Saturday 9a-1p** **Ballroom 40-45**

Come match wits with your opponents in various combinatorial strategy games. Most of the games can be learned and played to completion within 30 minutes. **\$3.00**

**BG-SA09-02** GM: Eric Snyder

### Pandemic: Pandemic: On the Brink

**10 players** **1-B**  
**Saturday 9a-11a** **Ballroom 24-25**

In a world ravaged by disease, your team is the only hope for humanity. This cooperative game puts you and your fellow players in a race to cure multiple diseases. Includes On the Brink expansion; there will be time for multiple games. **\$1.50**

**BG-SA09-03** GM: Michael Cook

### Formula D: Formula D - Sebring (U-Con Racing Series)

**10 players** **1-B**  
**Saturday 9a-11a** **Ballroom 21**

Push your engine to its limit, hug the curves in tight corners, keep up with opponents to take advantage of air flow & pass them to win... Take risks & plan ahead to stand on the highest step of the podium! Race 2 of 4. The Racing Series winner announced after final race on Sunday. Ages 8 & up. Using advanced rules, but will teach new players. **\$1.50**

**BG-SA09-04** GM: William Geiger

### Pokemon Master Trainer Board Game: Gotta Catch Em!

**5 players** **1-B**  
**Saturday 9a-11a** **Ballroom 23**

Become a Pokemon Trainer! Make your way around the board map to get to Indigo Plateau where you can challenge the current, reigning Pokemon Champion. Item Cards give you and

your creatures special powers and players can battle each other as well. **\$1.50**

**BG-SA09-05** GM: Sammit Sabharwal

## Advanced Space Crusade

**6 players** **1-C**  
**Saturday 9a-12p** **Ballroom 1**

Lead a company of Space Marines to capture a Tyranid Hive Ship! Will have modified rules for multiple players. Bringing your own models encouraged, but not required. Contact for information about which models to bring. **\$3.00**

**BG-SA09-06** GM: Grand Gaming Academy

## Lyssan

**4 players** **1-D**  
**Saturday 9a-12p** **Ballroom 30**

You are the one true ruler of the broken Empire of Lyssan, and it's up to you to put the pretenders in their place before their endless squabbling tears your nation apart. Take control by using castles, knights, nobles, priests, and spies. It will require strength, cunning, and adaptability to win. Rules taught. **\$3.00**

**BG-SA09-07** GM: Grand Gaming Academy

## VivaJava

**8 players** **1-B**  
**Saturday 9a-11a** **Ballroom 31**

Send your researchers to gather the perfect bean. The bold taste of victory will go only to those players who are able to balance solitary research with cooperation amongst their fellow gamers. Rules taught. **\$1.50**

**BG-SA09-08** GM: Grand Gaming Academy

## Sunrise City

**8 players** **1-B**  
**Saturday 9a-11a** **Ballroom 32-33**

In this tile-laying game, players build a city through zoning, bidding, and building. Role cards grant special abilities in the various game phases. Sunrise City is not just a race to score the most points, it's a contest to grow the city in a manner that will earn you the right number of points at the right time. Rules taught. **\$1.50**

**BG-SA09-09** GM: Amorphous Blob Games

## Robo Rally

**8 players** **1-A**  
**Saturday 9a-11a** **Conference D**

With the other computers, program factory robots and pit them against each other in frantic, destructive races across the factory floors. Be the first to touch the flags, in order, and you win it all: the honor, the glory, the grudging respect of the other computers. **\$1.50**

**BG-SA09-10** GM: Amorphous Blob Games

## Munchkin: Blender Munchkin

**6 players** **1-A**  
**Saturday 9a-11a** **Conference D**

Come play all the Munchkin versions (The Original Munchkin, Star Munchkin, Munchkin Fu, Munchkin Bites, Super Munchkin, Munchkin Impossible, Cthulhu Munchkin, Munchkin Booty, The Good, The Bad and the Munchkin and Zombie Munchkin) all blended together! **\$1.50**

**BG-SA09-11** GM: Puffing Billy Team

## Puffing Billy: Union Pacific

**#2**  
**12 players** **1-A**  
**Saturday 9a-12p** **Ballroom 37**

Category 4 **\$3.00**

**BG-SA09-12** GM: Puffing Billy Team

## Puffing Billy: Station Master

**12 players** **1-A**  
**Saturday 9a-12p** **Ballroom 36**

Category 7 **\$3.00**

**BG-SA09-13** GM: Puffing Billy Team

## Puffing Billy: Empire Builder/Eurorails

**12 players** **1-A**  
**Saturday 9a-12p** **Ballroom 35**

Category 2 **\$3.00**

## Board/Card Games

**BG-SA09-14** GM: Puffing Billy Team

### Puffing Billy: 1830 #2

**12 players** **1-A**  
**Saturday 9a-12p** **Ballroom 34**

Category 3 **\$3.00**

**BG-SA09-15** GM: Amorphous Blob Games

### San Juan

**4 players** **1-A**  
**Saturday 9a-11a** **Conference D**

Puerto Rico's golden age returns! Players travel now to the capital city of this beautiful island to build palaces, poor houses, silver smelters, gold mines, and many others. The cleverest player will build well and win! **\$1.50**

**BG-SA10-01** GM: Mayfair Games

### Giant Settlers of Catan

**4 players** **1-A**  
**Saturday 10a-12p** **Ballroom Salon 1**

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

**BG-SA10-02** GM: Jeremiah Lee

### Flowerfall: Casual Dexterity

**7 players** **1-A**  
**Saturday 10a-11a** **Ballroom 2**

Flowers falling from the sky! Players attempt to form large garden patches containing more of their color flower than their opponents. Each continuous patch will score points at the end of the game. Carefully drop cards, letting them flutter through the air. Skill improves your chances, but the whim of the environment may thwart you. **\$1.50**

**BG-SA11-01** GM: Bjorn Arnesen

### Looney Pyramids: World War 5

**4 players** **1-A**  
**Saturday 11a-1p** **Ballroom 27**

Do you enjoy war games but wish they took less time to setup and play? Do you wish the path to the continent you wish to conquer was clearer? Do you like quickly resolved combat? Then join me as I host World War 5: a somewhat color-dependent war game by Looney Labs. **\$1.50**

**BG-SA11-02** GM: Carol Lufburrow

### Pillars of the Earth

**4 players** **1-A**  
**Saturday 11a-1p** **Ballroom 28**

Welcome to England at the beginning of the 12th century. Prior Phillip of Kingsbridge has a glorious vision. He wants to build the largest and most beautiful cathedral in the country. As one of the realm's most renowned master builders, you must be the best at utilizing your gold, craftsmen and time to help Phillip achieve his goal. **\$1.50**

**BG-SA11-03** GM: Mayfair Games

### Aeroplanes

**5 players** **1-A**  
**Saturday 11a-1p** **Ballroom Salon 1**

The newest game from Martin Wallace in the Transport series! Guide your airline to worldwide dominance! **\$1.50**

**BG-SA11-04** GM: Grand Gaming Academy

### Eminent Domain

**4 players** **1-B**  
**Saturday 11a-1p** **Ballroom 31**

Eminent Domain is a civilization-building game in which your civilization's abilities are based on a deck of Role cards. Choose a Role to execute and you will add one of those Role cards to your deck. Then execute your Role and boost its effect with cards from your hand. Rules taught. **\$1.50**

**BG-SA11-05** GM: Grand Gaming Academy

### Smash Up

**4 players** **1-B**  
**Saturday 11a-12p** **Ballroom 32**

The "shufflebuilding" game starts with a simple premise: take the 20-card decks of 2 factions, shuffle them into a 40-card deck, then compete to smash more bases than your opponents! Each faction brings a different game mechanism into play and every combination of factions brings a different play experience. Rules taught. **\$1.50**

BG-SA11-06 GM: Grand Gaming Academy

## Milestones

4 players

1-B

Saturday 11a-1p

Ballroom 33

You are a nobile builder! In this game, players work together to build roads, create marketplaces, and erect houses. With each milestone set along the way, they move further into the country. But when it comes to procuring resources each player is on his own. **\$1.50**

BG-SA11-07 GM: Amorphous Blob Games

## Puerto Rico

5 players

1-B

Saturday 11a-1p

Conference D

In 1493 Christopher Columbus discovered the eastern-most island of the Great Antilles. About 50 years later, Puerto Rico began to really blossom - through you! You have one goal: to achieve the greatest prosperity and highest reputation! **\$1.50**

BG-SA11-08 GM: Amorphous Blob Games

## Tsuro

8 players

1-A

Saturday 11a-1p

Conference D

Create your own journey with Tsuro, the Game of the Path. Tsuro was featured on Episode 3 of Tabletop. Place a tile and slide your stone along the path, but take care! Other players' paths can lead you in the wrong direction-- or off the board entirely! Find your way wisely to succeed by staying on the board. **\$1.50**

BG-SA11-09 GM: Amorphous Blob Games

## Onexeno

7 players

1-A

Saturday 11a-1p

Conference D

ONEXENO is a deck of cards comprising all the combinations of pips around the edge of a 3x3 grid. Like in Dominos, you can place a card down only if the pips on that side of the card match the pips on the card you are placing it next to. Complete rows of 5 cards to score. **\$1.50**

BG-SA11-10 GM: Harold Tessmann III

## Blue Moon City

4 players

1-A

Saturday 11a-1p

Ballroom 29

Play cards strategically to rebuild the city of Blue Moon in this semi-cooperative game. Players gain resources for contributing to buildings, and while the biggest builder gets a bonus, doing it all yourself doesn't increase the reward. Earlier places on the victory board cost less, but you can't build with scored cubes. **\$1.50**

BG-SA11-11 GM: Ian Murray

## Legacy: Gears of Time

4 players

1-B

Saturday 11a-1p

Ballroom 26

An introduction to the exciting new time-travel game Legacy: Gears of Time. Compete with your fellow time-travelers to establish technologies, maintain influence, and chain technologies together to score more points. The designer/publisher will be providing prizes for the winner. **\$1.50**

BG-SA12-01 GM: Trevor Weltzer

## Sprawl!

5 players

1-C

Saturday 12p-2p

Ballroom 24

This is an in-development card game in the style of German resource management games. Your goal is to gain architectural projects to design and build while simultaneously managing resources like lumber, concrete and glass, as well as employees who generate work. Can you overcome investment crises to become the most prestigious architect? **\$1.50**

BG-SA12-02 GM: Mayfair Games

## Giant Settlers of Catan

4 players

1-A

Saturday 12p-2p

Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

## Board/Card Games

**BG-SA12-03** GM: Puffing Billy Team

### Puffing Billy: Ticket to Ride

#3

12 players 1-A  
Saturday 12p-3p Ballroom 37

Category 1 **\$3.00**

**BG-SA12-04** GM: Puffing Billy Team

### Puffing Billy: Silverton #2

12 players 1-A  
Saturday 12p-3p Ballroom 36

Category 8 **\$3.00**

**BG-SA12-05** GM: Puffing Billy Team

### Puffing Billy: Express

12 players 1-A  
Saturday 12p-3p Ballroom 35

Category 7 **\$3.00**

**BG-SA12-06** GM: Puffing Billy Team

### Puffing Billy: Aussie Rails/ Nippon Rails

12 players 1-A  
Saturday 12p-3p Ballroom 34

Category 2 **\$3.00**

**BG-SA12-07** GM: Erica Alemdar

### One Stormy Night: Pre- Release Party!

20 players 1-A  
Saturday 12p-1p Ballroom 2-3

One stormy night... you are walking home. But you are not alone. Use your social deduction skills (and bluffs) to make it home safely. If you like games like Bang!, Werewolf and Poker, then this game is for you. Come kick off the release of One Stormy Night! Developers will be present to answer questions. **\$1.50**

