



MARRIOTT  
ANN ARBOR  
YPSILANTI  
AT EAGLE  
CREST

NOVEMBER  
14-16,  
2014

# U•CON GAMING CONVENTION

Info

# Welcome to U-Con 2014!

## Convention Information

Marriott Ann Arbor Ypsilanti Eagle Crest  
1275 S Huron Street, Ypsilanti, MI 48197  
(734) 487-0600

All attendees may park for free in the hotel's parking lot adjacent to the building. Registration is located near the main entrance of the Eagle Crest Conference Center.

### U-Con Contact Info

U-Con Staff can be found at Registration in the Eagle Crest Conference Center during

Registration hours. Stop by if you need anything or to see whether any new events have been added. After the Convention, U-Con Staff can be reached using the following contact methods:

**Mail:** U-Con Gaming Club, P.O. Box 130242, Ann Arbor, MI 48131-0242

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

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

**Phone (voice message):** 734-707-UCON

## Hotel map is on center fold, pages 32-33.

## Prices

On-Site Weekend Badge:.....	\$30	Event Ribbons:.....	\$15
On-Site 1-Day Badge (Fri, Sun): .....	\$15	Seminars:.....	free
On-Site 1-Day Badge (Sat): .....	\$25	U-Con Logo bags .....	\$12
Child Badge (Ages 7-12):.....	\$10	Shirt (M, L, XL).....	\$18
Event Tickets: .....	priced by event	Shirt (2X, 3X, 4X).....	\$20
Generic Tickets: .....	\$1.50	Please note that a badge is required to play in events.	

## Show Hours

### Friday, November 14

Registration .....	9am-10pm
Scheduled Events.....	9:30am-4am
Exhibitor Hall.....	6pm-8pm

### Saturday, November 15

Registration .....	8am-10pm
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Scheduled Events.....	9am-4am
Exhibitor Hall.....	10am-8pm

### Sunday, November 16

Registration .....	8:30am-6:30pm
Scheduled Events.....	10am-6pm
Exhibitor Hall.....	10am-2pm

## Food Service

We have worked with Eagle Crest to create a menu, available at the Registration desk, with a variety of options. Money spent at the stand goes directly to U-Con to help defray our costs, but this is not true of purchases made at the hotel restaurant and bar.

Breakfast .....	8:30am-10am
Lunch .....	11:00am-2pm
Snack .....	3pm-4pm
Dinner (Fri/Sat only).....	5pm-8pm
Late snack (Fri/Sat only).....	11:30pm-1am

# U-Con Conduct Policy

U-Con is dedicated to providing a safe convention experience for everyone. These rules apply to all attendees, as well as U-Con Staff and Volunteers.

## Sanctions

Attendees violating these rules may face sanctions up to and including expulsion from the convention without a refund, and/or being banned from future U-Con events, at the sole discretion of the U-Con organizers.

## Reporting Violations

Violations of these policies may be reported to any U-Con Volunteer or Staff member. In the case of violations of the Harassment or General Misbehavior policies, or violations of other policies where safety has been placed at risk, Volunteers and Staff members are required to promptly escalate reports to the President and/or Con Chair for resolution.

## Categories of Misconduct

### Harassment

Do not engage in harassment of attendees, U-Con Staff or Volunteers, hotel personnel, or anyone else at U-Con in any form. Harassment includes (but is not limited to) offensive verbal comments related to characteristics including gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, veteran status, or religion; deliberate intimidation; stalking or following; harassing photography or recording; sustained disruption of events; inappropriate physical contact; and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately. Even if you do not believe that your behavior is harassment, if the recipient does, you need to stop.

### Badge Swapping

Do not steal from the convention by allowing others to use your convention badge. We will confiscate badges from anyone we catch sharing or swapping badges, and they will be asked to leave the convention. U-Con is a not-for-profit organization run by volunteers; we break even over time, but cannot tolerate theft.

### Smoking

Smoking is illegal in the function space. Ask your gamemaster for a smoke break if

you need one, and then go to a designated smoking area outside the facility.

### Weapons

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

### Costumes

Costumes must be tasteful and cover appropriate areas of the body. What is illegal outside the convention is still illegal inside the convention. Keep it PG-13! Props should be carried and posed with in a way that does not inconvenience or injure other attendees. Metal weapons, real firearms, or props loaded with high velocity projectiles are not permitted. Realistic weapon props may be approved or peace-bonded at discretion of staff. If you are uncertain, please inquire at the registration desk.

### General Misbehavior

Do not engage in behavior which endangers the health or well-being of others, their property, or the relationship of U-Con to its host site. Please remember that you are in a public space, and you should treat con personnel, fellow attendees, bystanders, their belongings, and the facility in which U-Con is held with respect.

## Info

### Children and Minors

Children 12 and under must have a caregiver on-site at all times, and children 6 and under must be accompanied at all times. Children 12 and under may participate in events at the discretion of the gamemaster. Please refer to the age guidelines provided with each event entry and consult directly with the gamemaster regarding participation. Depending on the age and maturity of the child, some GMs may allow caregivers to leave the child at their own risk, but this must be explicitly arranged with the GM prior to or at the start of the event. If no such arrangements are made or if the child

is 6 or under, the caregiver must stay with the child during the event. All minors (17 and under) must have emergency contact information on the back of their con badge.

Neither U-Con, nor any U-Con volunteer, gamemaster, staff member, or attendee other than the parent or guardian is responsible for children who attend. Parents who separate themselves from their children at the con do so at their own risk. The full version of the policy on children and minors at U-Con is available at on-site registration or on our website: <https://www.ucon-gaming.org>

## Guests

### Guest of Honor: Rodney Thompson, Wizards of the Coast

Rodney Thompson is a game designer at Wizards of the Coast. Originally from Chattanooga, TN. Rodney has contributed as a designer or developer to over 60 products for Star Wars and Dungeons & Dragons. He is the co-designer of Lords of

Waterdeep and its expansion, Scoundrels of Skullport, and is a designer and developer for the 5th edition of the Dungeons & Dragons RPG. Rodney also served as a design consultant for the Lords of Waterdeep iOS adaptation.

### Guest of Honor: James Ernest, Cheapass Games

James Ernest is best known as the owner and lead designer of Cheapass Games. Ernest's games include Unexploded Cow, Kill Doctor Lucky, The Big Idea, and the game originally known as Before I Kill You, Mr. Bond (that game was eventually renamed after complaints from the owners of the

Bond franchise). Ernest wrote, produced, directed, edited, and created music for the short film The Man Between (2003), and wrote the book, Dealer's Choice: The Complete Handbook of Saturday Night Poker.

## Special Guests

### Leonard Balsera, Steve Jackson Games.

Leonard Balsera is an award-winning game designer, writer, and developer, having worked on such properties as Spirit of the Century and The Dresden Files Roleplaying Game. He is the lead designer of Fate Core.

**Doug Kovacs, Artist.** Doug Kovacs invented cubism at age 16, but then realized he was wrong. Since then he has adjusted, and

has worked on varied projects including, interior mural painting, collectable trading card illustration, role playing game illustration, concept art, and T-shirt design for many clients, both public and private.

**Tim Snider, Goblinoid Games.** Tim Snider runs an OSR and gaming-focused blog The Savage AfterWorld that has been running for more than 5 years, including the Mutant Future RPG, the World of Thundarr the

Barbarian sourcebook. He is a frequent contributor to Fight On! Magazine, and is co-author of Cryptworld.

**Jim Wampler**, Save or Die!, Spellburn. Jim Wampler is the creator of the Marvin the Mage comic and is a game writer (beginning in the 80's), designer, podcaster (co-host for Save or Die! and Spellburn), and artist. He is writing an old-school-themed,

post-apocalyptic RPG for publication by Goodman Games in 2015, which he may demo at U-Con.

**Bill Barsh**, Pacesetter Games & Simulations. Bill Barsh is the founder of Pacesetter Games and Simulations (PG&S), combining classic RPG adventure products with innovation to serve both the DM and collector.

## Exhibitors

- Artist Heather Malokofsky
- Chic G33k
- CJSGames
- D. Quirk Works
- d2opfsrd.com
- Float a Goat Games
- Hell on Wheels
- Here to Amaze
- Goblinoid Games / Pacesetter LTD
- Pacesetter Games & Simulations
- Kalidasia Media Productions LLC
- NewEra\*Enterprises (Goodman Games)
- Pilot Study LLC (Dream Heist)
- The Light Trading Company
- Thunderhead Enterprises
- Warriors 3 Comics & Games

## How Do I Play?

To play in games or participate in other events, you must have both a badge valid for the day of the event and a ticket for the event. Event ticket costs vary by event, so see the event entry later in the book. Generic tickets of equivalent cost may be substituted for event tickets as long as there are open seats for an event. A Play Games All Weekend (PGAW) ribbon allows access to events as if you had generic tickets. If there is a particular game you want to

play, buy the event ticket. If you just want to play something, the PGAW ribbon is a good deal.

Thanks to generous donations from many fine companies, U-Con offers prizes to support independent gamemasters running events at U-Con. If you receive a prize token, please ask at Registration how to redeem it.



## Show Highlights

**U-Con Games Library.** Drop by during our hours and try out some games. Access to the library is included with your convention badge!

**Charity Auction.** An annual event! Bring your old, unwanted games and we'll help you find a new home for them. Or, you can bid on games that others are selling. Part of the sale price goes to the seller and part goes to a local charity. Register your lots at 2pm and the bidding starts at 3pm. See the details under Special Events 2pm (#3917).

**Featured Events.** Check our website <https://www.ucon-gaming.org> for up-to-date featured event listings, including our Rio Grande Sanctioned Dominion Tournament, PlotLuck LARP, Paint and Take, and Movie Screening.

**Tracks.** U-Con is proud to present tracks for Tékumel, Adventurer's League, Fate, and OSR (Old School Renaissance).

**GM Groups.** U-Con is pleased to welcome a cadre of gamemaster groups bringing great events to U-Con: Adventurer's

League, Amorphous Blob, DwD Studios, Gamebase 7 Wolverines, Living Arcanis, Mayfair Games, Pathfinder Society, Puffing Billy, Tales of the 13th Age, TSA Games, We Hate Bards, and West Michigan Roleplaying Gamers.

**Adventurer's League.** The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons fifth edition and features the Forgotten Realms setting. You can create a character and bring that character to games anywhere D&D Adventurers League is supported. Visit Adventurer's League in conference F. Find out more about the league and the current campaign at <http://dnd.wizards.com/>

**Cosplay.** Costuming/Cosplay is completely welcome at U-Con! You can do as little or as much as you like. We're here to game first, but dressing up for gaming can be even more fun!

**Scavenger Hunt.** The hunt is back, bigger and badder than last year's Clue escapade! Starting at 9am Sat., solve puzzles and seek out NPCs to go on challenging quests. It's free! All you need is a badge, a team of 2-4 players, and a sense of humor. Players under 18 must be on a team with a parent/guardian. You have until the 11th Hour (i.e. 8pm) to win the treasure. Get your info scroll from Registration, and begin the adventure!

**Scheduled Events.** The remaining sections of the U-Con Gaming Convention Guide list all the events scheduled this weekend. Events are arranged by category of game and time schedule. Please note that roleplaying is divided into Roleplaying and Living Campaign categories, with the latter mainly used for organized play RPG groups. Be sure to check out the special events section too.



## EVENT SCHEDULE

## Special Events

4154

GM: George Hammond

**Tékumel: Joyful Sitting Among Friends****30 players**  
**Friday 5p-6p****No XP/Simple**  
**Seminar 5**

This is the annual welcome gathering for the Tékumel Track. Join us to find out about the week-end's Tékumel events, or the Tékumel setting in general, and meet other fans of the setting. General Audience (13+)

**Free!**

4400

GM: Ryan Thompson

**OSR: What Is This OSR Thing Anyway?****30 players**  
**Friday 6p-7p****No XP/Simple**  
**Conference C**

Come join our OSR Insiders Doug Kovac, Jim Wampler, Tim Snider, and Bill Barsh along with two of Michigan's most prolific OSR bloggers as they discuss what the OSR is to them. Family Friendly (7+)

**Free!**

3843

GM: Cheryl Orosz

**Seminar: Gaming With Children****20 players**  
**Friday 6p-7p****No XP/Simple**  
**Conference A**

Are you looking for games to play with kids and teens? Looking for gift ideas for nieces or nephews? Let's get together and share our experiences gaming with younger players. Family Friendly (7+)

**Free!**

4222

GM: Cheryl Orosz

**Seminar: Intro to Ingress****15 players**  
**Friday 7p-8p****No XP/Simple**  
**Conference A**

Have a smartphone? Maybe you've heard of Ingress. We will guide you through getting started saving the future. Agents, it's time to move! General Audience (13+)

**Free!**

4050

GM: U-Con Staff

**Are You A Werewolf?****30 players**  
**Friday 8p-10p****No XP/Simple**  
**Conference A**

Try to stay alive and deduce who is secretly a werewolf! Adults Only (18+)

**Free!**

4326

GM: Leonard Balsera

**Fate: Fate Mixer****30 players**  
**Friday 11p-1a****No XP/Simple**  
**View Bar**

Join Lenny and your fellow Fate fans at a mixer in the View Bar. Mature Content (18+)

**Free!**

4139

GM: Rodney Thompson

**Happy Hour: With Rodney Thompson & The Adventurer's League****20 players**  
**Friday 11p-1a****No XP/Simple**  
**View Bar**

Join Rodney and the Adventurer's League at the bar for some drinks and talks. Adults Only (18+)

**Free!**

4394

GM: Genevieve Stoyak

**Swords & Sorcery: A Scavenger Saga****100 players**  
**Saturday 9a-8p****No XP/Simple**

Will your team of heroes brave the challenges and win both the glory and the treasure? Seize your scroll from Registration and set off on the adventure! Family Friendly (7+)

**Free!**

4324

GM: Leonard Balsera

**Fate: Game Creation by Committee****16 players**  
**Saturday 1p-2p****No XP/Simple**  
**Conference B**

Leonard Balsera will demonstrate the Fate Core Game Creation process. Then play the game in subsequent slots. Discover how Fate

## Special Events

works from concept to play. General Audience (13+) **Free!**

**4414** GM: Thunderhead Enterprises

### Panel: Introduction to Netherstorm

**16 players** **No XP/Simple**  
**Saturday 1p-2p** **Seminar 1**

Come learn about Netherstorm, a new unique RPG by Thunderhead. We'll discuss system mechanics, original races and our spell creation chart. General Audience (13+) **Free!**

**4140** GM: Rodney Thompson

### Seminar: Dungeon Mastering Tips for D&D 5E.

**11 players** **No XP/Simple**  
**Saturday 1p-2p** **Board Room**

Come learn some of the tips, tricks, and methods used by Rodney Thompson. General Audience (13+) **Free!**

**3917** GM: U-Con Staff

### Auction

**30 players** **No XP/Simple**  
**Saturday 2p-5p** **Atrium**

No ticket needed. Registration of items goes from 2pm to 3pm with the auction itself running from 3pm to 5pm. We charge \$1.00 or 10% of the bid, whichever is higher, per item sold. Accounts will be allowed to anyone who states that they will attend the entire auction. No checks will be accepted. No photocopied materials will be sold. U-Con will not be responsible for lost or stolen items. No inspections of lots prior to or during the sale. All sales are **Free!**

**4325** GM: Leonard Balsera

### Fate: Game by Committee with Leonard Balsera

**5 players** **No XP/Simple**  
**Saturday 2p-6p** **Conference B Table 1**

Fate veterans or new players: dive into a brand new Fate game created in the panel "Game Creation by Committee." General Audience **\$4.00**

**4142**

GM: Rodney Thompson

### D&D 5e: The Journey So Far, And the Road Ahead

**20 players** **No XP/Simple**  
**Saturday 6p-7p** **Atrium**

A discussion on the path of D&D 5e. Bring dinner if desired. General Audience (13+) **Free!**

**4407**

GM: Shane Harsch

### Fate Core Design: How & Why It Happened

**20 players** **No XP/Simple**  
**Saturday 6p-7p** **Conference B**

Join us for an hour of unfettered access to the perpetrators responsible for Fate Core, with panelists Leonard Balsera, Mike Olsen, Ryan Macklin, Rob Donoghue, Brian Engard. General Audience (13+) **Free!**

**3836**

GM: Smith-ka-teers

### The Smithee Primaries

**50 players** **No XP/Simple**  
**Saturday 6p-11p** **Conference A**

The Smithees are an audience-participation, bad-movies-award ceremony. 19 categories of B-movie badness, several clips per category, and you the audience votes on which clip is the best of the worst. Adults Only (18+) **Free!**

**4127**

GM: James Ernest

### Boardgame Happy Hour: Drinks With James Ernest

**20 players** **No XP/Simple**  
**Saturday 11p-12a** **View Bar**

Open to all. Adults Only (18+) **Free!**

**4395**

GM: Genevieve Stoyak

### The Gamers: Dorkness Rising

**40 players** **No XP/Simple**  
**Saturday 11p-1a** **Conference A**

Come on by to watch this parody of fantasy films and the adventure gaming community, right after the Smithees! Family Friendly **Free!**



**4323**

GM: Leonard Balsera

## Fate: Book Signing with Leonard Balsera

**40 players**  
**Sunday 12p-1p**
**No XP/Simple**  
**Atrium**

Lenny will be in the Atrium signing books! If you need to pick up a copy of Fate Core or any other Evil Hat products, the dealers will have them. Family Friendly (7+)

**Free!**
**4126**

GM: James Ernest

## Boardgame Luncheon: Lunch With James Ernest

**8 players**  
**Sunday 1p-2p**
**No XP/Simple**  
**View Bar**

If you run a boardgame at U-Con, you are eligible to attend a luncheon with James Ernest. Note: Lunch is not provided by U-Con. General Audience (13+)

**Free!**
**4322**

GM: Leonard Balsera

## Fate: Fate Track GM Luncheon

**12 players**  
**Sunday 1p-2p**
**No XP/Simple**  
**Atrium**

Join Leonard Balsera for a private luncheon in Bentley's American Grill. Lunch will be available at normal menu pricing. For Fate GMs only. Adults Only (18+)

**Free!**
**4141**

GM: Rodney Thompson

## Lunch with Rodney Thompson

**8 players**  
**Sunday 1p-2p**
**No XP/Simple**  
**Atrium**

Adventurer's League GMs only. Please note that lunch is not provided by U-Con. General Audience (13+)

**Free!**
**4415**

GM: Thunderhead Enterprises

## Panel: Introduction to Netherstorm

**16 players**  
**Sunday 1p-2p**
**No XP/Simple**  
**Seminar 1**

See description in Special Events Sat 1p 4414 General Audience (13+)

**Free!**
**4128**

GM: James Ernest

## Seminar: Boardgame Design Workshop

**40 players**  
**Sunday 2p-4p**
**No XP/Simple**  
**Conference A**

In this 2-hour workshop, game designer James Ernest will lead the participants through the process of designing a game, from an initial concept to a working prototype. Family Friendly

**Free!**
**3948**

GM: Matthew Rindfleisch

## Attendee Feedback Session / Volunteer Appreciation Social

**30 players**  
**Sunday 4p-5p**
**No XP/Simple**  
**Conference A**

1st half hr: Share your con impressions with the ConChair--he's eager to hear your input, especially if you'd like to volunteer! 2nd half hr FOR VOLUNTEERS ONLY please: The Chair invites Volunteers to come by for snacks, to thank you personally for all your hard work. General Audience (13+)

