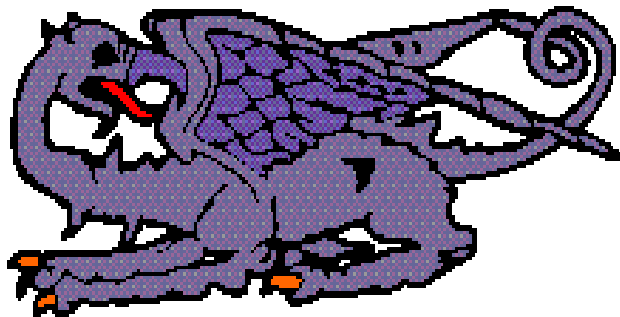


TABLE OF CONTENTS

Item	Page Number
Hotel/Function Room Map	Front Cover
Meet the Committee	2
Convention Registration	2
Food Service	2
Arcade Room	2
Things to Do at the Con	3
Open Gaming	3
Buyers' Bazaar	3
Dealers' Rooms	3
Volunteers	3
Artists' Corner	3
Bay Area Animation Society	3
Seminars	4
Official Games / How to sign up	6
Society for Creative Anachronism	8
RPGA Games	9
Games for Young & Old	10
Live Action Role Playing Games	11
Board Game Tournaments	12
Card Game Tournaments	14
Miniatures Games & Tournaments	15
Role-Playing Game Sessions:	
Games 100-199 – Session 1	18
Games 200-299 – Session 2	20
Games 300-399 – Session 3	22
Games 400-499 – Session 4	24
Games 500-599 – Session 5	25
Games 600-699 – Session 6	27
Games 700-799 – Session 7	28
S.M.O.G. Notice	30
Con-Sponsored Games by System	31
Survival Tips	Back Cover



MEET THE COMMITTEE

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

CONVENTION FOOD SERVICE!

The Marriott will have a convention snack bar set up in the lobby lounge area again—same special 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.

And besides the regular menu, the full-service restaurant next to the lobby will have a moderate-price buffet for breakfast, lunch, and dinner every day. No gaming there either, and the staff do expect tips (included with the buffet price at dinner, but not at breakfast or lunch).

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 many different forms. First of all are the Convention-Sponsored Games. These include RPGs, boardgames, miniature games, card games and tournaments. (See pages 8-30). Some of these are signed up through the Games Registration program. If a game has a number, such as 101, then you sign up for it through the Game Registration system (see page 10). If it does not have a number, show up at the table/room to sign up. The RPGA is an organization designed to allow you to play the same character at many different conventions. They have their own sign up process in the Danville Room (see page 7). Seminars and Demonstrations are scheduled, but you do not need to sign up to sit in, just show up at the stated times. The Dealer's Rooms and Buyer's Bazaars are open only at certain hours. Open Gaming, the Video Arcade and the Anime room are open 24 hours a day.

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.



DEALER 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 enter 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 Dealer Rooms:

All Saints Armory	Flying Buffalo
Armorcast	Flying Hands
Celtic Rose	Gamers Unplugged
Chaosium	GenCon West
Chessex Games	Gold Rush Games
Citizen Games	Good Luck Games
D.H. Midevil	Hero Games
Distant Realms	Pegasus Publishing
Dragons Perch	QR Zed Engraving
End Game	Stonehouse Miniatures
Epic Games	Wagoner's Miniatures & Hobbies
Firefly Games	Wingnut Games

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 H**. Check at the door or outside Salon F for a schedule of what's showing.

SEMINARS

Saturday

Room 157

9 AM Basic Miniature Painting

Ever wonder how people paint large volumes of high-quality models? CJ Cummings, aka “The Raging Gaijin,” is a professional mini-painter and Golden Demon winner who will teach a painting seminar followed by a one-on-one painting session. Excellent for Tournament gamers and RPGers.
– CJ Cummings

Room 156

9 AM Where Do the Ideas Come From?

A panel by professional scenario writers and experienced GMs discussing how they get the ideas for their scenarios. Secrets Exposed! (or not) – Darren Watts, Michael Suileabhain-Wilson, Ross Winn, Scott Bennie

10 AM How to Deal with the Problem Player

For the Gamemaster, and the soon-to-be GM. What to do about the player(s) who grab attention and de-rail games to no one’s enjoyment but their own. – Bruce Harlick, Andy Robinson, Peter Corless

11 AM What’s Up with Hero Games?

The lead designer and publisher of the newly resurgent Hero Games reveal its upcoming lineup of publications and answer questions. – Darren Watts, Steve Long

Noon What’s Up With Glorantha?

With the passage from Runequest to HeroWars to Hero Quest, many people have found themselves adrift in the world of Glorantha, cut off from former ideas and rules. Stephen Martin of Issaries Inc. and Roderick Robertson will address what has happened, where it’s going, and how to find happiness with new rules, new gods, and new ideas.
– Stephen Martin, Roderick Robertson

1 PM The Future of the Gaming Industry

Industry insiders gather to give their best forecast of where the industry is going and how it will get there. Is there a D20 glut? Are rules getting more complex, or less? Will RPGs disappear under a flood of CardClix? Hear what they think and let them know what you think. Insights from a veteran writer, a game designer, and a publisher, and some further input from the computer side. Will computers replace all the pencils and paper? – Ken Hite, Aldo Ghiozzi, Corey Cole

2 PM City Building

Everything you need to create believable medieval and ancient cities for the fantasy or time-traveling campaign. Handouts with maps of real cities and building layouts are an ever-popular aspect of this long-running seminar.
– Anders Swenson, Michael Blum, Ken Hite, Peter Corless

3 PM Publishing Your Own Game

A perennial favorite, conducted by folks who have done it and make something approximating a living doing it.
– Michael Hopcroft, Aldo Ghiozzi, Mark Arsenault

4 PM Monster Creation

How to create an interesting creature encounter for your group. Working in conjunction with the panel, the audience designs a monster. – Steve Long, Ken Hite, Andy Robinson

5 PM PDF Games: An Idea Whose Time has Come — or Gone?

Adobe Acrobat™ .pdf format games have proven a popular method of publishing that even some larger companies are embracing. But do people really want to buy their games on-line and read their books on computer? Or is this a fad that is about to disappear and take the small presses that use it with it? – Michael Hopcroft, Mark Arsenault, Steve Peterson

6 PM World Building

How to create an internally consistent world for player characters to wander through without breaking the willing suspension of disbelief. – Steve Long, Ken Moscardini, Ken Hite, Peter Corless

Sunday

Room 157

9 AM Advanced Miniature Painting

Ever wonder how people paint the miniatures that you see in magazines and competitions? CJ Cummings, aka “The Raging Gaijin,” is a professional mini-painter and Golden Demon winner who will teach a painting seminar followed by a one-on-one painting session. Excellent for Competition Mini-Painters and Miniature Painting Artists. – CJ Cummings

Room 156

9 AM Breaking into the Biz

Publishers, established writers, and hopefully someone with less than a year’s experience talk about where to push your manuscripts and how to do the work once the proposal is accepted. – Steve Long, Michael Suileabhain-Wilson, Steve Kenson

10 AM Fiction and Gaming from the Writer’s Point of View

A seminar on how to take a story idea from gaming to fiction and the difficulties that this entails. Professional writers Raymond L. Nelson and Lori Cole guide the audience in how to take gaming story ideas and turn them into viable fiction.
– Raymond L. Nelson, Lori Cole

11 AM Gaming in Feudal Japan

From the publisher and co-author of Sengoku and Shinobi come helpful hints about portraying the mysterious isles of Nihon. A useful seminar for anyone running or playing adventures in the Mysterious East™. – Mark Arsenault

Noon Using Mythology in Game and Campaign Design

Tapping into the world's traditional mythology to create an authentic look and feel for the mythologies of game worlds. This also includes grabbing specific mythological themes as well as mythological archetypes to aid in character design as well as society design. – Frisbee, Ross Winn, Peter Corless, Scott Bennie

1 PM PBeMs: Play By eMail RPGing

What they are, how to find the games, how to join them, and how to run them. A veteran of several PBeMs shows you where to find them and how to conduct yourself as you learn the peculiarities of the specific game. – Heather Mace

2 PM Keeping Players Happy: Responding to Fans and Players on the Lists

A panel for both publishers and fans on how to keep fans happy through good customer service, and what fans want to get when they contact their favorite game companies. Conducted by representatives from Hero Games, Green Ronin, and Issaries (makers of HeroQuest). – Darren Watts, Steve Kenson, Stephen Martin

3 PM MMORPGs: Are Massively Multiplayer Online Roleplaying Games the Way of the Future?

Heather Mace, who helped program the Sims Online, Gordon Monson, who has played many MMORPGs, and longtime player Dorothy Heydt give you a guided tour of the many opportunities to lose all time and money on online gaming. – Heather Mace, Gordon Monson, Dorothy Heydt

4 PM

Building King Arthur's Britain: Pendragon Online

How do you become a successful Internet game designer and community leader? How do you build a virtual world? Pendragon Online is Green Knight's adaptation of its Origins award-winning roleplaying game to the Internet. Learn from Peter Corless how to build a castle that does NOT sink into the swamp. – Peter Corless, Green Knight Publishing

5 PM Gaming Supplements: The Greats

A sort of review of gaming supplements genre-by-genre, with the focus being on great/useful/cool ones that you really ought to have, regardless of what games you play or rules you use, because they're so valuable, helpful, etc. – Steve Long, Ken Hite, Ross Winn

6 PM Sexual Roles in Gaming

Focusing on both the players and the characters. 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, Heather Mace, Ross Winn



Monday

Room 156

10 AM How to deal with the Problem GameMaster

Cap off your DunDraCon experience by consulting with experts on what You Really Should Have Done when that GM slaughtered your character because he mouthed off to the best swordsman in the land. – Bruce Harlick, James Milligan, Michael Suileabhain-Wilson, Peter Adkison

11 AM From Game to Comic to Game

A discussion on the hazards, pitfalls, and rewards of converting games to comics, comics to games, and back again. Covers the topics of choosing a medium, choosing what to convert and how, print vs. electronic publishing, and building a fan base. – James Milligan

Noon Humor in RPGs

How to add humorous elements to your RPGs. For both players and GMs of any game system from TOON to d20. Details just what humor in gaming is and how it works. How to develop characters and NPCs that are functional and yet entertaining in a way that will make playing them humorous. When to draw the line so the party won't revolt against your character. How to design scenarios and run them so players will experience the silly and wilder side of both dark and light humor. – Randy Angle, Lori Cole, Corey Cole, Peter Adkison



Official Games / How To Sign Up

There are three main game groupings at DunDraCon:

- 1) **Open Gaming**, where anyone can run or play a game, in Salon E and Salon 1;
- 2) **The RPGA** in the Danville Room (see page 9); and
- 3) **Official Games**, which have two sign up methods:
 - All Live Action Role-Playing Games (LARPs), and most Card, Miniatures, Board, and Other Games are signed up for at the table at the stated start time.
 - All Role-Playing Games (RPGs) and some miniatures, card, and board games are signed up through the Game Registration system, as detailed below. *All games signed up for through Game Reg are Numbered, and all Numbered games are signed up for through Game Reg.*

Game Registration

DunDraCon's Game Registration will do its best to get every member into at least one game. However, due to chance, popularity of certain games, and other factors, we cannot guarantee that any particular member will get into a game. You can choose up to 3 games per session; our computer program will attempt to place you in your First choice. Failing that, it will attempt to place you in your Second, then Third, choice game.

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 an assigned player 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).

The computer program weights your chances by the number of games you have already been assigned to. A person who has not been assigned to any games yet has a better chance of getting into a game than someone who has already been placed in a game. 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, form color, 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. Be sure to write clearly and put your member number *and name* on the form. **If we can't read your handwriting, 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.**

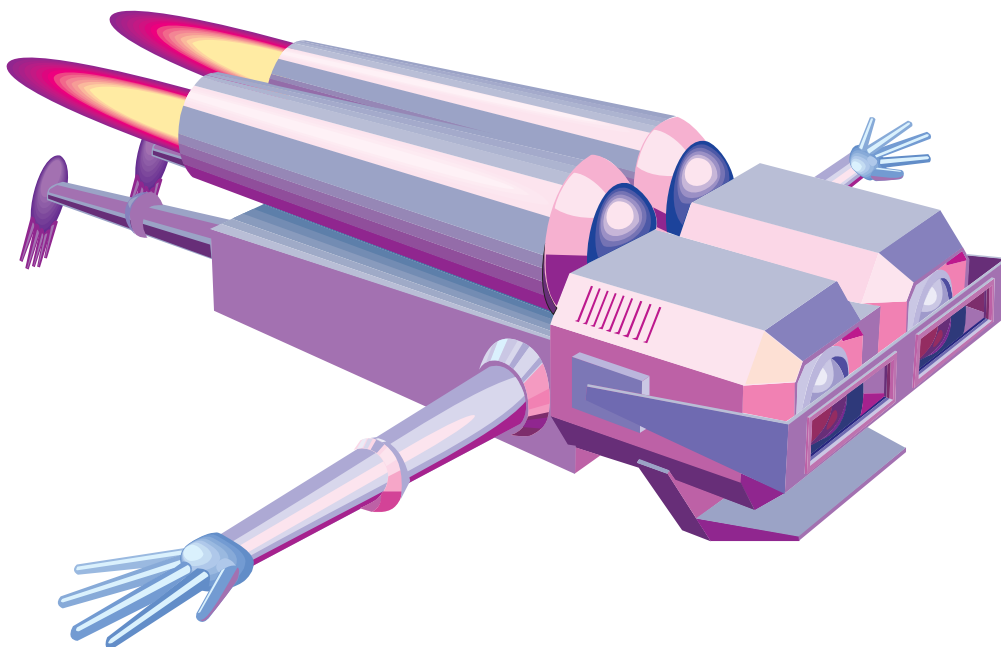
7) **THE RESULTS** of the Game Reg process will be posted on the Dundracon Website at <http://www.dundracon.com>, and on the glass walls near the Game Reg table, as soon as the process allows. If a game was not filled, it will show lines of stars (*****) for the empty seats. You may show up to fill these seats at game time. Please be patient; we still have to enter requests even after Game Reg is closed. Calling us to inquire about results will only lengthen the wait for everybody.

8) **SHOW UP ON TIME** for your games. If you are late, your slot may be 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, all games from 201-299 are in Session 2, 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 #	LAST SIGN UP PERIOD	FORM COLOR	STARTING TIMES FOR GAMES	PAGE
1	101-199	FRI 5:00 – 7:00 PM	GRAY	FRIDAY NIGHT	18
2	201-299	FRI 7:00 – 9:00 PM	PINK	SATURDAY 8:00 AM	20
3	301-399	SAT 9:00 – 11:00 AM	BLUE	SATURDAY NOON	22
4	401-499	SAT 3:00 – 5:00 PM	TAN	SATURDAY 6:00 PM	24
5	501-599	SAT 6:30 – 8:30 PM	GREEN	SUNDAY 8:00 AM	25
6	601-699	SUN 9:00 – 11:00 AM	LILAC	SUNDAY NOON	27
7	701-799	SUN 3:00 – 5:00 PM	YELLOW	SUNDAY 6:00 PM & MONDAY 8:00 AM	28



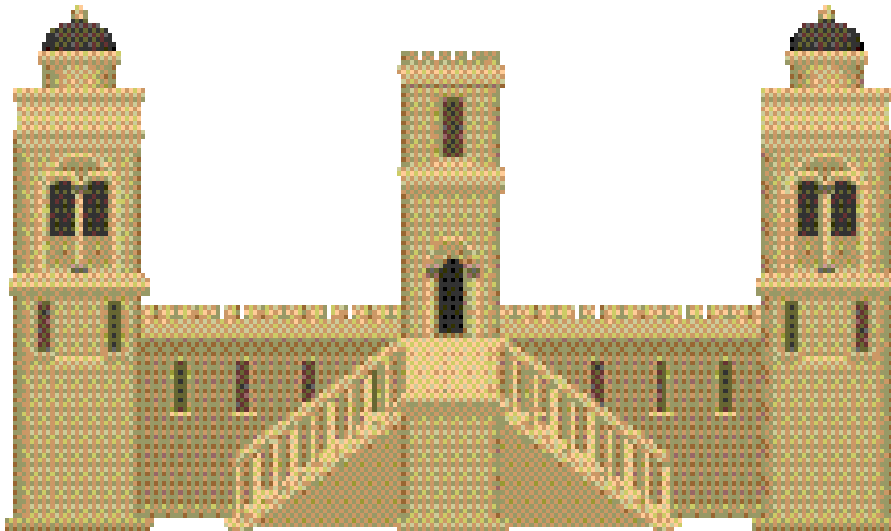
SOCIETY FOR CREATIVE ANACHRONISM

MT. DIABLO ROOM – RIGHT OFF MAIN LOBBY

This went to press long before the convention, so check the sign outside the room for last-minute changes.