**BG-SA13-01** GM: Shiloh Christie

### Dominion: 2013 Official Dominion Qualifier

48 players 2-B  
Saturday 1p-8p Ballroom 12-23

In Dominion, each player starts with an identical, small deck of cards. In the center of the table is a selection of other cards the players can "buy". Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to victory points to win. This is an official qualifier tournament for the 2013 U.S. National Dominion Championships. Entrant names and emails will be provided to the organizer for planning purposes. Detailed format rules are online at <http://forum.dominionstrategy.com/index.php?topic=3422.msg65151#msg65151> Sorry, no "Play Games All Weekend" ribbons will be accepted. **\$10.00**

**BG-SA13-02** GM: Cheryl Orosz

### San Francisco Cable Car

6 players 1-B  
Saturday 1p-2p Ballroom 38

An update of Metro. The players hold stock in various companies (colors). On each turn, a player either exchanges a stock certificate or plays a tile to connect cable car routes. Maximize your routes or perhaps to create short, low-scoring routes for other players' companies. A worthy extension of a classic game! Part of the Puffing Billy track. **\$1.50**

**BG-SA13-03** GM: Grand Gaming Academy

### Wrong Chemistry

4 players 1-B  
Saturday 1p-2p Ballroom 30

Scientists in a lab are trying to create new elements, and they get it all wrong! In Wrong Chemistry you change a molecule in order to create new elements out of it. A fun, easy to learn, but hard to master, game, with funny references to the real elements from the periodic table. Rules taught. **\$1.50**



BG-SA13-04 GM: Grand Gaming Academy

**Core Worlds**

5 players

1-B

Saturday 1p-3p

Ballroom 32

Core Worlds is a deck-building card game. Each player controls a barbarian Star Empire represented by many cards. Players will invade Worlds & draft new Units and Tactics into their Empires. The player whose Empire contains the most Empire Points at the end of the game is the winner! **\$1.50**

BG-SA13-05 GM: Jeremiah Lee

**The Resistance: Avalon -****New Release**

10 players

1-B

Saturday 1p-2p

Ballroom 25

Good and Evil in a battle of hidden roles. Arthur has loyal knights, but Mordred has a few minions hidden from all but one of Arthur's servants. Merlin alone knows the agents of evil, but he must speak of this only in riddles. If his true identity is discovered, all will be lost. Social deduction in the Mafia/Werewolf genre. **\$1.50**

BG-SA14-01 GM: Sammit Sabharwal

**Space Hulk**

6 players

1-A

Saturday 2p-5p

Ballroom 11

A First Company Chapel and is under siege by Genestealers! Will have modified rules for multiple players. We will be using the bidding system from 1st edition to determine players. Bringing your own models encouraged, but not required. Extras titles will be appreciated as well. Contact for information about which models to bring. **\$3.00**

BG-SA14-02 GM: Carol Lufburrow

**Airlines Europe**

5 players

1-A

Saturday 2p-4p

Ballroom 28

The age of passenger aviation has begun. You are a courageous entrepreneur, ready to establish the first airlines and compete for the few available licenses in European air space. Only the one that uses their influence skillfully and

their cash wisely will turn their investments into the most profitable airlines. **\$1.50**

BG-SA14-03 GM: Grand Gaming Academy

**Oh My God There's an Axe in My Head**

6 players

1-B

Saturday 2p-4p

Ballroom 31

OMGTAAIMH is a game of strategy, diplomacy, and humor set in an alternate version of the first League of Nations meeting. You control the Ambassador, Translator, and Bodyguard of your delegation, trying to form alliances while dodging axes. Get business done then run for your life! Rules taught. **\$1.50**

BG-SA14-04 GM: Mayfair Games

**Giant Settlers of Catan**

4 players

1-A

Saturday 2p-4p

Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

BG-SA14-05 GM: Amorphous Blob Games

**Star Trek Catan**

4 players

1-A

Saturday 2p-6p

Conference D

The many resource-rich planets within the limits of Federation territory await exploration and settlement. Build outposts and starbases to extract the resources. Using your fleet of starships, establish supply routes that enable you to boldly go further into space. Avoid resource shortages by trading with your opponents and Federation neighbors. **\$3.00**

BG-SA14-06 GM: Amorphous Blob Games

**Trophy Buck, Zombie & Cthulhu Dice: Steve Jackson Games: Dice Games**

6 players

1-A

Saturday 2p-4p

Conference D

Come play GIANT Zombie & Cthulhu Dice including the expansion Zombie Dice 2 and Trophy Buck! **\$1.50**

## Board/Card Games

**BG-SA14-07** GM: Amorphous Blob Games

### Diplomacy

**6 players** **2-B**  
**Saturday 2p-6p** **Conference D**

At the turn of the 20th century the seven Great European Powers engage in a struggle for supremacy. Military forces invade and withdraw shifting borders and altering empires with subtle maneuvers and daring gambits. Alliances are formed and trust is betrayed as players outwit one another in a balance of cooperation and competition to gain dominance. **\$3.00**

**BG-SA14-08** GM: Harold Tessmann III

### D&D: Wrath of Ashardalon

**5 players** **1-A**  
**Saturday 2p-6p** **Ballroom 10**

Battle creatures and explore a volcanic mountain in this D&D-based cooperative dungeon crawl. Exploring places tiles and monsters drawn at random while slow movement guarantees hazardous encounters. Slay the foul beasts and collect magic items on your way to destroy the powerful boss deep in the cave. **\$3.00**

**BG-SA14-09** GM: Joseph Haas

### Web Of Power

**5 players** **1-A**  
**Saturday 2p-6p** **Ballroom 26**

This is a Rio Grande game that was last printed in 2000. The game still sells for more than it was worth brand new if you can find a copy. You place cloisters and advisors on a map of Europe, with 2 rounds of scoring. Very similar to China. 5 players. **\$1.50**

**BG-SA15-01** GM: Mayfair Games

### Lords of Vegas

**4 players** **1-A**  
**Saturday 3p-6p** **Ballroom Salon 1**

Take your dusty Las Vegas parking lots and transform them into casino empires. Try this cutthroat property game from James Ernest and Mike Selinker! **\$1.50**

**BG-SA15-02** GM: Puffing Billy Team

### Puffing Billy: Iron Dragon/ Lunar Rails/Martian Rails

**12 players** **1-A**  
**Saturday 3p-6p** **Ballroom 37**

Category 2 **\$3.00**

**BG-SA15-03** GM: Puffing Billy Team

### Puffing Billy: Settlers of America

**12 players** **1-A**  
**Saturday 3p-6p** **Ballroom 36**

Category 5 **\$3.00**

**BG-SA15-04** GM: Puffing Billy Team

### Puffing Billy: 18XX Pot Luck

**12 players** **1-A**  
**Saturday 3p-6p** **Ballroom 35**

Category 3 **\$3.00**

**BG-SA15-05** GM: Puffing Billy Team

### Puffing Billy: China Rails/ Russian Rails

**12 players** **1-A**  
**Saturday 3p-6p** **Ballroom 34**

Category 2 **\$3.00**

**BG-SA16-01** GM: Carol Lufburrow

### Stone Age

**4 players** **1-A**  
**Saturday 4p-6p** **Ballroom 28**

The stone age was shaped by the emergence of agriculture, processing useful resources, and building simple huts. Trade begins and grows, and civilization takes root and spreads. Your goal is to master these challenges. Find your own way and learn at the end whether your clan has won the top honor. **\$1.50**

BG-SA16-02

GM: Mayfair Games

## Giant Settlers of Catan

4 players

1-A

Saturday 4p-6p

Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

BG-SA16-03

GM: Amorphous Blob Games

## Get Bit!

6 players

1-A

Saturday 4p-6p

Conference D

Featured on Episode 3 of Tabletop, Get Bit pits you and up to five friends in a life or limb race for the beach. Play your cards and swim as fast as you can, but don't get tangled up or you could end up at the back of the pack! Dismembering fun for the whole family. **\$1.50**

BG-SA16-04

GM: Kendra Castle

## Galaxy Trucker

6 players

1-B

Saturday 4p-6p

Ballroom 33

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers - the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. **\$1.50**

BG-SA16-05

GM: Donn Stroud

## Dungeons & Dragons: The Legend of Drizzt Board Game

5 players

1-A

Saturday 4p-6p

Ballroom 2

Explore the chilly catacombs and tunnels with the characters from the Icewind Dale Trilogy. Play as Bruenor, Drizzt, Cattie-Brie, Regis, and Wulfgar. **\$1.50**

BG-SA16-06

GM: Daniel Palmer

## Belfort

5 players

1-C

Saturday 4p-7p

Ballroom 3

Belfort is a worker placement game with area majority scoring in each district as well as for

each type of worker. Buildings give you influence in the districts as well as income, but taxes increase based on your score! Manage your resources and gold well, choose your buildings wisely, and help build the city of Belfort! **\$1.50**

BG-SA17-01

GM: Jeremiah Lee

## The Resistance: Fight the Spies!

10 players

1-B

Saturday 5p-6p

Ballroom 25

A party game of social deduction. Five to ten players, 45-60 minutes. Inspired by Mafia/Werewolf, yet unique in its core mechanics to increase the resources for informed decisions, intensify player interaction, and with no player elimination. The Resistance is more about logic than intuition, though intuition will help a **\$1.50**

BG-SA18-01

GM: Carol Lufburrow

## D&D Lords of Waterdeep

10 players

1-A

Saturday 6p-8p

Ballroom 28-29

You are a Lord of Waterdeep, one of the secret rulers of this great city. Through your Agents, you recruit Adventurers to complete Quests and advance your agendas. Through back-door dealings, mercenaries, and plain old bribery, you guide the city to become the greatest Lord of Waterdeep. **\$1.50**

BG-SA18-02

GM: Michael Cook

## Formula D: Formula D - HockenheimRing (U-Con Racing Series)

10 players

1-B

Saturday 6p-8p

Ballroom 11

Push your engine to its limit, hug the curves in tight corners, keep up with opponents to take advantage of air flow & pass them to win. Take risks & plan ahead to stand on the highest step of the podium! Race 3 of 4. The Racing Series winner announced after final race on Sunday. Ages 8 & up. Using advanced rules, but will teach new players. **\$1.50**

## Board/Card Games

BG-SA18-03

GM: Trevor Weltzer

### Sprawl!

5 players

1-C

Saturday 6p-8p

Ballroom 30

This is an in-development card game in the style of German resource management games. Get project, design and build them, while managing your materials and employees. Can you overcome investment crises to become the most prestigious architect? **\$1.50**

BG-SA18-04

GM: Puffing Billy Team

### Puffing Billy: British Rails/ India Rails

12 players

1-A

Saturday 6p-9p

Ballroom 34

Category 2

**\$3.00**

BG-SA18-05

GM: Puffing Billy Team

### Puffing Billy: Silvertown #3

12 players

1-A

Saturday 6p-9p

Ballroom 35

Category 8

**\$3.00**

BG-SA18-06

GM: Puffing Billy Team

### Puffing Billy: Union Pacific #3

12 players

1-A

Saturday 6p-9p

Ballroom 36

Category 4

**\$3.00**

BG-SA18-07

GM: Puffing Billy Team

### Puffing Billy: 18XX Finals

0 players

1-A

Saturday 6p-9p

Ballroom 37

Category 3. By invitation only.

