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MEET THE COMMITTEE

Chairman	Gordon Monson
Secretary	Arthur Pruyn
Hotel Liaison	Hilary Powers
Treasurer	Pamela Kramer
Convention Registration	Hal Heydt Dorothy Heydt Mike Nebeker
Seminars & Tournaments	Steve Perrin
Game & Event Scheduling	Roderick Robertson
Official Games Registration	Ellen Robertson
Publicity & Program Book	Bill Keyes
SCA Liaison	Hilary Powers
Volunteers	Tony Hughes
Dealer Liaison	Steve Henderson
LARPs	Meg Heydt
Buyers' Bazaar	Mike Nebeker
Artists' Corner	Mike Nebeker
Website & Internet Liaison	Roderick Robertson

CONVENTION REGISTRATION Convention Center Lobby

Friday	4:00 PM — 10:00 PM
Saturday	9:00 AM — 8:00 PM
Sunday	9:00 AM — 8:00 PM
Monday	9:00 AM — Noon

FULL MEMBERSHIP IS \$40
ONE-DAY MEMBERSHIP IS \$25

Keep Your Badge!

IF we decide to replace your lost badge, you'll have to show ID and pay a fee.

FOOD SERVICE

The Marriott will have a convention snack bar set up in the lobby lounge area again – same special convention menu, with low prices for good, quick meals and soft drinks. Please, **NO GAMING** in this area, the space is just for eating and visiting.

You can get a more sustaining (and expensive) meal in the Marriott's excellent restaurant, Stixx and Steaks, right next door to the lobby. And besides the regular menu, this full-service restaurant will have a moderate-price buffet for breakfast, lunch, and dinner every day. No gaming here either, and the staff does expect tips (already included with the buffet price).

ARCADE ROOM

The always popular Arcade video games are in the **San Ramon Boardroom**, under the aegis of OUTER LIMITS. Test your skill and reflexes. A change machine is provided.

THINGS TO DO AT THE CON

Things to do at DunDraCon come in three different forms. First of all are the Convention Sponsored Games. These include RPGs, boardgames, miniature games, even some tournaments. What separates these from the rest is that you sign up for them through Game Registration. Information on these games starts on page 18. Second are the events where you show up to get involved on a first-come, first-served, basis. These include seminars, LARPs, miniatures battles, tournaments and mega-games. Information on these events is found on the following pages. Then there are the unscheduled areas such as Open Gaming, the Dealers' Rooms, the Arcade Room and the Buyers' Bazaar. For these, you show up at any time they're open.

OPEN GAMING

Signup sheets are available at the Information Table if you want to plan ahead. Post them on the Open Gaming doors so people can join you in your game.

Salons E & 1: non-stop, 4:00 PM Friday to 5:00 PM Monday.

Some tables may be reserved for demos and other convention activities.

We ask you to be courteous to others in the Open Gaming Areas and to pay attention to any announcements. All tables are first-come, first-served, with actual gaming to have priority (with any officially scheduled events in Salon 1 having highest priority). No sales are allowed in Open Gaming. Please remember to put trash in the trash containers.

BUYERS' BAZAAR

Salon C

Saturday 10 AM — 4 PM

Sunday Noon — 6 PM

NOTE: Personal sales only—no retail sales

Fee per table per 2-hour session: \$25.00

This year, again, we have the Buyers' Bazaar! You may rent a table for 2 hours to sell your gaming items. **Salon C is the only location at DunDraCon where individual sales are allowed.** Tables are available on a first-come, first-served basis. See Mike Nebeker at Salon C Saturday and Sunday starting a half hour before the Bazaar opens. Two sessions max. No advertising.



DEALERS' ROOMS

Salon D & Salon 2

Both Salon D and Salon 2 will have dealers for your gaming needs. Be sure to check out both areas. You must, of course, have your own badge to either dealer room. There will be no smoking, eating, or drinking by convention members inside either room. Security will be firm on both points.

Friday	Setup only – no sales
Saturday	9:30 AM — 5:30 PM
Sunday	9:30 AM — 5:30 PM
Monday	9:30 AM — 2:00 PM

The following vendors will be selling in the Dealers Rooms:

AEG	Flying Buffalo
Armorcast	Flying Hands
Bastion Press	GoldRush Games
Celtic Rose	Hero Games
Cheepass Games	Kleer Kase/Figure Painters
D. H. Medieval	Line of Sight Games
Dragons Perch	Pegasus Publishing
Endgame	Q. R. Zed Engraving
Epic Worlds	Titus House of Games
Firefly Game	Wizards Attic

VOLUNTEERS

THERE'S STILL A CHANCE TO SIGN UP AND HELP!

Get an inside view of the Con and get a chance to register for a game with *priority* by working for four hours, or put in eight hours with the volunteer crew and get your membership fee refunded as well as a game priority. Talk to Tony Hughes, Volunteers Coordinator, at the Info Table if you'd like to sign up.

ARTISTS' CORNER

The corridor outside Salon 2 will be set up with some tables where you may be able to find artists willing to do character sketches and other traditional convention artwork. These tables are available on a first-come, first-served basis.

BAY AREA ANIMATION SOCIETY

The Bay Area Animation Society will host a Convention-long festival of animation features in **Salon A**. Check at the door or outside Salon C for a schedule of what's showing.

Seminars

What is Pulp?

Saturday 9 AM Room 156

Ever wonder how on Earth you can get your players started in a pulp adventure? And for that matter what IS pulp, exactly? Dave Webb, creator of the best selling d20 pulp game "Forbidden Kingdoms" gives a little history lesson on where the pulps came from and how you can plot adventures for your own pulp game.
—David Webb

Q&A with the designer of D&D: Eye of the Beholder

Saturday 9:30 AM Room 157

Over the last year or so the speaker has been working on Dungeons & Dragons: Eye of the Beholder for Game Boy Advance. It was a very interesting process full of both very satisfying and frustrating moments, as you might imagine. Attendees of DunDraCon get the inside scoop on how Pronto Games, Inc. did it and get answers to the age old questions like "How do I get into that industry?"
—Randy Angle

Multiple Gamemasters, Same World

Saturday 10 AM Room 156

Have you ever tried running a game where there were multiple gamemasters? Have you felt that maybe it didn't work as well as you'd like? Learn our secrets and thoughts on how to make an in-depth world with more than one GM in a roundtable discussion.
—Dave Henderson, Laura Henderson, Michael Hansen, and Dawn Hansen.

"Players: are they good for RPG's?" A frank discussion for referees only

Saturday 11 AM Room 156

Player problems? Ready to tear out what little hair you have left? Our panelists take up problems and solutions for harassed gamemasters.
—Andy Robinson and Bruce Harlick

Gamemasters good and bad. Horror stories to curl your hair, what to avoid, and what to do when *they* have total control.

Saturday Noon Room 156

Problems with your referee? Bored to tears, scared to death, or just frustrated beyond belief? The panel discusses what to look for in a gamemaster, and how to deal with...difficulties.
—Andy Robinson and Bruce Harlick

Animé and Roleplaying: Is the luster still there?

Saturday 1 PM Room 156

With many companies that had previously specialized in animé diversifying (which is not necessarily a bad thing), does animé continue to appeal as a roleplaying genre?
—Michael Hopcroft and others

Filing serial numbers off of history

Saturday 2 PM Room 156

Discussion about doing research (and how to avoid getting bogged down in it) and determining the level of alteration to suit the game, the world, and the players. Eminent columnist and game writer Ken Hite (most recently of Lord of the Rings and Star Trek) joins Skotos Tech's resident world builder Michael Blum to present their take on incorporating what was and what could have been into game worlds.
—Ken Hite, Michael Blum

City Building

Saturday 3 PM Room 156

The long-standing seminar on how to create a living, authentic, ancient or medieval city, conducted by Anders Swenson with assistance from Skotos Tech's Michael Blum and renowned game columnist Ken Hite.
—Anders Swenson, Mike Blum, Ken Hite

Running the HERO System using the Hero Combat Simulator

Saturday 4 PM Room 156

The Hero Combat Simulator is a program written by a set of Hero enthusiasts that automates all the details of calculating HERO system combat actions and tracking their results. There is no official connection to Hero Games and it is not supported or promoted by Hero Games in any way. It runs on any computer that supports Java 1.3 (e.g. Win32, Mac OSX, Linux, Solaris, BeOs, etc) and is currently available for free download at hcs.dhis.org. This seminar will be a tutorial and explanation of how to use this complex piece of software. This class will be given using live software on my Mac G4.
—Jeff Kesselman

Gaming in Feudal Japan

Saturday 5 PM Room 156

From the publisher and co-author of Sengoku and Shinobi come helpful hints about how to portray the mysterious islands of Nihon.
—Mark Arsenault

Chuckling Cthulhu Presents: Running a LARP, Some Hard-Won Tips

Saturday 6 PM Room 156

Learn from our mistakes! Two seasoned game-masters share their tips on running one-shot and ongoing LARPs - from logistics and plotting, to costuming and ambience. Q & A heartily encouraged.
—Johanna Mead, Alex Baker

New StudioRedCat

Sunday 9 AM Room 156

Find out what StudioRedCat has done since last year. Fuzzy dice are only the beginning of the new!
—Colin Thompson

What's up with Decipher

Sunday 10 AM Room 156

Decipher designer Kenneth Hite discusses the current state of the STAR TREK and LORD OF THE RINGS roleplaying games, and as much future prognostication as he possibly can.

—Ken Hite

World Building 102

Sunday 10 AM Room 157

Create a complete game setting your players want to play in. Learn the tools and techniques to build a game setting that is complete, easy to run, easy to play in, and something your players will enjoy. Scott Fitz (or MoonHunter for the Internet types) has a degree in Anthropology and Sociology and has been gaming/GMing since 1975.

—Scott Fitzpatrick

What's New with Hero Games

Sunday 11 AM Room 156

The resurgence of Hero Games is a major success story in today's game market. Come hear the master plans of the mighty minds behind the mask and ask them all the penetrating questions percolating at the back of your mind.

—Steve Long and Darren Watts

How to Break into the Gaming Business

Sunday Noon Room 156

Two professional writers and a publisher discuss the hows and whys of getting into the game business.

—Steve Long, Darren Watts, Ken Hite

The State of Gaming in 2003

Sunday 1 PM Room 156

Three professionals with their ears to the increasingly dangerous ground of games and publishing give their insights on where the hobby is going in the year to come.

—Ken Hite, Steve Long, Mark Arsenault

Self-Publishing Exchange

Sunday 2 PM Room 156

Have you written a book or you're thinking about it? Have you thought about publishing it yourself? Yes, it is possible. I have led a seminar at DunDraCon for the past two years on self-publishing. Last year, there were clearly people in the audience who knew more than I so I think we should run with that. If you know something about self-publishing, show up and share what you know. If you don't, then show up and learn. Last year, someone knew about "print-on-demand." Someone else knew about Amazon.com's Associates Program. My brother attended Worldcon in San Jose and is full of info. So, show up and we'll swap stories.

—Keith Jones

So You Want to Publish an RPG

Sunday 3 PM Room 156

Publishers from every rank of game publishing go into the possible ways of publishing RPGs for today's market.

—Mark Arsenault, Michael Hopcroft, David Stanley, Rob Stone

Sexual Roles in Gaming

Sunday 4 PM Room 156

Focusing on being both characters and players. How the sex and sexual orientation of either the player or the character can bring a different viewpoint and attitude to events and characterizations.

—Frisbee, Michael Suileabhain-Wilson, Lori Cole

Chuckling Cthulhu Presents: Creating An Atmosphere For Your LARP

Sunday 6 PM Room 156

Whether you're running a group of fearful occult investigators, an intrigue-laden vampire court, or a space-opera set in the distant future, mood and ambience can make or break your live-action event. Two long-time LARP GMs will share with you their cheap, cheaper, and cheapest tips for lighting, set-dressing, costuming, and more. Q&A highly encouraged!

—Johanna Mead, Alex Baker

Open Enrollment Role Playing Games

Bouncing Baby Butchery -or- Infant Stew

Late Saturday Open Gaming, Salon E 4 - 8 Hours

System: Kobolds Ate My Baby!

Variations: Modified BEER Engine

Level: Die! Often!

Players: Any

Provided: Characters can be provided by GM

Play A Kobold! Eat A Baby! Be Fodder! Die Horrible Deaths! Mutilate Cattle! Kill Your Buddies! Burn Down The Town! Kobolds Ate My Baby!, now with more chaos, is the perfect opportunity to battle blood-thirsty chickens, worship Vor—the Big Red God, and cook your friends for dinner. Join in late? No problem! We'll take as many people as we can. Never played before? Neither have we! And we're not stopping until the last baby is stolen, eaten, or otherwise dead! So demands King Torg. ALL HAIL KING TORG!!!

New players can join in and old ones drop out as often as they like.

Unlike most role-playing games, more is definitely merrier here.

—Dennison A. Milenkaya

Drow Proving Grounds

Sunday 1-10 PM Salon B 9 Hours

System: D&D 3rd Edition

Players: 20

Provided: All characters provided by GM

Prove yourself worthy to serve Lloth! You and your patrol must defeat the drow proving grounds and the other patrols to prove yourself worthy for Lloth's favor. Four parties of 5 players, each with its own GM, will compete against each other in the Underdark. This is a special event using up to 30 boxes of Master Maze terrain. Characters are provided. New players welcome.

—Rory Toma

Miniatures

Generic Game M19

Friday 7 PM - 7 AM Hallway Table 1 12 Hours
System: Stargrunt 2 Number of Players: 8-10

NOW featuring a special pre-game appearance with BOB HOSKIN, co-creator of the popular Warhammer 40K. Together we discuss "Market Share and The Death of Imagination," with refreshments to follow. AS SEEN ON T.V.! Classic STARGRUNT encounter battles on a planet NO ONE ELSE wants! This will be a 'til dawn and you drop extravaganza. A gritty squad-level miniatures game, with FUN FUN FUN and all materials provided for 8-10 players. We will post a SIGN UP SHEET, so just show up! This year's game dares to ask the question "Four legs good, two legs bad?" Brains will be eaten.

—Jason Launer & Jesse Stanton

Battle for Luthien

Friday 6 PM - Midnite Hallway Table 3 6 Hours
System: Classic BattleTech Number of Players: 24
Level: Average

Provided: All characters provided by GM

Elements of the Clan Armies from the Smoke Jaguars and Nova Cats duke it out for the control of the Capital City of Luthien.

—Robert Owens

Eklipse

Friday 7 PM - 10 PM Hallway Table 4 3 hours
System: Eklipse Number of Players: 2-8

Eklipse is a new miniature game set in a sci-fi fantasy world of Thorian. A world being invaded by evil beings from a mysterious planet known as the Black Star. The Eklipse system is fun and flexible letting you play any miniature you might own, and that's only the beginning.

—Erik Barnett

Fight on the Beaches

Friday 7 PM - 1 AM Salon F 6 Hours
System: Hail of Lead

June 1940, and France has fallen to Germany. Hitler is rolling and has ordered the invasion of England. Join in this large "what-if" scenario of Operation Sea Lion.

This is a strategic level game with the battalion as the smallest unit. The map is about 5' x 10' and represents southern England. Over 200 20mm figures and 1/72 models used. Rules are homebrew and allow for fast and simple play. All players welcome regardless of experience or age.

—Jon Caudill

Who, What, Where ? The world has gone mad.

Friday 8 PM - 2 AM Salon F 6 Hours
System: Heroclix Number of Players: 10+

Variations: Combined Marvel / DC Characters

Level: 165 pts (heroes or villains), with at least 1 support type

Provided: All characters provided by players

Game will be played out on three 3' by 6' tables. This will encompass a large cityscape (15 buildings from 4 stories to 15 stories tall), four different outdoor park settings, and indoor scenarios scenes (warehouse, banks, restaurants, and more).

You will be teamed up as either Supervillains or Superheroes, no dupe characters allowed within your group (ex. Controller, Bullseye, Vulture, Hydra Medic) The following example is not allowed: (Wolverine, Wolverine, Vulture and and Hydra Medic). Each player starts with 165 pts to build your starting team. You will gain more characters for your team as the game progresses. Throughout the game board you will discover, clues, quest, and prizes. This is intended to be a friendly, competitive, and enjoyable event. Come to have fun and discover the excitement of multiplayer Heroclix. For this event, I have combined all worlds, and you may use DC/marvel mixed teams. Remember that they must be either hero or villain. The game will last about 5 hours. Prize support will include the following: LE's (DC/Marvel), Booster/Starter packs.

—John L. Desadier

Battle Bunker

Friday 8 PM or earlier to 2 AM or later Salon G
Come play your favorite wargames and battle miniatures. Any GW game 40k, WHFB, Gothic, or skirmish games like Confrontation, Chronopia, Mechwarrior Darkages, Heroclix. We will provide terrain, place to play, and some scenarios. Bring your battle gear and enjoy.

