

# TABLE OF CONTENTS

Item	Page Number
Hotel/Function Room Map	Front Cover
Meet the Committee	2
Convention Registration	2
Convention Food Service	2
Rules for Posting Flyers	2
Things to Do at the Con	3
Open Gaming	3
Buyers' Bazaar	3
Arcade Room	3
Dealer Room	3
Volunteers	3
Artists' Corner	3
X-Box Room	3
Seminars	4
Martial Arts & Live Action Demonstrations	5
Society for Creative Anachronism	5
Official Games / How to Sign Up	6
Games for Young & Old	8
Live Action Role-Playing Games	9
Board Games	10
Card Games (Collectible or Not)	11
Miniatures Games	13
Miniatures Figure Painting Contest	15
Role-Playing Games:	
Games 100–199 – Session 1	16
Games 200–299 – Session 2	18
Games 300–399 – Session 3	20
Games 400–499 – Session 4	22
Games 500–599 – Session 5	24
Games 600–699 – Session 6	26
Games 700–799 – Session 7	28
Animé Room	30
Con-Sponsored Games by System	31
S.M.O.G. Notice	31
Survival Tips	Back Cover

## 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.

**Items posted where they don’t belong are subject to removal by the Committee or by the hotel staff.**

# MEET THE COMMITTEE

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

## CONVENTION REGISTRATION

### Convention Center Lobby

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

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

**Keep Your Badge!** IF we decide to replace your lost badge, you’ll have to show ID and pay a fee.

## CONVENTION FOOD SERVICE

The Marriott will have a convention snack bar set up in the lobby lounge area again—same special menu, with low prices for good, quick meals and soft drinks. Please, NO GAMING in this area; the space is just for eating and visiting. And besides the regular menu, the full-service restaurant next to the lobby will have a moderate-priced buffet for breakfast, lunch, and dinner every day. No gaming there, either, and the staff do expect tips (tip is included with the buffet price).

### Need Something from the Hotel?

Let DunDraCon help settle disagreements, get rooms rearranged, 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 CON

Things to do at DunDraCon come in many different forms. First of all are the Convention-Sponsored Games. These include RPGs, board games, miniature games, card games, and tournaments (See pages 8-30). Some of these are signed up through the Games Registration program. If a game has a number, such as 101, then you sign up for it through the Game Registration system (see page 6). 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

**Salons E & 1:** non-stop, 4:00 PM Friday to 5:00 PM Monday. Signup sheets are available at the Information Table if you want to plan ahead. Post them on the Open Gaming doors so people can join you in your game. Some tables may be reserved for demos and other convention activities.

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

## BUYERS' BAZAAR

### Salon C

Saturday 10 AM — 4 PM

Sunday 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 Mike Nebeker at Salon C Saturday and Sunday starting a half hour before the Bazaar opens. Two sessions max. No advertising.

## 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.

# DEALERS' ROOM

## Salon D

Salon D will have dealers for your gaming needs. You must have your own badge to enter the Dealers' Room. You **MAY NOT** smoke, 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:**

<b>Friday</b>	<b>Setup only – no sales</b>
<b>Saturday</b>	<b>9:30 AM — 5:30 PM</b>
<b>Sunday</b>	<b>9:30 AM — 5:30 PM</b>
<b>Monday</b>	<b>9:30 AM — Noon</b>

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

Armorcast	Gamers Unplugged
Black Diamond Games	Gold Rush Games
Chaosium	Good Luck Games
Chessex Games	Goodman Games
Different Worlds	Hero Games
Dragons Perch	Pegasus Publishing
Endgame	QR Zed Engraving
Firefly Games	Rusty Sword
Flying Buffalo	Wagoner's Games
Flying Hands	Wingnut Games

## VOLUNTEERS

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

Get an inside view of the Con and get a chance to register for a game with *priority* by working for four hours, or put in eight hours with the volunteer crew and get your membership fee refunded as well as a game priority. Talk to Tony Hughes, Volunteers Coordinator, at the Info Table if you'd like to sign up to wear the new green Volunteer t-shirt and help out.

## ARTISTS' CORNER

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

## X-BOX ROOM

### Pleasanton Room

DunDraCon is proud to include Electronic Gaming with a room dedicated to X-Box games. Various games will be available: check the door for tournaments and series play! The room will be open at least 18 hours a day, more if our volunteers can stand it. Come try your skill!

# SEMINARS

## FRIDAY

### **Favorite Character Tricks, Generic**

**Friday 6:00 PM Room 156**

Sean Fannon, Jim Gettman, Art Pruy

Masters of the quirky character provide their expertise toward making memorable characters. What are those steel rings and leather straps for, anyway?

## SATURDAY

### **What's New from Green Ronin?**

**Saturday 9:00 AM Room 156**

Steve Kenson

The designer of Mutants and Masterminds delivers the goods on all of Green Ronin's projects, including the Blue Rose, the d20 line, and licenses like Thieves World.

### **Painting Miniatures**

**Saturday 9:00 AM Rm 157**

Andrew Aberle

A 3-hour seminar, demo, and hands on workshop on painting miniatures for play. Figures, paints and brushes will be provided. (See also the Figure Painting Contest on page 15.)

### **What's New from Hero**

**Saturday 10:30 AM Rm 156**

Steve Long, Darren Watts

What criminal organizations, sorcerous leagues, or major masterminds will next be depicted in the course of one of the most exciting comeback stories in modern gaming?

### **Painting More Miniatures**

**Saturday 10:30 AM Rm 157**

Andrew Alberle

2nd half of painting seminar.

### **In Defense of Orcs**

**Saturday Noon Rm 156**

Steve Long, Ken Hite

Can there be such a thing as an "evil" race? Is genocidal behavior in a game justified? How can a GM make an opposition race be more than cannon fodder and straw men for the burning? Should an entire race be dismissed as "evil and expendable?"

### **World Building**

**Saturday 1:00 PM Rm 156**

Steve Long, Sean Fannon, Ken Hite, Michael Blum, Ross Winn

Creating a world for PCs to interact with and perhaps even change with their actions. This year's version concentrates on the people of such a world, and how to make places memorable.

### **City-Building**

**Saturday 2:30 PM Rm 156**

Anders Swenson, Michael Blum, Ken Hite

The Human Factor: just who is in charge and who does what in the usual ancient/ medieval city/ town. Where are the actual centers of power? Is there really such a thing as a Thieves' Guild?

### **GM Tips - Making it Real**

**Saturday 4:00 PM Rm 156**

Sean Fannon, Randy Angle, Ken Hite

A survey of ideas to help the Game Master make all aspects of his game come alive to the players. Creating memorable NPCs, absorbing conflicts, and fascinating storylines.

### **Genders & Lifestyles in Roleplaying**

**Saturday 5:30 PM Rm 156**

Frisbee, Steve Kenson, Michael Suileabhain-Wilson, Lori Ann Cole Cross-gender, and other-lifestyle role playing, both from the viewpoint of the player, and the GM who must deal with it, or wants to encourage it.

## SUNDAY

### **What's Cool**

**Sunday 9:00 AM Rm 156**

Sean Fannon, Ken Hite, Ross Winn

A review of many of the new games on the shelves and what the discerning gamer might look for in interesting entertainments. Panelists include a representative of the Game Manufacturers Association, and two noted columnists/reviewers.

### **Paint and Take**

**Sunday 9:00 AM Rm 157**

Matt Gubser.

"Come on in, sit down and paint! Grab a figure and get hands-on one-on-one advice and demonstrations from our expert painters!" All tools and materials brushes, paints, and figures will be provided.

### **Heroquest and Questworlds**

**Sunday 10:30 AM Rm 156**

Stephen Martin, Greg Stafford, Roderick Robertson discuss current and upcoming plans for HeroQuest and Glorantha, including their release schedule, the RuneQuest trademark, and the upcoming QuestWorlds game.

### **Sculpting Seminar**

**Sunday 10:30 AM Rm 157**

Matt Gubser

Learn the secrets of miniature sculpting and converting with professional sculptor Matt Gubser. All tools and materials will be provided. Optional \$10 fee for those who would like to keep their handiwork!

### **Pendragon**

**Sunday Noon Rm 156**

Greg Stafford

The creator of one of the most unique role playing systems leads a discussion of the game where attitude and belief are as important as prowess and a Player Character can become a Player Dynasty.

### **Staying Alive in the Gaming Industry**

**Sunday 1:00 PM Rm 156**

Steve Long, Sean Fannon, Ross Winn, Steve Kenson, Ken Hite

Some leading students in the University of Freelance Knocks, and a couple of graduates, provide helpful advice on how to make a living as an actual game creator.

### **Leave Your Ego at the Door - Character Playing**

**Sunday 2:30 PM Rm 156**

Peter and Cathy Christian

An open discussion of valuable playing techniques to improve tabletop RPG quality. Covers role-playing, dice-playing, kibitzing, attracting new players, and other core skills.

### **The System Lords Strike**

**Sunday 4:00 PM Rm 156**

Steve Long, Sean Fannon,

A potentially contentious discussion of what game systems do the best job of portraying a particular genre, with digressions into whether it is possible to have a totally generic game.

### **Publishing Your Own Games**

**Sunday 5:30 PM Rm 156**

Aldo Ghiozzi, Sean Fannon, Steve Long  
Small Press, Lightning Press, pdf, shared world - veterans of the publishing struggle provide their insights into what you need to get your game out before the world.

### **MONDAY**

#### **What's New from GAMA**

**Monday 10:00 AM Rm 156**

Sean Fannon  
The Game Manufacturer's Association puts on the annual Origins convention and sponsors many other activities to promote the hobby to the world.

#### **Humor in Roleplaying**

**Monday 11:30 AM Rm 156**

Randy Angle, Lori Ann Cole  
There's always a chance for humorous incidents in role-playing. But what do you need to do if you want laughter? Dying is easy. Comedy is hard.

## **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 we have members of Amtgard, a group that brings contact combat (with replica foam weapons) to fantasy role-playing, and Rocky Valley Aikido Dojo with a martial arts demo. See the SCA schedule – below and posted outside the Mt. Diablo Room – for times and updates.

## **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	— AMTGARDEMO (Outside): Organized live-action roleplaying—with boffer weapons!
	10	— Seminar: To be scheduled
	11	— Seminar: Things That Cut and Smash— Detailed tour of the steel-weapons collection
	1-3 pm	— SCA COMBAT DEMO (Outside)
	4	— Seminar: Archer's Fumbles: I shot an arrow into the - oops....
	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
	10:30-12	— AIKIDO AND ORIENTAL WEAPONS FORMS – Rocky Valley Aikido Dojo, with Brian Heery and our old friend Bob Frager, will give you a look at what can be done up close and personal
	1-3 pm	— SCA COMBAT DEMO (Outside; in Salon 2 if weather is awful.)
	3:30-4:30	— AMTGARDEMO
	4	— Seminar: Castles — Construction and destruction
	5:30	— Seminar: Knights and Horses — What it means to gallop off in all directions.
	*7	— Seminar: To be scheduled
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.

# OFFICIAL GAMES / How To Sign Up

There are two main game groupings at DunDraCon:

- 1) **Open Gaming**, where anyone can run or play a game. Open Gaming is in Salon E and Salon 1.
- 2) **Official Games**, which have two sign-up methods:
  - Most Card, Miniatures, Board, and Other Games are signed up for at the table at the stated start time.
  - All Role-Playing Games (RPGs) and Live Action Role-Playing Games (LARPs) and some of the others 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, and 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 Registration area. We will do our best to keep you updated during the weekend.

**There are seven Game Registration sign-up sessions 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.

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 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.

**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 over-rides any previous choices. Otherwise our staff doesn't know which is more important to you.

**The results of each Game Registration 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 into a game, 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 PAGE	GAME#	LAST SIGN UP SESSION	FORM COLOR	FIRST START TIMES
1	101-199	FRI 5:00 – 7:00 PM	Gray	Friday Night
2	201-299	FRI 7:00 – 9:00 PM	Pink	Saturday 8:00 AM
3	301-399	SAT 9:00 – 11:00 AM	Blue	Saturday Noon
4	401-499	SAT 5:00 – 7:00 PM	Tan	Saturday 8:00 PM
5	501-599	SAT 7:00 – 9:00 PM	Green	Sunday 8:00 AM
6	601-699	SUN 9:00 – 11:00 AM	Lilac	Sunday Noon
7	701-799	SUN 3:00 – 5:00 PM	Yellow	Sunday 8:00 PM and Monday 8:00 AM



# GAMES FOR YOUNG AND OLD

Sunday

All *Numbered* games are signed up through Games Registration.  
All *Un-Numbered* games are signed up at the game at start time.

## Friday

### Carabande

Friday Noon in Salon FG 5 for 8 hours

System: Carabande

Power Level: N/A

GM: David Gabriel

All materials provided by GM

Variations:

Ladies and Gentlemen, Start your Fingers! Yes, it is time to play that convention favorite, Carabande. Flick your 'racecar' around the track (watch out for the Dukes of Hazzard Jump!) and be the first to finish. Be careful and don't knock yourself (or anyone else) off the track.

## Saturday

### Kids' Games

Saturday 8 AM - late in Danville Room for 12 hours

Randy Kreidt

Variations:

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

### Monster Smash

Saturday 10 AM in Danville Room for 4 hours

System: Monster Smash

Power Level: N/A

GM: Christopher Allen

All materials provided by GM

Variations:

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

### 381 ButtonMen Beginner's Brawl

*This game is signed up through Games Registration*

Saturday 1 PM in Salon AB 1-2 for 4 hours

System: ButtonMen

Power Level: Beginners welcome

GM: Bryce Nakagawa

All materials provided by GM

Variations: none

Players will get a random assortment of buttons. Play for ante, keep what you win! Beginner's welcome. If you already own some ButtonMen, you may bring one and use it, provided it uses no special abilities other than twin dice (Bush or Gore are OK, but Cthulhu is not) and provided you are willing to risk losing it!