- Friday: 3 PM on – Setup and open discussion
- Saturday: 9 AM – Room opens
- 10-Noon – WESTERN MARTIAL ARTS OF THE RENAISSANCE (Outside) – Students from the Davenriche European Martial Arts School will show swordfighting techniques of 15th and 16th centuries.
- 10 AM – Seminar: History of Arms & Armor – What got used when, and why
- 11 AM – Seminar: Things That Cut and Smash – Detailed tour of the steel-weapons collection
- 1-3 PM – SCA COMBAT DEMO (Outside)
- 4 PM – Seminar: Women Warriors – Historical records of women in combat
- 5:30 PM – Seminar: Medicine in RPGs – Why do I need Blue Cross when I have a cleric in my group?
- 7 PM – Seminar: Evening with the Viking Home Companion
- Sunday: 9 AM – Room opens
- 10 PM – Seminar: Medieval Medicine – Theory and practice of the healing arts in the middle ages: cuppers, anointers, barber-surgeons and worse!
- 10-Noon – WESTERN MARTIAL ARTS OF THE RENAISSANCE (Outside)
- 11 AM – Seminar: Castles – Construction and destruction
- 1-3 PM – SCA COMBAT DEMO (Outside) – Medieval Martial Arts 101
- 4 PM – Seminar: Archery Failure – When good arrows (and bows) go bad
- 5:30 PM – Seminar: Medieval Munchies – Game grub beyond Doritos, with samples.
- 7 PM – Seminar: To be scheduled
- Monday: 9 AM – Room opens
- 11:30 AM – SCA 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 and argue with us about the effects on your favorite games system whenever there is no semiar in progress.



RPGA Games

The RPGA (Role-Playing Game Association) is an organization that spans many conventions; characters designed for the RPGA may be taken from convention to convention. Games start up frequently and schedules change, so please come by the RPGA room for more details.

The RPGA games are signed-up for at the Danville Room.

7th Sin - A Living Arcanis Softpoint Module

A mage is missing in the City of Freeport, and the search for clues of her fate may lead you from the gutters of the poor to the bedrooms of the powerful. An adventure for 1st- to 11th-level characters. Characters not within this level range may not be played in this adventure.

Slots: 2, 3, 8

Soaked - A Living Arcanis Softpoint Module

On a rainy day in Freeport, justice, vengeance, and profit collide in a whirlpool of conflict. Will you watch from the shore, or dive in and swim to someone's rescue? More importantly, who are the minnows and who are the sharks? An adventure for 1st- to 7th-level characters. Characters not with this level range may not be played in this adventure.

Slots - 4, 7, 9

Wake - A Living Arcanis Hardpoint Module

Wake (n.) 1. A watch held over the body of a dead person; "they are holding a wake for the murdered dwarf tonight." 2. A track or path left behind a moving object; "the killer left a trail of bloody corpses in his wake." (v.) To bring someone or something back to a state of consciousness; "such actions may wake something best left asleep."

Slots: 1, 6, 10

Carried Away - Part I of a Living Force Trilogy

The mines of Tilnes have never been the safest of places, but when the heroes of Cularin find themselves embroiled in what turns out to be a very non-routine stopover, things go from bad to worse. An adventure for LIVING FORCE heroes levels 1-9. It is strongly recommended that this scenario be played before "Open Arms" and "Belly of the Beast" (Episodes II and III of the "Metatheran Caution" trilogy).

Slots: 3, 6

Open Arms - Part II of a Living Force Trilogy

Trouble has long followed the Metatheran Cartel, but will it follow them to the production facilities on Ipsus? Of course, if it did, how bad could it be? After all, that's only where thermal detonators are constructed. An adventure for LIVING FORCE heroes levels 1-9. It is strongly recommended that this scenario be played after "Carried Away" and before "Belly of the Beast" (Episodes I and III of the "Metatheran Caution" trilogy).

Slots: 4, 7

Belly of the Beast - Part III of a Living Force Trilogy

Based on information found on Ipsus, it is clear that something is happening on Caarimon. When the Cularin Militia calls for assistance, will the heroes answer? An adventure for LIVING FORCE heroes levels 1-9. It is strongly recommended that this scenario be played after "Carried Away" and "Open Arms" (Episodes I and II of the "Metatheran Caution" trilogy).

Slots 5, 8

Dawn Break - A Living Greyhawk Pale Introductory Module

A new dawn has arisen in the Pale. It seems as though things are changing for the better, but near the Troll Fens, dawn only means another bitter day has begun. An introductory adventure for 1st-level PCs only.

Slots: 1

Grumsh's Retort - A Living Greyhawk Nyronid Metaregional Module

By Craig Hier. Something evil is afoot in Eagle Crag Pass and it has taken hostages. That is what two strange fellows from Ratic claim. Is there something going on, or are these guys a few coppers short of a silver piece? An adventure for Average Party Level 2-10.

Slots: 2, 3, 8, 10

Pale Interactive - A Living Greyhawk Pale Regional Module

A special mission available only at DunDraCon. Come by the RPGA room for more information.

Slots: 5

Lost Soul - A Living Greyhawk Pale Module

Pale Premiere module. Come by the RPGA room for more information.

Slots: 2, 3, 6, 9

Return to Tristor - A Living Greyhawk Pale Module

On the rim of the Troll Fens, the former town of Tristor has survived troll attacks before. Never before has it faced a menace like this. A precise strike has forced the Church Militant to retreat, leaving only a few brave residents behind who refused to leave. Can a group of adventurers uncover the reason for the troll attack? An adventure for Average Party Levels 2 through 8.

Slots: 1, 4, 7, 9

Stolen Cloaks, Silent Daggers - A Living Greyhawk Pale Introductory Module

Some church cloaks have been stolen from a local craftsman. Too busy with trouble from the Tenha, the Church Militant and the Watch are looking for a few fresh-faced adventurers to help out. Part one of The Disturbing Cycles. An introductory adventure for 1st-level PCs only.

Slots: 2

When Orcs Attack - A Living Greyhawk Core Module

Welcome to the city of Eastfair, capital of the North Kingdom. Within its great granite walls, the people are safe from all that might harm them from amongst the countryside. But what of the threats from within? There are children in trouble, and the forces of good are greatly in the minority. You are needed to go into the countryside and rescue an orphanage. Sounds simple, right? It would have been. But, with one too many drinks and a fistfight with a human officer, one of the local orc regiments has gone on yet another drunken rampage. Now the population gets another first hand view of "when orcs attack." An adventure for APL 2-6. Part One of the "Running with the Baatezu" series.

Slots: 1, 4, 8, 10

Invasion of Arun'Kid - A Living Kalamar Adapted Module

Arun'Kid - a small farming village with a sinister legacy. Now, a group of gnomes seeks vengeance for wrongs done to them long ago. But to save the village, the heroes must seek answers from the most unlikely sources. Everyone seems to want to claim the village of Arun'Kid - the gnomes, the Kingdom, and even a murderous band of brigands. But who should get it is up to the heroes to decide. This is a two-round continuous play module designed for character levels 1-3.

Slots: 9-10

Otter Side of the Coin - A Living Kalamar Module

The Furriers' Guild, the College of Magic, the House of Scale, and Talarin Notiro (a marshal of the Kalokopeli Forest) all have something to lose and something to gain. Unfortunately, no one can agree with another and the dispute is becoming problematic. Who do you help? Who do you trust? And what's with all the otters? An adventure for character levels 1-5.

Slots: 1, 3, 8

Raising Kine - A Living Kalamar Module

The divine oracles of Tellene are predicting the end of the world. The gods have stopped answering the calls of priests to bring their faithful back from the dead. With no more divine resurrection, the population fears the gods have abandoned Tellene. Could the answer lie with a powerful relic of a peaceful god, a collapsed diamond mine, a missing hero, and a deserted village? An adventure for character levels 1-5.

Slots: 4, 7

Vanishing Concerns - A Living Kalamar Module

A merchant in need of guards for a shipment of precious spell components calls upon a group of heroes to assist him. A simple trip from Bet Rogala to Lebolegido never brought so much adventure. An adventure for character levels 1-4.

Slots: 2, 6

Black Tie Formal - A Living Spycraft Module

A Living Spycraft Serial for second level characters. Come by the RPGA room for more information.

Slots: 4, 7, 10

The Tengu Conspiracy - A Living Spycraft Module

A Living Spycraft Serial for first level characters.

Slots: 3, 6, 9

Games for Old and Young

All games are signed up for at the game.

Friday

Carabande

System: Carabande Friday 4 PM in Salon F3-4 for 8 hours
GM: David Gabriel Power Level: N/A
Type: Other All materials provided by Coordinator
Variations: none

Ladies and Gentlemen! Start your fingers!!! Yes, it is time to play flick racing again (woo hoo) but be careful. Don't fall off the track! An easy to learn game that can be played by anyone and each game lasts 15-30 minutes so many rounds will be played.

Saturday

Handicap Havoc

System: ButtonMen Saturday 8 AM in Salon B1-2 for 4 hours
GM: Bryce Nakagawa
Power Level: Any Tournament Legal ButtonMan
Type: Other Game materials can be provided by GM
Variations: Winning Percentages from the website will be used to handicap between ButtonMen.
Players select one Tournament Legal ButtonMan. If there is a significant differential between winning %, then one button will fight at a handicap. Prizes for participation.

Kids' Games

Saturday Noon in Room 157 for 8 hours
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 also have Pokemon, Harry Potter, and Magic: the Gathering card game tournaments.

—Randy Kreidt

Monster Smash -The Next Page

System: Monster Smash Sunday Noon in Room 157 for 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.

Sunday

Lost Worlds Tournament

System: Lost Worlds Sunday 10 AM in Salon B7-8 for 2 hours
GM: Rick Loomis Power Level: N/A
Type: Book Bring your favorite Lost Worlds Character, or try one
Variations: none of the new Knights of the Dinner Table books
Slash! Block! Jump! Can your fearless fighter attain lasting glory in the Tournament of Champions? Sponsored by Flying Buffalo, Inc.

Kids' Games Sunday Noon in Room 157 for 8 hours
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 also have Pokemon, Harry Potter, and Magic: the Gathering card game tournaments.
—Randy Kreidt

Monster Smash - Classic

System: Monster Smash Sunday Noon in Room 157 for 4 hours
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: Alix. Hansen.

Live Action Role-Playing Games

All LARPs signups are at the game.

-----**Friday**-----

Winds of Despair

System: Dreams of Deirdre Friday 8 PM in Rm 156 for 6 hrs
GM: Dreams of Deirdre Power Level: N/A
Type: LARP All characters provided by GM
Variations: N/A
Winter court in Shiro Iuchi, Rokugan sees reprieve from conflict. Restless spirits only mean trouble. Show your ancestors your courage in the face of adversity.

Club Med Al Amarja

System: On The Edge variant Friday 8 PM in Salon B-C for 8 hrs
GM: Edmund Metheny Power Level: N/A
Type: LARP All characters provided by GM
Variations: See http://www.tlucetius.net/OTE/OTE_LARP/
The Necronomicon is loose on Al Amarja. Some want it in order to enslave a demon and acquire phenomenal cosmic power. Some want to prevent it from falling into the wrong hands. Some just want to blow stuff up. It's another beautiful day on The Edge. A Live Action Role-Playing Game for 20 to 24 players, set in the world of Atlas Games' ground-breaking "Over The Edge" role-playing game and "On The Edge" card game. Characters and props are provided. GMs: The D'Aubainne Presidential Hopefuls.

-----**Saturday**-----

"Cosmo City by Gaslight" A Victorian Superhero LARP in 2 Acts

System: Dreams of Deirdre
Saturday 10 AM in the Pacific Room and Patio area for 6 hrs
GM: Team Volaré Power Level: N/A
Type: LARP All characters provided by GM
Variations: N/A
In Cosmo City, one man, Dr. Wraith, has foreseen the deaths of the World's Greatest Heroes and the rise of an Unstoppable Evil! Heed the call to form the world's first superhero team to stop it!

The Book of Blood

System: Dreams of Deirdre Saturday 8 PM in Rm 156 for 8 hrs
GM: Bill Howard Power Level: N/A
Type: LARP All characters provided by GM
Variations: Skills and abilities
Duke Henri Anjou is having a party to show off his latest acquisition. Come play in the 7th seas universe, costuming encouraged. <http://www.geocities.com/seventhseaslarp>

When Demons Fall From the Sky

System: Gardasiyal/Empire of the Petal Throne/Tekumel
Saturday 9 PM in Salon A-C for 4 hrs
GM: Carl Brodt Power Level: 1-20
Type: LARP All characters provided by GM
Variations: Beginners Welcome
A demon falls from the sky in the middle of Fastiltum, and its riders—worshippers of the deities of the undead—dismount and look for a quick exit from the city, the home of their ancestral enemies. The locals have different ideas.

-----**Sunday**-----

Council of Three Presents, Morovia: All Hail El Presidente for Life

System: Big Fuzzy Dice Sunday 8 PM in Rm 156 for 6 hrs
GM: Colin Thompson
Power Level: The full power of El Presidente is behind you
Type: LARP All characters provided by GM
Variations: None
Many have already given their lives for the glorious El Presidente for Life Konrad Santiago! Many more will sacrifice before the Partisan Scum are CRUSHED like the dogs they are. Now you have your chance to secure the glorious future of Morovia! All hail El Presidente for Life!

The Goblin Ball

System: Dreams of Deirdre LARP System
Sunday 9 PM in Salon B-C for 6 hrs
GM: Dreams of Deirdre Power Level: N/A
Type: LARP All characters provided by GM
You are invited by both Courts to a Ball of the Goblins wherein those who know of recent troubles may speak...or remain forever silent. Costuming encouraged.

In Memoriam: November 25, 2003 was a sad day for gamers, children, and the entire world. Anicka Mihalik was tragically killed in a car accident on the San Mateo Bridge. Who is Anicka Mihalik and why is this memorial in your program? I'm sure you've seen her hundreds of times. She attended every DunDraCon since (at least) 1996, as well as other bay area conventions. She could be heard coming down the hall in her "Ren Faire" bells, be seen crouched over her laptop late at night, playing card games in open gaming, bouncing to the arcade to play Puzzle Fighter, or eagerly waiting in line to sign up for the next Dreams of Deirdre LARP. She brought numerous friends to the cons as well as children who gamed with her at her Parks and Rec job at Highlands Park in Ben Lomond, where she showed them there was something better to do than watch TV (role-playing!). She was creative both as a player and a GM. She had the most infectious smile and a bounce in every step. She will always live on through our memories of her many incarnations; from Pooka to Black Fury to Half-Kender, from Tinker Tot/Beaver Brat to a candy-force-field-wielding super-hero ... and anything in-between. Every character had a life and energy that could only be matched by Anicka herself. The world may not be the same without her, but for those whose lives she touched, the world is a better place because we knew her.

Board Games

All *Numbered* Board games are signed up for through Game Registration.

-----Friday-----

Sid Meier's Civilization: The Boardgame

System: Sid Meier's Civilization: The Boardgame
Friday 4 PM in Salon G4-5 for 8 hrs
GM: Phillip T. Emmons Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: standard or advance (depending on player experience)
Will your Civilization RISE or FALL?! A boardgame version of the award-winning PC strategy game. Create a civilization to stand the test of time. Start with one small village in 4000BC. Move your settlers out to explore the world, discover hidden treasures (or dangers), and create new cities.

Zombie Master

System: Zombies!!! Friday 6 PM in Salon F5 for 8 hrs
GM: Jerry Lewis aka Mr. Guinness Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: To be announced at start of game
Zombies!!! The board game were you can shoot, chop, burn and explode into tiny little bits the hordes of flesh eating Zombies!!! Survivors will walk away with the knowledge and ability to fight off a Zombie!!! infestation. Presented by Day One Gaming.

151 Settlers of Catan Tournament

This game is signed up for through Game Registration
System: Settlers of Catan
Friday 8 PM in Salon G11-13, 16-28 for 6 hrs
GM: Tom Funk Power Level: N/A beginners to experienced welcome
Type: Board All materials provided by GM
Variations: modified Swiss system, minor variation
The Hobby Gamers League presents a Settlers of Catan Tournament! Lots of fun and prizes. The tournament will be using a modified Swiss system and a few minor variations for tournament play.

Twilight Imperium

System: Twilight Imperium
Friday 8 PM in Salon G14-15; 19-20 for 6 hrs
GM: Daniel Ironhat Power Level: N/A
Type: Board All materials provided by GM
Variations: none
A table-top board game featuring space combat and planetary invasions. Random map setup and different racial abilities and card play provide for variable results. Players try to expand their empire as they research better technology in an attempt to defeat their opponents.

-----Saturday-----

Tom Jolly's Cargo

System: Cargo Saturday 9 AM in Salon A10 for 2 hrs
GM: Allan Sugarbaker Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
Tom Jolly's Cargo (Wingnut Games) - Join in on the Boston Tea Party, loading your tea while pushing everyone else's into the harbor. Come test out this "revolutionary" strategy game from the creator of Wiz War!

Robo Rally Capture the Flag

System: Robo Rally Saturday 10 AM in Salon A7 for 6 hrs
GM: Christopher Larson Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: Turbo Wrenches rule in effect
Those bumbling robots are at it again, but now they are pitted against each other in teams. Two teams of 4 go head to head to try and get the opponent's flag back to their base first!

Formula Fun

System: Designer's Own Saturday 10 AM in Salon F5-6 for 6 hrs
GM: Wess Safford Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
Beer-and-pretzels race game intended for kids and young adults. Short on strategy, long on dice rolling. Uses Hot Wheels/Matchbox size cars. Players may bring their own.