**\$0.00**

BG-SA18-08

GM: Kendra Castle

### Vegas Showdown

5 players

1-B

Saturday 6p-8p

Ballroom 33

Build the best casino, attract guests, and make money in this bidding and tile-placement. **\$1.50**

BG-SA18-09

GM: Nick Presto

### A Touch of Evil

6 players

1-B

Saturday 6p-8p

Ballroom 24

A Touch of Evil is a fast-paced game of creatures, Heroes, and high adventure. Each player takes on the role of a unique monster-hunting Hero, racing against time to stop the forces of darkness from claiming another foothold in the world of man. Only by investigating the town and building your hero's strength can you hope to hunt down the Villian. **\$1.50**

BG-SA19-01

GM: Mayfair Games

### Giant Settlers of Catan

4 players

1-A

Saturday 7p-9p

Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

BG-SA19-02

GM: Grand Gaming Academy

### 12 Realms

6 players

1-A

Saturday 7p-8p

Ballroom 31

Come and play the as-yet-unreleased 12 Realms, the co-op based on fairy tale heroes. It is about to go up on Kickstarter, and here is your chance to try it out and provide input. This is a prototype, not a finished game. **\$1.50**

BG-SA20-01

GM: Mayfair Games

### Mayfair Pre-Production Party

8 players

1-A

Saturday 8p-10p

Ballroom Salon 1

Take a sneak peek at what we're working on! Games will be announced at the event. **\$1.50**

BG-SA20-02

GM: Joseph Orosz

### Mansions of Madness: Blood Ties

4 players

1-D

Saturday 8p-12a

Ballroom 40

Loosely tied to Arkham Horror, but with more of a role-playing flavor. Guide your investigators through the grounds of a mansion that one of

your characters recently inherited from their uncle. Beginners welcome, rules will be taught. **\$3.00**

BG-SA20-03

GM: Eric Snyder

## Power Grid

6 players

2-C

Saturday 8p-10p

Ballroom 26

You have the power! Build power plants and race to be the largest provider of power in the country. But be careful: cash is in short supply, and your competitors will try to block you at every step of the way. **\$1.50**

BG-SA20-04

GM: Carol Lufburrow

## D&D Castle Ravenloft

5 players

1-A

Saturday 8p-10p

Ballroom 3

The master of Ravenloft is having guests for dinner... and You are invited! You and your fellow heroes must work as a team to succeed in the adventures that unfold within the castle. Explore the dungeons beneath Castle Ravenloft, discover its secrets, solve mysteries. Just remember, you either win together or lose together in this adventure. **\$1.50**

BG-SA20-05

GM: Bjorn Arnesen

## Fluxx: Choose Your Disaster

6 players

1-A

Saturday 8p-10p

Ballroom 27

The World is Ending, but how? Alien invasion? Zombie apocalypse? Various space mishaps? Environmental disaster? The Deep Ones driving you insane and eating your soul? It seems the gods are stymied and are leaving it up to the mortals. Eco, Cthulhu, Martian, Star, and Zombie. Choose your doom. **\$1.50**

BG-SA20-06

GM: Christopher Duemling

## Battlestations

8 players

1-C

Saturday 8p-12a

Ballroom 42-45

Battlestations is a pulp sci-fi adventure board game. Ongoing adventures feature simultaneous ship-to-ship and boarding combat in space. Players work together as a starship crew aboard a ship of their own design facing enemy forces. Take action to defeat enemy warships, resolve

alien encounters, and adventure through uncharted astral phenomena. **\$3.00**

BG-SA20-07

GM: Amorphous Blob Games

## Players Choice: Board Game

### Bonanza

6 players

1-A

Saturday 8p-12a

Conference D

We'll play whichever game the players can choose from a variety of board games in the big box-o-games. Rules taught. **\$3.00**

BG-SA20-08

GM: Harold Tessmann III

## Battlestar Galactica

6 players

2-C

Saturday 8p-12a

Ballroom 32

Struggle to keep humanity alive, unless your loyalty card indicates your hidden Cylon nature! Careful observation of game actions and other players' body activity can give you hints to their loyalty. With new players, we'll stick to the base game; for an experienced group, we'll mix in the Pegasus cards and ship. **\$3.00**

BG-SA20-09

GM: Joseph Haas

## Smallworld Realms

### Expansion

6 players

2-B

Saturday 8p-10p

Ballroom 5

Smallworld realms uses tiles much like Settlers of Catan but have 3 different terrains per tile. I am going to hand pick the races and badges to be used from all the other Smallworld expansions and Underground. 3-6 players **\$1.50**

BG-SA20-10

GM: Jeremiah Lee

## Flash Point : Fire Rescue:

### Fully Cooperative

6 players

1-A

Saturday 8p-9p

Ballroom 25

The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" To win, the players must rescue the victims trapped inside a burning building before the fire gets out of control or the building collapses. Has a family/introductory version, as well as advanced rules. **\$1.50**

## Board/Card Games

**BG-SA21-01** GM: Mayfair Games

### Giant Settlers of Catan

4 players 1-A  
Saturday 9p-11p Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

**BG-SA21-02** GM: Puffing Billy Team

### Puffing Billy: Aussie Rails/ China Rails

12 players 1-A  
Saturday 9p-12a Ballroom 34

Category 2 **\$3.00**

**BG-SA21-03** GM: Puffing Billy Team

### Puffing Billy: On the Underground

12 players 1-A  
Saturday 9p-12a Ballroom 35

Category 5 **\$3.00**

**BG-SA21-04** GM: Puffing Billy Team

### Puffing Billy: Empire Builder/Eurorails

12 players 1-A  
Saturday 9p-12a Ballroom 36

Category 2 **\$3.00**

**BG-SA21-05** GM: Puffing Billy Team

### Puffing Billy: Ticket to Ride #4

12 players 1-A  
Saturday 9p-12a Ballroom 37

Category 1 **\$3.00**

**BG-SA21-06** GM: Nick Huston

### Betrayal at House on the Hill

6 players 1-A  
Saturday 9p-11p Conference E 8

You are exploring an old abandoned house. As you explore, you will trigger events, find items, and discover omens. The omens you encounter

determine what the scenario, or "haunt" is, and who is the traitor in the group. Will run multiple games if there is time. **\$1.50**

**BG-SA22-01** GM: Jeremiah Lee

### Zombie House Blitz:

### Upcoming Kickstarter Speed

4 players 1-A  
Saturday 10p-11p Ballroom

Real-time speed game, where you're trying to get all of your family members out of the house before anyone else does. If you've played Dutch Blitz, or other speed games, you'll like this. There are no turns, everyone is in a mad frenzy to finish getting their family away from the zombies. Local designer, Kickstarter campaign in March '13. **\$1.50**

**BG-SA23-01** GM: Nick Huston

### Betrayal at House on the Hill

6 players 1-A  
Saturday 11p-1a Conference E 8

You are exploring an old abandoned house. As you explore, you will trigger events, find items, and discover omens. The omens you encounter determine what the scenario, or "haunt" is, and who is the traitor in the group. Will run multiple games if there is time. **\$1.50**

**BG-SA24-01** GM: Harold Tessmann III

### Bohnanza/Space Beans: Bean Mania!

7 players 1-A  
Saturday 12a- Conference E 3

Trade for the right beans, conquer territory, and build sets in space in these bean-themed games. We'll play Bohnanza, where trading or giving away cards can save your high-value sets, or Space Beans, where knowing when to draw and what colors to collect wins the game. Add-on options: Bohnaparte and High B. **\$1.50**



BG-SU09-01 GM: Stewart Tame

**Sator Arepo Tenet Opera****Rotas**

4 players

Sunday 9a-10a

1-B

Ballroom 28

Chaos in the library! The souls of the damned are escaping and the players must race to be the first to traverse the maze to find and replace the seals - in the form of books - that keep them in check. Each book reclaimed gives the player more control over the shifting passages of the maze. **\$1.50**

BG-SU09-02 GM: Puffing Billy Team

**Puffing Billy: Eurorails****Finals**

0 players

Sunday 9a-12p

1-A

Ballroom 34

Event runs from 9:30a - 12:30p. Category 2. By invitation only. **\$0.00**

BG-SU09-03 GM: Puffing Billy Team

**Puffing Billy: Silverton****Finals**

0 players

Sunday 9a-12p

1-A

Ballroom 35

Event runs from 9:30a - 12:30p. Category 8. By invitation only. **\$0.00**

BG-SU09-04 GM: Puffing Billy Team

**Puffing Billy: International****Rails Finals**

0 players

Sunday 9a-12p

1-A

Ballroom 37

Event runs from 9:30a - 12:30p. Category 2. By invitation only. **\$0.00**

BG-SU09-05 GM: Puffing Billy Team

**Puffing Billy: 18XX Pot Luck**

12 players

Sunday 9a-12p

1-A

Ballroom 36

Event runs from 9:30a - 12:30p. Category **\$3.00**

BG-SU09-06 GM: Kevin Gordish

**Alien Frontiers**

4 players

Sunday 9a-11a

1-A

Ballroom 29

Roll and place dice to expand your space colony. Expansion may be available. **\$1.50**

BG-SU09-07 GM: Amorphous Blob Games

**Carcassonne: Carcassonne: The Princess & The Dragon**

6 players

Sunday 9a-11a

1-A

Conference D

Come play the base game with The Princess & The Dragon expansion. In this expansion players get to move the dragon and move the fairy. The dragon removes followers and the fairy protects followers as well as increases the score of features! **\$1.50**

BG-SU09-08 GM: Amorphous Blob Games

**Road Kill Rally**

6 players

Sunday 9a-11a

1-A

Conference D

As a driver in the Road-Kill Rally, you are racing against opponents eager to destroy you with guns, rockets and flame throwers. But the big points come from scoring pedestrians: running them over or blasting them out of the road. After all, you have three billion viewers to satisfy. **\$1.50**

BG-SU09-09 GM: Amorphous Blob Games

**Killer Bunnies**

6 players

Sunday 9a-11a

1-A

Conference D

Can you keep from being attacked by the whimsical Whisk or the torching Flame Thrower? Defend your Bunnies with the Magic Spatula, or use a Feed the Bunny card to starve out an opponent! It's off-the-wall strategic fun in this fast-paced card game where the goal is to survive and claim the Magic Carrot! **\$1.50**

## Board/Card Games

BG-SU10-01

GM: William Geiger

### Lord of the Rings Risk Trilogy Edition

4 players 1-B  
Sunday 10a-2p Ballroom 21

Play the Fellowship of the Ring or Sauron! Will the One Ring be consumed by the fires of Mount Doom - or will Evil prevail? **\$3.00**

BG-SU10-02

GM: Mayfair Games

### Giant Settlers of Catan

4 players 1-A  
Sunday 10a-12p Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

BG-SU10-03

GM: Grand Gaming Academy

### Sunrise City

8 players 1-A  
Sunday 10a-12p Ballroom 32

In this tile-laying game, players build a city through zoning, bidding, and building. Role cards grant special abilities in the various game phases. Sunrise City is not just a race to score the most points, it's a contest to grow the city in a manner that will earn you the right number of points at the right time. Rules taught. **\$1.50**

