

Table of Contents

Item	Page Number
Hotel/Function Room Map	Front Cover
Meet the Committee	2
Convention Registration	2
Convention Food Service	2
Tables for Rent!	2
Arcade Room	2
Things to Do at the Con	3
Open Gaming	3
Buyers' Bazaar	3
Artists' Corner	3
Dealers' Room	3
Volunteers	3
Animé Room	3
Seminars	4
Society for Creative Anachronism	6
Martial Arts & Live Action Demonstrations	6
A Brief History of DunDraCon	7
Official Games / How to Sign Up	8
Games for Old & Young	10
Live Action Role-Playing Games	11
Board Games	12
Card Games (Collectible or Not)	15
Miniatures Games	17
Role-Playing Games:	
Games 100–199 – Session 1	20
Games 200–299 – Session 2	22
Games 300–399 – Session 3	24
Games 400–499 – Session 4	25
Games 500–599 – Session 5	27
Games 600–699 – Session 6	30
Games 700–799 – Session 7	31
Games 800–899 – Session 8	33
S.M.O.G. Notice	34
Con-Sponsored Games by System	35
Rules & Survival Tips	Back Cover

Tables for Rent!

Want a gaming table for your hotel room? As long as any are left, the Marriott is offering to deliver a table and chairs from the extra stock, for a flat price of \$75 for the weekend or any part of it. Just pick up a house phone and call William Newton at extension 6130; if he's not there, ask the front desk to arrange a table for you. NOTE: All the tables and chairs in the gaming rooms and the halls are for the use of the convention. Do not "borrow" them. If any wandering furniture is found in your room, a charge of \$100 will be added to your hotel bill—and the items will be removed if they are essential to the operation of the convention.

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. Improve your score. Try out new games. Play with or against your friends. A change machine is provided.

Meet the Committee

Chairman	Arthur Pruyne
Artists' Corner	Steve Perrin
Animé Liaison	George Greene
Buyers' Bazaar	Gordon Monson
Convention Registration	Hal Heydt and Dorothy Heydt
Dealer Liaison	Steve Henderson
Game & Event Scheduling	Roderick Robertson
Hotel Liaison	Hilary Powers
LARPs	Meg Heydt
Official Games Registration	Ellen Robertson
Publicity	Ellen Robertson
Publications	Bill Keyes
SCA Liaison	Hilary Powers
Secretary	Mike Nebeker
Seminars	Steve Perrin
Treasurer	Pamela Kramer
Volunteers	Tony Hughes
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. Besides the regular menu, the full-service restaurant next to the lobby will have a moderately priced buffet for breakfast, lunch, and dinner every day. No gaming there, either, and the staff do expect tips from menu orders (the buffet price includes the tip).

Need Something from the Hotel?

Let DunDraCon help settle disagreements, get rooms re-arranged, and unsnarl questions about room rates. Especially, do NOT ask the hotel to move furniture or air walls—that's Committee business. See Hilary Powers if possible—she's the one the hotel people are most used to working with, and is usually in Mt. Diablo, across the lobby from the front desk—or any Committee member in a pinch if you need something. We will back the hotel staff in anything they need to do to maintain the health and safety of the people here, but we want you to have a good time and will do what we can to help!

Things To Do at the Convention

Things to do at DunDraCon come in many different forms. First of all are the Convention-Sponsored Games. These include LARPs, board games, card games, miniature games, and RPGs (see pages 10-35). Most 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 8). If it does not have a number, show up at the table/room to sign up. 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 Room and Buyers' Bazaar are open only at certain hours. Open Gaming, the Video Arcade, and the Animé Room are open 24 hours a day.

Open Gaming

Board Games in Salon 1, All Games in Salon E

Open Gaming is non-stop: 4 PM Friday to 5 PM Monday. Salon 1 is devoted to board games of all kinds, with Salon E available for all open games. Open Game Signup sheets are available at the Information Table if you want to plan ahead. Post them on the salon doors so people can sign up to join you in your game. Some tables will be reserved for official games, demos & events.

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 10 AM — 4 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 Gordon Monson in Salon C starting a half hour before the Bazaar opens. Two sessions max. No advertising.

Artists' Corner

The corridor outside Salon 2 will be set up with tables where you may be able to find artists willing to do character sketches and other traditional convention artwork. Come observe and perhaps purchase some of this fine artwork. These tables are available for a rental fee. See Steve Perrin.

Dealers' Room

Salon D

Salon D will have dealers for all of your gaming needs. You must have your own badge to enter the Dealers' Room. You **MAY NOT** eat or drink inside. Security will be firm on both points. Note that the room closes early on Monday, so get your last-minute buying done early.

The Dealers' Room Hours are as follows:

Saturday	9:30 AM — 5:30 PM
Sunday	9:30 AM — 5:30 PM
Monday	9:30 AM — Noon

The following vendors will be selling in the Dealers' Room:

3am Games	Armorcast
Black Diamond	Chaosium
Chessex	Dragon's Perch
Endgame	Flying Buffalo
Flying Hands	Game Publisher's Association
Gold Rush Games	Good Luck Games
Goodman Games	Hero Games
Marissa Ogden Embroidery	Pegasus Publishing
QR Zed	Rusty Sword
Shifting Forest	Troll Lords
War Torn Worlds	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 slip. Talk to Tony Hughes, Volunteers Coordinator, at the **Info Table** if you'd like to sign up to wear the new green Volunteer ribbon and help out.

Animé Room

Salon H

The Bay Area Animation Society will host a Convention-long festival of animation features in Salon H. Come enjoy the show whenever you have time. Currently planned features include:

GunXSword, Tsubasa Chronicle, Blood TV, Xenosaga, MAR (March Awakens Romance), Sousei no Aquiron, Tsukiyomi Moonphase, Bleach, Tamala 2010 (animated film), Lord of Lords Ryu Knight, Eyeshield 21, Legend of Duo (mobile phone animation short series), Gundam Seed Destiny, Buzzer Beater, Smash Hit, Cosprayers, Macross Zero, Cat's Eye, Jinki Extend (possibly), SPT Layzner (possibly), Combat Mecha Xabungle (possibly), Ghost Sweeper Mikami, and Space Adventure Cobra (movie).

This list is subject to change, so check the schedule posted outside Salon H for final times and features.

Seminars

Friday

Room 156, 6:00 PM – 6:55 PM

The System Lords Strike

Sean Fannon, Steve Long, Ken Hite

A potentially contentious discussion of which game systems do the best job of portraying a particular genre, with digressions into whether it's possible to have a totally generic game. This year the seminar will touch on the history and potential evolution, or perhaps devolution, of gaming systems.

Room 156, 7:00 PM – 7:55 PM

What's New with GAMA and Origins

Sean Fannon and Rick Loomis

Come find out all the latest with the ever-growing, ever-dynamic Game Manufacturers' Association, as well as one of the largest and most important game conventions in the world, Origins. Presented by GAMA President Rick Loomis and GAMA Event Coordinator/Clubs & Organizations Coordinator, Sean Patrick Fannon

Saturday

Room 156, 9:00 AM – 10:25 AM

World Building

Steve Long, Ken Hite, Sean Fannon, Peter Corless

This is a seminar on quick hints on world building from three (and maybe more) veteran world builders who will show you how to delineate and describe a fascinating world for the PCs to inhabit, whether it is a fantasy world with castles on clouds or a dark gritty modern metropolis where the only law is administered with the flap of a cape.

Room 157, 9:30 AM – 10:25 AM

What's Up with Mutants and Masterminds

Steve Kenson

Game designer Steve Kenson discusses the current status of the new 2nd edition to M&M and what is coming down the pike in the way of new publications, support materials, and programs.

Room 156, 10:30 AM – 11:25 AM

How to Make an Effective Character in Dungeons & Dragons 3.5

Nathan Hirth

This seminar will provide strategies, tips, and techniques on how to build and play an effective character in Dungeons and Dragons 3.5. Seminar presenter Nathan Hirth has been playing role-playing games for 16 years and playing Dungeons and Dragons for most of that time. He has played D&D versions 3.0 and 3.5 continuously since they came out, both playing in and running multiple campaigns and single-night games for DunDraCon and other conventions.

Room 157, 10:30 AM – 11:55 AM

It's A Bird, It's A Plane, It's An RPG

Steve Kenson, Steve Long, Bruce Harlick

The designers of Mutants and Masterminds and several editions of Champions discuss the history of superhero role-playing and just what makes a good superhero game, with many digressions into promising rules that went wrong.

Room 156, 11:30 AM – 12:25 PM

What's New with Issaries

Greg Stafford

The creator of Glorantha, one of the best-realized fantasy worlds in role playing, will discuss where Issaries and its flagship game, HeroQuest, has been and where it is going.

Room 157, Noon to 1:30 PM

How to Submit Your Game to a Publisher

Ellen Winter

The Research and Development Director for Out of the Box Publishing will explain what publishers look for when reviewing game submissions. She will describe and demonstrate how game play, skill levels, scoring, themes, and production all play a part in making a game a sure candidate to sell to a publisher.

Room 156, 12:30 PM – 1:55 PM

GM Hints

Ken Hite, Kevin Andrew Murphy, and Nathan Hirth

This seminar will provide strategies, tips and techniques for any game master on how to run a fun and memorable game. This is a moderated workshop in which the participants will help and learn from each other, trading experience and ideas garnered from years of successful GM'ing, DM'ing, Keeping, and so forth. Both experienced GMs and novice GMs are invited. Some topics:

- Helpful hints & fun facts
- How being adventurous in the real world can add that touch o' authenticity to any game.
- Can characters die & are you trying to prove how powerful or colorful a GM you are, or are you intending everyone to have an equal chance at having fun?
- Your campaign sucks: you know it, the players pretty much all complain about it; now what do you do?
- *Serenity* and other examples from shows and past campaigns of how to breathe life and depth into classic character types.

Room 156, 2:00 PM - 2:55 PM

What's New with Hero?

Darren Watts and Steve Long

The publisher and author of one of the thickest sets of rules in RPGs describe their current publication schedule and regale the attendees with stories of their adventures in the world of independent game publishers.

Room 156, 3:00 PM – 4:25 PM

City Building

Anders Swenson, Michael Blum, Ken Hite

Where did it come from? Our presenters concentrate on the origins of ancient and medieval cities, along with the usual floor plans and such of buildings that might be sitting on top of other buildings. In short, how history becomes a game.

Room 156, 4:30 PM – 5:25 PM

Roleplaying Online

Bruce Harlick, Corey Cole, Buzz Nelson

Three panelists who design or play (or both) the very popular MMORPGs provide a survey of massive multiplayer Internet games of interest. They will also digress into such topics as the current real-world economy that has sprung up around the online games. Is buying your character from another player really game playing? Or is it gaming the system?

Room 156, 5:30 PM – 7:00 PM

Gender and Lifestyle in Role Playing

Frisbee, Steve Kenson, Ken Hite, Peter Corless, and others

How does a male player portray a female character? Can a female player get a fair shake in a mostly male game? The male player sitting next to you is playing a gay character; how do you as a player respond? How does your character respond? Helpful hints and philosophical outlooks both have been part of this long-standing traditional DunDraCon panel.

Sunday

Room 156, 9:00 AM – 10:25 AM

General History of Role-Playing Gaming

Sean Fannon, Darren Watts, Steve Perrin, Peter Corless

The author of the Fantasy Role Player's Bible and Senior Writer and Designer for Talisman Studios leads a panel of industry veterans including Darren Watts, Peter Corless, and Steve Perrin in a discussion of how RPGs started and where they seem to be going.

Room 157, 9:30 AM – 11:55 AM

MMO Gamers Meet the Enemy, and the Allies

Corey and Lori Cole, Buzz Nelson, Bruce Harlick

This is a social workshop where you can meet other MMO gamers; find out who is playing which games on which servers, and put a face on the 2nd wizard on the left. Nametags will be provided and there will be snacks and drinks. Circulate, make new contacts, and find other players who are on your realm/shard/server so that you can game with them after the Con.

Room 156, 10:30 AM – 11:10 AM

What's New with Troll Lords

Steve Chenault

Learn what is coming from the Troll Lords, publishers of Epic Adventure and the Gygaxian worlds of fantasy from Gary Gygax, from the voice of the Troll himself.

Room 156, 11:15 AM – 11:55 AM

What's New with Goodman Games

Joseph Goodman

The publisher of the Dungeon Crawl Classics and the new D20 Etherscope game of Victorian weird science role playing will present the new Etherscope game and describe his plans for future publications.

Room 156, Noon -12:55 PM

Staying Alive Writing for the Game Industry

Steve Long, Sean Fannon, Ken Hite

Three long-time freelancers, one of whom is now a publisher, provide helpful hints for new and experienced freelancers in the game writing business.

Room 157, Noon – 1:30 PM

Knights of the Dinner Table

Steve Willet and a cast of dozens

Play the part of B.A. the GM, Bob the dice purist, Dave the hacker, Sara the roleplayer or Brian the rules lawyer as Knights of the Dinner Table. Be a part of the Untouchable Trio +1 as they brave the depths of "Kreatin Faarpang" a most deadly dungeon. We will attempt readings of three continuous strips with three sets of readers; "Behind the Green Door," "The Bronze Conch of Aaaaahhhh..." and "A Legacy in Ruins." If reading in front of people ain't your thang, come listen and watch the hilarious antics of the Knights. Props, prizes and loads of fun. Sponsored by the NorCal HackMaster Association.

Room 156, 1:00 PM – 1:55 PM

What's Cool

Darren Watts, Ken Hite, Sean Fannon

Three observers of the industry provide a survey of the new games available at your FLGS (and in the DunDraCon dealer room) that will intrigue and delight you.

Room 156, 2:00 PM – 2:55 PM

Starting-Running Your Own Game Company – Paper and Computer Games

Randy Angle, Darren Watts, others?

Decided you want to form your own company to publish your chart-busting game? Two entrepreneurs who started small and now have successful small game companies, one in paper and pencil (Hero System) and one in computer games, describe how they got going and what pitfalls await the game entrepreneur.

Room 156, 3:00 PM – 4:25 PM

Circling the Square – Creating Believable Games and Characters from Media Sources

James Milligan and Brian Gilmore of Atomic Rocket Games

Ever try to model a famous super hero for your game and found your point costs going up, up, and away? Worried that your conversion of the O-So-Big mecha just might tromp all over your players, but can't figure out a way to rein it in and still have "all the toys" you need? We aim to help you address ways of balancing and overcoming the problems that arise when converting comics, movies, and other games into your favorite RPG.

Room 156, 4:30 PM – 5:55 PM

Check Your Ego at the Door

Catherine Christian, Peter Christian

This is an audience participation/discussion workshop. We will cover good playing habits, gaming habits, and how to make your gaming experience more enjoyable. YOU may not need this seminar—but try to get your gaming friends to come!

Room 156, 6:00 PM – 7:00 PM

Staying Alive Publishing Games

Aldo Ghiozzi, Steve Chenault, Joseph Goodman, Peter Corless

Have a great idea for a game that you think will set the game field afire? Three (and possibly more) veteran publishers of both board games and RPGs answer your questions about getting your game published and regale you with anecdotes about keeping your head above the stormy waters of the game publishing industry.

Monday

Room 156, 10:00 AM – 10:55 AM

Playing it for Laughs

Randy Angle, Corey Cole, Frisbee, Kevin Andrew Murphy

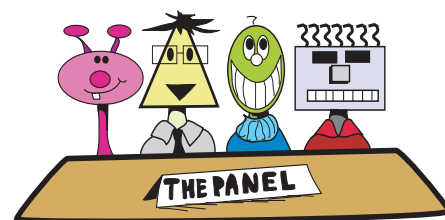
What do you do if you intentionally want to bring some levity to the role-playing experience. Three veterans of slightly off-kilter gaming provide some end of the convention insights on intentionally bringing humor into a role playing campaign.

Room 156, 11:00 AM – Noon

Favorite Character Tricks: Generic

Corey Cole, Frisbee, Sean Fannon, Kevin Andrew Murphy

A player-oriented panel aimed at all game systems with suggestions for making characters useful and fascinating in any game system.



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
	10-12	— AMTGARD DEMO (Outside; in Salon 2 if weather is awful): Organized live-action roleplaying — with boffer weapons!
	10	— Seminar: Things That Cut and Smash — Detailed tour of the steel-weapons collection
	11	— Seminar: Make Your Own Chain Mail — A chance to try the technique; tools and materials provided
	1-3 pm	— SCA COMBAT DEMO (Outside)
	3:30	— RAPIER COMBAT DEMO (Outside)
	4	— Seminar: Archery — What arrows do for you (and to you) in games and the real world
	5:30	— Seminar: History of Arms & Armor — What got used when, and why
	7	— Seminar: Evening with the Viking Home Companion
Sunday:	9 am	— Room opens
	10	— Seminar: Slings — Among the most ancient weapons . . . and the deadliest
	10-11:30	— AIKIDO DEMO — WITH ORIENTAL WEAPONS (Salon 2)
	11	— Seminar: So You Want to Be a Viking? Real life, Norse style
	1-3 pm	— SCA COMBAT DEMO (Outside)
	3:30	— AMTGARD DEMO (Outside)
	4	— Seminar: Castles — Construction and destruction
	5:30	— Seminar: Women Warriors — Historical records of women in combat
	7	— Seminar: Early Firearms — Demonstration of the drill for loading and firing a 16th-century arquebus
Monday:	9 am	— Room opens
	11:30	— 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 game system whenever there's no seminar in progress.