### Kids' Games

Sunday 8 AM - late in Danville Room for 12 hours

System:

Power Level:

GM: Randy Kreidt

Variations:

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

### Monster Smash

Sunday Noon in Danville Room for 4 hours

System: Monster Smash

Power Level:

GM: Alix Hansen

All materials provided by GM

Variations:

A long-time DunDraCon favorite! Death, destruction, dirty fingers! Ah, there's nothing better than the smell of fresh Play-Doh in the morning - except maybe the roar of the death chant when you pound your opponents' clay monsters into mush... Conducted by the undefeated 3 time champion Alix Hansen.

### 681 ButtonMen BCS Tournament

*This game is signed up through Games Registration*

Sunday 2 PM in Salon AB 6-7 for 4 hours

System: ButtonMen

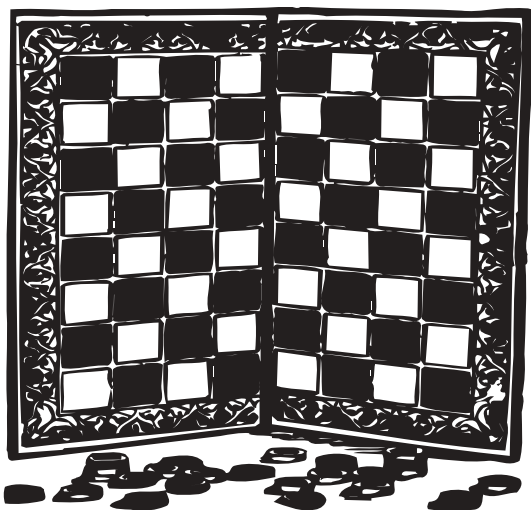
Power Level: tournament legal only

GM: Bryce Nakagawa

Game materials can be provided by GM

Variations: funky ranking system

Bring (or select) any tournament legal ButtonMan (a list of tournament legal buttons can be found at [www.buttonmen.com](http://www.buttonmen.com)) and play a best of 5, round robin. Your record will then be used to calculate the tankings, and pair off for the 'bowl' battles. Prizes for all participants.



# Live Action Role-Playing Games

All LARPS are signed up through Games Registration.

## Friday

### 141 The Queen of Spades

Friday 8 PM in Room 157 for 4 hours

System: Parlor Larps

GM: J Li

All characters provided by GM

Variations:

A murder mystery with additional complications. A group of strangers trapped on a boat in the middle of nowhere with an old enemy. Everyone has a motive and a past they thought they left behind.

Power Level:

### 142 The First of December

Friday 8 PM in Pacific Room for 6 hours

System: Parlor Larps

GM: GD Crowley

All characters provided by GM

Variations:

A group of hostages are kidnapped, fixed with electronic collars and placed in a room under guard. Their cooperation (or lack of it) in the next few hours could decide the future of the world.

Power Level:

### 143 Thirteen Days of Terror

Friday 8 PM in Salon BC for 6 hours

System: TBD

GM: Chuckling Cthulhu

All characters provided by GM

Variations: Cthulhu Live

Cape Jezra, 1962, was a quiet Florida town until the Cuban Missile Crisis erupted, bodies washed up on shore and the local military started acting very oddly indeed. Mature themes.

Power Level: N/A

## Saturday

### 241 Twilight's Dawn

Saturday 10 AM on Outside Patio for 8 hours

System: Laws of the Wyld, 3rd Ed Power Level: Beg. to Intermed.

GM: Atrus McTaggart

Characters can be provided by GM

Variations:

For thy heart, for thy heart that hath wronged me. Vampires violated our territory for too long. Tonight we Rage, tonight we strike. By Gaia, Luna and Helios victory will be ours!

### 242 A Dance with Fate

Saturday 11 AM in Pacific Room for 6 hours

System: Dreams of Deirdre

GM: Bill Howard

All characters provided by GM

Variations: N/A

Come and attend Prince Falisci's Spring Ball. Vodacces finest families and vistor from foreign lands will be there. 7th Seas World, Costuming is encouraged.

Power Level: N/A

### 341 Arundel Castle

Saturday 6 PM in Pacific Room for 8 hours

System: GM Fiat

GM: Joe Parzanese

All characters provided by GM

Variations: N/A

We of the law firm, August and Howards, do invite you to the auction of the estate of one Mr. Randolph Matigan. Sadly, Mr. Matigan was found dead of natural causes on January 1. Having no heirs, his will cited that his estate should be auctioned. The auction will be held in the ballroom of Arundel. We look forward to your attendance at this event. Daniel August and Josephine Howards

Power Level: N/A

### 342 Wyld Coast Productions: Conflict at Imbolc

Saturday 6 PM in Salon ABC for 8 hours

System: World of Darkness

GM: Aaron James

All characters provided by GM

Variations: House rules

Imbolc, festival of renewal after the long darkness of winter. Representatives of many supernatural factions, along with a group of humans rumored to have strange powers, gather under a tentative flag of truce to discuss an end to hostilities and a new spirit of openness and cooperation. Why should this time be any different?

Power Level: Medium

### 441 Celestial Council

Saturday 8 PM in Room 156 for 8 hours

System: Asian Fantasy - Low Complexity LARP System

Power Level: High

GM: Candace Carpenter

All characters provided by GM

Variations:

The Emperor and oldest Councilors are departing at a crucial time. Intrigue and treachery flourish, secrets unfold as a new Emperor of the Celestials is chosen.

## Sunday

### 641 The Mirror Room

Sunday 1 PM in Pacific Room for 6 hours

System: Parlor Larps

GM: J Li

All characters provided by GM

Variations:

A group of strangers are trapped in a strange room covered with mirrors. They have no idea how they got there or what the forces of the room want with them. Very intense roleplaying and morality.

Power Level:

### 642 Forceful Lessons

Sunday 6 PM in Salon 2 for 6 hours

System: Dreams of Dierdre

GM: Dreams of Dierdre

All characters provided by GM

Variations: N/A

The master is called away and strange...no, disturbing things are happening at the Jedi Academy. Can you figure out why and stop it before it tis too late?

Power Level: N/A



### 741 A Night in the Lonesome October

Sunday 8 PM in Pacific Room for 4 hours

System: Big Fuzzy Dice

Power Level: N/A

GM: Arthur Wallis

All characters provided by GM

Variations: Actual role playing

Once a century, a ritual takes place which draws incredible people from all walks of life. Mad science meets Necromancy in a bizzare attempt to change the very fabric of the universe. Will Sherlock Holmes discover Dracula's secret? Will Dr. Stangelove outwit Mark Twain? Find out...on a lonesome October night.

### 742 Balance of Power

Sunday 8 PM in Salon ABC for 8 hours

System: Legend of the Five Rings LARP rules

GM: Max Iloff

All characters provided by GM

Variations: Possible slight modification to rules

Winter Court in the Lion Lands. It is cause for celebration, yet alliances and deals are struck in these times. A cold war brews between the Lion and the Crane.

## Saturday

### Elvish Checkers Tourney

Saturday 9 AM in Salon AB 1-3 for 4 hours

System: Elvish Checkers

Power Level:

GM: Dave Wainio

All materials provided by GM

Variations:

Will teach rules. 9 AM events are qualifiers for Sunday championship. Door prizes for qualifier, place prizes for final. Need not play in both qualifiers. New and Original game, ages 10 and up.

### Diplomacy Tournament

Saturday 10 AM in Salon AB 10-12 for 6 hours

System: Diplomacy

Power Level:

GM: Larry Grein

All materials provided by GM

Variations: Three game Tourney. Two rounds Sat and one Sun with a New Player walk through starting at 9:00 AM on Sat.)

A no-luck, no-dice strategy game where thinking, lies and back stabbing win you the world.

### Seafarers of Catan

Saturday 10 AM in Salon AB 9 for 4 hours

System: Seafarers of Catan

Power Level:

GM: Glenn Ironhat

All materials provided by GM

Variations:

I plan to play Scenario 11. So the game will run about 30 minutes longer than usual. Say 2-3 hrs. I will stay for a second round if people are interested.

### B-17: Operation Pointblank

Saturday 6 PM in Salon FG 5-6 for 6 hours

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

Power Level:

GM: Ron Plunk

Game materials can be provided by GM

Variations: Multi-player Squadron 'team' rules

Join 'Memphis Belle', 'Thunderbird' and 'Picadilly Lilly' as the 8th AF pummels Occupied Europe at 'Pointblank'.

# BOARD GAMES

All *Numbered* games are signed up through Games Registration.

All *Un-Numbered* games are signed up at the game at start time.

## Friday

### I don't wanna grow up...

Friday 4 PM in Danville Room for 4 hours

System: Bohnanza, Guillotine, Mystery in the Abbey, Cheapass Games, and more!!!

Power Level:

GM: Siobhan Granvold

All materials provided by GM

Variations:

Series of games that will take you back to your childish memories, the more people who come, the more fun it will be!!! If you want to bring your own games to add to it, please do!

### Demolition Derby Robo Style

Friday 4 PM in Salon FG 2 for 8 hours

System: Robo Rally

Power Level: beginners welcome

GM: Terrance Pai

All materials provided by GM

Variations:

1 Robo Rally board, 8 robots, two lives each. No flags to get: just push, shoot, ram, and smash the other 7 robots. Duel to the death, last one standing wins all.

### 181 A Game of Thrones

Friday 8 PM in Salon FG 1 for 6 hours

System: A Game of Thrones Board Game

Power Level:

GM: Kevin Yin

All materials provided by GM

Variations:

Westeros bleeds as her Lords play the game of thrones. Will your house sit atop the Iron Throne or fade into dust?

## Sunday

### 581 Sixth Fleet

Sunday 9 AM in Salon AB 9 for 6 hours

System: Victory Games Sixth Fleet

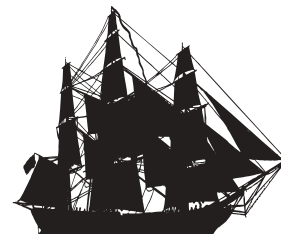
Power Level:

GM: Greg Wong

All materials provided by GM

Variations:

It is the early 1990s, and the US and the Soviet Union clash in the Med. in the war that was never fought. This will be an intermediate level scenario using the basic rules as written with some minor tweaking. The logisitics, nuclear warfare, and intensive attack rules will not be used. Players will be grouped into teams. Beginners are welcome.



### Elvish Checkers Tourney

Sunday 9 AM in Salon AB 6-7 for 4 hours

System: Elvish Checkers

GM: Dave Wainio

All materials provided by GM

Variations:

Although Elvish Checkers can be almost as strategically complicated as Chess, at the base level it plays very simply (around Chinese Checkers level) making it kid friendly down to about age 9ish.

### Thunder's Edge

Sunday 10 AM in Salon AB 10 for 8 hours

System: Fantasy Flight

Power Level: Beginner's Welcome

GM: Eric H. Olender

All materials provided by GM

Variations: A few house rules and expansions explained below. Compete with rival Earth factions for control of a desolate planet near a wormhole. Use BattleMechs and air power to control the planet Thunder's Edge.

### Elvish Checkers Tourney Final Round

Sunday 3 PM in Salon AB 9 for 4 hours

System: Elvish Checkers

Power Level:

GM: Dave Wainio

All materials provided by GM

Variations:

Although Elvish Checkers can be almost as strategically complicated as Chess, at the base level it plays very simply (around Chinese Checkers level) making it kid friendly down to about age 9ish.

### Fantasy Flight Game Demos

Sunday 3 PM in Salon AB 11-12 for 4 hours

System: Fantasy Flight Games

Power Level:

GM: Cedric Chin

All materials provided by GM

Variations:

Bring along your gaming group or meet new players at a Fantasy Flight Games demo. Various FFG games will be available. Prizes supplied by FFG.

### Doom: The Boardgame

Sunday 8 PM in Salon FG 1-2 for 6 hours

System: Doom: The Boardgame

Power Level: All Levels

GM: Nathaniel Low

Game materials can be provided by GM

Variations:

Doom is based on the legendary FPS. This will be a single elimination tournament with prizes for 1st, 2nd and 3rd place. Bring your game if you can.

## Monday

### 782 Pirates Cove

Monday 10 AM on Hallway 1 for 2 hours

System: Pirates Cove

Power Level:

GM: Glenn Ironhat

All materials provided by GM

Variations:

Pirates are supposed to go after the easy targets and avoid fighting each other and for the most part that is true. But when multiple pirates go for the same easy target... Only the winner gets to upgrade their ship.

## CARD GAMES (Collectible or Not)

All *Numbered* games are signed up through Games Registration.  
All *Un-Numbered* games are signed up at the game at start time.

## Friday

### The Treasure Fleet is Arriving

Friday 6 PM on Hallway 4 for 6 hours

System: Pirates of the Spanish Main

Power Level: 45 point fleets including crew (no spanish ships)

GM: Fred Andrea

Game materials can be provided by GM

Variations: scoring different, groups of 4 players, winners move on to finals, Can 'buy' crew

England and France have declared War on Spain. Strike a blow for the King or Queen or take advantage of a chance of a lifetime for your pirate crew.

### Champions of Kamigawa Booster Draft

Friday 6 PM in Salon AB 4 for 4 hours

System: Magic the Gathering

Power Level:

GM: Gary Dumlao

Players must provide own game materials

Variations:

Sanctioned 16k Champions of Kamigawa Booster Draft

### Warlord OPEN Tournament

Friday 7 PM in Salon AB 1-2 for 4 hours

System: Warlord CCG

Power Level: n/a

GM: Richard Carter

Players must provide own game materials

Variations: n/a

Head to head Warlord tournament open format (all cards printed), Swiss rounds with top cut. Promos, Prizes, and general mayhem.

## Saturday

### Galactic Empires Tournament of Champions

Saturday 9 AM in Salon 2 1-5 for 6 hours

System: Galactic Empires

Power Level:

GM: Michael Smith

GM can supply some Decks

Variations: Version 2.0 of the Galactic Empires rules for decks  
Rising from the ashes of long-forgotten civilizations, a Galactic Empires Tournament of Champions.

This tournament uses Version 2.0 of the Galactic Empires rules for decks, which can be found online at:

<http://www.bullington.us/galacticempires/gerules.htm>

Bring your own main empire deck, plus sideboard (if any) equal to 20% of the main deck. All decks will be inspected prior to start of play, so insure your deck is in order. I have 15 main empire decks available for use.