BG-SU10-04

GM: Grand Gaming Academy

### Lyssan

8 players 1-A  
Sunday 10a-1p Ballroom 33

You are the one true ruler of the broken Empire of Lyssan, and it's up to you to put the pretenders in their place before their endless squabbling tears your nation apart. Take control by using castles, knights, nobles, priests, and spies. It will require strength, cunning, and adaptability to win. Rules taught. **\$3.00**

BG-SU10-05

GM: Michael Schutz

### Wits and Wagers

7 players 1-A  
Sunday 10a-11a Ballroom 1

Not a trivia buff? It doesn't matter! Each player writes a guess to a question with a numerical answer. Bet on the best guess, whether it's

yours or someone else's. The closes answer pays out according to the odds. **\$1.50**

BG-SU10-06

GM: Eric Snyder

### Power Grid: First Sparks

6 players 1-C  
Sunday 10a-12p Ballroom 24

Thog lead tribe. Thog tribe need food. Thog tribe gather berries and fish. Thog tribe build bows, hunt bear, build spears, kill mammoth. Thog tribe get bigger, meet other tribes. Thog make fire, make talk, make tribe bigger than Og tribe and Gurk tribe. Thog tribe win! **\$1.50**

BG-SU11-01

GM: Michael Cook

### Formula D: Formula D - Valencia (U-Con Racing Series)

10 players 1-B  
Sunday 11a-1p Ballroom 2

Push your engine to its limit, hug the curves in tight corners, keep up with opponents to take advantage of air flow & pass them to win... Take risks & plan ahead to stand on the highest step of the podium! Race 4 of 4. The Racing Series winner announced after final race on Sunday. Ages 8 & up. Using advanced rules, but will teach new players. **\$1.50**

BG-SU11-02

GM: Carol Lufburrow

### Pillars of the Earth

4 players 1-A  
Sunday 11a-1p Ballroom 23

Welcome to England at the beginning of the 12th century. Prior Phillip of Kingsbridge has a glorious vision. He wants to build the largest and most beautiful cathedral in the country. As one of the realm's most renowned master builders, you must be the best at utilizing your gold, craftsmen and time to help Phillip achieve his goal. **\$1.50**

BG-SU11-03

GM: Mayfair Games

### Settlers of America

4 players 1-A  
Sunday 11a-1p Ballroom Salon 1

It's Settlers of Catan crossed with a railroad game, exploring the westward expansion of America! **\$1.50**

BG-SU11-04

GM: Nick Huston

**Race for the Galaxy**

4 players

1-B

Sunday 11a-1p

Ballroom 22

Players build galactic civilizations by playing game cards that represent worlds or technical and social developments. Some produce goods, while others use those goods for more card draws or victory points. Keeping a careful balance is the key to victory. **\$1.50**

BG-SU11-05

GM: Moses Bisel

**Talisman 2ed**

6 players

1-A

Sunday 11a-2p

Ballroom 26

I am running Talisman 2ed but have no supplements. This is the classic board game that so many played as kids. Come join me and slay dragons. **\$3.00**

BG-SU11-06

GM: Jeremiah Lee

**Werewolf: "Fiver" Uber-Hyper-Werewolf**

20 players

1-B

Sunday 11a-12p

Conference A

A wolf's in town, and only a few people are left. Want to be involved the whole time? Don't like Convention-Werewolf, with random early lynchings? Want to come out (falsely) claiming Seer at the first daybreak? Fiver is intense, fast, intuitive, and logical. Five roles: Wolf, Sorcerer, Seer, Hunter, Villager. **\$1.50**

BG-SU12-01

GM: Mayfair Games

**Giant Settlers of Catan**

4 players

1-A

Sunday 12p-2p

Ballroom Salon 1

Play Settlers of Catan on our oversize Catan set! Rules will be taught for newcomers! **\$1.50**

BG-SU12-02

GM: Puffing Billy Team

**Puffing Billy: Streetcar / Steel Driver**

12 players

1-A

Sunday 12p-3p

Ballroom 34

Event runs from 12:30p - 3:30p. Category **\$3.00**

BG-SU12-03

GM: Puffing Billy Team

**Puffing Billy: Union Pacific Finals**

0 players

1-A

Sunday 12p-3p

Ballroom 35

Event runs from 12:30p - 3:30p. Category 4. By invitation only. **\$0.00**

BG-SU12-04

GM: Puffing Billy Team

**Puffing Billy: Ticket to Ride Finals**

0 players

1-A

Sunday 12p-3p

Ballroom 36

Event runs from 12:30p - 3:30p. Category 1. By invitation only. **\$0.00**

BG-SU12-05

GM: Puffing Billy Team

**Puffing Billy: Settlers of America**

12 players

1-A

Sunday 12p-3p

Ballroom 37

Event runs from 12:30p - 3:30p. Category **\$3.00**

BG-SU12-06

GM: Grand Gaming Academy

**Smash Up**

8 players

1-A

Sunday 12p-1p

Ballroom 27

The "shufflebuilding" game starts with a simple premise: take the 20-card decks of 2 factions, shuffle them into a 40-card deck, then compete to smash more bases than your opponents! Each faction brings a different game mechanism into play and every combination of factions brings a different play experience. Rules taught. **\$1.50**

BG-SU12-07

GM: Grand Gaming Academy

**Milestones**

4 players

1-A

Sunday 12p-2p

Ballroom 32

You are a noble builder! In this game, players work together to build roads, create marketplaces, and erect houses. With each milestone set along the way, they move further into the

## Board/Card Games

country. But when it comes to procuring resources each player is on his own. **\$1.50**

**BG-SU12-08** GM: Harold Tessmann III

### Chrononauts

**6 players** **1-A**  
**Sunday 12p-1p** **Ballroom 25**

Alter history, patch over the resulting paradoxes, and collect artifacts in this card game of time travel. Players can win in three ways: changing the timeline to reflect their identity's home reality, fixing enough paradoxes to earn a promotion, or gathering the artifacts requested by their mission. **\$1.50**

**BG-SU13-01** GM: Cheryl Orosz

### San Francisco Cable Car

**6 players** **1-B**  
**Sunday 1p-2p** **Ballroom 38**

An update of Metro. The players hold stock in various companies (colors). On each turn, a player either exchanges a stock certificate or plays a tile to connect cable car routes for maximum points for their own companies, or perhaps to create short, low-scoring routes for other players' companies. A worthy extension of a classic game! Part of the Puffing Billy **\$1.50**

**BG-SU13-02** GM: Kevin Gordish

### Lancaster

**5 players** **1-A**  
**Sunday 1p-2p** **Ballroom 3**

A worker placement set during the reign of England's Henry V from Queen Games. Players use military might to secure actions from various locations on the game board or choose to gain victory points by battling against France. Victory points are accumulated during five game rounds and through end game scoring. Easy to Learn! **\$1.50**

**BG-SU13-03** GM: Ben Bachelor

### Game of Thrones (Board Game)

**6 players** **1-D**  
**Sunday 1p-6p** **Ballroom 20**

Come see if you have what it takes to win the Iron Throne! **\$3.00**

**BG-SU13-04**

GM: Nick Huston

### Forbidden Island

**4 players** **1-A**  
**Sunday 1p-2p** **Ballroom 22**

Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures. Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss! **\$1.50**

**BG-SU13-05**

GM: Keleigh Lee

### Plato 3000

**4 players** **1-A**  
**Sunday 1p-2p** **Ballroom 1**

In Plato 3000, based on rummy, players rebuild the world into a new utopia. Players take turns playing sets of Job cards, shaping the new world, and giving them powers to break the rules of the game. Other players can join in - adding their matching Job cards - to gain the power for their side and lay more cards of their own. **\$1.50**

**BG-SU14-01**

GM: Christopher Duemling

### Battlestations

**8 players** **1-C**  
**Sunday 2p-6p** **Ballroom 40-45**

Battlestations is a pulp sci-fi adventure board game. Ongoing adventures feature simultaneous ship-to-ship and boarding combat in space. Players work together as a starship crew aboard a ship of their own design facing enemy forces. Take action to defeat enemy warships, resolve alien encounters, and adventure through uncharted astral phenomena. **\$3.00**

**BG-SU14-02**

GM: Nick Huston

### Battlestar Galactica

**6 players** **1-B**  
**Sunday 2p-6p** **Ballroom 22**

The battered remnants of the human race are on the run, constantly searching for the next signpost on the road to Earth. They face the threat of Cylon attack from without, and treachery and crisis from within. Humanity must work together if they are to have any hope of survival... but how can they, when any of them may, in fact, be a Cylon agent? **\$3.00**

BG-SU14-03 GM: Amorphous Blob Games

**Tsuro, Zombie Dice, Get Bit: TableTop Episode 3****6 players** **1-A**  
**Sunday 2p-4p** **Conference D**Come play Tsuro, Zombie Dice and Get Bit as featured on Episode 3 of Tabletop! **\$1.50**

BG-SU14-04 GM: Amorphous Blob Games

**Small World****5 players** **1-A**  
**Sunday 2p-4p** **Conference D**Small World is a fun, zany civilization game in which players vie for control of a board that is simply too small to accommodate them all! Select your race and special powers, and know when to put your race into decline. **\$1.50**

BG-SU14-05 GM: Amorphous Blob Games

**Pandemic****5 players** **1-A**  
**Sunday 2p-4p** **Conference D**In a world ravaged by disease, your team is the only hope for humanity. This cooperative game puts you and your fellow players in a race to cure multiple diseases. Time is short, so use your actions wisely, and make use of your special abilities to save the world. Includes On the Brink expansion **\$1.50**

BG-SU14-06 GM: Harold Tessmann III

**Arkham Horror****8 players** **2-C**  
**Sunday 2p-6p** **Ballroom 24-25**Investigate the unsettling goings-on in Arkham and you may defeat an ancient evil or drive yourself insane. Work with the other players to destroy the eldritch horrors spawned by the game, but work quickly, before the macabre play known as The King in Yellow finishes and seals the entire town's fate. **\$3.00**

BG-SU14-07 GM: Michael Schutz

**Shadows Over Camelot****7 players** **1-B**  
**Sunday 2p-4p** **Ballroom 2**As the incarnation of the Knights of the Round Table, join forces against the game itself in an attempt to protect Camelot. But beware... one of your number might yet turn out to be a traitor-in-waiting, biding his time while sowing havoc and destruction from the Shadow. **\$1.50**

BG-SU15-01 GM: Trevor Weltzer

**Sprawl!****5 players** **1-C**  
**Sunday 3p-5p** **Ballroom 26**This is an in-development card game in the style of German resource management games. Your goal is to gain architectural projects to design and build while simultaneously managing resources like lumber, concrete and glass, as well as employees who generate work. Can you overcome investment crises to become the most prestigious architect? **\$1.50**

BG-SU15-02 GM: Bjorn Arnesen

**Fluxx: Choose Your Disaster****6 players** **1-A**  
**Sunday 3p-5p** **Ballroom 32**The World is Ending, but how? Alien invasion? Zombie apocalypse? Various space mishaps? Environmental disaster? The Deep Ones driving you insane and eating your soul? It seems the gods are stymied and are leaving it up to the mortals. Eco, Cthulhu, Martian, Star, and Zombie. Choose your doom. **\$1.50**