—Presented by Big Gunz, SAWS, and Day One Gaming

Battle Demo

Friday 8 PM or earlier to 2 AM or later Salon G
This game should last about 6 hours. This battle will include a detachment Imperial Fist Space Marines (2000), making their last desperate stand against the onslaught of an Ork Horde (4000). During the siege, a distress transmission sent from the Imperial base is intercepted by an Eldar warhost (1500), this warhost will come to the aide of the Marines as reinforcements. The battle will last 12 turns, the Marines will set up in their deployment zone first, then the orks. At the 6th turn the Eldar may roll for reinforcements and enter from either board edge, and are allowed to use only flyers or skimmers to enter. Deep Strike, Infiltrate, Special Characters, Titans, and multiple force charts are allowed. The Marines will fall back into the nearest bunker and regroup. The Orks win if the last Marine falls before the end of the twelfth round, otherwise the Marines and Eldar win. NOXgaming, visit us at "www.noxnet.net"

—Heath Hamm

Ravenging Hordes

Friday 7 PM - 3 AM Salon H 8 Hours
System: Warhammer Fantasy Battle 6th ed Players: 8

Characters can be provided by GM

The Hordes of Chaos are coming to ravage the countryside and it is time for the forces of good to unite and push back the oncoming tide of Evil. Generals are welcome to bring their own 1000 pt armies to aid either side. Beginners welcome.

—Simon Kiefer and Brian Mackoway

MechWarrior DA Head to Head Tournament

Friday 7 PM - 10 PM Salon H 3 Hours
System: MechWarrior Players: 64
Variations: Swiss Rounds
Level: 300 Point Constructed
Provided: Players must provide own characters
Are you the one? Are you the Champion? This is where all the chips are played. The DunDraCon MW Championship. Compete with your 300 Point Army and see if you are victorious at the end.
— Paul Chang

The Ultimate Binary Clan Mech Unit

Friday 6 PM - 4 AM Salon H 10 Hours
System: Battletech Players: 8
Custom designs, some house rules, your custom designs welcome. Characters/miniatures will be provided by GM.
Do you think you have the guts to face the most powerful Mechs that the Clans have ever developed? You are playing the Inner Sphere, I play the Clans.
—S. Terry Horton

CAV Demo

Saturday 11 AM - 3 PM Room 157 4 Hours
System: CAV from Reaper Miniatures Players: 24
Provided: All characters provided by GM
65,000 Rounds of PURE ATTITUDE! CAV is an exciting, fast paced, easy to learn and play Mecha Miniatures Wargame brought to you by Reaper Miniatures. In this demo setting you can learn the mechanics of this game by going one-on-one and in multiple unit action. All materials, miniatures and terrain are provided. Come and see for yourself how great this game is!
—Mike Hardy, Paul Egedi and Marvin Coleman

CAV Battle

Saturday 3 PM - 7 PM Room 157 4 Hours
System: CAV from Reaper Miniatures Players: 24
Provided: All characters provided by GM
In this battle, two sizable CAV Forces will do battle. Come and see for yourself how easy to learn and quick to play this game is. No experience necessary, all materials, miniatures and terrain are provided.
—Mike Hardy, Paul Egedi and Marvin Coleman

GunSlingers in Dry Gulch

Saturday 8 AM - Noon Hallway Table 1 4 Hours
System: Thunderin' Guns Players: 6
Variations: bonus cards Power level: 2 rounds
Provided: All miniatures provided by GM
Dark Times in Dry Gulch! GunSlingers are shooting up the town, while the Sheriff and the Outlaw go gun barrel to gun barrel over the stage! Who will the school marm fall for? Will the Moonshine Kid sober up for one final show down? Where's the Marshall? Come find out in this Texas-Sized version of the great OOP British boardgame! Easy to learn and play!
—Felipe Morales

Intro to War-Torn Universe

Saturday 9 PM Hallway Table 1
System: War-Torn Universe Players: 6 to 8
A Sci-Fi miniatures game set in the ruins of the future. Fast and easy to learn. Everything provided. If the game finishes early, I will run another game.
—David Garton

Bash the Robots

Saturday 8 AM - 4 PM Hallway Table 2 6-8 hours
System: Starguard! 5th ed. Players: 6-12
All Minis provided by GM
Can Buzz Lightyear and Star Command crush the Puppetmaster's robots? The Puppetmaster is holed up in a fort - with his robots.
—Peter Bauer

Space Hulk- Space Marines vs Genestealers

Saturday 4 PM - 10 PM Hallway Table 2 6 hours
Variations: Space Marine Terminators, Ultras, Blood Angels and Space Wolf.
Characters and Miniatures supplied by GM. An easy-to-learn fire and move game. Go to the Hive Sector, Find where the eggs are, destroy as many as possible. Try not to get killed by the Genestealers —Leonard Loza

Fencer Attack!

Saturday 10 AM - 2 PM Hallway Table 3 4 hours
System: Ogre miniatures Players: 8
All miniatures supplied by GM.
A PE Fencer and accompanying GEVs are attacking a Combine HQ. Prizes supplied by Steve Jackson Games.
—Robdil San Mateo

Road-Kill Rally

Saturday 2 PM - 10 PM Hallway Table 3 8 Hours
System: Road-Kill Rally Players: 10
Provided: All miniatures provided by GM
Road-Kill Rally is a miniatures game that simulates the fast paced action of futuristic motorized death sports where superstar drivers in weapon-laden cars race through the streets of America in search of blood, fame and fortune. Points are scored by killing pedestrians, destroying competing drivers and racing across the finish line first. The surviving driver with the highest number of points at the end of the race is the winner. —Dan George

Grabbing the Bull By the Horns

Saturday 10 AM to 2 PM Hallway Table 4 4 Hours
System: Battle Cattle 3rd Edition Players: 6
Variation: Free-for-all Battle Power level: \$15,000
Provided: All miniatures provided by GM
The mightiest Battle Cattle of the new age square off in a free-for-all battle to prove once and for all just who is the most powerful bovine warrior. Once the chips are down, only one cow will be left standing - will it be you?
Schedule Notes: I'd like to run two separate games for this event, on separate days, though each will be the same. These events will be run with the support and consent of Aldo Ghiozzi of Wingnut Games. —W. Jason Peck

Battle Cattle: Third Edition

Saturday 2 PM - 8 PM Hallway Table 4 6 Hours

Provided: All miniatures provided by GM

Gather your beefed-up bovine, slaughter the competition, and turn your opponent into hamburgers!

—Nathan Altimari

Contact at Phi Centari

Saturday Noon to 6 PM Salon B 6 Hours

System: Full Thrust

Players: 8

Variations: Fleet Books

Provided: All characters provided by GM

A deep space scout has spotted an alien presence in the Phi Centari system. The closest response fleet is an NSL Battle group. Their mission is to recon the system in force and investigate and possibly eliminate ALL hostiles.

—George Gardea

Stop the Clans

Saturday 7 PM-1 AM Salon B 6 hours

System: BattleTech

Players: 10

Variations: Light variant

Description: 28mm scale BattleTech with large Mechs/vehicles/infantry. A mercenary company tries to stop a small Clan Nova Star in urban terrain. Experienced BattleTech players, please!

—Dave Camp

Marvel HeroClix Head-to-Head Tournament

Saturday 8 AM – Noon Salon B 4 Hours

Variations: Swiss Style Rounds

Players: 16

Level: 200 Points Constructed

Provided: Players must provide own characters

The gauntlet is thrown. Can you face the challenge of your peers? Bring your 200-Point Force and face off against others in this exciting, multi-scenario tournament.

— Paul Chang

MechWarrior DA Mega Game

Saturday 8 AM – 3 PM Salon B 7 Hours

Variations: Multi-Player

Players: 10

Level: 300 Point Constructed

Provided: Players must provide own characters

Planet 23907 has been overrun by the Crimson Raiders. Now it's up to you and your teammates to liberate the capital city of New Hope. Your team will be facing 5 Volunteer Battle Masters, each wielding a 600-point army. No terrain is needed. Viva la liberación!!!!

—Paul Chang

WizKids Demo

Saturday 10 AM – 6 PM Salon B 8 Hours

WizKids Demo

Players: 8

All WizKids Products All characters provided by GM

Come and receive a demonstration on the game of your choice. Let our volunteers be your guide to the infinite worlds of WizKids toys. — Paul Chang

Mage Knight Unlimited Head-to-Head Tournament

Saturday Noon – 4 PM Salon B 4 Hours

Variations: Swiss Style Rounds

Players: 16

Level: 200 Points Constructed

Provided: Players must provide own characters

Come and play Mage Knight Unlimited. 200 points constructed is the purest game format out there. Bring your 200-Point Army to square off against your fellow players. Please also bring four pieces of terrain with you.

— Paul Chang

Mage Knight Conquest Head to Head Tournament

Saturday 4 PM – 10 PM Salon B 6 Hours

Type: Tournament

Players: 16

Variations: Swiss Rounds Level: 2000 Points Constructed

Provided: Players must provide own characters

Bring your 2000 point army and face off against the hordes of the others. Do you have the strategic genius to be the final contestant? We shall see...

— Paul Chang

Mage Knight Conquest: Castle Siege

Saturday 4 PM – 11 PM Salon B 7 Hours

Variations: Multi-Player

Players: 10

Level: 1000 Point Army

Provided: Players must provide own characters

Did you hear what happened at Origin this year? Now you can come and see for your self. Come and face a saturnine castle fortress and see if you have what it takes to be the Siege Champion. You will be competing with 9 other players to storm Castle Darklocke. First one to the mage stone wins. :)

— Paul Chang

MechWarrior DA: Sealed Boosters Tournament

Saturday 4 PM - 8 PM Salon B 4 Hours

Variations: Swiss Style Rounds

Players: 16

Level: 2 Booster Sealed Tournament

Provided: Sealed Boosters can be provided by GM

Please bring two Sealed Boosters to the Tournament. You will construct a 300-Point Army from your boosters. Terrain will be provided for you. — Paul Chang



Rogue Trader WH40K Tournament

Saturday 8 AM – 9 PM Salons F and G 13 hours
All players must bring force of up to a 1,850 points using one Force Detachment. You must create this force using rules found in the 3rd edition Warhammer 40,000 rulebook or the most recent 3rd edition Warhammer 40,000 Codex. Only published material is legal (i.e. Some crazy thing from the internet cannot be used).
Scoring breakdown: Battle points: 60, Appearance: 20, Selection: 16, Sportsmanship: 60

Notice that this is just as important as how well you fight.

Provided: Players must provide own figures

Dreaded Pub Quiz: Separate from overall score, it is a test of your knowledge of the game, its history and background.

Terrain Set Up: Each player rolls a die, the player with the highest roll places the first piece of terrain. The players then alternate placing pieces of terrain. Each player's last piece of terrain may chosen to be placed off to side, out of the fight at the time of placement. For more questions you can talk to the event organizers and judges the night before the event in Salon G.

—Jerry Lewis, Shawn Farrow, Krystal Farrow, Garye Lawrence, Jeff Hiatt, Scott Miller, Abel, Jim Johnson, Ken Pryde, Richard Carter, Eric "Erwo" Woods

Mage Knight Dungeons Heroic Teams

Saturday 8 PM- Midnight Salon B 4 Hours
Variations: Swiss Style Rounds Players: 16
Level: 100 Point Heroic Teams

Provided: Players must provide own characters

Reap the rewards of fame and fortune. Come and make a name for your team in this exciting dungeon crawl.

—Paul Chang

Heavy Gear from Dream Pod Nine Demo

Sunday Noon-3 PM Room 157 3 Hours
System: Heavy Gear from Dream Pod Nine Players: 10
Provided: All characters provided by GM

Time is running out and all hell is about to break loose! GEAR UP for the ultimate battle. Heavy Gear is a highly detailed and realistic Mecha Miniatures Wargame produced by Dream Pod Nine. Despite its high level of detail and realism, Heavy Gear is still very simple to learn and fast to play. During this demo session, you will learn the basic aspects of this great game in one-on-one duels and multiple unit engagements.

—Mike Hardy, Paul Egedi and Marvin Coleman

Heavy Gear Battle

Sunday 3 PM - 6 PM Room 157 3 Hours
System: Heavy Gear from Dream Pod Nine Players: 10
Provided: All characters provided by GM

Time is running out and all hell is about to break loose! GEAR UP for the ultimate battle. Heavy Gear is a highly detailed and realistic Mecha Miniatures Wargame produced by Dream Pod Nine. Despite its high level of detail and realism, Heavy Gear is still very simple to learn and fast to play. During this battle, a Northern Gear Squadron and a Southern Gear Cadre face off in the jungles of the Southern Republic. No experience necessary, all materials, miniatures and terrain will be provided.

—Mike Hardy, Paul Egedi and Marvin Coleman

Once Again into the Madness

Sunday 9 AM - 3 PM Hallway Table 1 6 Hours
System: GASLIGHT Players: 10
Variations: yup Power level: 208 3 phase

Provided: All miniatures provided by GM

Yes, Rauscher and Rauscher will lead an intrepid party of explorers into our ramshackle imagination. What new figs do they have? May you ask? Find out. You have been warned.

—Eric and Emily Rauscher

Return of Destroy All Monsters!

Sunday 3 PM Hallway Table 1 4-6 Hours
System: Giant Monster Rampage Players: 8
Variations: some hand to hand variants

Provided: All miniatures provided by GM

The monsters return! Join Godzilla, Gamera, Ghidrah, and a bunch of others whose names don't start with G in smashing everything they can find! Prizes! Sound effects! Waving your arms around like you're in a big rubber suit! What could be better?

—Britt Daniel and John Carnahan

Grabbing the Bull By the Horns

Sunday 10 AM - 2 PM Hallway Table 4 4 Hours
System: Battle Cattle 3rd Edition Players: 6
Free-for-all Battle Power level: \$15,000

Provided: All miniatures provided by GM

The mightiest Battle Cattle of the new age square off in a free-for-all battle to prove once and for all just who is the most powerful bovine warrior. Once the chips are down, only one cow will be left standing - will it be you?

—W. Jason Peck

Stop the Clans

Sunday 8 AM – 2 PM Salon B 6 hours
System: BattleTech Players: 10
Table size: 6 x 12 feet. Variations: Light variant
Description: 28mm scale BattleTech with large Mechs/vehicles/infantry. A mercenary company tries to stop a small Clan Nova Star in urban terrain. Experienced BattleTech players, please!
—Greg Oashta

Eclipse

Sunday 10 AM – 1 PM Salon B 3 Hours
System: Eclipse Players: 2-8

Eclipse is a new miniature game set in a sci-fi fantasy world of Thorian. A world being invaded by evil beings from a mysterious planet known as the Black Star. The Eclipse system is fun and flexible, letting you play any miniature you might own, and that's only the beginning. —Erik Barnett

Mage Knight Unlimited Mixed Seal Boosters

Sunday 8 AM - Noon Salon F 4 Hours
Variations: Swiss Rounds Players: 16

Level: 3 Sealed Boosters from Mage Knight Series

Provided: Sealed boosters can be provided by GM

Come and play in this exciting format. You may bring any 3 sealed boosters to the table and construct your 200 point army to compete. — Paul Chang

WizKids Demo

Sunday 10 AM – 6 PM Salon F 8 Hours
WizKids Demo Number of Players: 8
All WizKids Products All characters provided by GM
Come and receive a demonstration on the game of your choice.
Let us be your guide to the infinite worlds of WizKids toys.
— Paul Chang

MechWarrior DA DunDraCon Championship Tournament

Sunday 10 AM – 4 PM Salon F 7 Hours
Variations: Swiss Rounds Number of Players: 64
Level: 300 Point Constructed
Provided: Players must provide own characters
Are you the one? Are you the Champion? This is where all the chips are played. The DunDraCon MW Championship Tournament. Compete with your 300 Point Army and see if you are victorious at the end.
— Paul Chang

DC Hero Clix Head to Head Tournament

Sunday Noon – 4 PM Salon F 4 Hours
Variations: Swiss Rounds Number of Players: 16
Level: 200 Points Constructed.
Provided: Players must provide own characters.
Batman, Superman, oh my...Bring your forces to face the challenge of the scenarios.
— Paul Chang

Mage Knight Dungeons Heroic Teams Mega Game

Sunday 6 PM – Midnight Salon F 6 Hours
Variations: Multi-Player Number of Players: 10
Level: 75 Point Heroic Teams
Provided: Players must provide own characters
Have you ever played in a multiplayer MK Dungeon Game? Wanna learn how? Here is your chance to play in one of the biggest games ever. It's like watching Survivors, but better!!!
— Paul Chang

Mage Knight Conquest Head to Head Tournament

Sunday 8 PM - Midnight Salon F 4 Hours
Variations: Swiss Rounds Number of Players: 16
Level: 2000 Points Constructed
Provided: Players must provide own characters
Bring your 2000 point army and face off against the hordes of the others. Do you have the strategic genius to be the final contestant? We shall see... — Paul Chang

Squig Bowl 1

Sunday 10 AM – 6 PM Salon G 8 Hours
System: Mordheim Number of Players: 8
Variations: A few small ones Level: any
Provided: Characters can be provided by GM
Play in the 1st Annual Squig Bowl! Carry the Squigs across the goal line & win! Prizes awarded for 1st, 2nd & Best Paint Job. Everyone gets an official tee shirt! Experienced armies welcome!
Schedule Info: 4 game sessions of 1.5 hrs each, starting w/ 8 players, then 4, then 2 finalists. 4 judges, 1 per game board.
Tournament presented by SixSiders Radio Show. —Kyle Guthrie

Armageddon

Sunday 2 PM - 10 PM Salon G 8 Hours
System: Babylon 5 Wars Number of Players: 20
Provided: All characters provided by GM
Babylon 5 Wars on a massive scale. Come and participate in a fleet engagement set in the Babylon 5 world. Beginners and old pros alike are welcome to play in this exciting game of tactical starship command. —Kevin Yin, Jesse Avery

Marvel HeroClix Head-to-Head Tournament

Monday 8 AM - Noon Salon B 4 Hours
Variations: Swiss Style Rounds Number of Players: 16
Level: 200 Points Constructed
Provided: Players must provide own characters
The gauntlet is thrown. Can you face the challenge of your peers? Bring your 200-Point Force and face off against others in this exciting, multi-scenario tournament.
— Paul Chang

Fatherland vs. Motherland: Kursk, 1943

Monday 9 AM - 4 PM Salon B 7 Hours
System: Hail of Lead (Homebrew) Number of Players: 6-10
Provided: GM will provide all the miniatures.
48th Panzer Corps thrusts northward as one of two pincers that will cut off the Soviet salient at Kursk. In this regimental-level action players will command battalion-sized units and learn a rule set designed for ease of play with flavor. Defend the Motherland or invade with the Fatherland...the fun never ends!
—Warwick Young



CCG/Board Game Tournaments

Hammer of the Scots Demonstration

Friday 7 PM - 11 PM Hallway Table 2 4 Hours

Level: This is designed for Beginners

Players: 2-8

Provided: All characters provided by GM

Come try Columbia Games' latest boardgame! Hammer of the Scots brings to life the War of Scottish Independence.