Martial Arts & Live Action Demos

Salon 2 and Bishop Ranch Patio

Sunday in Salon 2 and both Saturday and Sunday outdoors on the ballroom patio (weather permitting), you can see members of various groups demonstrating active forms of combat. In addition to the Society for Creative Anachronism's brand of historical recreation, this year members of Amtgard, a group that brings contact combat (with replica foam weapons) to fantasy role-playing, and Rocky Valley Aikido Dojo will perform martial arts demos. See the SCA schedule — above and posted outside the Mt. Diablo Room — for times and updates. See Amtgard's hallway table for more information and a display of their equipment.



A Brief History of DunDraCon – 30 years and 1 hiccup of gaming.

by Steve Perrin

It was summer of 1975, or thereabouts, when Clint Bigglestone told me that he and Adrienne Martine were going to put on a convention at the Claremont Hotel for D&D players. What's more, Adrienne said that SF writer Fritz Leiber was a D&D player and had a dungeon he would run at the convention.

There was no Internet, but there was *Alarums and Excursions* – the role-playing APA compiled by Lee Gold which was exclusively D&D at the time and is still going strong, with an expanded interest agenda, to this day. Some of us contributed to A&E (which also came before the Cable TV channel) and spread the word. We also sent announcements to the new magazine from TSR, the *Dragon* – or perhaps its predecessor newsletter.

It turned out that Adrienne had misinterpreted Fritz's interest. There was no dungeon; he had not played the game, though he did like the idea of it. TSR learned of this and caused a small uproar – taking the worst possible slant on the story. There was a lot of youthful folly all around. The *Dragon* finally stated, truthfully, that Fritz Leiber would be present at the convention and we would be running a sponsored dungeon based on his stories.

To create the dungeon, actually an above-ground maze-like mansion called the Ophidian Palace, Clint recruited Jerry Jacks and me to help him create a Lankhmar dungeon, full of Grey Mouser and Fafhrd references, Lankhmar-themed magical items, and Lankhmarian monsters. Jerry did the surrounding town, Clint and I did encounters and set piece rooms in the mansion on the hill. It actually came out pretty well. I still use the maps and encounters occasionally for one-off games.

At the convention, we took over two of the Claremont's meeting rooms and hosted about 150 players from the Bay Area and Southern California. Not too strangely, most were A&E contributors and readers and their friends. We held several panels with such local notables as Dave Hargrave (creator of *Arduin*), and the redoubtable Lee Gold herself. There were many runs through the Ophidian Palace DM'ed by Clint, Jerry, and me, and other games were played on other tables set aside for that use. We met a lot of people who are still friends to this day.

It was fun, it was successful, and we didn't go broke. We decided to do it again. Guests and non-gaming emphasis seemed to distract from the central purpose, so we have avoided such things ever since. We added a dealers' area at DunDraCon 2 and individual rooms for games at DunDraCon 3. Presidents' Day weekend seemed to work fine, so we settled into it and haven't left. Except once. The mathematicians in the group may have realized that if we started in 1976, our 30th anniversary should have been in 2005.

In 1980 we had assembled a good team, many of whom are still on the convention committee to this day, and incorporated. Unfortunately, the hotel we had set up for DunDraCon in February of 1981 suddenly changed ownership and policy three months before and informed us that they would be renovating the hotel during the time slated for the convention and that they were not hosting conventions any more after that. There was no way we could find a venue on our date in the time available. We had to cancel that DunDraCon. On the scheduled first day of the convention the committee met outside the front doors of the hotel to catch anyone who hadn't gotten the word and tell them the convention was cancelled. It was pouring rain, but fortunately there was a long covered promenade to the front door. Equally fortunately, the word had apparently gotten out. The only people who showed up were the committee. We played a lot of *Ace of Aces*!

We did have a convention in 1981, however. We had already tried a one day mini-convention called *DunDraDay* that more or less worked. And *Pacificon*, the perennial Labor Day convention, was not going to have a convention in '81 because they were hosting the national *Origins* convention over Fourth of July. Foolhardy folk that we were, we decided to host a convention we called *DunDraClone* on the Labor Day weekend.

DunDraClone worked, but after putting on DunDraCon 6 the following February, we decided that putting on a convention in 6 months was too much of a challenge. We were not going to do two conventions in a year again. Since *DunDraClone* was not on President's Day, we don't count it towards our anniversary.

Since then, DunDraCon has thrived. Our crowds got bigger, rain or sun, and for the last 15 years we have found a venue in the San Ramon Marriott that seems to please both committee and attendee. Our only sorrow has been the inevitable loss of some of our early committee stalwarts over the years.

In Memoriam: Clint Bigglestone, Jerry Jacks, Terry Jackson

Official Games / How To Sign Up

How to sign up for a game

There are two main game groupings at DunDraCon:

- 1) **Open Gaming**, where anyone can run or play a game. All games in Salon E and board games in Salon 1.
- 2) **Official Games**, which, other than a few exceptions noted in the game description, are signed up for through DunDraCon's Game Registration system as detailed below.

All games which use the Game Registration system are numbered, and all numbered games are signed up for through Game Reg.

Game Registration

The fine print:

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 be officially assigned into a game.

If you do not get into a game you really want, do not despair: show up for it anyway, as there may be an opening. Individual GMs may allow more players into a game, or an assigned player might not show up. It is up to the GM and other players to allow extra players into a game. Please be patient, be polite, be flexible if necessary. If you really, *really* want to get into a particular game, volunteer at the Con! Volunteers who work four hours will receive a Priority Slip, which is a near guarantee of getting into your first choice game. (Volunteers who work eight hours will also get their membership fee refunded!)

How it works:

Read this Booklet and the Errata sheet so you know the correct sign-up periods and game numbers. Note the game starting and run times, and plan your schedule accordingly.

Look for changes and cancellation notices at the Games Reg area. We will do our best to keep you updated during the weekend.

There are eight Game Registration Sessions and seven Sign-up Periods during the weekend.

Each Session has a different number and different color sign-up slip. Please make sure you have the correct slip for each session.

Each game has a number based on the starting time. All games in the 101-199 range are in Session 1, all games from 201-299 are in Session 2, etc. (The Sunday 3-5 PM sign-up period covers games from Sessions 7 and 8.)

For your convenience, you may submit a slip for any session up until the final sign-up period for that session.

This means you may turn all of your slips in on Friday night if you choose.

There is no advantage in signing up early for a game, as the time the sign-up slip is submitted does not affect your chances, so long as it is submitted on time for that particular session.

You may sign up for three game choices per session. The computer program will attempt to place you into your first choice game. Failing that, it will attempt to place you into your second, then third choice game. The program weights your chances by the number of games you have already been assigned to.

A person who has not been assigned to any game yet has a better chance of getting into a game than someone who has already been placed into a game at a previous session.

Write your name, member number and game numbers clearly on the sign-up slips.

Neatness does count! We try very hard to decipher all the slips, but if we can't read your handwriting, you may be put into the wrong game!

List each game number only once on the slip. If you have only one or two choices, it's okay to leave the other spaces blank.

If you turn in a Priority Slip you will most likely get into your first choice game, but if the game is a popular one later in the convention you should add a second choice just in case a lot of priority slips are turned in for that game.

Please do not turn in more than one sign-up slip for the same session! Doing so will not improve your chances of getting into any game. The computer only accepts three choices per member per session. If you change your mind and wish to submit a different set of game choices for a session, please mark on the new slip that it overrides any previous choices. Otherwise our staff doesn't know which is more important to you.

The results of each Game Reg session will be posted on the DunDraCon website at <http://www.dundracon.com> and near the Game Reg area of the hotel as soon as the process allows.

Please be patient. We know everyone is waiting to find out if they've gotten in, and we know the games can't begin until the results are posted; but we still have to enter requests and run the program after a Game Reg session closes. We will process all the data as quickly as possible.

If a game was not filled, the list will show lines of stars (*****) for the empty seats. You may show up to try to fill these seats at game time.

If you see your name and number listed, you're in! **Double check the starting time and location of the game, and show up on time. If you are late, your seat may be given to somebody else.**

SESSION	GAME#	LAST SIGN UP SESSION	FORM COLOR	FIRST START TIMES	PAGE
1	101-199	FRI 5:00 – 7:00 PM	Gray	Friday Night	20
2	201-299	FRI 7:00 – 9:00 PM	Pink	Saturday 8:00 AM	22
3	301-399	SAT 9:00 – 11:00 AM	Blue	Saturday Noon	24
4	401-499	SAT 3:00 – 5:00 PM	Tan	Saturday 6:00 PM	25
5	501-599	SAT 7:00 – 9:00 PM	Green	Sunday 8:00 AM	27
6	601-699	SUN 9:00 – 11:00 AM	Lilac	Sunday Noon	30
7	701-799	SUN 3:00 – 5:00 PM	Yellow	Sunday 6:00 PM	31
8	801-899	SUN 3:00 – 5:00 PM	White	Monday 8:00 AM	33

www.BlackDiamondGames.com

Come and see us in the Dealer Room



Or visit our shop at

2989 North Main Street,
Walnut Creek, CA 94596
925-947-0600

BlackDiamondGames

Hours: Monday - Saturday 11 am to 7 pm
Sunday - 11 am to 5 pm.

◆ Quest for Fun! ◆

Games for Old & Young

Sign up for these games at the game

DunDraCon is providing scheduling for young'uns from 10:00 AM to 5:00 PM on Saturday and Sunday in the Danville Room. At other times our staff will be running various pick-up board games as shown below - bring a copy if you can.

Friday

7 PM Anno 1503 - Bring a copy of the game if you can

9 PM Goa - Bring a copy of the game if you can

Saturday

10 AM Magic the Gathering for kids—use basic decks, learn how to play, expand your skills.

10 AM Monstersmash - Join us in the Pleasanton Room (next door to the Kid's room) for lots of Play-doh(tm) action with the game's creator, Christopher Allen.

11 AM Sherlock by Playroom—an excellent card memory game, simple yet engaging

Noon Blink! by Out of the Box: best speed game ever

1 PM Art: Drawing mythical dragons and gargoyles: Paper, sharpie, watercolor

1 PM Pet Detective: Fish with a twist

1 PM Special guest!

Ellen Winter (Out of the Box Games) will join the Kids Room team on Saturday from 1PM to lead OtB games until 7 PM.

2 PM Art: Fantasy clay creations—Sculpy bake clay, multi color

2 PM Coda: Solve your opponents secret code!

3 PM Warriors (by Face 2 Face): An excellent war game between fantasy races—1 hour

4 PM Art: Candy Dungeon—Candy, frosting, ginger bread, boxes

4 PM Apples to Apples (by Out of the Box)—silly word definitions!

5 PM Give Me the Brain (by Cheapass)—Zombies making Fast Food

7 PM Seafarers of Catan - Bring a copy of the game if you can

9 PM Saint Petersburg - Bring a copy of the game if you can

Sunday

10 AM Magic the Gathering for kids—use basic decks, learn how to play, expand your skills.

10 AM Monstersmash - Join us in the Pleasanton room (next door to the kid's room) for more Play-doh™ action with undefeated 3-time champion Alix Hansen.

11 AM Risk 2210—Fight the War of the Worlds!

Noon Art: Wire imp—Wire of all colors and wooden stand

1 PM Tic Tac Chess and Phoenix: two excellent head-to-head games

2 PM Art: Daggers and masks—Plaster cast, and foil

2 PM Ice Cream by Face 2 Face: fill order of customers for 4 scoop cones!

3 PM Basari by Out of the Box: Barter Gems to gain the advantage!

4 PM Art: Draw Cartoons

4 PM PicPicnic—Feed the Birds, tuppence a bag!

5 PM Flea Circus by R&R Games—Attract dogs and cats with your flea circus acts!

7 PM Power Grid - Bring a copy of the game if you can

10 PM Pirate's Cove - Bring a copy of the game if you can

Monday

9 AM Age of Renaissance - Bring a copy of the game if you can

LIVE ACTION ROLE-PLAYING GAMES

All LARPS are signed up through Games Registration

Friday

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

151 Hamlet

Friday 8:00 PM in 381 for 4 hours

System: Parlor LARPs

GM: J Li

All characters provided by GM

An adaptation of Hamlet. Hamlet has just killed Polonius, and the King and Queen are holding a small gathering before sending him away. The affair is interrupted when Laertes returns unexpectedly, demanding to see his father. Play all major characters in Hamlet in this alternate version that will take the story to a sudden conclusion.

152 The Dukesport Tournament

Friday 8:00 PM in Pacific Room for 6 hours

System: Dreams of Deirdre

GM: Deirdre's Nightmares

All characters provided by GM

Variations: Pokethulhu

Pokethulhu cultists have gathered together from as far away as Cape Dagon to compete in the year's greatest tournament!

153 Lights! Camera! ACTION!

Friday 8:00 PM in Salon AB for 6 hours

System: Hollywood Lives with significant house changes

GM: Shiny Thing Games

All characters provided by GM

Join your fellow actors, producers, directors, and agents in creating a timeless masterpiece—or box-office smash—in a glitzy, lighthearted game à la “Entourage” or “Hollywood Lives!”

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

251 Garden Station IV

Saturday 10:00 AM in 381 for 4 hours

System: Parlor LARPs

GM: GD Crowley

All characters provided by GM

As the Union of Planets and the Cerian Empire stand tensely on the brink of war, two exploratory vessels from the opposing nations discover a super weapon that can change the course of civilization. Trapped on an abandoned alien space station in the far reaches of the galaxy, the two sets of civilian scientists must agree on what to do with the new technology.

252 Return to Ussuria

Saturday 10:00 AM in Pacific Room for 8 hours

System: Dreams of Deirdre LARP

GM: Bill Howard

All characters provided by GM

Variations: 7th Seas Rules

It's a long road home for the Ussurian ambassador, his new fiancé and a group of explorers. Raise a glass of Mother's Milk and hope the council greets them with open arms. Costuming encouraged.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

351 Final Orbit

Saturday 2:00 PM in 157 for 6 hours

System: Verisim LARP

GM: Kurt Horner

All characters provided by GM

Helium Miner 32 is falling toward Jupiter, out of control. What caused the disaster? More importantly, *who* caused the disaster?

352 A Heart of Snow

Saturday 2:00 PM in 381 for 6 hours

System: Parlor Larps

GM: GD Crowley

All characters provided by GM

Nightfall. Snowed in at an isolated roadside motel in northern Montana. Something happened here a long time ago. Inside, a handful of guests and staff huddle by the last repository of heat: the innocent and the guilty behind the same faces. Outside, waiting for them, swirling snow, endless cold, and something else. It's coming closer. And the wind knows its name.

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

451 Black Sun, White Light

Saturday 6:00 PM in Pacific Room for 6 hours

System: GM Fiat

GM: Chuckling Cthulhu

All characters provided by GM

1940 – At a facility in the German Alps, scientists labor – willingly and otherwise – for the Reich's atomic energy project. Who knows what horrors might be unleashed? Mature themes.

452 Into the Black

Saturday 8:00 PM in Salon AB for 8 hours

System: Groupmind Games

GM: Chris Van Horn

All characters provided by GM

Considered useless by all a few years ago, only a few people lived on the appropriately-named Deadwood due to its flawed terraforming. Then Laterite was discovered about a year back.

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

551 Eridanus Rising

Sunday 10:00 AM in 381 for 4 hours

System: Parlor LARPs

GM: GD Crowley

All characters provided by GM

A mixture of mystery, horror, classics, and theology. For his sixtieth birthday, an eccentric billionaire has invited a small group of acquaintances to his vacation home in Antarctica. Then inexplicable things begin to happen, and the awkward gathering turns frightening as the guests realize that they must unravel the man's life and strange work in order to survive the night.

Board Games

552 A Light from the North

Sunday 10:00 AM in Pacific Room for 6 hours

System: Verisim LARP

GM: Candace A. Carpenter

All characters provided by GM

Come aboard the airship Prometheus. Your talents are critical to unraveling the mysterious events since the appearance of the brilliant light that has caused Europe to tremble.

**Session 6. 600 Series games
Sign up by Sunday 11:00 AM**

The registration forms for this session are Lilac

651 All Saints' Eve

Sunday 2:00 PM in 381 for 6 hours

System: Parlor LARPs

GM: GD Crowley

All characters provided by GM

On Halloween night, a group of disgustingly rich family and friends, most of whom hate each other, are suddenly and inexplicably trapped in a side room when setting up for their party. It soon becomes clear that a terrible crime has been committed. Hostilities and desperation rise rapidly, but something is keeping them there, and it will not let them go until it gets what it wants.

**Session 7. 700 Series games
Sign up by Sunday 5:00 PM**

The registration forms for this session are Yellow

751 The Fall of Magic

Sunday 6:00 PM in Salon AB for 6 hours

System: Freestyle LARP

GM: Chris Muoio

All characters provided by GM

Lana Bridgitsen has fallen ill and the future of magic rests on her recovery. Said to be a direct descendant of Brigit, she may be the key to magic's very existence.

752 Journal

Sunday 6:00 PM in Pacific Room for 6 hours

System: GM Fiat

GM: Joe Parzanese

All characters provided by GM

1917 – Separated from their unit, fourteen British soldiers take refuge in an abandoned cabin in the woods. The mystery they discover inside could end them all.

Monday

**Session 8. 300 Series games
Sign up by Sunday 5:00 PM**

The registration forms for this session are White

851 The Queen of Spades

Monday 10:00 AM in 157 for 4 hours

System: Parlor Larps

GM: J Li

All characters provided by GM

A murder mystery. A group of people wake to find themselves trapped on a boat in the middle of nowhere with a suspicious letter and an old enemy. Nobody knows how they got there or what will become of them when morning comes. As the night goes on, murder will be committed and secrets revealed. Everybody has a motive and a past they thought they'd left behind.