*Rounds (subject to change)*

Round One: 6 groups of 5 players each, top 2 players advance.

Round Two: 4 groups of 3 players each, winner advances.

Rounds Three and Four: One on one semifinals and final.

Prizes (unopened packs) to be awarded to all players, more for winners.

### **Nuclear War Tournament**

Saturday 10 AM in Salon AB 5-8 for 2 hours

System: Nuclear War

Power Level: Easy game, rules will be taught

GM: Rick Loomis

Please bring a copy of the game if you can

Variations:

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

### **Hydra Sanction**

Saturday 11 AM in Salon 2 6-8 for 6 hours

System: Spycraft CCG

Power Level: n/a

GM: Richard Carter

Players must provide own game materials

Variations: n/a

Who is Paradox? The winner of this tournament will get to submit an alternate art description of the mysterious Paradox. Head to head tournament, Swiss rounds, then top 4. Operation Nightfall and Extinction Agenda legal.

### **Weapons of Mass Destruction Tournament**

Saturday Noon in Salon AB 5-8 for 2 hours

System: Nuclear War Power Level: Easy game, rules will be taught

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!

### **DCI Sanctioned Type 1 Tournament**

Saturday 3 PM in Salon 2 1-3 for 4 hours

System: Magic the Gathering

Power Level:

GM: Gary Dumlao

Variations: n/a

Players must provide own game materials

Free DCI Sanctioned 16k Type 1, DCI foil prizes

### **Warlord CE Tournament**

Saturday 5 PM in Salon 2 6-8 for 6 hours

System: Warlord CCG

Power Level: n/a

GM: Richard Carter

Players must provide own game materials

Variations: n/a

Head to head Warlord tournament, Swiss rounds with top cut.

Promos, Prizes, and general mayhem.

### **Magic: The Gathering - Unhinged Booster Draft**

Saturday 8 PM in Salon FG 1-2 for 6 hours

System: Magic: The Gathering

Power Level: All Levels

GM: Don Monzon

Game materials can be provided by GM

Variations: Unhinged - Comedic Variation on Magic

Unhinged is a stand-alone Magic set with a whole new set of mechanics and monsters with a comedic slant. Packs available at game. Lands Provided. Prizes!

## **Sunday**

### **Return to the Hellmouth**

Sunday 8 AM in Salon AB 1-3 for 8 hours

System: Buffy the Vampire Slayer CCG

Power Level:

GM: Don Tresca

Game materials can be provided by GM

Variations:

Buffy extended tournament. All standard cards, virtuals, and Dream cards from www.buffyccg.com permitted. Prizes awarded.

### **Kindred Almost Wanted**

Sunday 11 AM in Salon AB 4-5 for 8 hours

System: Vampire: The Eternal Struggle

Power Level:

GM: Ian Lee

Game materials can be provided by GM

Variations: Standard Constructed

V:EKN sanctioned - www.white-wolf.com/vtes - 2 rounds plus final. Players expected to play all prelim rounds (about 5 hours). Prizes for all entrants.

## **Monday**

### **781 Ultimate Mega-Munchkin**

Monday 8 AM in Salon C for 4 hours

System: Munchkin Card Game

Power Level: Ridiculous

GM: Christopher Larson

All materials provided by GM

Variations: All

EPIC Star Munchkin Fu Blender Bites! Including The Clown Wars, Unnatural Axe, and Clerical Errors!! Every Munchkin set, in an epic Free-for-all.

### **Ninja Burger Tournament**

Monday 10 AM on Hallway 3&4 for 6 hours

System: Ninja Burger

Power Level: Introductory

GM: Janette Walters

All materials provided by GM

Variations: Three round double elimination, or something.

You've proved your burger delivery skills superior to your friends, honor demands you test your skills against the best! Prizes from SJ Games!



# Miniatures

## Saturday

**All Numbered** miniatures games are signed up through **Games Registration**.

**All Un-Numbered** games are signed up at the game at the start time.

### Friday

#### Valley of the Dark Ones

Friday 5 PM on Hallway 1 for 6 hours

System: Mordheim

Power Level: Any, so long as you can defeat the Dark Ones

GM: Andrew Heilborn

Figures can be provided by GM

Variations: Use any warband you wish, and if it is not official make sure to show me.

The Valley of the Dark Ones used to be a very profitable area in Mordheim before the Dark Ones showed up. Now over a dozen warbands of every race rush there to attempt to claim the land for themselves. Or just get out with as much cash as possible.

#### The True Meaning Of Haste

Friday 6 PM in Salon FG 6 for 6 hours

System: GW Lord of the Rings

Power Level: N/A

GM: Jefferson Krogh

All figures provided by GM

Variations: none

While Theoden leads his people to the refuge of Helms Deep, Gandalf rides desperately to find Eomer and his exiled legions of Rohirrim. In this scenario, Saruman's Uruk-Hai try to ambush and destroy Eomer shortly before Gandalf's arrival. New players welcome.

#### A BPC Bridge Too Far

Friday 6 PM in Salon FG 3 for 6 hours

System: OGRE Miniatures Power Level: 1,000+ points per side

GM: Jim Kundert

All figures provided by GM

Three bridges lie between the advancing NAC forces and a new PanEuro OGRE factory. Can the NAC forces blow the factory before they have to face it's products?

#### Confrontation Bring & Battle

Friday 6 PM in Room 171 for 8 hours

System: Confrontation

Power Level:

GM: Jerry Lewis

Players must provide own figures

Confrontation bring & battle. Bring 300 points of your painted Confrontation miniatures. Two Sides with multiple players. Players also need to bring their own dice, tape measure, rules and FAQ.

Presented by Day One Gaming.

#### GURPS 4th Edition Walk-Up Combat Demo

Friday 8 PM on Hallway 2 for 6 hours

System: GURPS 4E

Power Level: Introductory

GM: Andrew Walters

All figures provided by GM

Variations: Cross-genre, no plot, combat, fun! Cardboard heroes!

Play for an hour, or play all night as characters from fantasy, sci fi, and wherever slug it out in the Cardboard Hero Castle. Prizes from SJ Games.

#### 261 Return to Ryan's world. - Warhammer 40K Tournament

Saturday 8 AM in Salon FG 1-4 for 12 hours

System: Warhammer 40K

Power Level: 1800 points

GM: Chad Martens

Players must provide own Figures

Variations:

The warp storms surrounding Ryan's world for the last 18 years have finally lifted. The Planetary Defenders look forward to reinforcements to help drive the Ork and Chaos invaders that have been waging an unending war for control for the planet.

#### All Monsters Attack!!!

Saturday 8 AM in Salon FG 5 for 6 hours

System: Giant Monster Rampage

Power Level: 200 - 300 points

GM: Zoran Kovacich

All figures provided by GM

Variations: various

Giant Japanese monsters lay the smack down as cities crumble and desperate humanity struggles to stem the tide of destruction! Which of these battling behemoths will emerge the victor?

#### 262 House Davion Rescue Mission in Hostile Word of Blake Territory

Saturday 9 AM on Hallway 3-4 for 6 hours

System: Battletech

Power Level: Any / Beginners welcomed

GM: Frank Diaz

All materials provided by GM

Variations:

You must rescue two down aero pilots, in hostile Word of Blake territory. The downed pilots carry vital recon information that the Blakists are determined to prevent from falling into House Davion's hands at all cost.

#### Battle in the Borderlands

Saturday 9 AM in Salon FG 6 for 8 hours

System: Warhammer Fantasy Battle

Power Level: 1000pts, 2 characters, no magic items

GM: Simon Kiefer

Figures can be provided by GM

Variations: yes - Simultaneous

The Borderlands are in upheaval, armies are coming from all over to hone their steel against long time adversaries. You could be a wise and stalwart General for the forces of Good or a cunning and vile Warlord for the forces of Evil. Come one, Come all and heed the call to arms and join us in glorious battle.

#### 263 Pandora's Demise

Saturday 10 AM on Hallway 1 for 8 hours

System: Full Thrust

Power Level:

GM: Dennis Seiffert

All figures provided by GM

Variations: More Full Thrust and Fleet Book 1 & 2 will be used

During the Pandora's maiden voyage an ancient program deep within the navigational computer activates sending the ship and its crew to destination unknown.

## Sunday

### 264 Hell to Pay in Prosperity

Saturday 10 AM on Hallway 2 for 10 hours

System: Legends of the Old West Power Level: 200 point posse

GM: Doug Pharr

Figures can be provided by GM

Variations: Day-long campaign with multiple games

Legends of the Old West campaign. Saddle up Pard, and form your 200 point posse and join us for a day of non-stop Old West action gaming. Trouble is brewing in Prosperity, and it has reached the boiling point. Cowboys, Outlaws and Lawmen are all fighting for control. Looks like blood will spill and power will come from the end of a gun.

### Battle for the Glittering Caverns

Saturday 5 PM on Hallway 3 for 6 hours

System: Eklipse

Power Level: 2000 pts per army

GM: Erik Barnett

All figures provided by GM

Variations: Tournament

Deep within the Under Realm lays the Glittering Caverns filled with untold natural wealth waiting for those few who are brave and cunning enough to face its many perils. The cavern is filled with precious minerals, crystals, and some of the most sought after giant Mushrooms. Are you one of those brave enough to lead an army and reclaim the Glittering Caverns and all its wealth or are you a boneless, slimy shroom slug!

### A Galaxy Divided

Saturday 5 PM on Hallway 4 for 8 hours

System: Star Wars Miniatures Power Level: 100 points of one faction

GM: Curtis Plunk

Figures can be provided by GM

Variations: None.

Star Wars Miniatures by Wizards of the Coast. Round Robin Style. Bring a 100 point squad from all current expansions. Rules taught, mini's can be provided. Beginners welcome.

### 461 Star League Tech Files

Saturday 8 PM on Hallway 1 for 10 hours

System: Battle-tech (circa 3030)

Power Level:

GM: Samuel Horton

All figures provided by GM

Variations:

Finding the thieves who stole your tech files and crashed your system, you prepare to attack! Even though your mechs are not fully upgraded. Heavies versus Lights/Mediums

### Confrontation Tournament

Saturday 8 PM in Salon FG 3-4 for 6 hours

System: Confrontation Power Level: 500pt primary, 300pts fielded

GM: Anthony Brown

Players must provide own figures

Variations: Incantation, Divination, Fortification

Confrontation tournament! Bring a 500pt primary list. Each round you will choose 300pts based on opponent. See Tournament rules on our forum: [www.endgameoakland.com](http://www.endgameoakland.com)

### 561 The Old World in Flames - Warhammer Fantasy Battle Tournament

Sunday 8 AM in Salon FG 1-4 for 12 hours

System: Warhammer Fantasy Battle

Power Level: 2200 points, with one Lord required.

GM: Chad Martens

Players must provide own Figures

Variations:

The storm of Chaos has ended. Archaon, the lord of the end times, and his invading hoard have been defeated. The Empire and her allies have weathered the storm. But the Old World is still in turmoil.

### 562 Blood Bowl for all

Sunday 10 AM in Salon AB 8 for 8 hours

System: Blood Bowl

Power Level:

GM: Aaron Nascimento

Figures can be provided by GM

Variations: living rule book 3.0

This should be a 100 point team off the new living rule book.

Miniatures can be provided as well as teams. It should be a hard-hitting-good time. Plan on playing 2-4 games with full post-match sequences in between.

### Stop the Clans

Sunday 10 AM in Salon FG 5-6 for 6 hours

System: BattleTech Miniatures

Power Level:

GM: Greg Qatsha

All figures provided by GM

Variations: light

28mm scale BattleTech with large Armorcast Mechs. Mercenaries try to stop a Clan Nova Star in urban terrain. Experienced players please!

### Taking the Fight to the Enemy

Sunday 10 AM on Hallway 1-2 for 10 hours

System: Star Blazers Fleet Battle System

Power Level:

GM: Keith Holmes

All figures provided by GM

Variations:

Star Blazers. Based on a 1970s animé about World War II in space. Come see if the Earth Defense Forces can take the fight to the enemy instead of waiting for the enemy to come to them.

### Assault on St. Lo

Sunday 10 AM on Hallway 3-4 for 6 hours

System: Micro Armor, WWII Power Level: All Players Welcome

GM: Chris Barath

All figures provided by GM

Variations: House Rules

A beach head has been established and the American forces have decided to make the next push. St. Lo is the target. Can the will of the West succeed or the stubborn German defenses resist this assault. The American forces must push through the farmland and capture the town while defeating the various defensive measures presented.



### Stop the Clans

Sunday 5 PM in Salon FG 5-6 for 8 hours

System: BattleTech Miniatures

GM: David Camp

All figures provided by GM

Variations: light

28mm scale BattleTech with large Armorcast Mechs. Mercenaries try to stop a Clan Nova Star in urban terrain. Experienced players please!

Power Level:

### Survival of the Fittest

Sunday 5 PM in Hallway 3-4 for 4 hours

System: Eklipse

Power Level: 2000 points

GM: Erik Barnett

All figures provided by GM

Variations: Free-for-all

The only way out is through hords of enemy warbands each just as intent on each others demise as in your demise. Can you make it out alive our will you get beat down in the running of this dangerous gauntlet?

### SquigBowl III

Sunday 8 PM in Salon FG 4 for 6 hours

System: Mordheim

Power Level: Any / Beginners welcomed

GM: Kyle Guthrie

Figures can be provided by GM

Variations: Some minor to allow scoring

Does your warband have what it takes to unseat the two-time reigning champions, Krak's Warband? Come and prove it! BYOW (Bring your own Warband).



# MINIATURES FIGURE PAINTING CONTEST

## Categories:

**Single Figure** - Single figure, mounted or on foot, 40mm scale or smaller. Maximum base size 40mm.

**Historical Unit** - 5-20 models

**Sci-Fi/Fantasy Unit** - 5-20 models

**Large Figure/Monster** - 54mm or larger scale figures and smaller scale monsters larger than 50mm

**Vehicle** - One vehicle of any genre, including drivers, pulling beasts, and cargoes, but not dioramas including vehicles.