—Thom Hall

DUNGEONEER

Friday 10 PM - 1 AM Hallway Table 4 3 Hours

A 2-4 player board game that uses a deck of cards to decide the fate of the heroes that the players portray. Choose from one of four characters that are provided with each deck. This 110 card game is COMPLETE. It is NOT A CCG. If you like the game, you can purchase it in the DunDraCon Dealers' Room at the booth of our friends, Gold Rush Games. DUNGEONEER is the latest creation from the folks at Citizen Games. Come try our new game in a friendly environment.

—Citizen Games, LLC

Age of Renaissance

Friday 7 PM - 3 AM Salon F 8 Hours

Players: as many as possible

Age of Renaissance is a game of the expansion of commercial interests from the Middle Ages to the Age of Colonization. The game is a wonderful mélange of elements from commercial and warlike expansion, a la History of the World, and acquisition of cultural improvements, a la Civilization. The interactions are driven by the history deck which changes every game, so it never seems old. It is one of the best games ever made. Please feel free to come and play.

—Randy Kreidt

TOM: The Origins Metagame

Saturday 9:30 AM for All Convention, Dealers Room, Salon D
A "sealed deck" tournament. Rick Loomis of Flying Buffalo will run this tournament from his booth for up to 8 players at a time. Each player has to have a sealed pack of TOM cards. Winner gets to keep all the cards he wins, plus 8 more packs, plus an "Origins" water bottle!

—Rick Loomis

Sid Meier's Civilization the Board Game

Saturday 1 PM - 9 PM Hallway Table 1 8 Hours

Variations: We will be using several official and house rules.

Players: 6

This is the board game version of Civilization the Computer game. If that sounds interesting, come check it out. Please be prepared to play the whole game, but we will call it after 8 hours if it goes that long.

—Glenn Ironhat

DUNGEONEER

Saturday 10 PM - 1 AM Hallway Table 2 3 Hours

Provided: Games will be provided by GM

A 2-4 player board game that uses a deck of cards to decide the fate of the heroes that the players portray. Choose from one of four characters that are provided with each deck. This 110 card game is COMPLETE. It is NOT A CCG. If you like the game you can purchase it in the DunDraCon Dealers' Room at the booth of our friends, Gold Rush Games. DUNGEONEER is the latest creation from the folks at Citizen Games. Come try our new game in a friendly environment.

—Citizen Games, LLC

Phantasy Realms, the fantasy adventure boardgame

Saturday 8 PM - Midnight Hallway Table 4 4 Hours

8 PM-9 PM, Phantasy Realm demos (these are walk-up 15-minute overview and minigames.)

9 PM-Midnight, A Phantasy Realm game (2 games at the same time - 4 players each)

—Rainsford

Nuke War

Saturday 8 AM - Noon Salon B 4 Hours

Type: Board Game Players: 12

Provided: Games will be provided

Are you ready for WAR!!! Then come and see how destructive NUKES can be.

—Evans Kwok

Showdown in the Hellmouth

Saturday 8 AM - 2 PM Salon H 6 Hours

System: Buffy the Vampire Slayer CCG

Players: 8 and up

Provided: Players must provide own characters

Standard, swiss-style tournament. Bring your best deck and fight it out among all the heavy hitters on the Hellmouth. Beginners welcome.

—Don Tresca

Magic: The Gathering Sealed Deck Tournament

Saturday 2 PM - 8 PM Salon H 6 Hours

Variations: DCI Sanctioned 16K event

Players: 16

A DCI-sanctioned sealed deck tournament featuring 1 Onslaught Tournament Pack and two Legion boosters (available at the tournament at retail). Play will be Swiss style, with 4 rounds.

—Arthur Pruyne

Vampire: The Eternal Struggle (V:TES) Demo

Saturday 2 PM - 6 PM Salon H 4 Hours

System: CCG

Level: Beginner

Players: 8

Provided: All cards provided by GM

Drop by and learn how to play this multi-player CCG, designed by the creator of Magic: The Gathering.

—Gary De Vita

Warlord—Poor Man’s Tournament

Saturday 6 PM – 11 PM Salon H 6 Hours

System: Warlord CCG

Variations: Only rare that is allowed is your starting Warlord. Commons, uncommons, and fixed cards only.

Players: 16

Provided: Cards can be provided by GM

Bring the best of all those left over cards gathering dust in your collection and battle it out with your fellow conquerors. Think you stand a better chance when your opponent isn’t slamming you with his \$500 deck? Then this is the event for you. Deck construction is per standard rules other than the rarity requirement. Prizes provided.

—Dylan Walker

Phantasy Realms

Sunday 10 AM - 6 PM Hallway Tables 2 and 3

10 AM - Noon, A Phantasy Realm game, with “Spells & Spell Casters” expansion (2 games at the same time - 6 players each)

Noon – 2 PM, A Phantasy Realm game, with “Spells & Spell Casters” expansion (2 games at the same time - 6 players each)

2 PM – 6 PM, A Phantasy Realm Tournament (18 players total)

- 3 games in the first round. Top 3 players go to the 2nd round. Winner gets a free copy of Phantasy Realm and the Spells & Spell Casters expansion.

—Rainsford

DUNGEONEER

Sunday 2 PM, 4 PM, 7 PM Hallway Table 4 2 Hours each

Provided: Games will be provided by GM

A 2-4 player board game that uses a deck of cards to decide the fate of the heroes that the players portray. Choose from one of four characters that are provided with each deck. This 110 card game is COMPLETE. It is NOT A CCG. If you like the game you can purchase it in the DunDraCon Dealers’ Room at the booth of our friends, Gold Rush Games. DUNGEONEER is the latest creation from the folks at Citizen Games. Come try our new game in a friendly environment.

—Citizen Games, LLC

Axis and Allies Tournament

Sunday 11 AM – Midnight Salon G 13 Hours

Variations: Russia no Attack first turn, Bid for Axis, No Weapons Development, Obey Canal Rules

Players: 16

Provided: Players must provide own copies of game Milton Bradley’s Classic WW II game.

We will play 3 rounds each consisting of 4 hours. The winner moves on - Loser goes home!!! Winner will be determined by Higher IPC total or capture of enemy capital.

—Charles Hrepcshak

Warlord CCG Constructed Tournament

Sunday 2 PM - 8 PM Salon G 6 Hours

Players: 16

Provided: Players must provide own deck

This event will be a Constructed tournament for the CCG Warlord, produced by AEG. You should come with your tournament legal deck, and have fun! Prizes will be provided.

—Kevin Draper

Magic: The Gathering Grab Bag

Sunday 2 PM – 8 PM Salon H 6 Hours

Players: 16

Provided: Cards will be provided by GM

Come and grab a couple of handfuls of cards and build the best deck you can. Play will be Swiss style, with 4 rounds. One additional rule, you must take the cards you grab with you when you leave.

—Arthur Pruyn

ButtonMen Team Challenge Tournament

Sunday 4 - 8 PM Salon H 4 Hours

5 ButtonMan Team per player

Players: 16

Provided: Characters can be provided by GM

All Tournament Legal Buttonmen can be used. All BM will be assigned a rank of 1-5 points and each player will be given 15 points for their team. Each BM will fight one opponent. BYOBM if you have them.

—Bryce Nakagawa

Redeem the Lost Soul

Sunday 6 PM – Midnight Salon H 6 Hours

System: Vampire CCG (Jyhad)

Variations: Tournament rules and current errata

Level: Experienced Players: 16

Provided: Players must provide own deck

90 card library max. Mixed backs ok. 2 rounds + final. Bring VKEN number. All current errata in use. Sanctioned with prizes. No beginners please.

—Brad Nozik

Phantasy Realms Boardgame

Monday 11 AM – 4 PM Hallway Tables 1 and 2 5 Hours

11 AM - Noon, Phantasy Realm demos (these are walk-up 15-minute overview and minigames.)

Noon - 2 PM, A Phantasy Realm game, with “Spells & Spell Casters” expansion (2 games at the same time - 6 players each)

2 PM – 4 PM, A special Phantasy Realm game, using a pre-release demo copy of the “Universal Effects” expansion (2 games at the same time - 4 players each)

—Rainsford

DUNGEONEER

Monday 10 AM, 1 PM Hallway Table 3 3 Hours each

Provided: Games will be provided by GM

A 2-4 player board game that uses a deck of cards to decide the fate of the heroes that the players portray. Choose from one of four characters that are provided with each deck. This 110 card game is COMPLETE. It is NOT A CCG. If you like the game, you can purchase it in the DunDraCon Dealers’ Room at the booth of our friends, Gold Rush Games. DUNGEONEER is the latest creation from the folks at Citizen Games. Come try our new game in a friendly environment.

—Citizen Games Staff

Settlers of Catan Tournament

Monday 10 AM – 2 PM Salon F 4 Hours

System: Settlers of Catan

Players: 2-8

Provided: Games provided by GM

East Bay Games presents a Settlers of Catan Tournament!

This will be a 2 round event using the standard Settlers of Catan game. Each round will be 2 hours long. Beginners welcome.

—Thomas Funk

Carabande

Monday 10 AM – 2 PM Salon G 4 Hours

Players: 8

Provided: Games provided by GM

An old fashioned game of Flick Racing. Simple to learn and fun to play (and deceptively addicting). Be the first to cross the finish line to grab the checkered flag and declare yourself the Carabande Champ. But be careful; don't knock anyone off the track!

—David Gabriel

Material World

Monday 10 AM – 2 PM Salon G 4 Hours

Material World is an excellent game of strategic development in which one is trying to return treasures of the world to satisfy one's population. More people and more military help development and defense, but work against satisfying other goals. Five European Powers expand in the Age of Imperialism. Rated a cult gem! Come try it out.

—Randy Kreidt

Magic The Gathering: Grab Bag Draft

Monday 10 AM - 2 PM Salon G 4 Hours

16 Players

Players pick 3 packs from a grab bag containing boosters going back to Mirage block. Ordinary draft rules apply, but the draft is anything but ordinary. The mixture of special block mechanics lead to interesting and complex matches. Last year's drafters agreed that it was the best limited format they had ever played. There will be a \$12 charge for product, with players keeping the cards they draft. Prizes will be awarded.

—Dan Brown

War! Age of Imperialism

Monday 10 AM – 2 PM Salon H 4 Hours

Variations: There are several house rules that will be used.

Players: 6

Provided: Games provided by GM

War! Age of Imperialism is a large board game played with miniature pieces. This is a game that resembles Risk in appearance, but differs in that players will build infrastructure which then provides more money for more buildings and military units. Emphasis is on expansion and colonizing rather than military conquest. But diplomacy tends to fall apart at times. We will be using several house rules. Please come early for the event.

—Daniel Ironhat

SOCIETY FOR CREATIVE ANACHRONISM Mt. Diablo Room

(Right off Main Lobby)

This went to press before the convention, so check the sign outside the Mt. Diablo Room for last-minute changes.

Friday

3 PM on – Setup and open discussion

Saturday

9 AM – Room opens

10 AM – Seminar: European Arms and Armor – What got used when and why

11 AM – Seminar: Things That Cut and Smash – Detailed tour of the steel weapons collection.

11 AM – FENCING AND GAMING (Outside)

1-3 PM – COMBAT DEMO (Outside)

4 PM – Seminar: Archery—What arrows do for you (and to you) in games and the real world.

5:30 PM – Seminar: To be scheduled

7 PM – Seminar: Evening with the Viking Home Companion

Sunday

9 AM – Room opens

10 AM – Seminar: Near Eastern Arms & Armor What got used when and why

11 AM – Seminar: Paladins – On the field vs. On the battle mat

11 AM – FENCING AND GAMING (Outside)

1-3 PM – COMBAT DEMO (Outside)

4 PM – Seminar: Women Warriors – Historical records of women in combat

5:30 PM – Seminar: To be scheduled

7 PM – Seminar: To be scheduled

Monday

9 AM – Room opens

11:30 AM – COMBAT DEMO (Outside, if anyone has the strength)

Armor and weapons – the real thing, as well as the replicas the SCA fighters use on each other – on display all weekend, plus other good stuff and books. Come try things out, feel what they actually weigh, and argue with us about the effects on your favorite game system whenever there is no seminar in progress. The traditional SCA-style and gaming combat demos will probably be on one of the patios outside the ballroom foyer – the sheltered end, if it's raining.

RPGA Games

Pleasanton and Danville Rooms

These games are run under the aegis of the Role Playing Guild of America. Many of these events repeat a number of times each. The same scenario is presented each time, with the difference being the way the characters are played. As of publication time, the RPGA was not able to provide us with a schedule of when each game was to be played, so you must check with them in the **Danville Room** as to the times these games will run. The RPGA plans to run other games as well during the convention.

Game Descriptions

All That Glitters - A Living Arcanis Module

A mysterious carving holds the key to lost pirate treasure - and someone doesn't want you to find it. A Living Arcanis Adventure for Characters 1st to 6th level

Slots: 2, 5, 7, 8, 9

Appetites - A Living Greyhawk Module

Everyone has an appetite. Some crave food and drink, others fame and fortune. It's time to whet your appetite and spend some time at the Pious Pilgrim. An adventure for characters levels 1 - 8.

Slots: 2 (twice), 4, 6, 10

Claws of Evil - A Living Greyhawk Module

In 588, the Theocrat was slain by a foul demon, and though he was returned to life he has never been the same. Ogon Tillit lies near death, and no magic that Pholtus provides can cure him. Sages believe that only the claws with which he was slain can produce the cure, and after nearly a year a small diviners group in the Arcanist's Guild has discovered a clue. The church needs you to follow it up, and hopefully recover the demonic weapon. An adventure for characters levels 3-10.

Part 1 of 2 of the Crisis of Leadership series

Slots: 1, 3, 8, 9

Crash Test Dummies - A Virtual Seattle Module

It has to be asked, just what will a group of shadowrunners do for one million dollars? An action-comedy adventure for a group of daredevils willing to put their lives on the line in the name of research and the almighty Nuyen.

Slots: 2, 4, 7, 10

Hurry Up and Wait - A Living Kalamar Module

A playful scavenger hunt through the halls of Bet Rogala's College of Magic turns into a frantic scramble to help a wizard fix an evocation spell gone awry.

Slots: 5, 9

If I Were a Rich Man - A Living Kalamar Module

A nearby village needs the characters' help to turn their bad luck around.

Slots: 3, 7

Into the Dying Lands - A Living Greyhawk Module

A maimed slave and a pretentious scholar both beg for your assistance; one to retrieve a research subject while the other wishes you to rescue a family. Both roads lead to a place that none dare to go. Both roads lead to Tenh. Nothing is as it was, and nothing is as it seems. Part 2 of the Ether Threat plot arc. For characters levels 1-10.

Slots: 1 (twice), 5 (twice), 7, 9

Introductory Mini Mission by Triad Member Pete Willis

- A 1/2 slot Living Greyhawk Module

Mini Mission by Triad Member Pete Willis - Another 1/2 slot Living Greyhawk Module (For second half of this slot)

Slots: 3, 4, 7, 8,

Invasion of Arun'Kid (Two Parts) - A Living Kalamar Module

Arun'Kid - a small village with a sinister legacy. Now a group of gnomes seeks vengeance on the hamlet for wrongs done to them long ago and the return of fantastic riches lost in the shadows of the past. But to save the village, the heroes must seek answers from the most unlikely sources. The PCs will do their sleuthing from the home of a crazy hermit druid and his unique hedge maze to the tomb of a respected village leader and beyond. Now everyone seems to want to claim the village of Arun'Kid - the gnomes of the Barleten Clan, the Baron of Salanid and even a murderous band of brigands. But who should get it may be up to the heroes to decide...