**Free!**

# Board and Card Games

**3834**

GM: Laura Hamel

## Alhambra

**6 players**  
**Friday 10a-12p**
**No XP/Simple**  
**Ballroom Table 228**

Buy buildings and arrange them in your Alhambra to create the best Alhambra in the bunch! General Audience (13+)

**\$1.50**
**4274**

GM: DwD Studios

## Dunjonworx

**5 players**  
**Friday 10a-11a**
**No XP/Average**  
**Ballroom Table 209**

A dungeon has been discovered in the kingdom and each player is a team of heroes who have

# Board/Card Games

each stumbled upon one of its several entrances. General Audience (13+) **\$1.50**

**4134** GM: Amorphous Blob Games

## Firefly: The Game

**6 players** **No XP/Complex**  
**Friday 10a-2p** **Ballroom Table 201**

Find a crew, find a job, keep flying. Pick your captains and see who can complete the story goals to win the game. Incredibly fun board/card game. Each game lasts 2 hours. General Audience (13+) **\$3.00**

**3863** GM: Stewart Tame

## Founding Fathers

**5 players** **No XP/Complex**  
**Friday 10a-12p** **Ballroom Table 308**

Use delegates to influence votes in this game based on the writing of the U.S. Constitution. Score points by voting with the majority and inclusion of your articles in final document. Rules taught. General Audience (13+) **\$1.50**

**4366** GM: Amorphous Blob Games

## Ingenuous

**4 players** **No XP/Simple**  
**Friday 10a-11a** **Ballroom Table 204**

Fun, unique strategy game. In this game you need to make sure to balance all of your colors because your worst score counts! Place tiles to help yourself and hurt your opponents. General Audience (13+) **\$1.50**

**3885** GM: David Reynolds

## Kaosball

**4 players** **No XP/Average**  
**Friday 10a-12p** **Ballroom Table 423**

Fast-paced fantasy sports game. Choose your team of beautifully custom-painted miniatures, each with its own play style. Strategy combines area control, ball handling, and smart card hand management. General Audience (13+) **\$1.50**

**4193** GM: Amorphous Blob Games

## Kingsburg

**5 players** **No XP/Average**  
**Friday 10a-12p** **Ballroom Table 103**

You must influence the King's Advisors and the royal family to obtain gold, wood, stone, and soldiers to expand and defend your lands. General Audience (13+) **\$1.50**

**4240** GM: TSA Games

## Pandemic: In the Lab

**5 players** **No XP/Simple**  
**Friday 10a-12p** **Ballroom Table 207**

In Pandemic: In the Lab, the second expansion for Pandemic, you will use a new game board that allows you to move the pawns in a laboratory. Family Friendly (7+) **\$1.50**

**4342** GM: Nikki Carr

## Puerto Rico

**5 players** **No XP/Average**  
**Friday 10a-12p** **Ballroom Table 307**

Players are colonial governors on the island of Puerto Rico, amassing victory points by shipping goods to Europe or by constructing buildings. General Audience (13+) **\$1.50**

**4195** GM: Amorphous Blob Games

## Road Kill Rally

**6 players** **No XP/Simple**  
**Friday 10a-12p** **Ballroom Table 102**

It's a race--a race where you can shoot guns and rockets at your fellow opponents. How will you outfit your car? General Audience (13+) **\$1.50**

**4257** GM: TSA Games

## Smash Up

**4 players** **No XP/Simple**  
**Friday 10a-11a** **Ballroom Table 208**

Competition is fierce. Which combination of factions will you use to Smash Up your foes? Family Friendly (7+) **\$1.50**

**3935**

GM: Noël Zykowski

## Terra Mystica

**5 players**

**No XP/Complex**

**Friday 10a-2p**

**Ballroom Table 409**

In the land of Terra Mystica dwell 14 different peoples bound to their own home environment. To develop and grow, they must terraform landscapes into their home environment in competition with others. General Audience (13+) **\$3.00**

**3896**

GM: Christopher Waterfield

## The Manhattan Project (Minion Games)

**5 players**

**No XP/Average**

**Friday 10a-1p**

**Ballroom Table 217**

A power struggle at the beginning of an atomic age. A revolutionary new technology. Who will use it to build the deadliest arsenal and become the world's dominant superpower? General Audience (13+) **\$3.00**

**4345**

GM: Amorphous Blob Games

## Zombies Keep Out

**6 players**

**No XP/Simple**

**Friday 10a-11a**

**Ballroom Table 203**

A mob of zombies attacks your workshop. It's up to you and the other goblins to repel them. Barricaded in your workshop, construct the machines you'll need to overcome them. A cooperative board game. General Audience **\$1.50**

**4261**

GM: DwD Studios

## Agents of SECTOR

**5 players**

**No XP/Average**

**Friday 11a-1p**

**Ballroom Table 209**

SECTOR is comprised of elite teams from U.S. government intelligence agencies, and each player must command a team of agents to do various types of activities to accomplish missions and earn Merit. General Audience **\$1.50**

**4346**

GM: Amorphous Blob Games

## Zombies Keep Out

**6 players**

**No XP/Simple**

**Friday 11a-12p**

**Ballroom Table 203**

See description in Board and Card Games Fri 10a 4345 General Audience (13+) **\$1.50**

**4293**

GM: Jeannette Quirk

## CheapAss: Bonanza

**12 players**

**No XP/Simple**

**Friday 12p-2p**

**Ballroom Table 219**

I have a stash of CheapAss games, you have a ticket to play. Play one of the CheapAss games; if you win the game, you WIN the game--my goal is to give away all the CheapAss games I've got. Family Friendly (7+) **\$1.50**

**4244**

GM: TSA Games

## Escape!: The Curse of the Temple

**5 players**

**No XP/Simple**

**Friday 12p-1p**

**Ballroom Table 207**

This fast-paced game will get your heart pounding! Escape is played in real-time, with all players rolling dice and taking actions simultaneously. Family Friendly (7+) **\$1.50**

**4111**

GM: Nicholas Baker

## Five Tribes: The Djinns of Naqala

**4 players**

**No XP/Average**

**Friday 12p-2p**

**Ballroom Table 216**

In this worker-"dis"placement game, players move tribesmen onto different tiles and take the actions of the tribes and the location. Players also have the opportunity to buy Djinns and goods. General Audience (13+) **\$1.50**

**4209**

GM: Amorphous Blob Games

## Flash Point: Fire Rescue: Extreme Danger

**6 players**

**No XP/Complex**

**Friday 12p-2p**

**Ballroom Table 102**

Save lives in new locations with new unique challenges. General Audience (13+) **\$1.50**

## Board/Card Games

4373

GM: Jason Allen

### Homesteaders

4 players

No XP/Average

Friday 12p-2p

Ballroom Table 218

Homesteaders is an auction and resource management game in which players bid on the opportunity to build certain types of buildings, then use those buildings to acquire victory points. General Audience (13+) **\$1.50**

3886

GM: David Reynolds

### Kaosball

4 players

No XP/Average

Friday 12p-2p

Ballroom Table 423

See description in Board and Card Games Fri 10a 3885 General Audience (13+) **\$1.50**

4347

GM: Amorphous Blob Games

### Kill the Overlord

8 players

No XP/Simple

Friday 12p-2p

Ballroom Table 203

It's good to be the Overlord. You have subjects to grovel at your feet, limitless wealth, and absolute power. But your subjects are plotting, envying your wealth, and hoping to steal it for themselves. General Audience (13+) **\$1.50**

4245

GM: TSA Games

### King of Tokyo: Power Up! Expansion

6 players

No XP/Simple

Friday 12p-1p

Ballroom Table 208

In King of Tokyo, you play as one of several giant monsters, battling each other in the ruins of Tokyo. Family Friendly (7+) **\$1.50**

4341

GM: Nikki Carr

### Love Letter

4 players

No XP/Average

Friday 12p-2p

Ballroom Table 307

You must rely on others to take your romantic letters to woo the princess. Will yours reach her first? General Audience (13+) **\$1.50**

3947

GM: Shiloh Christie

### Memoir '44: Intro Games

12 players

No XP/Average

Friday 12p-5p

Ballroom Table 413-416

Drop in for a quick game of Memoir '44, with scenarios based on actual WWII battles. Overlord and Breakthrough formats also available. General Audience (13+) **\$1.50**

4008

GM: Puffing Billy Team

### Puffing Billy: 1861

12 players

No XP/Simple

Friday 12p-3p

Ballroom Table 316

Category 3.

**\$3.00**

4005

GM: Puffing Billy Team

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

12 players

No XP/Simple

Friday 12p-3p

Ballroom Table 311-312

Category 2.

**\$3.00**

4007

GM: Puffing Billy Team

### Puffing Billy: Ticket to Ride #1

12 players

No XP/Simple

Friday 12p-3p

Ballroom Table 315

Category 1.

**\$3.00**

4006

GM: Puffing Billy Team

### Puffing Billy: Union Pacific #1

12 players

No XP/Simple

Friday 12p-3p

Ballroom Table 313-314

Category 4.

**\$3.00**

4191

GM: Amorphous Blob Games

### Smash Up

4 players

No XP/Average

Friday 12p-3p

Ballroom Table 202

What do pirates, ninjas, robots, zombies, aliens, wizards, and some other things have in common? They're all trying to take over the world! General Audience (13+) **\$3.00**

**4227**

GM: Mayfair Games

## The Settlers of Catan: Giant Catan

**4 players**
**No XP/Simple**
**Friday 12p-2p**
**Ballroom Table 212**

Play The Settlers of Catan on our oversized board! General Audience (13+) **\$1.50**

**4156**

GM: Mayfair Games

## Caverna

**7 players**
**No XP/Average**
**Friday 2p-5p**
**Ballroom Table 213**

The latest hit from Uwe Rosenberg! Expand your dwarven homes and fields, and adventure for rewards! Rules will be taught. General Audience (13+) **\$3.00**

**4406**

GM: Jeannette Quirk

## CheapAss: Bonanza

**12 players**
**No XP/Simple**
**Friday 2p-4p**
**Ballroom Table 219**

Come over to the Games Library area and play a CheapAss game. If you win the game, you WIN the game--my goal is to give away all the CheapAss games I've got! Family Friend!! **\$1.50**

**4089**

GM: Kevin Schnell

## Dead of Winter: A Crossroads Game

**5 players**
**No XP/Average**
**Friday 2p-5p**
**Ballroom Table 310**

Dead of Winter is a meta-cooperative psychological survival game where players are working together toward one common victory condition as well as a secret objective for each player. General Audience (13+) **\$3.00**

**4237**

GM: TSA Games

## Eldritch Horror: Forsaken Lore

**6 players**
**No XP/Average**
**Friday 2p-6p**
**Ballroom Table 207**

A cooperative game of terror and adventure. Take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One. General Audience (13+) **\$3.00**

**4314**

GM: Amorphous Blob Games

## Firefly: The Game: Sail the Skies

**4 players**
**No XP/Complex**
**Friday 2p-6p**
**Ballroom Table 103**

Come learn the Firefly board game and see what all the fuss is about! General Audience (13+) **\$3.00**

**4129**

GM: James Ernest

## Game with the Creator: Pairs

**4 players**
**No XP/Simple**
**Friday 2p-4p**
**Ballroom Table 302**

Learn how to play Pairs, the "New Classic Pub Game," with designer James Ernest. Pairs is a simple card game with just one loser, perfect for your next late-night drinking expedition. No PGAW ribbons. General Audience (13+) **\$2.00**

**4243**

GM: TSA Games

## Jamaica

**6 players**
**No XP/Simple**
**Friday 2p-3p**
**Ballroom Table 208**

This is a pirate-themed tactical race game with player interaction and side goals. The winner is the player who best balances their position in the race with their success at the side goals. General Audience (13+) **\$1.50**

**4194**

GM: Amorphous Blob Games

## King of Tokyo

**6 players**
**No XP/Simple**
**Friday 2p-4p**
**Ballroom Table 201**

Play a GigaMonster destroying everything in her way! Roll the dice to heal yourself, to attack, to buy special cards, or to gain Victory Points. Family Friendly (7+) **\$1.50**

**4212**

GM: Amorphous Blob Games

## Merchants and Marauders

**4 players**
**No XP/Complex**
**Friday 2p-6p**
**Ballroom Table 102**

Will be you be a merchant or a marauder? Seek your fortune at your own peril! General Audience (13+) **\$3.00**



## Board/Card Games

4223

GM: Cheryl Orosz

### Paperback

10 players  
Friday 2p-4p

No XP/Simple  
Ballroom Table 304

Word games meet deck building in the pulp fiction world. Spell out larger and more complex words to increase your author cred and build fame. General Audience (13+) **\$1.50**

4267

GM: DwD Studios

### Salvage Ops

5 players  
Friday 2p-3p

No XP/Average  
Ballroom Table 209

Players are scavengers of the galaxy, salvage operatives who clean abandoned and derelict tech from the galaxy. General Audience **\$1.50**

4231

GM: Curtis Lithgow

### The Resistance

10 players  
Friday 2p-3p

No XP/Average  
Ballroom Table 418-419

The Resistance is a party game of social deduction and has no player elimination. The Resistance is inspired by Mafia/Werewolf. General Audience (13+) **\$1.50**

4329

GM: Bob Mariotti

### Alhambra

6 players  
Friday 3p-5p

No XP/Average  
Ballroom Table 420

Wow the world by building the most beautiful (determined by scoring, of course) Alhambra. General Audience (13+) **\$1.50**

4086

GM: Vic Lesperance

### Battlestar Galactica

5 players  
Friday 3p-7p

No XP/Average  
Ballroom Table 303

BSG is a Sci-Fi themed team game with the added complication that it's a secret which team each player is on. Lying, sabotage, and betrayal are to be expected. Adults Only **\$3.00**

4357

GM: Amorphous Blob Games

### Castle Panic

6 players  
Friday 3p-5p

No XP/Simple  
Ballroom Table 204

Castle Panic is a cooperative tower defense board game. The co-op element makes Castle Panic a great family game. Family Friend **\$1.50**

4247

GM: TSA Games

### Compounded

5 players  
Friday 3p-5p

No XP/Average  
Ballroom Table 208

In this game, you are a scientist and lab manager, competing to discover the most chemical compounds by the end of the game. General Audience (13+) **\$1.50**

4260

GM: DwD Studios

### Merchant's Bay

5 players  
Friday 3p-4p

No XP/Average  
Ballroom Table 209

Control a merchant, gallivanting around the bay, visiting cities, manipulating markets, evading bandits and pirates, and causing general mayhem as you race to be the greatest merchant of the bay. General Audience (13+) **\$1.50**

4011

GM: Puffing Billy Team

### Puffing Billy: 1830 #1

12 players  
Friday 3p-6p

No XP/Simple  
Ballroom Table 315

Category 3. **\$3.00**

4009

GM: Puffing Billy Team

### Puffing Billy: British Rails/India Rails

12 players  
Friday 3p-6p

No XP/Simple  
Ballroom Table 311-312

Category 2. **\$3.00**

4012

GM: Puffing Billy Team

### Puffing Billy: Express

12 players  
Friday 3p-6p

No XP/Simple  
Ballroom Table 316

Category 7. **\$3.00**

4010

GM: Puffing Billy Team

**Puffing Billy: Streetcar**

12 players

No XP/Simple

Friday 3p-6p

Ballroom Table 313-314

Category 4.

\$3.00

4112

GM: Nicholas Baker

**Splendor**

4 players

No XP/Simple

Friday 3p-4p

Ballroom Table 216

Players are gem dealers, buying and trading gems for better gems and prestige points. They may also try to impress nobles with their special gems to win their favor. Spiel des Jahres 2014 nominee. Family Friendly (7+)

\$1.50

4398

GM: Harold Tessmann III

**Wok Star**

4 players

No XP/Simple

Friday 3p-5p

Ballroom Table 220

Prep the right ingredients right away to keep up with the stream of hungry customers in this real-time co-op. Buy better recipes and upgrades, earn bigger tips, and save the family restaurant! General Audience (13+)

\$1.50

4279

GM: DwD Studios

**Agents of SECTOR**

5 players

No XP/Average

Friday 4p-6p

Ballroom Table 210

See description in Board and Card Games Fri 11a 4261 General Audience (13+)

\$1.50

4196

GM: Amorphous Blob Games

**Carcassonne: Traders and Builders Expansion**

6 players

No XP/Simple

Friday 4p-6p

Ballroom Table 101

New land tiles with trade goods on them and 2 new pieces--a builder and a pig! General Audience (13+)

\$1.50

4058

GM: Michael Cook

**Suburbia: Suburbia Inc****Expansion**

4 players

No XP/Average

Friday 4p-6p

Ballroom Table 309

Plan, build, and develop a small town into a major metropolis. Use hex-shaped building tiles to add residential, commercial, civic, and industrial areas. Can your suburb attract the most population? General Audience (13+)

\$1.50

4226

GM: Mayfair Games

**The Settlers of Catan: Giant Catan**

4 players

No XP/Simple

Friday 4p-6p

Ballroom Table 212

Play The Settlers of Catan on our oversized board! General Audience (13+)

\$1.50

4135

GM: Amorphous Blob Games

**Betrayal at House on the Hill**

6 players

No XP/Average

Friday 5p-7p

Ballroom Table 201

You enter the House on the Hill. The door slams shut and locks. Will you survive the haunt? General Audience (13+)

\$1.50

3963

GM: Matt Sturm

**Cosmic Encounter: Learn to Play**

6 players

No XP/Average

Friday 5p-7p

Ballroom Table 423

Play Cosmic Encounter, the classic, chaotic space negotiation and conquest game! Fantasy Flight edition, with a blend of expansion elements. Rules will be taught, but experienced players welcome, too. General Audience

\$1.50

4367

GM: Amorphous Blob Games

**Elder Sign**

8 players

No XP/Average

Friday 5p-7p

Ballroom Table 204

Work together to finish missions for equipment and elder signs to keep the elder gods from entering our world and destroying it. Seal the portal before they enter, or fight the elder god yourselves! General Audience (13+)

\$1.50

## Board/Card Games

**3946** GM: Shiloh Christie

### Memoir '44: Intro Games

**12 players** **No XP/Average**  
**Friday 5p-9p** **Ballroom Table 413-416**

See description in Board and Card Games Fri 12p 3947 General Audience (13+) **\$1.50**

**4405** GM: Harold Tessmann III

### Paperback

**4 players** **No XP/Average**  
**Friday 5p-7p** **Ballroom Table 220**

Spell clever words to buy better letter cards for your deck in this word game hybrid. Short powerful words can buy just as much as longer ones. We'll play both competitive and co-op modes. General Audience (13+) **\$1.50**

**4220** GM: Eric Kramp

### Sentinels of Multiverse: Learn to Play

**5 players** **No XP/Average**  
**Friday 5p-7p** **Ballroom Table 305**

SotM is a cooperative card game in which players take the roll of superheroes to defend the world against a self running super villain. This is intended to for players with little or no experience. General Audience (13+) **\$1.50**

**3955** GM: Rhonda Berg

### Splendor

**4 players** **No XP/Average**  
**Friday 5p-6p** **Ballroom Table 306**

Splendor is a fast-paced and addictive game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines in order to acquire the most prestige points. General Audience (13+) **\$1.50**