All board games are signed up through Games Registration.

All materials are provided by the GM.

Friday

Four Games

Early Bird activity. No need to register, just show up to play!

Friday 6:00 PM on Salon 1 Table 3 for 8 hours

System: Aladdin's Dragons; Elfenland; Fist of Dragonstones; Tikal

GM: Jeff Jackson

Four different board games utilizing an 'auction' or 'bidding' mechanism will be available for instruction and play. Game titles include: Aladdin's Dragons, Elfenland, Fist of Dragonstones, Tikal.

**Session 1. 100 Series games
Sign up by Friday 7:00 PM**

The registration forms for this session are Gray

131 Mystery of the Abbey

Friday 8:00 PM on Salon 1 Tables 4-5 for 4 hours

System: Mystery of the Abbey

GM: David Cunkelman

The thinking person's "Clue." Players must solve the crime by moving through the Abbey, searching for clues, questioning the other monks and using their intuition to uncover the truth.

132 Power Grid

Friday 8:00 PM on Salon 1 Table 1 for 4 hours

System: Power Grid

GM: Gabriel Vesperman

Establish your own power network by expanding into new cities and buying new power plants! Don't forget to buy resources on the way to use in your power plants. The German city variant will be played preferentially.

133 Open Terrain Vehicle Race

Friday 8:00 PM on Salon 1 Table 10 for 4 hours

System: Checkpoint Omega

GM: Felipe Morales

Variations: Super-sized version of the original Task Force Games This SF race-and-combat game, the 'Death Race' theme, is set on a post-apocalyptic Earth whose World Government has set up violent New Olympics to entertain the survivors. The game concerns one event, the Open Terrain Vehicle Race, between heavily armed teams; the winner is the first (or only) team to get one of its vehicles or racers to all sixteen checkpoints and back to Checkpoint Omega. Each player outfits a team and vehicles with weapons & capabilities. 1-2 hours per round.

134 GIANT Awful Green Things From Outer Space

Friday 8:00 PM on Salon 1 Tables 11-12 for 6 hours

System: Awful Green Things From Outer Space

GM: Andrew Walters

Variations: Three round double elimination, or something.

The Awful Green Things From Outer Space were bad enough at their regular size, but now they're HUGE! Play on two megasize gameboards with giant pieces. Defend the Znutar! Prizes from Steve Jackson Games!

135 Iron Dragon

Friday 8:00 PM on Salon 1 Table 2 for 6 hours

System: Iron Dragon

GM: Dave West

Rail building in a fantasy world. Be an Elf, Orc, Human, Dwarf or Catman to guide your train through various terrain.

136 Robo Rally Demolition Derby II

Friday 8:00 PM on Salon 1 Table 6 for 6 hours

System: Robo Rally

GM: Terrance Pai

Second Annual Robo Rally Demolition Derby. That's right! It's back for the second year in a row. 4 boards, no flags to get, special powerup squares, and 3 lives. Shot, smash, bash, push, and THE BIG ONE your way to victory. Last one rolling wins all.

137 Ducatti pa tutti!

Friday 8:00 PM on Salon 1 Tables 7-8 for 4 hours

System: Traders of Genoa

GM: Melissa Miller

Variations: Six-player, extra turns, extra starting money awarded for wearing a fancy hat

Pizza-pie, risotto and ten ducats to take me to the post office! Ready for hard dealing and outrageous bribes? Two round tournament with a very appropriate prize. Fancy hats, Italian accents encouraged.

Louis Prima mood music provided.

138 Arkham Horror

Friday 8:00 PM on Salon 1 Table 9 for 8 hours

System: Arkham Horror

GM: Bob Kuzmeski

Nefarious creatures haunt the streets and skies of Arkham, and yet you cannot help but fear that a greater evil is looming. Can you seal the gates and drive the monsters back before the true terror is unleashed?

139 Diplomacy

Friday 8:00 PM in Salon C for 4 hours

System: Diplomacy

GM: Joshua Shank

Power Level: Novice

Type: Board

All materials provided by GM

Diplomacy, the game of international intrigue. No dice, no cards, no random events. Negotiate your way to world dominance through treacherous diplomatic channels. Deception, double-crossing, and betrayals run rampant! Can you out-shark the sharks?

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

231 Showdown

Saturday 8:00 AM on Salon 1 Table 1 for 6 hours

System: BattleStations!

GM: Rory Toma

Recent battles have left vast salvage treasures lying about in certain sectors. The derelict ships and equipment are yours for the taking. Four ships with 4-man crews all arrive at the same time to begin salvage operations... It looks like you have 3 more ships to salvage!

232 Starfarers of Catan

Saturday 9:00 AM on Salon 1 Table 4 for 4 hours

System: Starfarers of Catan

GM: Gabriel Vesperman

A variant of Settlers of Catan where players need to colonize other planets, trade with other races and have encounters with space pirates and travelers!

233 2nd Fleet

Saturday 9:00 AM on Salon 1 Tables 5-6 for 8 hours

System: Victory Games Fleet Series

GM: Gregory Wong

Backfires and badgers and bears, oh my! The navies of the Soviet Union and NATO have a showdown in the north Atlantic during the 1990s. An intermediate level scenario will be played. No logistics or tactical nukes. If enough people show up, players will be grouped into teams. Beginners are welcome.

234 Arkham Horror

Saturday 10:00 AM on Salon 1 Table 2 for 4 hours

System: Arkham Horror

GM: Richard Silver

Been intimidated by the rules? Beginners and experienced welcome. And I do like kids (they'll taste yummy for lunch). Ages 12+. Will give out player aids. (nothing fancy, though)

235 Scavenger Hunt in Space

Saturday 10:00 AM on Salon 1 Table 7 for 6 hours

System: Battlestations!

GM: Tom Granvold

Each two player team commands a spaceship on a Scavenger Hunt! Beginning level characters only, can be provided by GM.

236 Nightmare Chess x4

Saturday 10:00 AM on Salon 1 Table 8 for 4 hours

System: Nightmare Chess

GM: Brian P. Culcasi

Variations: 4-Way Chess

The classic game of Chess for 4 players- same rules, but dangerously different. White vs. Black vs. Gold vs. Silver. In addition to the rules of Chess (with a modified board to accommodate 4 players at once), the 'Nightmare' card-variant will be included- beware!

237 Age of the Dragon Tears

Saturday 11:00 AM on Salon 1 Table 3 for 3 hours

System: Age of the Dragon Tears

GM: Dave Wainio

Fly and fight as a Dragon for the mystic Dragon Tear crystals. Large 5x6 foot map board w/ big figures. Something of a Dragon demolition derby.

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

331 Axis and Allies Tournament

Saturday Noon on Salon 1 Tables 9-12 for 12 hours

System: Axis and Allies Revised Version

GM: Leonard Carrillo

Power Level: All levels welcome

Variations: Basic Game no optional rules

It is Spring, 1942. YOU control the fate of the world in this revised version of the classic board game. Swiss style tournament with

games to run minimum of 3 rounds and under 3.5 hours. Minor Victory to win. Minor adjustments depending upon number of players. Gamemaster to supply 2 games, please bring one if you have it. Prizes!!!

332 Samurai Swords

Saturday 2:00 PM on Salon 1 Table 8 for 6 hours

System: MB Game Masters Series

GM: Eric H. Olender

Japanese Warlords compete to become Shogun of Medieval Japan. Players secretly allocate resources to gain the initiative, build a castle, conscript units, hire mercenary Ronin, or hire the Ninja. Daimyo armies recruit units, move, garrison provinces, and fight other armies, not necessarily in that order. Any player who manages to conquer half of Japan immediately wins!

333 Cosmic Encounters

Saturday 3:00 PM on Salon 1 Tables 1-4 for 8 hours

System: Cosmic Encounters

GM: Daniel Cooper

Power Level: Beginner

Variations: Final will use Original Eon Products version of Cosmic Encounters with all 9 expansions

Play the game that inspired Magic the Gathering. Cosmic Encounters is the wild game of universe domination. The rules are simple, but at the beginning of each game, the players pick an alien power that lets them break or majorly bend a rule. A Games Magazine Hall of Fame Game!

334 Diplomacy

Saturday 5:00 PM in Salon C for 4 hours

System: Diplomacy

GM: Joshua Shank

Power Level: Novice

Type: Board

All materials provided by GM

Diplomacy, the game of international intrigue. No dice, no cards, no random events. Negotiate your way to world dominance through treacherous diplomatic channels. Deception, double-crossing, and betrayals run rampant! Can you out-shark the sharks?

Session 4. 400 Series games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

431 Titan

Saturday 6:00 PM on Salon 1 Tables 5-6 for 8 hours

System: Titan

GM: Dan Cloutier

The classic monster slug-a-thon. Considered by many to be one of the best board games ever created.

432 Game Publishers Association Open Box Showcase

Saturday 6:00 PM on Salon 1 Table 7 for 3 hours

System: Many

GM: Dave Wainio

Give us small publishers a test spin. Many titles will be available - if we don't know the rules already we'll help you figure them out.



Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

531 Betrayal at House on the Hill

Sunday 10:00 AM on Salon 1 Table 1 for 6 hours

System: Betrayal at House on the Hill

GM: Mark MacVicar

Explore a haunted house filled with deadly secrets. Beware! There may be a traitor among you. Each game evolves differently. New players encouraged. Two rounds.

532 World of Warcraft: The Boardgame

Sunday 10:00 AM on Salon 1 Table 3 for 6 hours

System: World of Warcraft: The Boardgame

GM: Paul Hoffmann

Take up arms for the glory of the Horde or the Alliance. Travel across Lordaeron, vanquish monsters, gain experience and power, and earn honor for your faction.

533 Game Publishers Association Open Box Showcase

Sunday 11:00 AM on Salon 1 Table 2 for 3 hours

System: Many

GM: Dave Wainio

Give us small publishers a test spin. Many titles will be available - if you don't know the rules already we'll help you figure them out.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

631 B-17: The Big Week

Sunday 4:00 PM in Danville Room for 8 hours

System: B-17: Queen of the Skies Solitaire Game (The Avalon Hill Game Company)

GM: Ron Plunk

Variations: Multi-player Squadron 'team' rules; new players welcome; rules taught. Limited quantities of game components will be available, but a copy of B-17: QOTS is helpful.

Join Memphis Belle and Picadilly Lilly as the 8th AF pummels Occupied Europe kicking off 'Big Week' (Operation Argument) targeting Luftwaffe production plants.

632 Fantasy Flight Games

Sunday 4:00 PM on Salon 1 Tables 2-3 for 6 hours

System: Fantasy Flight Games

GM: Cedric Chin

Stop by and play FFG's newest and best-known boardgames and card games. Newer games include Warcraft: The Boardgame, Descent: Journeys in the Dark, and Arkham Horror (tentative). We will also have Doom, Lord of the Rings, Reiner Knizia games, and other FFG games to play. Prizes will be Loco and Hollywood.

633 The Doom of Merlock

Sunday 5:00 PM on Salon 1 Table 4 for 8 hours

System: Descent: Journeys Into the Dark! (modified)

GM: Robert W. Calfee

Variations: New Monsters, Treasures, Tiles!

Adventure deep into the caverns of Quai-Luu in search of the fabled artifact known as Merlock's Doom. New monsters and modified rules for the Fantasy Flight board game. Six players? You bet!

Session 7. 700 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

731 Age of the Dragon Tears

Sunday 6:00 PM on Salon 1 Table 1 for 3 hours

System: Age of the Dragon Tears

GM: Dave Wainio

Fly and fight as a Dragon for the mystic Dragon Tear crystals. Large 5x6 foot map board w/ big figures. Something of a Dragon demolition derby.

732 Robo-Rally

Sunday 9:00 PM on Salon 1 Tables 7-8 for 4 hours

System: Robo-Rally (Original)

GM: 'Dawn Dee' Beliz

Variations: Expansion Sets 'Radioactive' & 'Grand Prix' (Original) Original RoboRally including Radioactive & Grand Prix sets. Easy to learn, interactive. Robot flag race thru course of armed opponents & other hazards! Fun, silly.

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

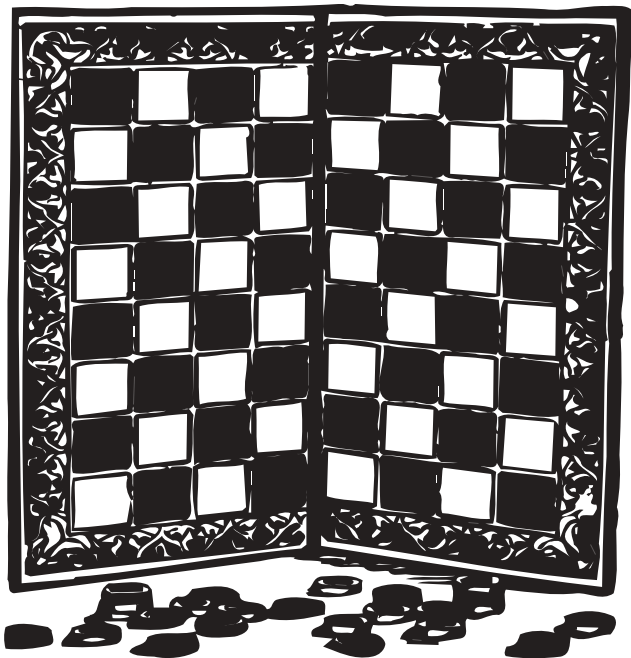
831 Command and Colors

Monday 10:00 AM on Salon 1 Table 1 for 4 hours

System: Command and Colors

GM: Tom Granvold

Try out the new game, Command and Colors: Ancients, similar to Battle Cry and Memoir '44. Easy to learn, quick to play. Beginners and kids, 12+, welcome.



Card Games (Collectible or Not)

All card games are signed up through Games Registration.

Friday

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

141 Warlord CCG - Highlander Variant

Friday 8:00 PM on Salon 2 Tables 1-4 for 4 hours

System: Warlord CCG

GM: Richard Carter Players must provide own game materials

Variations: Highlander

In this variant format 'There can be only one' of any particular card in each player's deck. Otherwise, standard, Campaign Edition format and rules. Swiss pairings. Prizes for participation and top placings.

142 Video Arcade - Beta test

Friday 8:00 PM on Salon 2 Table 5 for 4 hours

System: Video Arcade

GM: Nick Weed

All materials provided by GM

Be the first to experience this newly-created card game based on classic arcade games of the 1980's.

143 Warlord: Dragonlord Challenges

Friday 9:00 PM on Salon 2 Tables 6-8 for 4 hours

System: Warlord CCG

GM: Richard Carter

Players must provide own game materials

Have you beaten an Overlord Attack and wonder 'What's next?' The answer is the Dragonlords. These 3 overpowered individuals await your challenges and stand guard over the mighty Medusan Lords.

Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

241 Warlord CCG - Campaign Tournament

Saturday 9:00 AM on Salons AB Tables 6-12 for 6 hours

System: Warlord CCG

GM: Richard Carter

Players must provide own game materials

Warlord CCG - standard, Campaign Edition format and rules. Swiss pairings. Prizes for participation and top placings.

242 Nuclear War Tournament

Saturday 10:00 AM on Salons AB Tables 1-5 for 2 hours

System: Nuclear War

GM: Rick Loomis

Please bring a copy of the game if you can

Variations: rules will be taught

Be the first on your block to blow up your block! Nuclear War, it's a blast! Prizes offered to survivors!

Session 3. 300 Series games
Sign up by Saturday 11:00 AM
The registration forms for this session are Blue

341 Weapons of Mass Destruction Tournament

Saturday Noon on on Salons AB Tables 1-5 for 2 hours

System: Nuclear War

GM: Rick Loomis Please bring a copy of the game if you can

Variations: Weapons of Mass Destruction

Be the first on your block to blow up your block! Nuclear War, it's a blast! Prizes offered to survivors!

342 Munchkin

Saturday 2:00 PM on on Salons AB Table 1 for 4 hours

System: Munchkin

GM: Ryan Graham PAll materials provided by GM

Kill the monsters, steal their treasure, and backstab your buddies!

Play the game we all love (or just don't realize we love yet) and get real life LOOT for the winner! Don't miss out on the fun!

343 Ninja Burger Tournament

Saturday 2:00 PM on on Salons AB Table 3 for 4 hours

System: Ninja Burger Tournament Power Level: Introductory

GM: Janette Walters All materials provided by GM

Variations: Three round double elimination, or something.

Sumo Size Me! There are now new ninja characters and new delivery missions. Honour demands you put your ninjitsu skills to the test! Prizes from Steve Jackson Games.

344 Warlord CCG - Poor man

Saturday 3:00 PM on on Salons AB Tables 6-12 for 4 hours

System: Warlord CCG

GM: Richard Carter Players must provide own game materials

Variations: Poor man

Warlord CCG - poor man variant. Besides Warlords, no deck can feature cards of Promo, Rare, or Fixed rarity. Otherwise, standard, Campaign Edition format and rules. Swiss pairings. Prizes for participation and top placings.

Session 4. 400 Series games
Sign up by Saturday 5:00 PM
The registration forms for this session are Tan

441 The Path of Tears

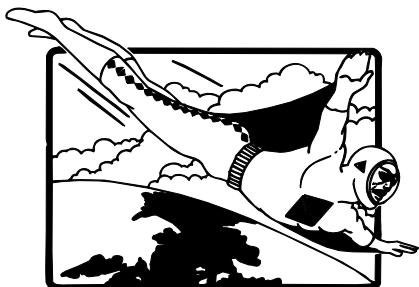
Saturday 6:00 PM on on Salons AB Tables 5-8 for 8 hours

System: Vampire: The Eternal Struggle

GM: Ian Lee Game materials can be provided by GM

Variations: Standard Constructed

Standard constructed V:TES tournament, see www.white-wolf.com/vtes for floor rules. Two prelim plus finals. Players expected to play all prelim rounds. Prizes for all participants.