Part 1 Slot: 9

Part 2 Slot: 10

Isles of Woe (Three Parts) - A Living Greyhawk Module

Lost for untold ages, the Isles of Woe have resurfaced deep within the waters of the Nyr Dyv. The legends say little about the mythical Isles, but one thing is certain. The Isles were a place of powerful magic and even more powerful enemies. What caused their mysterious disappearance in the pre-history of Oerth and perhaps even more importantly, what has caused them to return? For Characters Levels 6-8, although adjustable for characters 4-12. This event has a playing time of approximately 16 hours.

Part 1 Slots: 3, 6

Part 2 Slots: 4, 7

Part 3 Slots: 5, 8

No Place Like Home - A Living Force Module

Oluna Biqua has always had a reputation as a wild port of call in the Cularin system. But when all contact with the floating city goes quiet and plumes of smoke can be seen rising from its many spires, has the never ending party finally gone too far?

Slots: 2, 4, 6, 9, 10

Old Honor & The Steel Guard - Two 1/2 slot Living Kalamar Introductory Modules.

Slots: 2, 6



Operation Blue Star - A Living Force Module

The peace of the side streets of Gadrin is shattered by an explosion and gunfire, emanating from the Blue Star Centre, home to a group of Cerean-led philosophers. It sounds like some Heroes are required! A roleplaying-intensive adventure for Living Force heroes levels 1-6.

Slots: 1, 3, 8

Senator's Seal - A Living Arcanis Module

A simple act of larceny paves the way for a scandal that threatens to shake the very foundation of the Coryani Senate. Few Senators are courageous enough to defy the Emperor and his scheming foreign mistress and one of the most influential of these brave men faces embarrassment and dishonor. In a nation that declares Duty and Honor to be of the utmost, can the heroes prevent a noble soul's fall from grace? An Living Arcanis Adventure for Characters 1st to 5th level

Slots: 1, 3, 6, 10

Special Mission: Rogues Guild Test

A Living Greyhawk Module, only available for APL 8-10. Please remember that each PLAYER may only participate in ONE special mission a year.

Slots: 5, 6

The Rounds

A Living Kalamar Module

The characters are hired to guard a ship as it travels on Lake Eb'Sobet.

Slots: 4, 8, 10

*Game Slots***Friday: Slot 1**

Operation Blue Star
Claws of Evil
Senator's Seal
Into the Dying Lands
Into the Dying Lands

Friday: Slot 2

Appetites
Appetites
Old Honor & The Steel Guard
Crash Test Dummies
No Place Like Home
All That Glitters

Saturday: Slot 3

Isles of Woe, Part 1
Introductory Mini Mission/ Mini Mission
If I Were a Rich Man
Senator's Seal
Operation Blue Star
Claws of Evil

Saturday: Slot 4

Isles of Woe, Part 2
Introductory Mini Mission/ Mini Mission
The Rounds
Crash Test Dummies
No Place Like Home
Appetites

Saturday: Slot 5

Isles of Woe, Part 3
Special Mission: Rogues Guild Test
Hurry Up and Wait
All That Glitters
Into The Dying Lands
Into The Dying Lands

Sunday: Slot 6

Isles of Woe, Part 1
Special Mission: Rogues Guild Test
Old Honor & The Steel Guard
No Place Like Home
Senator's Seal
Appetites

Sunday: Slot 7

Isles of Woe, Part 2
Introductory Mini Mission/ Mini Mission
If I Were A Rich Man
Into The Dying Lands
Crash Test Dummies
All That Glitters

Sunday: Slot 8

Isles of Woe, Part 3
Introductory Mini Mission/ Mini Mission
The Rounds
Claws of Evil
Operation Blue Star
All That Glitters

Monday: Slot 9

Hurry Up And Wait
Invasion of Arun'Kid, Part 1
No Place Like Home
Claws of Evil
All That Glitters
Into The Dying Lands

Monday: Slot 10

Invasion of Arun'Kid, Part 2
No Place Like Home
Appetites
Senator's Seal
The Rounds
Crash Test Dummies

Live Action Role-Playing

Night on Delancy Street

Friday 7 PM - 1 AM Room 156 6 Hours
Primary GM: David Priebe/Dreams of Deirdre
System: Dreams of Deirdre Players: 15
GM-Provided Characters? Yes
Desc: There's a darkness in every man's heart, from the lowest thug to the highest politician. Sometimes, that darkness gets brought out into the light.

Cthulhu goes on a Diet

Friday 8 PM - 4 AM Salon B & C 8 Hours
Primary GMs: Patrick Arakel and David Mitchell
System: Call of Cthulhu variation Players: 30
GM-Provided Characters? Yes
Desc: Continuation of Ryrouni Cthulhu from last year. New players welcome. Players are Parliament members in Meiji (1890) Japan, investigating supernatural threats to the country. Can you save the Empire from the Foreign Devils using diplomacy and traditional CoC tactics?

When Garou Attack

Saturday 10 AM Salon O (back patio) 8 to 12 Hours
Primary GM: Chris Breazeale
System: Revised Laws of the Wild Players: 20
GM-Provided Characters? Yes
Desc: The city of Chicago has always been a bustling hub of activity. Recently there was a "bear" attack at a local club that people seem to have confused memories about. The elders know it isn't one of their own, so you need to find out who it was and what to do about it.

Heir to Power

Saturday 8 PM - 2 AM Room 157 6 Hours
Primary GM: Ken Moscardini Players: 10
System: Evil Eye Games Presents
GM-Provided Characters? Yes
Desc: The CEO of the mysterious Rolland Corp. has passed. As an up-and-comer in the organization it is time to prove you have what it takes to lead the rest.

The Imperial Audit

Saturday 8 PM - 1 AM Salon C 5 hours
Primary GM: Carl Brodt Players: 28
System: Empire of the Petal Throne / Gardasiyal
GM-Provided Characters? Yes
Desc: Intrigue and politics with a Chinese theme.

House Cleaning

SUN 10 AM - Midnight Salon O (back patio) 14 hours
Primary GM: Omni Players: 50
System: Werewolf: MET (Roughly 3rd Ed.)
Primary GM: Omni
GM-Provided Characters? Yes
Desc: The Bone Gnawers, underdogs of the Garou, have long favored stealth to direct assault. But a growing threat has been festering too close, for too long. Will the Sept of the Sleeping Stone lie still, or take the kegger to the enemy?

Harbingers

Sunday 8 PM - 2 AM Salon B & C 6 Hours
Primary GM: David Priebe/Dreams of Deirdre
System: Dreams of Deirdre Players: 30
GM-Provided Characters? Yes
Desc: Some greet the new Paranormals with fear; others see them as harbingers of a new era. Tonight's press conference at the Meridian House should sway the nation...but in which direction?

Do or Do Not. There is no Try.

Sunday 8 PM - 2 AM Room 156 6 Hours
Primary GM: M. Melanie Peters Players: 20
System: West End Games Star Wars Larp
GM-Provided Characters? Yes
Desc: Bounty Hunters Wanted! Information desired. Jedi, Rebel, Imperial Guard. Decide the fate of the Republic. Characters & Props provided - or bring your own!
Star_Wars_LARP@hotmail.com

These three following are one game held in one room at the same time. A different GM runs each section of the game.

Investigators and Cultists and Nazis, Oh My!

Sunday 8 PM - 1 AM Room 157 5 Hours
System: Big Fuzzy Dice Players: 6 per section
GM: Colin Thompson

GM: Eric Chestnut

Variations: Cultists only

GM-Provided Characters? Yes

Ia! Ia! Your dark and Unquestionable master demands that you obtain the Necronomicon at the Palace Grande Hotel in San Francisco. No sacrifice is too great to acquire this sacred tome. With this relic we shall unleash never before conceived horrors upon the world of man! Cthulhu Ftagan!

GM: Arthur Wallis

Variations: Nazis only

GM-Provided Characters? Yes

Achtung! Das Vaterland beckons thee to requisition ze fabled Necronomicon at ze auction in San Francisco tonight! A fortune in gold and the support of der Führer are at your disposal. You will prevail, and ze third Reich will last a thousand years! Sieg heil!

GM: Ryan Lee

Variations: Investigators only

GM-Provided Characters? Yes

Come one come all, tonight at the Palace Grande Hotel in San Francisco, many fine antiquities will be auctioned off. Antiques from the Orient, the Jungles of South America, the Sands of Egypt, and even artifacts from places where men fear to tread! Only the criminally insane would miss this once in a lifetime opportunity! (And some of them may be here!)



Games for Young and Old

Children's Games

Saturday 10 AM – 9 PM Salon H

DunDraCon is presenting an ongoing set of games of interest to the younger gamer, between 7 and 14, although of course adults may play as well. **This is not a baby-sitting service.** Children playing these games are attendees and we want to make the game playing experience good for them, as we do for all attendees. DunDraCon accepts no liability for the well-being of these attendees and takes no responsibility for them. Kids get the best of the games kids like to play! We play lots of games. Flux, Give Me the Brain, Aquarius, Girl Genius, Lord of the Fries, Dinosaurs of the Lost World, MoneyCents, Montgolfiere, Evo, Puerto Rico, Settlers of Catan, and much more! We will have Pokemon, Harry Potter, and Magic The Gathering card game tournaments.

—Randy Kreidt

Monster Smash - The Next Page

Saturday 10 AM - 2 PM Salon H 4 Hours

The new version of this classic (and long-time DunDraCon favorite) game of creating clay monsters and trying to destroy all the other players' clay monsters. Death, destruction, dirty fingers! Conducted by the game's creator: Christopher Allen.

Star Wars Epic Duels

Saturday 8 PM – Midnight Salon H 4 Hours

Players: 8

Provided: Games provided by GM

This is a giant-sized version of the easy, fast-playing board game, using 4-inch toy figures. Kids with their parents are especially welcome - ages 7 and up can play.

—Mike Chase

Children's Games

Sunday 10 AM – 9 PM Salon H

DunDraCon is presenting an ongoing set of games of interest to the younger gamer, between 7 and 14, although of course adults may play as well. **This is not a baby-sitting service.** Children playing these games are attendees and we want to make the game playing experience good for them, as we do for all attendees. DunDraCon accepts no liability for the well-being of these attendees and takes no responsibility for them. Kids get the best of the games kids like to play! We play lots of games. Flux, Give Me the Brain, Aquarius, Girl Genius, Lord of the Fries, Dinosaurs of the Lost World, MoneyCents, Montgolfiere, Evo, Puerto Rico, Settlers of Catan, and much more! We will have Pokemon, Harry Potter, and Magic The Gathering card game tournaments.

—Randy Kreidt

Monster Smash – Classic

Sunday 10 AM – 2 PM Salon H

A long-time DunDraCon favorite! Death, destruction, dirty fingers! Ah, there's nothing better than the smell of fresh Play-Doh in the morning - except maybe the roar of the death chant when you pound your opponents' clay monsters into mush.

Conducted by the undefeated 3 time champion: Alicia Hansen.

RPG Tournament

The Quest for the Sword of Hope

In a land where the technology of Dwarves and Men had almost eclipsed magic, four groups of adventurers gather together to seek an artifact of great power — each for his own reason.

In a time where valor is almost lost and Chaos and Evil are left unchecked by gods who are almost forgotten, our heroes strive to reach the ultimate goal.

The Land of “Sunder” has not been the same since the end of “The War of Tears.” This war, which involved all of the peoples of the world, was so fierce that almost all of the great heroes died fighting the nameless enemy who came from another dimension to destroy all life on the planet. Since then life has been difficult. It seems that the gods have abandoned the people, and magic has all but faded. Only to the far south, past “The Forest of Olm,” does magic flourish in any way. There, the occupants of “The Mage’s Tower” try to preserve what magical knowledge did not die with the great heroes of old. Now, from all around the land, four groups of heroes gather to seek an item of power, which will restore the land and bring hope to the people. It is “The Sword of Hope.” Are you brave enough to seek the sword and find the greatest reward?

The Tournament features a selection of traditional and unique characters drawn from the pages of the classic rule books by E. Gary Gygax and The Dragon Magazine. Each character comes illustrated with histories and role-playing tips. There will be furious combats, role-playing challenges, humor and fun. The scoring will be based on role-playing, puzzle solving and combat skills equally. Music and miniatures will be used to enhance the mood of the game.

The tournament uses a modified version of the 1st Edition Advanced Dungeons & Dragons rules system and will feature such variants as critical hits, fumbles and parrying rules.

Please consult the Official Games listings and choose one of the first round eliminations (all happening Friday through Saturday). These are Official Games 120, 219, 307 and 408. Three players from each of these will advance to the second round on Sunday: from games 119 and 306 to game T1 (10 AM) and from games 219 and 408 to game T2 (2 PM). Three players each from games T1 and T2 advance to the T3 finals Sunday evening. Good luck and I hope to see you at the game!

About the Dungeon Master

Jeff A. Hatch has been gaming since 1980 and is the author of the “Pulp Adventure” RPG. He has been the official tournament DM at the Polycon Gaming convention for three years in a row.

Official Games

DunDraCon will attempt to get every member into at least one game. Due to chance, popularity of certain games, and other factors, we cannot guarantee that any particular member will get into a game; still less that you will get into the particular game you want! Just like last year, overnight sessions are divided into two sessions each. Friday night is separate from Saturday morning, and Saturday night is separate from Sunday morning.

If you do not get into a game that you really want, show up for it anyway, as there may be an opening. Individual GMs may allow more players than the game registration program allows, or a player signed up may not show up. It is up to the GM and the players to allow extra players into the game. If you really, *really* want to get into a particular game, volunteer for the Con. Volunteers who work 4 hours get a Priority slip, which is a near-guarantee of getting into your first choice. Volunteers who work 8 hours also get their membership refunded.

We are using a computer program that supplies a different random number to each member for each session, but it remembers who has been assigned a game already and gives priority to those who haven't. There is no advantage to signing up early for a game, as the time that a slip is submitted does not affect your chances.

You may submit a slip for a session up until the final sign-up period for that session. This means that you can submit a slip for session 5 games (500-599, Sunday morning) Friday night, Saturday morning or Saturday night. Each session has a different color slip and each slip is set up to be used for only one session. See the table below for the colors and sessions.

TO SIGN UP FOR A GAME:

- 1) **READ** this booklet for the last sign-up period, color form, time, game number and room of the game that you want.
- 2) **SIGN UP** for the game by the proper time as listed below. You may submit a slip before the last sign-up period for the game, but not after. **WATCH** for special postings at the Con that may alter these times.
- 3) **USE** the proper color of sign-up form – remember to write clearly and put your member number and name on the form. If we can't read it, you may be put into the wrong game.
- 4) **DO NOT SUBMIT** more than one form per sign-up session. Doing so will not improve your chances and you may be penalized for putting us through the extra input effort. If you change your mind on which games you want, submit a second slip and note on it that the new slip has priority over the older one.
- 5) **LIST** each game only once on the form—if you don't get the game as your first choice, you can't get it as your second!
- 6) **DO NOT CHANGE** the session number on the form (or the starting number for the game). We use the color of the form to sort them for entry. **We will discard all forms altered in this manner.**
- 7) **THE RESULTS** of the Game Reg process will be posted on the glass walls near the Game Reg table as soon as the process allows. If a game was not filled, it will show lines of stars (*****) for the empty seats. You may show up to fill these seats at game time. Please be patient; we still have to enter requests even after Game Reg is closed. Calling us to enquire about results will only lengthen the wait for everybody.
- 8) **SHOW UP ON TIME** for your games. If you are late, your slot may have already been given to someone else.

All games have a game number based on their starting time. All games in the 101-199 range are in session 1, etc. Changes that occur after the printing of the program book will appear on the Errata Sheet included in your convention registration packet, and will be posted on the board at Games Registration.

SESSION	GAME NUMBERS	STARTING TIMES FOR GAMES	COLOR FORM	LAST SIGN-UP PERIOD
SESSION 1	GAMES 101–199	STARTING FRIDAY NIGHT	GRAY	FRI 5:00 – 7:00 PM
SESSION 2	GAMES 201–299	STARTING SATURDAY MORNING	PINK	FRI 7:00 – 9:00 PM
SESSION 3	GAMES 301–399	STARTING SATURDAY AFTERNOON	BLUE	SAT 9:00 – 11:00 AM
SESSION 4	GAMES 401–499	STARTING SATURDAY NIGHT	TAN	SAT 4:30 – 6:30 PM
SESSION 5	GAMES 501–599	STARTING SUNDAY MORNING	GREEN	SAT 6:30 – 8:30 PM
SESSION 6	GAMES 601–699	STARTING SUNDAY MORNING	LILAC	SUN 9:00 – 11:00 AM
SESSION 7	GAMES 701–799	STARTING SUNDAY NIGHT & MONDAY	YELLOW	SUN 4:30 – 6:30 PM

SESSION 1. 100 Series Games

Sign-up Friday 5:00-7:00 PM

The registration forms for this session are Gray

101 Magical Mystery Toon

GM: Doc Cross Friday 8:00 PM in room 143 for 4 hours

System: TOON

Type: RPG

Power Level: Varied

All characters provided by GM

Variations: Yes!

This year's plot is a mystery, even to Doc. Could be Dungeons & Toons, could be CarToon Wars, could be something REALLY nutty. Only way to find out is to sign up!

102 Big Money, Big Prizes!

Dave "Mr. Sinister" Wolfe Friday 8:00 PM in room 145 for 6 hours

System: D&D 3e.