**Young 'uns** - This can be any of the above, but entrants in this category must be no more than 15 years old. Only one 1st prize for all the Young'un entries. Painters under 15 may enter any adult category but will be judged equally with the other entrants.

## Rules:

One entry per category per person.

No previous winning entries from Golden Demons, Gencon, Origins, Kublacon, Conquest, or Dundracon may be entered.

All conversion and painting work must be done by the entrant.

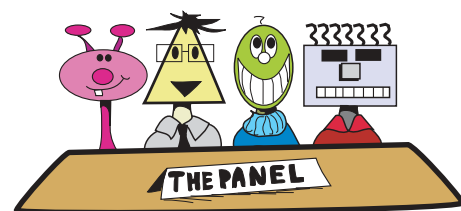
First place in each category, and random entrants, will receive a prize.

Best of Show will be chosen from among the first place winners.

Entries will be collected from 11 AM - 5 PM Saturday and be on display in the Salons lobby.

The Awards ceremony will be held at 1 PM Sunday at the Games Registration desk.

Entries can be picked up between 1:30 and 5 PM Sunday in Salon E (Open Gaming).



# ROLE-PLAYING GAMES

All RPGs are signed up through Games Registration.

## *Session 1. 100 Series Games*

**Sign up by Friday 7:00 PM**

**The registration forms for this session are Gray**

### **101 Dark Adventure through the Underdark**

Friday 8 PM in Room 143 for 8 hours  
System: D20, DND Power Level: 8-12 lvl  
GM: Louis Contreras  
Characters can be provided by GM  
Variations: Underdark, No Psions, Core D20 with exceptions on the Website  
While adventuring from the underdark a group of dark elves encounter strange cavernous ruins... Drow or Drow Slave-Mercenaries, core PHB & DMG Races Only, ECL for Race counts, Skills matter.

### **102 Treasure Huntin' Toons**

Friday 8 PM in Room 145 for 4 hours  
System: TOON Power Level: In TOON?  
GM: Doc Cross  
All characters provided by GM  
Variations: Ya, you betcha!  
A billion simoleons worth of treasure has been hidden on the grounds of Kreep Manor. Whoever finds the treasure gets it all! That is, if the other treasure hunters don't steal it. Lots of Rampant Greed and Hilarity, my little toonsters.

### **103 The Prince Is Pissed**

Friday 8 PM in Room 147 for 6 hours  
System: Vampire : The Masquarde Power Level: neonate  
GM: Tim McKusick  
All characters provided by GM  
Variations: 3rd edition rules  
Simon Angelis, the prince of Santa Rosa, wants all of you dead. He believes you are behind the death of his child. You aren't. Do you stay and attempt to clear your name, or try and escape the city?

### **104 This Issue, Everybody Dies!**

Friday 8 PM in Room 149 for 6 hours  
System: HERO System 5th Edition Power Level: 350 points  
GM: Derek Hiemforth  
All characters provided by GM  
Variations: SideKick Quick-Start Rules  
Superheroes, The Sensational Six face their greatest threat! A threat beyond death - and life! Never tried the HERO System? This adventure's for you! Start here!

### **105 Adventurer's Club**

Friday 8 PM in Room 151 for 6 hours  
System: HERO Power Level: 45 active  
GM: Don Satow  
All characters provided by GM  
Variations: Victorian Superheroes  
Your participation is requested in helping to solve a mystery within the Empire. You will be appropriately recompensed for your actions.

### **106 In the Shadows of Charouse**

Friday 8 PM in Room 152 for 8 hours  
System: 7th Sea (Roll and Keep) Power Level: Mid level.  
GM: Erik Woodbury  
All characters provided by GM  
Variations: Some house rules. Nothing drastic.  
Operatives from Die Kreuzritter are dispatched to Charouse to recover a powerful artifact. What they uncover will shake the world. Secrecy is paramount.

### **107 The Other Guys**

Friday 8 PM in Room 154 for 6 hours  
System: Stargate d20 Power Level: 3rd level Scientist  
GM: Tim Martin  
All characters provided by GM  
Variations: None  
Researchers. You know, the ones who fulfill the REAL mission of the SGC. But if that wasn't enough SG-21 just got captured. Guess who gets to rescue them?

### **108 Cold Warriors - USA**

Friday 8 PM in Room 156 for 8 hours  
System: AEG's d20 Spycraft Power Level: 6th Level Agents  
GM: Bill Whitmore  
All characters provided by GM  
Variations: Uses the 1960s Sourcebook  
It is the height of the cold war. Both sides are looking for an edge. When a third party steps in with an offer that could tip the balance of power, neither side can refuse.

### **109 Cold Warriors - USSR**

Friday 8 PM in Room 156 for 8 hours  
System: AEG's d20 Spycraft Power Level: 6th Level Agents  
GM: Eli Black  
All characters provided by GM  
Variations: Uses the 1960s Sourcebook  
It is the height of the cold war. Both sides are looking for an edge. When a third party steps in with an offer that could tip the balance of power, neither side can refuse.

### **110 Ants with Attitude!**

Friday 8 PM in Room 159 for 6 hours  
System: Army Ants Power Level: N/A  
GM: Cheryl Murphy  
All characters provided by GM  
Variations: M.T.D. Army Ant the Rpg  
These aren't just any Army Ants - they're Commandos, Rangers and Artillery specialists! Okay, so they're really Cadets, but they're rarin' to go!

### **111 Matt Sanborn's 'ALLNIGHTER'**

Friday 8 PM in Room 160 for 6 hours  
System: Traditional Cthulhu & 1st Edition D & D  
Power Level:  
Cthulhu N/A - D & D 12th to 15th Level  
GM: Dave Noonan  
All characters provided by GM  
Variations: Ummm... way too many to name  
What happens when friends cut work & gather to play a new game called D&D, then get snowed in by the 1978 northeaster? It's Matt Sanborn's 'Allnighter.' It's the RPG your Mommy warned you about.

### 112 My what big Teeth you have....AAHHH!

Friday 8 PM in Room 161 for 8 hours  
System: Men in Black (Palladium based, circa 1990) Power Level: 0  
GM: Gregory Landon  
All characters provided by GM  
Variations: house rules, graphic violence  
You are Men in Black, investigators of supernatural activities. Sent to solve the brutal murder of a well known anthropologist at the infamous Miskatonic University. Are you the hunters or hunted?

### 113 Jeremiad (A Good Omens production)

Friday 8 PM in Room 162 for 8 hours  
System: Exalted: Abyssal Power Level: Essence 3 to 4  
GM: Gregory Alan Mathieson  
All characters provided by GM  
Variations: Exalted Power Combat  
Your Deathlord calls and you must obey his black whim, he knows of your treachery & faltering devotion. Now, you are sent after an emerging death cult near the ruins of Rathess. Is it a death march? A test?

### 114 mangHom First Mission - Part 3

Friday 8 PM in Room 163 for 8 hours  
System: GURPS 4th Edition Power Level: 200 -250 pts  
GM: Mike Wilson  
All characters provided by GM  
Variations: Space (Star Trek Variant)  
You are a mangHom, a cadet, on your 1st mission along with 6 other cadets. Your ship, is heavily damaged, your Kaptain is severely injured, your orders - find Vnic Reeders and bring him back.

### 115 The Ashstaff Curse

Friday 8 PM in Room 164 for 8 hours  
System: D&D 3.5 Power Level: 15th Level  
GM: David Gay  
Characters can be provided by GM  
Variations: Core only (no psionics, no supplements); no cohorts  
Help restore a hero transformed by the Lich King of Malvador into an undead slave. To break the spell, your party will need both courage and cunning. Lots of role-playing and action.

### 116 Blood & Swash II: A Tale of Buccaneers

Friday 8 PM in Room 165 for 6 hours  
System: 7th Sea Power Level: 50 Experience  
GM: Jay Loucks  
All characters provided by GM  
Variations: none  
You joined the Avalon privateers for Queen, glory and fortune. Wealth and adventure await ashore for bold buccaneers willing to protect the triple kingdom.

### 117 Family Vacation

Friday 8 PM in Room 166 for 8 hours  
System: Burning Wheel Power Level: Max 5 Lifepaths  
GM: Craig C Randall  
All characters provided by GM  
Variations: Under a Serpent Sun  
It's finally time for a family vacation. The mini-van is all packed. The kids are behaving for once. Now if only you could remember how to get out of this city!

### 118 Aren't You Dead Yet?

Friday 8 PM in Room 168 for 6 hours  
System: D&D 3.5 Power Level: 7-9 level  
GM: Jeff Boles  
Players must provide own characters  
Variations: none  
It started out as such a good day. Then you chased the vile Priest Augustine to the ruined temple and your perspective on life changed dramatically.

### 119 Into the Ether

Friday 8 PM in Room 170 for 8 hours  
System: Call of Cthulhu Power Level:  
GM: Catherine Klikoff  
All characters provided by GM  
Variations:  
It's the 1970's and you and your buds are seeking to make a little extra bread doing a little shady dealing. What the Man don't know won't hurt him. However, this Island is evil and it has a will of its own.

### 120 Hogs of War

Friday 10 PM in Room 374 for 8 hours  
System: Hero 5th Power Level: Pre-generated 300-450 points  
GM: Peter Tidd  
All characters provided by GM  
Variations:  
The Titans Outlaw MC have to rescue Club Brother Wild Bill's daughter "Duchess" who has been abducted and is being held hostage by the rival Immortals Outlaw MC.

### 121 Peace to Chaos

Friday 10 PM in Room 375 for 8 hours  
System: Hero 5th Champs Power Level: 325-350  
GM: Lonnie Johnson  
Characters can be provided by GM  
Variations: Bring your Best  
World is not as you know it .... Everything is gone. But the Governor Lord needs your help. Bring Peace back to New Demas.

### 122 Kolek's Challenge

Friday 10 PM in Room 376 for 8 hours  
System: D&D 3.5 Power Level: 12  
GM: Jeff Jackson  
Players must provide own characters  
Variations: N/A  
You, along with at least a hundred others, have answered the 'Experienced Adventurer's Only' posting. The diverse crowd not-so-patiently awaits the offer.

### 123 Frosh Times at Superhero High

Friday 10 PM in Room 377 for 4 hours  
System: Champions 5 only Power Level: 200+100+10, 50 Active  
GM: Jim Gettman  
All characters provided by GM  
Variations: Char. must be entering 9th grade  
Welcome to the SHHS orientation program. In 4 years you will blah blah ZZAP! Hey! Where did everybody go? (Players may use own characters if GM says they fit in!)

### 124 Big Trouble Shaolin High

Friday 10 PM in Room 378 for 6 hours  
System: HKAT Power Level: 8 stars or lower  
GM: Clifton Allen  
Characters can be provided by GM  
Variations: old skool  
Show up and see what happens when you go to Shaolin High!

### 125 Bridge on the River Helmand

Friday 10 PM in Room 379 for 8 hours  
System: Twilight 2000 (kinda) Power Level: N/A  
GM: Wess Safford  
All characters provided by GM  
Variations: Most action governed by roleplaying and GM judgement.  
The old Twilight 2000 will be used as a reference material, not a system.  
If our mission's a simple bridge rebuild, why are they putting armor on the hummers? What did the Major just say? The bridge is in Afghanistan?!

### 126 Hollyweird Rerun

Friday 10 PM in Room 381 for 8 hours  
System: Mage: The Ascension Power Level: Adepts + One Master  
GM: Matthew Iskra  
Characters can be provided by GM  
Variations: Technocracy OK  
Hollywood is a node unlike any other. As powerful as Stonehenge or the Pyramids, an uneasy truce rules the city. But the new CEO of Century Studios wants it all.

## ***Session 2. 200 Series Games***

**Sign up by Friday 9:00 PM**

**The registration forms for this session are Pink**

### 201 Black Hole Sun

Saturday 8 AM in Room 374 for 8 hours  
System: Champions/Hero/Star Hero Power Level: 250 - 350  
GM: Chris Randall  
Characters can be provided by GM  
Variations: Modern Fantasy  
Get the Dwarves to help move your people while the Elves take over the system. The people need convincing the sun is collapsing before they leave the colony.

### 202 Operation Giant Kill, 2nd Assault

Saturday 8 AM in Room 375 for 8 hours  
System: D&D 3.5 Power Level: 9th  
GM: Bruce Mattos  
All characters provided by GM  
Variations:  
Two groups set out on a mission; destroy a Giant's Hall & kill it's leader. The 1st team went in early, but surprise is still with you. So into the fray you go to stop this evil.

### 203 There are Queens that need Depositing

Saturday 8 AM in Room 376 for 8 hours  
System: D & D 3.0 Power Level: 8th-12th  
GM: Jeff Brain  
Characters can be provided by GM  
Variations: Gringold Campaign; some 3.5 balance adjustments, great role-playing well integrated into the scenario  
Azungi Riders have decimated the High Priest of Apollo's prize breeding herds. Great rewards await those who are culled from the heroes of the heavens to serve.

### 204 Homeland Insecurity

Saturday 8 AM in Room 377 for 8 hours  
System: D&D 3.5 Power Level: 6th level  
GM: Geoffrey Nichols  
Characters can be provided by GM  
Variations: Core & Complete only  
Your home may be safe and secure, but the world is a tougher place than that. Your neighbor just wants the same peace. 13,000 GP wealth limit strictly enforced.

### 205 Original Transformers

Saturday 8 AM in Room 378 for 6 hours  
System: Mekton Zeta Power Level: N/A  
GM: Kelly Simon  
All characters provided by GM  
Variations: None  
Earth is at war with a powerful enemy and losing, Autobots refuse to take sides, and Earth suspects Decepticon involvement, it's up to the Mammalbots to investigate..

### 206 Dark One Rising

Saturday 8 AM in Room 379 for 10 hours  
System: d20 System — The Wheel of Time Power Level: N/A  
GM: Cassandra Kyle  
All characters provided by GM  
Variations: none  
Chasing a known Dark Friend can lead to VERY unexpected places.

### 207 The Black Castle

Saturday 8 AM in Room 381 for 12 hours  
System: Fantasy Hero Power Level: 150 pts or so  
GM: Matthew Buynoski  
Characters can be provided by GM  
Variations: Keep the magic kind of low  
Rumors of a treasure and an artifact. Everybody is heading that way: priests, thieves, soldiers of fortune and the bad guys.