Sunday

Session 5. 500 Series games
Sign up by Saturday 9:00 PM
The registration forms for this session are Green

541 Magic Sealed draft

Sunday 9:00 AM on on Salons AB Tables 1-3 for 8 hours

System: Magic: the Gathering Power Level: Expert

GM: Paul Yale Players must provide own game materials

Variations: non-sanctioned tournament

A new draft with every game! Each player must bring three 15-card

Magic: the Gathering boosters from any set. Keep one card for

yourself, then find an opponent, shuffle, draft, play, shuffle, draft,

play, etc. Players will draft all rares at the end in order of points: 2

points for a win, 1 point for a loss or tie. A great way to hone your

drafting and deck construction skills!

542 City of Heroes CCG - Proving Ground

Sunday 9:00 AM on on Salons AB Tables 4-7 for 4 hours

System: City of Heroes CCG

GM: Richard Carter Players must provide own game materials

Is your Hero the toughest in Paragon City? Or just a supporter to the

real heroes? Find out in this tournament of the new City of Heroes

CCG from AEG. Standard tournament rules available at

Alderac.com

543 Lost Worlds Picture Book Combat Game tournament

Sunday 10:00 AM on on Salons AB Tables 8-12 for 2 hours

System: Lost Worlds

GM: Rick Loomis Please bring a copy of the game if you can.

Variations: rules will be taught

Dice? We don't need no stinkin' dice. This is a game of fantasy

combat where the results are NOT determined by throwing a higher

number than your opponent with dice. We will have a double

elimination tournament, with prizes for the winner and the semi-

finalists.

Session 6. 600 Series games
Sign up by Sunday 11:00 AM
The registration forms for this session are Lilac

641 Legend of the Five Rings

Sunday 1:00 PM on on Salons AB Tables 4-7 for 4 hours

System: L5R CCG

GM: Richard Carter Players must provide own game materials

Legend of the Five Rings (L5R) CCG - Standard Lotus Format

tournament using standard floor rules. Swiss pairings with prizes.

642 Raw Deal All-Axxess tournament

Sunday 1:00 PM on on Salons AB Tables 8-12 for 4 hours

System: WWE Raw Deal Power Level: Beginner to advanced

GM: Sam Breniman Players must provide own game materials

Compete for official prize cards in THE most electrifying CCG

around, Raw Deal. This All-Axxess tournament will count towards

WWE Raw Deal world rankings!

643 New Moon over Monrovia

Sunday 1:00 PM on on Salon 2 Tables 5-7 for 8 hours

System: VTES

GM: Kevin Kirby Game material can be provided by GM

Variations: Legacy of Blood

16 VTES draft tournament using cards from latest expansion set.

Miniatures

All miniatures games are signed up through Games Registration.

Friday

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

161 Heroclix 300 pt One team

Friday 8:00 PM on Salon FG Tables 4-8 for 4 hours

System: Heroclix

Power Level: 300 Pts

GM: Cyrus Makalinaw

Players must provide own figures

Variations: Unrestricted

Comic's greatest teams collide in battle. Rules are simple, members must be from the same team. No Avengers card (too broken in this format). 300 points

162 Game M22

Friday 8:00 PM on Hallway Table 1 for 12 hours

System: Jon Tuffley's Stargrunt II

GM: Jason Launer

All figures provided by GM

Stargrunt! It's the gritty squad-level miniature game that's packed with PRIDE and filled with FREEDOM. That dares to ask the question: four legs good, two legs bad? Beware, traveler for this is the all night marathon your mother warned you about. Brains will be eaten!

163 The Rise and Decline of Sherman VI...or maybe VII

Friday 8:00 PM on Salon FG Tables 1-2 for 6 hours

System: OGRE Miniatures

Power Level: Nuclear!

GM: Jim Kundert

All figures provided by GM

Variations: LAD and experimental Vulcan rules

The cybernetic supertank Sherman VI is reported down, but not out. Can you rescue and/or put paid to this gigantic menace to Europe once and for all?

164 Extreme Necronomicron

Friday 8:00 PM on Hallway Tables 2-4 for 4 hours

System: Necromunda

Power Level: 1000-2500 pts

GM: Joel Clark

Miniatures can be provided by GM

Variations: Living Rulebook

Lost, a necromunda gang stumbles upon the ancient and fabled archeotech dome of Necronomicron. Before they can hoard their new riches, they quickly discover they were being followed.



Saturday

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

261 What Lies Unseen

Saturday 8:00 AM on Hallway Table 2 for 8 hours

System: Full Thrust

GM: Dennis Seiffert

All figures provided by GM

Variations: MFT, Fleet Books 1&2 used

A strange craft looms in the sector of space known as 'the darkness.' What will the ESU & NSL strike force find when it arrives? What will the darkness reveal?

262 Dundracon Warhammer 40k RTT

Saturday 9:00 AM on Salon FG Tables 1-8 for 10 hours

System: Warhammer 40k 4th ed.

Power Level: 1850 points

GM: Chad Martens

Players must provide own game materials

Are you the best 40k player around? Come and prove your mettle in this 3 round 40K RTT. Awards for best painted and sportmanship will be included along with the best general. All prizes provided by Endgame of Oakland. Player registration will start at 8:00 AM till the start of the first round. All current codexes are allowed including the Armored Companies in WD 294. Only Demonhunter and Witchhunter allies allowed, following the normal rules. No Tyrannid seedling swarms. All players will need to bring 3 loot counters. Cool and theme counters will be worth bonus points. There will be a quiz on general rule and background knowledge.

263 Clash at Dorac

Saturday 10:00 AM on table(s) Hallway 1 for 8 hours

System: Star Blazers Miniatures Rules

GM: Nathan Kajikuri

All figures provided by GM

The Dark Nebulan attack force has entered Earth territory- but not the Earth territory that they have been seeking.

264 Treasure of the Old Ones

Saturday 10:00 AM on Hallway Tables 3-4 for 8 hours

System: Warhammer Fantasy Battles - 6th ed

GM: Simon Kiefer

Figures can be provided by GM

Power Level: 2000 points

An ancient Treasure of the Old Ones has been found and you and your forces have been sent to recover the treasure. A simple Task, Right? No, other Races have heard of the treasure as well and are also on their way. Now it's race and your whole career is on the line. Muhaa, ha, ha, ha!!!

Session 3. 300 Series games

Sign up by Saturday 11:00 AM

The registration forms for this session are Blue

361 Titanic Tag-Teams of Terror

Saturday Noon on Salons FG Tables 9 for 6 hours

System: Giant Monster Rampage

GM: Zoran S. Kovacich

Power Level: 200 base points

Type: Miniatures

All figures provided by GM

Variations: minor house-rules variations

This tournament recreates the greatest wrestling-style monster matches of the 1970's. It's Godzilla and an ally versus two of his greatest foes. Will history repeat itself or will the bad guys prevail?

362 Warmachine Steamroller Tournament

Saturday 1:00 PM on on Salon 2 Tables 1-4 for 8 hours
System: Warmachine Power Level: 500 points
GM: EndGame Players must provide own figures
Variations: Steamroller
Join Endgame for hours of Warjack on Warjack madness! Prize Support for: Champion, Best Faction, Worst Luck, Best Painted Model or Unit. Please bring two prepared 500-point army lists (one to keep, one to turn in to the judge.) Let the Battles begin!

363 Sieze and hold the MilPower Station

Saturday 1:00 PM on Salons FG Table 10 for 4 hours
System: Starguard Power Level: Intermediate
GM: Bill Kurtz Figures can be provided by GM
Variations: Warbots & Death Machines Supplements
The military has been deactivated. You are a small group of vets that need to sieze and hold the Point Vincent Military Power Station against the Fabians. AFVs will play a part. Figures provided or bring your own Repcom.

364 Heroclix 400pt Unrestricted Game

Saturday 1:00 PM on Salons 2 Tables 5-8 for 4 hours
System: Heroclix
GM: Cyrus Makalinaw Power Level: 400 pts
Type: Miniatures Players must provide own figures
Variations: Unrestricted
Heroclix, the Super Hero Based Miniatures game. Create a 400 pt army from any set.

Session 4. 400 Series games

Sign up by Saturday 5:00 AM

The registration forms for this session are Tan

461 Coastal Combat

Saturday 6:00 PM on Salons FG Table 10 for 4 hours
System: Starguard Power Level: Intermediate
GM: Bill Kurtz Figures can be provided by GM
The research system, Seaside 1, has dropped offline. Recon the site and remove any hostiles found. Starguard Semper Fi!

462 Monsers From Space!!!!

Saturday 6:00 PM on Hallway Table 2 for 8 hours
System: Starguard
GM: Peter Bauer All figures provided by GM
Variations: 5ed
Recon Team 566: Life is estimated to have been present on Hellos 23 ... we have started to find evidence of complex organised life though the fauna that appears is very strange to our eyes; strange quilted animals that are hard to interpret, jellyfish, forms of sea pen and peculiar discoid creatures with a three-fold symmetry. Animal life that we recognise are primitive molluscs, arthropods and chordates.

463 Battle for the Dwarrowdelf

Saturday 7:00 PM on Hallway Table 1 for 6 hours
System: GW LOTR
GM: Wyn Robertson All figures provided by GM
Recreate Balin's bid to take back The Mines of Moria. The second scenario from the Shadow and Flame supplement. The axes of the dwarves are sharp, but are there enough of them to hold back the goblin tide? Shamen, cave trolls and drums, oh my!

464 By Blake's Blood It Will Be Done

Saturday 8:00 PM on Hallway Table 4 for 8 hours
System: BattleTech
GM: Robert Owens Power Level: Moderate
Type: Miniatures All figures provided by GM
Players will play either Task Force Resolute Justice of the Star League Army or Attack Group Epsilon of the Word of Blake in a game to determine the control of a vital planet in the Lyran Occupation Zone of New Terra.

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

561 DundraCon Warhammer Fantasy RTT

Sunday 9:00 AM on Salons FG Tables 1-8 for 10 hours
System: Warhammer Fantasy Battle Power Level: 2250 points
GM: Chad Martens Players must provide own game materials
Battle it out for the top place in the Warhammer RTT. Awards for best painted, sportmanship, and best general. Expect something a little different this year. All prizes provided by Endgame of Oakland. Player registration will start at 8:00 AM till the start of the first round. All current Army books are allowed. Special characters are allowed. No steam tanks please. Any army that requires a special character must be used as written. Zombie pirates are allowed. There will be a quiz on general rule and background knowledge.

562 ULTRA Monster Rampage

Sunday 10:00 AM on Salons FG Table 10 for 6 hours
System: Giant Monster Rampage / Toy Battle System
GM: Brian P. Culcasi Power Level: 250-350 pts. / monster
All figures provided by GM
Variations: Minimal to Core Rulebook
Battle it out with 10 of the most popular Ultra-monsters from the original 1960's television show: Ultraman. Buildings smash, titan's clash and only the strongest of monsters remain. Victory Points will be awarded with prizes for the Winner and Runner-Up.

563 Friends in Need: The Dark Nebula War

Sunday 10:00 AM on Salons FG Table 9 for 8 hours
System: Star Blazers Fleet Battle System
GM: Keith Holmes Power Level:
Type: Miniatures All figures provided by GM
The year is 2203. The Earth has been freed of the Dark Nebula Empire. But the war is not over. Can an Earth Fleet stop the Nebulans before they defeat Desslok?

564 Omaha Breakout

Sunday 10:00 AM on Hallway Table 2 for 4 hours
System: Axis & Allies Miniatures
GM: William R. Dash All figures provided by GM
Variations: 1st and 2nd releases, some house rules
D+2 on Normandy. Allied mech column advances to relieve US paratroops holding Coq du Mer. UK glider troops must hold open two vital bridges along the way. German forces in the area are threatening counter-attack. Panthers, Tigers, Brumbars, OH MY!

Monday

565 Pile On: a search and destroy mission in Vietnam

Sunday 10:00 AM on Hallway Table 4 for 6 hours

System: Flames of War

GM: Charles Gomez

All figures provided by GM

Variations: Modern

As a part of Operation Cedar Falls in the 'Iron Triangle,' an American armored company is to engage in a search and destroy mission. A company of NVA regulars is believed to be based in several villages. The armored company will be the hammer and engage the enemy. Once engaged, air mobile forces will provide the anvil to contain NVA forces.

Session 6. 600 Series games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

861 A Galaxy Divided

Monday 8:00 AM on Hallway Tables 1-2 for 6 hours

System: Star Wars Miniatures by Wizards of the Coast

GM: Curtis Plunk

Power Level:

Type: Miniatures

Figures can be provided by GM

Star Wars Miniatures by Wizards of the Coast. Bring a 100 pt squad

for friendly play. Minis can be provided, rules can be taught. The

Dark Side is spreading, which side will you choose?

661 Brik Wars: The Battle of...Pointy...Things.

Sunday Noon on Hallway Table 1 for 6 hours

System: Brik-Wars

GM: Jeff Fitzgerald

All figures provided by GM

Armies of joyous yellow-headed fighters battle over brik-based terrain for honor, glory, shiny things, guns, cool hats, parrots, guts, glory, bloodlust, merriment, death, more shiny things, and glory. You may have built cities and vehicles with these tiny yellow men and their briks, but never before have you seen them in as much action as this! Newbies welcome, humor expected.

662 Flames of War Tournament

Sunday 1:00 PM on Salon 2 Tables 1-4 for 8 hours

System: Flames of War

Power Level: 1,500 points

GM: EndGame

Players must provide own figures

Join Endgame in an epic clash on the battlefields of Europe! For this tournament the valid armies are: All released Intelligence Briefings covering Mid war and rules marked "official" for Mid war periods.

Your list should be no more than 1,500 points. Rules will encompass: Main rule book with updates from "Lessons from the Front III".

Players should be able to complete games within a two hour time frame. For questions regarding this tournament, feel free to contact campaign@endgameoakland.com. Let the battle begin!

664 Axis & Allies Miniatures 150-Pt Constructed Tournament

Sunday 2:00 PM on Salon 1 Tables 5-12 for 7 hours

System: Axis & Allies Miniatures

GM: Scott Chelette

Players must provide own game materials

665 Conquest of the Ultra-Hulk

Sunday 3:00 PM on Hallway Table 2 for 8 hours

System: Space Hulk Power Level: 1-2 squads per player, any race

GM: Chris Larson

Figures can be provided by GM

Variations: both expansions, plus custom extras, any 40k minis

The largest Space Hulk ever seen drops out of the Warp. Mysterious & powerful energy signatures are detected deep inside it. What might be there? Glory? Riches? Or Death... Use my troops, or bring your 40k or other sci-fi minis.



Role-Playing Games

All RPGs are signed up through Games Registration.

Friday

Session 1. 100 Series games

Sign up by Friday 7:00 PM

The registration forms for this session are Gray

101 The Great Hunt for the Other Horn

Friday 8:00 PM in Room 143 for 8 hours

System: Wheel of Time Power Level: 6th - 10th level

GM: King Fellgood All characters provided by GM

The Great Hunt left Illian, and now 6 months later leaves for another hunt. Can the hunters find the evil Horn of Valere, or will it be the Trolloc War all over again?

102 Exiles: The Stuff Heroes Are Made Of

Friday 8:00 PM in Room 145 for 6 hours

System: Mutants and Masterminds Power Level: 10th level

GM: Dylan Gregory All characters provided by GM

Variations: Some House Rules

Another day, another reality, except this reality has something wrong. There is something sinisterly ominous hanging on the horizon. Good luck!

103 LUCK Anyone?

Friday 8:00 PM in Room 147 for 6 hours

System: Serenity RPG Power Level: Greenhorn to Veteran

GM: Robert Johnston All characters provided by GM

Variations: Standard rules from the new RPG

We have 2 jobs! Imagine such a thing happen' in the Verse.

Course'n' NOT with my gorram LUCK! This

INTRODUCTORY game will teach the rules.

104 The Silver Hand of Taubn

Friday 8:00 PM in Room 149 for 6 hours

System: Dungeons & Dragons 3.5 Power Level: 7th

GM: Eric S. Wood All characters provided by GM

Variations: Personal Gameworld with Random Criticals

System

Adventure in the world of QÓÓ. The Company of the Black Stones has been hired to go into the catacombs of Or Guey Kren, the Iron City, to recover the Silver Hand of Taubn. This is the first in a series of convention adventures with the Company. Come play them on their inaugural mission.

105 Secrets of the Crawling Swamp: Vvaraak's Cave

Friday 8:00 PM in Room 151 for 8 hours

System: D&D 3.5 Power Level: 10

GM: David Gay Characters can be provided by GM

Variations: Eberron

Beyond a cracked seal in a ruined temple lies a passage to madness. Track aberrations back to their master, find an ancient dragon's lair, stop an invasion. Action and roleplaying aplenty.

106 Nocturnum/Snowflake Valley

Friday 8:00 PM in Room 152 for 6 hours

System: Call of Cthulhu d20 Power Level: 3rd level

GM: Jerry Betti All characters provided by GM

Unexpected car wreck during a ski-trip begins investigators' trek into world-spanning evil plot by an elder race. Part 1 (and maybe 2) of 19.