Type: RPG

Power Level: 8 -12th Level

Players must provide own characters

Variations:

Welcome to the Arena of Pytfawl! Huge rewards for those who survive. Work as a team, or not. Death likely.

103 Matt Sanborn's "The Allnighter"

Dave Noonan & Jon Sadler Friday 8:00 PM in room 147 for 6 hours

System: Call of Cthulhu

Type: RPG

All characters provided by GM

Variations: Some rules loosely based on 1st Edition D&D.

Friends gather to play a new game called D&D & get snowed in by the 1978 east coast blizzard. Matt Sanborn's Chaosium award winning "Allnighter." Game within a game.

104 The Skull of Elivisa

GM: Geoff Garvoille Friday 8:00 PM in room 149 for 6 hours

System: D&D 3e.

Type: RPG

Power Level: 7th

All characters provided by GM

Variations: No Psionics

You've been exiled to spend eternity in a demiplane of existence. Befriending fellow captives, can you escape? Playtested dungeon crawl. Characters, including signature items, provided.

105 Society of Healers

Slaughterhouse Shadowrun Friday 8:00 PM in room 151 for 6 hours

System: Shadowrun 3e.

Type: RPG

Power Level: 1st-6th

Characters can be provided by GM

Variations: No deckers, characters MUST be ready at start of game

Who would steal from the Society of Healers and harm one of their members?

106 Fast Strike

GM: Andrew Walters Friday 8:00 PM in room 152 for 4 hours

System: Ogre

Power Level: Mark IV

Type: Board game

All characters provided by GM

Variations: G.E.V. Rules

The Mark IV strikes fast and its missiles hit hard. How much damage can you do before the defense converges? Prizes from Steve Jackson Games

107 Destiny of Kings

GM: Thomas Foti

Friday 8:00 PM in room 154 for 8 hours

System: D&D 3e.

Power Level: 3rd

Type: RPG

Characters can be provided by GM

Variations: PHB Only

The king has been slain by mysterious causes, the crown prince is missing and you have been called by an old family friend to covertly give assistance.

108 When Death Comes Calling.

GM: Josiah Knight

Friday 8:00 PM in room 157 for 10 hours

System: Forgotten Realms D&D 3e.

Power Level: 10th-12th

Type: RPG

Characters can be provided by GM

Variations: House Rules (<http://12.232.108.96/game/campaign/>)

Death comes to all in time. Why does it seem especially interested in you? A seer foresaw your death. Perhaps, just this once, your destiny can be changed.

109 Flight of the Icarus

GM: Don Satow

Friday 8:00 PM in room 159 for 6 hours

System: Hero

Power Level: Low Heroics (150 total points)

Type: RPG

All characters provided by GM

Variations: Crits, Hit Locations

As an InSys Tactical group, you have been trained to take on various pirate threats, emergencies in space, and evac operations. Who knew you would put all that training to good use on your first trip in space? (SciFi adventure)

110 mangHom First Mission

GM: Mike Wilson

Friday 8:00 PM in room 160 for 8 hours

System: GURPS Space

Power Level: 250 Point Characters

Type: RPG

All characters provided by GM

Variations: Star Trek

tlhIngan maH (We are Klingons). You are a mangHom, a cadet, on your first real mission.

111 The Devil Has the Power to Assume a Pleasing Shape

GM: Catherine Klikoff

Friday 8:00 PM in room 161 for 8 hours

System: All Flesh Must Be Eaten

Power Level: high

Type: RPG

All characters provided by GM

Variations: Heavy Use of the Sourcebook Enter the Zombie

In a world full of death you are one of the few survivors. You and a handful of others use your wits, strength, and courage to survive through one more day. Hope is long gone. Until one day, on the radio, a voice. MATURE PLAYERS ONLY.

112 Quest for Rinstone, "Return of Avlore"

GM: Jason Riggs

Friday 8:00 PM in room 162 for 8 hours

System: D&D 3e.

Power Level: 20 to 22

Type: RPG

Characters can be provided by GM

Variations: Max gold 700k gp

Avlore has returned. No one know why he has returned, but rumors say he seeks a stone called rinstone. Your job to find this rinstone and stop Avlore from getting it.

113 Fools Rush In

GM: Michael Smith

Friday 8:00 PM in room 163 for 8 hours

System: Shadowrun 3e.

Power Level: beginning

Type: RPG

Characters can be provided by GM

Variations: few

The job seemed simple enough: Case the zoo, sneak in, steal the leopard, and return to the mage with the goods. So how did we become pallbearers at a funeral, and why is the casket lid opening???

114 The Forest of Painful Mutilations

GM: Edmund Metheny Friday 8:00 PM in room 164 for 6 hours
System: Hol/Buttery Wholesomeness
Power Level: Any of the pregen characters
Type: RPG All characters provided by GM
Variations: You can play a BH character if someone will play your Sidekick
A simple mission, just a walk in the woods. Just be careful of AAUGH! NOT MY FACE, NOT MY FAAAAACE! *Burburburble*. Ghastly violence - check with mom first.

115 Slayer, Slayer, who's got the Slayer? (Angels)

GM: Justin Newport Friday 8:00 PM in room 165 for 6 hours
System: In Nomine Power Level: beginning
Type: RPG Characters can be provided by GM
Variations: Unique House rules (limited)
One Slayer too many in Sunnydale, Heaven and Hell send agents to 'resolve' the problem. This game links with the Demons version.

116 Slayer, Slayer, who's got the Slayer? (Demons)

GM: Rasilind Sveinsson Friday 8:00 PM in room 166 for 6 hours
System: In Nomine Power Level: beginning
Type: RPG Characters can be provided by GM
Variations: Unique House rules (limited)
Those heavenly abominations are at it again, but this time it's on our turf. The Hell Mouth is stronger than ever and there are one too many Slayers running the show. Help the forces of Hell use the Slayer's power to our advantage, or pay the price.

117 The Mark

GM: Zach Greenvoss Friday 8:00 PM in room 168 for 8 hours
System: Call of Cthulhu
Type: RPG All characters provided by GM
Variations: Modern
As an elite branch of the NSA, you are prepared for any situation. What happens when you uncover something you are not trained to handle?

118 Overnight at the Crossroads Inn

GM: Chris Sparks (Day One Gaming)
Friday 8:00 PM in room 170 for 8 hours
System: D&D 3e. Power Level: 6th level
Type: RPG Characters can be provided by GM
After a summer under the mountains killing and looting, who thought that spending the winter in town would be the real adventure. Of course you didn't know about the curse then, or that you were the only one with a hope of lifting it.

119 Riddle Me This, Riddle Me That

GM: Veronica Lacquement Friday 8:00 PM in room 171 for 6 hours
System: AD&D 2e. Power Level: 3-6th Level
Type: RPG Players must provide own characters
Variations: Skills&Powers, House Rules
Riddle me this, riddle me that, who's afraid of an underground trap? You've fallen and been stuck underground. Deal with puzzles and problems to see daylight again.

120 The Quest for the Sword of Hope Round 1A "The Mages Tower"

GM: Jeff A Hatch Friday 10:00 PM in room 374 for 4 hours
System: AD&D 1e. Power Level: 3-5th
Type: RPG All characters provided by GM
Variations: Critical Hits & Fumbles, Parry Rules
Following the prophetic dreams of one of their members, a group of Mages begins an Epic Quest to find an artifact of great power. Note: Three Players from this round will proceed to game T1.

121 Love is at Stake

GM: James Shumaker Friday 10:00 PM in room 375 for 6 hours
System: Buffy the Vampire Slayer Power Level: White Hatty
Type: RPG All characters provided by GM
Variations:
It never seems to slow down in Sunnydale. But for single people, on the night of Saint Valentine, the night never seems to end. It is not surprising then that the desperately lonely would sink to anything to change that.

122 Bloodsucker Track & Kill

GM: Caleb Johnson Friday 10:00 PM in room 376 for 8 hours
System: D&D 3e. Power Level: 20-25 non-epic
Type: RPG Players must provide own characters
Variations:
She's run to a small town and we need a subtle hit squad to flush her out and strip her of her unlife. Subtlety is key. Be creative with your characters. Half Role-Play, half Hack and Slash.

123 The Seventh Vision

GM: Tye S. Nordstrom Friday 10:00 PM in room 377 for 8 hours
System: White Wolf Power Level: Low-Medium
Type: RPG Characters can be provided by GM
Variations: Alternate timeline
Melbourne, Australia, 1889. A new frontier; a chance for unity between Kindred, Garou and Fae. But comes the Harbinger of MoF!

124 Valley of the Scorpion

GM: Jason Carpenter Friday 10:00 PM in room 378 for 10 hours
System: D&D 3e. Power Level: up to 91K XP
Type: RPG Players must provide own characters
Variations: 91K XP MINUS item creation XP
Dastardly kobold sorcerer flees law; explorers seek lost Throne of Might. Both find Valley of the Scorpion. No evil, no children. Please under 160K wealth.

125 Coming of Age

GM: Glenn S. Thain Friday 10:00 PM in room 379 for 10 hours
System: Fantasy Hero Power Level:
Type: RPG All characters provided by GM
Variations: Based on 4th Edition CHAMPIONS rules set
Graduation Day! The class of 1000 is throwing their Graduation Party and the party is going to be the party of the year! But hey! I don't seem to remember those people...?

126 Coming of Age II

GM: Randy Greer Friday 10:00 PM in room 381 for 10 hours
System: Fantasy Hero Power Level: 150-180 points
Type: RPG All characters provided by GM
Variations: None, Beginners Welcome
So you want to be a man? Can you survive on your own without the support of your family, help of friends? Is this the year you find the courage, be a shearling?

127 Samuel L. Bronkowitz \$1000 Midnight Cinema

GM: Mark A. Kramer Friday Midnight in room 143 for 6 hours
System: It Came From the Late Late Late Show
Power Level: New Actors
Type: RPG All characters provided by GM
Variations:
Greetings, Movie Masochists! Join your host, Phantom Jack, as he presents tonight's execrable offering: "Naughty Teenage Bad Girls From Outer Space go to Rock'n'Roll Reform School." Plus surprise second feature!

SESSION 2. 200 Series Games

Sign-up by Friday 9:00 PM

The registration forms for this session are Pink

201 Ascent into Gorgoroth

GM: Christopher Wade Saturday 8:00 AM in room 143 for 8 hours
System: Lord of the Rings Power Level: Experienced
Type: RPG All characters provided by GM
Variations:

Expedition to discover communications with Gondorian outpost. Succumb to the reaches of this plateau where Mt. Doom looms in the center. Mid Third Age.

202 A Day In The Country - Historical Science Fantasy & Horror

GM: Brett Lawson Saturday 8:00 AM in room 145 for 6 hours
System: TARoT Playtest & Feedback Power Level: N/A
Type: RPG All characters provided by GM
Variations: Legacies of the Metropolis: Industrial Evolution

First a cryptic message begs the Godfather to investigate a strange rural community, then two of his "family" disappear. His son's crew of "Legacies" won't. Experienced Roleplayers and Gamers Only

203 Shiver your timbers!

GM: Bill Howard Saturday 8:00 AM in room 147 for 8 hours
System: Call of Cthulhu Power Level: N/A
Type: RPG All characters provided by GM
Variations: minor

Looking for the lost treasure of the Crimson pirate? Sure I'll sell you a boat, no rentals, not anymore. I'm sure you'll be fine though. A "Good Omens" production.

204 Through the Looking Glass

GM: David Rakonitz Saturday 8:00 AM in room 149 for 8 hours
System: Champions Power Level: 12D6 Attacks, Max 30 ED/30 PD
Type: RPG Players must provide own characters
Variations: Minor

Tensions run high when diplomats vanish down a rabbit hole? The rescue expedition needs your help. Beware of bandersnatches. There will be some whimsy.

205 The Price of Glory

GM: David Weinstein Saturday 8:00 AM in room 151 for 8 hours
System: Hero 5e. Power Level: 15 DC
Type: RPG Players must provide own characters
Variations: Small House Rules

Seasoned Heroes know it takes personal sacrifice to do the job they must do. But do they notice when others do the same for them?

206 In Defense of Jaburo

GM: Norm Albert Saturday 8:00 AM in room 152 for 8 hours
System: Mekton Zeta Power Level:
Type: RPG Characters can be provided by GM
Variations: "Gundam Senki" Rules, with MSiA miniatures

Your MS team's mission is to guard the Federation's air defense control complex on the eve of the assault on Jaburo.

207 The Dam of Tok-tanur

Chris Fox & Brian Gray Saturday 8:00 AM in room 154 for 8 hours
System: D&D 3e. Power Level: 8th level
Type: RPG Characters can be provided by GM
Variations: No Psionics

A border town needs a dam built, but undead are rising to prevent it. Have the villagers upset the local marshfolk, or will unknown forces have their own say? Mystery, puzzle-solving, some hack 'n slash.

208 Mythos in Space?

Whitney Lee Preston Saturday 8:00 AM in room 159 for 8 hours
System: Call of Cthulhu
Type: RPG All characters provided by GM
Variations: Slight, for player survivability

Weyland-Yutani has been your provider all your life. Now they have a mission for you. A little recovery work. Yeah, right. Roleplay, Problem-Solving, Combat.

209 Our Mob Comedy

GM: Marc Willner Saturday 8:00 AM in room 160 for 8 hours
System: Feng Shui
Type: RPG All characters provided by GM
Variations: Some liberties with character creation

The Whitworthe School is being threatened by Evil Developers. Can a group of Scrappy (and other) Kids save it? And still have fun and be cool while doing it?

210 The Wrath of Orcus

GM: Duane Frederick Saturday 8:00 AM in room 161 for 12 hours
System: D&D 3e.
Power Level: 22nd Level Characters. 1,000,000GP worth of items.
Only 1 epic level item permitted.

Type: RPG Players must provide own characters
Variations: Core Rule Books, Forgotten Realms Books, Epic Level Handbook Only. No psionic or evil characters.

The Fortress of the Damned in Far off Chult has been breached. Those things which kept the forces of the Demon Lord Orcus at bay have been weakened. Orcus is coming....

212 Through the Looking Glass

GM: Jessemay Pollock Saturday 8:00 AM in room 163 for 6 hours
System: White Wolf (Werewolf) 2ed Power Level: 1/2 rank
Type: RPG All characters provided by GM
Variations: Minor Changes

For your Rite of Passage you were told to go into the Umbra for 4 days and then go back to the Caern. Simple Right? Wrong. You go through the mirror and find yourself... somewhere. A woman in red tells you to get across the chessboard and you can get out. Simple Right?

213 The Bad Seed

GM: Jeff Brain Saturday 8:00 AM in room 164 for 6 hours
System: D&D 3e. Power Level: 5-8 total levels per character
Type: RPG Characters can be provided by GM
Variations: Gringold Campaign

The campfire crackles in the afterglow of battle, as you banter with your companions. "I'll take the dagger with the gem in the hilt." "Say, did you just hear?"

214 Masquerade of Evil

GM: Todd Westerlund Saturday 8:00 AM in room 165 for 10 hours
System: D&D 3e.
Power Level: 50k exp. or 10 levels and 50k gps value of treasure
Type: RPG Characters can be provided by GM

Variations: All items purchased- must be fully charged. Evil only.
The task of assassinating the king has been given to your guild. A sip from the fountain of purity will cover your corrupt soul. Enter with secrets, leave with lies



215 All the King's Men

GM: Keith Fojtik Saturday 8:00 AM in room 166 for 10 hours
System: D&D 3e.
Power Level: 50k exp. or 10 levels and 50k gps value of treasure
Type: RPG Characters can be provided by GM
Variations: All items purchased- must be fully charged. Good only.
The king is marked for assassination. The only way to ensure the king's safety is to blacken the heart. Those who shed the brightest light cast the deepest shadows.

216 Shades of Amber

GM: Dawn Greenlee Saturday 8:00 AM in room 168 for 6 hours
System: Amber Diceless Roleplaying Game Power Level: 350
Type: RPG Players must provide own characters
Variations: Minimal
You awaken with vague memories of a place name Amber. Is it Real or something else?

217 Call of Cthulhu End Time

GM: Luther Martin Saturday 8:00 AM in room 170 for 6 hours
System: Call of Cthulhu Power Level: Average
Type: RPG All characters provided by GM
Variations: Additional skills used in space
The stars have finally aligned and the everyone's worst dreams have come true. Elder Gods and their minions walk the Earth and humanity has fled to the stars.

218 Transformer

GM: Kelly Simon Saturday 8:00 AM in room 171 for 12 hours
System: Mekton Power Level: none (come and see for yourself)
Type: RPG All characters provided by GM
Variations:
You're a prototype Autobot off the assembly line and you are already on a mission. You must hunt down the Decepticon and destroy, destroy, destroy. (Have fun heh heh)

219 The Quest for the Sword of Hope Round 1B "The Pirates of Sunder"

GM: Jeff A Hatch Saturday 10:00 AM in room 374 for 4 hours
System: AD&D 1e. Power Level: 3-5th
Type: RPG All characters provided by GM
Variations: Critical Hits & Fumbles, Parry Rules
Six Criminals on the run find clues to a mysterious treasure on an ancient scroll. Can they reach their goal before their pursuers catch up with them? Note: Three Players from this round will proceed to game T2.