Giant Board Awful Green Things From Outer Space

System: Awful Green Things From Outer Space
Saturday 11 AM in Salon A9-10 for 4 hrs
GM: Andrew Walters Power Level: Two rounds, compare scores!
Type: Board Game materials can be provided by GM
Variations: Giant boards!
Join the crew of the Znutar as they battle monsters in this recently republished classic. Four foot game board! Prizes from Steve Jackson Games!

Tom Jolly's Cargo

System: Cargo Saturday 3 PM in Salon A10 for 2 hrs
GM: Allan Sugarbaker Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
Tom Jolly's Cargo (Wingnut Games) - Join in on the Boston Tea Party, loading your tea while pushing everyone else's into the harbor. Come test out this "revolutionary" strategy game from the creator of Wiz War!

352 Dungeoneer Tournament

This game is signed up for through Game Registration
System: Dungeoneer Saturday 4 PM in Salon B4 for 4 hrs
GM: Thomas Denmark Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
This light tournament is open to all. Come learn how to play Atlas Games' new hit game-Dungeoneer! The winners will get to play against Thomas Denmark, the creator of Dungeoneer, in a special Campaign adventure.

B-17: Operation Pointblank

System: B-17: Queen of the Skies (The Avalon Hill Game Company)
Saturday 6 PM in Salon F1-6 for 6 hrs
GM: Ron Plunk Power Level: N/A
Type: Board Game materials can be provided by GM
Variations: Tournament Multi-player Squadron "team" rules
Operation Pointblank - one of the many names for the target priorities of the Eighth Air Force Bomber Command: (1) submarine construction yards, (2) aircraft industry (airframe, engine, and ball bearings), (3) transportation, (4) oil plants, (5) other enemy war-related industry. So join "Memphis Belle", "Thunderbird" and "Picadilly Lilly" as the 8th AF pummels Occupied Europe at "Pointblank." Based on Avalon Hill's "B-17: Queen of the Skies" solitaire board game, you will use special interactive rules for multiple players in squadron formations. Team work IS essential. New players welcome - Rules taught. A copy of "B-17 QOTS" is

helpful. Some game pieces are provided. Although based on a board game, there MAY be miniatures available as playing pieces.

-----Sunday-----

Reminiscence the Resurrection

System: Buffy: the Vampire Slayer
Sunday 8 AM in Salon A8 for 6 hrs
GM: Adam McCall Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: 1 Stock and 2 Homebrews scenarios
Conflict. Death. Rebirth. Together we shall go through a typical adventure, then after everyone feels comfortable, we move onto the hard stuff.

Tom Jolly's Cargo

System: Cargo Sunday 9 AM in Salon A10 for 2 hrs
GM: Allan Sugarbaker Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
Tom Jolly's Cargo (Wingnut Games) - Join in on the Boston Tea Party, loading your tea while pushing everyone else's into the harbor. Come test out this "revolutionary" strategy game from the creator of Wiz War!

Duel of Ages Tournament

System: Duel of Ages-Venatic Games
Sunday 10 AM in Salon B1-2 for 6 hrs
GM: Jim Fritz Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
Come and get hooked on a great, new game. How often do you get to be Spartacus using a machine gun, or Robin Hood, riding Pegasus and firing a laser? Players will be pitted against each other in teams. Three rounds to decide overall winner. Easy to learn, hard to stop playing! Duel of Ages games will be run before the tournament several times to help learn the game.

Wizard Kings - Hammer of the Scots - Crusader Rex

System: Columbia Block Games
Sunday 10 AM in Salon G19-20 for 8 hrs
GM: Tom Granvold Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
Enjoy any of three Columbia block games. These are exciting wargames that are easy to learn. Beginners welcome. Wizards Kings, the award winning Hammer of the Scots, and the Crusader Rex (a playtest version of the 3rd Crusade).

Army of Dorkness!

System: Zombies!!!!!!!!!!!! Sunday 11 AM in Salon A9-10 for 4 hrs
GM: Bill Dash Power Level: N/A Well, ya got this here shotgun...
Type: Board All materials provided by Coordinator
Variations: Mall Walkers, Zombie Corps(e), maybe 3.5 expansion
Come get some! Grab your boom-stick and join the party, baby. Start in the Mall or the ARMy Base, blow your way into town, find the helipad, and boogie. Friends? Bwa-ha-ha-ha! Groovy.

Giant-Sized Pirate's Cove

System: Pirate's Cove Sunday Noon in Rm Salon F5-6 for 2 hrs
GM: Mike Chase Power Level: N/A
Type: Board All materials provided by GM
Variations: none

Avast me hearties! Join four other swashbucklers and find out who is the most famous pirate of all. Wooden ships and treasure chests, metal coins and more. Yo Ho!

Giant-Sized Pirate's Cove

System: Pirate's Cove Sunday Noon in Salon F5-6 for 2 hrs
GM: Mike Chase Power Level: N/A
Type: Board All materials provided by GM
Variations: none
Avast, me hearties! Join four other swashbucklers and find out who is the most famous pirate of all. Wooden ships and treasure chests, metal coins, and more. Yo ho!

Tom Jolly's Cargo

System: Cargo Sunday 3 PM in Salon A10 for 2 hrs
GM: Allan Sugarbaker Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: none
Tom Jolly's Cargo (Wingnut Games) - Join in on the Boston Tea Party, loading your tea while pushing everyone else's into the harbor. Come test out this "revolutionary" strategy game from the creator of Wiz War!

Star Wars Epic Duels

System: Star Wars Epic Duels
Sunday 4 PM on Hallway Table 3 for 6 hrs
GM: Curtis Plunk Power Level: N/A
Type: Board All materials provided by Coordinator
Variations: Special Character Abilities and Home Rules
What would happen if the Force was no longer divided? Jedi Knights could battle each other... Sith Lords could challenge one of their own... What if classic battles could be recreated and have completely different endings? Imagine the unthinkable. Anakin Skywalker versus Darth Vader. Impossible? Not anymore! In Epic Duels, you create hundreds of never-before-seen battles or relive classic duels. Stage your battle in one of four different locations—a landing platform on Kamino, the Execution Arena on Geonosis, the Carbon-Freeze Rm, or the Emperor's Throne Rm. Attack and eliminate your opponents 1 by 1, until you alone stand victorious! Rules taught, multiple rounds.

Snit's Revenge in 3-D

System: Snit's Revenge Sunday 4 PM in Salon A8-9 for 6 hrs
GM: Andrew Walters Power Level: 2 rounds, find the Spark of Life
Type: Board Game materials can be provided by GM
Variations: Giant, 3-D game board
Back in print after 20 years! Snits run *inside* the Blotomus to kill it from the inside out! Giant 3-D game board! Prizes from Steve Jackson Games!

Battle in the Droid Factory

System: Star Wars Epic Duels Sunday 6PM in Salon F5 for 3 hrs
GM: Mike Chase Power Level: N/A
Type: Board All materials provided by GM
Variations:
Your favorite Star Wars characters battle it out in a droid factory on Tatooine, in a giant version of the fun, easy-to-learn game with 4-inch figures.

751 Dungeoneer Tournament

This game is signed up for through Game Registration

System: Dungeoneer Basic Set
Sunday 6 PM in Salon G14-15; 19-20 for 6 hrs
GM: Chris Hanrahan (Endgame) Power Level: N/A
Type: Board Players must provide own games
Variations: none

Join us for Atlas Games' Dungeoneer! Expect glory and peril as you roam around the board in search of the Nard, the undead, and treasure! This will be fast paced and deadly, so come prepared to hold onto your seat, and have some fun!

-----**Monday**-----

Age of Mythology - Eagle Games

System: Age of Mythology - Eagle Games
Monday 10 AM in Salon A8 for 4 hrs
GM: Glenn Ironhat Power Level: N/A
Type: Board All materials provided by GM
Variations: none
Age of Mythology by Eagle Games is a board game version of the AoM computer game. Prizes supplied by Eagle Games.

Card Games (Collectible or Not)

All *Numbered* games are signed up through **Game Registration**.
All *Un-Numbered* games are signed up at the game.

-----**Friday**-----

Dragon Ball Z Collectible Card Game Standard Tournament

System: DragonballZ TCG Friday 5 PM in Pacific Room for 5 hrs
GM: Matthew Low Power Level: Basic knowledge of how to play
Type: CCG Players must provide own decks
This is a Standard Dragon Ball Z CCG Constructed Tournament. It will be 4 rounds of Swiss and then cut to Top 8 or Top 4, depending on attendance. Prizes can include boosters, promos, shirts, and so forth.

-----**Saturday**-----

Warlord CCG - Diversity

System: Warlord CCG Saturday 8 AM in Salon B4 for 8 hrs
GM: Richard Carter Power Level: all levels
Type: CCG Players must provide own decks
Variations: Diversity Format
A standard, constructed format Warlord CCG tournament with a twist. All decks will have no more than one of any card in them. All released promo cards will be allowed (including Winter Warfare)

Return of the King Card Tournament!!!

System: Lord of the Rings CCG 8 AM in Salon B3 for 4 hrs
GM: David Etheridge Power Level: NA
Type: CCG Players must provide own decks
Variations: none
This is a Swiss style, constructed, 1v1 player format tournament. The card pool for this tournament will be standard format, and there will be no final confrontation. This is a 4 match tournament based in the Return of the King site path. Bring your best deck, because the prizes will be hot!!!

Nuclear War Tournament

System: Nuclear War 10 AM in Salon B5-8 for 2 hrs
GM: Rick Loomis Power Level: Easy game, rules will be taught
Type: Cards Please bring a copy of the game if you can
Variations: none
Be the first on your block to blow up your block! Nuclear War, it's a blast! Prizes offered to survivors!

Alpha Glint

System: Vampire: The Eternal Struggle Noon in Salon B1-3 for 6 hrs
GM: Ian Lee Power Level: N/A
Type: CCG Game materials can be provided by GM
Variations: Standard Constructed
V:EKN sanctioned tournament. See www.white-wolf.com/vtes for more details. Two prelim rounds plus final. No drops. Prizes!

Magic: the Gathering Mirrodin Sealed Deck Tournament

System: Magic: the Gathering Noon in Salon B7-8 for 8 hrs
GM: Arthur Pruyne Power Level: N/A
Type: CCG Players must provide sealed packs
Variations: A DCI sanctioned event run by a Level 2 Judge at REL 2. Come fight it out in a world of magic and metal. A Magic: the Gathering sealed deck tournament, sanctioned by the DCI, featuring one Mirrodin tournament pack and two Darksteel booster packs. Tournament format is Swiss pairings (where people with like records are matched up against each other). The tournament will last either five or six rounds, depending on the number of players. Product for the tournament must be provided by the participants and may be purchased in the Dealers' Rm.

Dragon Ball Z Collectible Card Game Sealed Goku's Farewell

System: DragonballZ TCG Saturday 1 PM in Rm B5-6 for 6 hrs
GM: Michael Lane Power Level: Basic knowledge of how to play
Type: CCG Players can bring 8 sealed boosters of any DBZ CCG expansion, mix or match. We will have boosters on sale to use at the convention.

Variations: Constructed Deck tournament

This is a Sealed tournament in which players will have 8 boosters to create a legal Standard DBZ CCG deck. You will have about half an hour to create a deck that will fit under the Goku's Farewell rules that have been changed for this tournament.

- You cannot win by Most Powerful Personality Victory.

- Allies can only be level 1 allies.

- You can play as Piccolo the Trained (this rule has been changed).

If you do not pull a personality from any of your 8 packs and inspected by a judge, the judge will give you a random personality to play with. Rainbow Tokui-Waza will be in effect if you so choose to, which means that if you declare it then you are considered to have all of the TWs, and can use any "If you declared a TW" effect.

This tournament will be 5 to 6 rounds, then cut to Top 16 or Top 8, depending on attendance. Prizes can include boosters, promos, ultra rares, uber rares, shirts, and so forth.

YuYu Hakusho Trading Card Game Standard Megatournament

System: YuYu Hakusho Saturday 5 PM in Pacific Room for 5 hours
GM: Michael Lane Power Level: Basic knowledge of how to play
Type: CCG Players must provide own decks
Variations: none
This is the Megatournament for YuYu Hakusho TCG Standard Constructed. There will be 5 or 6 rounds of Swiss and then cut to Top 16 or Top 8, depending on attendance. Prizes can include boosters, promos, spirit packs, shirts, and so forth.

-----**Sunday**-----

Lunch Money

System: Lunch Money 8 AM in Salon B3 for 4 hrs
GM: Adam Casbarian Power Level: Beginners Welcome
Type: Cards All materials provided by Coordinator
Variations: none

Want to relive your childhood on the playground or simply to envision a more violent past? It's a fight among the other kids as you see who is left standing. The winner gets to keep all of the Lunch Money. This crazy game's quick, easy, and worth playing a time or 3.

Galaxy-Wide Munchkin Grand Ultra-Tournament

System: Munchkin 10 AM in Open Gaming Demo Area for 8 hrs
GM: Angelo Sphere Power Level: NA
Type: Cards All materials provided by Coordinator
Variations: NA

How Munchkiny can you possibly be? The hardest hard-core Munchkins (can you recite from memory all the monsters in the B-1 Module?) and rank beginners are welcome. The Grand Prize is the Eternal Crown of the Entire Universe (and maybe a level up). Most Original Home-Made Card Contest. Also, Cross-Breed Costume Contest. Also, Biggest Bag of Dice Contest. Also, "Yo Mama" contest. Bring your Thermal-Nuclear Strike Spell.

Magic: the Gathering Grab Bag Tournament

System: Magic: the Gathering Noon in Salon B3-4 for 6 hrs
GM: Arthur Pruyne Power Level: N/A
Type: CCG All materials provided by Coordinator
Variations: One additional rule is that all non-Basic Land cards grabbed must be taken with you when you leave.

Reach in and grab a handful of Magic cards from expansions dating back 10 years, and build the best deck that you can with those cards to duke it out in a Swiss pairings-style tournament (where people with like records are matched up against each other). You do not need to provide any cards, all will be provided. The tournament will last 5 rounds.

Praxis Seizure: San Ramon

System: Vampire: The Eternal Struggle Noon in Salon B5-7 for 6 hrs
GM: James Dyes Power Level: N/A
Type: CCG Players must provide own figures
Variations: none
3 Round Tournament. Decks should be built according to V:EKN rules.

Warlord Constructed

System: Warlord CCG Sunday Noon in Rm B8 for 6 hours
GM: Richard Carter Power Level: N/A
Type: CCG Players must provide own decks
Variations: none
A standard, constructed format Warlord CCG tournament. All released promo cards will be allowed (including Winter Warfare). Swiss or Round robin format depending on turnout.

Doomtown or Bust!

System: Doomtown 2 PM in Open Gaming Demo Area for 8 hrs
GM: Karolina Lewis Power Level: All cards accepted
Type: CCG Game materials can be provided by GM
Variations: Free-for-all multiplayer
Care for a friendly game, pardner? Belly up and wager over who'll run this God-forsaken town. 4-6 players per game, simultaneous games for more participants.

-----Monday-----

Dino Hunt! Bring 'em back alive

System: Dino Hunt 10 AM on Hallway Table 2 for 4 hrs
GM: Janette Walters Power Level: N/A
Type: Cards All materials provided by Coordinator
Variations: Drop-ins okay, free booster for everyone
Travel in time to capture dinosaurs for a futuristic zoo. Free booster pack of Dino Hunt cards for kids and adults. Prizes from Steve Jackson Games!

Miniatures

All *Numbered* games are signed up through Game Registration.
All *Un-Numbered* games are signed up at the game.

-----Friday-----

Mage Knight

System: Mage Knight CMG Friday 3 PM in Salon A1-5 for 4 hrs
GM: Paul Chang Power Level: Beginner to High
Type: CMG Players must provide own figures

Battle Fleet Gothic Tournament

System: Battle Fleet Gothic Friday 5 PM in Salon G1-3, 6-8 for 6 hrs
GM: Jason Ellis Power Level: N/A
Type: Miniatures Players must provide own game materials
A Battle Fleet Gothic RTT! 1500-points using Approved Fleet Lists. New Nova Cannon and Ordnance rules in effect. Questions? Contact brother.jason@comcast.net.

Masters Qualifier for HeroClix-Marvel

System: HeroClix-Marvel Friday 6 PM in Salon A6-10 for 4 hrs
GM: Paul O'Brien Power Level: Beginner to High
Type: CMG Players must provide own figures
Variations: 300 point event-Standard rules for constructed tourney.

MechWarrior Tournament

System: MechWarrior CMG Friday 7 PM in Salon A1-5 for 4 hrs
GM: Paul Chang Power Level: Beginner to High
Type: CMG Players must provide own figures

Generic Game M20

System: Stargrunt 2 Friday 8 PM on Hallway Tables 1-2 for 12 hrs
GM: Jason Launer Power Level: N/A
Type: Miniatures All materials provided by GM, but players MUST spend hundreds of dollars on related trademarked products before game play.
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, and prizes may be awarded to the exceptionally bold!
A gritty squad-level miniatures game, with FUN FUN FUN and all materials provided. We will post a SIGN UP SHEET, so just show up! This year's scenario [has been deleted by Order of Executive Privilege].