107 A Fool and His Gold...

Friday 8:00 PM in Room 154 for 8 hours

System: Dungeons and Dragons 3.5

Power Level: 5th to 7th level

GM: Dan Bodon Players must provide own characters

Variations: Forgotten Realms, Eberron, etc. on case by case basis

A wealthy merchant has invested a great deal of money in a new gold mine. Unfortunately, the gold mine has turned out to be haunted! Naturally, his solution is to send a group of adventurers in to solve the problem. What do ghosts want with gold anyway? Please supply your own miniatures.

108 The One with Wave, Whelm and Blackrazor

Friday 8:00 PM in Room 156 for 8 hours

System: D&D 3.5 Power Level: 6th level, give or take

GM: Jon Wilson Characters can be provided by GM

Variations: Game = old school feel; Your Characters = the closer to core, the better

A chance to hold fabled artifact weapons in your hand... but is it worth it? Old school flavor, scale props, new seasoning.

109 Matt Sanborn's 'All Nighter'

Friday 8:00 PM in Room 157 for 8 hours

System: Standard Call of Cthulhu w/some 1st Ed. D & D

GM: Dave Noonan All characters provided by GM

Variations: AD &D game within a CoC game

What happens when friends dodge work to play D&D and get snowed in by the Northeaster of '78? It's a game within a game. The RPG your Mama warned you about.

110 Honor in Shadows

Friday 8:00 PM in Room 159 for 6 hours

System: L5R 3rd ed. Power Level: Moderate

A mystery set in a daimyo's remote home.

111 Fright Night

Friday 8:00 PM in Room 160 for 8 hours

System: D&D3.5 Power Level: 7th (22K xp), 20K gp,

crafted items count against wealth and XP

GM: Jason Carpenter Players must provide own characters

Variations: No evil; modest stats, please (e.g., 32-point buy)

On a dark and stormy night, villagers and artisans prepare for St. Cuthbert's Day. But mysterious deaths may ruin all, unless the heroes can figure it out...



112 A Matter of Time

Friday 8:00 PM in Room 161 for 6 hours

System: Call of Cthulhu

GM: Joseph Kuo All characters provided by GM

Variations: 1930

Roland Carter, a brilliant P.I. and a dear friend, was found screaming next to a city dumpster that he had apparently just set fire to. After committing him to the sanatorium, it is now up to you to figure out what happened to your buddy...

113 The Feathered Mound

Friday 8:00 PM in Room 162 for 6 hours

System: AD&D 1st ed. Power Level: 5-10 level

GM: Greg Landon All characters provided by GM

Variations: house rules

You are hired to find/retrieve 3 powerful magic weapons. Come join the fun as you venture into the WARM, friendly atmosphere of an active volcano in this time limited game. No need to worry about the recent earthquakes that are becoming more frequent; honestly, they could be caused by anything!

114 Winter Wonderland

Friday 8:00 PM in Room 163 for 6 hours

System: 3.5 Dungeons and Dragons Power Level: Level 5-7th

GM: Don Satow Characters can be provided by GM

Variations: core rules only

In the farthest northern reaches, an elven encampment is under siege. The Hollow Lands to the south are attempting to gain the elves' treasures. High priest Klaus needs brave adventurers to travel through the Hollow Lands to break the siege in the North.

115 Edge of Oblivion Part I

Friday 8:00 PM in Room 164 for 8 hours

System: D&D 3.5

Power Level: for 48th - 60th Effective Characters Levels

GM: Louis Contreras Players must provide own characters

A dire call for the legends has been made, and you, the Heroes of Greatest Renown, are called forth to defend all again. Epic level adventure for you to overcome.

116 Revenge is a dish best served COLD!

Friday 8:00 PM in Room 165 for 8 hours

System: GURPS 4th Edition: Space

Power Level: 200pts to 250pts

GM: Mike Wilson All characters provided by GM

Variations: Star Trek

The Romulans did it again. For whatever reason, and they don't need many, a Romulan ship attacked a small Klingon colony in the StarFire Region.

117 Test of the Trigram

Friday 8:00 PM in Room 166 for 6 hours

System: Hero Fifth Edition Power Level: 75+75

GM: Mark Mensch All characters provided by GM

Variations: Modern Fantasy

There's a new incursion of unseele and it is up to the Trigram to enforce the treaty between Humans and Fae. The hard part? The humans aren't allowed to know.

118 Rats in a maze (A Good Omens Production)

Friday 8:00 PM in Room 168 for 8 hours

System: Deadlands

Power Level: n/a

GM: Matt Espinoza All characters provided by GM

Variations: Minor rules variation

Hired by a mad scientist, your posse must track down a large shipment of ghostrock lost in the Great Maze. Mature players suggested. 3 players will be selected for the final game "Killin' Time."

119 Time Loop

Friday 8:00 PM in Room 170 for 8 hours

System: Dungeons and Dragons 3.5 Power Level: 12th level

GM: Nathan Hirth Players must provide own characters

Lord Krithane's manor house is caught in a time loop, repeating the same three hours over and over again. You must go into the house and stop whatever is causing the time loop.

120 The Prince is Pissed

Friday 8:00 PM in Room 171 for 6 hours

System: Vampire : The Masquerade Power Level: Neonate

GM: Tim McKusick All characters provided by GM

Variations: Old system - pre Requiem

What the hell did you guys do? My advice is to just run, and run fast. The prince wants you in his office before sunup, what are you going to do?

121 To Dream the Impossible Dream (A Good Omens Production)

Friday 8:00 PM in Room 374 for 8 hours

System: Witchcraft

GM: Catherine Klikoff All characters provided by GM

To save a hero and catch a killer you must go to a place where Gods and Men stand equally, where the weather can change from hot July to frozen January in a few steps and nothing is what it seems to be. You must go to Hod. 50/50 roleplay/action.

122 As Heaven is Wide (A Good Omens Production)

Friday 8:00 PM in Room 375 for 8 hours

System: Mage: the Awakening

Power Level: Starting Characters

GM: Gregory Alan Mathieson All characters provided by GM

There is a rising current in the supernal world, a cult of Awakened forming to threaten the old ways and bring in a reign of terror. No Consilium believes the evidence.

123 Challenge of the Super Friends!

Friday 8:00 PM in Room 376 for 8 hours

System: Hero System 5th Ed.

Power Level: Varies by character

GM: Derek Hiemforth All characters provided by GM

Variations: Minor, to enhance cartoon feel

It's the Justice League of America vs. The Legion of Doom!

Good roleplay & knowledge of the 1970's cartoon more important than knowledge of Hero System rules!

Saturday

124 Secret Asian Hmong

Friday 8:00 PM in Room 378 for 8 hours

System: Call of Cthulhu

GM: David Mitchell All characters provided by GM

Variations: Delta Green - Modern Day

AES Decryption successful. Feb 15th 2006. Professor Charles Johnson has made find of unusual nature. Proceed to Angkor Wat, Cambodia immediately. Make contact and gather information. Assess potential threat level and take appropriate action according to Icarus Protocol. CIA intel suggests No hostiles in area. Further details follow.

125 The Great Cartoon Race

Friday 8:00 PM in Room 379 for 4 hours

System: TOON

Power Level: Wild & Crazy

GM: Doc Cross All characters provided by GM

Variations: Plenty

Ladies and gentletoons, start your engines! The race is on! Well, it will be after you build your race cars...and get the money for the entry fee...and money for gas...and learn to drive. THEN we'll have a wacky cross country race!

126 Battle Above the Earth

Friday 8:00 PM in Room Danville for 8 hours

System: V&V with Volare'verse variations

GM: Rob Allard All characters provided by GM

The Honor Guard, Cosmo City's premiere heroes are called to defend the Earth against an evil from beyond the stars, the fate of the world rests with them. A Team Volare' Production.

127 Good News... Bad News

Friday 10:00 PM in Room 377 for 8 hours

System: Hero JI / Pulp Hero

Power Level: Characters Provided

GM: Randy Greer All characters provided by GM

Variations: Bring 1930's attitude

Beat the Nazi's to the tome, got the idol that proves egyptians were in South America, survived the falls, didn't get eaten by the gators, all good right? Where are we?

128 Deed of Marath

Friday Midnight in Room 379 for 8 hours

System: 3.5 D&D

Power Level: 9th Level

GM: Adam Johnson All characters provided by GM

King Gerrick seeks adventurers to help him reclaim the ruined city of Kara'Dun. Find the deed and the King's favor will truly be yours.

129 Look Out Below!!!

Friday Midnight in Room 381 for 8 hours

System: Cyberpunk 2020 Power Level: 70 character points

GM: Jean Pierre Menard Characters can be provided by GM

Variations: pick up skill points 10 extra, Specialization

Life is good for you. A week ago you had a great paying job with many benefits. Then, you wake up in a room with many other people with some not moving. Over the intercom you hear: 'We have the place surrounded.'

Session 2. 200 Series games

Sign up by Friday 9:00 PM

The registration forms for this session are Pink

201 Into the Darklands

Saturday 8:00 AM in Room 143 for 10 hours

System: 3rd/3.5 D&D

Power Level: 9-12th level

GM: L. Johnson

Characters can be provided by GM

Variations: Bring anything you can think of

King would like you to take a peace offering from the elves through the Dark Valley to the Cavern Bull King. Help restore the alliance among the four kingdoms before the Waste Lands wage war. There can be no failure.

202 Dropped into the Mouth of the Dragon

Saturday 8:00 AM in Room 145 for 10 hours

System: Last Great Empire

Power Level: Any

GM: Les Child

All characters provided by GM

Variations: Ghost Recon

Congressman Aichi and his family were taken captive by a well organized rebel band, during a trip to Mexico City. The rebel demands will not be met, so your ghost unit is being activated. Safe return of hostages is primary, all other objectives are secondary. Good Luck.

203 The Defense of Waters Deep

Saturday 8:00 AM in Room 147 for 10 hours

System: 3.0 and 3.5 D&D

Power Level: 40th to 55th level

GM: Carl Earl Ogden

Characters can be provided by GM

Variations: Epic, all but Psionic book

The sound of explosions pulls you and your fellows from a well-deserved rest. Who are these attackers who have overrun the Wharf and Sea Gate of the City of Splendor?

204 Temple of DEATH

Saturday 8:00 AM in Room 149 for 6 hours

System: D&D 2nd ed

Power Level: 5th to 7th level

GM: Andrew Heilborn

Characters can be provided by GM

Variations: Minor simplifications - nothing major

Evil has taken Ilheim by the neck, and the Mages point to the Temple of Death. Grab your Sword or Staff and get ready for some Dungeon Delving!

205 Prey

Saturday 8:00 AM in Room 151 for 6 hours

System: Star Wars d20

Power Level: 5th level

GM: Numair

Characters can be provided by GM

Hunters hunted. What happens when the one you served has made it an order to kill you? Find out when you become prey.

206 Out of the Shadows, Into the Fire

Saturday 8:00 AM in Room 152 for 6 hours

System: 7th Sea

Power Level: 130-140 Hero Points

GM: Erik Woodbury

All characters provided by GM

Variations: Roll and Keep. Some house rules, nothing

drastic. Beginning players welcome.

An archbishop rescued and a deadly artifact stolen! These events send Charouse into chaos. Only D.K. operatives can retrieve the item before it's too late.

207 All Hell Breaks Loose

Saturday 8:00 AM in Room 154 for 6 hours

System: Champions 5th ed.

Power Level: 60 AP/Spd 6/30 DEF

GM: Jim Gettman Characters can be provided by GM
Some make deals with the Devil; Soulfire said: 'Make me yours'. Now she's on the way to Stronghold. Every hero in LA is called out on alert.

208 Retaliation: Adventures in Ronedar

Saturday 8:00 AM in Room 159 for 6 hours

System: D&D 3.5 Power Level: level 5-6

GM: Aaron Wolz-Romberger Characters can be provided by GM
Variations: My own world; with a few quirks.

Ronedar is experiencing a series of attacks from orcs led by kobolds, and has decided it is time to strike back. A select group of Guardians (you) have been sent into the tunnels below Salenir to strike back at these forces, and to find who is sending them.

209 Battle on the High Seas

Saturday 8:00 AM in Room 160 for 8 hours

System: D&D 3.5 Power Level: 90 ability points, Level 10 (ECL 1). 45,000 XP, 49,000 GP

GM: Geoffrey Nicholls Characters can be provided by GM
Variations: WotC supplements only

The underwater city of Seaton prepares to battle evil Enthor. They need weapons. You've been asked to guard the shipment. Privateers prowl the waters.

210 Changeling: The Musical

Saturday 8:00 AM in Room 161 for 8 hours

System: Changeling

GM: Aaron Lopez All characters provided by GM
It's a beautiful day on the city. The sun is shining, birds are flying, cops are dancing... Why is everyone singing? Oh well, this couldn't possibly be anything bad, could it?

211 Time Tours Ltd: This Was Not in the Brochure!

Saturday 8:00 AM in Room 162 for 8 hours

System: GURPS 4th ed

Power Level: 200 w/-75 in disadvantages

GM: Tom Vallejos All characters provided by GM
Variations: INFINITE WORLDS

An alternate world where the movie version of Old West exists has been hit by a REALTY QUAKE. Tourists and PARALABS techs are in danger. Rescue! Beginners ok.

212 Libris los Vampiros—Book of Vampires

Saturday 8:00 AM in Room 163 for 8 hours

System: Pulp Adventure Power Level: Pulp Hero (Very High)

GM: Jeff A. Hatch All characters provided by GM
Variations: Original System

A time of darkness has come. The prince of blood has returned and only six of the world's greatest heroes can stop his plan to dominate the world of the living. The Avengers meet Hell's Hunters in this terrifying battle against evil!

213 King of the City

Saturday 8:00 AM in Room 164 for 8 hours

System: Champions

Power Level: 60 point attacks, max 30 PD; 30 ED

GM: David Rakonitz Characters can be provided by GM
Variations: Minimal

The Urban King awakens. He ends the burden of free will. Who dare oppose him? Long live the king! - Writings of Dr. Polis

214 Into Pytfall's Sewers

Saturday 8:00 AM in Room 165 for 8 hours

System: Dnd, 3.5

Power Level: 8th Level

GM: Bruce J. Mattos Characters can be provided by GM
Variations: WOTC Books Only

Pytfall had fun in building the Sewers in Dyvers. A Guild war is underway & now you must enter one of Pytfall's final creations to recover someone. Down the stormdrain you go.

215 Dive! Dive! Smoke on the horizon!

Saturday 8:00 AM in Room 166 for 8 hours

System: Call of Cthulhu 6th edition

Power Level: Mid

GM: Leon C. Glover III All characters provided by GM
Variations: 1942

Last minute top secret sealed orders, crew and equipment additions. What gives? Role-playing, strategy, intrigue and Mythos fun in South Pacific WWII sub action.

216 Ill Wind

Saturday 8:00 AM in Room 168 for 8 hours

System: CyberPunk Power Level: beginning level, as per CP 2020 rules (beginning characters from other games in this series are OK)

GM: Steve Kani Characters can be provided by GM
Variations: some in house

Your local overlord needs you! Be a part of a winning team. Opportunities available in: Security, Crowd Control, Enforcement and Communications.

217 The Mountain Witch

Saturday 8:00 AM in Room 170 for 8 hours

System: The Mountain Witch

GM: Carl Rigney All characters provided by GM
Six ronin are hired to slay the dreaded Mountain Witch.

Regretful pasts and dark fate conspire against them. When every heart holds betrayal, who can you trust?

218 Crusade

Saturday 8:00 AM in Room 171 for 8 hours

System: Amber diceless roleplaying

Power Level: 400pt

GM: Sean Maletsky All characters provided by GM
Variations: Some Shadowknight

Crusaders have come from beyond the Abyss intent on cleansing this reality. Will you chose to fight for Amber or perhaps a new order is called for?

219 A Diamond in the Rough (A Good Omens Production)

Saturday 10:00 AM in Room 374 for 8 hours
System: Deadlands Power Level: n/a
GM: Chad Lynch All characters provided by GM
Variations: Minor rules variation
Hired by a mad scientist, your posse must retrieve a large diamond deep in the heart of the Badlands. Three players will be selected for the final game "Killin' Time." Mature players suggested.

220 Between a Heavenly and a Hellish Place (A Good Omens Production)

Saturday 10:00 AM in Room 375 for 8 hours
System: In Nomine Power Level: Beginner
GM: Mike Bogan All characters provided by GM
Variations: Corporeals (Humans)
A battle rages between the Divine and the Diabolic, a conflict in which souls are the ultimate prize. You haven't chosen a side yet, but you still get involved. What good is free will if you don't use it?

221 Doctor the Plot

Saturday 10:00 AM in Room 376 for 8 hours
System: Arduin Power Level: if you have to ask...
GM: Mark Schynert All characters provided by GM
Variations: And now for something completely different
Tornado in a can, nothing to Hyde, a sonic screwdriver, Grabthar's hammer, hands of blue, a brain in every pot, and a flux capacitor in every garage. Yoyodyne?

222 SSZ: Slave Ship of Despair

Saturday 10:00 AM in Room 377 for 8 hours
System: Spaceship Zero
GM: Devon Apple All characters provided by GM
The intrepid crew of the Spaceship Zero has been captured by an overwhelming alien force — can they escape?

223 The Maker of Universes

Saturday 10:00 AM in Room 378 for 8 hours
System: Dungeons & Dragons (3rd ed.) Power Level: 10-15th
GM: Don Tresca Players must provide own characters
Princess Vespa has been abducted while on an expedition within the Shamrock Forest. Rumors abound of dark wizards and undead. Return her safely & be rewarded.