BG-SU15-03 GM: Amorphous Blob Games

**Robo Rally****8 players** **1-B**  
**Sunday 3p-5p** **Conference D**With the other computers, program factory robots and pit them against each other in frantic, destructive races across the factory floors. Be the first to touch the flags, in order, and you win it all: the honor, the glory, the grudging respect of the other computers. **\$1.50**

## Board/Card Games

BG-SU15-04

GM: Jeremiah Lee

### Gauntlet of Fools: New Release

6 players

1-B

Sunday 3p-4p

Ballroom 33

Adventure game of skill and fortune. Choose your hero from hundreds of combinations. Make crazy boasts to get the best one, but how great is the knight with a flaming sword after a boast that he'll fight blindfolded with a hangover? Find out in the gauntlet: Roll a bunch of dice, slay monsters, get treasure. Die with the most gold to win the game. **\$1.50**

BG-SU16-01

GM: Kevin Gordish

### Fire and Axe

5 players

1-A

Sunday 4p-6p

Ballroom 3

A Viking game of conquest and commerce set in the Nordic waters. This edition is the rare OOP Asmodee edition. 3-5 players. **\$1.50**

BG-SU16-02

GM: Scott Colcord

### Dominion: Take Two

4 players

4-C

Sunday 4p-6p

Ballroom 27

Didn't get enough Dominion at the tournament? Saw a winning strategy that you didn't get to use? Come to this event, where we'll be playing (or re-playing) some of the kingdoms used in the national championship qualif **\$1.50**

BG-SU16-03

GM: Amorphous Blob Games

### Bombay

5 players

1-A

Sunday 4p-6p

Conference D

Lead your elephant to riches. You are a merchant seeking fortune on the streets of India. Traveling all over the country on your elephant to gather real treasure by buying and selling the most beautiful silks in the cities and towns, to become as rich as possible. Build glorious palaces, spoil your customers, take care of your reputation. **\$1.50**

BG-SU16-04

GM: Amorphous Blob Games

### Elder Sign

8 players

1-A

Sunday 4p-6p

Conference D

In Elder Sign, 1 to 8 players take on the role of investigators struggling to combat one of the Ancient Ones - vast, powerful creatures that dwell in the space between dimensions. By rolling a pool of special dice, players will face adventures in and around the museum that has become the focal point of these strange creatures. **\$1.50**

BG-SU16-05

GM: Amorphous Blob Games

### Dixit

6 players

1-A

Sunday 4p-6p

Conference D

Dixit is an exciting game of storytelling through imagination and clues. The 84 artistically designed cards tell a different story for every individual and put creativity to the test! Featured on Episode 12 of Tabletop! **\$1.50**

CG-FR17-01

GM: Eric Castle

### Magic: The Gathering: Learn to Play Magic

24 players

1-C

Friday 5p-8p

Ballroom 40-45

For nearly 20 years, MtG has been the defining collectible card game, and is going stronger than ever. Come learn (or re-learn!) how to play, all in a casual, friendly environment with others. Enough cards will be given out to build a deck, but feel free to bring some of your own **\$3.00**

CG-SA14-01

GM: Eric Castle

### Magic: The Gathering: Return to Ravnica Sealed Deck Tournament

24 players

2-C

Saturday 2p-7p

Ballroom 40-45

Return to the multicolor plane of Ravnica, where the various guilds vie for power! Each player will receive 6 packs to build a 40-card deck. This will be a swiss tournament (like records play like) with no cut. Based on final records, packs will be awarded as prizes (the



number of packs will be determined by the total number of players). Sorry, no ribbons accepted for this event. Sponsored by Fun 4 All in Ypsilanti. **\$25.00**

**CG-SA19-01** GM: David A. Spitzley

**BYOGame: Ultimate Chaos**

**12 players** **2-C**  
**Saturday 7p-10p** **Ballroom 1-2**

What: Each player plays a different CCG against the others - guidelines at: <http://www.davidaspitzley.org/Gaming/Kaoslord.htm> How: Bring a CCG of your choice or use one of mine. Why: It's weird, confusing, and fun! There's nothing like a martial artist taking out a Star Destroyer, or seeing Pikachu as a minion of the Illuminati. **\$3.00**

**MN-FR13-01** GM: Sammit Sabharwal

**Z-G: Battledome-1**

**4 players** **1-A**  
**Friday 1p-3p** **Conference F 1**

In the future, humans use second-skin Ulsters to battle in virtual arenas for money. Come try Z-G for a miniatures game using durable action-figures! **\$1.50**

**MN-SA10-01** GM: Amorphous Blob Games

**Carwars: Carwars: Ypsilanti**

**Open**  
**8 players** **1-B**  
**Saturday 10a-2p** **Conference D**

Ypsilanti Open: The M.P.A.D.C.S. are holding a Duel in the Factory Area. Death and Glory as armed and armored cars fight it out. Classic 80's game. **\$3.00**

**MN-SA10-02** GM: Robert Sweeney

**Canvas Eagles: Training**

**Flight**  
**12 players** **1-A**  
**Saturday 10a-1p** **Ballroom 6**

Canvas Eagles is a WWI air combat game using miniature aircraft, simultaneous movement and hand crafted components. Players will be divided into two (more or less) equal sides and engage in a aerial free for all. Canvas Eagles is a free game system available online for down-

loading. NOTE: No experience needed, parachutes not provided. **\$3.00**

**MN-SA14-01** GM: Greg Castle

**WWI Battleship: Find the Goeben**

**8 players** **2-B**  
**Saturday 2p-7p** **Ballroom 6-9**

In the first days of WW1, the German ship Goeben, operated in the Mediterranean sea. The Goeben was a powerful battlecruiser and the British committed 3 similar battlecruisers to shadow and sink her. The battlecruisers lost contact with the Goeben and, worse, failed to predict what the Goeben would do. You have to change history. **\$3.00**

**MN-SA15-01** GM: Amorphous Blob Games

**Carwars: Carwars: Ypsilanti**

**Open**  
**8 players** **1-B**  
**Saturday 3p-7p** **Conference D**

Ypsilanti Open: The M.P.A.D.C.S. are holding a Duel in the Factory Area. Death and Glory as armed and armored cars fight it out. Classic 80's game. **\$3.00**

**MN-SU10-01** GM: Joshua Linde

**Warhammer 40K: Craftworld Open**

**24 players** **2-C**  
**Sunday 10a-6p** **Ballroom 4-17**

3 rounds, 1850 points. Mission specs at <http://www.craftworldlansing.blogspot.com/2012/09/the-craftworld-open-at-ucon-missions.html?m=1> Over \$500 in prizes!!! Sponsored by Pandemonium in Garden City, Game Links in Fowlerville, and Evolution Games in Lans **\$5.00**

**RP-FR12-01** GM: Patrick Brady

**Diceless: Kohima**

**7 players** **3-A**  
**Friday 12p-6p** **Board Room**

In the spring of 1944 a small Allied force faces a Japanese army in the mountains of Burma. It is a turning point of the war. If the Allies lose, India may fall. This is the story of seven men,

## Roleplaying Games

all real people (used with permission). 'Kohima isn't hell, but you can see hell from here. **\$4.50**

**RP-FR14-01** GM: David Vandenaabeele

### Paragraph System: Merlinspawn: Nights of the Dragon 1

**4 players** **2-B**  
**Friday 2p-6p** **Conference B 4**

Diceless steampunk roleplaying in Victorian England. Half-demons and magicians fight side by side with inventors and adventurers. Our heroes are swept up in events as an ancient curse visits the shores of Albion. Come with a one paragraph description of your character and be prepared to negotiate a few specifics before we begin. **\$3.00**

**RP-FR14-02** GM: Ryan Thompson

### Castles & Crusades: Fear of the Dark

**8 players** **1-A**  
**Friday 2p-6p** **Conference B 5**

A demo/introductory adventure for the Castles & Crusades game. Imagine taking the old school editions of D&D and streamlining the rules system. The GM's first run of his "Fear of the Dark" module for the OSR and Castles & Crusades. Something is amiss in the village of Weyfarthing; can your party uncover the reason behind several recent attacks? **\$3.00**

**RP-FR14-03** GM: Forest Ray

### Rotworld: Give Me Shelter

**6 players** **1-A**  
**Friday 2p-6p** **Conference B 3**

Those pesky Zombies are hungry, and you are on the menu. Looks like they are not alone because there are others who want what you have. You know, stuff you need to survive. But wait! There is hope. Rumor has it that there is a colony up north taking in people...that is if you can get there. Characters will be provided. **\$1.50**

**RP-FR14-04** GM: Amorphous Blob Games

### Dungeons and Dragons 3.5: Trouble on the Island

**6 players** **2-A**  
**Friday 2p-6p** **Conference D**

The shipwrights have contacted your band of heroes. It seems that trouble is brewing on an island off the coast. Loggers of the rare wood on the island have begun disappearing. Can your band of heroes discover the reason why and put a stop to it? Materials provided. **\$3.00**

**RP-FR14-05** GM: Game Base 7 Wolverines

### Pathfinder: Child of Prophecy - 00

**8 players** **1-A**  
**Friday 2p-6p** **Conference G**

Child of Prophecy - 00 "A Child Arrives." This is the character creation module for the Child of Prophecy ongoing campaign. The setting is epic fantasy, with an Evil King, a Prophecy of a new good king, children who fit the prophetic description, and heroes that thwart the Evil King's plans to eliminate those children. **\$3.00**

**RP-FR15-01** GM: Amorphous Blob Games

### Marvel Heroic Roleplaying: Come be Marvelous!

**6 players** **1-A**  
**Friday 3p-7p** **Conference D**

There is a streak of smoking shooting across the sky, and New York is in Danger. Who will respond to the emergency? Spidey, Cap, Thing? You decide! Come learn the new Marvel Heroic Role-playing Game and be a True Believer! Game is sponsored by Amorphous Blob Games, character provided and dice are provided. **\$3.00**

**RP-FR19-01** GM: Shane Harsch

### d20 Hero: Novapunk: Null Shadows

**5 players** **1-C**  
**Friday 7p-11p** **Conference F 1**

Morningstar Industries has confirmed a null-point satellite data anomaly indicating a masked geopoint of significant size. Your team has been hired to confirm and acquire the shard of Para-

dox Code believed responsible for this anomaly. New players welcome. Cyberpunk for the 21st century - more at [www.novapunk.co](http://www.novapunk.co) **\$3.00**

**RP-FR19-02**

GM: Ian Engle

**QAGS: Hansel and Gretel, Bountyhunters**

**7 players**

**1-A**

**Friday 7p-11p**

**Conference E 1**

There's fear and darkness all around you. The wicked witch is on the run. Grizelda (aka "Grey and Grisly") failed to appear at her arraignment on charges of aggravated pedophagy. Hey, when witches go wicked, they go really, really wicked, and it takes a team of specialists to bring them in and keep the streets of Fairytale-land safe. You are that team. **\$3.00**

**RP-FR19-03**

GM: Ryan Thompson

**Swords & Wizardry: White Box: Tomb of Sigfyl: Introductory Adventure**

**8 players**

**1-A**

**Friday 7p-11p**

**Conference F 5**

Swords & Wizardry Whitebox Rules are a "clone" of the original Gary Gygax 1974 fantasy roleplaying game that started it all. Based upon the ORIGINAL D&D boxed set. Journey into the Tomb of Sigfyl in an introductory adventure for Swords & Wizardry White Box. If you enjoy quick and easy Old School Roleplaying, this is your game! **\$3.00**