**4113** GM: Nicholas Baker

### Euphoria

**6 players** **No XP/Average**  
**Friday 6p-8p** **Ballroom Table 216**

Taking place in a dystopian world, Euphoria has players controlling "workers," dice played to take certain actions. By spending resources

gathered by workers, players place authority tokens to win. General Audience (13+) **\$1.50**

**4016** GM: Puffing Billy Team

### Puffing Billy: 1870

**12 players** **No XP/Simple**  
**Friday 6p-9p** **Ballroom Table 316**

Category 3. **\$3.00**

**4013** GM: Puffing Billy Team

### Puffing Billy: Empire Builder/ Eurorails

**12 players** **No XP/Simple**  
**Friday 6p-9p** **Ballroom Table 311-312**

Category 2. **\$3.00**

**4014** GM: Puffing Billy Team

### Puffing Billy: Silverton #1

**12 players** **No XP/Simple**  
**Friday 6p-9p** **Ballroom Table 313-314**

Category 8. **\$3.00**

**4015** GM: Puffing Billy Team

### Puffing Billy: Ticket to Ride #2

**12 players** **No XP/Simple**  
**Friday 6p-9p** **Ballroom Table 315**

Category 1. **\$3.00**

**4210** GM: Amorphous Blob Games

### Flash Point: Fire Rescue: 2nd Floor

**6 players** **No XP/Complex**  
**Friday 7p-9p** **Ballroom Table 102**

More dangerous expansion pack to the popular Flash Point: Fire Rescue. General Audience (13+) **\$1.50**

**4192** GM: Amorphous Blob Games

### Pandemic

**4 players** **No XP/Simple**  
**Friday 7p-9p** **Ballroom Table 202**

Your team will travel across the globe, stemming the tide of infection and developing the resources you'll need to discover the cures. General Audience (13+) **\$1.50**

4105

GM: Bryan Snell

**Prosperity**

4 players

No XP/Average

Friday 7p-9p

Ballroom Table 307

Players build up their countries on a grand but abstract scale, balancing concerns over energy and ecology with the constant need for capital and the long-term goal of prosperity points. General Audience (13+) **\$1.50**

4234

GM: TSA Games

**Robinson Crusoe: Adventure on the Cursed Island**

4 players

No XP/Average

Friday 7p-11p

Ballroom Table 207

Players are taken to a deserted island, where they'll play the parts of shipwreck survivors confronted by an extraordinary adventure. General Audience (13+) **\$3.00**

4235

GM: TSA Games

**Tzolk'in: The Mayan Calendar**

4 players

No XP/Average

Friday 7p-11p

Ballroom Table 208

A game of dynamic worker placement. Players representing Mayan tribes place workers on giant connected gears, which rotate and take the workers to different action spots. Find your path to victory! General Audience (13+) **\$3.00**

3940

GM: Joseph Orosz

**7 Wonders: All In**

6 players

No XP/Average

Friday 8p-10p

Ballroom Table 218-219

7 Wonders with all of the expansions. General Audience (13+) **\$1.50**

4136

GM: Amorphous Blob Games

**Betrayal at House on the Hill**

6 players

No XP/Average

Friday 8p-10p

Ballroom Table 201

After entering the House on the Hill, the door slams shut and locks, and you have to try and find your way out. Who amongst you is the betrayer? Who will live, who will die? General Audience (13+) **\$1.50**

4377

GM: Nathan Woll

**Dead of Winter: A Crossroads Game**

5 players

No XP/Average

Friday 8p-10p

Ballroom Table 306

See description in Board and Card Games Fri 2p 4089 Adults Only (18+) **\$1.50**

4056

GM: Michael Cook

**Formula D: Sotchi Circuit**

10 players

No XP/Simple

Friday 8p-11p

Ballroom Table 309

Push your engine to the limit, hug the curves, pass to win! Rules will be taught. Race 1 of 2 for the 2014 U-Con Formula D Racing Champ. Must be present at 2nd race (Sat afternoon) to receive a prize. General Audience (13+) **\$3.00**

4131

GM: James Ernest

**Game with the Creator: Get Lucky**

4 players

No XP/Simple

Friday 8p-10p

Ballroom Table 302

Get Lucky card game is a streamlined version of the classic board game Kill Doctor Lucky, in which everyone wants to kill a despicable old man. But, you know, tastefully. No PGAW ribbons. General Audience (13+) **\$2.00**

3849

GM: Matthew Arnold

**Habitat**

4 players

No XP/Average

Friday 8p-10p

Ballroom Table 206

Unpublished but highly-playtested. Eat and fossilize your carnivores, herbivores, and plants. Put more of your Weather discs into the bag so you'll get to take more turns when they're drawn. Family Friendly (7+) **\$1.50**

4354

GM: Jason Rutherford

**Kalidasia Fleet Commander**

4 players

No XP/Average

Friday 8p-10p

Ballroom Table 409

Kalidasia Fleet Commander is the game of planetary defense in the Kalidasia Universe. Surakari forces have attacked the Albion Prefecture and the Heragul must hold out until reinforcements can arrive. General Audience (13+) **\$1.50**

## Board/Card Games

3884

GM: Bryan Bateman

### Lords of Waterdeep

5 players

No XP/Average

Friday 8p-10p

Ballroom Table 304

Scheme and plot as one of the nefarious Lords of Waterdeep and send your minions out to quest for fame (and victory points!) Playing base game with Scoundrels of Skullport expansion. General Audience (13+) **\$1.50**

4100

GM: Michael Dudash

### Panic on Wall Street!

11 players

No XP/Simple

Friday 8p-10p

Ballroom Table 216

In Panic on Wall Street! you take on the role of a freewheeling capitalist out to outmaneuver your competitors and earn your place as a great industrialist. This game is best with 11 players. General Audience (13+) **\$1.50**

4225

GM: Mayfair Games

### The Settlers of Catan: Giant Catan

4 players

No XP/Simple

Friday 8p-10p

Ballroom Table 212

Play The Settlers of Catan on our oversized board! General Audience (13+) **\$1.50**

4157

GM: Mayfair Games

### Various: Mayfair/Lookout New Games

8 players

No XP/Average

Friday 8p-11p

Ballroom Table 213

Play the newest titles from Mayfair Games and Lookout Games! Villainy, Murano, Patchwork, and more will be available for play! General Audience (13+) **\$3.00**

4401

GM: Harold Tessmann III

### VivaJava

8 players

No XP/Average

Friday 8p-10p

Ballroom Table 220

Choose colored beans, then research abilities or blend with players in the same region to make poker hands for points. Blending pulls beans randomly from your bag, so carefully choose what goes in! General Audience **\$1.50**

4054

GM: Vic Lesperance

### Zombicide

6 players

No XP/Simple

Friday 8p-11p

Ballroom Table 303

Zombicide is fully co-op. Each player controls 1 or 2 survivors. The game controls hundreds of hand-painted zombie miniatures. Combat is fast. Zombies aren't. General Audience (**\$3.00**)

4197

GM: Amorphous Blob Games

### Dixit: Journey

6 players

No XP/Simple

Friday 9p-11p

Ballroom Table 202

Dixit is a game of storytelling through imagination and clues. The 84 cards tell a story for every individual and put creativity to the test! Adults Only (18+) **\$1.50**

4017

GM: Puffing Billy Team

### Puffing Billy: China Rails/Russian Rails

12 players

No XP/Simple

Friday 9p-12a

Ballroom Table 311-312

Category 2.

**\$3.00**

4018

GM: Puffing Billy Team

### Puffing Billy: Metro

12 players

No XP/Simple

Friday 9p-12a

Ballroom Table 313-314

Category 4.

**\$3.00**

4019

GM: Puffing Billy Team

### Puffing Billy: Settlers of America

12 players

No XP/Simple

Friday 9p-12a

Ballroom Table 315

Category 5.

**\$3.00**

4020

GM: Puffing Billy Team

### Puffing Billy: Ticket to Ride Card Game

12 players

No XP/Simple

Friday 9p-12a

Ballroom Table 316

Category 7.

**\$3.00**



**4363**

GM: Moses Bisel

## Talisman 2 Ed.

**8 players**
**No XP/Simple**
**Friday 9p-12a**
**Ballroom Table 420**

Travel the world, defeat other players, and slay the dragon. Adults Only (18+) **\$3.00**

**4216**

GM: Amorphous Blob Games

## Trains

**4 players**
**No XP/Average**
**Friday 9p-11p**
**Ballroom Table 102**

Build rails and train stations and own the most powerful railway in modern Japan! Family Friendly (7+) **\$1.50**

**4396**

GM: Harold Tessmann III

## Alien Frontiers

**4 players**
**No XP/Average**
**Friday 10p-12a**
**Ballroom Table 220**

Place your dice-ships to take resources, claim alien tech for special powers, build more ships, or steal what you need. Land colonies on the moon for VPs and control territory for more power. General Audience (13+) **\$1.50**

**4280**

GM: DwD Studios

## Agents of SECTOR

**5 players**
**No XP/Average**
**Saturday 9a-11a**
**Ballroom Table 210**

See description in Board and Card Games Fri 11a 4261 General Audience (13+) **\$1.50**

**4198**

GM: Amorphous Blob Games

## Carcassonne: Inns and Cathedrals

**6 players**
**No XP/Simple**
**Saturday 9a-11a**
**Ballroom Table 202**

6 new Inn on the Lake tiles, 2 new Cathedral tiles, and other new tiles! Family Friendly **\$1.50**

**4239**

GM: TSA Games

## Compounded

**5 players**
**No XP/Average**
**Saturday 9a-11a**
**Ballroom Table 207**

See description in Board and Card Games Fri 3p 4247 General Audience (13+) **\$1.50**

**3855**

GM: Owen McCauley

## Dark Tunnels: Prototype

**6 players**
**No XP/Simple**
**Saturday 9a-12p**
**Ballroom Table 206**

A competitively cooperative dungeon crawl filled with loot and monsters. If you ever find yourself in the dark, you die. Multiple games will be run during this period. General Audience (13+) **\$1.50**

**3850**

GM: Noël Zykowski

## Dungeon Lords

**4 players**
**Some XP/Complex**
**Saturday 9a-12p**
**Ballroom Table 306**

In Dungeon Lords, you are an evil dungeon lord who is trying to build the best dungeon out there. You hire monsters, build rooms, buy traps, and defeat the do-gooders who wish to bring you down. General Audience (13+) **\$3.00**

**4371**

GM: Eric Snyder

## Evolution

**6 players**
**No XP/Average**
**Saturday 9a-11a**
**Ballroom Table 302**

You're in the midst of a dynamic ecosystem of limited resources and hungry predators. To survive, your species will need to adapt so it can eat, multiply, and thrive. General Audience **\$1.50**

**3862**

GM: Stewart Tame

## Firefly: The Game: Keep 'Em Flying

**4 players**
**No XP/Average**
**Saturday 9a-1p**
**Ballroom Table 308**

Board game based on TV series. Hire crew, avoid trouble, explore the galaxy, and earn enough to keep everything running. Watch out for Reavers! Rules will be taught. General Audience (13+) **\$3.00**

**4102**

GM: Bryan Snell

## Francis Drake

**5 players**
**No XP/Average**
**Saturday 9a-12p**
**Ballroom Table 307**

Return to a bustling Plymouth Harbor in 1572 as an aspiring Elizabethan captain making preparations for 3 exciting voyages to the Spanish

## Board/Card Games

Main in search of fame and fortune! General Audience (13+) **\$3.00**

**3895** GM: Christopher Waterfield

### Kingdom of Solomon (Minion Games)

**4 players** **No XP/Average**  
**Saturday 9a-11a** **Ballroom Table 217**

Kingdom of Solomon is a Euro-style game that features worker placement, area of control, and a dynamic market system. General Audience (13+) **\$1.50**

**3911** GM: Bryan Bateman

### Lords of Waterdeep

**5 players** **No XP/Average**  
**Saturday 9a-11a** **Ballroom Table 303**

See description in Board and Card Games Fri 8p 3884 General Audience (13+) **\$1.50**

**4090** GM: Shiloh Christie

### Memoir '44: D-Day Landings

**12 players** **Some XP/Average**  
**Saturday 9a-3p** **Ballroom Table 221-224**

The brand new mega Memoir '44 game. Check out [www.daysofwonder.com](http://www.daysofwonder.com) for more details on the D-Day landings. Adults Only (18+) **\$4.50**

**4024** GM: Puffing Billy Team

### Puffing Billy: 1830 #2

**12 players** **No XP/Simple**  
**Saturday 9a-12p** **Ballroom Table 316**

Category 3. **\$3.00**

**4021** GM: Puffing Billy Team

### Puffing Billy: Empire Builder/Eurorails

**12 players** **No XP/Simple**  
**Saturday 9a-12p** **Ballroom Table 311-312**

Category 2. **\$3.00**

**4023** GM: Puffing Billy Team

### Puffing Billy: Station Master

**12 players** **No XP/Simple**  
**Saturday 9a-12p** **Ballroom Table 315**

Category 7. **\$3.00**

**4022**

GM: Puffing Billy Team

### Puffing Billy: Union Pacific #2

**12 players** **No XP/Simple**  
**Saturday 9a-12p** **Ballroom Table 313-314**

Category 4. **\$3.00**

**3938**

GM: Joseph Orosz

### Russian Railroads

**8 players** **No XP/Average**  
**Saturday 9a-11a** **Ballroom Table 227-228**

It's a race to see who can create the best set of railways in this worker placement game. General Audience (13+) **\$1.50**

**4266**

GM: DwD Studios

### Salvage Ops

**5 players** **No XP/Average**  
**Saturday 9a-10a** **Ballroom Table 209**

See description in Board and Card Games Fri 2p 4267 General Audience (13+) **\$1.50**

**4137**

GM: Amorphous Blob Games

### Sentinels of the Multiverse

**5 players** **No XP/Average**  
**Saturday 9a-11a** **Ballroom Table 103**

Cooperative comic-book card game in which you and your friends team up as mighty heroes to thwart the nefarious plans of the villains who threaten the entire multiverse. General Audience (13+) **\$1.50**

**4114**

GM: Nicholas Baker

### Sheriff of Nottingham

**5 players** **No XP/Simple**  
**Saturday 9a-11a** **Ballroom Table 216**

Players are merchants, attempting to get goods into the town. But each turn the Sheriff can inspect everyone's bag of goods, which may have illegal contraband. A negotiation and bluffing game. General Audience (13+) **\$1.50**

4217

GM: Amorphous Blob Games

**Trains**

4 players

No XP/Average

Saturday 9a-11a

Ballroom Table 201

Build rails and train stations and own the most powerful railway in modern Japan! Family Friendly (7+) **\$1.50**

4249

GM: TSA Games

**Tzolk'in: The Mayan Calendar**

4 players

No XP/Average

Saturday 9a-1p

Ballroom Table 208

See description in Board and Card Games Fri 7p 4235 General Audience (13+) **\$3.00**

3900

GM: Clark Rodeffer

**Various Abstract Strategy Games:****14th Annual Abstracts****Tournament**

24 players

No XP/Simple

Saturday 9a-1p

Ballroom Table 417-422

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

4259

GM: DwD Studios

**Dunjonworx**

4 players

No XP/Average

Saturday 10a-11a

Ballroom Table 209

See description in Board and Card Games Fri 10a 4274 General Audience (13+) **\$1.50**

4057

GM: Michael Cook

**Formula D: New Jersey Circuit**

10 players

No XP/Simple

Saturday 10a-1p

Ballroom Table 309

Push your engine to the limit, hug the curves, pass to win! Rules will be taught. Race 2 of 2 for the 2014 U-Con Formula D Racing Champ. Must be present at 2nd race (Sat afternoon) to receive a prize. General Audience (13+) **\$3.00**

4233

GM: Curtis Lithgow

**Middle Earth Quest**

4 players

No XP/Average

Saturday 10a-1p

Ballroom Table 305

Semi-cooperative game (1 vs 3) where the Heroes try to push back the influence of Sauron in the days before the events of the Fellowship of the Ring. General Audience (13+) **\$3.00**

3845

GM: William Geiger

**The Simpsons: LOSER Takes All!**

6 players

No XP/Average

Saturday 10a-11a Ballroom Table 423-424

A Simpsons branded party game with a strong truth-or-dare flavor. The winner is the player with the lowest score at the end of the game. Family Friendly (7+) **\$1.50**

4115

GM: Nicholas Baker

**Camel Up**

8 players

No XP/Simple

Saturday 11a-12p

Ballroom Table 216

Players bet on the camel race of the year! Move camels, wager on who will finish first or last, wager on who will finish first on a leg of the race. Spiel des Jahres 2014 Winner. Family Friendly (7+) **\$1.50**

4158

GM: Mayfair Games

**Catan Egypt**

4 players

No XP/Simple

Saturday 11a-1p

Ballroom Table 213

Play the new limited edition member of the Catan family, hot off the plane from Essen! General Audience (13+) **\$1.50**

4375

GM: Jason Allen

**Homesteaders**

4 players

No XP/Average

Saturday 11a-1p

Ballroom Table 218

See description in Board and Card Games Fri 12p 4373 General Audience (13+) **\$1.50**

## Board/Card Games

**4252** GM: TSA Games

### Jamaica

**6 players** **No XP/Simple**  
**Saturday 11a-12p** **Ballroom Table 207**

A pirate-themed tactical race game. Race around the island to find, steal, or earn the most gold. General Audience (13+) **\$1.50**

**4286** GM: Bryan Bateman

### King of New York

**6 players** **No XP/Simple**  
**Saturday 11a-1p** **Ballroom Table 303**

There's always something happening in the city that never sleeps. Maybe it's the lights, maybe it's the energy, or maybe it's the giant monsters trying to demolish the place! General Audience (13+) **\$1.50**

**4199** GM: Amorphous Blob Games

### Kingsburg: To Forge A Realm Expansion

**5 players** **Some XP/Average**  
**Saturday 11a-1p** **Ballroom Table 202**

Competing with their fellows, governors must utilize brand new abilities and buildings to their fullest to secure a place on the king's council. General Audience (13+) **\$1.50**

**4258** GM: DwD Studios

### Merchant's Bay

**5 players** **No XP/Average**  
**Saturday 11a-12p** **Ballroom Table 209**

See description in Board and Card Games Fri 3p 4260 General Audience (13+) **\$1.50**

**4327** GM: Bob Mariotti

### Pandemic: On the Brink!

**5 players** **Some XP/Complex**  
**Saturday 11a-1p** **Ballroom Table 219**

Save the world from 4 deadly diseases! Use all of your wits and deviousness combating plagues that affect the whole world in this co-operative game. The bioterrorist will not be used. General Audience (13+) **\$1.50**

**4265** GM: DwD Studios

### Salvage Ops

**5 players** **No XP/Average**  
**Saturday 11a-12p** **Ballroom Table 210**

See description in Board and Card Games Fri 2p 4267 General Audience (13+) **\$1.50**

**4219** GM: Eric Kramp

### Sentinels of Multiverse: Learn to Play

**5 players** **No XP/Average**  
**Saturday 11a-1p** **Ballroom Table 304**

SotM is a cooperative card game in which players take the role of a superhero. This is intended to be for players who are just learning the game or want a relatively low challenge. General Audience (13+) **\$1.50**