224 Guess Who's Coming to Dinner?

Saturday 10:00 AM in Room 379 for 8 hours
System: HeroQuest Power Level: Abilities to 2 masteries
GM: Larry Lynch-Freshner
All characters provided by GM
Variations: Non-Glorantha, Near Future Science Fiction
Something large is decelerating into the solar system. The UN has thrown together your team to investigate. The fate of Humanity may rest in your hands.

Session 3. 300 Series games
Sign up by Saturday 11:00 AM
The registration forms for this session are Blue

301 Marginally Powered Sit-Com Heroes

Saturday 2:00 PM in Room 149 for 4 hours
System: HERO Games Power Level: 50+50
GM: Wilson Zorn All characters provided by GM
Variations: 5th Edition Standard, with very minor additions (see website)
Favorite sit-com characters with special abilities (Fonz, Smart, Flying Nun, etc.) solve mystery on Love Boat.

302 Barroom Blitz

Saturday 2:00 PM in Room 151 for 6 hours
System: D&D 3.5 Power Level: 3rd level
GM: Jeff Boles All characters provided by GM
"...and the man in the back said 'Everyone attack' and it turned into a Barroom Blitz." A spinoff of the GenCon 2005 classic (with permission), Barroom Blitz is a must-play for those who like roleplaying with fast-paced action. All characters provided.

303 Waiter, there's a monster in my soup!

Saturday 2:00 PM in Room 152 for 6 hours
System: Realms of Wor Power Level: low-Mid
GM: Jeffrey Walker All characters provided by GM
Variations: Similar to D20
Adventure over and time to relax. Dressed up for night on the town you'll never guess who shows up for dinner. Some bashing, smashing, skill use and a little role-play. Realms of Wor is easy for any RPG'r to pick up and play.

304 Shadows In the Fire

Saturday 2:00 PM in Room 154 for 8 hours
System: Savage Worlds Power Level: Legendary
GM: Sean Patrick Fannon All characters provided by GM
Variations: Shaintar: Immortal Legends
This Legendary level, epic event is set in the new SHAINSTAR: IMMORTAL LEGENDS Setting for Savage Worlds, and it's being run by the author and creator, Sean Patrick Fannon.

305 True Heros Never Surrender (part 1)

Saturday 2:00 PM in Room 159 for 8 hours
System: Champions Hero 5th edition Power Level: 350 point beginning superheroes
GM: Tony Moretto All characters provided by GM
Variations: minor
Just another day in the Marvel™ universe, aliens are invading, but these have been sent by a power-mad despot from the Champions™ universe. Can your heroes put a stop to this relentless invasion? 'Nuff said.

306 The Maple Plague

Saturday 4:00 PM in Room 160 for 8 hours
System: All Flesh Must Be Eaten
Power Level: Pregenerated characters.
GM: David Weinstein All characters provided by GM
Variations: By the book!

Nobody knows how it started, but people are getting sick all over the country. Doctors cannot seem to find a cure, and healthy people are starting to die everywhere. But why do they reek like maple syrup? The squeamish are warned to avoid this one!

307 Privateer Retirement Fund

Saturday 4:00 PM in Room 161 for 8 hours
System: GURPs 4th, Fantasy Power Level: ~175 points
GM: Mark Vennemeyer All characters provided by GM
Variations: Advanced Combat/Injury, minor House rules
Fantasy as a Pirate! Dwarves, Elves, magic, swords and cannons all on the high seas. This job could be the big score. No experience necessary.

308 Assassin Hunt

Saturday 4:00 PM in Room 162 for 8 hours
System: AD&D 2nd Edition Power Level: 10th-12th level
GM: Samuel Horton All characters provided by GM
The king's nephew was killed in his own castle. The killer left a map to his hiding place and a challenge to come and get him. Can the heroes bring him back?

309 Darkness Rises

Saturday 4:00 PM in Room 163 for 8 hours
System: DnD 3.5
Power Level: ~15th CR Characters/Monsters
GM: Garry Cohen All characters provided by GM
The end of the 1st Age approached. Evil pours forth from the Underdark and Lower Planes. You have been selected by the Dark Lords to form an elite unit to seek and destroy the 'Heroes of the Realm.'

310 In a Gilded Cage

Saturday 4:00 PM in Room 164 for 6 hours
System: Legend of the Five Rings, 1st Edition
GM: Chris Vincenti All characters provided by GM
Let the celebration commence! The Daimyo's eldest daughter is to be married into a noble family of a rival clan. You are to serve as the honorable escorts. Certainly it will be a pleasant journey to the ceremonial temple...nothing will go wrong.

311 Adventure in the Forest Sauvage

Saturday 4:00 PM in Room 165 for 6 hours
System: Pendragon 5th Ed. Power Level: Any welcome
GM: Greg Stafford Characters can be provided by GM
Join a great adventure of the Pendragon era! Presented by the author of the King Arthur, Pendragon RPG.

313 Protect & Serve Part 3: Hostages

Saturday 4:00 PM in Room 168 for 10 hours
System: Cyberpunk 2020 Power Level: Semi-heroic
GM: Erik Engstrom All characters provided by GM
FRT Bravo, Major Crimes and Hostage Crisis Negotiation must work together to rescue a group of hostages being held in the Night City Performing Arts Center. Several concurrent scenes, including investigation, tactical and strategic planning and of course, a hostage rescue.

314 Death of the Dominator

Saturday 4:00 PM in Room 170 for 10 hours
System: Palladium's Rifts Power Level: 2-10th, & the rest 5th
GM: Ted Rich Players must provide own characters
Variations: Phase World

315 Escape to Mora Pt. I

Saturday 4:00 PM in Room 171 for 8 hours
System: D&D 3.5
Power Level: 4th Level, 32 pt buy p.169 DMG, 5400gp equip
GM: Joe O'Neil Characters can be provided by GM
Variations: All 3.5 WOC Supplements
You are the elite troops of the Empire of Mora. Can you make it back to the capitol before the enemy begins their siege?

Session 4. 400 Series games
Sign up by Saturday 5:00 PM
The registration forms for this session are Tan

401 The Mystery on Blastonbury Moor

Saturday 6:00 PM in Room 143 for 6 hours
System: AD&D 2nd Edition Power Level: 3rd-4th Level
GM: Rian McMurtry All characters provided by GM
Variations: Selected Player's Option and homebrew rules
Sir Linus Heath, Member of Parliament for Blastonshire, has hired the PCs to investigate various happenings in and around the village of Blastonbury, and particularly the wild Blastonbury Moor.

402 Decisions and Survival

Saturday 6:00 PM in Room 145 for 6 hours
System: D20 Star Wars - D6 Star Wars Characters welcome, but must clear with GM Power Level: up to 10th level
GM: K. Dombek Characters can be provided by GM
Variations: Some House Rules - Force Powers - will be posted on website
The time is one month after Order 66. Your character has been deeply affected by this order. You are located on an obscure planet on the Outer Rim. Acceptable characters include Force Users of ANY persuasion (must get GM approval), bounty hunters, scoundrels of any persuasion, Imperial agents.

403 Edge of Oblivion Part II

Saturday 6:00 PM in Room 147 for 10 hours
System: D&D 3.5
Power Level: for 48th - 60th Effective Characters Levels
GM: Louis Contreras Players must provide own characters
A dire call for the legends has been made, and you, the Heroes of Greatest Renown, are called forth to defend all again. Epic level adventure for you to overcome.



404 Player vs. Player Battlestations Event

Saturday 6:00 PM in Room 149 for 8 hours

System: Battlestations Power Level: Novice

GM: Jason Siadek Characters can be provided by GM

Variations: Galactic Civil War

The civil war rages on in the Cygnus arm of the galaxy, but a new development could turn the tide: an experimental ship with a unique Fighter Bay. Take on another crew of players, as either the Universal Republic or the Rebels, in a race to capture the ship, warp-out, and secure victory for your side! No experience required, PRIZES will be awarded to the victors!

405 Invasion! (A Good Omens Production)

Saturday 6:00 PM in Room 374 for 8 hours

System: DC Heroes (MEGS) Power Level: 12-15 AP max.

GM: Eric Langendorff All characters provided by GM

Variations: Blood of Heroes SE

The Future Phantom says that without the Primarch, the Sessra will enslave mankind. Your mission: fight past the enemy fleet and find the missing Primarch. New players welcome.

406 Condemned (A Good Omens Production)

Saturday 6:00 PM in Room 375 for 8 hours

System: Mage (New World of Darkness)

Power Level: Experienced Characters

GM: Sean Nittner All characters provided by GM

Brutal murders on the streets of San Francisco. Victims are Mages and Sleepers alike. Their only connection is their brilliance. Can your cabal unravel the mystery of these cryptic killings?

407 Mayfair Academy

Saturday 6:00 PM in Room 376 for 6 hours

System: Hero Power Level: 125-175pts

GM: Ken Davis All characters provided by GM

What happened to the Class of '03? Will the truth be known before it is too late? A low powered Hero adventure geared toward skill use and thinking outside the box.

408 Back to the Sludge Mines

Saturday 6:00 PM in Room 377 for 8 hours

System: GammaWorld d20 Power Level: Varied

GM: Ted Gehrig All characters provided by GM

Save Traumaberg from a radiation-free future, or else. Cheeky role-playing, light on combat.

409 The Old Mall

Saturday 6:00 PM in Room 378 for 6 hours

System: Fates Worse Than Death the RPG

Power Level: kids (level 0)

GM: Brian King All characters provided by GM

You're one of a gang of street kids in 2080's most dangerous ghetto. Your leader, running from a security guard, ran into a huge abandoned building. Neither came out. Your mission: go in, discover your leader's fate, and get out alive.

410 Beta Team Rides Again!

Saturday 6:00 PM in Room 379 for 6 hours

System: Time Lords Power Level: N/A

GM: Michael Siverling All characters provided by GM

See the return of the second best Time Patrol! Watch as they attempt to discover what happened to the future! And wonder how they're going to dodge the blame for it all!

411 A Gift of Earth

Saturday 6:00 PM in Room Danville for 8 hours

System: Legend of the Five Rings, 3rd Edition

Power Level: 2nd-3rd

GM: Wayne Ogle

All characters provided by GM

Variations: Original Minor Clans

The Emperor's prize would greatly enhance the reputation of your small clan. But others seek the honor. Minor clans, great clans, even bureaucrats. To whom will the Emperor's favor go? Sponsored by Endgame and The House of the Jade Lantern.

412 Underneath Belsameth's Moon...

Saturday 8:00 PM in Room 151 for 6 hours

System: D&Dv3.5G Power Level: 6th - 10th level

GM: Glenn S. Thain All characters provided by GM

Variations: Only the Core Rules, the Complete Series, and the material out of the Scarred Lands supplements. Also a couple of simple house rules.

A noble lord seeks a group of adventurers to ferret out the prime cause of a curse which threatens his own. Can the heroes find the answer to why the noble children turn into lycanthropes once a year?

413 Hunting the Supergun

Saturday 8:00 PM in Room 152 for 8 hours

System: The Secret of Zir'An Finesse System

Power Level: Heroic

GM: Marcus Flores Characters can be provided by GM

In a remote location 80 miles inside the Drakani border from Ballinor, the Dominion is developing a long-range super weapon capable of laying waste to entire stretches of land inside Ballinor. It is a Supergun, a massive cannon built into a mountainside that can fire 10-ton explosive shells 1000 miles or more. It falls to an elite squad of Ballinorian commandos to enter the Dominion, destroy the gun and the facility, capture alive the Supergun's creator, and return to Ballinor.

414 Simple Grab and Run, uh huh

Saturday 8:00 PM in Room 156 for 10 hours

System: Star Wars, D20 Power Level: Mid level, 12-15

GM: Ed Joesting Characters can be provided by GM

A simple snatch mission, at least that's the objective, but when does that ever happen? Mission takes place in the Old Republic, prior to the Clone Wars, no Sith please.

415 Ki-Rin of the Kenzu Clan

Saturday 8:00 PM in Room 381 for 8 hours

System: BASH! Fantasy Edition

GM: Chris Rutkowski Characters can be provided by GM

Variations: Ninjas and Samurais Campaign Setting

It is a time of war in the mystical world of feudal Japan. Your clan's sacred Ki-Rin is lost. Can your samurai rescue it before the Kenzu are crushed?

416 Fortress On the Move!

Saturday 10:00 PM in Room 154 for 6 hours

System: Goblin City: System 3AM

GM: Will Wright All characters provided by GM

A relic of the Mage wars is approaching the city fast and it's big! The Goblin King has levied the troops and promised vast rewards for any Goblin who can stop the thing! So get out there and stop it! System 3AM: A fast and flexible system, rules light, action heavy!

417 Dominia Arcanum

Saturday 10:00 PM in Room 157 for 8 hours

System: Dungeons and Dragons 3.5 Power Level: 14th level

GM: Paul Spackman All characters provided by GM

Eight mighty wizards. Two schools of magic. Life in the Shining South hangs in the balance. Will the school of necromancy in Mulhorand succeed in its bid for dominance over the traditions of the Netherese still alive in Halruaa in this epic struggle? Players will organize and deploy their armies on a grand scale, but all know that ultimately the issue will be decided by the skill in which they practice their Art. Players well experienced in D&D 3.5 magic use will be successful. Characters will be provided by the DM.

418 Temple of the Bronze Flame

Saturday 10:00 PM in Room 159 for 6 hours

System: Original Advanced Dungeons & Dragon

Power Level: 5th-7th Level

GM: Steve Willet

Characters can be provided by GM

The Cathedral of Light is hosting a festival in the village of Dirasipidu. The cult is not only honoring its priest with the festival but is also using it to recruit adventurers to recover the sacred phoenix stolen from them by another cult.

419 Interference!

Saturday 10:00 PM in Room 164 for 8 hours

System: GURPS 4th Edition Prime Directive

Power Level: 175 pts Star Fleet characters

GM: F. Douglas Wall All characters provided by GM

The Klingons have just discovered a pre-Warp civilization on a resource rich world in the Neutral Zone. With a war just around the corner, the Federation wants to kick the Klingons off the planet. But how to do it and keep the Prime Directive? That's where you come in.

420 A Blind Drop Into The Auvergne

Saturday 10:00 PM in Room 165 for 8 hours

System: Call of Cthulhu Power Level: N/A

GM: Gil Trevizo All characters provided by GM

Lovecraft meets tradecraft in this game of occult espionage and supernatural horror, set in occupied France during the Second World War.

421 The Theft at Halfway Home

Saturday 10:00 PM in Room 166 for 8 hours

System: D&D 3.5

Power Level: 5-6 level character

GM: Brian Sullivan Characters can be provided by GM

Variations: Core Rule books only

The full moon draws nigh; the villagers of Halfway Home have lost the idol for the blessing of Maregor. Heroes needed, lest the forest reclaim the town.

422 Idol Thieves

Saturday Midnight in Room 143 for 6 hours

System: D&D 1st ed

Power Level: 4-5th level

GM: Colin Thompson Characters can be provided by GM

Variations: Likely

The Icon of the Esha'tar sect has been stolen by punk orks who have fled along the great river mocking the church. Can you survive a mad dash across a land that does not take itself seriously?

423 The Pants Command Me!

Saturday Midnight in Room 378 for 6 hours

System: Red Dwarf

Power Level: Standard new characters

GM: Craig C. Randall

Characters can be provided by GM

The crew contracts a strange disease which causes them to experience elevated temperatures and sensitivity to tacky clothes.

424 Paris in the Springtime

Saturday Midnight in Room 379 for 4 hours

System: Call of Cthulu/Delta Green

Power Level: N/A

GM: Michael Siverling All characters provided by GM

You're a clandestine agent seeking paranormal horrors in Paris. What could possibly go wrong?

Sunday

Session 5. 500 Series games

Sign up by Saturday 9:00 PM

The registration forms for this session are Green

501 The Play is the Thing

Sunday 8:00 AM in Room 143 for 6 hours

System: D&D 3.5

Power Level: 5

GM: Josiah Knight Characters can be provided by GM

Variations: Books: Eberron & WoTC 3.5 books. No evil alignments. Wealth: 4,500 gp worth (2,250 max per item).

A message offers a job as bodyguards for the playwright Luca Syara for the duration of her new play. The controversial play touches on a tragic story involving the treatment of the warforged during the Last War.

502 The Wise and Benevolent Host

Sunday 8:00 AM in Room 145 for 6 hours

System: Tibet the RPG

Power Level: 1

GM: Brian King

All characters provided by GM

A beautiful mansion. A wise and benevolent host. Servants to cater to your every need. A perfect place to hide from the Chinese soldiers hunting you. Of course it's too good to be true, but then again you can't leave. Then night falls!

503 El Triunfo de Los Enmascarados del Misterio

Sunday 8:00 AM in Room 147 for 6 hours

System: HERO System 5th Edition

Power Level: 250-350

GM: Jason Walters

All characters provided by GM

Variations: Lucha Hero

An army of super-powered midgets has kidnaped the six finalists of the Ms. Mexico pageant! With the police baffled, it is up to the wrestling crime fighters of Los Enmascarados del Misterio to uncover the sinister forces behind this strange abduction before an even greater evil can occur!

504 Home Alone

Sunday 8:00 AM in Room 149 for 6 hours

System: Battlegrounds

Power Level: Rank 1-3

GM: Jonah Johnson

Characters can be provided by GM

Variations: Pirates of Trundlia

A human ship has just sent an SOS signal. The students have overpowered their instructors and have begun spacing them. You're up against a Dreadnought, but remember: they are 'just kids.' Beginners welcome!