### 208 Myth or Missing Link?

Saturday 10 AM in Room 143 for 6 hours  
System: Call of Cthulhu 6th Ed. Power Level: Mild Mythos exposure  
GM: Leon C Glover III  
All characters provided by GM  
Variations: 1920's (1925)  
The National Geographic Society invites you on a trip to Indonesia! See the flora and fauna of the colorful Flores archipelago. Chat with friendly villagers and investigate claims of a new humanoid species! Top Players will move on to Game T02 on Sunday at 2 pm.

### 209 Digging for God and Country

Saturday 10 AM in Room 145 for 6 hours  
System: Call of Cthulhu 6th Ed. Power Level: Mild Mythos exposure  
GM: Brian Sullivan  
All characters provided by GM  
Variations: 1920's (1929)  
Oxford University and the British Museum are sponsoring an archeological dig in Greece. Leave your mark on the scientific world; bring back pictures, artifacts and theories. Top Players will move on to Game T02 on Sunday at 2 pm.

### 210 Trials of a Guardian; Adventures in Ronedar

Saturday 10 AM in Room 147 for 6 hours  
System: D&D 3.5 Power Level: Lvl's 2-3  
GM: Aaron Wolz-Romberger  
Characters can be provided by GM  
Variations: Variant alignment system. Characters you bring must be lawful.  
Your training as a Guardian is complete and you have been sent to guard the Honor of the City of Salenir and the adjoining Woods of Khaltice. Plenty of combat and roleplaying.

### 211 The Swamp will never die

Saturday 10 AM in Room 149 for 6 hours  
System: BRUTAL Power Level:  
GM: Todd Goss  
Characters can be provided by GM  
Variations:  
They have tried to root out the evil necromancer. But now we know his location and if we act fast we can destroy him in his lair. We need warriors of all types.

### 212 Friends of Justice 2005

Saturday 10 AM in Room 151 for 6 hours  
System: Hero System 5th Ed. (Pulp Hero) Power Level: 200 points  
GM: Rodney Currie  
All characters provided by GM  
Variations:  
More 1930s two-fisted adventure with Doc Justice and his associates as villainy hits close to home. Role-playing emphasized.

### 213 Lady Theresa's Request - Part II

Saturday 10 AM in Room 152 for 12 hours  
System: D&D 3.5 Power Level: 4th-7th Level  
GM: Frank Vicari  
Players must provide own characters  
Variations:  
Lady Theresa has asked you to locate her missing brother Darwin. Can you find him before he is sacrificed to an evil Goddess? Play in Part I is not required.

### 214 Prison Break

Saturday 10 AM in Room 154 for 4 hours  
System: Battlegrounds Power Level: Rank 1  
GM: Jonah Johnson  
Characters can be provided by GM  
Variations: beginners welcome  
Attention all ships in the Chromulus system, several prisoners have escaped in a prison barge from a maximum security facility. They are highly dangerous and well armed.

### 215 Dome of Darksmoke

Saturday 10 AM in Room 159 for 8 hours  
System: D&D 3.5 Power Level: 4th - 7th level  
GM: Peter Christian  
All characters provided by GM  
Variations: Minor racial variations  
The classic T&T module returns in a D&D update. A scattered family of adventurers enters the home of a mighty wizard to rescue their mother. Dungeon crawl goodness for creative players.

### 216 Winner Takes All

Saturday 10 AM in Room 160 for 8 hours  
System: Champions Power Level: Max 30 PD/30 ED  
GM: David Rakonitz  
Characters can be provided by GM  
Variations: Minimal; Max 60 point Attacks  
Stop the Mafia and VIPER as they battle for control of the underworld. Both strive for victory, but someone else now wants to play. Winner takes all.

### 217 It is the Year 2005Ö

Saturday 10 AM in Room 161 for 8 hours  
System: The Transformers D20 Power Level: 11th-15th Level  
GM: Aaron Lopez  
All characters provided by GM  
Variations:  
The treacherous Decepticons have conquered the Autobot's home planet of Cybertron. Join the original heroes of Cybertron for the ultimate prequel to Transformers: The Movie.

### 218 Rebel Without A Soul (A Good Omens Production)

Saturday 10 AM in Room 162 for 8 hours  
System: Buffy the Vampire Slayer RPG Power Level: N/A  
GM: Chad Lynch  
All characters provided by GM  
Variations:  
A naive new slayer moves to Sunnydale during the 50's. Little does she suspect the town's darker side until she and her scoobies are thrown into conflict with a notorious vampire greaser gang.

### 219 Running for Mr. Jones

Saturday 10 AM in Room 163 for 8 hours  
System: Cyberpunk 2020 Version 2.01 Power Level:  
GM: Ralph Wolterbeek  
All characters provided by GM  
Variations: 70 Character points for STATs; 50 career points; 40 pick up points; Special Ability and skill limit = 6  
Meet someone, pick up a package, get paid. No big deal. . . right?

### 220 Calling All Cars

Saturday 10 AM in Room 164 for 8 hours  
System: Cyberpunk 2020 Power Level: Provided  
GM: Erik Engstrom  
All characters provided by GM  
Variations: Few house clarifications and an expanded table for combat conditions such as lighting, cover.  
The Fast High Threat Response Team's job: investigate a missing and presumed dead patrol unit ... there are reports of a cyberpsycho at the scene....



### **221 Now Look Here—I was Just Minding My Own Business...**

Saturday 10 AM in Room 165 for 8 hours

System: Arduin

Power Level: EL 3-8

GM: Mark Schynert

All characters provided by GM

Variations: revised combat and saves

Well, at least you get to pick your poison...or has it picked you?

### **222 Wyld Coast Productions: Conflict at Imbolc - Winter and Autumn**

Saturday 10 AM in Room 166 for 4 hours

System: World of Darkness

Power Level: Medium-High

GM: Aaron James

All characters provided by GM

Variations: House rules

The Winter and Autumn courts of the fae are faced with a tragic reality - the fae are a dying race and humans are to blame.

Representatives of the Shadowlords and Silverfangs have been sent to discuss the common interest of subjugating humans and removing them as a threat. Also invited are representatives of rogue factions that hold similar beliefs. This RPG is directly linked to the Wyld Coast Imbolc LARP in which these characters will attempt to sway others to their cause.

### **223 Wyld Coast Productions: Conflict at Imbolc - Summer and Spring**

Saturday 10 AM in Room 168 for 4 hours

System: World of Darkness

Power Level: Medium-High

GM: Shunit Mor-Barak

All characters provided by GM

Variations: House rules

The Summer and Spring courts of the fae are faced with a tragic reality - the fae are a dying race and humans are to blame.

Representatives of the Fianna and Children of Gaia have been sent to discuss the common interest of turning humans away from the path of the weaver. Also invited are representatives of rogue factions that hold similar beliefs. This RPG is directly linked to the Wyld Coast Imbolc LARP in which these characters will attempt to sway others to their cause.

### **224 Paradise**

Saturday 10 AM in Room 170 for 10 hours

System: D&D 3.5

Power Level: 158K XP

GM: Jason Carpenter

Players must provide own characters

Variations: 3.0 okay, but must yield to 3.5 rules; (pay XP cost if you created items); 450K items max incl. components >100gp

Bad magic + ruined keep = gateway for evil. Why? No resting halfway through this one; show the good Duke you would die to defeat evil. You just might!

### **225 Queen's Gambit**

Saturday 10 AM in Room 171 for 10 hours

System: Amber Diceless

Power Level: 200 pt.

GM: Sean Maletsky

All characters provided by GM

Variations: Some Shadowknight

You're invited to the wedding of Merlin, King of Chaos. Tradition being what it is, we don't know who the bride is yet! Some LARP elements, Cell Phones encouraged for Trump.

## **Session 3. 300 Series Games**

### **Sign up by Saturday 11:00 AM**

### **The registration forms for this session are Blue**

### **301 Subtle, and Quick to Anger**

Saturday Noon in Room 157 for 6 hours

System: Ars Magica 5th edition

Power Level: Provided

GM: Steve Saunders

All characters provided by GM

Variations: NONE (this is an official demo-game for the new edition)

A magical plague; even your own aren't immune! An 'impossible' theft, kept secret. Church at odds with Nobles; and you: all-too-likely to be caught between! Introduction to Ars Magica 5th edition.

Beginners welcome!

### **302 Oh Sister, Where Art Thou?**

Saturday 2 PM in Room 154 for 6 hours

System: HeroQuest /QuestWorlds

Power Level: Max. 2 masteries

GM: Larry Lynch-Freshner

All characters provided by GM

Variations: No magic, +technology, SF based abilities

Markus's sister is missing, and they haven't finished their last fight yet! Fortunately, he has some old Navy buddies who are now in the bounty hunting business.

### **303 Operation Kyat**

Saturday 2 PM in Room 166 for 8 hours

System: Star Wars RPG WEG D6

Power Level:

GM: George Gardea

Characters can be provided by GM

Variations:

A sensor sweep of a class 11 system has found remnants of civilization. Your mission is to investigate further. Danger Level: High, Combat Probability: Yes, Profitability: ??

### **304 The Meek Shall Inherit**

Saturday 2 PM in Room 168 for 12 hours

System: D&D 3.5

Power Level: 16th-23rd level; limit 1 Epic Feat

GM: Henry Perkins

Characters can be provided by GM

Variations: No psionics

Overweening mortals have angered the gods. Seeking humble but determined adventurers to appease them. Note: This won't be even REMOTELY fair. For mature players.

### **305 The Magnificent Quandry Of La Luna Pequena**

Saturday 2 PM in Room 378 for 4 hours

System: D20

Power Level: 6th Levels.

GM: Anne Elliott

Characters can be provided by GM

Variations: Swashbuckling; ; No Bargainer Spellcasters, Sidhe, Secret Society, or Montaigne

Recently arrived, our heroes seek fame and fortune in the shadow of the Montaigne/Castille conflict. Arms running, piracy, intrigue, and the secret hoard of The Dread Dove, thought lost forever.

### 306 Experiment in Fear

Saturday 4 PM in Room 143 for 8 hours

System: StoryTeller/WoD Power Level: Beg.-Intermediate

GM: Tye Scott Nordstrom

All characters provided by GM

Variations: Pets!

Berkeley, 2003: What hast thou conjured my Son? Thy Pact is thy Doom. Unholy is the lab, damned be thy issue! My final mercy, Muddy Paws to thee! Thou art no longer Sidhe.

### 307 Cut Loose (A Good Omens Production)

Saturday 4 PM in Room 145 for 8 hours

System: Buffy Power Level: White Hats & Heroes

GM: Richard Taylor

All characters provided by GM

Variations: Adaptations from the Witchcraft RPG

A new preacher has come to Shermer, and now people are beginning to spontaneously break into dance. What new demon must the Slayer and her allies face?

### 308 HackMaster Tournament

Saturday 4 PM in Room 147 for 4 hours

System: HackMaster Power Level: 1st-3rd

GM: Joe Costa

Characters can be provided by GM

Variations: None

Test your roleplaying skills at the Northern California HackMaster tournament! Best players pass on to Game T01 on Sunday at 2 pm.

### 309 Foil Research

Saturday 4 PM in Room 151 for 4 hours

System: Battlestations Power Level: Rank 1

GM: Jonah Johnson

Characters can be provided by GM

Variations: beginners welcome

The enemy is testing a newly built ship with highly advanced technology. Your mission is to locate this new ship in deep space and investigate its abilities, then bring it to base for scientific research.

### 310 Fun with Wendigos

Saturday 4 PM in Room 374 for 8 hours

System: Deadlands 2nd ed. Power Level: 3 grit or less

GM: Mary Payton

Characters can be provided by GM

Variations: few house rules

Something is amiss with the soldier of Fort Wilks, an isolated frontier fort high in the Rockies. Can a brave band of hombres solve the mystery of the fort before they succumb to the harsh winter?

### 311 LSJ01 - Merchants by Jay Fisher, Andrew Hauptman, and Jason Wu

Saturday 4 PM in Room 375 for 4 hours

System: D&D 3.5 Power Level: 1-3 levels

GM: Daniel Cooper

Characters can be provided by GM

Variations: Legend of the Shining Jewel campaign

In the exciting tradition of Living City, we present the Legends of the Shining Jewel campaign. Amthydor has just survived a civil war, but is still suffering. Can you help make the city safe?

### 312 Escape from Zanzer's Dungeon!

Saturday 4 PM in Room 376 for 4 hours

System: Basic Action Super Heroes (Fantasy) Power Level Heroic

GM: Chris Rutkowski

Characters can be provided by GM

Variations:

You wake up in a daze. The last thing you remember was talking to a bearded man, and falling asleep. The bare flagstones and bars around you explain your current location: prison.

### 313 Test of Might

Saturday 6 PM in Room 157 for 8 hours

System: Legend of the 5 Rings, 1st edition Power Level: 1st-2nd

GM: Wayne Ogle & Brian Isikoff

All characters provided by GM

Variations: Different era

The time for campaigning draws near. The Crab Daimyo has declared a Test of Might to decide which of his Bushi Schools will have his favor and which of the students show the greatest promise for the battles ahead.

### 314 The Long Road Home

Saturday 6 PM in Room 159 for 10 hours

System: RuneQuest variant Power Level: 45% Average skill

GM: Ian Toll

All characters provided by GM

Variations: Extensive, discussed at game

The campaign ambushed, betrayed; now only a broken band with a child prince. Is there strength to strike home? The enemy? Or simply die? Pray Azure sees us through.

### 315 Escape from Despair

Saturday 6 PM in Room 160 for 6 hours

System: Fates Worse Than Death Power Level:

GM: Nick Page

All characters provided by GM

Variations:

Manhattan in the year 2080. It might be safer to just stay in your apartment, at least until there's a power failure.

### 316 CSI: Into the Shadows.

Saturday 6 PM in Room 161 for 8 hours

System: Tri-Stat dx Power Level: Base d6 starting values

GM: Robert E. Johnson

All characters provided by GM

Variations: Some house rules

There are two appalling cases of murder but only one dark source.

What happens when science can't answer the real question why? You will need more than lab work to solve these cases.