**4138** GM: Amorphous Blob Games

### Sentinels of the Multiverse

**5 players** **No XP/Average**  
**Saturday 11a-1p** **Ballroom Table 103**

See description in Board and Card Games Sat 9a 4137 General Audience (13+) **\$1.50**

**4368** GM: Amorphous Blob Games

### Settlers of the Stone Age

**4 players** **No XP/Simple**  
**Saturday 11a-1p** **Ballroom Table 204**

Play hunter-gatherer tribes improving your skills in 4 areas, including clothing and hunting. Gather and trade resources in a Catan-like way with prehistoric threats like the saber-tooth tiger! General Audience (13+) **\$1.50**

**4344** GM: Nikki Carr

### Sons of Anarchy: Men of Mayhem

**4 players** **No XP/Average**  
**Saturday 11a-1p** **Ballroom Table 310**

In Sons of Anarchy: Men of Mayhem, players take the role of rival biker gangs out to control territory to reap the monetary rewards of controlling contraband. General Audience (13+) **\$1.50**

3894

GM: Christopher Waterfield

**Tahiti (Minion Games)**

4 players

No XP/Simple

Saturday 11a-1p

Ballroom Table 217

Tahiti is a gateway Euro-style game. It is a family-friendly game of exploration and set collection. Family Friendly (7+) **\$1.50**

4397

GM: Harold Tessmann III

**VivaJava**

8 players

No XP/Average

Saturday 11a-1p

Ballroom Table 220

See description in Board and Card Games Fri 8p 4401 General Audience (13+) **\$1.50**

4275

GM: DwD Studios

**Dunjonworx**

4 players

No XP/Average

Saturday 12p-1p

Ballroom Table 209

See description in Board and Card Games Fri 10a 4274 General Audience (13+) **\$1.50**

4215

GM: Amorphous Blob Games

**Flash Point: Fire Rescue: 2nd Floor**

6 players

No XP/Complex

Saturday 12p-2p

Ballroom Table 201

More dangerous expansion pack to the popular Flash Point: Fire Rescue. General Audience (13+) **\$1.50**

4025

GM: Puffing Billy Team

**Puffing Billy: Aussie Rails/  
Nippon Rails**

12 players

No XP/Simple

Saturday 12p-3p Ballroom Table 311-312

Category 2. **\$3.00**

4027

GM: Puffing Billy Team

**Puffing Billy: Express**

12 players

No XP/Simple

Saturday 12p-3p Ballroom Table 315

Category 7. **\$3.00**

4026

GM: Puffing Billy Team

**Puffing Billy: Rails of New  
England**

12 players

No XP/Simple

Saturday 12p-3p Ballroom Table 313-314

Category 8. **\$3.00**

4028

GM: Puffing Billy Team

**Puffing Billy: Ticket to Ride #3**

12 players

No XP/Simple

Saturday 12p-3p

Ballroom Table 316

Category 1. **\$3.00**

4264

GM: DwD Studios

**Salvage Ops**

5 players

No XP/Average

Saturday 12p-1p

Ballroom Table 210

See description in Board and Card Games Fri 2p 4267 General Audience (13+) **\$1.50**

4253

GM: TSA Games

**Sheriff of Nottingham**

5 players

No XP/Simple

Saturday 12p-1p

Ballroom Table 207

Buy and sell your goods, but don't get caught by the sheriff! General Audience (13+) **\$1.50**

4228

GM: Mayfair Games

**The Settlers of Catan: Giant  
Catan**

4 players

No XP/Simple

Saturday 12p-2p

Ballroom Table 212

Play The Settlers of Catan on our oversized board! General Audience (13+) **\$1.50**

3958

GM: Rhonda Berg

**Valley of the Kings**

4 players

No XP/Average

Saturday 12p-1p

Ballroom Table 302

This deck-building game about ancient Egypt involves stashing goodies in your tomb to acquire points. It's a tough decision to stash a card for points or keep it in your deck for its useful ability. General Audience (13+) **\$1.50**



## Board/Card Games

**3851** GM: Noël Zykowski

### City of Remnants

**4 players** **No XP/Complex**  
**Saturday 1p-5p** **Ballroom Table 306**

In City of Remnants, players take on the roles of gang leaders struggling to control the city. You'll be bidding for gang members, buying on the black market, and building districts to to gain wealth. General Audience (13+) **\$3.00**

**3876** GM: Scott Colcord

### Rio Grande Sanctioned Dominion Tournament

**28 players** **Some XP/Average**  
**Saturday 1p-9p** **Ballroom Table 417-428**

The only officially sanctioned Dominion tournament in Michigan! All players receive the new "Prince" promotional card. Bring your "A" game, and good luck! Sorry, "Play All Games" ribbons not accepted. General Audience (13+) **\$10.00**

**4335** GM: Michael Haughey

### Twilight Imperium

**6 players** **No XP/Complex**  
**Saturday 1p-7p** **Ballroom Table 304**

Twilight Imperium is an epic empire-building game of interstellar conflict, trade, and struggle for power General Audience (13+) **\$4.50**

**4281** GM: DwD Studios

### Agents of SECTOR

**5 players** **No XP/Average**  
**Saturday 2p-4p** **Ballroom Table 210**

See description in Board and Card Games Fri 11a 4261 General Audience (13+) **\$1.50**

**4320** GM: Jen Haeger

### Arkham Horror: Arkham Horror for Beginners

**8 players** **No XP/Complex**  
**Saturday 2p-6p** **Ballroom Table 309**

Introduction to the cooperative board game based on the works of HP Lovecraft. Discussion of rules followed by a session of the basic game. General Audience (13+) **\$3.00**

**3922** GM: Edward Kabara

### Battle Merchants

**4 players** **No XP/Simple**  
**Saturday 2p-6p** **Ballroom Table 217**

Battle Merchants is an economic game in a fantasy land where players manufacture weapons, then sell them to various warring races. General Audience (13+) **\$3.00**

**4053** GM: Vic Lesperance

### Battlestar Galactica

**5 players** **No XP/Average**  
**Saturday 2p-6p** **Ballroom Table 303**

See description in Board and Card Games Fri 3p 4086 Adults Only (18+) **\$3.00**

**4116** GM: Nicholas Baker

### Carcassonne: South Seas

**5 players** **No XP/Simple**  
**Saturday 2p-3p** **Ballroom Table 216**

Sequel to the classic, Carcassonne: South Seas has players placing meeples to get bananas, shells, and fish to fill ships for points. Those familiar with the original will find a refreshing change. Family Friendly (7+) **\$1.50**

**3985** GM: Kevin Schnell

### Dead of Winter: A Crossroads Game

**5 players** **No XP/Average**  
**Saturday 2p-5p** **Ballroom Table 310**

See description in Board and Card Games Fri 2p 4089 General Audience (13+) **\$3.00**

**4276** GM: DwD Studios

### Dunjonworx

**4 players** **No XP/Average**  
**Saturday 2p-3p** **Ballroom Table 209**

See description in Board and Card Games Fri 10a 4274 General Audience (13+) **\$1.50**

**4104** GM: Bryan Snell

### Five Tribes

**4 players** **No XP/Average**  
**Saturday 2p-4p** **Ballroom Table 307**

Will you fulfill the prophecy and maneuver the Five Tribes to gain influence over Naqala?

Invoke the old Djinn, move the Tribes into position at the right time, and the Sultanate may become yours! General Audience (13+) **\$1.50**

**4369**

GM: Amorphous Blob Games

## Formula De

**10 players**
**No XP/Simple**
**Saturday 2p-4p**
**Ballroom Table 204**

A fun, fast-paced racing game with a lot of strategy! This game includes both strategy and some luck to keep you on your toes! General Audience (13+) **\$1.50**

**4132**

GM: James Ernest

## Game with the Creator: Stuff and Nonsense

**4 players**
**No XP/Simple**
**Saturday 2p-4p**
**Ballroom Table 302**

Come get a sneak preview of Stuff and Nonsense, the newest card game from Cheapass Games. You're all Victorian explorers who never actually leave London. No PGAW ribbons. General Audience (13+) **\$2.00**

**3919**

GM: Mark Brehob

## Glory to Rome

**10 players**
**No XP/Complex**
**Saturday 2p-4p**
**Ballroom Table 219**

In this card-based city-building and resource-management game, each card may act as a building, a client, a raw material, or a valuable resource. Players lead certain actions and other can "follow." General Audience (13+) **\$1.50**

**4200**

GM: Amorphous Blob Games

## King of Tokyo: Halloween Expansion

**6 players**
**Some XP/Simple**
**Saturday 2p-4p**
**Ballroom Table 202**

Two new guests: the incredible Pumpkin Jack and the scary Boogie Woogie! Both are coming with a new concept of Evolution cards. Family Friendly (7+) **\$1.50**

**4099**

GM: Michael Dudash

## Liberte

**6 players**
**No XP/Average**
**Saturday 2p-6p**
**Ballroom Table 305**

Liberte is a strategy board game from Martin Wallace. It is likely that you will never have played a game quite like this one. General Audience (13+) **\$3.00**

**4145**

GM: Rodney Thompson

## Lords of Waterdeep: Game With the Creator, Rodney Thompson

**6 players**
**No XP/Simple**
**Saturday 2p-4p**
**Ballroom Table 301**

Players are the secret rulers of Waterdeep, vying for influence by recruiting adventurers and sending them out on quests. Play time: 90 min, no experience necessary. No PGAW ribbons. General Audience (13+) **\$2.00**

**4358**

GM: Amorphous Blob Games

## Pandemic

**7 players**
**No XP/Simple**
**Saturday 2p-4p Ballroom Table 205-206**

Players choose--with or without expansion(s). Diseases have broken out all over the world and it is up to you, a team of specialists, to find cures for these diseases before mankind is wiped out. General Audience (13+) **\$1.50**

**4214**

GM: Amorphous Blob Games

## Road Kill Rally

**6 players**
**No XP/Simple**
**Saturday 2p-4p**
**Ballroom Table 201**

Shoot guns and rockets at your fellow racers. How will you outfit your car? General Audience (13+) **\$1.50**

**3918**

GM: Mark Brehob

## Telestrations for Kids

**6 players**
**No XP/Simple**
**Saturday 2p-3p**
**Ballroom Table 218**

Draw what you see, then guess what you saw! All players simultaneously sketch, pass, guess, and laugh to reveal hilarious and unpredictable outcomes. Ages 7-13. Family Friendly (7+) **\$1.50**

## Board/Card Games

**3921** GM: Mark Brehob

### Love Letter: for Kids

**6 players** **No XP/Simple**  
**Saturday 3p-4p** **Ballroom Table 218**

Love Letter is a game of risk, deduction, and luck. A fairly easy-to-play game with a fair bit of strategy and a bit of misdirection. This game is for ages 7-13 only. Family Friendly (7+) **\$1.50**

**3945** GM: Shiloh Christie

### Memoir '44: D-Day Landings

**12 players** **Some XP/Average**  
**Saturday 3p-9p** **Ballroom Table 221-224**

See description in Board and Card Games Sat 9a 4090 Adults Only (18+) **\$4.50**

**4271** GM: DwD Studios

### Merchant's Bay

**5 players** **No XP/Average**  
**Saturday 3p-4p** **Ballroom Table 209**

See description in Board and Card Games Fri 3p 4260 General Audience (13+) **\$1.50**

**4030** GM: Puffing Billy Team

### Puffing Billy: 18XX Pot Luck

**12 players** **No XP/Simple**  
**Saturday 3p-6p** **Ballroom Table 313-314**

Category 3. **\$3.00**

**4029** GM: Puffing Billy Team

### Puffing Billy: China Rails/Russian Rails

**12 players** **No XP/Simple**  
**Saturday 3p-6p** **Ballroom Table 311-312**

Category 2. **\$3.00**

**4032** GM: Puffing Billy Team

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

**12 players** **No XP/Simple**  
**Saturday 3p-6p** **Ballroom Table 316**

Category 2. **\$3.00**

**4031** GM: Puffing Billy Team

### Puffing Billy: Rolling Freight

**12 players** **No XP/Simple**  
**Saturday 3p-6p** **Ballroom Table 315**

Category 5. **\$3.00**

**4372** GM: Bryan Snell

### Abyss

**4 players** **No XP/Average**  
**Saturday 4p-6p** **Ballroom Table 307**

The time has come to take the throne. Buy Council votes, recruit Lords and abuse their powers, and take control of strategic territories--prove yourself the only one able to rule the Abyssal people! General Audience (13+) **\$1.50**

**4282** GM: DwD Studios

### Agents of SECTOR

**5 players** **No XP/Average**  
**Saturday 4p-6p** **Ballroom Table 210**

See description in Board and Card Games Fri 11a 4261 General Audience (13+) **\$1.50**

**4130** GM: Jonathan Gilmour

### Dead of Winter: A Crossroad Game

**5 players** **No XP/Simple**  
**Saturday 4p-6p** **Ballroom Table 308**

Dead of Winter is a meta-cooperative psychological survival game. The players are working together toward one common Objective - but each individual player must also complete their secret objective. General Audience (13+) **\$1.50**

**4211** GM: Amorphous Blob Games

### Flash Point: Fire Rescue: Extreme Danger

**6 players** **No XP/Complex**  
**Saturday 4p-6p** **Ballroom Table 201**

Save lives in new locations with new unique challenges. General Audience (13+) **\$1.50**

**3920**

GM: Mark Brehob

## Lords of Waterdeep

**10 players**
**No XP/Average**
**Saturday 4p-6p**
**Ballroom Table 219**

One of the best worker-placement games, with a strong D&D theme. You are a lord of Waterdeep and are recruiting adventurers to complete quests. General Audience (13+) **\$1.50**

**4319**

GM: Rodney Thompson

## Lords of Waterdeep: Game With the Creator, Rodney Thompson

**5 players**
**No XP/Simple**
**Saturday 4p-6p**
**Ballroom Table 301**

Players are the secret rulers of Waterdeep, vying for influence by recruiting adventurers and sending them out on quests. Play time: 90 min, no experience necessary. No PGAW ribbons. Winner keeps game! General Audience (13+) **\$2.00**

**4272**

GM: DwD Studios

## Merchant's Bay

**5 players**
**No XP/Average**
**Saturday 4p-5p**
**Ballroom Table 209**

See description in Board and Card Games Fri 3p 4260 General Audience (13+) **\$1.50**

**3839**

GM: Doug Houseman

## Ogre: Introduction to Ogre

**8 players**
**No XP/Simple**
**Saturday 4p-6p**
**Ballroom Table 215-216**

Come learn how to play the newest version of Steve Jackson's classic robotic tank game, Ogre. General Audience (13+) **\$1.50**

**4229**

GM: Mayfair Games

## The Settlers of Catan: Giant Catan

**4 players**
**No XP/Simple**
**Saturday 4p-6p**
**Ballroom Table 212**

Play The Settlers of Catan on our oversized board! General Audience (13+) **\$1.50**

**4201**

GM: Amorphous Blob Games

## Dixit: Origins

**6 players**
**Some XP/Simple**
**Saturday 5p-7p**
**Ballroom Table 202**

See description in Board and Card Games Fri 9p 4197 Adults Only (18+) **\$1.50**

**4269**

GM: DwD Studios

## Salvage Ops

**5 players**
**No XP/Average**
**Saturday 5p-6p**
**Ballroom Table 209**

See description in Board and Card Games Fri 2p 4267 General Audience (13+) **\$1.50**

**3956**

GM: Rhonda Berg

## Splendor

**4 players**
**No XP/Average**
**Saturday 5p-6p**
**Ballroom Table 302**

See description in Board and Card Games Fri 5p 3955 General Audience (13+) **\$1.50**

**4399**

GM: Harold Tessmann III

## Wok Star

**4 players**
**Lots XP/Average**
**Saturday 5p-7p**
**Ballroom Table 220**

See description in Board and Card Games Fri 3p 4398 General Audience (13+) **\$1.50**

**4036**

GM: Puffing Billy Team

## Puffing Billy: 18XX Finals

**0 players**
**No XP/Simple**
**Saturday 6p-9p**
**Ballroom Table 316**

Category 3. By invitation only. **Free!**

**4033**

GM: Puffing Billy Team

## Puffing Billy: British Rails/India Rails

**12 players**
**No XP/Simple**
**Saturday 6p-9p**
**Ballroom Table 311-312**

Category 2. **\$3.00**

**4034**

GM: Puffing Billy Team

## Puffing Billy: Silverton #2

**12 players**
**No XP/Simple**
**Saturday 6p-9p**
**Ballroom Table 313-314**

Category 8. **\$3.00**

# Board/Card Games

4035

GM: Puffing Billy Team

**Puffing Billy: Union Pacific #3**

12 players

No XP/Simple

Saturday 6p-9p

Ballroom Table 315

Category 4. **\$3.00**

4232

GM: Curtis Lithgow

**A Touch of Evil**

6 players

No XP/Average

Saturday 7p-10p

Ballroom Table 305

Each player takes on the role of a unique monster-hunting Hero, racing against time to stop the forces of darkness from claiming another foothold in the world of man. General Audience (13+) **\$3.00**

3939

GM: Joseph Orosz

**Caverna**

10 players

Some XP/Complex

Saturday 7p-11p

Ballroom Table 218-219

Often described as Agricola 2.0, this worker placement game lets you guide a family of dwarves to success. General Audience (13+) **\$3.00**

4088

GM: Kevin Schnell

**Dead of Winter: A Crossroads Game**

5 players

No XP/Average

Saturday 7p-10p

Ballroom Table 310

See description in Board and Card Games Fri 2p 4089 General Audience (13+) **\$3.00**

4387

GM: William Frisk

**Dominant Species**

6 players

No XP/Complex

Saturday 7p-12a

Ballroom Table 309

Strive to make your species the most successful before the ice age approaches. Speciate, migrate, and adapt to claim the most fertile lands and earn the most points to be crowned the most dominant. Adults Only (18+) **\$3.00**

4055

GM: Vic Lesperance

**Eldritch Horror**

7 players

No XP/Average

Saturday 7p-12a

Ballroom Table 303

Eldritch Horror is a cooperative game of investigation and horror inspired by of H.P. Lovecraft. Investigators must travel the world and solve 3 mysteries to keep the Ancient One from awakening. General Audience (13+) **\$3.00**

4133

GM: James Ernest

**Game with the Creator: Unexploded Cow**

4 players

No XP/Simple

Saturday 7p-9p

Ballroom Table 302

Come learn how to play Unexploded Cow from the designer James Ernest. It's a fast-playing, chaotic game of cows, explosions, and easy money. No PGAW ribbons. General Audience (13+) **\$2.00**

4236

GM: TSA Games

**Le Havre**

5 players

No XP/Average

Saturday 7p-11p

Ballroom Table 207

Le Havre is a game about managing a harbor, building ships, and constructing buildings. General Audience (13+) **\$3.00**

4213

GM: Amorphous Blob Games

**Merchants and Marauders**

4 players

No XP/Complex

Saturday 7p-11p

Ballroom Table 201

Will be you be a merchant or a marauder? Seek your fortune at your own peril! General Audience (13+) **\$3.00**

4250

GM: TSA Games

**Robinson Crusoe: Adventure on the Cursed Island**

4 players

No XP/Average

Saturday 7p-11p

Ballroom Table 208

See description in Board and Card Games Fri 7p 4234 General Audience (13+) **\$3.00**