220 Stealing the Egg

GM: Matthew Gaston Saturday 10:00 AM in room 375 for 8 hours
System: Storyboard Fantasy Power Level: 30 Traits
Type: RPG All characters provided by GM
Variations: Dragon Shards
Now that you are grown, the time has come for you to face the dragonmen on your own terms. Playtest the first setting of Storyboard 2. A Good Omens Production.

221 Battle for the 7:30 Time Slot

GM: Ryan Walton Saturday 10:00 AM in room 376 for 8 hours
System: Big Eyes Small Mouth Power Level: N/A
Type: RPG All characters provided by GM
Variations: Variations up the Wazzoo!
Cartoon Network needs to choose a show to fill its 7:30 time slot. Battle it out against other cartoon stars for slot supremacy. Comedy is more important than combat.

222 Tangled Threads II (A Good Omen Production)

GM: Jennifer Brozek Saturday 10:00 AM in room 377 for 8 hours
System: 7th Sea
Type: RPG All characters provided by GM
Variations:
The continuing saga of the Vodacce based adventuring group. Dashing men, dangerously beautiful women, flashing sword fights and exquisitely intricate Vodacce court intrigue.

223 Piece a' Cake

GM: Mark Schynert Saturday 10:00 AM in room 378 for 10 hours
System: Complete Arduin Power Level: 5-12
Type: RPG All characters provided by GM
Variations: most optional rules; modified armor rules
We're going to do what? Go out during the Black Solstice to look for a gate to sneak into Arduin via the Great Wurm Road? C'mon, tell me the scary part.

224 Avengers Assemble!

GM: Abel Hernandez Saturday 10:00 AM in room 379 for 6 hours
System: Silver Age Sentinels
Type: RPG All characters provided by GM
Variations: Tri Stat
And there came a day unlike any other, when Earth's mightiest heroes were united against a common threat! On that day the Avengers were born— to fight the foes no single hero could withstand!

225 Night the Lights Went Out in Dunlee

GM: Dave Jones Saturday 10:00 AM in room 381 for 6 hours
System: Hellboy / GURPS
Type: RPG All characters provided by GM
Variations:
Strange lights in the sky at night, theft of relics, conspicuous missing persons. What's it all mean? BPRD agents travel to a small, fog enshrouded New England town to find out.

SESSION 3. 300 Series Games

Sign-up by Saturday 11:00 AM

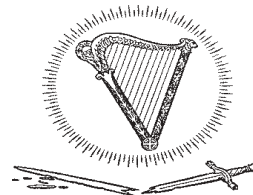
The registration forms for this session are Blue

301 A Day In The Country - Historical Science Fantasy & Horror

GM: Bernadine Ritz Saturday 2:00 PM in room 145 for 6 hours
System: TARoT Playtest & Feedback Power Level: N/A
Type: RPG All characters provided by GM
Variations: Legacies of the Metropolis: Industrial Evolution
First a cryptic message begs the Godfather to investigate a strange rural community, then two of his "family" disappear. His son's crew of "Legacies" won't. Experienced Roleplayers and Gamers Only

302 Flight of Fancy

GM: Joseph Kuo Saturday 2:00 PM in room 162 for 6 hours
System: Call of Cthulhu Power Level:
Type: RPG Characters provided by GM
Variations: Modern
You have being brought in to investigate a plane crash on the beach of a small island in the pacific. Now, what happened to the other half of the plane?



303 Nostalgia 1889

GM: Raymond L. Nelson Saturday 2:00 PM in room 163 for 6 hours
System: Space 1889 Power Level:
Type: RPG Characters can be provided by GM
Variations:
Run to Cloud City, intrigue and possible battle

304 Space Cadets! No Pop Stars Allowed

GM: Elliott Belser Saturday 2:00 PM in room 164 for 4 hours
System: Mekton Zeta Plus Power Level:
Type: RPG All characters provided by GM
Variations: Miniatures, no "Let's Active!"
Welcome to the Wakazashi - the ship where the crew is a few inches short of a katana! Unfortunately for the galaxy, you are the only people with a chance in hell of stopping the Drakhonian Empire. You have only one advantage: No whining pop stars are allowed on the ship! (This means YOU, Minmei!)

305 Hunting the Supergun

GM: Chris Hockabout Saturday 2:00 PM in room 168 for 8 hours
System: The Secret of Zir'An Power Level:
Type: RPG All characters provided by GM
Variations:
Go behind enemy lines to hunt down and destroy a terrible secret weapon in this wartime story of action and intrigue. Explore the possibilities of fantasy's future in: the Secret of Zir'An.

306 Order of the Fang

GM: Daniel Alves Saturday 2:00 PM in room 170 for 8 hours
System: D&D 3e. Power Level: 18
Type: RPG Characters can be provided by GM
Variations: lots of supplemental material
A kaiju is destroying your favorite city. What further catastrophe could this herald, and what does it have to do with the mysterious inhabitants of Viergauld Castle?

307 The Quest for the Sword of Hope Round 1C "The hunter becomes the hunted"

GM: Jeff A Hatch Saturday 2:00 PM in room 374 for 4 hours
System: AD&D 1e. Power Level: 3-5th
Type: RPG All characters provided by GM
Variations: Critical Hits & Fumbles, Parry Rules
Hot on the trail of a group of thieves, a company of valiant warriors finds out that there is more than a manhunt at stake. Note: Three Players from this round will proceed to game T1.

308 Fetch 'n Carry

GM: Jeffrey Yin Saturday 4:00 PM in room 143 for 8 hours
System: Classic Traveller (TNE setting) Power Level: Beginner
Type: RPG All characters provided by GM
Variations:
Join the crew of the Sylean Sunrise, one of the few operating free traders in the post-Collapse Imperium, as it tries to survive among the ruins of the empire.

309 Secrets of the Matrix II

GM: Richard McDaniel Saturday 4:00 PM in room 147 for 8 hours
System: Shadowrun 3e. Power Level: 50 good karma; 6 karma pool
Type: RPG Characters can be provided by GM
Variations: Otaku characters wanted but not required
The second chapter in a story of the gifted Otaku and the false prophet that would seek to control them all. Will you discover the Secrets of the Matrix?

310 Do you believe in magic/In a young girl's heart?

GM: James Jandebour Saturday 4:00 PM in room 149 for 6 hours
System: Hero 5e. Power Level: Mainly high powered superheroes
Type: RPG Characters can be provided by GM
Variations: Silliness, loose rules adherence
Something sinister is happening at New Atlantis High. Yes, I said sinister, why? I can do sinister! Ahem. A struggle to maintain the goofyness of the world from the forces of Darkness.

311 Showdown at Shermer: A Good Omens Production

GM: Richard Taylor Saturday 4:00 PM in room 151 for 8 hours
System: Buffy the Vampire Slayer Power Level: Beginning characters
Type: RPG All characters provided by GM
Variations:
Detention on a Saturday? In a library that's over a Hellmouth? What devious plan is this? Can the Slayer save her Scoobies before it's too late?

312 When Galaxies Collide

GM: Thomas Granvold Saturday 4:00 PM in room 152 for 8 hours
System: Red Alert! & Twilight Imperium Armada
Type: Wargame All materials will be provided by GM
Variations:
Captain Picard and his allies fight the combined forces from the Twilight Imperium galaxy in this exciting and easy to play game. Beginners welcome and encouraged to play.

313 Norgan's Doom

GM: Steve Willett Saturday 4:00 PM in room 154 for 4 hours
System: HackMaster Power Level: 3rd-5th
Type: RPG Characters can be provided by GM
Variations: Sanctioned Tournament
Solve the mystery of the threat to the town of Norgan. The Grand Tarcham Swamp is growing and no one knows why.

314 The Luna Vector

GM: Craig C Randall Saturday 4:00 PM in room 159 for 8 hours
System: Underground Power Level: Budget of \$20,000,000
Type: RPG All characters provided by GM
Variations:
A typical courier job? Dream on, because nothing is typical when it involves a trip to the Moon. Don't open the case and don't let it fall into the wrong hands.

315 Casablanca 1941: The Untold Story

SusanJane C. Ankeney Saturday 4:00 PM in room 160 for 10 hours
System: Storyboard Variant Power Level: Low
Type: RPG All characters provided by GM
Variations: Skill based, 95% roleplaying
Hundreds of refugees trying to escape at any cost. Corruption is rampant. Nazis are everywhere! You have vital intelligence that MUST get to the Allies.

316 Save The Fat Man

GM: Mark Vennemeyer Saturday 4:00 PM in room 379 for 8 hours
System: GURPS Fantasy Power Level: 175 Points
Type: RPG All characters provided by GM
Variations: Some minor "House" Rules
You are part of the city guard. A rich, powerful, important merchant has been kidnapped. You have all the back-up you need (the rest of your party). Sounds easy, right? Let us see if "you" can keep it that way. Prizes may be supplied by Steve Jackson Games.

317 Shadows of the Past

GM: Eric Marriott & Josiah Millar
Saturday 4:00 PM in room 381 for 8 hours
System: Shadowrun 3e. Power Level: 160 point characters
Type: RPG Characters can be provided by GM
Ever wonder what the world would be like if the awakening never took place? Well one scientist did. He might make it a reality if your team fails to stop him. Bring a character or we'll supply one.

318 The Looking Glass

GM: K.L. Glazner Saturday 6:00 PM in room 164 for 10 hours
System: Call of Cthulhu Power Level:
Type: RPG All characters provided by GM
Variations: Delta Green
The characters are members of Cell H and will investigate the disappearance of Edward Fielding. Fielding is a Delta Green associate who was conducting research on the infamous Glass from Leng.

319 Knights of the Living Dead

GM: Ben Monroe Saturday 6:00 PM in room 165 for 6 hours
System: All Flesh Must Be Eaten Power Level: Varied
Type: RPG All characters provided by GM
Variations: Prizes provided by Eden Studios.
It is the Dark Ages and a group of Norman knights is guarding a relic as it travels through southern England. Beware the powers of darkness. Samhain draws near.

320 Deathbots and Dragons

GM: Pat Luther Saturday 6:00 PM in room 166 for 8 hours
System: Omega World Power Level: 5th level characters
Type: RPG Characters can be provided by GM
Hundreds of years after The War, can your ragtag group of mutants save your village from the Deathbots?

321 Ghost Tamer Miyaki: The Haunting of Kagerosaki Preparatory Academy

GM: Michael P Hopcroft Saturday 6:00 PM in room 374 for 6 hours
System: HeartQuest
Power Level: Standard Characters, some w/Supernormal Powers
Type: RPG All characters provided by GM
Variations: Uses FUDGE Dice (provided); based on the Ghost tamer Miyaki setting and sourcebook. For the last few weeks, strange things have been happening at the exclusive Kagerosaki Preparatory Academy in northern Japan. Is this merely a rumor of haunting — or a deadly trap for the Ghost Tamer and her friends?

322 Death Penalty

Bruce Angryinch Mattos Saturday 6:00 PM in room 375 for 8 hours
System: D&D 3e. Power Level: 8th
Type: RPG Characters can be provided by GM
Variations: Standard Book Rules
Western Greyhawk has had its share of atrocities, but lately heinous crimes & murders have been committed. Only the strong shall survive to carry out the sentence that this evil one deserves.

323 Psychic Phenomena 201

GM: Dorian Ford Saturday 6:00 PM in room 376 for 6 hours
System: Call of Cthulhu Power Level: moderately high
Type: RPG All characters provided by GM
Variations: present day setting
The adventurers will be participants in a graduate level Psychology class at a No. Cal. University, the field work will be intense, and a passing grade will be surviving the class.

324 Tlecochan's Spire

Allan "Sven" Sugarbaker Saturday 6:00 PM in room 377 for 8 hours
System: TORG Power Level: Mid
Type: RPG All characters provided by GM
Variations: Alternate contradiction system
A strange man called Sleeper has emerged from the mountains of Mexico. He said you must find and secure what lies beneath Tlecochan's Spire, or many will suffer.

SESSION 4. 400 Series Games

Sign-up by Saturday 6:30 PM

The registration forms for this session are Tan

401 Assault on Hexagon

GM: Mark Mensch Saturday 8:00 PM in room 145 for 6 hours
System: Hero 5e. Champions Power Level: 125 + 150 disads
Type: RPG
Provided: Players must provide own characters
Variations: This is a villain game.
The new superhero group, Hexagon, has been making a name for themselves. Perhaps it is time they were taken down a peg or two!

402 Twenty-Four

GM: Michael J. Eckert Saturday 8:00 PM in room 152 for 8 hours
System: D20 MODERN Power Level: Level: 4-6
Type: RPG All characters provided by GM
CTU has just discovered is that one of the occupants of a crashed Cessna 975 was the son of the Vice-President of the United States, Adam Nelson. You must discover the true nature of the "accident."

403 The Danislav's Jewel (a Good Omens Production)

Gregory Alan Mathieson Saturday 8:00 PM in room 154 for 8 hours
System: Storyboard Power Level: Forty to Fifty Traits
Type: RPG All characters provided by GM
Variations: Minor
A gala festival is being held to celebrate spring, the birthday of the princess. A wild adventure through a mercurial landscape of fantasy and nightmares.

404 Lion at Autumn's Gates

GM: Brian Isikoff Saturday 8:00 PM in room 156 for 8 hours
System: Legend of the Five Rings, 2e. Power Level: 2nd-3rd level
Type: RPG All characters provided by GM
Variations:
The castle may be breached, but honor shall remain intact. This is a proper ending for a bushi of your status. You will meet the enemy at the gates, and make them pay dearly for every step. Your name will be remembered. Sponsored by the House of the Jade Lantern.

405 Lion at Autumn's Gates

GM: Wayne Ogle Saturday 8:00 PM in room 156 for 8 hours
System: Legend of the Five Rings, 2e. Power Level: 2nd-3rd level
Type: RPG All characters provided by GM
Variations:
The castle may be breached, but honor shall remain intact. This is a proper ending for a bushi of your status. You will meet the enemy at the gates, and make them pay dearly for every step. Your name will be remembered. Sponsored by the House of the Jade Lantern.

406 Secrets of ShadowMount - Dragon's Folly

GM: Chris Muoio Saturday 8:00 PM in room 161 for 8 hours
System: Exalted Power Level: Starting characters + 20xp
Type: RPG All characters provided by GM
Variations: Dragon Blooded Only
You have been assigned to guard an ancient and forgotten First Age site when the mountaintop erupts in green flame attracting Anathema from miles around.

407 Secrets of ShadowMount - The Return

GM: Mary Duncan Saturday 8:00 PM in room 162 for 8 hours
System: Exalted Power Level: Starting characters + 20xp
Type: RPG All characters provided by GM
Variations: Solar Exalted Only
An Essence flare beacons forth a band of Solar Exalted returning home after many years only to find a Dragon Blooded garrison standing between them and destiny.

408 Skeletons in Uncle Symon's Closet

GM: David Cunkelman Saturday 8:00 PM in room 163 for 10 hours
System: D&D 3e. Power Level: 6th level +
Type: RPG All characters provided by GM
Variations: Core rules, WotC Supplements, FR books, and Psionics Handbook, NO Spellfire!
"Death to those that covet my fortune!" The last words of Uncle Symon as he impaled himself upon a statue. Who dares trespass to discover the riches within? Uncle Symon awaits your arrival.

409 Which World?

GM: Donna Bashaw Saturday 8:00 PM in room 171 for 8 hours
System: GURPS Power Level: 150 points
Type: RPG Characters can be provided by GM
Variations: Cyberpunk
Someone is playing a deadly game. Children and adults alike are becoming comatose and dying for unknown reasons. Too many questions and too few answers. Can you ignore the cries for help?

410 The Quest for the Sword of Hope Round 1D "The Grinning Skull"

GM: Jeff A Hatch Saturday 8:00 PM in room 378 for 4 hours
System: AD&D 1e. Power Level: 3-5th
Type: RPG All characters provided by GM
Variations: Critical Hits & Fumbles, Parry Rules
The acting High Priest of Pielos leads a group of Holy Men on a race against time to find the ultimate treasure before a group of thieves can get to it. Note: Three Players from this round will proceed to game T2.

411 Boldly Go

GM: Glen Tarr Saturday 10:00 PM in room 149 for 6 hours
System: GURPS Fantasy Power Level: 120 pts + 45 in disads
Type: RPG Characters can be provided by GM
Variations: Basic, Magic, Grimoire, others by GM consent.
Passengers and crew of the worldship Enterprise investigate a distress call from a Federation operative on a contested world. GURPS fantasy in a Star Trek subtext.

412 Def Com 5

GM: Eric Burnham Saturday 10:00 PM in room 168 for 6 hours
System: Champions 4e. Power Level: 350+ Pts.
Type: RPG All characters provided by GM
Variations: Minor
A team of young super-villains, struggling to make the big score, dodge the heroes, stay the heck outta Stronghold and not accidentally cause the destruction of the very Earth itself!

413 You found what book...and sold it to who!?

GM: John Polack Saturday 10:00 PM in room 170 for 8 hours
System: Buffy the Vampire Slayer Power Level: 1st
Type: RPG All characters provided by GM
You and your Scooby pack are the new slayers in Moonville, great! Lucky you, oh did I forget to mention the Necronomicon?