505 The Last Transport's Not Away... It's Time to Play

Sunday 8:00 AM in Room 151 for 6 hours

System: Star Wars WEG d6

GM: George Gardea

All characters provided by GM

Remnants of squad 14 and Kain resistance cell 2 have been assigned to stop the Imperial assault force by any means before they arrive at the last departure point for Echo Base. The defense perimeter has already broken. It's time for old-fashioned Rebel ingenuity and a little luck. But bigger guns will not hurt, either.

506 This is what it's like...

Sunday 8:00 AM in Room 152 for 10 hours

System: D20-variant when worlds collide

Power Level: 6th-10th

GM: Brandon Smart

Characters can be provided by GM

Variations: multigenre - you can bring chars from any d20 system

You stand on a road that shifts and undulates from a dirt path to a highway and back again. You feel it move under your feet as it changes. You look around to see where you are but your vision only blurs. A figure on the road beckons on you, and you feel a choice coming on.



507 Retrieve the staff

Sunday 8:00 AM in Room 154 for 10 hours

System: Dungeons & Dragons 3.5

Power Level: 25th level

GM: Chris Farnsworth

Characters can be provided by GM

Variations: Epic level characters, WoTC books only; No 3.0 character options (except Epic), characters approval before gameplay begins. GM Created world, No evil.; Races - Standard PB only

A merchant is searching for an ancient relic. Can you find it before the war begins? Trials of fire, mystery, and possibly a horde of traps, can you survive it? Is it really as simple as the merchant says?

508 If it's not broken, don't fix it.

Sunday 8:00 AM in Room 159 for 10 hours

System: GURPS Space

GM: Cassandra L Kyle

All characters provided by GM

Variations: Movement, Combat sequencing, other minor differences

The Syndicacy . . . everyone in free space steers clear of their areas, but sometimes they come looking for you.

509 Hand of Fate

Sunday 8:00 AM in Room 160 for 10 hours

System: D&D 3.5

Power Level: 11-13 and no cheese!

GM: Todd Westerlund

Players must provide own characters

Variations: only evil alignments

You have made the pact to be the hand of fate. You look forward to the challenge of robbing some of the greatest heroes of their moment of glory. Conan, Robinhood, King Arthur, Duncan Macleod, and a whole host of your favorites await your wrath. The gate lies open....

510 Chasing Dragons

Sunday 8:00 AM in Room 161 for 8 hours

System: Legend of the Five Rings

Power Level: Beginning

GM: Tracy Pinkelton

All characters provided by GM

Variations: 3rd Ed. rules, 1st Ed.-ish setting

Beginners welcome. Stopping the horde marching on the Wall is going to take a miracle. Enigmatic messages from the Dragon indicate that one might be found.

511 Avast Ye Scurvey Dogs

Sunday 8:00 AM in Room 162 for 8 hours

System: Classic Traveller

Power Level: beginner

GM: Scott Fullam

All characters provided by GM

A tip from an insider leads the team on a race to recover a derelict K'Kree planetary assault ship that was supposed to be carrying all of the fleet's pay.

512 Underdark Slavers & Merchants

Sunday 8:00 AM in Room 163 for 8 hours

System: D&D 3.0 & 3.5

Power Level: 7th to 15th level

GM: Robert L. Anderson

Characters created at game

Roleplaying game based on Dark Elven merchants and traders. All Underdark players are welcome to adventure with this adventuring merchant guild.

513 The Short Way Home

Sunday 8:00 AM in Room 164 for 8 hours

System: Ars Magica 4th Edition

GM: Brian E Williams All characters provided by GM

Variations: one magus maximum, mostly grogs

After a trip to the Midsummer Faire, you escort the Magus back through the Forest to the Covenant, but a simple walk home is rarely simple in Mythic Europe.

514 The House of Cards

Sunday 8:00 AM in Room 165 for 12 hours

System: Dungeons and Dragons v3.5

Power Level: 10-14th level (75 base stat points, 150,000gp wealth max, No Cohorts or Artifacts)

GM: Frank Vicari Players must provide own characters

Variations: Rolemaster Critical Hits and Fumbles

The city of Westgate is caught in the middle of an all out war between two rival Thieves Guilds. The Merchant Houses have put up a reward for the group that can stop the war.

515 Spin Control

Sunday 8:00 AM in Room 166 for 12 hours

System: PARANOIA XP Power Level: Happy and hygienic

GM: Dan Curtis Johnson All characters provided by GM

Variations: Classic style

Paranoia writer Dan Johnson (Mr. Bubbles, Stealth Train, Hunger) playtests a full-length mission for publication in 2006. Be prompt. Be focused. Be vaporized.

516 You've hit the big time, don't blow it - Punks!

Sunday 8:00 AM in Room 168 for 8 hours

System: CyberPunk

Power Level: beginning level, as per CP 2020 rules (beginning characters from other games in this series are OK)

GM: Tony Barajas Characters can be provided by GM

Variations: some in house

Your first big job, no more mugging old ladies for kibbles, or street punks for drugs. Your job - take care of the Rocker Boy and keep him safe on his tour!

517 An Idea Taken Lightly

Sunday 8:00 AM in Room 170 for 8 hours

System: Hero Power Level: 10-16 DC

GM: Joe Di Lellio Players must provide own characters

Variations: Minor

You shake the cobwebs from your head to the noise of battle around you. One deep breath and... what is *THAT* coming towards you? Where *are* you?

518 Heart of the Problem: Adventures in Ronedar

Sunday 8:00 AM in Room 171 for 8 hours

System: D&D 3.5 Power Level: level 7-8

GM: Aaron Wolz-Romberger Characters can be provided by GM

Variations: My own world; with a few quirks.

Now that the heart of the orc and kobold forces has been found, Ronedar has sent its Guardians to do whatever it takes to end these attacks. While lords have been sent to other nations to request their aid, there is a more immediate problem: assault the underground citadel of the kobolds, and damage their ability to make war.

519 The Knights' Dread (A Good Omens Production)

Sunday 10:00 AM in Room 374 for 8 hours

System: Storyboard Power Level: 60-70 Traits, Renowned

GM: Matthew Gaston All characters provided by GM

Variations: Dragon Shards

Chronicle of the Dragon Tail, Episode 6: They have fought dragons and freed hundreds from slavery, but now the Knights of Freedom face one danger they never trained for: Courtly intrigue.

520 Killin' Time (A Good Omens Production)

Sunday 10:00 AM in Room 375 for 8 hours

System: Deadlands

GM: Chad Lynch & Matt Espinoza

All characters provided by GM

Variations: Minor rules variation

In this final chapter, the posse is invited back by the mad scientist to witness the fruit of his labors. Players selected from the two previous games "Rats in a Maze" and "A Diamond in the Rough." Mature players suggested.

521 Zoallan Olympics

Sunday 10:00 AM in Room 376 for 8 hours

System: Battlegrounds Power Level: Rank 3

GM: Mark MacVicar All characters provided by GM

Variations: Characters must be Zoallan, New Skill: Diplomacy

The Zoallan Council of Governors has selected _YOU_ to compete for breeding rights with Queen Dzurbrb. Only three-foot-tall, furry cockroaches need apply.

522 Perchance To Dream....

Sunday 10:00 AM in Room 377 for 8 hours

System: Call of Cthulhu Power Level: medium high

GM: Dorian Ford All characters provided by GM

Variations: Dreamlands

Modern day Call of Cthulhu game. Dream research at a College leads to adventures in the Dreamlands. An affinity for cats provides certain advantages.

523 A Plague of Plenty

Sunday 10:00 AM in Room 378 for 8 hours

System: Mage: The Awakening

Power Level: Apprentice to Adept

GM: Matthew Iskra Characters can be provided by GM

Variations: Minor house rules

An empty city center at night hides its power. But what happens when that power accumulates for years? Essence, like water, will seek an exit... an exit.

524 Operation Puppetmaster

Sunday 10:00 AM in Room 379 for 8 hours

System: Feng Shui

Power Level: Slightly even-more-kickass than starting characters

Variations: WWII Juncture

GM: Paul Meyer All characters provided by GM
WWII behind-enemy-lines action with a dash of the Secret War. Some WWII commandos must perform a mysterious mission with the aid of a couple of rather odd 'civilian consultants'.

Session 6. 600 Series games
Sign up by Sunday 11:00 AM
The registration forms for this session are Lilac

601 The Chase

Sunday 2:00 PM in Room 143 for 8 hours
System: D&D 3.5 Power Level: 46,000XP; 49,000GP
GM: Daniel Alves Characters can be provided by GM
Variations: WotC Supplements Only
Upon your return from a great quest you, the Defenders of Hill Valley, discover that slavers have kidnapped Princess Charlotte and several other women! They've escaped inland and you must follow their trail.

602 Giant Monster All-Out Attack!

Sunday 2:00 PM in Room 145 for 8 hours
System: True 20 Power Level: 1st Level
GM: Johnathan Wright Characters can be provided by GM
Variations: Mecha vs. Kaiju
Become a heroic robot pilot combating gargantuan radioactive monsters and elite ninja assassins bent on using the kaiju to destroy Japan! Uses the True 20 'Mecha vs. Kaiju' setting.

603 For a few Gold Pieces More...

Sunday 2:00 PM in Room 147 for 6 hours
System: Realms of Wor Power Level: low-mid
GM: Jeffrey Walker All characters provided by GM
Variations: Similar to d20
You arrive at a village ruled by two crime lords. Will one buy your services to defeat the other, will they attack you out of fear, or will you defeat both and save the town. Combat, skill use and magic. Use your wits as well!

604 Reb or Fed

Sunday 2:00 PM in Room 149 for 8 hours
System: Battlestations Power Level: Rank 1-3, Beginners welcome!
GM: Jonah Johnson Characters can be provided by GM
Variations: Galactic Civil War
The Whistler Senator caused a split in the UREF, worlds dropped out. Your ship has received orders to blockade a whistler homeworld, but it's a neutral planet. Are you a gray or blue coat?

605 Adventure to Planet Fungaloid

Sunday 2:00 PM in Room 151 for 4 hours
System: Battlestations Power Level: Novice
GM: Jason Siadek Characters can be provided by GM
Variations: Pax Galacticum
A living wormhole is forming in the verdant nebula that threatens to swallow Planet Fungaloid! You and your crew must face danger head on in this classic pulp sci fi adventure. No experience required. RPG/Boardgame hybrid. A Size 6 Starship and a choice of classic sci fi professionals will be provided.

606 The Heist

Sunday 2:00 PM in Room 157 for 6 hours
System: Burning Wheel Revised Power Level: n/a
GM: Nick Page All characters provided by GM
You're a family of rat men living beneath a city ruled by cruel mages. All you have to do is pull off a simple heist to get all the cheese you could ask for, as long as you can work together. This game of betrayal and trust is appropriate for new players.

607 Blackout

Sunday 4:00 PM in Room 161 for 8 hours
System: Hero 5th Power Level: Cosmic
GM: Keith Phemister All characters provided by GM
Variations: Galactic Champions
When the prison world of Carfax Tertius suddenly loses power and all communications are cut off, some of the Galaxy's greatest heroes are called in to investigate.

608 Break of Dusk

Sunday 4:00 PM in Room 162 for 8 hours
System: D&D 3.5 Power Level: 9-12th level
GM: Brian Ransom All characters provided by GM
Variations: Core Books only (with minor house rules).
Graveyards have been defiled, sickness spreads rampant through even the well to do quarters, and suddenly a rash of important people have been found dead. You have been called to help find a solution, but will it be in time.

609 Gateway to Perdition

Sunday 4:00 PM in Room 163 for 8 hours
System: Cthulhu, D20 Power Level: Low
GM: Patrick Hamilton All characters provided by GM
Variations: 1920's
The year is 1926, and your group has converged in Tunbridge VT, Home of the Tunbridge World Fair. You will join the citizens as they celebrate life with dancing, parties (only dry), and fun.

610 Teen Titans - The Movie

Sunday 4:00 PM in Room 164 for 8 hours
System: Heroes 5th Ed Power Level: N/A
GM: Jason Krestoff All characters provided by GM
Variations: DC Universe
Based on the popular comic and animated series. Now comes THE TEEN TITANS - THE MOVIE. Come join Robin along with the rest of the Titans in their first live action movie. Exclusive preview to be shown only at DunDraCon. Beginners welcomed. Titan Fans appreciated

611 A Day at the Beach

Sunday 4:00 PM in Room 168 for 8 hours
System: CyberPunk
Power Level: beginning level, as per CP 2020 rules (beginning characters from other games in this series are OK)
GM: Becky Thomas Characters can be provided by GM
Variations: some in house
The Don's grandkid is going to the beach with his new surfboard. You're assigned to keep an eye on him. Kid has fun, you get a day in the sun. Piece of cake!

612 The Orcish Brigade II : Rash of the Titans

Sunday 4:00 PM in Room 170 for 6 hours
System: AD&D 1st Edition Power Level: 5th-7th Level
GM: Arthur Wallis All characters provided by GM
Variations: Spell Points, Crits&Fumbles
A Human Baron has stolen a young Titan to groom as his heir!
Strong leadership could stop our march against these pale
dogs. Deploy behind enemy lines, infiltrate his keep, and KILL
THAT KID!!!

613 Too Much Security

Sunday 4:00 PM in Room 171 for 8 hours
System: D&D 3.5 Power Level: 10-13 level
GM: Bud Chomnart Characters can be provided by GM
The people of Cassford are frightened. The ancient tower has
been disturbed. Something has awakened in the tower.
Somebody will have to go in there.

Session 7. 700 Series games Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

701 Hero All-Stars 2006

Sunday 6:00 PM in Room 151 for 6 hours
System: Hero
GM: Darren Watts All characters provided by GM
Join Hero Prez Darren Watts for yet another installment of the
Hero All-Stars. This year: Universal Monsters! Yup, it's
Dracula, the Wolf Man, Frankenstein's Monster and more, in
the most ghoulish All-Star game ever!

702 Cyber Ninja Pirates in Space!

Sunday 6:00 PM in Room 152 for 6 hours
System: SUSS (Sorta Universal Swashbuckling System)
Power Level: Space opera-ish high-tech sci-fi heroes, powerful
but not super-powerful
GM: Wilson Zorn Characters can be provided by GM
Variations: None...this is a game in beta!
Find the head of Fatso Cornelius! Mercenary PCs facing
gangs, ninjas, and a terrifying alien race! New system empha-
sizes big, bold action, uses all dice, chips, and is points-based!

703 Lost in the Dark

Sunday 6:00 PM in Room 154 for 6 hours
System: Fates worse than Death
GM: Travis Smalley All characters provided by GM
2080, New York, the most dangerous city on earth. A 'Utopia
Child', sent here so his perfect values would rub off on the
city, is missing. His 'siblings' must search the city's dark and
dirty streets for him.

704 Edge of Oblivion Part III

Sunday 6:00 PM in Room 159 for 10 hours
System: D&D 3.5
Power Level: for 48th - 60th Effective Characters Levels
GM: Louis Contreras Players must provide own characters
A dire call for the legends has been made, and you, the Heroes
of Greatest Renown, are called forth to defend all again. Epic
level adventure for you to overcome.

705 To Turn The Tide of War

Sunday 6:00 PM in Room 160 for 8 hours
System: Space Opera
Power Level: Beginners are always welcome!!!
GM: Saul Morales All characters provided by GM
Variations: Simplified Rules for quicker play, More Role and
less roll playing
Every mission a success, still United Federation systems fall to
the Korrillians. This mission means to change that. Your squad
will turn the tide of war, but only if you succeed.

706 Eclipse (A Good Omens Production)

Sunday 6:00 PM in Room 374 for 8 hours
System: Tri-Stat D10 Power Level: 130 Points
GM: Greg Eichner All characters provided by GM
Variations: Investigation Heavy
Supers - those special few - have been dying off one by one.
Now only a handful remain. Can you discover why before
none remain? Beginners welcome.

707 St. Elmo's Hellfire (A Good Omens Production)

Sunday 6:00 PM in Room 375 for 8 hours
System: Buffy the Vampire Slayer
Power Level: Characters are very advanced
GM: Richard Taylor All characters provided by GM
Variations: Some things from the Witchcraft RPG in use
The final chapter - its 1986, and for a year your group has dealt
with a new watcher. Now, a new threat has come from out of
nowhere. How do you deal?

708 The Winter's Keep the Run on the Mad Wizard Akbar Ghazaar

Sunday 6:00 PM in Room 376 for 8 hours
System: D20 3.0 Power Level: 6- 9 levels
GM: Robert Silva Characters can be provided by GM
Variations: some old school put into it.
The Wizard Akbar Gharzaar is hiding in the Wynter's Keep.
To capture him, you must crawl through the keep's dungeon
and travel through dimensions. High adventure awaits you.

709 Escape to Mora Part 2

Sunday 6:00 PM in Room 377 for 8 hours
System: D&D 3.5 Power Level: Lvl 5; 9000 GP, 32 Pt Buy
GM: Adam Diran Characters can be provided by GM
You didn't understand why you were ordered to abandon your
successful campaign and fall back to the capitol; now you do.
The battle you face is the stuff of nightmares. Can you hold on
to what little remains of all you hold dear?

710 Here Be Zombies?

Sunday 6:00 PM in Room 378 for 8 hours
System: Gamma World D20 Power Level: 3-4th Level
GM: Ronald Jones All characters provided by GM
Variations: Minor
We have reports of Zombie Attacks! Zombies are impossible
in the Gamma Age! The age of Technology!! Question those
frightened villagers to find the Truth!

711 Fear the Light

Sunday 6:00 PM in Room 379 for 8 hours

System: D&D 3.5

Power Level: 13th ECL

GM: Nickolas Krestoff All characters provided by GM

Variations: Undead Player Characters

For longer than you care to remember, you have 'lived' in the comforting arms of the night. But not all villains stalk the night. Some walk by the light of day. You've cheated Kelemevor once... Will you be so 'lucky' again?