Mobile Defense

System: Ogre/G.E.V. Friday 8 PM in Salon F1 for 4 hrs
GM: Andrew Walters Power Level: TBD 250 Pts per player, maybe?
Type: Miniatures Figures can be provided by GM
Variations: Hex map rules with miniatures
Holotank simulation to validate plans for a building-sized mobile command post with ECM sphere 2 km across. 4x8' map! Prizes from Steve Jackson Games!

Sleepy Town of Lesterville

System: Fistful of Lead Friday 8 PM in Salon F6 for 4 hrs
GM: David Merrick Power Level: Beginners Up
Type: Miniatures All materials provided by GM
In the sleepy town of Lesterville, all is not well. The railroad recently dropped off its payroll in town for the cavalry to escort the rest of the way. There's just one problem: the cavalry hasn't arrived. That leaves Marshall Bill & his deputies to guard it until they DO! Unfortunately, every scum in the territory knows about the lightly guarded payroll & have all converged on Lesterville to claim it.

Eclipse

System: Eclipse Friday 8 PM in Salon G9-10 for 4 hrs
GM: Erik Barnett Power Level: N/A

Type: Miniatures
Eclipse is a miniatures game system where you can incorporate any miniatures you might already own in large scale battles or skirmish-size fights, all in one book. Come check it out.

Take to the Water

System: Warhammer Fantasy
GM: Matthew Kimball
Type: Miniatures
Variations: General Compendium Rules
The old world is a dangerous place and even the oceans themselves hold hidden hazards. Come and battle on the high seas!

-----Saturday-----

Fog of War

System: Warhammer Fantasy, 6th ed.
Saturday 9 AM on Hallway Tables 3-4 for 6 hrs
GM: Jim Kiefer
Type: Miniatures
Variations: Fog of War
A massive battle between the forces of Good and Evil. Fog of War is a variation of Warhammer Fantasy. Leaders have a sphere of influence and can only affect those units in their sphere. As an added bonus, each phase in the turn will be timed. So, if you don't get it done, it doesn't happen. We call this "Speedhammer."

Attack

System: Attack by Eagle Games
GM: Jon Caudill
Type: Miniatures
This is not really a miniature game. It should be in the board game category, but does have a strong appeal to miniatures wargamers and boardgamers alike.

Rogue Trader Warhammer 40K Tournament

System: Warhammer 40k
1850 points, Standard Force Organization. All Chapter Approved Armies are Legal. No Journal Armies or other Experimental Armies. No Vehicle Design Rules. No Vehicles from any of the Imperial Armor books. Trial Assault and Trail Vehicle will be used. Players must have a copy of their Army rules with them. (Codex, Chapter Approved, White Dwarf, etc.) Seating is limited.
- Sponsored by Epic Games of Castro Valley
Three rounds with breaks for lunch:
9:00 - 11:30 AM - 1st round
11:30 - 12:30 PM - Lunch
12:30 - 3:00 PM - 2nd round
3:00 - 5:30 PM - 3rd round
7:00 PM - Awards.

Retaking Earth: 2203

System: Star Blazers Fleet Battle System
Saturday 10 AM on Hallway Tables 1-2 for 8 hrs
GM: Keith Holmes
Type: Miniatures
Variations: none
Earth has been invaded by the Dark Nebula Empire. The Yamato has succeeded in destroying the enemy homeworld, but now the EDF needs to break the Nebulan Fleet if it is to free humanity.

Gunfight!

System: Gunfight!
GM: Rodney L. Thomson
Type: Miniatures

It's back to the Wild West for another round of Flagship Games' newest creation, "Gunfight!" Come take part in a mini-campaign where every player will control a faction looking to further its own ends in the sleepy town of Rockridge. The core mechanics are based on our popular "Habet, Hoc Habet!" rules. The action is fast, with just a hint of the tongue in cheek that you have come to expect from Flagship Games. Run by Rod from Flagship Games, as in, "Quick, hide! It's that Rod guy from Flagship Games!"

Masters Qualifier for HeroClix-DC

System: HeroClix-DC
GM: Alan Mason
Type: CMG
Variations: 300 point event-Standard rules for Constructed tourney

Eclipse

System: Eclipse
GM: Ean Barnett
Type: Miniatures
Eclipse is a miniatures game system where you can incorporate any miniatures you might already own into large scale battles or skirmish-size fights, all in one book. Come check it out.

Master's Championship for HeroClix

System: WizKids Games
GM: Wrich Printz
Type: CMG

371 Hearts of Steel. (Warriors of the Code).

This game is signed up for through Game Registration

System: Battletech 3050+(Mod.)
GM: Mark R. Steiner, Samuel T. Horton
Type: Miniatures
Variations: Some custom Mechs, slightly modified House rules
7-8 House-Steiner Mechs won't surrender, standing defiant vs overwhelming House-Kurita forces; and, as honor demands, an elite Mech-Company takes the challenge.

Borderland Incursion

System: Warhammer Fantasy, 6th ed.
Saturday 4 PM on Hallway Tables 3-4 for 6 hrs
GM: Simon Kiefer
Type: Miniatures
Variations: Simultaneous
The forces of Evil are setting up to invade the homeland of the good. It is up to you to be a ruthless warlord and crush the forces before you or be a righteous general and defend your homeland to the last man. All action is considered simultaneous, based on range. Range is the maximum distance a weapon shoots or the maximum distance a unit can move. Longer range units take their actions first. The purpose is to simulate all of the turns in a game of warhammer.

Desperate Measures

System: Warhammer 40k
GM: Matthew Kimball
Type: Miniatures
Within the ruins of the Kasr's of Cadia every man, woman, and child fights a desperate battle against the ever encroaching forces of chaos. which side will you join?

-----Sunday-----

Get the Bishop!

System: Warhammer Ancient/Skirmish
GM: James Holloway
Type: Miniatures

Variations: Some small variations

Compete with your fellow Vikings to see who can get the most loot out of a defenseless village. Glory and riches go to the first plunderer to get the Bishop!

Warhammer Fantasy Battle Tournament

System: Warhammer Fantasy Battle

Sunday 9 AM in Salon G for 10 hrs

2150 pts. All Standard RT scoring used. Standard RT composition used. All official rules from Warhammer Chronicles 2004 used.

Revised Magic Lores from Warhammer Chronicles 2004 used. All Q&A & Errata's Warhammer Chronicles 2004 used. Dark Elves city garrison army Warhammer Chronicles 2003 used. Standard army force chart used. No special characters for White Dwarf or the GW web site not labeled Official rules will be used. No characters for Albion will be used. Magic items from Albion will be used with the normal restrictions. – Sponsored by Epic Games of Castro Valley

Three rounds with breaks for lunch:

9:00 - 11:30 AM – 1st round

11:30 - 12:30 PM – Lunch

12:30 - 3:00 PM – 2nd round

3:00 - 5:30 PM – 3rd round

7:00 PM – Awards.

Squig Bowl II

System: Mordheim Sunday 9 AM in Salon G4-5, 9-10 for 6 hrs

GM: Kyle Guthrie Power Level: Experienced warbands, but be able to justify equipment & skills

Type: Miniatures Players must provide own game materials
Variations: Special tournament rules

Last year, Squig Bowl I, Krak's army, a Skaven warband, bested all comers. Can they be unseated in Squigbowl II? Prizes awarded.

Sleepy Town of Lesterville

System: Fistful of Lead

Sunday 10 AM on Hallway Table 3 for 4 hrs

GM: David Merrick Power Level: Beginners Up

Type: Miniatures All materials provided by GM

In the sleepy town of Lesterville, all is not well. The railroad recently dropped off its payroll in town for the cavalry to escort the rest of the way. There's just one problem: the cavalry hasn't arrived. That leaves Marshall Bill & his deputies to guard it until they DO!

Unfortunately, every scum in the territory knows about the lightly guarded payroll & have all converged on Lesterville to claim it.

Stop the Clans

System: BattleTech Sunday 10 AM in Salon F1-4 for 6 hrs

GM: Greg Qatsha Power Level: N/A

Type: Miniatures All figures provided by GM

Variations: Light variant

28mm-scale BattleTech with large Mechs/vehicles. Mercenaries try to stop a small Clan force in urban terrain. Experienced BattleTech players, please!

The Lady's Quest

System: Warhammer Fantasy Sunday Noon on

GM: Matthew Kimball Hallway Table 2 for 4 hrs

Type: Miniatures All materials provided by GM

The Lady Has ordained the cleansing of the Chalons' of all chaos. join the noble Bretonnians or the ranks of chaos to hinder or help this quest.

Eklipse

System: Eklipse Sunday Noon on Hallway Table 1 for 4 hrs

GM: David Eiler Power Level: N/A

Type: Miniatures All figures provided by GM

Eklipse is a miniatures game system where you can incorporate any miniatures you might already own in large scale battles or skirmish-size fights, all in one book. Come check it out.

A Beautiful Day for Hate

System: Marvel HeroClix Sunday Noon in Salon A7 for 4 hrs

GM: Zoran Kovacich Power Level: 700 points

Type: Miniatures All figures provided by GM

Variations: Minor scenario-specific variations

In this custom scenario, X-Men and Evil Mutants battle over an anti-mutant demagogue! Teams pre-pointed, minis provided, play-aids on hand. Great for rookies and vets!

HeroClix Sealed Booster Tourney

System: HeroClix - any edition Sunday 1 PM in Salon A1-6 for 4 hrs

GM: Tom Chau Power Level: Beginner to High

Type: CMG Players must provide own figures

Mekton Deathmatch

System: Mekton Z Sunday 2 PM on Hallway Table 4 for 4 hrs

GM: Brian Gilmore Power Level: N/A

Type: Miniatures All figures provided by GM

Variations: Streamlined Mekton Z Arena Combat Rules

Return to the field of slaughter once again as Atomic Rocket Games presents the third installment of its Mekton Deathmatch Battle Royale! Miniatures and rules provided, prizes awarded!

The Battle of Osgiliath

System: Lord of the Rings Sunday 5 PM on

GM: matthew kimball Hallway Table 2 for 4 hours

Type: Miniatures All materials provided by GM

Sauron stretches out his hand and Osgiliath is the first to feel his wrath. Will the desperate defenders of Gondor hold back the hordes of Mordor? You decide.

Battle Royale for HeroClix

System: HeroClix Sunday 5 PM in Salon A1-6 for 4 hrs

GM: Joe O'Brien Power Level: Beginner to High

Type: CMG Players must provide own figures

Variations: Bring one booster from any set, and get ready to fight to the finish!

571 Dungeons and Dragons Miniatures Sealed Tournament

This game is signed up for through Game Registration

System: Dungeons and Dragons Miniatures Rules

Sunday 5 PM on Hallway Table 1 for 6 hrs

GM: Chris Hanrahan (Endgame) Power Level: N/A

Type: Miniatures Players must provide own game materials

Variations: Full Dungeons and Dragons Miniatures Rules

Sealed Dungeons and Dragons Miniatures Rules. Players will purchase 3 CA boosters and build an army through a drafting system. Come fight in these epic battles to see who will reign supreme! Beginners welcome!

The Great Mine Robbery

System: Supersystem Sunday 6 PM in Salon A7 for 4 hrs

GM: Zoran Kovacich Power Level: 150 points

Type: Miniatures All figures provided by GM

Variations: Extensive rules modifications

Classic Marvel heroes and villains clash deep in the Wakadian jungle. Finally, a minis game with fast-paced comic-book action & no mechanics that bog down. Beginners OK!

Stop the Clans

System: BattleTech Sunday 6 PM in Salon F1-4 for 6 hrs

GM: David Camp Power Level: N/A

Type: Miniatures
Variations: Light variant
28mm-scale BattleTech with large Mechs/vehicles. Mercenaries try to stop a small Clan force in urban terrain. Experienced BattleTech players, please!

All figures provided by GM

SnipeBall 2004

System: Home-brew Sunday 6 PM in Salon G4-5, 9-10 for 4 hrs
GM: Mark Cumming Power Level: You're going to love them!
Type: Miniatures All materials provided by GM
Variations: none

You think football is tough? Don't make me laugh! Take football, add spells, traps and audience members who will do anything to see their team win. On top of this, add a critter that doesn't want to get caught and you have SnipeBall. Now, that's a game!

-----Monday-----

Up the Creek in Darkest Borneo

System: The Sword and the Flame
Monday 9 AM on Hallway Table 1 for 8 hrs
GM: Nick Stern Power Level: N/A
Type: Miniatures All materials provided by GM
Variations: The Kris and the Flame

In the middle of the 19th century, the British Royal Navy waged a deadly war against the pirate bands that haunted the bays and rivers along the north coast of Borneo. Play the intrepid British Jack Tars and Marines venturing up river in search of pirate strongholds, never knowing if the river banks will erupt in a hail of poison darts. Play the crew of a Malay pirate ship, guarding their treasure hoard with cannon, muskets and the deadly kris. Play the headhunting Dyak mercenaries used by both sides. They simply want to get a head.

771 Mechwarrior Dark Ages: Counter Assault Sealed Tournament

This game is signed up for through Game Registration

System: MWDA Monday 9 AM on Hallway Table 4 for 6 hrs
GM: Chris Hanrahan (Endgame) Power Level: N/A
Type: Miniatures Players must provide own game materials
Variations: Full Mechwarrior Rules set

Sealed Mechwarrior Dark Ages: Counter Assault tournament. Players will purchase 3 CA boosters and build a 400 pt. army through a drafting system. Come fight in these epic battles to see which faction will reign supreme! Prize Support provided to 1st place, 2nd place, and Fellowship.

What's That I Stepped In!

System: Battle Cattle Monday 10 AM on Hallway Table 3 for 4 hrs
GM: David Merrick Power Level: N/A Beginners up
Type: Miniatures All materials provided by GM
Variations: Beginners up

Moo-ve over people 'cause the cows are comin' home and they're packin'! A few years back the Army found a new use for the ever-so-important role of cattle in the military. Arm them with small warheads & other weapons & after a few weeks of basic training send them out to seek out & destroy their targets. As wars waned & more Battle Cattle were furloughed, though, work was needed for these battle-hardened veterans. Thus was born Battle Cattle pasture combat, which has now replaced all events as the world's most popular sport. Come pick your cow, arm it & enter the Arena seeking fame and fortune!

Crimson Skies

System: Crimson Skies CMG Monday Noon in Salon A1-6 for 4 hrs
GM: Wrich Printz Power Level: Beginner to High
Type: CMG Players must provide own figures

Role-Playing Games

All RPGs are signed up through the Games Registration system.

Session 1. 100 Series Games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

101 Tempest Fugue

System: D & D 3.5 Friday 8 PM in Rm 143 for 8 hrs
GM: Josiah Knight Power Level: 6th level
Type: RPG GM can provide characters
Variations: Arcana Unearthed/ Forgotten Realms
A sinister Moonsea storm wasn't more than a curiosity until strange creatures and illnesses appeared. Will the Dales fall to chaos?
Wealth: 6,500; FR or Arcana Unearthed Characters.

102 Challenge of the Super Friends!

System: Hero System 5th Ed. Friday 8 PM in Rm 145 for 6 hrs
GM: Derek Hiemforth 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 is the Legion cooking up this time? Familiarity with the 1970s cartoon essential!

103 Putrid in Pink: A Good Omens Production

System: Buffy: The Vampire Slayer Friday 8 PM in Rm 147 for 8 hrs
GM: Richard Taylor Power Level: N/A
Type: RPG All characters provided by GM
Variations: Original characters, set in the 1980s
Prom Time at Shermer High. But who is this strange young man who seems so entranced with the Slayer? This is Part 4 of the story of the Slayer of the 1980s.

104 Emergency Board Meeting Called!

System: Call of Cthulhu Friday 8 PM in Rm 149 for 8 hrs
GM: Leon C. Glover III Power Level: Minor Mythos Exposure
Type: RPG All characters provided by GM
Variations: 1920's
The Kennard Novelty Company has just called an emergency board meeting! CEO was found dead on the factory floor under odd circumstances. How will you protect your vested interest before the press finds out?

105 Arena ala Pytfawl v3.5

System: D & D 3.5 Friday 8 PM in Rm 151 for 8 hrs
GM: Dave "Mr. Sinister" Wolfe Power Level: up to 12th level
60K gold item value
Type: RPG Players must provide own characters
Variations: 3.5 plus most 3.0 d20 materials
Come to the Arena of Pytfawl! Now 0.5 more evil than last year. Can you survive? Good and Evil welcome. Brutality encouraged! Most creative kill wins a prize!

106 The Sound of War

System: D & D 3.5 Friday 8 PM in Rm 152 for 6 hrs
GM: Don Satow Power Level: Max 15,000 XP (levels and magic items (use cost to create)) 10,000 GP equipment
Type: RPG GM can provide characters
Variations: 3 core 3.5 books only, magic items must be paid for by EP totals

Morgaulle has declared the destruction of the town and the city elders have hired you to stop him. But who is Morgaulle, why does he want the town destroyed? Massive carnage or role-playing/problem solving will be up players.

107 The Swamp Has Eyes II

System: BRUTAL Friday 8 PM in Rm 154 for 6 hrs
GM: Todd Goss Power Level: any
Type: RPG GM can provide characters
Variations: none
A hidden entrance has been found but we need more forces to enter.