**RP-FR19-04**

GM: Amanda Robinson

**Paragraph: Familiars of Hogwarts**

**8 players**

**1-A**

**Friday 7p-11p**

**Conference E 5**

Players are the familiars of wizards and witches at Hogwarts. Mrs. Norris needs help, but your wizard is stuck in detention. It's up to you to help her! No canon characters, and cats are not recommended -- otherwise, you may play any reasonable small animal. **\$3.00**

**RP-FR19-05**

GM: Amorphous Blob Games

**Dark Heresy : Take a breath**

**6 players**

**1-A**

**Friday 7p-11p**

**Conference D**

When the inquisition assigned you the task of this latest investigation, you were told to bring along a breathing mask, as the air was "unsuitable to support human life", and that is just the beginning. Learn about the Warhammer 40k world, the rules and how to hunt heretics!. Characters provided. **\$3.00**

**RP-FR19-06**

GM: Game Base 7 Wolverines

**Pathfinder: Child of Prophecy - 00**

**8 players**

**1-A**

**Friday 7p-11p**

**Conference G**

Child of Prophecy - 00 "A Child Arrives." This is the character creation module for the Child of Prophecy ongoing campaign. The setting is epic fantasy, with an Evil King, a Prophecy of a new good king, children who fit the prophetic description, and heroes that thwart the Evil King's plans to eliminate those children. **\$3.00**

**RP-FR19-07**

GM: Game Base 7 Wolverines

**Pathfinder: Child of Prophecy - 01**

**8 players**

**2-B**

**Friday 7p-11p**

**Conference G**

Child of Prophecy - 01 Lions, Tigers, and Bears, Oh My! Our heroes are sent by the Prophetess to find children with a Lion, a Tiger, or a Bear birthmark. One of them might be the next King of the land. This is an ongoing campaign with characters created in Child of Prophecy **\$3.00**

**RP-FR19-08**

GM: Game Base 7 Wolverines

**Starship Troopers D20: Players Choice SSTootoSST24**

**8 players**

**2-B**

**Friday 7p-11p**

**Conference G**

If you have missed any Mods, and would like to make them up, here's your chance to get to give input on which module they would like to **\$3.00**

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**RP-FR19-09** GM: Game Base 7 Wolverines

### Starship Troopers D20: SST25 Bug Kill

**8 players** **2-B**  
**Friday 7p-11p** **Conference G**

SICON has been doing space exploration in the Arachnid zone, They have lost communication with one of their ships orbiting Surrelesh 4. You are being dropped to find the ship and recover what ever info and personel you can. If you would like to come and just kill some bugs, this mod is for you. Templates will be available for all character classes **\$3.00**

**RP-FR19-10** GM: Jeremy Whalen

### BareBones Fantasy: Legacy

**6 players** **1-A**  
**Friday 7p-11p** **Conference E 3**

Influence the course of events for your generation. This "lite" system is fun, fast, and flexible. Players will be introduced to the system and setting through a series of pivotal encounters that will shape the history of their kingdom. Each encounter will focus on a tier of play ranging from mere apprentices all the way to masters. **\$3.00**

**RP-FR20-01** GM: Jason Caminsky

### New Fire: The Temple of Tletetl

**4 players** **1-B**  
**Friday 8p-12a** **Conference C**

Game with the Creator! There is a strange story circulating through the city of Mixiwilztlan: a new god has arrived in the countryside. Even now there is a temple being built in the town of Tletetl, and more worshipers arrive there every day. At this rate, the town will soon become a new city, a new power in the Valley to challenge Mixiwilztlan and its allies. The Tlatoani has sent You to investigate this new god and its priests, and to gauge whether this growing city will be an ally or an enemy. A new god would be a blessing upon the Empire. But can it be trusted in the hands of these new priests? And is it truly a new god, or merely one of the old night gods in a mischievous new form? Characters and rules explanation provided! **\$3.00**

**RP-FR20-02** GM: Sammit Sabharwal

### Dungeons and Dragons 3.5: Dragonlance Campaign Setting: Time Warriors

**4 players** **2-C**  
**Friday 8p-11p** **Conference E 7**

The party is whisked off and trapped in the Anvil of Time. Can they survive? Can they free themselves or will they be trapped out-of-time forever? Experienced Gamers requested due the lack-of-combat-oriented-provided-characters. Players will need their wits to survive. **\$3.00**

**RP-FR20-03** GM: Patrick Brady

### Tekumel: Shipwrecked!

**7 players** **3-B**  
**Friday 8p-12a** **Board Room**

This is both a standalone game and a campaign start demo for Tekumel. A mixed group of Tsolyani are thrown together when their ship sinks and they are cast away onto a mysterious shore. Pregen characters provided. **\$3.00**

**RP-FR24-01** GM: Bill Korsak

### A Penny for Your Thoughts

**8 players** **1-A**  
**Friday 12a-** **Conference F 2**

Try this GM-less game of storytelling and memory recovery. All players have suffered mental trauma and are trying to recover their memories - for better or worse. **\$3.00**

**RP-FR24-02** GM: Moses Bisel

### Tempora Mutantur

**5 players** **1-A**  
**Friday 12a-** **Conference F 5**

A post-apocalyptic minimalist rules game. The Fall has long since wiped out civilization, leaving the planet's surface a savage land of radioactive waste and forcing the few survivors underground to live as best they could. Are you brave enough to leave the safety of your underground home and explore the surface of a post-Fall world? **\$3.00**

**RP-SA09-01** GM: David Vandenaabeele

**Paragraph System:  
Merlinspawn: Nights of the  
Dragon 2**

**4 players** **2-B**  
**Saturday 9a-1p** **Conference E 4**

Diceless steampunk roleplaying in Victorian England. Half-demons and magicians fight alongside inventors and adventurers. Our heroes are swept up in events as an ancient curse visits the shores of Albion. Come with a one paragraph description of your character and be prepared to negotiate a few points before we begin play. **\$3.00**

**RP-SA09-02** GM: Mark Brehob

**D&D 4th Edition: Darkness  
out of Darkness**

**5 players** **3-C**  
**Saturday 9a-1p** **Conference F 5**

In a scared land, Vecna needs his Hand back. One of his followers has found the Hand and has organized a rag-tag group to return it to him. The players will be playing humanoid monsters using D&D 4e with a handful of house rules for playing monsters as PCs. **\$3.00**

**RP-SA09-03** GM: Shane Harsch

**Hero System: Narosia Quick  
Start**

**5 players** **1-C**  
**Saturday 9a-1p** **Conference F 1**

During the first half of this session you will learn the rules of HERO System and make a character for the adventure in the second half. Answering a call for adventurers, you discover the village of Stonehelm has been attacked by vile Endrori. Calming the villagers, you strike out to find the source of these dark creatures. <http://www.narosia.com> **\$3.00**

**RP-SA09-04** GM: Ian Engle

**QAGS: All Stars: It's Time to  
Kill Hitler - Again**

**7 players** **1-A**  
**Saturday 9a-1p** **Conference E 1**

Paradigm City is known for its heroes, the powerful, colorfully clad men and women who

always swoop in and save the day. You're not one of them. Sure, you have a power (or at least a schtick), and even if it's not that impressive, you've got heart. And sometimes that's all you really need. Especially when it's time to kill Hitler - again. **\$3.00**

**RP-SA09-05** GM: Forest Ray

**Stars without Number:  
Contact Tyrell**

**6 players** **1-A**  
**Saturday 9a-11a** **Conference E 5**

On the Planet Tyrell a ancient space craft has been discovered. No one knows who built it or where it came from but the scientists are exploring every part... After all, what threat can it hold? Characters will be provided. **\$1.50**

**RP-SA09-06** GM: Amorphous Blob Games

**Dungeons and Dragons 3.5:  
Trouble on the Island**

**6 players** **2-A**  
**Saturday 9a-1p** **Conference D**

The shipwrights have contacted your band of heroes. It seems that trouble is brewing on an island off the coast. Loggers of the rare wood on the island have begun disappearing. Can your band of heroes discover the reason why and put a stop to it? Materials provided. **\$3.00**

**RP-SA09-07** GM: Game Base 7 Wolverines

**Pathfinder: Child of  
Prophecy - 00**

**8 players** **1-A**  
**Saturday 9a-1p** **Conference G**

"A Child Arrives." This is the character creation module for the Child of Prophecy ongoing campaign. The setting is epic fantasy, with an Evil King, a Prophecy of a new good king, children who fit the prophetic description and heroes that thwart the Evil King's plans to eliminate those children. **\$3.00**

## Roleplaying Games

**RP-SA09-08** GM: Game Base 7 Wolverines

### Pathfinder: Child of Prophecy - 02

**8 players** **2-B**  
**Saturday 9a-1p** **Conference G**

"Miner Prophecy." Our heroes are sent on their first big mission. They must pass through goblin lands to Iron Mountain and find a Child of Prophecy there. **\$3.00**

**RP-SA09-09** GM: Game Base 7 Wolverines

### Starship Troopers D20: Players Choice SSTootoSST24

**8 players** **2-B**  
**Saturday 9a-1p** **Conference G**

If you have missed any Mods, and would like to make them up, here's your chance to get to give input on which module they would like to **\$3.00**

**RP-SA09-10** GM: Game Base 7 Wolverines

### Starship Troopers D20: SST24 Ice Cube

**8 players** **2-B**  
**Saturday 9a-1p** **Conference G**

On a routine patrol, an asteroid-sized Ice Bug is detected. Scans reveal a large metal object lodged inside it. Bugs aren't known to build metal objects. You are selected to investigate. Part 1 of the Colossus series. **\$3.00**

**RP-SA10-01** GM: Krista Donnelly

### Tekumel: Empire of the Petal Throne: All in the Family

**6 players** **1-A**  
**Saturday 10a-2p** **Board Room**

It's all for one and one for all when it comes to the clan. But even so, some families are more equal than others. Yours has always done well, but lately the younger generation seems to have lost its moorings. Can you get them back on track before the honor of the family really starts to suffer? **\$3.00**

**RP-SA10-02** GM: Amorphous Blob Games

### Savage Worlds-Deluxe Explorer's Edition: Zombie Train

**6 players** **1-A**  
**Saturday 10a-2p** **Conference D**

A train pulls into town filled with zombies! Thankfully there are townsfolk that will fight em! What happens if your character dies?! You get another! Come have fun in the sun with Zombies! Characters provided! **\$3.00**

**RP-SA10-03** GM: Kendall Jung

### 13th Age: 13th Age Demo

**6 players** **1-B**  
**Saturday 10a-1p** **Conference E 2**

A flying land has crashed to earth, and the forces of the evil icons are on their way to plunder it! Will you get to the treasure and claim it before they do? A Demo for the new game 13th Age - Characters provided. **\$3.00**

**RP-SA11-01** GM: Chris Griesinger

### Reclamation: New Blood

**8 players** **1-C**  
**Saturday 11a-1p** **Conference E 8**

Reclamation combines sci-fi, fantasy, and dystopian horror with a unique card-based action system. In this intro session, learn about the game setting, rules, and even take part in a heated action sequence where you'll try to do the unthinkable - cross the street without being devoured by the vile forces of the mortis-horde! Play with the creator! **\$1.50**