4202

GM: Amorphous Blob Games

## Smash Up: Science Fiction Double Feature Expansion

4 players

No XP/Simple

Saturday 7p-9p

Ballroom Table 202

Smash Up is back with even more wild factions in the mix! Time travelers, Cyborg Apes, Super Spies, and Shapeshifters. Adults Only (18+) **\$1.50**

4403

GM: Harold Tessmann III

## Alien Frontiers

4 players

No XP/Average

Saturday 8p-10p

Ballroom Table 220

See description in Board and Card Games Fri 10p 4396 General Audience (13+) **\$1.50**

4340

GM: Nikki Carr

## Battlestar Galactica: With Expansions

6 players

Some XP/Average

Saturday 8p-12a

Ballroom Table 304

For experienced players only: play with all of the expansions or decide with the group which to choose. Pegasus, Exodus, and Daybreak are all options. Adults Only (18+) **\$3.00**

4052

GM: Owen McCauley

## Dark Tunnels: Prototype

6 players

No XP/Simple

Saturday 8p-11p

Ballroom Table 206

A competitively cooperative dungeon crawl filled with loot and monsters. If you ever find yourself in the dark, you die. Punishing, but fair, it's not so much about who wins, but who loses the least. General Audience (13+) **\$3.00**

4103

GM: Bryan Snell

## Lords of Xidit

5 players

Some XP/Average

Saturday 8p-11p

Ballroom Table 307

Corrupted by the Black Southern Host, indiginous creatures are attacking human cities. The last hope for Xidit lies with the Kingdom's noble heirs, the Idrakys. Ride out and forge your legend! General Audience (13+) **\$3.00**

4221

GM: Eric Kramp

## Sentinels of Multiverse: Iron Sentinels of the Multiverse

5 players

Lots XP/Average

Saturday 8p-10p

Ballroom Table 306

A tough game of Sentinels of the Multiverse. Unless players have a preference for another level 4 villain, the default game will be Advanced Iron Legacy or Enead. General Audience (13+) **\$1.50**

4230

GM: Mayfair Games

## The Settlers of Catan: Giant Catan

4 players

No XP/Simple

Saturday 8p-10p

Ballroom Table 212

Play The Settlers of Catan on our oversized board! General Audience (13+) **\$1.50**

4159

GM: Mayfair Games

## Various: Mayfair Sneak Peek

8 players

No XP/Average

Saturday 8p-12a

Ballroom Table 213

Our annual look at what's next for Mayfair Games (this year with Lookout)! Try these games before you can buy them! General Audience (13+) **\$3.00**

3957

GM: Rhonda Berg

## Village

4 players

No XP/Average

Saturday 8p-10p

Ballroom Table 308

Village is a fun worker-placement game with tactical challenges and resource management. Your family members may try their hand at various professions to bring prosperity and honor to the family. General Audience (13+) **\$1.50**

4370

GM: Eric Snyder

## Evolution

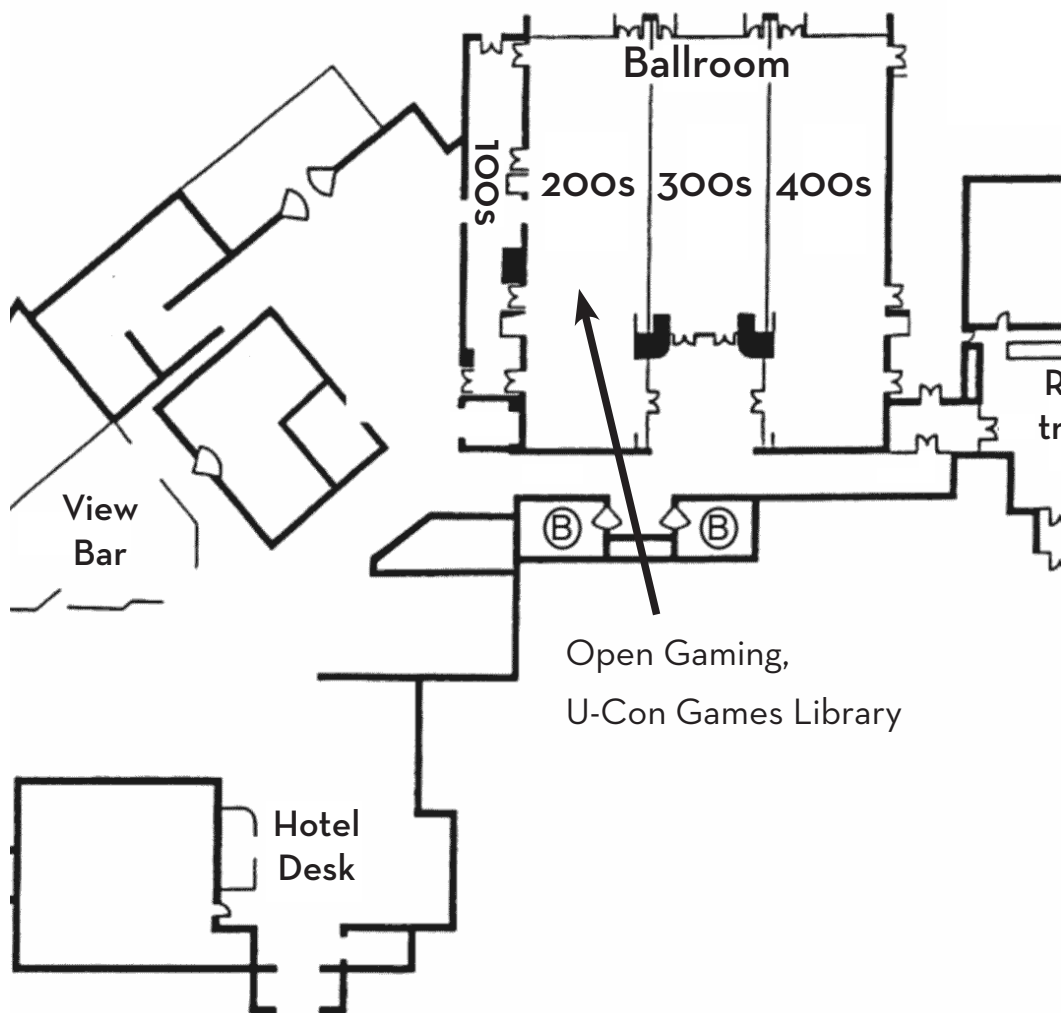
6 players

No XP/Average

Saturday 9p-11p

Ballroom Table 302

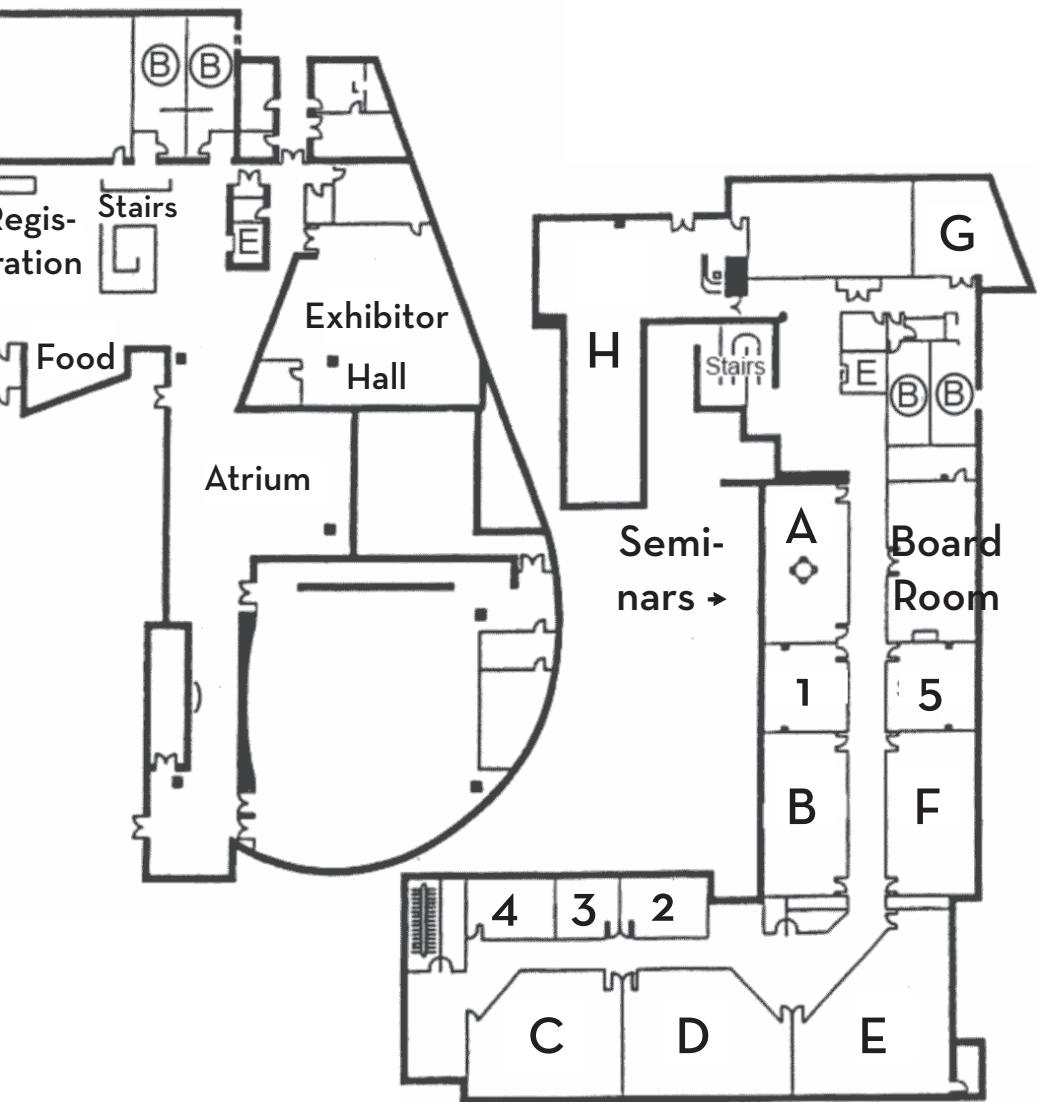
See description in Board and Card Games Sat 9a 4371 General Audience (13+) **\$1.50**





B: Bathroom

E: Elevator



# Board/Card Games

4203

GM: Amorphous Blob Games

**Pandemic: On the Brink**

4 players

Some XP/Simple

Saturday 9p-11p

Ballroom Table 202

More danger, more plagues, more epidemics! Can your team of doctors and scientists stop the pandemic?! Adults Only (18+) **\$1.50**

4037

GM: Puffing Billy Team

**Puffing Billy: Aussie Rails/China Rails**

12 players

No XP/Simple

Saturday 9p-12a

Ballroom Table 311-312

Category 2. **\$3.00**

4038

GM: Puffing Billy Team

**Puffing Billy: Empire Builder/Eurorails**

12 players

No XP/Simple

Saturday 9p-12a

Ballroom Table 313-314

Category 2. **\$3.00**

4039

GM: Puffing Billy Team

**Puffing Billy: On the Underground**

12 players

No XP/Simple

Saturday 9p-12a

Ballroom Table 315

Category 5. **\$3.00**

4040

GM: Puffing Billy Team

**Puffing Billy: Ticket to Ride #4**

12 players

No XP/Simple

Saturday 9p-12a

Ballroom Table 316

Category 1. **\$3.00**

4409

GM: Harold Tessmann III

**Paperback**

4 players

No XP/Simple

Saturday 10p-12a

Ballroom Table 220

See description in Board and Card Games Fri 5p 4405 General Audience (13+) **\$1.50**

4238

GM: TSA Games

**Caverna**

6 players

No XP/Average

Sunday 9a-1p

Ballroom Table 207

Caverna: The Cave Farmers is a worker-placement game at heart, with a focus on farming. In the game, you are the bearded leader of a small dwarf family that lives in a little cave in the mountains. General Audience (13+) **\$3.00**

4277

GM: DwD Studios

**Dunjonworx**

4 players

No XP/Average

Sunday 9a-10a

Ballroom Table 210

See description in Board and Card Games Fri 10a 4274 General Audience (13+) **\$1.50**

4359

GM: Amorphous Blob Games

**Flash Point: Fire Rescue**

6 players

No XP/Simple

Sunday 9a-11a

Ballroom Table 201

FIRE! You spring into action like the trained firefighters that you are. You are the brave people of fire rescue; this is what you do every day. A cooperative game of fire rescue. Family Friendly (7+) **\$1.50**

4101

GM: Bryan Snell

**Istanbul**

5 players

No XP/Average

Sunday 9a-11a

Ballroom Table 307

There's hustle and bustle at Istanbul's grand bazaar as merchants rush in their attempt to be more successful than their competitors. Your goal? Be the first merchant to collect more rubies. General Audience (13+) **\$1.50**

4285

GM: Laura Hamel

**Kingdom Builder: Nomads and Crossroads**

5 players

No XP/Simple

Sunday 9a-11a

Ballroom Table 217

Create your own kingdom by skillfully building settlements, aiming to earn the most gold at the end of the game. Family Friendly (7+) **\$1.50**

4291

GM: Nick Huston

### Legendary: Marvel Deck-Building Game: Heroes vs Villains

8 players No XP/Simple  
Sunday 9a-11a Ballroom Table 309-310

One side will play as the Heroes, the other as the Villains. Each will race to compete their objective first, with a few extra rules added for extra interaction. Which side will prevail? General Audience (13+) **\$1.50**

4343

GM: Nikki Carr

### Power Grid

6 players No XP/Average  
Sunday 9a-1p Ballroom Table 305

Bid for new power plants and supply power to the most cities. General Audience (13+) **\$3.00**

4043

GM: Puffing Billy Team

### Puffing Billy: 18XX Pot Luck

12 players No XP/Simple  
Sunday 9a-12p Ballroom Table 315

Category 3. **\$3.00**

4041

GM: Puffing Billy Team

### Puffing Billy: Eurorails Finals

0 players No XP/Simple  
Sunday 9a-12p Ballroom Table 311-312

Category 2. By invitation only. **Free!**

4042

GM: Puffing Billy Team

### Puffing Billy: International Rails Finals

0 players No XP/Simple  
Sunday 9a-12p Ballroom Table 313-314

Category 2. By invitation only. **Free!**

4044

GM: Puffing Billy Team

### Puffing Billy: Ticket to Ride #5

12 players No XP/Simple  
Sunday 9a-12p Ballroom Table 316

Category 1. **\$3.00**

4242

GM: TSA Games

### Sheriff of Nottingham

5 players No XP/Simple  
Sunday 9a-10a Ballroom Table 208

Buy and sell your goods, but don't get caught by the sheriff! General Audience (13+) **\$1.50**

3864

GM: Stewart Tame

### Tales of the Arabian Nights

6 players No XP/Average  
Sunday 9a-12p Ballroom Table 308

Storytelling game based on legends of Sindbad, Ali Baba, etc. Travel the world, rescue princesses, outwit thieves! Seek fame and fortune. Magic awaits! General Audience (13+) **\$3.00**

3833

GM: Cheryl Orosz

### Buffy the Vampire Slayer: The Game

12 players No XP/Simple  
Sunday 10a-12p Ballroom Table 206

Evil lurks in Sunnydale, and it's up to Buffy and the scoobies. This is a cooperative game where the players team up against Evil. General Audience (13+) **\$1.50**

3854

GM: Noël Zykowski

### Munchkin Quest

4 players No XP/Average  
Sunday 10a-12p Ballroom Table 303

Search through the dungeon to find hidden treasure and monsters. Be the first to reach level 10 and escape the dungeon alive! Dungeon crawling--Munchkin style! General Audience (13+) **\$1.50**

3840

GM: Doug Houseman

### Ogre: Planetary Ogre

20 players Some XP/Average  
Sunday 10a-2p Ballroom Table 404-406

Come join an Ogre Party! Lots of choices of units to deploy and people to team with or backstab. Up to 20 people can play at one time. General Audience (13+) **\$3.00**

## Board/Card Games

**3846**

GM: William Geiger

### Risk: Lord of the Rings Trilogy Edition

**4 players** **No XP/Average**  
**Sunday 10a-2p** **Ballroom Table 410**

This expanded edition includes a complete map of Middle-Earth including the Gondor, Mordor, and Haradwaith territories. It features materials from the entire Lord of the Rings film trilogy. General Audience (13+) **\$3.00**

**4270**

GM: DwD Studios

### Salvage Ops

**5 players** **No XP/Average**  
**Sunday 10a-11a** **Ballroom Table 210**

See description in Board and Card Games Fri 2p 4267 General Audience (13+) **\$1.50**

**4241**

GM: TSA Games

### Smash Up

**4 players** **No XP/Simple**  
**Sunday 10a-11a** **Ballroom Table 208**

Competition is fierce. Which combination of factions will you use to Smash Up your foes? Family Friendly (7+) **\$1.50**

**4328**

GM: Bob Mariotti

### 7 Wonders: Cities

**7 players** **Some XP/Complex**  
**Sunday 11a-1p** **Ballroom Table 222**

Build one of the natural wonders of the world as a possible path to victory! General Audience (13+) **\$1.50**

**4283**

GM: DwD Studios

### Agents of SECTOR

**5 players** **No XP/Average**  
**Sunday 11a-1p** **Ballroom Table 210**

See description in Board and Card Games Fri 11a 4261 General Audience (13+) **\$1.50**

**3962**

GM: Matt Sturm

### Cosmic Encounter: Learn to Play

**6 players** **No XP/Average**  
**Sunday 11a-1p** **Ballroom Table 423**

Play Cosmic Encounter, the classic, chaotic space negotiation and conquest game! Fan-

tasy Flight edition, with a blend of expansion elements. Aimed at beginners, but experienced players welcome, too. General Audience **\$1.50**

**4351**

GM: Nathan Woll

### Dead of Winter: A Crossroads Game

**5 players** **No XP/Average**  
**Sunday 11a-1p** **Ballroom Table 306**

Dead of Winter is a meta-cooperative psychological survival game in a world where most of humanity is either dead or diseased, flesh-craving monsters. Adults Only (18+) **\$1.50**

**4376**

GM: Jason Allen

### Homesteaders

**4 players** **No XP/Average**  
**Sunday 11a-1p** **Ballroom Table 218**

See description in Board and Card Games Fri 12p 4373 General Audience (13+) **\$1.50**

**4254**

GM: TSA Games

### Pandemic: In the Lab

**5 players** **No XP/Simple**  
**Sunday 11a-1p** **Ballroom Table 208**

See description in Board and Card Games Fri 10a 4240 Family Friendly (7+) **\$1.50**

**4402**

GM: Harold Tessmann III

### Paperback

**4 players** **No XP/Simple**  
**Sunday 11a-1p** **Ballroom Table 220**

See description in Board and Card Games Fri 5p 4405 General Audience (13+) **\$1.50**

**3953**

GM: Laura Hamel

### Smallworld

**5 players** **No XP/Simple**  
**Sunday 11a-1p** **Ballroom Table 217**

Vie for conquest and control of a world that is simply too small. It's a world of slaughter, after all. General Audience (13+) **\$1.50**

**4300**

GM: Nick Huston

## Tokaido

**5 players**
**No XP/Simple**
**Sunday 11a-1p**
**Ballroom Table 309**

In Tokaido, each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. At the end of the day, you'll have to be the one who discovered the most interesting and varied things to win. General Audience (13+) **\$1.50**

**4160**

GM: Mayfair Games

## Villainy

**4 players**
**No XP/Average**
**Sunday 11a-1p**
**Ballroom Table 213**

Become a supervillain! Start out small, but expand your abilities to take on Fantastiman! General Audience (13+) **\$1.50**

**4339**

GM: Bryan Snell

## Keyflower

**6 players**
**Some XP/Average**
**Sunday 12p-3p**
**Ballroom Table 307**

Build a settlement over 4 seasons. New workers arrive with new skills who can help players build. The player that accumulates the most points through their actions, resources, and tiles wins. General Audience (13+) **\$3.00**

**4047**

GM: Puffing Billy Team

## Puffing Billy: Metro

**12 players**
**No XP/Simple**
**Sunday 12p-3p**
**Ballroom Table 315**

Category 4.