108 When the Horsemen Ride

System: Shadowrun Friday 8 PM in Rm 157 for 8 hrs
GM: Amar Cooper Power Level: 12th level
Type: RPG All characters provided by GM
Variations: D20 version
You have been chosen. The signs are upon us, the end comes soon; you must stem the tide of Darkness, as the Horsemen ride forth. Find the keys & close the gate before time runs out. God bless you my children.

109 Money's No Object

System: Shadowrun Friday 8 PM in Rm 157 for 8 hrs
GM: Scott Schappell Power Level: 12th level
Type: RPG All characters provided by GM
Variations: D20 version
Hey, got a job for ya. I need you to pick up a few keys for me, and then deal with a couple of guys on horseback. How hard could it be? Money's no object, keep any gear you find/buy...interested?

110 We Seek the Ancient Farron Stone

System: D & D 3.5 Friday 8 PM in Rm 159 for 8 hrs
GM: Jason Riggs Power Level: 8th to 10th
Type: RPG GM can provide characters
Variations: none
This is a dungeon crawl with story line provided. The quest is to investigate a location where this stone was supposed to be. The evil has taken it hid it somewhere near the area you have to search.

111 Inheritance Lost

System: D & D 3.5 Friday 8 PM in Rm 160 for 6 hrs
GM: Tim Martin Power Level: 3rd Level/Young Dragons
Type: RPG All characters provided by GM
Variations: Dragons as Player Characters
Someone has killed Mother. As you wing your way back to Her Lair the thought occurs to you: how many of your Broodmates will answer her call?

112 Grave Doubts

System: Call of Cthulhu Friday 8 PM in Rm 161 for 10 hrs
GM: K.L. Glazner Power Level: N/A
Type: RPG All characters provided by GM
Variations: Delta Green/Modern Day
The patients of Dr. Hawthorne's sleep clinic have begun to experience the same dreams. Some began to exhibit handwriting identified as the blasphemous Ncaal script of ancient Mu. Why?

113 Holiday Party

System: Unknown Armies Friday 8 PM in Rm 162 for 8 hrs
GM: Brian Sullivan Power Level: N/A
Type: RPG All characters provided by GM
Variations: none
Ah, the holidays! Nothing says 'Noel' quite like the GeneSmart^(R) holiday party, caroling, mistletoe, and a glowing corpse. But hey, that could mean a promotion!

114 Ex Libris

System: D...D 1st Edition Friday 8 PM in Rm 163 for 8 hrs
GM: Greg Landon Power Level: 5th-8th level
Type: RPG All characters provided by GM
Variations: House rules
Opening a book in this library can expand your mind or splatter it around the Room! An adventure that offers a truly moving experience!

115 Damned If You Do, Damned If You Don't (Good Omens Production)

System: White Wolf Core Friday 8 PM in Rm 164 for 6 hrs
GM: Mike Bogan Power Level: Mid
Type: RPG All characters provided by GM
Variations: WoD rules not world
The road to Hell is paved with good intentions. What will it take to build the road back out? You and your fellow damned souls have the chance to find out.

116 From the Frying Pan into the Fire

System: All Flesh Must Be Eaten Friday 8 PM in Rm 165 for 8 hrs
GM: Catherine Klikoff Power Level: High
Type: RPG All characters provided by GM
Variations: Heavy use of the Supplement Enter the Zombie
A retooling of last year's scenario. You are a survivor in a world gone mad. Can you fight off the Zombies? Can you find that last can of creamed corn? Only God and your shotgun can save you now.

117 Blueberry Valley

System: Fudge Friday 8 PM in Rm 166 for 6 hrs
GM: Patrick Riley Power Level: N/A
Type: RPG All characters provided by GM
Variations: Bunnies & Burrows, Beginners welcome
A daring rescue, a cunning plan, a conspiracy, a haunted burrow, a stubborn princess, and missing radishes—not necessarily in that order.

Official Cyberpunk 2020 Tournament!

This series of games (118, 215, 316, 516, 616) is linked by a mysterious thread. The games are open to all levels of players. There are prizes (courtesy of R. Talsorian) for each game AND if you can figure out our secret by the last game, you get the grand prize!

118 Repo Man

System: Cyberpunk Friday 8 PM in Rm 168 for 6 hrs
GM: Steve Kani & Tony Barajas
Power Level: moderate level, subject to approval
Type: RPG GM can provide characters
Variations: none
This famous bounty hunter dude has a lot of cyberwear he hasn't paid for! You need to haul his butt to the ripper doc to get the goods back.

119 Cthulhu Las Vegas

System: Call of Cthulhu Friday 8 PM in Rm 170 for 8 hrs
GM: David Mitchell Power Level: Beginner
Type: RPG All characters provided by GM
It's almost Christmas, 2004. Come to Las Vegas, take in a show and a little gambling perchance. And while you're at it, try to find out what happened to three of your fellow club members. Suitable for both beginners and experienced players.

120 From Deep Within the Mountain They Came...

System: D & D 3.5 Friday 8 PM in Rm 171 for 8 hrs
GM: David Cunkelman Power Level: 16th level
Type: RPG All characters provided by GM

Variations: Core Books only (PHB and DMG)

“Giant frost beasts I tell you!” cried Tryn. “They’ve torn your father’s barbarian horde to shreds. The king will not survive another assault. Return home with your allies immediately!”

121 Who Can Survive the Plutonium Dragon’s Wrath?

System: Munchkin d20 (Using 3.5) Friday 10 PM in Rm 374 for 8 hrs
GM: Jeff Jackson Power Level: 5th level and up and up and up
Type: RPG All characters provided by GM
As the sages wrote: If it’s not about winning, why is it called a game?
Only one of you will escape the Plutonium Dragon’s Lair with your life (and the goodies).

122 Hollyweird

System: World of Darkness Friday 10 PM in Rm 375 for 6 hrs
GM: Matthew Iskra Power Level: Skillful Adepts
Type: RPG GM can provide characters
Variations: Mage Preferred, other allowed
Magick overwhelms mundane Hollywood. Umbral travel and every movie cliché made real. See <http://home.winfirst.com/miskra/rpg/DunDraCon/hollyweird.html> for more info.

123 Abizmall

System: Cyberpunk 2020 Friday 10 PM in Rm 376 for 8 hrs
GM: Brett Lawson Power Level: Mid-edgers; <30 HL, Subtle and Heavy ops gear
Type: RPG GM can provide characters
Variations: Some house rules; Prof. Skill = 8; netrunners simplified and welcome
In Knight City the only free trade is in the black market ‘AbizMall’. Can six edgerunners keep it free? Slick negotiations end in a Combat Zone free-for-all.

124 Killing Time: A M.O.B.I.U.S. Adventure

System: Champions 5th Friday 10 PM in Rm 377 for 8 hrs
GM: James Robertson
Power Level:
Standard Super-Hero (350-400 points)
Type: RPG GM can provide characters
Variations: No VPP’s
Hijinks in the time stream. M.O.B.I.U.S. needs a crack team to set right what once went wrong. Good Pay, Great Benefits, 401(k).

125 The Fen Serpents

System: Pendragon Friday 10 PM in Rm 378 for 8 hrs
GM: Peter Corless Power Level: Beginners and up
Type: RPG All characters provided by GM
Deep in the fens, where the waters of the river meets the waters of the sea, fell creatures stir and slither through the rushes. Normally such beasts are left alone by prudent and thinking men. What ho? A cry of adventure!

126 Gently Into the Night

System: Spycraft Friday 10 PM in Rm 379 for 4 hrs
GM: Robert “Lionheart” Batkovic Power Level: low level
Type: RPG All characters provided by GM
Variations: core book only
Can you rescue a Snoop before she is interrogated to death by a Spanish entrepreneur investing in mayhem? Oddly, you are not authorized to use lethal force.

127 Clue!

System: Call of Cthulhu Friday 10 PM in Rm 381 for 4 hrs
GM: Joseph Kuo Power Level: N/A
Type: RPG All characters provided by GM
Variations: Chaosium version; 1950s

You are all invited to a dinner party at Prof. Armitage’s cliffside mansion. Before the night is through, you’ll need to figure out who and what killed the professor and hope that you’re not the next victim.

Session 2. 200 Series Games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

201 Far Strike

System: D & D 3rd Edition Saturday 8 AM in Rm 143 for 6 hrs
GM: Jeff Brain Power Level: 8th-12th level
Type: RPG GM can provide characters

Variations: Gringold Campaign

Clinging to the highest peak of The Beard is a remote gompah. There, seek She Who Chooses & her wisdom. The journey is long & challenging; the reward inestimable.

202 Medieval Days 1180

System: Chaosium System Saturday 8 AM in Rm 145 for 10 hrs
GM: Whitney Lee Preston Power Level: N/A
Type: RPG All characters provided by GM

Variations: Some Co- influences

1180. Europe. Myths and legends come to life. And the troll under the bridge needs a friend– Roleplay!!

203 Through These Gates

System: 1st edition AD&D Saturday 8 AM in Rm 147 for 10 hrs
GM: Les Child Power Level: 6th to 9th
Type: RPG GM can provide characters

Variations: Some house rules, no evil alignments

A paladin lord and party disappeared into Myth Drannor...and this wizard wants YOU to go find him? Who IS this paladin, and why won’t anyone talk about him?

204 A Mythmatch Made in Heaven

System: Hero 5th Saturday 8 AM in Rm 149 for 8 hrs
GM: Chris Ranall
Power Level: 60-90 active points 6-12 CV 350 total points
Type: RPG GM can provide characters

Variations: Elementalists and mystics a plus

Procreation - Recreation - Miscreation - Boom! A Clash threatens the balance between Heaven and Earth and only the mortals are allowed to fix it, with a little kibitzing.

205 I Lie in the Ice

System: Maelstrom Story Telling
Saturday 8 AM in Rm 151 for 4 hrs
GM: John Karr Power Level: Low to moderate
Type: RPG All characters provided by GM

Variations: none

Diodet’s Ambassador to Dacartha is out to steal some military secrets. His daughter is just looking for trouble. The characters will need to deal with agents of the Diodeian Secret Police, the Dacarthan Military, the Dacarthan Underworld, a mission to a Shrike over-run province. And mysterious information regarding the location of a long lost family relic.

Hackmaster Character Generation Software Demo

Sign up in Room 152

System: HackMaster Saturday 8 AM in Rm 152 for 4 hrs
Create a character for the Hackmaster Tournament. Preliminary rounds are Games 301, 302, 309, 310. The finals are games at this demonstration of the Character Creation Software.

206 Mad Hatters or “Sometimes It Just Doesn’t Pay to Get Out of Bed”

System: Hero System Saturday 8 AM in Rm 154 for 6 hrs
GM: Ken Davis Power Level: 115 to 135pts
Type: RPG All characters provided by GM
Variations: cyberpunkish, near-future
Ever had one of those days where it seems everyone is out to get you? Today it seems everyone wants the Mad Hatters’ head, and you can’t even recall pissing that many people off.

207 Beyond the Bottomless Pit

System: BRUTAL Saturday 8 AM in Rm 159 for 6 hrs
GM: David Stanley Power Level: any
Type: RPG GM can provide characters
Variations: none
Having found an entrance to the buried city, great wealth and power await those who can find their way. But is your party strong enough to survive?

208 Whopping, Unbelievable DEATH (and a spot of tea)

System: D&D3d in Terry Pratchett’s Discworld
Saturday 8 AM in Rm 160 for 6 hrs
GM: Angelo Sphere Power Level: 6th and up
Type: RPG GM can provide characters
Variations: a really burly critical hit table
You have received an invitation (in a black envelope) to join DEATH at his little pocket dimension estate, for high tea, a chat, and perhaps... a game of dice? GM will happily accept your Discworld, Forgotten Realms or Planescape characters, provided they are amusing.

209 Prelude to War

System: Space Opera Saturday 8 AM in Rm 161 for 8 hrs
GM: Saul Morales
Power Level: Characters are the Elite of the Space Forces
Type: RPG All characters provided by GM
Variations: Modified rules for simpler, faster play. Beginners are welcome.
Files sent to the Terran Federation went to the right people. Your mission go behind enemy lines obtain info on the enemy. Odds aren’t good, evacuation impossible and the future of the Federation is in your hands. Yeah...what else is new?

210 Into the Dragon’s Lair

System: Fantasy Hero Saturday 8 AM in Rm 162 for 6 hrs
GM: Jim Gettman Power Level: Not Important
Type: RPG GM can provide characters
Variations: Upon review
The ancient wurm is dead. The prince is on his way to claim his reward, but the lair is ours until dawn. The dwarves say this one was an awful trickster.

211 Transformer-Original

System: Mekton Saturday 8 AM in Rm 163 for 8 hrs
GM: Kelly Simon Power Level: N/A
Type: RPG All characters provided by GM
Variations: you’re a combiner
“We need you. help my time running o.. been ambushed by the Deception cord...tes som. where velka. se...r hurry energy fading fas...” That was the last we heard from Prime— save him! Autobots roll out!

212 Welcome to Sargaul

System: D&D 3rd (3.5) Saturday 8 AM in Rm 164 for 8 hrs
GM: L. Alonzo Johnson Power Level: 9-11th level
Type: RPG GM can provide characters
Variations: Allow all PC classes including Psionics

The King has assembled you to find out why trade has broken in Sargaul. His Majesty will need brave men and women to scout the situation and return full information to him. There have been reports of lost citizens and bandits about. Road will be rough; reward high. Come along, if you dare.

213 Temple Tantrums: A Longhunters Adventure

System: Universe, The Sci-Fi RPG
Saturday 8 AM in Rm 165 for 8 hrs
GM: William Pace Power Level: Intermediate
Type: RPG All characters provided by GM
Variations: none
As an elite planetary explorer, it’s easy to deal with carnivorous plants & psychotic aliens. Temperamental ruins with a history of foul play are another matter.

214 Wait! Don’t Touch That Dial!

System: TORG Saturday 8 AM in Rm 166 for 8 hrs
GM: Jeff Kesselman Power Level: Experienced Characters
Type: RPG All characters provided by GM
Variations: none
Captain Verdigris has done it again. And, as a result, 8 members of the Nile Freedom Organization are now stuck in the strangest Cosm in the Multiverse. TORG has many moods. We’ve done mysterious, heroic, scary and poignant. This one’s just going to be silly and fun!

215 Girl Gone Wild

System: Cyberpunk Saturday 8 AM in Rm 168 for 8 hrs
GM: Becky Thomas & Steve Kani
Power Level: moderate level, subject to approval
Type: RPG GM can provide characters
Variations: none
You’ve been hired as emergency bodyguards for a rich heiress, Erika Newman, on a sojourn into Night City. Pay is REALLY good - provided nothing happens to her in such a dangerous place.

216 Winter is Coming

System: D & D 3.5 Saturday 8 AM in Rm 170 for 12 hrs
GM: Jason Windham
Power Level: 16th - Standard Treasure per DMG
Type: RPG Players must provide own characters
Variations: 3.5 PHB, DMG, MM, Draconomicon & Complete Warrior only. No evil characters.
A call for help from nothingness. A fight for the survival of a kingdom & a world. The cold is unnatural & the creatures seem larger than you remember.

217 Sail with the Star Wolf

System: AD&D 2e but flexible Saturday 8 AM in Rm 171 for 8 hrs
GM: Richard Ryan Power Level: 8th to 10th Level
Type: RPG GM can provide characters
Variations: Spelljammer
You’re a PRIVATEER seeking your fortune sailing the spaceways in a magic powered ship. There is a deck under your feet, prospects for loot, and a price on your head.

218 Sith Might

System: Star Wars D20 Saturday 10 AM in Rm 374 for 6 hrs
GM: Henry Hill Power Level: 5th level
Type: RPG GM can provide characters
Variations: none
Ever wondered what would have happened if the Sith were in control? When the Yuuzhan Vong invasion started.

219 Quest for the Girdle of Stones

System: Pendragon Saturday 10 AM in Rm 375 for 6 hrs
GM: Thomas A. McCloud Power Level: 1000 to 4999 Glory
Type: RPG GM can provide characters
Variations: Magicians welcome with slight mods
Guenever asks YOU to find mystic gems! Dare Broceliande for bloodstone? Riddle for ruby? Or the impossible: defeat Lancelot in the Yuletide Tourney for diamond?

220 The Riddle of Queen Ber'thiel's Cats

System: Compleat Arduin Saturday 10 AM in Rm 376 for 8 hrs
GM: Mark Schynert Power Level: EL 2-4
Type: RPG All characters provided by GM
Variations: All options
King Tarannon had her put on a ship alone with her cats and set adrift on the sea before a north wind. They didn't find their way home. Will you do better?

221 The Germans Have Landed... Uh, Haven't They?

System: GURPS Saturday 10 AM in Rm 377 for 8 hrs
GM: Tom Vallejos Power Level: 150 points
Type: RPG All characters provided by GM
Variations: minor; cinematic WWII
Iceland, December 1942: Have the Nazis landed troops HERE? U.S. patrols and some locals are missing. Army Intel is clueless. Iceland is very important to the war effort. So it's up to the OSS—meaning you—to find and eliminate the threat. More info...

222 The Glass Pyramid

System: 2nd Edition AD&D Saturday 10 AM in Rm 378 for 8 hrs
GM: Aaron Malek Power Level: 8th - 10th level
Type: RPG All characters provided by GM
Variations: House Rules and Variations
The desert sands have long hidden a rich tomb, and only now have the winds exposed it. Classic dungeon crashing, role-playing, characters provided.