**RP-SA14-01** GM: Anne Moore

### PlotLuck: Connect the Plots

**20 players** **1-B**  
**Saturday 2p-6p** **Conference C**

LARP with us! Strange things are happening at this year's Secret Societies Research Organization meeting. Even though many people pre-registered and reserved rooms, only a few people have shown up, and something's weird about the weather. Be prepared for conspiracies, politics and skullduggery. Ages 12 and up, please. Returning players welcome. **\$3.00**

**RP-SA14-02**

GM: Mark Brehob

**D&D 4th Edition: Darkness out of Darkness**

**5 players** **3-C**  
**Saturday 2p-6p** **Conference F 5**

In a scared land, Vecna needs his Hand back. One of his followers has found the hand and has organized a rag-tag group to return it to him. The players will be playing humanoid monsters using D&D 4e with a handful of house rules for playing monsters as PCs. **\$3.00**

**RP-SA14-03**

GM: Chris Griesinger

**Reclamation: A Pardoning of Sins**

**6 players** **1-C**  
**Saturday 2p-6p** **Conference E 8**

You're a criminal offered a second chance by the CDC Witch Hunter cult. To reclaim your freedom, you must discover what happened to the CDC's lost peace envoy, but how far will you go for freedom when the price of truth is blood? Reclamation combines sci-fi, fantasy and dystopian horror with a unique card-based action system. Play with the creator! **\$3.00**

**RP-SA14-04**

GM: Dale Barnes

**Hero System: Space 1935: Zeppelins Over Jupiter**

**7 players** **1-C**  
**Saturday 2p-6p** **Conference E 4**

In a 1935 where spaceflight has been achieved, the rag-tag crew of the Blackjack will take any job to keep fuel in the tanks - but dodging Nazi warships or gundar-riding Jovians in the skies of Jupiter is anything but simple. Roleplaying, pulp adventure, and humor emphasized in a 1930s spacefaring universe, where Buck Rogers meets Firefly. **\$3.00**

**RP-SA14-05**

GM: William Geiger

**Hero System 5r: End Times - Avengers vs. Mayan Gods**

**16 players** **1-B**  
**Saturday 2p-6p** **Conference F 2-3**

Play a superhero or a god. First come, first served. **\$3.00**

**RP-SA14-07**

GM: Rich Tucholka

**Tri Tac: Bureau 13 Summer Nights**

**12 players** **1-A**  
**Saturday 2p-6p** **Conference E 1**

Players find a small town that needs a lot of help when the sun goes down. **\$3.00**

**RP-SA14-09**

GM: Amorphous Blob Games

**Dungeons and Dragons 3.5: Efa is Burning**

**4 players** **2-C**  
**Saturday 2p-6p** **Conference D**

Returning from a long and successful adventure your party is ready for a bit of down time at the Drowsy Parrot. Instead of a cold beer you are greeted by a smoking city. Dragons... as the people of Efa rebuild they must count on their heroes to protect them and end the vile pillaging by a group of flying lizards. **\$3.00**

**RP-SA14-10**

GM: Game Base 7 Wolverines

**Pathfinder: Child of Prophecy - 01**

**8 players** **2-B**  
**Saturday 2p-6p** **Conference G**

Lions, Tigers, and Bears, Oh My! Our heroes are sent by the Prophetess to find children with a Lion, a Tiger, or a Bear birthmark. One of them might be the next King of the land. This is an on going campaign with characters created in Child of Prophecy - 00 **\$3.00**

**RP-SA14-11**

GM: Game Base 7 Wolverines

**Pathfinder: Child of Prophecy - 03**

**8 players** **2-B**  
**Saturday 2p-6p** **Conference G**

"Lost in the woods." A village has been destroyed by goblins. The prophetess proclaims a child of prophecy survives hidden in the surrounding woodlands. This is an on going campaign with characters created in Child of Prophecy - 00 or Some pre-gen'd characters available. **\$3.00**



## Roleplaying Games

RP-SA14-12 GM: Game Base 7 Wolverines

### Starship Troopers D20: Players Choice SSTootoSST24

8 players 2-B  
Saturday 2p-6p Conference G

If you have missed any Mods, and would like to make them up. This mod allows players to get to give input on which module they would like to play. \$3.00

RP-SA14-13 GM: Game Base 7 Wolverines

### Starship Troopers D20: SST26 Piece of Cake

8 players 2-B  
Saturday 2p-6p Conference G

Your MI squad is tasked with capturing an intact Arachnid spaceship so that its technology can be studied by SICON Intelligence. Part 2 of the Colossus series. \$3.00

RP-SA14-14 GM: Larry Moore

### BareBones: Soul's Reach

6 players 1-A  
Saturday 2p-6p Conference E 6

Herald Gal'kut has been given the task of hiring stalwart adventurers such as yourself to embark on an important mission. The dwarven underkingdom needs you! \$3.00

RP-SA15-01 GM: Patrick Brady

### Tekumel: Shedra Dawn

6 players 2-B  
Saturday 3p-7p Board Room

Ever woken up feeling almost like you were dead? \$3.00

RP-SA15-02 GM: Amorphous Blob Games

### Marvel Heroic Roleplaying: More Marvel!

6 players 1-A  
Saturday 3p-7p Conference D

Come play in a great Marvel adventure using the new Marvel Heroic Roleplaying rules. Will you be Iron Man, Luke Cage or any number of other heroes? \$3.00

RP-SA19-01 GM: Shane Harsch

### Hero System: Cowboy Cthulhu: Teddy Roosevelt and the Fall of '86

5 players 1-C  
Saturday 7p-12a Conference F 1

Theodore Roosevelt, Marshal Seth Bullock, and a party of investigators seek to stop an apocalyptic winter from falling on the west. <http://www.legendsmiths.com/convention-ever> \$3.00

RP-SA19-02 GM: Game Base 7 Wolverines

### Starship Troopers D20: SST S4 Sanctuary

32 players 3-C  
Saturday 7p-11p Conference G

This is an interactive event that features Character Inspection, Fight Night, Promotion, and Medal awards. All troopers participate in a mission to accomplish several goals at the same time. \$3.00

RP-SA20-01 GM: Jason Caminsky

### New Fire: The Temple of Tletetl

4 players 1-B  
Saturday 8p-12a Conference C

Game with the Creator! There is a strange story circulating through the city of Mixiwilztlan: a new god has arrived in the countryside. Even now there is a temple being built in the town of Tletetl, and more worshipers arrive there every day. At this rate, the town will soon become a new city, a new power in the Valley to challenge Mixiwilztlan and its allies. The Tlatoani has sent You to investigate this new god and its priests, and to gauge whether this growing city will be an ally or an enemy. A new god would be a blessing upon the Empire. But can it be trusted in the hands of these new priests? And is it truly a new god, or merely one of the old night gods in a mischievous new form? Characters and rules explanation provided! \$3.00

**RP-SA20-02**

GM: Forest Ray

**Mutant Future: Mystery in the Wasteland**

**6 players** 1-A  
**Saturday 8p-10p** Conference E 5

A lot of people have been disappearing from the village lately and no one knows where they went. Can you solve the mystery and bring them home? Or will you go missing as well? Characters will be provided. **\$1.50**

**RP-SA20-03**

GM: Sammit Sabharwal

**Dead Reign: Zombie Apocalypse! Run!**

**8 players** 1-B  
**Saturday 8p-11p** Conference E 3

Zombie Apocalypse! Run! **\$3.00**

**RP-SA20-04**

GM: Kenneth Heskett

**FKL Interactive History: From Parris Island to the Pacific**

**8 players** 1-A  
**Saturday 8p-12a** Conference F 5

The US Marine Corps earned its reputation on the beaches and in the jungles of Tarawa, Iwo Jima, and elsewhere in the war against Japan. Manned by people from every corner of the nation who joined the fight, this is the beginning of a multi-part story of how American citizens became US Marines and how US Marines became the stuff of legend. **\$3.00**

**RP-SA20-05**

GM: Ian Engle

**QAGS: QAGS Swords and Sorcery: The Temple of Bodacious Tatas**

**7 players** 1-A  
**Saturday 8p-12a** Conference E 1

Welcome to the land of Vekros. Here men are men! Women are women! And Goddesses - they can be so demanding. That's probably where the trouble started. **\$3.00**

**RP-SA20-06**

GM: Victor Raymond

**Empire of the Petal Throne: The Jakallan Underworld: Last Venture**

**8 players** 2-A  
**Saturday 8p-12a** Board Room

If you have never ventured across the River of Silence, or heard the sweet, high chiming of Ssu as they search for their victims, or faced the ghastly sight of ranks of undead defending a darkened shrine, this may be your last chance. Using classic Empire of the Petal Throne rules with pregenerated characters. Part of the Tekumel Track. **\$3.00**

**RP-SA20-07**

GM: Dale Barnes

**Hero System: Discworld Hero: The Soul Cake Tuesday Duck Is Missing**

**7 players** 1-C  
**Saturday 8p-12a** Conference E 4

In Ankh-Morpork, Sektobor is the time for treacle-treating, Bobbing-For-Trout, and other ghoulish partying. The search for a missing an-tidaemorphic personification is beset with exploding swamp dragons, frightening fools, and dimensional incursions. Mystery, role-playing and humor emphasized (knowledge of Discworld not requisite). **\$3.00**

**RP-SA20-08**

GM: Herb Diehr

**D&D (Original): Many Troubles**

**7 players** 2-B  
**Saturday 8p-12a** Conference E 2

A difficult journey through broken scrabble-land, sought after by evil things and finding more along the way... Not mature content, per se, however younger players will not have played the original version, causing confusion. **\$3.00**

## Roleplaying Games

RP-SA24-01

GM: Bill Korsak

### It Came From the Late, Late Show: C.V.V.G.i.T.f.R.R.B, eh [the remake]

14 players

1-A

Saturday 12a-

Conference F 2

Late night movie of questionable taste, nature and style... I ran this game over 10 years ago and it is time for a remake. **\$3.00**

RP-SU09-01

GM: David Vandenaabeele

### Paragraph System: Merlinspawn: Night of the Dragon 3

4 players

2-B

Sunday 9a-1p

Conference B 5

Diceless steampunk roleplaying in Victorian England. Half-demons and magicians fight alongside inventors and adventurers. Our heroes are swept up in events as an ancient curse visits the shores of Albion. Come with a one paragraph description of your character and be prepared to negotiate a few points before we begin play. **\$3.00**

RP-SU09-02

GM: Mark Brehob

### D&D 4th Edition: Darkness out of Darkness (final)

0 players

3-C

Sunday 9a-1p

Conference F 5

Invitation only final round. See Saturday **\$0.00**

RP-SU10-01

GM: Shane Harsch

### Hero System: Skyrim: Bitter Winds of Pale Pass

5 players

1-C

Sunday 10a-3p

Conference F 1

Join the Dragonborn in securing Pale Pass for future trade efforts by Ulfric Stormcloak, High King of Skyrim. Characteristics/Skills as the video game but powered by HERO System. <http://www.legendsmiths.com/adaptations/skyrim> **\$3.00**

RP-SU10-02

GM: Sammit Sabharwal

### After the Bomb: A Journey to Boar's Town

8 players

1-B

Sunday 10a-1p

Conference E 7

You are Mutant anthropomorphic animals recruited to thwart the Evil Empire of Humanity from receiving the ultimate weapon. You will be out-manned and out-gunned. Will make characters as a group before playing. **\$3.00**