**\$3.00**
**4048**

GM: Puffing Billy Team

## Puffing Billy: Settlers of America

**12 players**
**No XP/Simple**
**Sunday 12p-3p**
**Ballroom Table 316**

Category 5.

**\$3.00**
**4046**

GM: Puffing Billy Team

## Puffing Billy: Ticket to Ride Finals

**0 players**
**No XP/Simple**
**Sunday 12p-3p**
**Ballroom Table 313-314**

Category 1. By invitation only.

**Free!**
**4045**

GM: Puffing Billy Team

## Puffing Billy: Union Pacific Finals

**0 players**
**No XP/Simple**
**Sunday 12p-3p**
**Ballroom Table 311-312**

Category 4. By invitation only.

**Free!**
**4155**

GM: Mayfair Games

## The Settlers of Catan: Giant Catan

**4 players**
**No XP/Simple**
**Sunday 12p-2p**
**Ballroom Table 212**

Play The Settlers of Catan on our oversized board! General Audience (13+) **\$1.50**

**3959**

GM: Rhonda Berg

## Valley of the Kings

**4 players**
**No XP/Average**
**Sunday 12p-1p**
**Ballroom Table 417**

See description in Board and Card Games Sat 12p 3958 General Audience (13+) **\$1.50**

**4388**

GM: William Frisk

## 1775: Rebellion

**4 players**
**No XP/Average**
**Sunday 2p-5p**
**Ballroom Table 308**

Face off as either the Continental Army and Patriots or the British Army and Loyalists. Battle amongst the 13 colonies to determine if America will remain under British control or become independent. General Audience (13+) **\$1.50**

**4087**

GM: Vic Lesperance

## Battlestar Galactica

**5 players**
**No XP/Average**
**Sunday 2p-6p**
**Ballroom Table 303**

See description in Board and Card Games Fri 3p 4086 Adults Only (18+) **\$3.00**

**3852**

GM: Noël Zykowski

## Castle Dice

**4 players**
**No XP/Simple**
**Sunday 2p-4p**
**Ballroom Table 301**

Castle Dice is a light worker-placement, dice-drafting game in which the players have been ordered by the king to build castles along the borders of the kingdom. General Audience **\$1.50**

## Board/Card Games

**4278** GM: DwD Studios

### Dunjonworx

**4 players** **No XP/Average**  
**Sunday 2p-3p** **Ballroom Table 209**

See description in Board and Card Games Fri 10a 4274 General Audience (13+) **\$1.50**

**4246** GM: TSA Games

### Eldritch Horror: Forsaken Lore

**6 players** **No XP/Average**  
**Sunday 2p-6p** **Ballroom Table 207**

See description in Board and Card Games Fri 2p 4237 General Audience (13+) **\$3.00**

**4251** GM: TSA Games

### Escape!: The Curse of the Temple

**5 players** **No XP/Simple**  
**Sunday 2p-3p** **Ballroom Table 208**

See description in Board and Card Games Fri 12p 4244 Family Friendly (7+) **\$1.50**

**3871** GM: Brett Slocum

### Homebrew: Tékumel: Wizard Duel

**8 players** **No XP/Simple**  
**Sunday 2p-4p** **Ballroom Table 411**

Create your wizard and duel with spells and magical creatures in the Hirilakte arena of the city-state of Rü. Gain prestige and bet on the outcome. No knowledge of Tékumel required. General Audience (13+) **\$1.50**

**4298** GM: Nick Huston

### Sherlock Holmes Consulting Detective

**6 players** **No XP/Simple**  
**Sunday 2p-4p** **Ballroom Table 309**

Match your deductive abilities against your opponents and the master sleuth himself, Sherlock Holmes. General Audience (13+) **\$1.50**

**4118** GM: Matt Sturm

### Wiz-War: Learn to Play

**5 players** **No XP/Average**  
**Sunday 2p-4p** **Ballroom Table 423**

Mages, mazes, monsters, and mayhem! Pit your wizard against 4 others in a stupendous struggle for magical mastery. No experience neces-

sary, but veteran players are welcome to join the fun. General Audience (13+) **\$1.50**

**4224** GM: Cheryl Orosz

### Wizard

**12 players** **No XP/Average**  
**Sunday 2p-4p** **Ballroom Table 205-206**

Classic trick-taking game where it's every player for themselves. General Audience (13+) **\$1.50**

**4408** GM: Harold Tessmann III

### Wok Star

**4 players** **No XP/Simple**  
**Sunday 2p-4p** **Ballroom Table 220**

See description in Board and Card Games Fri 3p 4398 General Audience (13+) **\$1.50**

**4365** GM: Eric Snyder

### Evolution

**6 players** **No XP/Average**  
**Sunday 3p-5p** **Ballroom Table 302**

See description in Board and Card Games Sat 9a 4371 General Audience (13+) **\$1.50**

**4255** GM: TSA Games

### King of Tokyo: Power Up! Expansion

**6 players** **No XP/Simple**  
**Sunday 3p-4p** **Ballroom Table 208**

See description in Board and Card Games Fri 12p 4245 Family Friendly (7+) **\$1.50**

**4273** GM: DwD Studios

### Merchant's Bay

**5 players** **No XP/Average**  
**Sunday 3p-4p** **Ballroom Table 209**

See description in Board and Card Games Fri 3p 4260 General Audience (13+) **\$1.50**

**4284** GM: DwD Studios

### Agents of SECTOR

**5 players** **No XP/Average**  
**Sunday 4p-6p** **Ballroom Table 210**

See description in Board and Card Games Fri 11a 4261 General Audience (13+) **\$1.50**

**4404**

GM: Harold Tessmann III

## Alien Frontiers

**4 players**
**No XP/Average**
**Sunday 4p-6p**
**Ballroom Table 220**

See description in Board and Card Games Fri 10p 4396 General Audience (13+) **\$1.50**

**4299**

GM: Nick Huston

## Machi Koro

**4 players**
**No XP/Simple**
**Sunday 4p-5p**
**Ballroom Table 309**

Develop your city and be the first to build your landmarks. General Audience (13+) **\$1.50**

# Miniatures

**3932**

GM: Linda and Dean Martelle

## Paint and Take

**25 players**
**No XP/Simple**
**Friday 2p-5p**
**Ballroom Table 104-106**

Drop by and paint a mini figure. No experience necessary. Assistance available. Price per figure and supply use \$6.00, or \$3.00 if you have your own figure to paint. Sorry, no ribbons accepted. Family Friendly (7+) **\$6.00**

**4353**

GM: Rick Coen

## StarBlast!: Intro

**6 players**
**No XP/Simple**
**Friday 2p-5p**
**Ballroom Table 409**

Come learn the new StarBlast space miniatures system. Demo'd last year at U-Con, it has been revised and improved. Play the intro, then join the 3 campaign events Sat/Sun! Contact rmcoen@gmail.com. Family Friendly (7+) **\$3.00**

**4349**

GM: Amorphous Blob Games

## Ogre

**6 players**
**No XP/Simple**
**Friday 5p-7p**
**Ballroom Table 203**

In 2085 A.D., armored warfare is faster and deadlier than ever. The most feared weapon of all is the giant cybernetic tank called the Ogre. Tanks, Infantry, and Ogres slug it out with tactical nukes. General Audience (13+) **\$1.50**

**3838**

GM: Doug Houseman

## Warhammer 40K: Thunder

### Waaagh

**6 players**
**No XP/Simple**
**Friday 6p-8p**
**Ballroom Table 410**

What happens when you put Grots on motorcycles and put them on the track to race?

Mayhem and Laughter! Come race with us as the Big Mek and the Weird Boy provide "Blessings." Come laugh with us. General Audience (13+) **\$1.50**

**4350**

GM: Amorphous Blob Games

## Ogre

**6 players**
**No XP/Simple**
**Friday 8p-10p**
**Ballroom Table 203**

See description in Miniatures Fri 5p 4349 General Audience (13+) **\$1.50**

**4348**

GM: Amorphous Blob Games

## Frag: Capture the Flag

**8 players**
**No XP/Simple**
**Saturday 9a-11a**
**Ballroom Table 203**

Game starts. Enemy in sight--Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Family Friendly (7+) **\$1.50**

**4360**

GM: Jon Pehrson

## StarBlast!: Asteroid Assault

**8 players**
**No XP/Average**
**Saturday 9a-1p**
**Ballroom Table 415-416**

StarBlast! uses the CritMatch game engine, designed around fast, interactive turn play and engaging decision-making. Minimal record keeping, a few tables, and ample die rolling is our recipe for fun! General Audience (13+) **\$3.00**

**4301**

GM: Rick Coen

## StarBlast!: Intro

**6 players**
**No XP/Simple**
**Saturday 9a-12p**
**Ballroom Table 427-428**

See description in Miniatures Fri 2p 4353 Family Friendly (7+) **\$3.00**



**3858** GM: Joshua Linde

## Firestorm Armada: 2nd Annual Storm Zone Brawl: The Battle at Omicron Theta

**20 players** **Some XP/Average**  
**Saturday 10a-10p Ballroom Table 401-410**

Tournament is 4 rounds at 900 points. You are allowed two lists but both must use the same fleet as the base fleet. For mission details and news and information check out [www.thewaygate.blogspot.com](http://www.thewaygate.blogspot.com). General Audience (13+) **Free!**

**3844** GM: Laura Hamel

## Clay-o-Rama

**10 players** **No XP/Simple**  
**Saturday 11a-1p Ballroom Table 301**

Build your Claydonian fighter, describe his attack powers, and then fight to the clay-death! Family Friendly (7+) **\$1.50**

**4355** GM: Aaron Massung

## Golem Arcana: War of Blood and Stone

**4 players** **No XP/Average**  
**Saturday 11a-1p Ballroom Table 413-414**

With open war spreading across Eretsu, new Golems on the field give new Knights of Eretsu a chance for first blood on the battlefield, and veterans a chance to play with new units in the game! Family Friendly (7+) **\$1.50**

**4117** GM: William Purves

## Infinity: Black Ice/Red Rocks

**6 players** **No XP/Average**  
**Saturday 11a-1p Ballroom Table 411-412**

To recover a data-trove, your team of operatives must breach a secret base and escape. Played with Infinity rules and miniatures. All miniatures and characters can be provided! Limit 6 players. General Audience (13+) **\$1.50**

**3933** GM: Linda and Dean Martelle

## Paint and Take

**25 players** **No XP/Simple**  
**Saturday 1p-6p Ballroom Table 104-106**

See description in Miniatures Fri 2p 3932 Family Friendly (7+) **\$6.00**

**3926** GM: William Purves

## Infinity: Black Ice/Red Rocks

**6 players** **No XP/Average**  
**Saturday 2p-4p Ballroom Table 411-412**

See description in Miniatures Sat 11a 4117 General Audience (13+) **\$1.50**

**4361** GM: Jon Pehrson

## StarBlast!: Destroy the Power Core

**8 players** **No XP/Average**  
**Saturday 2p-6p Ballroom Table 415-416**

See description in Miniatures Sat 9a 4360 General Audience (13+) **\$3.00**

**4356** GM: Aaron Massung

## Golem Arcana: War of Blood and Stone

**4 players** **No XP/Average**  
**Saturday 4p-6p Ballroom Table 413-414**

See description in Miniatures Sat 11a 4355 Family Friendly (7+) **\$1.50**

**4392** GM: Aaron Massung

## Golem Arcana: War of Blood and Stone

**4 players** **No XP/Average**  
**Saturday 8p-10p Ballroom Table 413-414**

With open war spreading across the lands of Eretsu, the Durani Empire and Gudanna Dominion seek to field new Golems in an attempt to turn the war's tide in their favor. Family Friendly (7+) **\$1.50**

**4412** GM: Nathan Hanish

## Robotech RPG Tactics: Introduction

**3 players** **No XP/Average**  
**Saturday 8p-11p Ballroom Table 417**

Very recently released Kickstarter tactical mech combat game set in the Robotech universe, produced locally by Palladium Books. General Audience (13+) **\$3.00**

**3966**

GM: Kenneth Heskett

## Flames of War: Battle of Pommessville-du-Mare

**6 players** **No XP/Average**  
**Sunday 10a-12p** **Ballroom Table 409**

Try out Flames of War as US and British forces clash with the German army in the summer of 1944. The GM will teach rules and provide everything needed to play. Family Friendly **\$1.50**

**3934**

GM: Linda and Dean Martelle

## Paint and Take

**25 players** **No XP/Simple**  
**Sunday 1p-4p** **Ballroom Table 104-106**

See description in Miniatures Fri 2p 3932  
 Family Friendly (7+) **\$6.00**

**4362**

GM: Jon Pehrson

## StarBlast!: We've Been Overwhelmed, Break Out!

**8 players** **No XP/Average**  
**Sunday 2p-6p** **Ballroom Table 415-416**

See description in Miniatures Sat 9a 4360 General Audience (13+) **\$3.00**

**3841**

GM: Doug Houseman

## CMON Rivet Wars: Introduction to Rivet Wars

**4 players** **No XP/Simple**  
**Sunday 4p-6p** **Ballroom Table 410**

World War I trench warfare meets Steampunk and comic books! Come learn the latest fusion of board games and miniatures. Family Friendly (7+) **\$1.50**

# Role Playing

**4092**

GM: Greg Stockton

## Numenera: Violet Vale

**6 players** **No XP/Simple**  
**Friday 10a-2p** **Seminar 2**

Deep in the savage wilderness of the Ninth World lies a lonely valley, unexplored and pristine. But something stirs in this strange locale, and it could be a threat to the entire region. General Audience (13+) **\$3.00**

**4313**

GM: Amorphous Blob Games

## Savage Worlds: Out of the Gate

**6 players** **No XP/Simple**  
**Friday 10a-2p** **Ballroom Table 101**

Limited ammo, fast cars, wierd post-apoc stuff?! Yeah we got it all! Characters provided! General Audience (13+) **\$3.00**

**4352**

at Michigan Roleplaying Gamers

## Swords & Wizardry: Return the Stolen

**5 players** **No XP/Average**  
**Friday 10a-2p** **Conference C Table 2**

Your adventuring party is secretly commissioned to travel over land and sea to find and return the "Stolen." Expect intrigue, divine di-

rections, and a moderate level of role-playing. Family Friendly (7+) **\$3.00**

**3942**

GM: Ryan Thompson

## Swords & Wizardry: Eruptor's Vengeance

**10 players** **No XP/Simple**  
**Friday 10a-2p** **Conference C Table 1**

The Red Dragon is Dead. His lair is ripe for the plundering. Word spreads fast and treasure-hunters will rush for the gold. But sometimes, a dragon is never more deadly than when he is dead! Family Friendly (7+) **\$3.00**

**4332**

GM: Laura Hamel

## Cortex Plus: The Way We Were

**5 players** **No XP/Average**  
**Friday 2p-6p** **Seminar 4**

Imprisoned in a government facility on a remote planet, you must band together with your fellow inmates to escape. This universe is a mashup of Firefly, Cowboy Bebop, and Farscape. General Audience (13+) **\$3.00**

## Roleplaying Games

**4143**

GM: Rodney Thompson

### D&D 5e: Game With the Creator:

#### Rodney Thompson

**7 players**
**No XP/Simple**
**Friday 2p-6p**
**Board Room**

Play D&D 5e with WotC designer Rodney Thompson! Play Adventurer's League content not yet available for the public, getting a sneak peek at the future of the Tyranny of Dragons. No PGAW ribbons. General Audience (18+) **\$4.00**

**3859**

GM: Roy Snyder

### Dungeon Crawl Classics: Elzemon and the Blood-Drinking Box

**8 players**
**No XP/Simple**
**Friday 2p-6p**
**Conference C Table 3**

A level 1 adventure by Terry Olson. Seeking the favor of a powerful wizard, the party agrees to steal an artifact from a rival's sanctum. Pregens will be used. Part of the OSR Track. General Audience (13+) **\$3.00**

**3929**

GM: Ryan Thompson

### Swords & Wizardry Complete (Introduction to S&W): The Screaming Temple

**10 players**
**No XP/Simple**
**Friday 2p-6p**
**Conference C Table 1**

The temple arose in the span of a single night! Rumors of incredible wealth, abhorrent evil and dark magic swirl about its secretive walls. Intro Adventure Rules taught, pre-gens provided. Family Friendly (7+) **\$3.00**

**4393**

GM: Kevin Hogan

### Dread: Darkness at Noon

**8 players**
**No XP/Simple**
**Friday 3p-7p**
**Conference E Table 5**

A tropical island. A total eclipse of the sun. "When the darkness falls, the shadows rise." Will anyone survive? Dread is a game of horror using the Jenga tower as its resolution mechanism. Mature Content (18+) **\$3.00**

**3865**

GM: Aaron Armstead

### Entropy: Entropy Beta

**8 players**
**No XP/Average**
**Friday 3p-7p**
**Conference E Table 1**

The Entropy RPG is a universal system currently in beta testing, designed to provide max flexibility with fewer rules. Come help shape the future of the game. General Audience **\$3.00**

**4315**

GM: Amorphous Blob Games

### D&D 5e: Dark Days Ahead

**6 players**
**No XP/Average**
**Friday 7p-11p**
**Ballroom Table 103**

Come learn the newest version of the granddaddy of RPGs! Character provided! General Audience (13+) **\$3.00**

**4106**

GM: Ryan O'Grady

### D&D 5e: Narosia: Ruins of Baradahm

**5 players**
**No XP/Average**
**Friday 7p-11p**
**Seminar 4**

A remote village is under attack. Investigating the source, you navigate to the Deeplands to uncover an ancient seat of knowledge in this level 4 adventure. Discover Narosia, a new setting for D&D 5e. General Audience (13+) **\$3.00**

**3848**

GM: Adam Muszkiewicz

### Dungeon Crawl Classics: A Tree Falls in the Forest

**8 players**
**Some XP/Average**
**Friday 7p-12a**
**Conference C Table 2**

The countryside is ravaged by hideous beasts from the forest--can the PCs solve the mystery of their origin and stem the tide of death? A level 2 DCC meatgrinder. Adults Only (18+) **\$3.00**

**4321**

GM: Leonard Balsera

### Fate: Fate Track GMs Game with Lenny!

**4 players**
**No XP/Simple**
**Friday 7p-11p**
**Conference B Table 1**

Lenny will concoct a FAE or Fate Core game for a group of the Fate Track GMs from scratch. Must be a Fate GM to register/play. Adults Only (18+) **\$3.00**