223 Party Like It's 1993 – (A Good Omens Production)

System: Mage: the Ascension, 1st Ed
Saturday 10 AM in Rm 379 for 8 hrs
GM: Tony Vargas Power Level: Arete 1-4
Type: RPG GM can provide characters
Variations: Original softbound core book only.
It's 1993. Only geeks surf the net, and only mages use True Magick. Bring a mage as it was played 10 years ago, or build a 'new old character' at the game. BYOO.

224 Missing Children

System: D & D 3.5 Saturday 10 AM in Rm 381 for 8 hrs
GM: Kayla A. 'Qit el-Remel' Green Power Level: 4th-6th
Type: RPG GM can provide characters
Variations: Homebrew setting, some house rules
Children are vanishing in the city of Araenport, and foul play is suspected. Will you take up the perilous quest to find them?



Session 3. 300 Series Games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

301 HMA Sanctioned DunDraCon Regional HackMaster

Tournament Preliminary Round: Graduation Day

System: HackMaster Saturday Noon in Rm 151 for 4 hrs
GM: Steve "bloodymage" Willett Power Level: 1st-3rd level
Type: RPG GM can provide characters
Variations: none
Your final Dungeoneering exam is today. Pass this and you'll graduate into the real world of adventuring. Hack your way to that diploma! Open to all.

302 HMA Sanctioned DunDraCon Regional HackMaster

Tournament Preliminary Round: Graduation Day

System: HackMaster Saturday Noon in Rm 152 for 4 hrs
GM: Steve "bloodymage" Willett Power Level: 1st-3rd level
Type: RPG GM can provide characters
Variations: none
Your final Dungeoneering exam is today. Pass this and you'll graduate into the real world of adventuring. Hack your way to that diploma! Open to all.

303 Aviet, Ho!

System: Maelstrom Story Telling Saturday 2 PM in Rm 143 for 4 hrs
GM: John Karr Power Level: Low to moderate
Type: RPG All characters provided by GM
Variations: none
Continues from "I Lie in the Ice." New Characters are also available. The Ambassador's daughter wants secrets from the Shrike-overrun city of Aviet.

304 Catspaw

System: Traveller d20 Saturday 2 PM in Rm 154 for 6 hrs
GM: Keith Phemister Power Level: mixed
Type: RPG All characters provided by GM
Variations: none
Your vacation on Enkanh just took a turn for the worse. Imprisoned under false pretenses, your luck doesn't look to be getting any better.

305 Return to Dragon Mountain

System: AD&D 2nd Edition Saturday 2 PM in Rm 159 for 10 hrs
GM: Kenneth Smith Power Level: 9th to 12th level
Type: RPG Players must provide own characters
Variations: treasure and items per DMG, 2nd edition, no character item worth over 15,000 gp. No henchmen!
Decades ago, Dragon Mountain suddenly appeared on the horizon. Hijinks ensued as a group of adventurers ascended the mountain and brought back tales of treasure and plunder. Now, it has returned. Dare you plumb its depths once again?

306 Cabal of Chaos

System: D&D 3.5 Saturday 2 PM in Rm 160 for 10 hrs
GM: Derek Cochran Power Level: 55,000 xp cap, at least 10,000 xp in arcane spellcaster, items per standard DMG xp cap
Type: RPG Players must provide own characters
Variations: Standard WOTC, modified 3.0 sources okay
Last dream a dragon was fought, and this time, in the mind of a mad wizard, there are secrets to be learned. Knowledge is power and the only thing standing in your way is another school. Let chaos feast upon the bones of law. Let the spell battle begin.

307 Lysinium of Law

System: D&D 3.5 Saturday 2 PM in Rm 162 for 10 hrs
GM: Todd Westerlund Power Level: 55,000 xp cap, at least
10,000 xp in arcane spellcaster, items per standard DMG xp cap
Type: RPG Players must provide own characters
Variations: Standard WOTC, modified 3.0 sources okay
Last dream a dragon was fought, and this time, in the mind of a mad wizard, there are some secrets best undiscovered. There are some magics best left undreamed. Let law purge the scourge of chaos. Let the spell battle begin.

308 Ghost Ship

System: Battlestations Saturday 4 PM in Rm 149 for 4 hrs
GM: Jeff Siadek Power Level: Rank zero
Type: RPG GM can provide characters
Variations: None; Beginners welcome
Investigate the disappearance of The Javellin in a preview of a space RPG that integrates character and ship-to-ship action. Details at www.battlestations.info.

309 HMA Sanctioned DunDraCon Regional HackMaster Tournament Preliminary Round: Graduation Day

System: HackMaster Saturday 4 PM in Rm 151 for 4 hrs
GM: Steve "bloodymage" Willett Power Level: 1st-3rd level
Type: RPG GM can provide characters
Variations: none
Your final dungeoneering exam is today. Pass this and you'll graduate into the real world of adventuring. Hack your way to that diploma! Open to all.

310 HMA Sanctioned DunDraCon Regional HackMaster Tournament Preliminary Round: Graduation Day

System: HackMaster Saturday 4 PM in Rm 152 for 4 hrs
GM: Steve "bloodymage" Willett Power Level: 1st-3rd level
Type: RPG GM can provide characters
Variations: none
Your final dungeoneering exam is today. Pass this and you'll graduate into the real world of adventuring. Hack your way to that diploma! Open to all.

311 First Contact

System: Hero Saturday 4 PM in Rm 161 for 8 hrs
GM: Joe Di Lellio Power Level: 10-15 DC
Type: RPG Players must provide own characters
Variations: Minor
An interstellar regime has contacted Earth, wanting to talk and trade. The UN ambassadors need security escorts for this top secret, offworld conference.

312 Singing Skull: Masters of Defence

System: 4th Edition Hero System Saturday 4 PM in Rm 163 for 8 hrs
GM: Michael Blum Power Level: 100 pt. skilled normals
Type: RPG All characters provided by GM
Variations: minor combat mods
The most skilled Masters of Defence shall gather this December of 1748 A.D. upon Isola Bella, in a Contest to determine the Greatest Swordsman of Europe!

313 Operation Giant Kill

System: Dungeons and Dragons Saturday 4 PM in Rm 164 for 10 hrs
GM: El Evil Uno (Bruce Mattos) Power Level: 9th Level Max
Type: RPG GM can provide characters
Variations: Ver 3.5 - standard books only, Magic Items & Equipment
- 39,000gp total value

Giantkind is ravaging the countryside in Western Greyhawk. Pillage, plunder, and burn, leaving no survivors. Brave adventurers are needed to infiltrate the stronghold to gather information and help stop this invasion. Only the 'quick' shall survive.

314 Orion or Bust

System: GURPS War against the Chtorr
Saturday 4 PM in Rm 165 for 8 hrs
GM: Nathan Hanner Power Level: 220+ points
Type: RPG All characters provided by GM
Variations: none
An object is decelerating towards Earth. The President has ordered the dozen of you and a gift from the Russians to greet it. Godspeed.

315 Ramen Museum Panic! Oodles of Noodles

System: HeartQuest Saturday 4 PM in Rm 166 for 6 hrs
GM: Robert Boyd Power Level: N/A
Type: RPG All characters provided by GM
Variations: Musical Mistresses magic girl setting
Ramen Museum invaded by mind numbingly cute school kids, vampire Elvis chipmunks, and the Tin Chef. Can the Musical Mistresses save Yokohama from stupidity?

316 Q3 Lab Raid

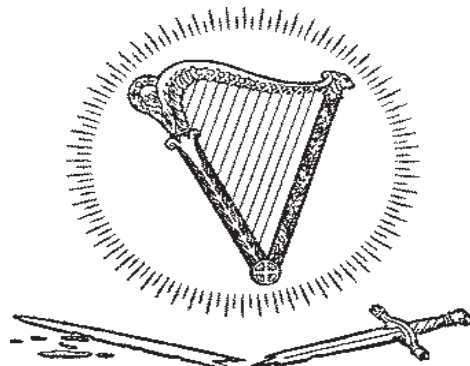
System: Cyberpunk Saturday 4 PM in Rm 168 for 8 hrs
GM: Tim Innes Power Level: moderate level, subject to approval
Type: RPG GM can provide characters
Variations: none
The black ops team must infiltrate a fortified research lab protected by robotic defenses. Gain entry, acquire files, and torch the place to the ground. Just another "shoot and scoot," or is it?

317 Who's Got The Tome?

System: Cobalt Dragon Designs-Homebrew Fantasy System
Saturday 4 PM in Rm 374 for 8 hrs
GM: Tyler Brogdon Power Level: Bring your Imagination
Type: RPG All characters provided by GM
Variations: none
The Tome to define a World. Our intrepid group of Adventurers found and retrieved the book from the hidden Tower Sanctuary despite magical Amnesia that was set upon them. Now the whole of the world depends on what is done with the book.

318 In the Service of the Celestial Empress

System: 7th Sea Saturday 4 PM in Rm 375 for 8 hrs
GM: Edmund "Aldana Steel" Metheny Power Level: 100 pts.
Type: RPG All characters provided by GM
Variations: All characters are Cathayan;
see <http://www.tlucetius.net/Cathay/index.htm>.
The High Lama has foretold an approaching danger to the Seven Kingdoms, threatening to destroy them from within and without. Will you aid the Empire in its time of need



Session 4. 400 Series Games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

401 Gold Rush

System: Torg Saturday 6 PM in Rm 143 for 8 hrs
GM: Allan "Sven" Sugarbaker Power Level: Mid-level
Type: RPG All characters provided by GM
Variations: Alternate contradiction system
El Dorado has been discovered. You're the special military unit assigned to secure the site. As the scientists run tests, things get hairy. What's that noise?

402 Junkyard Cops IV: Heart of Fire

System: Feng Shui Saturday 6 PM in Rm 145 for 8 hrs
GM: Carl Rigney Power Level: N/A
Type: RPG All characters provided by GM
Hong Kong's toughest and dirtiest cops didn't all die off in their last mission, so they're back for another chance to do good by doing bad.

403 The Shaky Hand of Justice

System: GURPS Fantasy Saturday 6 PM in Rm 147 for 8 hrs
GM: Mark Vennemeyer Power Level: ~200 Points
Type: RPG All characters provided by GM
Variations: Minor House rules
Somebody committed a crime and got away. You need to hunt them down and bring the crooks to justice. Prizes awarded. For more info see <http://www.ikvbloodlust.net/roleplaying/htm/evilmike.htm>

404 Slayers: For the Love of Lina

System: BESM Saturday 6 PM in Rm 376 for 6 hrs
GM: Michael Hopcroft Power Level: High
Type: RPG All characters provided by GM
Variations: Slayers spell list
A mysterious sorcerer suddenly appears and claims to be Lina Inverse's fiance! Lina doesn't know anything about it — or does she?

405 Return to Arcadia

System: Feng Shui Saturday 6 PM in Rm 377 for 8 hrs
GM: Paul "weregamer" Meyer
Power Level: Starter characters - 0 to 30 xp (more by GM approval)
Type: RPG GM can provide characters
Variations: High Fantasy variant —
www.amurgsval.org/feng-shui/seasOfChaos.html
Explore Arcadia, a strange land of flying ships and good and evil pirates. Solve an ancient mystery. Takes place on the Seas of Chaos game world in an area based on the videogame Skies of Arcadia.

406 Legends of the Shining Jewel 4, Under the Streets

System: D&D 3.0 Saturday 6 PM in Rm 378 for 8 hrs
GM: Daniel Cooper Power Level: 1st-4th level
Type: RPG GM can provide characters
Variations: Legend of the Shining Jewel (www.procampur.com)
After Procampur's recent invasion of undead, many parts of the city suffered great damage. Can you get to the bottom of what lurks under the streets of the Shining Jewel?

407 Cattle & Cowpokes

System: Deadlands Saturday 6 PM in Rm 379 for 8 hrs
GM: Dennison A. Milenkaya Power Level: Hehehe
Type: RPG All characters provided by GM
Variations: None worth noting
Harriet, Texas (1866): Our warehouses are chock-full of superior weapons needed to win the Civil War! This town is a powder-keg and it's about to go off!

408 Space Patrol!

System: Classic Traveller Saturday 6 PM in Rm 381 for 8 hrs
GM: Skoonberg/Siverling Power Level: N/A
Type: RPG All characters provided by GM
Variations: None
Blast off with the men and women of the Space Patrol Rangers and defend our solar system from evil invading aliens in the year 2004!

409 Ghost Ship

System: Battlestations Saturday 8 PM in Rm 149 for 4 hrs
GM: Jeff Siadek Power Level: Rank zero
Type: RPG GM can provide characters
Variations: None; Beginners welcome
Investigate the disappearance of The Javellin in a preview of a space RPG that integrates character and ship-to-ship action. Details at <http://www.battlestations.info>.

410 Unholier Than Thou

System: D&D3d (Forgotten Realms)
Saturday 8 PM in Rm 151 for 4 hrs
GM: Angelo Sphere Power Level: 6th and up
Type: RPG GM can provide characters
Variations: Book Of Vile Darkness
The Lord of Slime riseth in the Black Jungles, and the Dark Queen HAS PLANS FOR YOU. Nightfall is coming soon, will you make the sacrifice OR WILL YOU BE IT? Drow and Sharite characters encouraged. Planescape crossovers also acceptable. Good characters fine, but frankly you haven't a chance. Fans of Mike Nystul's "Demons" will be chuffed.

411 Wings over Teotihuacan

System: octaNe Saturday 8 PM in Rm 152 for 6 hrs
GM: Will Wright Power Level: Varies Wildly
Type: RPG All characters provided by GM
Variations: Psychotronic mode, Against the Reich, others
Airships, Dinosaurs, Nazis and Undead in the jungles of Mexico. octaNe is an unusual freeform role playing game of over the top adventure. See <http://memento-mori.com/octane>

412 The Universal Nullifier

System: D&D 3.0 Saturday 8 PM in Rm 154 for 10 hrs
GM: Dave Warren Power Level: 24th level
Type: RPG GM can provide characters
Variations: no psionics, no gods, otherwise outlined at <http://thegribbles.tripod.com>
The Steak Council has discovered that a forbidden artifact, "The Universal Nullifier" has been found and will end the multiverse unless you heroes can prevent it.

413 Honor Reclaimed

System: Legend of the Five Rings Saturday 8 PM in Rm 157 for 8 hrs
GM: Wayne Ogle/Brian Isikoff Power Level: 2nd-3rd
Type: RPG All characters provided by GM
Variations: 1st Edition
A sword strike can kill a man. An accusation can kill a clan. For 5 years you have lived the life of a ronin, without lord or lands. Now you must prove your lord's innocence by slaying his accuser.

414 Dungeons & Toons: Arena of Doom

System: TOON Saturday 8 PM in Rm 170 for 4 hrs
GM: Doc Cross Power Level: In TOON?
Type: RPG All characters provided by GM
Variations: Most likely, yes
And so, the good King Ed of Kartoonia gathered together the greatest mages and swordsmen in all the known world, put them into the Arena of Doom and told them to beat the snot out of each other for fortune and glory.

415 Meals on Wheels

System: All Flesh Must Be Eaten
Saturday 10 PM in Rm 166 for 8 hrs
GM: Catherine Klikoff
Power Level: High
Type: RPG
All characters provided by GM
Variations: Heavy use of the Supplement Enter the Zombie
The second part to From the Frying pan. Do other humans mean salvation or death? Can you trust them or is your only true friend your shotgun? Mature players only, please.

416 Sammel L. Bronkowitz 1000\$ Midnight Cinema

System: It Came from the Late, Late, Late Show
Saturday Midnight in Rm 149 for 6 hrs
GM: Mark Kramer
Power Level: Less than 25 Fame
Type: RPG
GM can provide characters
Variations: Pyjamas, midnight snacks and The Girl from Ipanema
Welcome back, movie masochists. Tonight your host, Phantom Jack, presents the time-travel parable that shows why it's a bad idea to get everything you want: The 7 Faces of Michael Jackson.

417 Love and Marriage

System: Fates Worse than Death
Saturday Midnight in Rm 151 for 6 hrs
GM: Nick Page
Power Level: N/A
Type: RPG
All characters provided by GM
Variations:
Manhattan in the year 2080 isn't a fun place to be. You're either homeless, crazy, a junkie, or some combination. But love springs eternal even on the streets—the only thing to figure out now is who will perform the ceremony!

418 Slavers of the High Seas

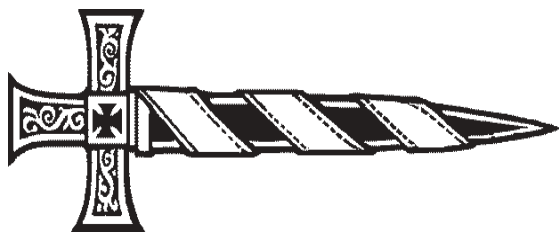
System: D & D 3.5
Saturday Midnight in Rm 374 for 8 hrs
GM: Henry Perkins
Power Level: 10th-14th level
Type: RPG
Players must provide own characters
Variations: Core races & classes only; no psionics
Pirate raids have taken a new twist: instead of targeting ships and cargoes, the pirates have taken crew and passengers. No one is safe. Can you stop this?