RP-SU10-03

GM: Bjorn Arnesen

### D&D 3.5/BESM d20: Forbidden Kingdoms -- Project A-ko: Test of Darkness

9 players

2-B

Sunday 10a-2p

Conference F 3

What If...the "meteor" that destroyed Graviton City had landed in 1914? What If...the prophecy in Final really was about C-ko? What If... the world, nay, multiverse were about to come to an end in 1932? Can the girls change fate, or will this be their last stand before the end of all things? Funny > Fair. Teenage humor. Pregens provided. **\$3.00**

RP-SU10-04

GM: Krista Donnelly

### Tekumel: Empire of the Petal Throne: Strictly Business

6 players

1-A

Sunday 10a-2p

Board Room

Green Malachite is a prosperous clan, and now that you've come of age, it's your responsibility to start contributing. Entrusted with clan property, you are flush with your new status. But sometimes all is not as it seems. Do you have what it takes to be successful? **\$3.00**

**RP-SU10-05** GM: Game Base 7 Wolverines

**Pathfinder: Child of Prophecy - 04**

**8 players** **2-B**  
**Sunday 10a-2p** **Conference G**

"A hero's gotta do what a hero's gotta do!" While the others are away, things at home get a little dicey. **\$3.00**

**RP-SU10-06** GM: Game Base 7 Wolverines

**Pathfinder: Child of Prophecy - 05**

**8 players** **2-B**  
**Sunday 10a-2p** **Conference G**

"Goblin Hunter 2.0" The siege is lifted for the city of Hot Springs Bluff but goblins still terrorize the outlying settlements. This is an on going campaign with characters created in Child of Prophecy - 00, or some pre-gen'd characters available. **\$3.00**

**RP-SU10-07** GM: Arlene Garfield

**Hollow Earth (HEX): Family Trip To Mars**

**6 players** **1-A**  
**Sunday 10a-2p** **Conference E 2**

A typical early 1960's family finds themselves forces to take a little family vacation to Mars. (This has been a popular game at GenCon based off the Hollow Earth system. I have finally decided to take my own version of this story for a spin.) Player should come ready to role **\$3.00**

**RP-SU10-08** GM: Kendall Jung

**13th Age: 13th Age Demo**

**6 players** **1-B**  
**Sunday 10a-1p** **Conference B 4**

A flying land has crashed to earth, and the forces of the evil icons are on their way to plunder it! Will you get to the treasure and claim it before they do? A Demo for the new game 13th Age - Characters provided. **\$3.00**

**RP-SU10-09** GM: Jeremy Whalen

**BareBones Fantasy: Legacy**

**6 players** **1-A**  
**Sunday 10a-2p** **Conference E 3**

Influence the course of events for your generation. This "lite" system is fun, fast, and flexible. Players will be introduced to the system and setting through a series of pivotal encounters that will shape the history of their kingdom. Each encounter will focus on a tier of play ranging from mere apprentices all the way to masters. **\$3.00**

**RP-SU11-01** GM: Chris Griesinger

**Reclamation: New Blood**

**8 players** **1-C**  
**Sunday 11a-1p** **Conference E 8**

Reclamation combines sci-fi, fantasy, and dystopian horror with a unique card-based action system. In this intro session, learn about the game setting, rules, and even take part in a heated action sequence where you'll try to do the unthinkable - cross the street without being devoured by the vile forces of the mortis-horde! Play with the creator! **\$1.50**

**RP-SU11-02** GM: Forest Ray

**Labyrinth Lord: A random dungeon crawl**

**6 players** **1-A**  
**Sunday 11a-1p** **Conference E 5**

Even the Labyrinth Lord does not know what will show up where. Monsters will be drawn at random from decks of monster cards. Not even the map will be made in advanced. Characters provided. **\$1.50**

**RP-SU14-01** GM: Jason Caminsky

**New Fire: The Temple of Tletetl**

**4 players** **1-B**  
**Sunday 2p-6p** **Conference D**

Game with the Creator! There is a strange story circulating through the city of Mixiwilztlan: a new god has arrived in the countryside. Even now there is a temple being built in the town of

...Continued on page 46.

## Living Campaigns

All Pathfinder events are in Conference H.

All Legends of Arcanis events are in Conference B.

	Friday 2pm	Friday 5pm	Friday 8pm
First Steps I: In Service to Lore	LC-FR14-01		
First Steps II: To Delve the Dungeon Deep			LC-FR20-01
First Steps III: A Vision of Betrayal			
#3-02 Sewer Dragons of Absalom			LC-FR20-07
#3-06 Song of the Sea Witch	LC-FR14-06		
#3-09: The Quest for Perfection - Part I: The Edge of Heaven			
#3-11: The Quest for Perfection - Part II: On Hostile Waters			
#3-13: The Quest for Perfection - Part III: Defenders of Nesting Swallow			
#3-15 The Haunting of Hinojai			
#3-20: The Rats of Round Mountain - Part I: The Sundered Path	LC-FR14-08		
#3-21 The Temple of Empyrean Enlightenment	LC-FR14-02		LC-FR20-03
#3-22: The Rats of Round Mountain - Part II: Pagoda of the Rat			LC-FR20-10
#3-23 The Goblinblood Dead	LC-FR14-03		LC-FR20-04
#3-24 The Golden Serpent			LC-FR20-09
#3-25 Storming the Diamond Gate			LC-FR20-06
#3-26 Portal of the Sacred Rune			
#3-EX The Cypherimage Dilemma	LC-FR14-04		
#4-01 Rise of the Goblin Guild			LC-FR20-02
#4-02 In Wrath's Shadow	LC-FR14-05		
#4-03 The Golemworks Incident	LC-FR14-07		
#4-04 King of the Storval Stairs			
#4-05 The Sanos Abduction			LC-FR20-05
#4-06 The Green Market			LC-FR20-08
Pathfinder Special: Race for the Runecarved Key			
Legends of Arcanis: Fast Play	LC-FR14-09	LC-FR17-01	
Legends of Arcanis: Open Library			
Legends of Arcanis: Premiere Soft Point 13			
Legends of Arcanis: Soft Point			
Legends of Arcanis: Soft Point 12			LC-FR20-11

Saturday 9am	Saturday 2pm	Saturday 7:30pm	Sunday 9am	Sunday 2pm
	LC-SA14-01			
			LC-SU09-01	
LC-SA09-01				LC-SU14-01
LC-SA09-07				
				LC-SU14-04
	LC-SA14-04			
			LC-SU09-02	
				LC-SU14-02
	LC-SA14-09		LC-SU09-07	
			LC-SU09-03	
LC-SA09-04				
				LC-SU14-05
	LC-SA14-07		LC-SU09-06	
			LC-SU09-08	
LC-SA09-03	LC-SA14-03		LC-SU09-04	
LC-SA09-02	LC-SA14-02			
LC-SA09-06	LC-SA14-06			LC-SU14-03
LC-SA09-09				
LC-SA09-10	LC-SA14-10			
LC-SA09-05	LC-SA14-05		LC-SU09-05	
LC-SA09-08	LC-SA14-08			
		LC-SA19-01		
LC-SA09-11				LC-SU14-06
	LC-SA14-11		LC-SU09-09	
		LC-SA20-01		

...Continued from page 43.

Tletetl, and more worshippers arrive there every day. At this rate, the town will soon become a new city, a new power in the Valley to challenge Mixiwiliztlan and its allies. The Tlatoani has sent you to investigate this new god and its priests, and to gauge whether this growing city will be an ally or an enemy. A new god would be a blessing upon the Empire. But can it be trusted in the hands of these new priests? And is it truly a new god, or merely one of the old night gods in a mischievous new form? Characters and rules explanation provided! **\$3.00**

**RP-SU14-02**

GM: Ryan Thompson

## Castles & Crusades: Tomb of Horrors

**9 players** **1-A**  
**Sunday 2p-6p** **Conference F 5**

Imagine taking the old school editions of D&D and streamlining the rules system. Castles and Crusades is a rules light fantasy role playing game. A fantasy dungeon crawl classic. Come brave the most treacherous and dangerous of all dungeons! Tomb of Horrors is one of the foremost classic convention modules! Come brave Acererack's Tomb! **\$3.00**

**RP-SU14-03**

GM: Sammit Sabharwal

## Robotech: Mountain Recon

**4 players** **1-B**  
**Sunday 2p-6p** **Conference E 7**

During the events of the Shadow Chronicles, you are sent in to investigate strange activity near an old Southern Cross base that your commander is trying to bring back online. **\$3.00**

**RP-SU14-04**

GM: Chris Griesinger

## Reclamation: Scorn

**6 players** **1-C**  
**Sunday 2p-6p** **Conference E 8**

Survivors have been vanishing on the outskirts of a Protectorate Peace Zone; a security team is sent to investigate. Little do they know the disappearances are part of a dark force that's been fermenting its malice for decades. Reclamation combines sci-fi, fantasy, and dystopian horror with a unique card-based action system. Play with the creator! **\$3.00**

**RP-SU14-05**

GM: Amanda Robinson

## Paragraph: Hooray for Captain Spaulding

**6 players** **1-A**  
**Sunday 2p-6p** **Conference E 5**

It's the height of the Roaring Twenties, and Mrs. Rittenhouse has invited you to a gala weekend-long party at her mansion to honor Cpt Geofrey T. Spaulding's recent return from Africa. Soon, he is found murdered... It's up to you to figure out who killed him and why, before the detectives show up and start digging into everyone's secrets. **\$3.00**

**RP-SU14-06**

GM: Larry Moore

## BareBones: Star Frontiers

**6 players** **1-A**  
**Sunday 2p-6p** **Conference E 1**

The Formad Cluster is a group of densely packed stars area of space rife with dangers. Dangers that await a rag-tag crew of space rats. Pregens available. **\$3.00**

**RP-SU15-01**

GM: Shane Harsch

## D&D Next: Village of Hommlet

**6 players** **1-B**  
**Sunday 3p-7p** **Conference F 1**

On your way home from your latest adventure, a simple stop at the Inn of the Welcome Wench in a quiet village goes suddenly wrong. Old School meets New School - Experience the next version of D&D in this 3rd level adventure. Characters provided. **\$3.00**





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*and tons more!*



# Play Games All Weekend

A "Play Games All Weekend" ribbon gains you entry to nearly any event for the whole weekend, just like generic tickets. You can purchase one at the registration desk.

## About the Convention

Founded in 1988, U-Con is the longest running and largest gaming convention in Michigan. The convention is run by a committee of volunteers in their spare time. We love to play games, and we want everyone else to love gaming too. It takes a fair bit of work to create a convention, but we are fortunate to have an excellent group of volunteers. If you are interested in volunteering, now or for 2013, please talk to staff in registration. 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!

## Feedback

We love constructive feedback about the convention. Please fill out the 2012 survey and drop it off at registration to enter to win a \$25 gift card.

## Thank You

Marriott Ann Arbor Ypsilanti Eagle Crest and its staff  
U-Con Staff, Volunteers, Gamemasters, and Exhibitors  
Guests of Honor Jason Caminsky and Tim Thurmond  
Special Thanks to Will Niebling

## Prizes have been generously donated by:

Asmodee	Queen Games
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Evolution Games (Lansing, MI)	Sirius
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Game Links (Fowlerville, MI)	Twilight Creations
Gryphon Games	Tri Tac Games
Hero Games	<a href="http://www.pathfindersrd.com">www.pathfindersrd.com</a>
Minion Games	Z-Man Games
Pandemonium (Garden City, MI)	Zvezda