**4204**

GM: Shane Harsch

## **Nova6: Novapunk: Into the Midwastes**

**5 players**
**No XP/Average**
**Friday 7p-11p**
**Ballroom Table 101**

As if the Sprawl isn't bad enough, now you have to head out into the Midwastes on some jacked-up milk run on this contract for Nova-punk--arcanopunk reimaged. Powered by the Nova6 engine. General Audience (13+) **\$3.00**

**3949**

GM: Doug Kovacs

## **Dungeon Crawl Classics: Return To Punjar**

**6 players**
**Some XP/Simple**
**Friday 8p-12a**
**Conference C Table 5**

Naive villagers go to the big city to do crimes and get into terrible trouble. NOTE: this game is for teens or adults only; it may contain drug use and references to the oldest profession. General Audience (13+) **\$3.00**

**3890**

GM: Tim Snider

## **Mutant Future: Gimme Shelter III: Down to Earth**

**6 players**
**No XP/Simple**
**Friday 8p-12a**
**Conference C Table 6**

NOW HIRING: Barter John needs six scavengers to investigate last month's meteorite impact crater. Rumors of extraterrestrial infestation are to be ignored. Any retrieved artifacts will be split 60-40. General Audience (13+) **\$3.00**

**3880**

GM: Forest Ray

## **Mutant Future: Mystery of the Spideriods**

**6 players**
**No XP/Simple**
**Friday 8p-11p**
**Conference C Table 3**

Spideriods have invaded your village (again) and now it is up to you to end the threat. Characters will be created at game time. General Audience (13+) **\$3.00**

**3951**

GM: Greg Stockton

## **Numenera: Violet Vale**

**6 players**
**No XP/Simple**
**Friday 8p-12a**
**Seminar 2**

See description in Role Playing Fri 10a 4092 General Audience (13+) **\$3.00**

**4306**

GM: Game Base 7 Wolverines

## **Pathfinder Core Book: ChoP 14 The Inquisition**

**8 players**
**No XP/Simple**
**Friday 8p-12a**
**Conference D Table 5**

The Prophetess sends our heroes to intervene before a child of prophecy is lost as a zealous movement sweeps the land. General Audience (13+) **\$3.00**

**4302**

GM: Game Base 7 Wolverines

## **Starship Troopers RPG d20: SST23 Anyone Call for an Exterminator**

**8 players**
**No XP/Simple**
**Friday 8p-12a**
**Conference D Table 6**

The troopers are sent deep into a Bug colony on Pluto to deliver a new weapon to destroy the invaders, a Nerve-X gas generator. General Audience (13+) **\$3.00**

**3902**

GM: Patrick Brady

## **Tékumel: A Transient Apocalypse**

**7 players**
**No XP/Simple**
**Friday 8p-12a**
**Seminar 5**

A sore loser with an army of undead provides you and your clan cousins with an immediate problem. Get out or get eaten. Adults Or **\$3.00**

**3997**

GM: Shawn Dry

## **1e AD&D: Expedition to the Barrier Peaks, Part 1**

**6 players**
**No XP/Average**
**Saturday 9a-1p**
**Conference C Table 4**

Something is amiss in the mountains of the Grand Duchy of Geoff. Experience the beginning of this classic module during this session; playing in the later sessions is not required. Pregens provided. General Audience (13+) **\$3.00**

3905

GM: Marc Renouf

## Apocalypse World: Blood in Orbaal

**5 players** **No XP/Simple**  
**Saturday 9a-1p** **Conference E Table 4**

Vikings have conquered the indigenous people, but the unruly northmen must also look over their shoulders at each other. Bloodfeuds, simmering rebellion, and strange gods--what part will you play? Adults Only (18+) **\$3.00**

4218

GM: Ron Fricke

## Barebones Fantasy: A Bigger Problem

**6 players** **No XP/Simple**  
**Saturday 9a-12p** **Seminar 4**

BareBones Fantasy adventure for newcomers or veterans. Pre-gens provided, rules taught. Investigate strange goings-on in a small village. Evil is found in the least likely place. Family Friendly (7+) **\$3.00**

4206

GM: Shane Harsch

## D&D 5e: Narosia: Depths of Baradahn Part 1

**5 players** **No XP/Average**  
**Saturday 9a-1p** **Ballroom Table 101**

Part 1 of 2: Return to the Deepland Halls in this 4th-level adventure uncovered by the events of the introductory adventure "Ruins of Baradahn." Discover Narosia, a new setting for D&D 5e. General Audience (13+) **\$3.00**

3923

GM: Edward Kabara

## Dungeon Crawl Classics: Frozen In Time

**6 players** **No XP/Simple**  
**Saturday 9a-1p** **Conference C Table 2**

Party like it's 1974 with Dungeon Crawl Classics. No experience necessary. We've got all you need here! Playing Frozen in Time. Family Friendly (7+) **\$3.00**

3927

GM: Roger Edge

## Fate (Freeport): Swing Shift

**6 players** **Some XP/Average**  
**Saturday 9a-1p** **Conference B Table 2**

Clock-in, clock-out. Life isn't easy working as a Monster in a Dungeon for the Man... or Lich? Whatever. If only something would happen to shake things up. General Audience (13+) **\$3.00**

4391

GM: Dale Barnes

## Hero System: Star Hero: The Illtairian Job

**6 players** **No XP/Average**  
**Saturday 9a-1p** **Conference E Table 5**

The scoundrels of The Rogue Star are breaking into Chaoscillation for the big score. Dodge multilegged monsters and alien bounty hunters in this caper movie meets Firefly meets Guardians of the Galaxy. General Audience (13+) **\$3.00**

4307

GM: Game Base 7 Wolverines

## Pathfinder Core Book: ChoP 15 All Bugged Down

**8 players** **No XP/Simple**  
**Saturday 9a-1p** **Conference D Table 5**

Evil awaits as our heroes seek out the mysteries of the Great Swamp. General Audience **\$3.00**

4316

GM: Amorphous Blob Games

## Star Wars: Age of Rebellion: Break in Over There!

**6 players** **No XP/Average**  
**Saturday 9a-1p** **Ballroom Table 102**

Come learn the newest version of the granddaddy of RPGs! Characters provided! General Audience (13+) **\$3.00**

4295

GM: Game Base 7 Wolverines

## Starship Troopers RPG d20: SST26 Ice Station

**8 players** **No XP/Simple**  
**Saturday 9a-1p** **Conference D Table 6**

Delivering supplies to an out-of-the-way research station is an easy mission until the weather doesn't cooperate, your transportation becomes unreliable, and then unfriendly forces show up. General Audience (13+) **\$3.00**

3881

GM: Forest Ray

## Swords & Wizardry White Box: Keep on the Borderlands

8 players No XP/Simple  
Saturday 9a-12p Conference C Table 3

This is the classic old-school module restated for Swords & Wizardry white box. If you have played this one in the past be ready for some new twists. Characters will be created at game time. Family Friendly (7+) **\$3.00**

3903

GM: Krista Donnelly

## Tékumel: Empire of the Petal Throne: A Game of Hide and Seek

6 players No XP/Average  
Saturday 9a-1p Seminar 5

Tsodlan has wandered off yet again, and you need to find him. Maybe he's down by the river watching the ships. Or in the market, shaming the clan by begging candy. Don't let him slip away again! General Audience (13+) **\$3.00**

4091

GM: Greg Stockton

## The Strange: The Eschatology Code

6 players No XP/Simple  
Saturday 9a-1p Conference E Table 2

When the All Souls Church of Deliverance in the town of Sioux Falls begins counting down to the End Days, the Estate sends operatives to find out if the miracles have anything to do with the Strange. General Audience (13+) **\$3.00**

3908

GM: Aaron Armstead

## Entropy: Entropy Beta

8 players No XP/Average  
Saturday 10a-2p Conference E Table 1

See description in Role Playing Fri 3p 3865  
General Audience (13+) **\$3.00**

4382

GM: We Hate Bards

## Call of Cthulhu: The Pledge

5 players No XP/Average  
Saturday 11a-2p Conference E Table 7

In the 1920s the pledges to Delta Tau Nu are required to stay the weekend in a vacant house

in the woods to complete their pledge week. Some say the house is haunted. . . . General Audience (13+) **\$3.00**

4381

GM: We Hate Bards

## D&D 3.5: King of the Kobolds!

6 players No XP/Average  
Saturday 11a-3p Conference E Table 6

Can you entertain your King and survive the horrors he has in store for you? Probably not, but that's why you have 47 siblings to pick up where you die off! General Audience (13+) **\$3.00**

4378

GM: We Hate Bards

## D20 Rules Variant: Class D20

6 players No XP/Simple  
Saturday 11a-2p Conference E Table 8

[LOCATION REDACTED], August [REDACTED], 2013. A full unit of Class D personnel sent to investigate anomaly GG74D.20.CM. Assume Euclid, possibly Keter class event. General Audience (13+) **\$3.00**

3898

GM: Shawn Dry

## 1e AD&D: Expedition to the Barrier Peaks, Part 2

6 players No XP/Average  
Saturday 2p-6p Conference C Table 4

Something is amiss in the mountains of the Grand Duchy of Geoff. Experience a part of this classic module during this session; playing in the other sessions is not required. Pregens provided. General Audience (13+) **\$3.00**

4310

GM: Bill Barsh

## AD&D 1e/OSRIC: Game with the Creator: It Rose From Below

8 players No XP/Simple  
Saturday 2p-6p Conference C Table 1

Fear grips the city and adventurers are needed, for an expedition must be undertaken to find the entrance to what rose from below. SPECIAL U-Con Release from Pacesetter Games & Simulations. General Audience (13+) **\$3.00**

**3906** GM: Marc Renouf

## Apocalypse World: Blood In Orbaal

**5 players** **No XP/Simple**  
**Saturday 2p-6p** **Conference E Table 4**

See description in Role Playing Sat 9a 3905  
Adults Only (18+) **\$3.00**

**4386** GM: We Hate Bards

## Call of Cthulhu: Seismic Events

**5 players** **No XP/Simple**  
**Saturday 2p-6p** **Conference E Table 5**

Some strange seismic activity has been happening to a small town of the coast of Lake Michigan. Recently two seismologists have gone missing. A classic Call of Cthulhu Scenario. General Audience (13+) **\$3.00**

**4207** GM: Shane Harsch

## D&D 5e: Narosia: Depths of Baradahm Part 2

**5 players** **No XP/Average**  
**Saturday 2p-6p** **Ballroom Table 101**

Part 2 of 2: Continue this level 4 adventure uncovered by the events of the introductory adventure "Ruins of Baradahm." Discover Narosia, a new setting for D&D 5e. No experience with Part 1 required. General Audience (13+) **\$3.00**

**4374** GM: We Hate Bards

## D20 Rules Variant: Class D20

**6 players** **No XP/Simple**  
**Saturday 2p-6p** **Conference E Table 8**

See description in Role Playing Sat 11a 4378  
General Audience (13+) **\$3.00**

**4317** GM: Amorphous Blob Games

## Dark Heresy 2nd Ed.: Five Two Five

**6 players** **No XP/Average**  
**Saturday 2p-6p** **Ballroom Table 103**

Come work for the Imperium of Man defending it against a threat to the existence of the very Imperium! Characters provided! General Audience (13+) **\$3.00**

**3965** GM: Kenneth Heskett

## Diceless--FKL System: Hell is on Us

**7 players** **No XP/Simple**  
**Saturday 2p-6p** **Seminar 4**

The victorious but spavined Marines return to prepare for the next battle in the "Island Hoping Campaign." Hard experience will serve well at Saipan, but this battle may eclipse Tara-wa's casualties. General Audience (13+) **\$3.00**

**3847** GM: Adam Muszkiewicz

## Dungeon Crawl Classics: Slaves of the Silicon God

**8 players** **Some XP/Average**  
**Saturday 2p-7p** **Conference C Table 2**

Ever since finding the long-lost jungle temple the tribe of ape men has grown more daring. Now they've kidnapped several village youths and the chief calls for vengeance! A level 1 DCC bloodbath. Adults Only (18+) **\$3.00**

**3870** GM: Brett Slocum

## EPT: Tékumel: The Broken Tower of Gilraya Forest

**8 players** **No XP/Simple**  
**Saturday 2p-6p** **Seminar 5**

The stone ruin stood empty for centuries, little more than a tumble of rocks. The beautiful queen of the city-state of Rü hires the players to find out what lies beneath and return with the spoils. General Audience (13+) **\$3.00**

**4311** GM: Amorphous Blob Games

## Fate Accelerated: I'm With the Band, in a Bar

**4 players** **No XP/Simple**  
**Saturday 2p-6p** **Ballroom Table 102**

Create a group of characters using FAE streamlined system. Then try to prevent the downfall of civilization. Adults Only (18+) **\$3.00**

**4357** GM: Chris Bekofske

## Fate: Game by Committee

**5 players** **No XP/Simple**  
**Saturday 2p-6p** **Conference B Table 3**

General Audience (13+) **\$3.00**



3893

GM: Jim Wampler

## Mutant Crawl Classics RPG: The Warlord of ATOZ

8 players No XP/Average  
Saturday 2p-6p Conference C Table 5

Masses of dispossessed refugees have begun to flood your jungle village, all telling the tragic tale of an conquering horde of savage warlords armed with magic boom sticks. Go get 'em and don't die! Family Friendly (7+) **\$3.00**

4107

GM: Ryan O'Grady

## Nova6: Bottled Demon

5 players No XP/Average  
Saturday 2p-6p Conference E Table 3

Bottle, bottle, who's got the bottle? Your nanopunks meet a very disturbed man who hires them as bodyguards on a business deal. General Audience (13+) **\$3.00**

4308

GM: Game Base 7 Wolverines

## Pathfinder Core Book: ChoP A Day in Avalon 2014

8 players No XP/Simple  
Saturday 2p-6p Conference D Table 5

Joust for a chance to pull the sword from the stone. Shop in a magical market. Perform a quest for queen Mab. General Audience **\$3.00**

4110

GM: Anne Moore

## PlotLuck: Succession Plot

20 players No XP/Simple  
Saturday 2p-6p Conference A

LARP. After a reign of more than 25 years, King Snefru is dying. The line of succession isn't clear. Members of the court have gathered in hopes of seeing the throne pass to their preferred candidate. General Audience (13+) **\$3.00**

4296

GM: Game Base 7 Wolverines

## Starship Troopers RPG d20: SST27 Piece of Cake

8 players No XP/Simple  
Saturday 2p-6p Conference D Table 6

SICON Intel wants your unit to obtain a small Arachnid ship from a Skinny spaceport so that

they can study the Bugs' biotechnology. General Audience (13+) **\$3.00**

3952

GM: Greg Stockton

## The Strange: The Eschatology Code

6 players No XP/Simple  
Saturday 2p-6p Conference E Table 2

See description in Role Playing Sat 9a 4091 General Audience (13+) **\$3.00**

4384

GM: We Hate Bards

## Vampire the Masquerade: Hell Day

4 players No XP/Simple  
Saturday 2p-5p Conference E Table 7

In this mission to Alaska set approximately 6 months after a 30 Days of Night type event, evidence has come to light that threatens the Masquerade and a team is sent in to deal with it. General Audience (13+) **\$3.00**

3909

GM: Aaron Armstead

## Entropy: Entropy Beta

8 players No XP/Average  
Saturday 3p-7p Conference E Table 1

See description in Role Playing Fri 3p 3865 General Audience (13+) **\$3.00**

3882

GM: Forest Ray

## Swords & Wizardry Complete: MCMLXXV (1975)

6 players No XP/Simple  
Saturday 3p-6p Conference C Table 3

This module from Frog God games is designed for old-school play. The idea is to find the Monsters, kill them, and take their stuff! Characters will be created at game time. General Audience (13+) **\$3.00**

4364

GM: Herb Diehr

## D&D: Chasing the Ogre . . . ?

8 players No XP/Simple  
Saturday 4p-6p Seminar 2

A few younger adventurers find ogre spawn and decide to track the ogre. What shall they find? Treasure! Also, an ogre. Family Friendly **\$1.50**

**3842** GM: Laura Hamel

## Cortex Plus: The Way We Were

**5 players** No XP/Average  
**Saturday 7p-11p** Seminar 4

See description in Role Playing Fri 2p 4332  
General Audience (13+) **\$3.00**

**4379** GM: We Hate Bards

## D&D 3.5: Bard World: Episode 1

**7 players** No XP/Simple  
**Saturday 7p-12a** Conference E Table 5

In a world where everybody agrees "We Hate Bards," one small group of adventurers is about to deal with their worst nightmare--needing to escort a bard to his execution! General Audience (13+) **\$3.00**

**4144** GM: Rodney Thompson

## D&D 5e: Game With the Creator: Rodney Thompson

**7 players** No XP/Simple  
**Saturday 7p-11p** Board Room

See description in Role Playing Fri 2p 4143 General Audience (13+) **\$4.00**

**4312** GM: Amorphous Blob Games

## FATE Accelerated: Run for Your Life Murder Hobo

**5 players** No XP/Simple  
**Saturday 7p-11p** Ballroom Table 102

Play degenerate adventurers trying to survive the repercussions of their actions. Adults Only (18+) **\$3.00**

**4309** GM: Game Base 7 Wolverines

## Pathfinder Core Book: ChoP 16 The Sons of Time, Daughters of Fate

**8 players** No XP/Simple  
**Saturday 7p-11p** Conference D Table 5

The sons of time and daughters of fate hold the key to an evil plot to find and kill the child of prophecy. Our heroes must intervene before it is too late. General Audience (13+) **\$3.00**

**4208** GM: Amorphous Blob Games

## Savage Worlds: League of Extraordinary People 80s edition

**6 players** No XP/Average  
**Saturday 7p-11p** Ballroom Table 101

Save the world from a threat so big it will take the combined might of the 80s action movie heroes to save the day. Adults Only (18+) **\$3.00**

**4318** GM: Amorphous Blob Games

## Savage Worlds: Zombie Train: The Lift

**6 players** No XP/Average  
**Saturday 7p-11p** Ballroom Table 103

A vile organization has released a zombie plague on the Earth--can you and your fellow citizens stop their plans? Characters provided! General Audience (13+) **\$3.00**

**4297** GM: Game Base 7 Wolverines

## Starship Troopers RPG d20: SST28 Ghost Ship

**8 players** No XP/Simple  
**Saturday 7p-11p** Conference D Table 6

What seems to be a derelict alien ship has been detected in a nearby nebula. You will be the first humans to set foot on it and maybe contact a new species. General Audience (13+) **\$3.00**

**3899** GM: Shawn Dry

## 1e AD&D: Expedition to the Barrier Peaks, Part 3

**6 players** No XP/Average  
**Saturday 8p-12a** Conference C Table 4

Something is amiss in the mountains of the Grand Duchy of Geoff. Experience the end of this classic module during this session; playing in the earlier sessions is not required. Pregens provided. General Audience (13+) **\$3.00**

4385

GM: We Hate Bards

## Call of Cthulhu: A Vacation to Remember

5 players

No XP/Simple

Saturday 8p-12a Conference E Table 6

Every year a group of friends get together for a vacation at a remote cabin in the Canadian wilderness. This year they discover a horror that could cost them their lives. General Audience (13+) **\$3.00**