419 Wedding Day at Troidhaugen

System: Fantasy Hero
Saturday Midnight in Rm 375 for 8 hrs
GM: Carolly Hauksdottir
Power Level: N/A
Type: RPG
All characters provided by GM
Variations: none
Another whimsical Viking adventure! The Well-wishers are coming; vats of mead! Piles of presents! What could possibly go wrong?

420 For Sale - Windsor's Keep

System: D & D 3.5
Saturday Midnight in Rm 376 for 8 hrs
GM: Leonard Loza
Power Level: 7th level
Type: RPG
GM can provide characters
Variations: very little
After years of adventuring, your party has decided to become "Lords." Only one small problem: your land and keep has squatters. By the laws of Greyhawk, handle it.



Session 5. 500 Series Games

Sign up by Saturday 8:30 PM

The registration forms for this session are Green

501 Gothic Blues in a Decidedly Minor Key

System: GURPS Modern
Sunday 8 AM in Rm 143 for 10 hrs
GM: Cassandra Kyle
Power Level: N/A
Type: RPG
All characters provided by GM
Variations: initiative/movement/combat
The band "Gawth Rawks" has disappeared... literally, right from in front of thousands of head banger fans! You and your intrepid band of psychic investigators noticed something that no one else seems to have spotted...

502 Our Mob Comedy 2: Where is Little Mary

System: Feng Shui
Sunday 8 AM in Rm 145 for 8 hrs
GM: Marc Willner
Power Level: N/A
Type: RPG
All characters provided by GM
Variations: Characters are variants of Scrappy Kid
The February birthday party is in full swing at the Whitworthe House. Why did Space Aliens attack an orphanage? Why were they after a 4 year old? Can the intrepid Older Kids solve the mystery, rescue the girl, save the day, and get back before Cake?

503 Senator Down

System: Millenniums End
Sunday 8 AM in Rm 147 for 8 hrs
GM: Benjamin "Thumper" Lott
Power Level: NEW PLAYERS WELCOME
Type: RPG
GM can provide characters
Variations: Expanded Weapons and Gear
Senator Donaldson is one of Blackeagle's most important clients. Someone is trying to kill him. Keep him alive during the election, or your next job may involve standing outside a bank in an ill-fitting uniform.

504 The Heart of Evil

System: Pulp Adventure
Sunday 8 AM in Rm 149 for 8 hrs
GM: Jeff A Hatch
Power Level: High
Type: RPG
All characters provided by GM
Variations: Original System
Doc Thunder and his Fearsome Five travel from Metro City to the darkest Amazon Jungle to face a madman who is capable of turning anyone into a criminal. For more on the system see Planet-Pulp.com

505 We Now Return to The Transformers

System: Transformers Custom D20
Sunday 8 AM in Rm 151 for 8 hrs
GM: Aaron Lopez
Power Level: 6th Level
Type: RPG
All characters provided by GM
Variations: none
Last outing was a training mission. This time the stakes are higher. Stop Megatron and the Decepticons from gathering enough energon to create the ultimate weapon. "Autobots Transform and Roll Out!"

506 Here There Be Dragyns!

System: D&D3e
Sunday 8 AM in Rm 152 for 8 hrs
GM: Stephanie Bryant
Power Level: mid-level
Type: RPG
All characters provided by GM
Variations: Dragon PCs, House Rules
The pirate ship Skala and her crew seem immune to all powers: who can stop them? Join this high-seas adventure as one of the most powerful, deadly, and covetous creatures in the world: DRAGONS!

507 Stupidity Through The Ages

System: Og/STUPERPOWERS Sunday 8 AM in Rm 154 for 8 hrs
GM: Allen Cohn Power Level: 3rd-4th
Type: RPG All characters provided by GM
Variations: none

In the first half we'll play stupid, stupid cavemen...and then we'll play stupid, stupid superheroes. Technology changes, but stupidity lives on! Try these two humorous games in one session.

508 For He Today That Sheds His Blood With Me

System: Rifts Sunday 8 AM in Rm 159 for 8 hrs
GM: Scott Schappell Power Level: 5th-10th level
Type: RPG All characters provided by GM
Variations: House Rules

With Tolkeen firmly under submission, the CS turns their attention to Free Quebec. You are all that stands in their way on "The Line". Can you hold it?

509 Our Heroes are Missing

System: Champions 5th Ed Sunday 8 AM in Rm 160 for 8 hrs
GM: Scott Barlow Power Level: 350 pts
Type: RPG GM can provide characters
Variations: No aids, ROX used

OCV+DCV+LVS+DC(Best)+(PD+ED+Stun)/5+Spd= or less than 56
The City of San Jose has "misplaced" its hero team. Brave heroes are needed to guard the city until the team can be found. Finding the Heroes also helpful. Role-playing and combat to be expected.

510 Where The Heart Is - (A Good Omens Production)

System: Trinity (White Wolf, Aeon Continuum)

Sunday 8 AM in Rm 161 for 6 hrs

GM: Chris Y. Gairan

Power Level: Beginning characters with 30 Freebie Points

Type: RPG All characters provided by GM

Variations: The Golden Rule, Fully Enforced

"Signs of life?" Not since you left. Space is cold, time is stale, and your shipmates are a little of both. What compels you more, duty or a one-way ticket home?

511 Beyond the Bottomless Pit

System: BRUTAL Sunday 8 AM in Rm 162 for 6 hrs

GM: David Stanley Power Level: any

Type: RPG GM can provide characters

Variations: none

Having found an entrance to the buried city, great wealth and power await those who can find their way. But is your party strong enough to survive?

512 So What if Sauron is Dead?

System: Tunnels & Trolls: Monsters! Monsters!

Sunday 8 AM in Rm 163 for 6 hrs

GM: Robert "Lionheart" Batkovic Power Level: mucho smackage!

Type: RPG All characters provided by GM

Variations: a wee bit of tweaking

We didn't need ol' fire eye anyways! Come be a screeching Nazghul, whomping Cave Troll, or stinking Orc and let's trash Middle Earth and eat some tasty Hobbitsez!

513 In the Shadow of the Serpent

System: GI Joe D20 Sunday 8 AM in Rm 164 for 8 hrs

GM: Ryan Walton Power Level: 3rd-4th level Characters

Type: RPG All characters provided by GM

Variations: Personal Game System

Your team has been sent to San Francisco to investigate five mysterious murders, and are to determine if there is any Cobra involvement. But if there isn't why have Dreadnoks been sighted all over the city?

514 Tome of Fate

System: Amber Diceless Roleplaying

Sunday 8 AM in Rm 165 for 8 hrs

GM: Sean Maletsky

Power Level: 200 points

Type: RPG

All characters provided by GM

Variations: Some Shadowknight, Some House Rules

Amber once again feels the encroachment of those who would conquer her. This time the Realm seeks to strike first and ward off any assault. The call of the Trump itches at the back of your mind, do you answer?

515 Rage Across London

System: Werewolf The Apocalypse

Sunday 8 AM in Rm 166 for 8 hrs

GM: Robert Paul II

Power Level: Rank 3

Type: RPG

GM can provide characters

Variations: 3rd edition

The Bonegnawers that have inhabited London for the last few centuries are dying off. The Glasswalkers are perplexed. Things seem darker, the end times are nearing. Will London be a focal point of the Apocalypse? Come find out.

516 Vacation in Columbia

System: Cyberpunk

Sunday 8 AM in Rm 168 for 8 hrs

GM: Steve Kani Power Level: moderate level, subject to approval

Type: RPG

GM can provide characters

Your team of DEA agents must fly into the jungles of Columbia on a 'routine' clean up operation but then, when has anything ever been routine?

517 Instrument of Doom II , Sometimes they Come Back !

System: D & D 3.5

Sunday 8 AM in Rm 170 for 6 hrs

GM: Calvin Vanoni

Power Level: 8th to 9th

Type: RPG

Players must provide own characters

Variations: none

Fast paced chase scenario. You thwarted conquest plans before, but there's always something else! No need to have played in previous adventure. Appropriate g.p. limit per level.

518 Five Star Hotel Survivor Camp

System: Universe, The Sci-Fi RPG

Sunday 8 AM in Rm 171 for 8 hrs

GM: William Pace

Power Level: Intermediate

Type: RPG

All characters provided by GM

Variations: none

Parabola Hotel orbits Denhethyl's largest moon. It is luxurious, spacious & infested with carnivorous life forms. Too bad the hotel has a "no weapons" policy.

519 Sir Robilar's City of Brass

System: HackMaster

Sunday 10 AM in Rm 374 for 6 hrs

GM: Luther Martin

Power Level: 7th level and up

Type: RPG

All characters provided by GM

Visit the fabled City of Brass in the Elemental Plane of Fire in this high-level adventure using the HackMaster (4th edition) rules. Home characters welcome.

520 But Boss, There is a Whole Universe Out There!!!

System: GURPS

Sunday 10 AM in Rm 375 for 8 hrs

GM: Donna Bashaw

Power Level: N/A

Type: RPG

All characters provided by GM

Variations: Some

Your employer has discovered a dagger made of an unknown material. He is sending you on a mission to locate the source of this miraculous material.

521 Nobody Expects the Castillian Inquisition!

System: 7th Sea Sunday 10 AM in Rm 376 for 8 hrs
GM: Cybele Baker Power Level: N/A
Type: RPG All characters provided by GM
Variations: Original Roll and keep system
Officials from all nations have met in secret to stop Verdugo. You are being sent on a mission to obtain vital evidence. Problem solving & group cooperation a must!

522 What Happened to Union

System: D & D 3 or 3.5
Sunday 10 AM in Rm 377 for 8 hrs
GM: Sherman T. Cater III Power Level: epic up to 28
Type: RPG GM can provide characters
Variations: Unusual races are fine, no evils please
On trees & tavern walls there is an ad reading, "Adventurers wanted to protect merchant ship to the city of Union. Inquire at Round Island ASAP. Great Reward."

523 Deliver Us: A Good Omens Production

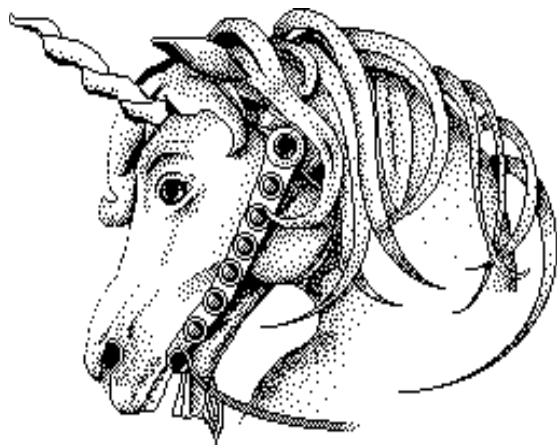
System: Storyboard Sunday 10 AM in Rm 378 for 8 hrs
GM: Matthew Gaston Power Level: 45-55 Traits
Type: RPG All characters provided by GM
Variations: Dragon Shards
Chronicle of the Dragon Tail, Episode 3. Newly-trained Knights of Freedom get their first real assignment: Allies in dragon territory needs supplies. (New players welcome)

524 Personas Squared

System: Shadowrun 3rd Edition Sunday 10 AM in Rm 379 for 8 hrs
GMs: Josiah Millar & Matthew Chang
Power Level: mid - level: 140pts
Type: RPG All characters provided by GM
Variations: none
You think trying to find a missing person is a bitch? Try doing the same thing overseas. Can your wits save you? Welcome to the UK, chummers!

525 Cracks and Shards

System: 7th Sea Sunday 10 AM in Rm 381 for 8 hrs
GM: Sophie Lagace Power Level: 110 Hero Points
Type: RPG All characters provided by GM
Variations: See "Dragaera for 7th Sea"
<<http://www.tlucetius.net/Dragaera/>>
It is the reign of the Orca, in the Cycle of the Teckla. The Emperor has reigned for over 4900 years; the Teckla heir is missing. Is it the end of the Cycle?



Session 6. 600 Series Games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

HMA Sanctioned DunDraCon Regional HackMaster

Tournament Championship Round: The Mirror of Merryzot

System: HackMaster Sunday 2 PM in Rm 161 for 4 hrs
GM: Steve "bloodymage" Willett Power Level: N/A
Type: RPG GM can provide characters
Variations: The top players from games 301 and 302 will compete in this event, but walk-ins may be accepted
"It is imperative that you and your brothers recover the mirror of Merryzot. If left unattended..." So begins the missive summoning you to your first real job.

HMA Sanctioned DunDraCon Regional HackMaster

Tournament Championship Round: The Mirror of Merryzot

System: HackMaster Sunday 2 PM in Rm 162 for 4 hrs
GM: Steve "bloodymage" Willett Power Level: N/A
Type: RPG GM can provide characters
Variations: The top players from games 309 and 310 will compete in this event, but walk-ins may be accepted.
"It is imperative that you and your brothers recover the mirror of Merryzot. If left unattended..." So begins the missive summoning you to your first real job.

601 In the Course of Normal Events...

System: Hero 5th Sunday 2 PM in Rm 163 for 10 hrs
GM: David Weinstein Power Level: Med-High
Type: RPG GM can provide characters
Variations: Some house modifications
Sometimes being a hero is too large a responsibility to bear alone. Sometimes the challenge is too large to be borne by one, and some fights cannot be avoided. Be ready for the big one...

602 Mekton: The War of The Worlds

System: Mekton Z Sunday 2 PM in Rm 170 for 6 hrs
GM: Matthew Elliot Power Level: N/A
Type: RPG All characters provided by GM
Variations: none
The Martians have invaded England! Help ensure that mankind will live to see the 20th Century by taking up arms against the wretched invaders and capturing one of their terrible walking machines!
Atomic Rocket Games presents a Mekton Mini Campaign.

603 The Seven

System: Champions (Hero 5th Ed) Sunday 4 PM in Rm 145 for 8 hrs
GM: Jason A Krestoff Power Level: 350 points
Type: RPG All characters provided by GM
Variations: Set in the Samurai Jack world
Aku sets a trap that locks Samurai Jack in a time vortex. But the time vortex now threatens all time and space. Fearing that the end is near, the gods summons forth seven mythical warriors to stop Aku.

604 Voyage of the Morpheus

System: Champions Sunday 4 PM in Rm 147 for 8 hrs
GM: David Rakonitz
Power Level:
Max. 60 pt. Attacks; 30/30 Defenses
Type: RPG GM can provide characters
Variations: Minimal
My name is Dr. Wyatt. I and my crew are explorers, now lost in a strange dimension. Time is running out. Can anyone hear me? End of transmission.

605 mangHom First Mission - Part 2

System: GURPS: Space Sunday 4 PM in Rm 149 for 8 hrs
GM: Mike Wilson Power Level: 200-Pt. Characters
Type: RPG All characters provided by GM
Variations: Star Trek
You are a mangHom, a cadet, on your 1st mission. This mission will be hazardous, but you will have the chance to earn much glory. See <http://www.ikvbloodlust.net/roleplaying/htm/evilmike.htm>

606 The New Sun Jysey Run

System: Gamma World D20 Sunday 4 PM in Rm 151 for 8 hrs
GM: Ronald Jones Power Level: 5th level
Type: RPG All characters provided by GM
Variations: Minor
A plague has struck the town of New Sun Jysey. Your job: get medical supplies to town. Medical supplies are valuable, so look out for rogue 'bots and bandits. An action packed adventure awaits you.

607 Forecast: Genius, With a Chance of Doom

System: Space 1889 Sunday 4 PM in Rm 152 for 8 hrs
GM: Kristian Miller Power Level: N/A
Type: RPG All characters provided by GM
Variations: none
Sir Neville's Weather Regulator has been stolen and applied to nefarious ends! Continuing from DunDraCon 27, but an entirely new adventure. Tea will be served.

608 All This, and World War, Too

System: Call of Cthulhu Sunday 4 PM in Rm 154 for 8 hrs
GM: Dorian Ford Power Level: Intermediate
Type: RPG All characters provided by GM
Variations: none
Several artifacts have been stolen from the British Museum. Can you recover them while avoiding the nightly Blitz of 1940?

609 Storm Signals (A Good Omens Production)

System: Werewolf Sunday 4 PM in Rm 159 for 8 hrs
GM: Greg Eichner Power Level: Rank 2
Type: RPG All characters provided by GM
Variations: additional shapechangers
Warriors, eyes, and ears of the land, your precious Kin have been taken. You must put aside old rivalries to save the future of your people!

610 Reading the List

System: D & D 3.0 Sunday 4 PM in Rm 160 for 8 hrs
GM: Daniel Alves
Power Level: 153,000 XP; 440,000 GP; no artifacts
Type: RPG GM can provide characters
Variations: everything but the 3.5 core rule books
A kidnapped princess, a resurrected destruction god, a ruined city, and an evil terrorist organization bent on world domination. Encore of "Rule #8" (from Conquest) with 200% more evil!

611 Aulendil Needs You !!!

System: MERP Sunday 4 PM in Rm 164 for 8 hrs
GM: Russ Patitz Power Level: Around 7th to 10th
Type: RPG GM can provide characters
Variations: Some Rolemaster may be used
In Ost-In-Edhil during the Second Age a small band of adventurous souls has been contracted by Aulendil to do some "research" into the tightly guarded Halls of the Elven Smiths.