### 317 Allies and Adversaries (A Good Omens Production)

Saturday 6 PM in Room 162 for 8 hours

System: MEGS (Blood of Heroes) Power Level: 10-15 APs

GM: Eric Langendorff

All characters provided by GM

Variations:

Fifty-five years ago the Primarch left to save the planet and was never heard from again, but recent clues have hinted that he may still be out there.

### 318 What's that beeping?

Saturday 6 PM in Room 163 for 8 hours

System: Cyberpunk 2020

GM: Becky Thomas

Characters can be provided by GM

Variations: 70 Character points for STATs; 50 career points; 40 pick up points; Special Ability and skill limit = 6

Uhh....your phone's beeping...and your GPS....and your sirius radio...and your computer....

Power Level:

### 319 No, really, what's that beeping?!

Saturday 6 PM in Room 164 for 8 hours

System: Cyberpunk 2020

GM: Steve Kani

Characters can be provided by GM

Variations: 70 Character points for STATs; 50 career points; 40 pick up points; Special Ability and skill limit = 6

Uhh....your phone's beeping...and your GPS....and your sirius radio...and your computer.... ummm, they're counting down to something...

Power Level:

### 320 Into the Breach

Saturday 6 PM in Room 165 for 8 hours

System: Space Opera

GM: Saul Morales

All characters provided by GM

Variations: Streamlined Combat. Less Roll and more Roleplaying

The enemy is revealed, their spies caught, two of their secret bases destroyed, all thanks to your squad. Your next mission a straight up assault! Beginners welcome and encouraged to play.

Power Level: NA

### 321 Bye, Bye, Jedi!

Saturday 6 PM in Room 377 for 8 hours

System: D20 Star Wars

GM: K. Dombek

All characters provided by GM

Variations: Clone wars to rise of Empire era

You've heard rumors – the Jedi Council is worried. Jedi Knights have been disappearing, along with their Padwans. The Senate's starting to rumble..

Power Level: Lvl 3 Padwans

### 322 A Bus at the End of Civilization

Saturday 6 PM in Room 378 for 8 hours

System: Hero System

GM: Jason Randell

All characters provided by GM

Variations: 4th-5th edition

12 strangers are traveling on a bus when civilization ends. Zombies run loose in the streets and there is nowhere that is safe. Can they survive the night?

Power Level: 25 point normals

### 323 Hard Times at Lyric 3 (Firefly)

Saturday 6 PM in Room 379 for 8 hours

System: High Colonies

GM: Jason Gibbs

All characters provided by GM

Variations: Home system based on Firefly TV Series

Times are tough, the alliance have made more laws after the war, but we take jobs to make ends meet, and some jobs well, are forced upon us.

Power Level: GM Provided

## Session 4. 400 Series Games

Sign up by Saturday 5:00 PM

The registration forms for this session are Tan

### 401 HackMaster Tournament

Saturday 8 PM in Room 147 for 4 hours

System: HackMaster

GM: Joe Costa

Characters can be provided by GM

Variations: None

Test your roleplaying skills at the Northern California HackMaster tournament! Best players pass on to Game T01 on Sunday at 2 pm.

Power Level: 1st-3rd

### 402 Occurance at Owl Creek Bridge

Saturday 8 PM in Room 151 for 12 hours

System: Dungeon and Dragons v3.5G

GM: Glenn S. Thain

Characters can be provided by GM

Variations: Very minor variations, House rules are 1pg. at font 12, easy to absorb.

A barrier has cut off the town of Aspen Vail. All attempts to rescue the citizens have failed. Can you succeed? The reward will be substantial...

Power Level: 8 to 12

### 403 The Los Angeles Adventurers Club Returns

Saturday 8 PM in Room 170 for 8 hours

System: Call of Cthulhu

GM: David Mitchell

All characters provided by GM

Variations: Modern Day

The 4th installment in the continuing adventures of 'The Los Angeles Adventurers Club'. This adventure is suitable for players who wish to reprise their rolls from previous conventions AND new players who wish to delve into a year 2005 Call of Cthulhu game.

Power Level:

### 404 Twilight In the Empire

Saturday 8 PM in Room 171 for 4 hours

System: Savage Worlds

GM: Sean Patrick Fannon

All characters provided by GM

Variations: The SHAINSTAR: IMMORTAL LEGENDS Setting

The Unchained continue their battle against the Warlords of the Kal Empire. However, something even more evil has shown its face, something that threatens to drown all of Shaintar in choking, eternal Darkness.

Power Level: Legendary

### 405 Under a Blood-Red Sky

Saturday 8 PM in Room 375 for 6 hours

System: All Flesh Must Be Eaten

GM: Ben Monroe

All characters provided by GM

Variations: Core Rules, ZM Screen and One of the Living

You were going about your regular life and then in a split second the world changed. One moment you were at your job, the next, wandering alone on a desolate highway. Beginners welcome.

Power Level: Norms, Survivors

#### 406 Lanathar's Revenge

Saturday 8 PM in Room 376 for 8 hours  
System: D&D 3.5 Power Level: 6th - 8th level, no evil alignments  
GM: Lew & Catherine Middaugh  
Characters can be provided by GM  
Variations: PHB & DMG only  
For over two centuries, the high cleric Lanathar's curse has laid the land barren and dry. Many have tried to enter his temple to break the evil curse. None have returned.

#### 407 Bill & Ted's Heinous Mission

Saturday 8 PM in Room 381 for 6 hours  
System: Paranoia XP Power Level: starting  
GM: John Kim  
All characters provided by GM  
Variations: none  
You are new recruits fresh from troubleshooter school in Sector DMS ('dee-mess'), suddenly sent to capture two strangers and save the timeline of Alpha Complex.

#### 408 The Beast

Saturday 10 PM in Room 152 for 4 hours  
System: Call of Cthulhu 5th edition Power Level:  
GM: Brian Davis  
Characters can be provided by GM  
Variations:  
You throw a surprise birthday party for a reclusive friend and that night he is killed. As you try and find the culprit, strange things happen.

#### 409 The Icy Terror From Beyond Europa

Saturday 10 PM in Room 166 for 6 hours  
System: Rocket League Power Level:  
GM: Daniel Strain  
All characters provided by GM  
Variations: New game from Playus Maximus  
A small team has been sent to research the aquatic depths below the ice surface of the Jovian moon Europa, but it's not just the cold that will shiver their spines.

#### 410 Hired Guns

Saturday Midnight in Room 143 for 8 hours  
System: D&D 3.5 Power Level: 12th (66,000 EXP)  
GM: Randy Sullens  
Characters can be provided by GM  
Variations: PHB 3.5, DMG 3.5, Draconomicon, Complete Warrior, Complete Divine, Complete Arcane, Races of Stone, Player's Guide to Faerun  
Someone has been stealing from the local merchants guild and you have been hired to find out who and stop them. Setting will be in Faerun/Forgotten Realms.

#### 411 Full Moon Tuesday

Saturday Midnight in Room 145 for 8 hours  
System: Deadlands Power Level: Characters provided  
GM: Matt Espinoza  
All characters provided by GM  
Variations:  
Hey there fella. You've been asked t'a mozy on over to the McKinnley Ranch to find out what's been goin on. People been talkin strange stuff bout them hills as of late.

#### 412 Don't Play With My Food!

Saturday Midnight in Room 147 for 8 hours  
System: Witchcraft Power Level: Standard new characters  
GM: Craig C Randall  
Characters can be provided by GM  
Variations: Optional Skill Pts  
A group of strangers is brought together by a rude awakening. Now they must decide which is the true evil while fighting to stay alive.

#### 413 The Gauntlet

Saturday Midnight in Room 149 for 4 hours  
System: Basic Action Super Heroes Power Level: Street level  
GM: Chris Rutkowski  
Characters can be provided by GM  
Variations:  
Gotham city has not been the same since Batman disappeared five years ago. In his wake, a new team of super heroes has arisen, and taken on the mantle as the city's defenders.

#### 414 Crusader's Gauntlet

Saturday Midnight in Room 160 for 8 hours  
System: Castles & Crusades Power Level: 1st-3rd  
GM: Steve Willett  
Players must provide own characters  
Variations: It's C&C babe!  
The king's daughter has been kidnapped and taken to a far land. An impossible ransom demand has been received. You have been commissioned to bring her back. Featuring Troll Lord Games' new, slick system.

#### 415 Killing the Dragon was only the beginning

Saturday Midnight in Room 171 for 8 hours  
System: D&D 3.5 Power Level: 10th Level  
GM: Josiah Knight  
Characters can be provided by GM  
Variations: Forgotten Realms, Arcana Unearthed, House Rules, Only WOTC Books. 36k gold (No item more than 18k), No evil  
Your brave, hearty band of heroes managed to discover the location of a dragons lair, gather supplies and equipment to hopefully lay low the beast, and travel across the treacherous landscape to reach it ready to brave its perils, only to discover that someone or something had already slain the great beast and left its treasure behind





## Session 5. 500 Series Games

Sign up by Saturday 8:30 PM

The registration forms for this session are Green

### 501 Lurking in the Shadow of the Serpent

Sunday 8 AM in Room 374 for 8 hours

System: G.I. Joe D20

Power Level: 6th-8th

GM: Ryan Walton

All characters provided by GM

Intelligence has determined that Cobra is currently working on a new secret weapon. Any information about the weapon or its capabilities are unknown. Yo Joe!

### 502 Githanyiki Invasion, or The Battle for Toril.

Sunday 8 AM in Room 375 for 8 hours

System: D&D 3.0/3.5

Power Level: Epic approx, 40th lvl.

GM: Earl Ogden

Characters can be provided by GM

Cities are being destroyed, nations are starting to crumble. An unknown forces is moving against your world. You and others have gathered here because it is the next likley target.

### 503 Diabolical Daze

Sunday 8 AM in Room 376 for 6 hours

System: D&D 3rd

Power Level: 1st level

GM: Jennifer Whiteside

All characters provided by GM

Variations: Diablo II: To Hell & Back; Diablo II: Diablerie  
Ever wanted to smite demons? Ever had the urge to rid the world of Devilkin? Now you have your chance. Join a band of adventurers setting out to rid the world of evil and getting lots of loot.

### 504 Who's Buried in Granite's Tomb?

Sunday 8 AM in Room 377 for 6 hours

System: OAD&D

Power Level: 12th-16th

GM: Steve Willett

Characters can be provided by GM

Variations: d10 initiative, mana, no armor mods or weapon speeds  
The Granite family's caretaker chaplain has vanished into the bowels of the clan mausoleum. Others have failed to pierce the mystery and failed to return. Will you?

### 505 Masters of Steel and Sinew

Sunday 8 AM in Room 378 for 6 hours

System: Champions V5

Power Level: 200+100+100, 60 Active

GM: Aaron Clements Gettman

Characters can be provided by GM

Variations: Ultimate Martial Artist

Top swordmasters of all worlds! Come see Valhalla and try your skill in bloodless feats and blood sport. Winner to contest for a magic sword and Valkyrie honors.

### 506 Spilling the Sands of Time

Sunday 8 AM in Room 379 for 10 hours

System: COC

Power Level: N/A

GM: Whitney Lee Preston

All characters provided by GM

Variations: slight for game balance

As a member of Bureau 13 you get some interesting jobs. Try being part of a recovery team for lost artifacts. Time can REALLY get away from you. Team Roleplay!

### 507 Five Fathoms Dead

Sunday 8 AM in Room 381 for 8 hours

System: Pulp Adventure

Power Level: High

GM: Jeff A. Hatch

All characters provided by GM

Variations: Original System

The mysterious wreck of the 'Maria Della-Morre' is found. Can Doc Thunder and his Fearsome five discover the secret of the Maria Della-Morre, before it discovers them?!

### 508 Instrument of Doom III; Godless Dwarves

Sunday 10 AM in Room 143 for 6 hours

System: D&D 3.5

Power Level: 9th to 11th

GM: Calvin Vanoni

Characters can be provided by GM

Variations: Core books + G.M.'s judgement. Good & neutral alignments only, with appropriate gold piece limits on items per level.

You have arrived late for the battle, sigh! But there's always burial detail, spare the shovel. No need to have played in the previous parts.

### 509 Temple of Klee-Shay

Sunday 10 AM in Room 145 for 6 hours

System: D&D Homebrew

Power Level: Moderate

GM: Bill Sofko

All characters provided by GM

Variations:

Explore an underground complex! Sack an evil temple! Recover a magical artifact! Slay a dragon! Rescue a beautiful princess! In that order!! Exclamation points provided!!!

### 510 Quest for the Girdle of Gems

Sunday 10 AM in Room 147 for 6 hours

System: King Arthur Pendragon

Power Level: 1000 to 4000 glory

GM: Thomas A. McCloud

Characters can be provided by GM

Variations: 4th Ed. magicians welcome, slight mods to magic.

Guenever asks YOU to find mystic gems! Dare Broceliande for bloodstones? Riddle for Ruby? Or the impossible: defeat Lancelot in the Yuletide Tourny for a diamond?

### 511 Parting at the Crossroads

Sunday 10 AM in Room 149 for 8 hours

System: Mutants & Masterminds

Power Level: PL14

GM: Patrick Riley

All characters provided by GM

Variations: Quality of Heroes from M&M Annual #1

Heroes from two alternate timelines must reconcile their past choices to stop a villain from controlling the future. Roleplaying emphasized & beginners welcome.

### 512 Elements of Time

Sunday 10 AM in Room 151 for 4 hours

System: Call of Cthulu

Power Level:

GM: Laura and Dave Henderson

All characters provided by GM

Variations:

You have no memories of what has happened, but you hear several people outside chanting. Inside the cave are seven other people whom you don't know, or do you?



**513 LSJ02 - Temples by Jay Fisher**

Sunday 10 AM in Room 152 for 4 hours

System: D&D 3.5

Power Level: 1-3 levels

GM: Daniel Cooper

Characters can be provided by GM

Variations: Legend of the Shining Jewel campaign

In the exciting tradition of Living City, we present the Legends of the Shining Jewel campaign. Amthydor has just survived a civil war, but is still suffering. Can you help make the city safe?