414 Escape From Lattia

GM: Rich Ostorero Saturday Midnight in room 374 for 8 hours
System: D&D 3e. Power Level: 1st level with max gold in equipment
Type: RPG Characters can be provided by GM
Variations: FR, LG and WotC Splatbooks OK
The war's over, but your side lost. The passes north will soon snow in, the Count's men are closing for the kill . . . and you find an oasis of apparent safety.

415 In His Imperial Majesty's Secret Service!

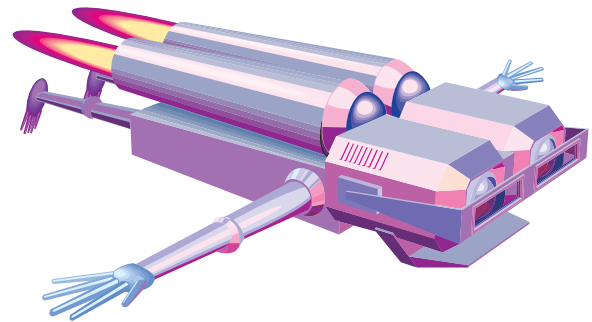
M. Shanmugasundaram Saturday Midnight in room 378 for 6 hours
System: Spycraft d20 Power Level: 3rd
Type: RPG All characters provided by GM
Variations: Fantasy setting with magic gadgets!
Merchant trains and Imperial tribute passing through Fulgaria Duchy vanish without a trace.... Emperor Magellan dispatches Imperial Flames (PCs) to investigate!

416 Don't Go Down With The Ship

GM: Benjamin Lott Saturday Midnight in room 379 for 8 hours
System: Millennium's End 2.0 Power Level: Base +50 skill points
Type: RPG All characters provided by GM
Your team has been hired for a simple escort protection job for a courier. Your cell phone rings. Looks like you'll earn the \$6,000 fee. Nothing is ever simple... New players welcome, easy system to learn.

417 A Bad Day

GM: Mark Dailey Saturday Midnight in room 381 for 8 hours
System: AD&D 2e. Power Level: 10+
Type: RPG Characters can be provided by GM
Variations: No Evil Alignments
A talisman, a dying thief, and a group of assassins. What a way to start your day.



SESSION 5. 500 Series Games

Sign-up by Saturday 8:30 PM

The registration forms for this session are Green

501 Darcy's Lodge

GM: David Christensen Sunday 8:00 AM in room 143 for 8 hours
System: D&D 3e. Power Level: 1st-3rd
Type: RPG Characters can be provided by GM
Variations: PHB and DMG only, no evil or monster characters
You've heard rumors that an abandoned lodge out in the woods sits atop a motherlode. You've also heard the place is haunted. Let's find out!

502 A Day In The Country - Historical Science Fantasy & Horror

GM: John Ritz Sunday 8:00 AM in room 145 for 6 hours
System: TARoT Playtest & Feedback Power Level: N/A
Type: RPG All characters provided by GM
Variations: Legacies of the Metropolis: Industrial Evolution
First a cryptic message begs the Godfather to investigate a strange rural community, then two of his "family" disappear. His son's crew of "Legacies" won't. Experienced Roleplayers and Gamers Only

503 For A Limited Time.

GM: Lance Tokuno Sunday 8:00 AM in room 147 for 8 hours
System: Shadowrun 3e. Power Level: <15 karma
Type: RPG All characters provided by GM
Variations: No Deckers or Riggers.
There's major mojo on the street. Gangs are nervous, mobs are defensive, corps are too quiet, and Johnson is calling again.

504 ParGate PG-21374

GM: Brian E Williams Sunday 8:00 AM in room 149 for 8 hours
System: Paranoia Power Level: Beginning
Type: RPG All characters provided by GM
R&D is at it again! Troubleshooters will test the new Stellar Planetary Ultra-Ring Transit System. Sign up now to explore the wonders of the universe via SPURT!

505 The Aegean Guns

GM: David C. Carney Sunday 8:00 AM in room 151 for 8 hours
System: Godlike Power Level: 25 points
Type: RPG All characters provided by GM
2,000 British are stranded on an Aegean island, soon to be attacked by Nazis. Your team must destroy two massive guns that are preventing Allied rescue ships! Beginners welcome.

506 Key to Conspiracy

GM: Matthew Laycock Sunday 8:00 AM in room 152 for 8 hours
System: Fantasy Hero (Hero System 4th/5th) Power Level: 225-250
Type: RPG Characters can be provided by GM
Variations: See www.spellbook.tv/ConGame
As horrible beasts attack the outer rim of the kingdom, a maelstrom lies and deceit, eat away the kingdom from within. Who has the courage to answer this call?

507 The Return of Reis

GM: Cybele Baker Sunday 8:00 AM in room 154 for 8 hours
System: 7th Sea
Type: RPG All characters provided by GM
Variations: Original 7th Sea gaming system with the occasional tweak for logic's sake. 10 years ago Reis was the most feared of pirate captains. 5 years ago he disappeared, presumed dead. Unfortunately, that is not entirely true. Roleplay important, problem solving & combat.

508 The One With Aliens

GM: Patrick Riley Sunday 8:00 AM in room 159 for 8 hours
System: Silver Age Sentinels Power Level: ~150 pts
Type: RPG All characters provided by GM
Strange visitors have come to San Angelo and they have brought trouble with them. Explore the public and personal lives of superheroes. Beginners are welcome.

509 Operation: Neptune's Trident

GM: Leon C Glover III Sunday 8:00 AM in room 160 for 8 hours
System: Call of Cthulhu 6e. Power Level: Mid-level experience
Type: RPG All characters provided by GM
Variations: 1940
US Navel intelligence has asked for volunteers to investigate a remote Japanese port on the island of Yap and three missing US submarines operating in the region. Your country needs you!

510 The Dark Carnival of Doctor Faustus

GM: Matthew Iskra Sunday 8:00 AM in room 161 for 8 hours
System: Mage: The Ascension (revised)
Power Level: Disciples, Adepts, no masters. 20-50 freebies avg.
Type: RPG Characters can be provided by GM
Variations: Traditions only.
The sleepers expect the fantastic at a Circus, and the D'Amato Circus has booked a HELL of an act. Investigation, Umbral travel, horror, and the possible redemption of the most famous Nephandi of them all.

511 The Unseen Enemy Strikes

GM: Saul Morales Sunday 8:00 AM in room 162 for 8 hours
System: Space Opera
Type: RPG All characters provided by GM
Variations: Shortened/simplified Combat rules.
Rebellion in Terran Federation! As former Space Marines you wait for reclamation orders while an enemy threatens known space. What will you do? Armor up marines 'cause hell is coming.

512 Here There be Dragons... Well, Just the One.

GM: Derek Cochran Sunday 8:00 AM in room 163 for 10 hours
System: D&D 3e. Power Level: 16-18, magical items within reason
Type: RPG Players must provide own characters
Variations: No Oriental Adventures, No Rokugan, No Monks, zip..nada.
No worlds to save. No falsified kingdoms to pretend to care about. You have been summoned to survive. Bring your best hope and I'll bring the mother of all dragon fights.

513 Everybody wants to live forever

GM: Cassandra L Kyle Sunday 8:00 AM in room 164 for 10 hours
System: GURPS Modern
Type: RPG All characters provided by GM
Variations: Combat Sequence
Hotel Transylvania: A good time for all has been promised... but good for whom isn't quite clear. It looks like once you check in, there's no checking out.

514 Let Justice Be Done, though the Heavens Fall

GM: Peter C. Shafer Sunday 8:00 AM in room 165 for 10 hours
System: Hero 5e. Fantasy Hero Power Level: 212 - 221
Type: RPG All characters provided by GM
Variations: Broken Kingdoms setting
Your patron Prince Arywn has been driven to madness by the assassination of his betroth'd. Gone is his youthful vigor for frivolity, fairness & forgiveness, you few are his instrument of vengeance.

515 The Strange Devices of Sir Neville Harrington

GM: Kris Miller Sunday 8:00 AM in room 166 for 6 hours
System: Space 1889
Type: RPG All characters provided by GM
Variations:

Sir Harrington, KCB, KCIE, SMEG and his expedition to the Martian highlands are overdue. The members of SMEG must mount an expedition to look for him. Be sure to pack cigars and brandy.

516 The Spirits of Arad-Mor

GM: David Etheridge Sunday 8:00 AM in room 168 for 6 hours
System: Lord of the Rings Power Level: Beginning
Type: RPG Characters can be provided by GM
Variations:

The heroes race against the clock to deliver an ancient dwarven relic. Will the spirits of dwarven heroes be enough to overcome the dark forces that grasp Middle Earth's future? Come find out!

517 The League of Extraordinary Gentlemen

GM: Sophie Lagace Sunday 8:00 AM in room 170 for 6 hours
System: Over The Edge Power Level: 6 Experience Dice
Type: RPG All characters provided by GM
Variations:

"The British Empire has always encountered difficulty in distinguishing between its heroes and its monsters." - Campion Bond

518 Dungeon Quest

GM: Greg Landon Sunday 8:00 AM in room 171 for 6 hours
System: D&D 1e. Power Level: 8-10 th level characters
Type: RPG Characters can be provided by GM
Variations: no psionics

An evil wizard has been expanding the borders of his evil influence. It's up to you to find and enter his stronghold and conquer the wizard himself.

519 Justice For All

GM: Rob Allard & Dave Webb
Sunday 10:00 AM in room 374 for 6 hours
System: Villains and Vigilantes
Type: RPG All characters provided by GM
Variations: House rules

The premier heroes of Cosmo City now patrol the streets acting as judge, jury and executioners. As new heroes, you'll try to bring an end to their extreme Justice. A Team Volaré production.

520 Clan Kavish Goes Fishing

GM: Christopher Dahl Sunday 10:00 AM in room 375 for 6 hours
System: HeroWars Power Level: moderate
Type: RPG All characters provided by GM
Variations:

Clan Kavish gathers in Festival under the watchful eyes of the Lunar Occupation. Can you wed the Naiad? Info/map/genned chars@ <http://ClanKavish.tripod.com>

521 The Threat of Domo-No-Pisa II

GM: Tim Martin Sunday 10:00 AM in room 376 for 6 hours
System: Ninja Burger RPG Power Level: Delivery Ninja
Type: RPG All characters provided by GM
Variations: Some Iron Ninja Burger Monkey stuff

Infiltrate the Pizza-reum. Gather info on operation. Find Samurai Burger influence. Don't be seen. By the way, Destroy the Safety Ninja!

522 The Ghost Tower of Dragon-spine

GM: Tom Gardner Sunday 10:00 AM in room 377 for 10 hours
System: D&D 3e. Power Level: 5th-7th
Type: RPG Characters can be provided by GM
Variations: Forgotten Realms

A shadow from the past, the Ghost Tower has loomed ever larger in the mind of Ringlerun. Now he is convinced that an expedition should be organized to go to the ancient keep and recover the fabled Soul Gem.

T1 The Quest for the Sword of Hope Round 2A "The Path of the Living"

GM: Jeff A Hatch Sunday 10:00 AM in room 378 for 4 hours
System: AD&D 1e. Power Level: 3-5th
Type: RPG All characters provided by GM
Variations: Critical Hits & Fumbles, Parry Rules

This is a progression round; three players each from games 119 and 306 will progress to this round. You cannot register for this round. Note: Three players from this round will proceed to game T3.

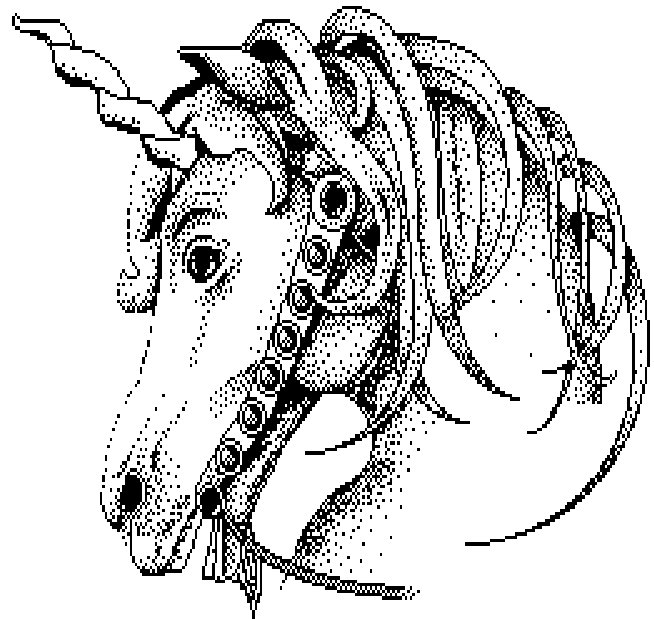
523 Cahal Pech (Place of the Ticks)

GM: Justin Evans Sunday 10:00 AM in room 379 for 8 hours
System: Call of Cthulhu
Type: RPG All characters provided by GM
Variations:

The blood on your windshield is starting to attract flies. You swat one away and stare at the ancient stones jutting up through the jungle canopy. Cahal Pech...

524 Sysyphys Ascendant, A Good Omens Production

GM: Greg Eichner Sunday 10:00 AM in room 381 for 8 hours
System: Aberrant Power Level: Beginning Characters
Type: RPG All characters provided by GM
Teragen agents threaten the upcoming elections. You, Team Tomorrow LA, must stop them. The future hangs in the balance! (New gamers welcome!)



SESSION 6. 600 Series Games

Sign-up by Sunday 11:00 AM

The registration forms for this session are Lilac

601 A Day In The Country - Historical Science Fantasy & Horror

GM: Kurt Kriz Sunday 2:00 PM in room 145 for 6 hours

System: TARoT Playtest & Feedback Power Level: N/A

Type: RPG All characters provided by GM

Variations: Legacies of the Metropolis: Industrial Evolution

First a cryptic message begs the Godfather to investigate a strange rural community, then two of his "family" disappear. His son's crew of "Legacies" won't. Experienced Roleplayers and Gamers Only.

602 The House of Dardimus

GM: Paul Moeller Sunday 2:00 PM in room 166 for 8 hours

System: AD&D 2e. Power Level: 14 and up, no evil characters

Type: RPG Characters can be provided by GM

Variations: class handbooks ok, some house rules

Years ago in the village of Darhagus lived a peaceful community. Recently however the town has been deserted and most of its people have not been heard of since, the ones who have survived tell tales of strange unworldly creatures and the destruction and decay of the surrounding forest. Time is running out for the land and only you can stop it.

603 Who am I?... more important whats that Smell?

GM: Tyler Brogdon Sunday 2:00 PM in room 168 for 8 hours

System: Custom

Power Level: Will be somewhat decided by the roleplayers involved

Type: RPG All characters provided by GM

Variations:

So there you are... in a wet cold room with nothing on and a pile of gear in the corner, but you aren't sure what it all is! It fits though and something is better than nothing!

604 Lady Theresa's Request

GM: Frank Vicari Sunday 2:00 PM in room 170 for 12 hours

System: D&D 3e. Power Level: 3rd-5th

Type: RPG Players must provide own characters

Variations:

Lady Theresa's brother is missing. There are rumors of an ancient prophecy of evil. Can you locate him before time runs out?

605 Through the Gates of Hades

GM: Robert Silva Sunday 2:00 PM in room 171 for 8 hours

System: Storyboard

Type: RPG All characters provided by GM

Variations:

You are accomplished in your area of Magic. You are invited to a party by the Marque De Cali to play in a game that takes place in the labyrinth underneath the Count's mansion. But beware sometimes losing.

T2 The Quest for the Sword of Hope Round 2B "The Path of the Dead"

GM: Jeff A Hatch Sunday 2:00 PM in room 378 for 4 hours

System: AD&D 1e. Power Level: 3-5th

Type: RPG All characters provided by GM

Variations: Critical Hits & Fumbles, Parry Rules

This is a progression round; three players each from games 219 and 410 will progress to this round. You cannot register for this round. Note: Three players from this round will proceed to game T3.

606 Xenos Mesa Paradeisos

GM: Lisa Wong Sunday 4:00 PM in room 143 for 8 hours

System: Hero 5e.

Power Level: 10-12d6, OCVs 8-10, DEF to high 20s

Type: RPG Players must provide own characters

Variations: House Rules, no VPPs

You have been summoned to be part of a U.N. observational force on Paradise Island, post-Civil War. Female characters not required. Team players only.

607 Calling all Dragonriders: Wings over Faerun

GM: Les Child Sunday 4:00 PM in room 147 for 12 hours

System: AD&D 1e. Power Level: Dragonriders 7-15

Type: RPG Players must provide own characters

Variations: www.angelfire.com/or/sirbeef/dragonkind

Errant forces are bent on destroying dragonkind in Faerun. It will take a mighty effort by adventuring's elite to halt this unholy slaughter.

608 Not As Advertised

GM: Andrew Walters Sunday 4:00 PM in room 149 for 6 hours

System: GURPS Traveller (Lite) Power Level: 100 points characters

Type: RPG All characters provided by GM

Variations: Some rules from GURPS added

It's a simple job - ferry a Marava Class free trader back to its owner. Couldn't be simpler. Prizes from Steve Jackson Games.

609 Strange Bedfellows

GM: Tracy Pinkelton & Chris Vincenti

Sunday 4:00 PM in room 151 for 8 hours

System: D&D 3e.