712 Murder on the Mount

Sunday 8:00 PM in Room 147 for 8 hours

System: Space 1889

GM: Kris Miller

All characters provided by GM

Our intrepid adventurers receive a telegram from the director of Earth's first mountaintop observatory: the benefactor of the observatory has been murdered! The work of anarchists? Martian sympathizers? Or perhaps a more sinister plot.

713 Dome of Darksmoke

Sunday 8:00 PM in Room 156 for 8 hours

System: D&D 3.5 Power Level: 4th - 5th level characters

GM: Peter Christian All characters provided by GM

Variations: minor racial variations

A team of siblings assembles to rescue their mother from the dread Dome of Darksmoke. A classic dungeon crawl.

714 The Princess Bride's Little Sister

Sunday 8:00 PM in Room 157 for 8 hours

System: 7th Sea

Power Level: 100 Point Characters

GM: Meghan Miller All characters provided by GM

Things are not well in the Kingdom of Montaigne. For one thing, the prince's fiancée has been kidnapped by circus performers. The prince has tracked her captors to Occupied Castille, but it seems that the Dread Pirate Cole is getting involved, what could he want, another ransom? The Miracle Man, whom the prince fired a year ago, has mysteriously disappeared. And it seems that another war with Castille is just days away. Sound familiar, maybe, maybe not. Beginners welcome.

715 Temple of the Shifting Sands

Sunday 8:00 PM in Room 165 for 8 hours

System: D&D 3.5

Power Level: 3rd-5th

GM: Hugh Nelson All characters provided by GM

During your desert expedition, you encounter an ancient temple. Danger and reward lie within. A dungeon crawl for eight players.

716 Tribal Feud

Sunday 8:00 PM in Room 166 for 8 hours

System: D&D 3.5

Power Level: 2nd

GM: Kayla A. Green All characters provided by GM

Variations: Homebrew setting. No evil characters.

A routine trading mission to the barbaric tundra goes awry, and you're caught in the middle! Now what?

717 I Hope We Pass The Audition

Sunday 8:00 PM in Room 381 for 8 hours

System: Bill's Really Great d30 Homebrew

Power Level: moderate

GM: Bill Sofko

All characters provided by GM

Variations: See <http://home.earthlink.net/~wgs1304/> for details
The Frobish Gate Company is looking for a team of explorers (and so's the GM). Fun and adventure guaranteed.

718 Cut Throat Business

Sunday 10:00 PM in Room 143 for 6 hours

System: Millenniums End

Power Level: Moderate

GM: Benjamin Lott

All characters provided by GM

A corporate whistleblower fears for his life when a friend is found dead. Can your team keep him alive and help expose a multi-million dollar fraud? In this business, everyone is for sale...

719 Teen Titans Go!

Sunday 10:00 PM in Room 145 for 4 hours

System: BASH! Basic Action Super Heroes

Power Level: Beginning

GM: Chris Rutkowsky

All characters provided by GM

Three daring robberies in one day. What's the connection? Can the Teen Titans stop Brother Blood and the Hive's latest plot?

720 Teikoku Cthulukidan

Sunday 10:00 PM in Room 149 for 8 hours

System: Call of Cthulu

GM: Patrick Arakel

All characters provided by GM

Variations: Rules light

A continuation of my Cthulu Meiji series, this is loosely based on the anime 'Sakura Wars.' Players are agents of a new government agency created to fight supernatural threats in Taisho era Japan. Character sheets are descriptive, GM handles all mechanics.

721 THEY JUST DIDN'T WALK OUT THE DOOR

Sunday 10:00 PM in Room 170 for 8 hours

System: GURPS 4th ed

Power Level: 200 w/-70 in disadvantages

GM: Tom Vallejos

All characters provided by GM

Variations: WWII variant

1944. A B-17 lands near a British flak battery with NO ONE ONBOARD. A US Senator's son is missing. The General wants answers! Characters provided. Beginners ok

722 ZOMBIES!!!

Sunday Midnight in Room 161 for 8 hours

System: Brains, Brains, Brains

Power Level: none

GM: Delora Bechtold

All characters provided by GM

3RD YEAR!! ZOMBIE POWERS! ZOMBIE MINIONS!
ZOMBIE DOGS! WHO COULD ASK FOR ANYTHING MORE!!! (take out Chinese maybe?) STILL SEARCHING FOR THE ZOMBIE LORD-DO YOU HAVE WHAT IT TAKES TO BECOME A ZOMBIE MASTER???

Monday

Session 8. 800 Series games

Sign up by Sunday 5:00 PM

The registration forms for this session are White

801 An Empty Cup

Monday 8:00 AM in Room 143 for 8 hours

System: Legend of the Five Rings - 3rd edition

Power Level: Starting to mid-2nd Rank. Phoenix samurai only (bushi & shugenja)

GM: Paul Banda Characters can be provided by GM

The honored first guest is missing from an Isawa ritual tea ceremony and no one knows her whereabouts. Kami are consulted, and the mystery deepens.

802 Valentine's Day is Red, Black & Blue

Monday 8:00 AM in Room 145 for 8 hours

System: Changeling

GM: Alisha Tuntland All characters provided by GM

Variations: childlings in 1987

She said WHAT to him? And he just stood there? Then she came over and said THAT to her? What happens next? And what does this have to do with missing chocolate?

803 Remembrance II

Monday 8:00 AM in Room 147 for 8 hours

System: D&D 3.5 Power Level: 8-15 inclusive

GM: Robert Paul Players must provide own characters

Variations: only WoTC books

The memories are slowly returning. With memory comes power. With power comes... Escape? Victory? Glory?

Answers. Bring a character with advancement prepared for levels 8 through 15, preferably a prepared sheet for every level. Only prepare equipment for 8th level.

804 Plague comes to Port Tuyal

Monday 8:00 AM in Room 149 for 8 hours

System: D&D 3.0 Power Level: 3rd-4th level

GM: Zack Phillips All characters provided by GM

Variations: slight changes

The port district of Tuyal teems with traders on the eve of the Free Market. From far away the heroes have come, hoping to conduct a bit of business and then move on to a pressing engagement. Things never go that smoothly...

805 The Stuff Legends Are Made Of

Monday 8:00 AM in Room 151 for 6 hours

System: Deadlands (Weird West, Classic) Power Level: Grit 2

GM: Peter Di Piazza All characters provided by GM

A secret government organization 'asked' yer posse to promote and enter 'The Best in the West' gunslinger contest. Who'll show up? It's up to you, pardner!

806 Shadow Games

Monday 8:00 AM in Room 152 for 8 hours

System: Cyberpunk/Cthulhu Power Level: Experienced

GM: Jean Pierre Menard Characters can be provided by GM

Variations: Character mods at game with home rules

Top of the NightCity news: Third gang totally wiped from existence. Officials say no survivors and no person or persons have been arrested at this time.

807 The Royal Survey

Monday 8:00 AM in Room 154 for 8 hours

System: Burning Wheel

Power Level: Between 5 and 8 Life paths

GM: Craig C Randall

All characters provided by GM

Variations: Custom Setting based on Agone RPG

Every four years the Baron and his Court travel the Domain.

This time the trip will lead the Court to a place that is as beautiful as it is terrifying.

808 Under the Desert Sun

Monday 8:00 AM in Room 159 for 4 hours

System: QuestWorlds Power Level: n/a

GM: Brian Isikoff All characters provided by GM

Variations: Wild West genre

In the morning, you go gunning for the man who stole your water. Classic tales of betrayal and vengeance in the Wild West. An official QuestWorlds demo, run by the author.

809 Henry Parker and the Prince of Tides

Monday 8:00 AM in Room 160 for 8 hours

System: D&D 3.5 Power Level: 3rd - 5th

GM: Henry Perkins All characters provided by GM

Variations: A few new feats and items

Join Henry Parker, Rod Weasel, Hermia Grangely, and fellow students from Pigpimple's School of Sages and Sorcery on a fun and educational summer cruise.

810 (Untitled)

Monday 8:00 AM in Room 162 for 8 hours

System: Hero Power Level: Heroic (100+ dissads.)

GM: Scott Barlow All characters provided by GM

Variations: Some house rules

Your shuttle, carrying crew rotation, has just received permission to land on the brand new NCC1701-I Enterprise. When you land, there is no one there, or anywhere. Where is everybody?

811 Danger in Lect City (A Good Omens Production)

Monday 8:00 AM in Room 171 for 8 hours

System: Gamma World, 1st Ed Power Level: Starting

GM: Tony Vargas Characters can be provided by GM

Variations: Random mutants rolled for the game. Die? Roll a new one.

Find a color band to win a place in the tribe, or rest forever in the tomb of the ancients - hey, either way it's better than what you got now.

812 Welcome to Sumnerville

Monday 10:00 AM in Room 161 for 6 hours
System: Call of Cthulhu
GM: Patrick Riley All characters provided by GM
Variations: Present Day
Stranded on the back roads of the Midwest, can you unravel the mysteries of a small town before its dark secrets consume you? Equal parts Lovecraft & Serling.

813 Friends of Justice 2006

Monday 8:00 AM in Room 163 for 6 hours
System: Hero System (Pulp Hero) Power Level: ~200 Points
GM: Rod Currie All characters provided by GM
A trip to California turns deadly for Doc Justice and his associates in this all new two-fisted 1930s adventure. Role-playing emphasized.

814 Crisis on Earth M

Monday 8:00 AM in Room 164 for 8 hours
System: Champions Power Level: 9 - 12 d6
GM: Eric Burnham All characters provided by GM
Variations: Minor.
The hero-kids of the Arcadian Academy and the villain-brats of the Scions of Caine rip a hole in the very fabric of time and space! Can they fix it before worlds collide?!

815 The Taint of Alien Systems

Monday 8:00 AM in Room 165 for 8 hours
System: PLUS
GM: Harold Ogle All characters provided by GM
The Star Knight Expeditionary Force has sent you to discover why all contact was lost with the colony on the distant planet Arganash.

816 Temporal League: Invasion!

Monday 8:00 AM in Room 166 for 8 hours
System: HERO 5th Edition Power Level: 100 + 100
GM: James Jandebour All characters provided by GM
The history of the Hero Universe is being tampered with, and it is up to the Temporal League to put a stop to it. Players can bring characters, subject to approval.

817 Sausage, Swashbuckling and Sauerkraut

Monday 8:00 AM in Room 168 for 8 hours
System: 7th Sea (original)
GM: Angelo Sphere All characters provided by GM
Buckle thy swash!! The year in Theah is 1665, and war still rages across Eisen. Will our brave and daring heroes risk all to save beautiful Frieburg from from fire, slaughter and greedy warlords? Will the Doppeladler rise from the ashes, or will the villianous Ferrante triumph? Bring your Drama Dice and rapier wit! Beginners welcome, characters provided, knowledge of sea shanties not required.

818 Godlike Ambitions

Monday 8:00 AM in Room 170 for 6 hours
System: Godlike Power Level: Low
GM: Scott Vancil All characters provided by GM
Variations: Core book, Homebrew setting. (Current Day)
It's been 60 years since the end of WWII and the first Talent appeared. 60 years of strife, of rules and laws, of public saftey and world crises. A new threat is rising, can a small group of Registered Talents stop it before it begins?

819 The Oracle

Monday 8:00 AM in Room 374 for 6 hours
System: Castles & Crusades Power Level: Levels 9-12
GM: Steve Willet
Characters can be provided by GM
The adventurers must enter an underground labyrinth to gain an augury in their quest to rescue an infant. It will reveal the location of the infant and the heel who is keeping her. What's a few monsters, a few riddles to a hearty band of heroes?

820 A Place Far Far Away

Monday 8:00 AM in Room 375 for 6 hours
System: D&D 3.5
Power Level: 12th Effective Character Level
GM: Randy Sullens Players must provide own characters
Variations: DMG, PHB, MM 1, 'Complete' Series, and 'Races' Series only
Teleportation madness and the far side of the world, where are we and how do we get home?

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

DunDraCon Does Not Officially Present:

On Sunday, February 19th

The Secret Masters Of Gaming

7th Annual Hawaiian Shirt Day

At DunDraCon 30



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

Con-Sponsored Games by System

RolePlaying Games

7th Sea	206, 714, 817
AD&D 1st ed.	113, 418, 612
AD&D 2nd Edition	308, 401
All Flesh Must Be Eaten	306
Amber diceless roleplaying	218
Arduin	221
Ars Magica 4th Edition	513
BASH!	415, 719
Battlestations	404, 504, 521, 604, 605
Bill's Really Great d30 Homebrew	717
Brains, Brains, Brains	722
Buffy the Vampire Slayer	707
Burning Wheel	606, 807
Call of Cthulhu	109, 112, 124, 420, 424, 522, 812, 215, 720
Call of Cthulhu d20	106, 609
Castles & Crusades	819
Champions	207, 213, 305, 814
Changeling	210, 802
Classic Traveller	511
CyberPunk	216 516, 611
Cyberpunk 2020	129, 313
Cyberpunk/Cthulhu	806
D&D 1st ed	422
D&D 2nd ed	204
D&D 3.x	203, 512,
D&D 3.0	804,
D&D 3.5	104, 105, 107, 108, 111, 114, 115, 119, 128, 201, 208, 209, 214, 223, 302, 309, 315, 403, 412, 417, 421, 501, 507, 509, 514, 518, 601, 608, 613, 704, 709, 711, 713, 715, 716, 803, 809, 820
D20 3.0	708
D20 Star Wars	402
D20-variant when worlds collide	506
DC Heroes (MEGS)	405
Deadlands	118, 219, 520, 805
Fates worse than Death	409, 703
Feng Shui	524
Gamma World, 1st Ed	811
Gamma World D20	408, 710
Goblin City: System 3AM	416
Godlike	818
GURPS 4th ed	116, 211, 307, 419, 508, 721
Hero	117, 123, 127, 301, 407, 503, 517, 607, 610, 701, 810, 813, 816,
HeroQuest	224
In Nomine	220,
L5R 3rd ed.	110, 310, 411, 510, 801,
Last Great Empire	202
Mage (New World of Darkness)	406
Mage: the Awakening	122, 523
Millenniums End	718
Mutants and Masterminds	102
Rifts	314
PARANOIA XP	515
Pendragon 5th Ed.	311
PLUS	815
Pulp Adventure	212
QuestWorlds	808
Realms of Wor	303, 603
Red Dwarf	423
Savage Worlds	304
Serenity RPG	103
Space 1889	712
Space Opera	705
Spaceship Zero	222
Star Wars WEG d6	505
Star Wars d20	205, 414
Storyboard	519
SUSS (Sorta Universal Swashbuckling System)	702

The Mountain Witch	217
The Secret of Zir' An Finesse System	413
Tibet the RPG	502
Time Lords	410
TOON	125
Tri-Stat D10	706
True 20	602
V&V with Volare'verse variations	126
Vampire : The Masquerade	120
Wheel of Time	101
Witchcraft	121

Miniatures

Axis & Allies Miniatures	564, 664
BattleTech	464
Brik-Wars	661
Flames of War	565, 662
Full Thrust	261,
Giant Monster Rampage	361, 562
Lord of the Rings	463
Heroclix	161, 364
Stargrunt II	162
Necromunda	164
OGRE Miniatures	163
Space Hulk	665
Star Blazers Fleet Battle System	563
Star Blazers Miniatures Rules	263
Star Wars Miniatures	861
Starguard	363 461, 462
Warhammer 40k 4th ed.	262,
Warhammer Fantasy Battle	561, 264
Warmachine	362

Card Games

City of Heroes CCG	542
L5R CCG	641
Lost Worlds	543
Magic: the Gathering	541
Munchkin	342
Ninja Burger	343
Nuclear War	242, 341
Vampire: The Eternal Struggle	441
Video Arcade	142
VTES	643
Warlord CCG	141, 143, 241, 344
WWE Raw Deal	642

Board Games

Age of the Dragon Tears	237, 731
Arkham Horror	138, 234
Awful Green Things From Outer Space	134
Axis and Allies Revised Version	331
B-17: Queen of the Skies	631
BattleStations!	231, 235
Betrayal at House on the Hill	531
Checkpoint Omega	133
Command and Colors	831
Cosmic Encounters	333
Descent: Journeys Into the Dark!	633
Diplomacy	139, 334
Fantasy Flight Games	632
GPA games	432, 533
Iron Dragon	135
MB Game Masters Series	332
Mystery of the Abbey	131
Nightmare Chess	236
Power Grid	132
Robo Rally	136, 732
Starfarers of Catan	232
Titan	431
Traders of Genoa	137
Victory Games Fleet Series	233
World of Warcraft: The Boardgame	532

RULES & SURVIVAL TIPS

DunDraCon 30

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.

Be civilized. If you're rude or abusive to the hotel staff, guests, or Con Committee, you may be required to leave the convention.

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 only.

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 2007), 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.

Rules for posting flyers: Use blue "painter's tape" or the double-sided foam tape available from Con Reg, or masking tape. Anything posted with scotch tape, duct tape, or other materials will be pulled down by the Committee. **YOU MAY POST** on the windows and the smooth walls in the Salon lobby area and in the Salons (1, 2, A-H, Pleasanton/Danville/San Ramon). You may post on game room doors, and on the door of your own room. You may post in the designated areas around the Information Table. **DO NOT POST** in the elevators, elevator lobby, main hotel lobby (except the info table area), or on the walls in the game rooms or sleeping room hallways or inside the rooms. Do not post on the fuzzy air walls in the Salons.