612 In Defense of the Enemy

System: Exalted Sunday 4 PM in Rm 165 for 8 hrs
GM: Mary Duncan Power Level: N/A
Type: RPG All characters provided by GM
Variations: Solars (& Others) Only
The dark hand of death stretches its fingers across the Threshold, threatening to extinguish the last embers of a once mighty realm. Is time left for old allies, now bitter enemies, to save creation?

613 End of Empires

System: Exalted Sunday 4 PM in Rm 166 for 8 hrs
GM: Chris Muoio Power Level: N/A
Type: RPG All characters provided by GM
Variations: Abyssal (& the like) Only
The dark hands of your masters beckon you on. The time is near for all things to answer to the icy chill of your dark desires. The realm dies, and you, its executioner!

614 Into the HeartLand

System: Cyberpunk Sunday 4 PM in Rm 168 for 8 hrs
GM: Becky Thomas
Power Level: moderate level, subject to approval
Type: RPG GM can provide characters
Variations: none
Your job - infiltrate the totalitarian and exclusionary Heartland and extract a data miner for a think tank in Night City.

615 Requiem for the West Coast

System: Mekton Zeta / Gundam Senki
Sunday 4 PM in Rm 171 for 8 hrs
GM: Norm Albert Power Level: N/A
Type: RPG All characters provided by GM
Variations: MSiA miniatures
After the battle of California Base, your MS team hunts an elite Zeon MS unit that has escaped in the ruins of Los Angeles. Continuing Dundracon 27's "In Defense of Jaburo."

616 Ghost Ship

System: Battlestations Sunday 4 PM in Rm 374 for 4 hrs
GM: Jeff Siadek Power Level: Rank zero
Type: RPG GM can provide characters
Variations: None; Beginners welcome
Investigate the disappearance of The Javellin in a preview of a space RPG that integrates character and ship-to-ship action. Details at www.battlestations.info.

Session 7. 700 Series Games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

701 Blood & Swash: A Tale of Buccaneers

System: 7th Sea Sunday 6 PM in Rm 143 for 6 hrs
GM: Jay Loucks Power Level: Characters w/ 50 experience.
Type: RPG All characters provided by GM
Variations: none
You've joined the Avalon privateers for Queen, glory and fortune. Now there's a fat Montaigne merchantman low in the water. Easy prey for bold buccaneers - right?

702 STAR TREK: Titan

System: Star Trek RPG Sunday 6 PM in Rm 161 for 8 hrs
GM: Michael J. Eckert Power Level: Beginner
Type: RPG GM can provide characters
Variations: Decipher (CODA system) post-Dominion War (2377)

Captain William Riker and the crew of the U.S.S. Titan travel to the Beta quadrant. The Titan receives a distress signal from a positronic source. Answering that call would compromise their mission. Will Captain Riker disobey orders on his first command? You bet your a** he will!

703 Pulp All-Stars

System: Hero Sunday 6 PM in Rm 162 for 6 hrs
GM: Darren Watts Power Level: N/A
Type: RPG All characters provided by GM
Variations: none

Join Hero President Darren Watts for Pulp Hero! The greatest heroes of the 1930s come together to battle a globe-spanning menace. Prizes and maybe a few guest stars.

704 Tale of the Comet

System: D&D 3.0 Sunday 6 PM in Rm 375 for 8 hrs
GM: Jerry Betti Power Level: 12th level; 90k gp (45k max/item)
Type: RPG GM can provide characters
Variations: WotC products only (may be negotiable), no evil or psionics

You all had your reasons for going to the tiny frontier "town" of Aston Point. But that was all forgotten when the comet started getting brighter...

705 Lego my Hero

System: Hero System (Champions) Sunday 6 PM in Rm 376 for 8 hrs
GM: Mark Lemming Power Level: 10-15 dc
Type: RPG GM can provide characters
Variations: The use of Lego

The world feels different. Some investigation, with a combat once the dastardly villain is found.

706 Beyond the Bottomless Pit

System: BRUTAL Sunday 6 PM in Rm 377 for 6 hrs
GM: David Stanley Power Level: any
Type: RPG GM can provide characters
Variations: none

Having found an entrance to the buried city, great wealth and power await those who can find their way. But is your party strong enough to survive?

707 The Thorn Daughter

System: D & D 3.5 Sunday 6 PM in Rm 378 for 8 hrs
GM: Bud Chomnart Power Level: 15th-21st level
Type: RPG Players must provide own characters
Variations: none

Old bitter memories have awakened the Old Fey Forest. The first daughter walks the land. With her come woes and disasters. It is time for the shedding of tears and blood.

708 Parallel Lines

System: MEGS (DC-Heroes/Blood of Heroes)
Sunday 6 PM in Rm 379 for 8 hrs
GM: Eric Langendorff Power Level: 12-15 APs max.
Type: RPG All characters provided by GM
Variations: none

2003: the race for California Governor is in full swing. With so many candidates, someone is bound to have super powers. What happens when political civility goes out the window?

709 Lady Theresa's Request - Part 2

System: D & D 3.5
Sunday 6 PM in Rm 381 for 10 hrs
GM: Frank Vicari Power Level: Levels 4 - 7
Type: RPG Players must provide own characters
Variations: none

Lady Theresa has requested that you find her brother Darwin. You've tracked him down to a remote temple. Can you find him in time before he is sacrificed to an evil god? Play in Part 1 is not necessary.

710 Bad 'Boon Rising

System: HeroQuest Sunday 8 PM in Rm 157 for 8 hrs
GM: Theo Posselt Power Level: N/A
Type: RPG All characters provided by GM
Variations: Some LARP

You are members of the ancient and powerful race of Baboons, who once instilled terror across all of Prax. Now, your clan serves as a unit in the Imperial Army in Sartar. All you have to do is clear up this bandit problem...

711 Beak No Evil

System: HeroQuest Sunday 8 PM in Rm 157 for 8 hrs
GM: Larry Lynch-Freshner Power Level: N/A
Type: RPG All characters provided by GM
Variations: Some LARP

Ducks are twagic. Twagic. And fweedom-loving rebel bandit ducks like the dwead soggy Pinfeather gang are doubly so. Now you hear of a new fowce of... something... in the Lunar Awmy.

712 Hack This

System: D20 fantasy Sunday 8 PM in Rm 170 for 8 hrs
GM: Ken Moscardini Power Level: Level 1
Type: RPG All characters provided by GM
Variations: Hack system

You are part of task force "Red Alpha" set to stop a rogue AI, its target is D&D Online 2020. Its objective, escape. Fight for the user. Fight from within.

713 To the Last Man

System: D&D V3 Sunday 8 PM in Rm 374 for 12 hrs
GM: Glenn S. Thain Power Level: 8th-10th level
Type: RPG GM can provide characters
Variations: Some minor elements from 3.5 added in, Fumble Table

In the midst of a war which will determine the fate of the world, one elite band must struggle to end the nightmare and bring peace to the world.

714 The Enemy of My Enemy

System: Hero Fifth Edition Sunday Midnight in Rm 149 for 4 hrs
GM: Jason S. Walters Power Level: 150 point Heroic
Type: RPG All characters provided by GM
Variations: uses Alien Wars setting book for Star Hero

For generations a blood feud has raged between human settlers and the Zarr. Now, with the Xenovore invasion slowly advancing, foes must unite to strike one last desperate blow for freedom.

715 The Good, The Bad, The Undead (a Good Omen Production)

System: Deadlands Sunday Midnight in Rm 164 for 8 hrs
GM: Chad Lynch Power Level: N/A
Type: RPG All characters provided by GM
Variations: none

Welcome to the town of Dusty Flats! Please be aware of the prohibitions on guns and rising from the grave. Violators will be asked to relinquish their sidearms and/or un-life.

716 BRAINS, BRAINS BRAINS

System: HOME-MADE Sunday Midnight in Rm 377 for 8 hrs
GM: Delora Bechhold Power Level: N/A
Type: RPG All characters provided by GM
Variations: none

TIRED OF PLAYING PUNY HUMANS FIGHTING THE ZOMBIE HORDE??? JOIN THE ZOMBIE HORDE IN ITS QUEST FOR BRAINS. BE ALL THE UNDEAD YOU CAN BE - BECOME THE ZOMBIE MASTER!!!! (Mature players, please!)

717 Famine in Far-go

System: Gamma World D20 Monday 8 AM in Rm 143 for 8 hrs
GM: Tom Broadlick Power Level: 3rd level
Type: RPG All characters provided by GM
Variations: Originally a 2nd edition module
The village of Far-go is facing a famine. The elders are sending you youths who have yet to undertake the rite of adulthood on a quest to save your home.

718 School Days, January 1986

System: Changeling Monday 8 AM in Rm 145 for 8 hrs
GM: Alisha Tuntland Power Level: n/a
Type: RPG All characters provided by GM
Variations: childlings only, some house rules
Dayglow pink jackets and Hightops on my feet/Transformers, Voltron, and Punky on TV/Every week, Friday, when the school bell rings/These are a few of my favorite things.

719 Land of OG

System: Land of OG Monday 8 AM in Rm 147 for 6 hrs
GM: Stephanie Bryant Power Level: low-to-mid
Type: RPG All characters provided by GM
Variations: none
No need big words play OG. Hit stuff with pointy thing or rock thing. Meet Cave-girls. Make fire. OG!

720 Thick as Thieves

System: AD&D 3.5 Monday 8 AM in Rm 149 for 8 hrs
GM: Rich Valentine Power Level: 6th-8th level
Type: RPG All characters provided by GM
Variations: none
Plan a heist from an old cathedral with wealthy patrons. Stealth and creativity are critical. Be warned: If you get caught, you may lose your hands, your life, or – become the new altar boy.

721 Where All of God's Children...

System: Champions 4th-5th ed. Monday 8 AM in Rm 151 for 8 hrs
GM: BJ Goukler Power Level: 250-350 pt. characters
Type: RPG Players must provide own characters
Variations: 90act. cap, no vpp's, MOBIUS x=24
A somewhat grisly investigation into a string of deaths and missing persons takes a chilling turn when our heros discover that it has gotten personal.

722 The Flight of Darkness

System: Dungeons & Dragons 3.0 Monday 8 AM in Rm 152 for 8 hrs
GM: Tom Suro Power Level: 8th to 10th Level
Type: RPG All characters provided by GM
Variations: none
Your mixed party of creatures has succeeded in capturing a Princess of the Balgainian Empire for your evil Lord Cradkill. So all you have to do now is exit the lair of the Demi-Lich Drak'Lothlor and escape to enjoy your just rewards. No problem....right?

723 Curse of Stumpville

System: D & D 3.0 Monday 8 AM in Rm 154 for 8 hrs
GM: Brian Ransom Power Level: 1st-3rd level
Type: RPG GM can provide characters
Variations: some 3.5 rules inserted
Characters stumble into the small town of Stumpville. Drawn into the troubles of the town, where children are slain at night. Can the characters figure out how to stop the horror?

724 The Team From H.E.R.O.

System: Hero 5th Edition Monday 8 AM in Rm 159 for 6 hrs
GM: Rod Currie Power Level: 175-200
Type: RPG All characters provided by GM
Variations: none
Larger-than-life espionage action as agents from the Headquarters for Elite Response Operations fight to keep the world safe. Role-playing emphasized.

725 Instrument of Doom III, Godless Dwarves

System: D & D 3.5 Monday 8 AM in Rm 160 for 6 hrs
GM: Calvin Vanoni Power Level: 8th to 9th
Type: RPG Players must provide own characters.
Variations: none
Brave heroes you have arrived late for the battle, but theres always burial detail ! Spare the shovel. No need to have played in the previous scenarios. Appropriate g.p.limits per levels.

726 Aren't You Dead Yet?

System: AD&D 3.0 Monday 8 AM in Rm 161 for 6 hrs
GM: Jeff Boles Power Level: 3-6 levels, no evil characters.
Type: RPG GM can provide characters
Variations: none
The vile Priest Augustine gasps an unknown phrase which changes your perspective on life. Can you handle a mad chase to restore what is most precious to you? Heavy roleplaying.

727 Clipped

System: D & D 3.5 Monday 8 AM in Rm 162 for 8 hrs
GM: Jason Carpenter
Power Level: 155K xp max, include cost of crafted/used items
Type: RPG Players must provide own characters
Variations: Official WOTC only; no evil characters
The high priest brought you all back once for free, but said there would be a price. Now you go to his retirement party. Payback time? He must have enemies... (Mature players, please!)

728 Watchtower Ruin

System: D & D v.3.5 Monday 8 AM in Rm 163 for 8 hrs
GM: David Christensen Power Level: 6th-7th level
Type: RPG Players must provide own characters
Variations: PH and DMG *only*; no monsters or evil characters
Rumors tell of a recently-discovered Old Kingdom ruin in the hills just north of Pleasant Valley. You have joined an expedition to locate and explore it.

729 Sailing Upon the Eternal Tides: A Good Omens Production

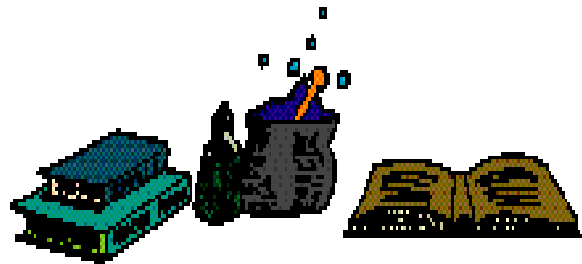
System: Dragonblooded: Exalted
Monday 8 AM in Rm 165 for 8 hrs
GM: Gregory A. Mathieson
Power Level: Slightly Experienced Brotherhood
Type: RPG All characters provided by GM
Variations: Standard Exalted Rules.
Will the angered waves claim you? Will your Brotherhood ever reach the Blessed Isle? Or will yon savage storms beset your ship? And tests of honor render you unable to reach home? Fight pirates, save the Realm and find yourself.

730 There's Nothing Here!

System: AD&D Monday 8 AM in Rm 166 for 8 hrs
GM: David L. Commerford Power Level: 7th-10th
Type: RPG Players must provide own characters
Variations: None
The queen of Eldermath needs your help in solving the crime of the century. Lands and a title will reward success. Failure will ruin the young kings coronation.

Con-Sponsored Games by System

<u>System</u>	<u>Game Numbers</u>	<u>System</u>	<u>Game Numbers</u>
7th Sea	318, 521, 525, 701	Spycraft	126
AD&D	203, 222, 305, 217, 730	Star Trek RPG	702
All Flesh Must Be Eaten	116, 415	Star Wars D20	218
Amber Diceless Roleplaying	514	Storyboard	523
Battlestations	308, 409, 616	STUPERPOWERS	507
Big Eyes, Small Mouth Tri-Stat	404	TOON	414
BRUTAL	107, 207, 511, 706	TORG	214, 401
Buffy: The Vampire Slayer	103,	Transformers Custom D20	505
Call of Cthulhu	104, 112, 119, 127, 608	Traveller d20	304
Chaosium System	202	Trinity (White Wolf, Aeon Continuum)	510
Classic Traveller	408	Tunnels & Trolls: Monsters! Monsters!	512
Cobalt Dragon Designs	317	Universe, The Sci-Fi RPG	213, 518
Compleat Arduin	220	Unknown Armies	113
Cyberpunk	118, 123, 215, 316, 516, 614	White Wolf	115, 122
D & D 3.x	101, 105, 106, 110, 111, 114, 120, 201, 208, 212, 216, 224, 306, 307, 313, 406, 410, 412, 418, 420, 506, 517, 522, 610, 704, 707, 709, 713, 722, 723, 725, 726, 727, 728	Changeling	718
D20 fantasy	712	Mage: the Ascension, 1st Ed	223
Deadlands	407, 715	Werewolf The Apocalypse	515, 609
Dragonblooded: Exalted	729		
Exalted	612, 613		
Fates Worse than Death	417		
Feng Shui	402, 405, 502		
Fudge	117		
Gamma World D20	606, 717		
GI Joe D20	513		
GURPS	221, 314, 403, 501, 520, 605		
HackMaster	301, 302, 309, 310, 519		
HeartQuest	315		
Hero System	204, 206, 311, 312, 601, 703, 714, 724		
Champions	102, 124, 509, 604, 603, 705, 721		
Fantasy Hero	210, 419		
HeroQuest	710, 711		
HOME-MADE	716		
It Came from the Late, Late, Late Show	416		
Land of OG	507, 719		
Legend of the Five Rings	413		
Maelstrom Story Telling	205, 303		
MEGS (DC-Heroes/Blood of Heroes)	708		
Mekton	211		
Mekton Z	602		
Mekton Zeta / Gundam Senki	615		
MERP	611		
Millenniums End	503		
Munchkin d20 (Incorporating 3.5)	121		
octaNe	411		
Pendragon	125, 219		
Pulp Adventure	504		
Rifts	508		
Shadowrun	108, 109, 524		
Space 1889	607		
Space Opera	209		



Unofficial - Unofficial - Unofficial - Unofficial - Unofficial
DunDraCon Does Not
Officially Present:
On Sunday, February 15th
The Secret Masters Of Gaming
5th Annual Hawaiian Shirt Day
At DunDraCon XXVIII

 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....).
Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

SURVIVAL TIPS

DunDraCon XXVIII

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. You will find 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, dash through doorways, 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. Masks are allowed in LARPs within the assigned LARPs rooms.

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 2005), 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 XXVIII!