**514 The Great Hunt**

Sunday 10 AM in Room 154 for 8 hours

System: Realms of Wor Power Level: Low (8-9th level equiv.)

GM: Jeffrey Walker

All characters provided by GM

Variations: D&D character convertible

From plains to woods, join the Baron's great hunt for the ultimate game which turns to a daring rescue of... Characters provided, outdoor skills/combat/moderate magic.

**515 Operation Asgard**

Sunday 10 AM in Room 159 for 8 hours

System: GURPS 4th Edition Power Level: around 100

GM: Tom Vallejos

All characters provided by GM

Variations: material from GURPS WWII & GURPS Weird War II may be included and modified for 4th edition

1943: Radar followed a high-flying plane from England it until it went down somewhere in South Eastern France. You're sent to find, investigate and possibly destroy it.

**516 The Sign of the Four**

Sunday 10 AM in Room 160 for 8 hours

System: Forgotten Futures Power Level: N/A

GM: Michael Siverling

All characters provided by GM

Variations: None

Agents of Her Majesties Secret Service are pitted against The Four, the most ruthless and dastardly villains of the Victorian Age.

**517 What Goes On There?**

Sunday 10 AM in Room 161 for 8 hours

System: Battlestations Power Level: Beginners

GM: Tom Granvold

Characters can be provided by GM

Variations: none

On your 1st assignment, in orbit while the Capt & XO are below trekking the Singlore wilderness. A code red message breaks the your daydreams. ...

**518 Shipwrecked (A Good Omens Production)**

Sunday 10 AM in Room 162 for 8 hours

System: Storyboard Power Level: 55-65 Traits, Destiny 6-9

GM: Matthew Gaston

All characters provided by GM

Variations: Dragon Shards

Chronicle of the Dragon Tail, Episode 5: The Knights of Freedom are lost and stranded in dragon territory. Help is not on the way, so they will need to devise their own rescue.

**519 Tony's Cool Game**

Sunday 10 AM in Room 163 for 8 hours

System: Cyberpunk 2020

Power Level:

GM: Tony Barajas

Characters can be provided by GM

Variations: 70 Character points for STATs; 50 career points; 40 pick up points; Special Ability and skill limit = 6

Tony always runs a cool game, come play with him! (game to be announced at the Con)

**520 Re-uniting The Band**

Sunday 10 AM in Room 164 for 8 hours

System: Cyberpunk 2020

Power Level:

GM: Brett Lawson

Characters can be provided by GM

Variations: Netrunning and special ability mods; Bring character ideas; creation and/or modification occurs before game. (please be on time!) House rules will be explained. 70 Char pts, 50 professional, 40 pickup.

Getting this band back together will take more than settling 'artistic differences.' Good thing your second career was in black ops...

**521 Ghost Recon**

Sunday 10 AM in Room 165 for 8 hours

System: Last Great Empire

Power Level: All

GM: Les Child

All characters provided by GM

Variations:

...somebody get these lights working. Check those airducts and crawlways. I want a perimeter sweep and weapons check. ...and what the hell is that smell? Sarge, take a look at th...aaaargh!

**522 The Quest for the Tome (Part 3)**

Sunday 10 AM in Room 166 for 8 hours

System: Streamline Homebrew

Power Level: Mid to High

GM: Tyler Brogdon

All characters provided by GM

Variations: None

Our heroes find themselves still fighting to obtain the Tome of Creation from the Warlock that tricked them into getting it in the first place.

**523 The Dark Matter**

Sunday 10 AM in Room 168 for 8 hours

System: Call of Cthulhu

Power Level: typical skilled human

GM: Earl Hubbell

All characters provided by GM

Variations: Nonstandard Mythos

Physics. Adultery. Murder. It's time to defend your thesis. At the Minnesota Institute of Mining and Engineering, no one can hear you scream.

**524 All for One and One for All?**

Sunday 10 AM in Room 170 for 10 hours

System: 7th Sea

Power Level: N/A

GM: Cybele Baker

All characters provided by GM

Variations: Original roll and keep system

The year is 1605. The queen has a mission for a party of brave musketeers. At your wards and prepare for the adventure of a lifetime or at least some good ale, pretty women, and handsome men!

### 525 Exiles

Sunday 10 AM in Room 171 for 10 hours  
System: D&D 3.5 Power Level: 3rd level  
GM: Kayla A. Green  
All characters provided by GM  
Variations: Homebrew setting, new races, no evil characters.  
Oops! You've managed to annoy the powers that be, and are now exiled to the hellish Scar. Can you manage to escape or at least survive...and evade the killer who's been set on your trail?

## Session 6. 600 Series Games

Sign up by Sunday 11:00 AM

The registration forms for this session are Lilac

### 701 HackMaster Tournament, round two

Sunday 2 PM in Room 151 for 4 hours  
System: HackMaster Power Level: 1st-3rd  
GM: Joe Costa  
Characters can be provided by GM  
Variations: None  
Test your roleplaying skills at the Northern California HackMaster tournament! The best players from games 308 and 401 will meet in this finale.

### 601 A Change in Orders

Sunday 2 PM in Room 157 for 6 hours  
System: HERO Sidekick with a smattering of 5th Revised Power Level: Standard Heroic  
GM: Tom Rafalski  
All characters provided by GM  
Variations: Star HERO using Terran Empire (2639 AD)  
While engaged in First Contact the Terran Exploration Services Ship Xanteous gets new orders directly from Imperial Intelligence. Newbies welcome.

### 602 A Pendragon Adventure

Sunday 2 PM in Room 376 for 4 hours  
System: King Arthur Pendragon Power Level: Any welcome  
GM: Greg Stafford  
Characters can be provided by GM  
Variations: none  
Join a great adventure of the Pendragon era! Presented by the author of the King Arthur, Pendragon RPG.

### 603 The Specific Brain

Sunday 2 PM in Room 377 for 8 hours  
System: Call of Cthulhu Power Level: n/a  
GM: Ami M. Echeverri  
All characters provided by GM  
Variations: n/a  
What kind of university admissions test has a death rate? Your last hope, that's what. Don't blow it.



### T02 Waking Lord Belgravia

Sunday 2 PM in Room 378 for 6 hours  
System: Call of Cthulhu 6th Ed. Power Level: Medium-level Mythos  
GM: Leon Glover III  
All characters provided by GM  
Variations: 1930's (1935)  
Lord Lawrence Belgravia has requested the honor of your presence at his wake. The wake will start promptly at the British Museum at 6 PM on Friday 12th, 1935 - pack an overnight bag. ONLY top players of games 208 and 209 will be eligible for this game.

### 604 X-File High School : Valentine Day Doom

Sunday 4 PM in Room 143 for 6 hours  
System: Hero Power Level: 4-5th (beginners welcome)  
GM: Greg Haslam  
All characters provided by GM  
Variations: Angst ridden Teens with powers!  
Members of the O.N.I. Club faces the dreaded Valentine's Day Dance along with the usual assortment of mystery, mirth and mayhem that accompanies life at X-File High.

### 605 LSJ03 - Nobles by Dan Cooper

Sunday 4 PM in Room 145 for 4 hours  
System: D&D 3.5 Power Level: 1-3 levels  
GM: Daniel Cooper  
Characters can be provided by GM  
Variations: Legend of the Shining Jewel campaign  
In the exciting tradition of Living City, we present the Legends of the Shining Jewel campaign. Amthydor has just survived a civil war, but is still suffering. Can you help make the city safe?

### 606 Climbing Out

Sunday 4 PM in Room 374 for 8 hours  
System: Gurps 3rd Ed Power Level: ~200 Point  
GM: Mark Vennemeyer  
All characters provided by GM  
Variations: Minor House rules  
One minute, you are hunting evil. The next, you appear in a dungeon. You just have to find your way out. A Dungeon Crawl, GURPS style.

### 607 Deep-In-A-Heart-O-Texas

Sunday 4 PM in Room 375 for 10 hours  
System: DEADLANDS Power Level: Veterans  
GM: Dennison A. Milenkaya  
All characters provided by GM  
Variations: None worth noting; non-d20. Cattle & Cowpokes alumni welcome  
Something strange happened in Harriet. Word got back to the Union. But why are we trying to clean up a mess that's Deep in the Heart o' Texas?

### 608 Exiting Delta Vault

Sunday 4 PM in Room 381 for 8 hours  
System: Gamma World D20 Power Level: 3rd Level (Starting)  
GM: Ronald Jones  
All characters provided by GM  
Variations: Minor  
It has been 100 years since the doors to the Delta Vault last closed. What adventure will be had when the doors open today? It is hoped the War Bot has moved on and is no longer blocking the doors.

### 609 End of Empires II - Into the Labyrinth

Sunday 6 PM in Room 147 for 8 hours

System: Exalted

Power Level: N/A

GM: Chris Muoio

All characters provided by GM

Variations: Abyssal's (and similar) Only

You have the body, but the girl eludes you. Now, on the run, you must make things right lest your master learns you fail him and dark designs on the realm collapse.

### 610 In Defense of the Enemy II - Stalking Dark Designs

Sunday 6 PM in Room 149 for 8 hours

System: Exalted

Power Level: N/A

GM: Mary Duncan

All characters provided by GM

Variations: Solars (and similar) Only

The survival of both realm and threshold rest upon a Dynast and the ability of the Anathema to recover a body dragged into the underworld by Abyssal sorcery

### 611 Giant Steppes

Sunday 6 PM in Room 151 for 6 hours

System: 7th Sea (Roll and Keep) Power Level: Beginners welcome!

GM: Chris Vincenti

All characters provided by GM

Variations: Ussura/Cathay

Bathed in the light of the Firewall, you scan the horizon for the tracks of your missing Kosar clansman. Role-playing and problem-solving are highly valued..

### 612 Cold Comfort Needed

Sunday 6 PM in Room 152 for 8 hours

System: AD&D2.X (or Basic D&D, AD&D1) Power Level: 4th-6th

GM: Jim Katic

Characters can be provided by GM

Variations: nothing major

In the mountains, a Yeti has grabbed some villagers. Rescuers are needed.

### 613 Our Mob #3: Field Trip

Sunday 6 PM in Room 159 for 8 hours

System: Feng Shui

Power Level:

GM: Marc Willner

All characters provided by GM

Variations: Archtypes are all variants of Scrappy Kids

The kids are going on a School Field Trip to the Museum of H.A.T.S. (History, Arts, Technology, and Science).

### 614 Convergence of Ya'Cub Tu' Khetanon (Y2K)

Sunday 6 PM in Room 160 for 8 hours

System: Nephillim

Power Level: Beginning Chars.

GM: Anthony O'con

Characters can be provided by GM

Variations: Original Magic system, not Liber Ka

In the days between December 26th 1999 and January 2nd 2000, the world was gripped by a supernatural terror.

### 615 Dogma (A Good Omens Production)

Sunday 6 PM in Room 161 for 8 hours

System: In Nomine

Power Level: Intermediate

GM: Rasilind Newport

Characters can be provided by GM

Variations: House Rules

The fate of the corporeal plane lies once again in the hands of buffoons. Two outcasts have found a way back into heaven without the big guy's permission, and there will be hell to pay.

### 616 Two Suns in the Sunset (A Good Omens Production)

Sunday 6 PM in Room 162 for 6 hours

System: Mage Revised

Power Level: Arete 3 & below

GM: Greg Eichner

All characters provided by GM

Variations: Technocracy & Traditions

You are prisoners on a deep space facility. The emergency lights show the faces of your fellow mages and agents when the containment grids of your cells drop.

### 617 Black Box

Sunday 6 PM in Room 163 for 10 hours

System: Cyberpunk

Power Level:

GM: Jean Pierre Menard

Characters can be provided by GM

Variations: modified at game. 60-65 Stat, Special Ability 5-6, Skill Points 55+1.5xpickup

You have been at a very upscale party for a powerful person. People are dancing, watching tv, drinking, and talking. Everyone is having fun until the power goes out and then...

### 618 Grand Theft Auto: Night City

Sunday 6 PM in Room 164 for 8 hours

System: Cyberpunk 2020

Power Level:

GM: Brian Pollard

All characters provided by GM

Variations: Cinematic Style

The players are in debt to the mob...deeply. The local Capo has decided to combine your debts, giving you a short period to pay up. Anything goes, as long as you don't cross the Mob.

### 619 City of Heroes: Task Force Mercury

Sunday 6 PM in Room 165 for 8 hours

System: Feng Shui

Power Level: specialist AVs at 15-16

GM: Paul Meyer

All characters provided by GM

Variations: modified for setting

An action-heavy superhero story set in the Paragon City (from the MMORPG), using modified Feng Shui rules. No knowledge of Feng Shui or City of Heroes is required.

### 620 And Hell's a Comin' With Me

Sunday 6 PM in Room 166 for 8 hours

System: Unknown Armies

Power Level: Global to Cosmic

GM: Cassidy Toles

All characters provided by GM

Variations: none to speak of; beginners welcome

Something big is Going On in Tombstone, Arizona. The Bleeding gun says you did it. Don't you want to find out what?

### 621 The Case of the Flying Corondon

Sunday 6 PM in Room 168 for 8 hours  
System: Skyrealms of Jorune, 3rd edition  
GM: Harold Ogle

Power Level:

All characters provided by GM  
Variations:

Interrupting your third bottle of rusper, a thriddle hires Tagen's Yiordeh Agency to dig up a case officially closed months ago. Can you solve the mystery?

### 622 The Big Five

Sunday 6 PM in Room 376 for 8 hours  
System: Champions 5th  
GM: David Weinstein

Power Level: 350-500

Characters can be provided by GM  
Variations: Minor

This is the big one, and all the chips are down! The Big Five have decided it's time for the end of the world as you know it, and there's no getting out of it this time!

### 623 A Beautiful Day for Hate

Sunday 6 PM in Room 379 for 6 hours  
System: Marvel HeroClix  
GM: Zoran Kovacich

Power Level: 700 points per side

All characters provided by GM  
Variations: minor scenario specific variations

All-combat RPG scenario. The X-men and Evil Mutants battle over an anti-mutant demagogue! Custom map, scenery, and minis make this more than your average Clix game.