Power Level: 11th level

Type: RPG All characters provided by GM

You've been hired to retrieve an item of great power, but things aren't as straightforward as you were led to believe. Sharp minds, sharp wits, and sharp swords are all needed to complete the task. We provide characters.

610 Starfire Master Force: Little Runaway

GM: Gary Townsend Sunday 4:00 PM in room 152 for 8 hours

System: Fuzion Power Level: Low

Type: RPG Characters can be provided by GM

Variations: Expanded Powers rules based on Champions: New Millennium, Mekton and cyberware conversions

The year is 2045. An off-duty SMF agent has been kidnapped in a bad part of San Francisco, and your team of rookie agents has been assigned to find her, and discover what she was doing in the middle of the night.

611 Inferno's Lair

GM: Bryan Hitchcock Sunday 4:00 PM in room 154 for 10 hours

System: D&D 3e. Power Level: Medium

Type: RPG All characters provided by GM

Variations:

A cinematic quest featuring a besieged empire, a star studded cast of adventurers, a host of dragons, an evil wizard, 10,000 Orcs, deadly traps and a curious doorway.

612 Time Passages: The Lost Armory II

GM: Jeff Kessleman Sunday 4:00 PM in room 159 for 6 hours

System: TORG Power Level: Approx starting TORG characters

Type: RPG All characters provided by GM

Variations:

It is always darkest before the dawn, and almost any difficulty can be overcome if one keeps hope alive.

613 Mage Faire Extrordinaire

GM: Robert Paul Sunday 4:00 PM in room 160 for 8 hours
System: D&D 3e. Power Level: 12
Type: RPG Characters can be provided by GM
Variations: Only WOTC approved books, no Oriental adventures.
It's a Mage faire! Everyone would want come.. It's the opportunity of a life time. Of course every eligible spellslinger of note would want to be in attendance.. so why can't we leave?

614 Queen of Angels

GM: Earl Hubbell Sunday 4:00 PM in room 161 for 8 hours
System: Call of Cthulhu Power Level: Standard
Type: RPG All characters provided by GM
Variations: 1942, WWII
Friday 13 Feb, Los Angeles. The most beautiful woman in the world, actress, expatriate, found brutally murdered! No truth to spy rumors, says LAPD.

615 Once More into the Breach, Dear Friends

GM: William Schappell Sunday 4:00 PM in room 162 for 8 hours
System: Rifts Power Level: 5th-10th
Type: RPG Characters can be provided by GM
Variations: House Rules
The CS siege of Tolkeen continues. As supply lines to Tolkeen are slowly becoming choked, an all-or-nothing campaign to the break the siege will be waged.

616 Where's Her Tongue?

GM: Rodney Hart Sunday 4:00 PM in room 374 for 8 hours
System: D&D 3e. Greyhawk Power Level: Low (scalable, lvl 1-5)
Type: RPG Characters can be provided by GM
Variations: Ravenloft Fear/Horror rules; bring a d30!
Every fifteen years the sleepy village of Dagger Rock fears the predation of what they call the "skin demon." Will the cycle continue?

617 Caged Lightning

GM: Paul Meyer Sunday 4:00 PM in room 375 for 8 hours
System: Feng Shui Power Level: 0 - 30 xp
Type: RPG Characters can be provided by GM
Variations: 1900s "juncture"
Intrigue, Science!, and Kung Fu action in turn-of-the-century Colorado Springs. Beginners welcome. No Jammers, GM must approve others.

618 The Case of the Eyeless Idol

GM: Tom Miskey Sunday 4:00 PM in room 376 for 8 hours
System: Castle Falkenstein Power Level: Starting/ average
Type: RPG All characters provided by GM
Variations: Uses my own house system, easy to learn, similar to Fudge & Silhouette
Steam-age action and adventure abound as an investigation of strange happenings leads to a frantic race across New Europa to stop a madman!

619 Who defies the Darkness

GM: Mark Roger Steiner Sunday 6:00 PM in room 163 for 8 hours
System: AD&D Power Level: 5th-8th level
Type: RPG Players must provide own characters
Variations: Slight house rules; No Evil, Lawful-Good or Exotic PCs or kits.
Join a mid-level city/overland scenario that challenges a group by PC/NPC interplay, game situations and encounters. Emphasis on roleplaying.

620 Heros of History!

GM: Kevin Bingham Sunday 6:00 PM in room 164 for 8 hours
System: Champions
Type: RPG All characters provided by GM
Variations:
The cosmos is being threatened by chaotic entropic forces. Only the Heroes of History can save it! Einstein, Madam Curie, Freud, Lucky Lindy, among other luminaries, are summoned to the task.

621 Trancers

GM: Michael Siverling Sunday 6:00 PM in room 165 for 8 hours
System: Time Lords
Type: RPG All characters provided by GM
Variations: some home brew
Time traveling Troopers travel toward terrible turmoil to terminate temporal Trancer terrorists.

622 Challenge of the Super Friends!

GM: Derek Hiemforth Sunday 6:00 PM in room 378 for 8 hours
System: Hero 5e. Champions Power Level: Varies by character
Type: RPG All characters provided by GM
Variations: Minor, to enhance cartoon feel
It's the Justice League of America vs. The Legion of Doom! What sinister plot has the Legion cooked up this time?! Familiarity with the 1970's cartoon suggested!

623 A Mansion with a View

GM: Dan Connor Sunday 6:00 PM in room 379 for 8 hours
System: Hero 5e. Power Level: 180-210 pts
Type: RPG Characters can be provided by GM
Variations: Fantasy Hero
Hey, come check out this mansion for the owner. Problem is, it is in the middle of a swamp, it is old, and it is said to be haunted or cursed. Do you still want to go?

624 Into the Black Wood

GM: Russ Patitz Sunday 6:00 PM in room 381 for 6 hours
System: Lord of the Rings Power Level: 3rd to 6th
Type: RPG Characters can be provided by GM
Go into the most unexplored place in all of Middle Earth on a mission for Cirdan. The only thing known about Rast Vorn is it is VERY dangerous.

T3 The Quest for the Sword of Hope Round 3 "The Sword of Hope"

GM: Jeff A Hatch Sunday 8:00 PM in room 378 for 4 hours
System: AD&D 1e. Power Level: 3-5th
Type: RPG All characters provided by GM
Variations: Critical Hits & Fumbles, Parry Rules
The final round of the Tournament. Three players each from games T1 and T2 will progress to the finale. You cannot register for this round.

625 Call of Cthulhu d20: From Nowhere

GM: Jason Thompson Sunday 10:00 PM in room 171 for 8 hours
System: Call of Cthulhu d20 Power Level: standard
Type: RPG All characters provided by GM
The murders came first. In 1960s San Francisco, a group of people from different backgrounds confront a terrifying prophecy... A role-playing-intensive Call of Cthulhu adventure.



SESSION 7. 700 Series Games

Sign-up by Sunday 6:30 PM

The registration forms for this session are Yellow

701 A Lesson for Sebeker

GM: Brian Sullivan Sunday 10:00 PM in room 149 for 8 hours
System: D&D 3e. Power Level: 9th-11th
Type: RPG Characters can be provided by GM
Variations: DMG and Players Handbook only
Necromancers, the very name invokes images of all that is unholy. Help make these nefarious perversions taste well-deserved steel for King and country!

702 Desperate Measures

GM: Jeff Campbell Sunday 10:00 PM in room 159 for 8 hours
System: Call of Cthulhu / Delta Green Power Level: Best Skill 80%
Type: RPG All characters provided by GM
Variations: Chaosium's BRP System
Italy, Winter, 1943. The Fifth US Army has been bogged down, stalemated by the Germans. Your squad has gotten lost north of Salerno- will the enemy find you?

703 Milk Run

GM: Dino Fernandez Sunday 10:00 PM in room 166 for 6 hours
System: Shadowrun 3e. Power Level: Standard letter priority system.
Type: RPG Characters can be provided by GM
Variations: Core rules only (newbies welcome).
The Johnson is kinda odd, and you've never had a meet at a used car lot before, but your fixer assures you that his cred's good... "Now, what was that he said about galoshes?"

704 Cursed Ruins of the Last Dwarf-King

GM: Steve Willett Sunday 10:00 PM in room 168 for 8 hours
System: AD&D Power Level: 7th-9th
Type: RPG Characters can be provided by GM
Variations: mana system, other minor mods
The Throat of Moradin lays open to any brave enough to pierce its mysteries. None have emerged to reveal them, including the fate of the last Dwarf-King.

705 Tower of Terror 4: Blood Wedding

GM: Amanda Greenvoss Monday 8:00 AM in room 143 for 8 hours
System: Custom
Type: RPG All characters provided by GM
Variations:
Together with their parents, John and Jane would like to cordially invite you to their wedding. Reception will be immediately following. Zombies included.

706 The Secret of Bone Hill

GM: Ed Zeamba Monday 8:00 AM in room 145 for 8 hours
System: D&D 3e. Power Level: 2 to 4
Type: RPG Characters can be provided by GM
Variations: Classic module updated for 3E !
Hired by a sage-wizard from the mainland, you may investigate a reclusive elven culture that predates the kingdoms of man, to return for reward. Bound to be treasures. All yours to keep if you survive!

707 Darkness at Mid-day

GM: Dave Nunan & Jon Sadler
Monday 8:00 AM in room 147 for 6 hours
System: Call of Cthulhu
Type: RPG All characters provided by GM
Variations: Some house rules

You set out from McMurdo Base, Antarctica, gathering pristine meteorite specimens. Impending whiteouts as frenzied Antarctic madness sets in. No one promised a safe trip.

708 Strangers in a Not So Strange Land

GM: Jason A Krestoff Monday 8:00 AM in room 149 for 6 hours
System: Hero 5e. Power Level: Standard Superheroic
Type: RPG Characters can be provided by GM
Variations: Champions Universe
In a world not of their making, can a group of heroes forge an alliance in time to save this not so strange land and all creation? Heroes from any Hero System genre.

709 Instrument of Doom II; Sometimes they come back!

GM: Calvin Vanoni Monday 8:00 AM in room 151 for 6 hours
System: D&D 3e. Power Level: 8th to 11th
Type: RPG Characters can be provided by GM
Variations: Good or Neutral characters only
Fast-paced chase scenario. You thwarted conquest plans but there's always something else. No need to have played in the previous adventure.

710 Big Big BANG!

GM: Stephanie Bryant Monday 8:00 AM in room 152 for 6 hours
System: Land of OG Power Level: mid-to-high
Type: RPG All characters provided by GM
Variations: with Land of OG Player's Supplement
Face the Big Big Furry Thing, trade Small Animal Carcasses for valuable items, & impress cavepeople of the appropriate sex. Bring sense of humor and some d6's.

711 Decision at Hawksbay

GM: Ken Davis Monday 8:00 AM in room 154 for 8 hours
System: Hero Power Level: 125 to 175
Type: RPG All characters provided by GM
Variations: low magic
After years of peace the Sha'larg Empire is once again invading the Confederated Kingdoms. Can your single band of free scouts turn the tide of war?

712 Emperor's Gauntlet

GM: Gregory Pruett Monday 8:00 AM in room 159 for 8 hours
System: Champions 5th Ed. Power Level: 250 pts.
Type: RPG Players must provide own characters
It's hard to be the good guy. Now the BAD news... The Earth is threatened with a horrible end. Are you up to the challenge?

713 The Transformers

GM: Aaron Lopez Monday 8:00 AM in room 160 for 8 hours
System: Custom D20 Power Level: 5th Level
Type: RPG All characters provided by GM
Come join the original "Robots in Disguise" for adventure while attempting to save the universe from the evil Megatron. "Autobots Transform and Roll Out!"

714 Escape from Arctic-X

GM: Hugh Nelson Monday 8:00 AM in room 161 for 6 hours
System: Fading Suns d20 Power Level: beginning
Type: RPG All characters provided by GM
Life after the Emperor Wars has been tough, but nothing's worse than being a conscripted miner for a Muster work prison in a land of fire and ice. Until one day, a boat arrives ...

Con-Sponsored Games by System

<u>System</u>	<u>Game Numbers</u>	<u>System</u>	<u>Game Numbers</u>
7th Sea	222, 507	Omega World	320
Aberrant	524	Over The Edge	517
AD&D	119, 120, 219, 307, 410, 417, 602, 607, 619, 704	Paranoia	504
All Flesh Must Be Eaten	111, 319	Rifts	615
Amber Diceless	216	Shadowrun 3e.	105, 113, 309, 317, 503,703
Big Eyes Small Mouth	221	Silver Age Sentinels	224, 508
Buffy the Vampire Slayer	121, 311, 413	Space 1889	303, 515
Call of Cthulhu	103, 117, 203, 208, 217, 302, 318, 323, 509, 523, 614, 702, 707	Space Opera	511
Call of Cthulhu d20	625	Spycraft d20	415
Castle Falkenstein	618	Storyboard	403, 220, 315, 605
Classic Traveller (TNE)	308	TARoT Playtest & Feedback	202, 301, 502, 601
Compleat Arduin	223	The Secret of Zir'An	305
Custom systems	603, 705, 713	Time Lords	621
D&D 1st Ed.	518	TOON	101
D&D 3rd Ed.	102, 104, 107, 108, 112, 118, 124, 122, 207, 210, 213, 214, 215, 306, 322, 408, 414, 501, 512, 522, 604, 609, 611, 613, 616, 701, 706, 709	TORG	324, 612
D20 Modern	402	Underground	314
Exalted	406, 407	Villians and Vigilantes	519
Fading Suns D20	714	White Wolf Systems	
Feng Shui	209, 617	Mage: The Ascension (revised)	510
Fuzion	610	Werewolf	212
Godlike	505	White Wolf	123
GURPS	110, 225, 316, 409, 411, 513, 608		
HackMaster	313		
HeartQuest	321		
Hero System			
Hero	109, 205, 310, 606, 623, 708, 711, 712		
Champions	204, 401, 412, 620, 622		
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Legend of the Five Rings	404, 405		
Lord of the Rings	201, 516, 624		
Mekton	218		
Mekton Zeta	206		
Mekton Zeta Plus	304		
Millennium's End 2.0	416		
Ninja Burger RPG	521		
Ogre	106		

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial
DunDraCon Does Not
Officially Present:
On Sunday, February 16th
The Secret Masters Of Gaming
4th Annual Hawaiian Shirt Day
At DunDraCon XXVII



Wear your brightest, wildest, craziest Hawaiian
 Shirt and let everyone in the know know that you
 are to be considered a S.M.O.G.
 (Hey, we can all dream, can't we....).

SURVIVAL TIPS

DunDraCon XXVII

Read all this stuff. You really do want to know most of what's in it.

Follow the few rules we've got. Chaos is no fun when you can't leave the table.

Health Club and Pool are for the use of registered Hotel Guests only.

Sleep some of the time. Your body needs rest, even with non-stop distractions. If you start another run at 2 in the morning, you'll probably be too wasted to play in your Official game at 8 am next day.

Eat something besides potato chips and candy. Your endurance and concentration will improve amazingly.

Drink a lot. Hotel air is very dry; try to avoid sugar and alcohol as much as you can. (Alcohol is allowed only in the bar and in private rooms, and only for those of age. Ignore this rule, and you will be asked to leave the convention.)

Tell people where you are. Make sure your family and anyone else who might need to reach you know you're at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.

Check the hotel desk and the DunDraCon bulletin board for messages a few times a day—it's a nightmare to try to find one person among the mob filling the hotel.

Keep your temper. The committee is trying to make the Con run as smoothly as possible. If something goes wrong, we'll get it fixed faster if we can just work on the cure—without stopping to swear that we didn't foul things up on purpose.

Watch your step. Don't run in the halls, slide down the bannisters, or otherwise endanger yourself or others. It's hard to move figures when you're in traction.

Use the trash cans. Garbage left for someone else to pick up is a major social blunder.

Smoke only where allowed - that is, in private rooms, and outside. Do not smoke in the Dealers' Rooms, Seminar rooms, or any other DunDraCon area.

Leave weapons and masks in your room, if you've brought 'em. (A weapon is, by definition, anything the Committee thinks is a weapon—please don't argue.) This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the SCA people keep everything in their room except en route to and from scheduled demos. Masks are a safety hazard too. We want to keep everyone recognizable and responsible for their own acts.

Don't cook in your rooms! It's a hazard that might set off extinguishers, cause fires, or just get you thrown out of the hotel... .

If you choose to go out and get food (or have it delivered) **please** don't leave the carcasses lying around—it annoys the Hotel staff, which makes it harder for us to work with them next year.

We cannot page people at the Con, nor can we guarantee to reach or find anyone. You CAN leave a note on the message board.

Please keep your rooms relatively neat. Especially, keep sleeping bags, iceboxes, etc. safely stowed away in closets or drawers.

No gaming in the restaurant... and tips are expected by the staff there!

Lost and Found is with the Hotel Front Desk. DunDraCon Staff will turn in all lost and found items to the Hotel, so check there.

Individual selling in the Buyers' Bazaar only!

Wear your convention Badge!

If you move before the next DunDraCon (February 2004), please take a moment to send us your new address for our mailing list. Mail your change of address to DunDraCon Inc., 1139 Talbot Avenue, Albany, CA, 94706 or E-mail the change to: conreg@dundracon.com.

Enjoy your stay at DunDraCon XXVII!