### 703 The Last Hangover

Sunday 8 PM in Room 170 for 6 hours  
System: Fates Worse Than Death  
GM: Brian St.Claire-King

Power Level: 1st level

Characters can be provided by GM  
Variations:

The task: escort a young Black Med on a night on the town. Yet no night on the streets of the most dangerous city of 2080 AD is easy. Warning: Mature themes.

### 704 Hero All-Stars of 1982

Sunday 8 PM in Room 171 for 8 hours  
System: Hero  
GM: Darren Watts

Power Level:

All characters provided by GM  
Variations:

It's 1982 and Steve Austin, Buckaroo Banzai, Manimal, the Man From Atlantis, the Invisible Man and Carrie have been gathered by the government for a top-secret mission! Room for kibitzers.

### 705 The Mind Master

Sunday 8 PM in Room 378 for 6 hours  
System: Rocket League  
GM: Daniel Strain

Power Level: N/A

All characters provided by GM  
Variations: New game from Playus Maximus

Your small crew has been assigned to fly to Tau Ceti VI, where contact has been lost with a scientist who was working in solitude on a 'special project' for the Rocket League.

### 706 Return of the Trenchcoat Brigade - Bad Dreams

Sunday 10 PM in Room 143 for 8 hours  
System: Hero  
GM: Joe Di Lellio

Power Level: 9-13 DC

Players must provide own characters  
Variations: Minor

You dream of the book, the pages of realities flipping, many falling out, until the end. The book will finish, be put away - and that will be that.

### 707 We need a few volunteers...

Sunday 10 PM in Room 377 for 8 hours  
System: Hero 5th Edition (Champions)  
GM: Dino Fernandez

Power Level: 400-500 pts

All characters provided by GM  
Variations: Supervillians working for the Feds

So you volunteered for the P.E.N.A.N.C.E. program to avoid jailtime. Then you found out you're going up against the Darke Legion and Black Dawn terrorists. Joy.

### 708 Zombies Redoux

Sunday Midnight in Room 151 for 6 hours  
System: BRAINS BRAINS BRAINS  
GM: Delora Becthold

Power Level:

All characters provided by GM  
Variations:

Come join the Zombie Horde again this year in search of fame, glory, and BRAINS. Become a Zombie Master- revel in your Zombie Powers! Watch out for that machete!!!

## Session 7. 700 Series Games

### Sign up by Sunday 5:00 PM

The registration forms for this session are Yellow

### 701 Search for the WWMD (Wizard Weapons of Mass Destruction)

Sunday 8 PM in Room 145 for 6 hours  
System: Realms of Wor FRPG  
GM: Dave Wainio

Power Level: Low Medium

Characters can be provided by GM  
Variations: None

300 years after the Wizard Wars rumors of left over weapons surface. Find and secure an ancient depot. Characters provided or convert 4-7th lvl d20 one.

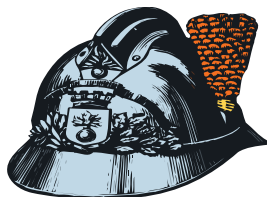
### 702 Star Trek: How Sharp The Twisted Knife?

Sunday 8 PM in Room 157 for 8 hours  
System: Star Trek: Another Twist of the Knife  
GM: Kris Miller

Power Level: N/A

All characters provided by GM  
Variations:

Betrayal, treachery and an Ensign Hessian that can be on the away team! This is part of the 'Star Trek: Another Twist of the Knife' series, but it will be a new adventure.



**709 The D.A.D\*. League (\*Demon Anti-Defamation League)**

Sunday Midnight in Room 374 for 6 hours

System: Angel Power Level: First Season

GM: Joel Mikesell

All characters provided by GM

Variations: some house rules, role playing over dice rolls

Crusading priest Father Rio and has found a new cause in his retirement: providing aid to the downtrodden demon population of L.A.

**710 'Till the last candle snuff'd**

Sunday Midnight in Room 379 for 10 hours

System: D&D 3.5 Power Level: 8 character levels

GM: Paul Banda

Characters can be provided by GM

Variations: All WotC 3.5 class books okay, Exalted Deeds, and Savage Species. Hound Archons only. 150k gold for equipment.

A cry for help falls upon ready soldiers to defend the cathedral at Glacier's Face, but the enemy proves a most elusive foe. The fate of the flock rests in the hands of your celestial band, as gloom presses in from all around.

**711 Remembrance**

Monday 8 AM in Room 143 for 8 hours

System: D&D 3.5 Power Level: 1st

GM: Robert Paul

Players must provide own characters

Variations: ONLY WOTC Books. Bring a character with advancement planned from lvl 1-10

You awake alone, naked and bruised, who are you.. why are you here? You know there's something terribly important that you're supposed to do.. If only you could remember what it is..

**712 Devil's Night 1986**

Monday 8 AM in Room 145 for 8 hours

System: Changeling Power Level: n/a

GM: Alisha Tuntland

All characters provided by GM

Variations: Childlings

Thought you'd seen the last of the villains but a rash of burglaries has you wondering differently. Track down the robbers & pick out a costume before Samhain!

**713 Rub Her Out!**

Monday 8 AM in Room 147 for 8 hours

System: D&D 3.x Power Level: 8th-12th

GM: David L. Commerford

Players must provide own characters

Variations: No artifacts or relics

Prince Haap'tet of Bohit believes his agents have finally located the wizard who has been troubling the region for years. Your job is to terminate her with extreme prejudice.

**714 Corrupted Land**

Monday 8 AM in Room 149 for 8 hours

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

GM: Brian Ransom

All characters provided by GM

Variations: No Psionics

Hammersburg was a prosperous town, until the nature seemed to turn her back. Now an archdruid calls for heroes!

**715 The City Of The Dead**

Monday 8 AM in Room 151 for 8 hours

System: HERO System Sidekick Power Level: 75 Base + 75 Disads

GM: James Jandebour

All characters provided by GM

Variations: Some 5th Edition concepts might be used at request from experienced players

King Lysander, Sorcerer King of the Emerald World, has a mission for his knights and any brave volunteers: to enter the City of the Dead, monument to a dead civilization, and learn its secrets.

**716 Los Enmascarados Del Misterio Contra Dracula Y El Hombre Lobo Y Las Diabolicas**

Monday 8 AM in Room 152 for 8 hours

System: HERO System 5th rules edition Power Level: 250-350

GM: Jason Walters

All characters provided by GM

Variations:

It's nonstop Lucha Libre action as Mexico City's premier masked wrestlers face off against the supernatural menaces of Count Dracula, the Wolf Man, and an all-girl satanic biker gang!

**717 The Ruins of Kara'Dun**

Monday 8 AM in Room 154 for 8 hours

System: D&D 3.5 Power Level: 9th Level

GM: Adam Johnson

All characters provided by GM

Variations:

Kara'Dun has been untouched by man for centuries. Now the newly crowned King is calling on adventurers for help in retaking the ruined city. Apply today!

**718 The Fealty of Harrida**

Monday 8 AM in Room 159 for 8 hours

System: Star Wars D20 Revised Power Level: 6th level

GM: Jeff Yin

Players must provide own characters

Variations: Old Republic setting

Harrida is a reclusive planet tied to the Republic by an oath of fealty renewed every hundred years. Set during the height of the Clone Wars, you have been dispatched to ensure Harrida's allegiance. There will be no more than two jedi allowed.

**719 Space: The Final Frontier**

Monday 8 AM in Room 160 for 8 hours

System: Space: The Final Frontier Power Level: Medium

GM: Travis Lindquist

All characters provided by GM

Variations: None

Personnel Orders: Your presence is requested aboard HMS Victory. Be advised that HMS Victory is headed to the Atrandi system on a Pirate-Suppression voyage.

**720 Flash Gordon & The Defenders of Earth**

Monday 8 AM in Room 161 for 8 hours

System: Champions - Hero 5th Ed Power Level: 350 pts

GM: Jason A Krestoff

All characters provided by GM

Variations:

One year has past since Flash Gordon defeated Ming the Merciless. Now a new danger has arisen to place the Earth in peril once more. A SEAKOG Production.



### 721 The Third Horseman - (A Good Omens Production)

Monday 8 AM in Room 162 for 8 hours

System: Mage: the Ascension Power Level: Disciple - Adept

GM: Tony Vargas

Characters can be provided by GM

Variations: Some deviation from canon chronology. More detailed cooperative/extended magick

War: the Garou have fallen. Famine: the vampires feed on each other. Pestilence: a terrible working is at hand, magick could protect a few, or, you can try to stop it.

### 722 Instrument of Doom IV; The Hunt

Monday 8 AM in Room 163 for 8 hours

System: D&D 3.5 Power Level: 10th -12th

GM: Calvin Vanoni

Characters can be provided by GM

Variations: Core books + G.M 's judgement. Good & neutral alignments only/with appropriate gold piece limits for items.

Your party is sent to retrieve an artifact item called the Gift of the Unborn. The barbarians have it, try your diplomacy! Fast paced chase/battle scenario. No need to have played in the previous parts.

### 723 Return to Delphi

Monday 8 AM in Room 164 for 8 hours

System: Hero System Power Level: 80 pts

GM: Eytan Kollin

Characters can be provided by GM

Variations: SciFi

The War is over. Friend & foe are stuck at the ends of the Delphi system. If they want to make it home, they must work together.

### 724 Saving Denver

Monday 8 AM in Room 165 for 6 hours

System: Tibet Power Level: 1st level

GM: Brian St.Claire-King

Characters can be provided by GM

Variations:

It starts with a dead monk in the snow. Tibetan refugees, fleeing Chinese atrocities in the East, will deal with an evil too terrible and powerful to ignore.



# ANIMÉ ROOM Salon H

The Bay Area Animation Society will host a Convention-long festival of animation features in **Salon H**. Check at the door or outside Salon F for a schedule of what's showing. Come enjoy the show whenever you have time.

## Animé Room Program:

### Confirmed titles:

Angelic Layer  
Bubblegum Crisis 2040  
Dirty Pair OAV, Original episodes  
Kyou Kara Maou  
Legend of Lodoss Wars OAV  
Macross TV  
Macross Zero  
Moldiver OAV  
Nadia of the Blue Water  
Noir  
Streetfighter TV  
Tokyo Mew-Mew  
Youtouden

### Tentative titles:

Full Metal Alchemist  
Gad Guard  
Ghost in The Shell: Stand Alone Complex  
Last Exile  
R.O.D.TV-Read or Die TV or OVA's  
Which Hunter Robin  
Wolf's Rain

Check the posted schedule for additional titles to be shown.

# Con-Sponsored Games by System

<u>System</u>	<u>Game Numbers</u>	<u>System</u>	<u>Game Numbers</u>
7th Sea	106, 116, 524, 611	Paranoia XP	407
AD&D2.X	612	Pulp Adventure	507
Spycraft	108,109	Realms of Wor	514, 701
All Flesh Must Be Eaten	405	Rocket League	409, 705
Amber Diceless	225	RuneQuest	314
Angel	709	Savage Worlds	404
Arduin	221	Skyrealms of Jorune	621
Army Ants	110	Space Opera	320
Ars Magica 5th edition	301	Space: The Final Frontier	719
Basic Action Super Heroes	312, 413,	Star Trek	702
Battlestations	214, 309, 517	Star Wars D20	321, 718
Brains Brains Brains	708	Star Wars D6	303
Brutal	211	Stargate d20	107
Buffy The Vampire Slayer	218, 307	Storyboard	518
Burning Wheel	117,	Streamline Homebrew	522
Call of Cthulhu	111, 119, 208, 209, 403, 408, 506, 512, 523, 603	The Transformers D20	217
Castles & Crusades	414	Tibet	724
Champions	121, 123, 201, 216, 505, 622, 707, 720	TOON	102
Changeling	712	Tri-Stat dx	316
Cyberpunk	219, 220, 318, 319, 519, 520, 617, 618	Twilight 2000	125
D&D 3.x	101, 115, 118, 122, 202, 203, 204, 210, 213, 215, 224, 304, 311, 402, 406, 410, 415, 502, 503, 508, 509, 513, 525, 605, 710, 711, 713, 714, 717, 722	Unknown Armies	620
D20	305	Vampire : The Masquarade	103
Wheel of Time	206	Witchcraft	412
Deadlands	310, 411 607,	World of Darkness	222, 223, 306
Exalted	113, 609, 610		
Fantasy Hero	207,		
Fates Worse Than Death	315, 703		
Feng Shui	613 619		
Forgotten Futures	516		
G.I. Joe D20	501		
Gamma World D20	608		
Gurps 3rd Ed	114, 515, 606		
HackMaster	308, 401		
HERO	104, 105, 120, 212, 322, 601, 604, 704, 706, 715, 716, 723		
HeroQuest	302		
High Colonies	323		
HKAT	124		
In Nomine	615		
King Arthur Pendragon	510, 602		
Last Great Empire	521		
Legend of the 5 Rings	313		
Mage Revised	126, 616, 721		
Marvel Heroclix	623		
MEGS (Blood of Heroes)	317		
Mekton Zeta	205		
Men in Black	112		
Mutants & Masterminds	511		
Nephilim	614		
OAD&D	504		

*Unofficial - Unofficial - Unofficial - Unofficial - Unofficial*  
**DunDraCon Does Not**  
**Officially Present:**  
**On Sunday, February 20<sup>th</sup>**  
**The Secret Masters Of Gaming**  
**6<sup>th</sup> Annual Hawaiian Shirt Day**  
**At DunDraCon XXIX**



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

# SURVIVAL TIPS

## DunDraCon XXIX

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

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

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

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

**Eat something besides potato chips and candy.** You will find your endurance and concentration will improve amazingly.

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

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

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

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

**Watch your step.** Don't run in the halls, dash through doorways, or otherwise endanger yourself or others. It's hard to move figures when you're in traction.

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

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

**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.

**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!**

**Wall posting.** Do not post anything on the hotel walls except as described on page 2.

**If you move before the next DunDraCon** (February, 2006), please take a moment to send us your new address for our mailing list. Mail your change of address to DunDraCon Inc., 1139 Talbot Avenue, Albany, CA 94706 or e-mail the change to: conreg@dundracon.com.

## Enjoy your stay at DunDraCon XXIX!