4383

GM: We Hate Bards

## Call of Cthulhu: The Pledge

5 players

No XP/Average

Saturday 8p-12a Conference E Table 7

See description in Role Playing Sat 11a 4382  
General Audience (13+) **\$3.00**

3891

GM: Tim Snider

## Cryptworld: Forget-Me-Not

6 players

No XP/Simple

Saturday 8p-12a Conference C Table 6

Recent murders are identical to those committed by the "Paul Bunyon Butcher" 40 years ago. However, the original killer remains behind bars. Has a copycat surfaced, or is it something more sinister? General Audience (13+) **\$3.00**

4380

GM: We Hate Bards

## D&D 3.5: The Wizard Whudunit

6 players

No XP/Average

Saturday 8p-12a Conference E Table 8

The Wizard Whudunit, a man of legend, myths, and madness, has summoned champions of all realms for his amusement. Can you survive against the most vile things man knows of? Wit. Puns. Traps. General Audience (13+) **\$3.00**

3950

GM: Doug Kovacs

## Dungeon Crawl Classics: The Spine Wizard's Tower

6 players

Some XP/Simple

Saturday 8p-12a Conference C Table 5

A strange tower shows up in the village square overnight. A void-eyed wizard emerges from the tower and declares "Your world is lost! Join

me and you will be saved!" General Audience (13+) **\$3.00**

3860

GM: Roy Snyder

## Dungeon Crawl Classics: The Tower Out of Time

6 players

No XP/Simple

Saturday 8p-12a Conference C Table 3

A level 2 adventure by Michael Curtis. From out of the past comes an ancient evil to plague the present! Pregens will be used. Part of the OSR Track. General Audience (13+) **\$3.00**

4333

GM: Chris Bekofsky

## Fate (Freeport): The Garbage Solution

5 players

No XP/Simple

Saturday 8p-12a Conference B Table 3

STRIKE! As a kobold scab brought in to work the dungeon, you must restore it to its former glory. Brave the picket lines to restock the dungeon and solve the Garbage Solution. General Audience (13+) **\$3.00**

3877

GM: John Till

## Fate of Tékumel RPG (Fate System): Rananga River Pirates

6 players

No XP/Simple

Saturday 8p-12a Seminar 5

West of Thraya the river is starting to have pirate problems. Again. Right now it's just the occasional trade barge . . . but piracy always has a way of getting worse and worse. General Audience (13+) **\$3.00**

4410

GM: Thunderhead Enterprises

## Netherstorm: Introduction to a New World

12 players

No XP/Average

Saturday 8p-12a Conference E Table 1-2

This sandbox game has unique races, no strict classes, and no traditional character levels, so you can shape your own destiny! General Audience (13+) **\$3.00**

## Roleplaying Games

3925

GM: Edward Kabara

### Shadowrun: Welcome to the Sixth World

6 players

Saturday 8p-12a

No XP/Simple

Seminar 2

Welcome to the Sixth World. No experience necessary and the rules for the Shadowrun RPG will be taught. Hope to see you there chummer. General Audience (13+) **\$3.00**

4108

GM: Andrew Moss

### Stars Without Number: Stars Without Number and Other Dust

6 players

Saturday 8p-11p

No XP/Simple

Conference C Table 2

Other Dust combines sci-fi and post-apocalypse sandbox RPGs. Explore an alien freighter that's cruising the cosmos and capturing ships randomly. Characters will be provided, or bring your own. General Audience (13+) **\$3.00**

3856

at Michigan Roleplaying Gamers

### Swords & Wizardry: Return the Stolen

5 players

Saturday 8p-12a

No XP/Simple

Conference C Table 1

See description in Role Playing Fri 10a 4352 Family Friendly (7+) **\$3.00**

4262

GM: DwD Studios

### BareBones Fantasy

6 players

Sunday 9a-1p

No XP/Average

Ballroom Table 209

It may be small, but this game is a complete and unique fantasy role-playing game. Create your character and embark on an epic journey wrought with peril and rewards limited only by your imagination. General Audience (13+) **\$3.00**

4330

GM: Ron Fricke

### Breachworld (Mini Six): What Happens if I Push This Button?

6 players

Sunday 9a-1p

No XP/Simple

Conference E Table 3

Post-apocalyptic fun using the Mini Six System. When someone pushes a big red button they

shouldn't have touched, it is up to you to stop the world from ending, again! General Audience (13+) **\$3.00**

3928

GM: Roger Edge

### Fate (Atomic Robo): Scummers from the 3rd Apocalypse

6 players

Sunday 9a-1p

Some XP/Average

Conference B Table 2

Yo Scummer! Most regular folk think of you as more of a glorified salvager, con artist, and thief. But when regular folks can be anything from a mutant otter to a robot, who cares what they think? General Audience (13+) **\$3.00**

4334

GM: Chris Bekofske

### Fate (Freeport): The Garbage Solution

5 players

Sunday 9a-1p

No XP/Simple

Conference B Table 3

See description in Role Playing Sat 8p 4333 General Audience (13+) **\$3.00**

4390

GM: Dale Barnes

### Hero System: Broken Knight

7 players

Sunday 9a-1p

No XP/Average

Conference E Table 5

Snow-covered London days before Christmas, and a sword bearing a nail from the Cross has disappeared. A gaslight-era supernatural mystery set in Victorian England, in the world of the Dresden Files. General Audience (13+) **\$3.00**

3892

GM: Jim Wampler

### Mutant Crawl Classics RPG: The Museum at the End of Time

8 players

Sunday 9a-1p

No XP/Average

Conference C Table 5

Your band of Level-0 humans, mutants, sentient animals, and walking plants have been set out upon the Rite of Passage in hopes of becoming full-fledged Rovers for your tribes. Family Friendly (7+) **\$3.00**

**4411** GM: Thunderhead Enterprises

## Netherstorm: Introduction to a New World

**6 players** **No XP/Average**  
**Sunday 9a-1p** **Conference E Table 6**

See description in Role Playing Sat 8p 4410  
General Audience (13+) **\$3.00**

**3883** GM: Forest Ray

## Stars Without Number: For the Want of a Ship

**8 players** **No XP/Simple**  
**Sunday 9a-12p** **Conference C Table 2**

You and your companions have gotten word of a old Starship that can be salvaged and put back in service. The only problem is, so have others. Some are not friendly. Characters created at game time. General Audience (13+) **\$3.00**

**3904** GM: Krista Donnelly

## Tékumel: Empire of the Petal Throne: Lend a Helping Hand

**6 players** **No XP/Average**  
**Sunday 9a-1p** **Seminar 1**

Tsolyani society is neither kind nor forgiving to foreigners. So what else can a group of confused Pygmy Folk do except turn to you for assistance? Surely their gold will make it worth your while. General Audience (13+) **\$3.00**

**3924** GM: Edward Kabara

## The Strange: The Hum

**6 players** **No XP/Simple**  
**Sunday 9a-1p** **Seminar 2**

Can you solve the mystery of the Hum? Set in The Strange RPG. No experience necessary! Family Friendly (7+) **\$3.00**

**3901** GM: Patrick Brady

## Diceless: PEGASUS

**7 players** **No XP/Simple**  
**Sunday 10a-4p** **Seminar 5**

Based on real events and using characters based on real people. The first troops to hit the soil of Normandy in 1944 were British airborne forces sent in by stealth glider. Win or die. Adults Only (18+) **\$4.50**

**3861** GM: Roy Snyder

## Dungeon Crawl Classics: Glipkerio's Gambit

**6 players** **No XP/Simple**  
**Sunday 10a-2p** **Conference C Table 3**

A level 2 adventure by Jobe Bittman. Atop the highest spire of Mount Tyche, your patron's temple is under attack. Pregens will be used. Part of the OSR Track. General Audience **\$3.00**

**3910** GM: Aaron Armstead

## Entropy: Entropy Beta

**8 players** **No XP/Average**  
**Sunday 10a-2p** **Conference E Table 1**

See description in Role Playing Fri 3p 3865  
General Audience (13+) **\$3.00**

**3936** GM: Benjamin Ludwig

## Shadowrun (5th Edition): Burnin' Down the House

**4 players** **No XP/Average**  
**Sunday 10a-2p** **Conference E Table 4**

February 7th, 2039: the Night of Rage. An elf, a dwarf, an ork, and a human must fight for their lives when racial purists attack their tenement. The questions: can you survive? And do you deserve to? Adults Only (18+) **\$3.00**

**3930** GM: Ryan Thompson

## Swords & Wizardry Complete: Palace of the Vampire Queen

**10 players** **No XP/Average**  
**Sunday 1p-5p** **Conference C Table 1**

Play the 1st Module with a clone of the Original Rules! The Vampire Queen has taken the Princess of Baylor. Can your party brave her dungeons and retrieve both the princess and untold treasures? General Audience (13+) **\$3.00**

**4331** GM: Leonard Balsera

## Cortex Plus: Star Trek: The Time Eaters

**4 players** **No XP/Simple**  
**Sunday 2p-6p** **Conference B Table 1**

You are members of Starfleet's finest. Can you overcome the peril of the Time Eaters? General Audience (13+) **\$3.00**

## Roleplaying Games

4263

GM: DwD Studios

### Covert Ops

6 players

No XP/Average

Sunday 2p-6p

Ballroom Table 102

Covert Ops is a roleplaying game of espionage and paramilitary adventure. It takes advantage of the dooLite system, a fast, simple set of game mechanics created by DwD Studios. General Audience (13+) **\$3.00**

4205

GM: Shane Harsch

### D&D 5e: Ghost Tower of

#### Inverness

5 players

No XP/Average

Sunday 2p-6p

Ballroom Table 101

Find the fabled Soul Gem in the long-lost ghost tower. Old school meets new school as we play through this AD&D classic tournament module using D&D 5e at 12th level. General Audience (13+) **\$3.00**

3889

GM: Adventurer's League

### D&D 5e: Secrets of Sokol Keep

6 players

No XP/Simple

Sunday 2p-6p

Conference F Table 3

Sokol Keep was a small garrison with a beacon to help guide ships. Now, that beacon has gone dark. Rumors circulate that something ancient

was discovered. Uncover the secrets of Sokol Keep! Family Friendly (7+) **\$3.00**

3931

GM: Andrew Moss

### Dungeon Crawl Classics: Peril on the Purple Planet

6 players

No XP/Average

Sunday 2p-5p

Conference C Table 2

Intense planet fantasy action! Explore a strange alien world, using the recently released Peril on the Purple Planet adventure. Level 4 characters. Pre-gens will be provided, or bring your own. General Audience (13+) **\$3.00**

4413

GM: Thunderhead Enterprises

### Netherstorm: Introduction to a New World

6 players

No XP/Average

Sunday 2p-6p

Conference E Table 6

See description in Role Playing Sat 8p 4410 General Audience (13+) **\$3.00**

4287

GM: Jeannette Quirk

### Windmill Games: Legion of Monsters: Return of the Kingu

8 players

No XP/Simple

Sunday 2p-5p

Seminar 4

You are a classic movie monster out for revenge upon all mankind. General Audience (13+) **\$3.00**

## Living Campaign

3954

GM: Pathfinder Society

### Pathfinder RPG: #5-08: The Confirmation

6 players

No XP/Average

Friday 9a-2p

Conference H

(9:30a-2:30p) An introduction to Pathfinder Society Organized Play. New players are welcome. For Pathfinder Society characters levels 1-2. General Audience (13+) **\$3.00**

3961

GM: Pathfinder Society

### Pathfinder RPG: #6-01: Trial of the Machine

6 players

No XP/Average

Friday 9a-2p

Conference H

(9:30a-2:30p) A dungeon-based adventure with a technological twist set on the Isle of Kortos. For Pathfinder Society characters levels 1-5. General Audience (13+) **\$3.00**





**What is Pathfinder Society?** Pathfinder Society Organized Play (PFS) is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign rules are designed to bring players together in a standardized and balanced system. Your character is "portable". After you play at U-Con you can go anywhere in the world and play a new adventure with totally new people under the same rules!

**What do I need to play Pathfinder Society at U-Con?** Step 1: Buy a ticket for a PFS event. Step 2: Come on up to our Headquarters table and introduce yourself. Our Headquarters table is located at the top of the stairs near Conference H. We have pre-generated characters available. Dice, miniatures, etc are available for use. If you have enough time and ambition, we'll help you make a character of your own but pre-gens are always available so you can jump right into the action.

**I've never played a 'roleplaying' game before, is it hard to learn the rules?** We don't expect you to be a rules expert. The complexity scales up as your character gains experience. The U-Con program ranks games by player experience and system complexity. In any PFS event categorized with No XP/Average, the Game Master will be ready to teach you as you go along. We don't bite—but the monsters might!

**How do I learn more about Pathfinder Society?** We love people who ask us this question! Visit [paizo.com/pathfindersociety](http://paizo.com/pathfindersociety) for more information about how to download the campaign guide, get a PFS membership number, and find more events in your area.

**I tried it and I love it. How do I find more of these games?** Detroit Metro Pathfinder Society offers more than 50 free events each month across the Metro area. You can find all of our locations and our event schedule at [warhorn.net/events/detroit-pfs](http://warhorn.net/events/detroit-pfs). If you live in Michigan, be sure to join [michiganpfs.org](http://michiganpfs.org). Pathfinder fans from out of state, can find the global list of events at [paizo.com/pathfindersociety/events](http://paizo.com/pathfindersociety/events).

**[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)**



## Living Campaign

4095

GM: Living Arcanis

### Legends of Arcanis: Soft Point Premiere and Open Library

18 players No XP/Average  
Saturday 2p-6p Conference D Table 2-4

See description in Living Campaign Fri 8p 4093  
General Audience (13+) **\$3.00**

4064

GM: Pathfinder Society

### Pathfinder RPG: #2-05: Eyes of the Ten, Part 3: Red Revolution

6 players Lots XP/Average  
Saturday 2p-7p Conference H

For veteran Pathfinder Society players only. If you don't know what this is then move along!  
General Audience (13+) **\$3.00**

4061

GM: Pathfinder Society

### Pathfinder RPG: #4-25: Glories of the Past, Part 3: The Secrets Stones Keep

6 players No XP/Average  
Saturday 2p-7p Conference H

A dungeon-based adventure in the heart of an occupied dwarvern stronghold. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

3976

GM: Pathfinder Society

### Pathfinder RPG: #5-24: Assault on the Wound

6 players No XP/Average  
Saturday 2p-7p Conference H

A battle between the armies of good and evil in the Worldwound! For Pathfinder Society characters levels 3-7. General Audience (13+) **\$3.00**

4059

GM: Pathfinder Society

### Pathfinder RPG: #6-02: The Silvermount Collection

6 players No XP/Average  
Saturday 2p-7p Conference H

See description in Living Campaign Fri 2p 3979  
General Audience (13+) **\$3.00**

4063

GM: Pathfinder Society

### Pathfinder RPG: #6-04: The Beacon Below

18 players Some XP/Average  
Saturday 2p-7p Conference H

A dungeon-based adventure set in Osirion. For Pathfinder Society characters levels 7-11. General Audience (13+) **\$3.00**

3977

GM: Pathfinder Society

### Pathfinder RPG: #6-05: Slave Ships of Absalom

18 players Some XP/Average  
Saturday 2p-7p Conference H

An investigative adventure set in Absalom. For Pathfinder Society characters level 1-5. General Audience (13+) **\$3.00**

3980

GM: Pathfinder Society

### Pathfinder RPG: Module: Master of the Fallen Fortress

6 players No XP/Average  
Saturday 2p-7p Conference H

See description in Living Campaign Fri 2p 3972  
General Audience (13+) **\$3.00**

4060

GM: Pathfinder Society

### Pathfinder RPG: The Ruins of Bonekeep, Level 2: Maze to the Mind Slave

6 players No XP/Average  
Saturday 2p-7p Conference H

A deadly dungeon crawl. Bring your "A" game. For Pathfinder Society characters levels 3-7. General Audience (13+) **\$3.00**

4062

GM: Pathfinder Society

### Pathfinder RPG: The Ruins of Bonekeep, Level 3

6 players No XP/Average  
Saturday 2p-7p Conference H

A deadly dungeon crawl. Bring your "A" game. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

3970

GM: Pathfinder Society

## Pathfinder RPG: #6-04: The Beacon Below

6 players

Lots XP/Average

Friday 9a-2p

Conference H

(9:30a-2:30p) A dungeon-based adventure set in Osirion. For Pathfinder Society characters levels 7-11. General Audience (13+) **\$3.00**

3967

GM: Pathfinder Society

## Pathfinder RPG: #6-05: Slave Ships of Absalom

6 players

No XP/Average

Friday 9a-2p

Conference H

(9:30a-2:30p) An investigative adventure set in Absalom. For Pathfinder Society characters level 1-5. General Audience (13+) **\$3.00**

3968

GM: Pathfinder Society

## Pathfinder RPG: #6-06: Hall of the Flesh Eaters

6 players

No XP/Average

Friday 9a-2p

Conference H

(9:30a-2:30p) A marine adventure hunting for pirate treasure in The Shackles. For Pathfinder Society characters levels 1-5. General Audience (13+) **\$3.00**

3969

GM: Pathfinder Society

## Pathfinder RPG: #6-07: Valley of the Veiled Flame

6 players

Some XP/Average

Friday 9a-2p

Conference H

(9:30a-2:30p) A wilderness adventure set in Qadira. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

3960

GM: Pathfinder Society

## Pathfinder RPG: Module: Murder's Mark

6 players

No XP/Average

Friday 9a-6p

Conference H

(9:30a) A murder mystery set against a backdrop of ethnic tension in Varisia. New players are welcome. For Pathfinder Society characters levels 1-2. This adventure takes two slots (8-10 hours). General Audience (13+) **\$6.00**

4121

GM: Pathfinder Society

## Pathfinder RPG: Module: The Emerald Spire, Level 1: The Tower Ruins

6 players

No XP/Average

Friday 9a-2p

Conference H

(9:30a-2:30p) Experience a super dungeon in 3D with custom terrain. New players are welcome. For Pathfinder Society characters levels 1-2. General Audience (13+) **\$3.00**

4161

GM: Adventurer's League

## D&D 5e: Defiance in Phlan

6 players

No XP/Simple

Friday 10a-2p

Conference F Table 1

Partake in 1 of 5 fast-paced missions to outwit and outflank the Cult of the Dragon in and near the city of Phlan. For characters of levels 1-4. General Audience (13+) **\$3.00**

4170

GM: Adventurer's League

## D&D 5e: Dues for the Dead

6 players

No XP/Simple

Friday 10a-2p

Conference F Table 3

The Valinghen graveyard is being disturbed by a necromancer that is seeking to re-open the Pool of Radiance. For characters of levels 1-4. General Audience (13+) **\$3.00**

4168

GM: Adventurer's League

## D&D 5e: Shadows over Moonsea

6 players

No XP/Simple

Friday 10a-2p

Conference F Table 2

Coastal villages are being attacked by a ghost ship, and survivors whisper about "the Vault of the Dracolich." For characters of levels 1-4. General Audience (13+) **\$3.00**

4171

GM: Adventurer's League

## D&D 5e: The Scroll Thief

6 players

No XP/Simple

Friday 10a-2p

Conference F Table 4

The Lord Sage of Phlan has asked for adventurers to investigate a series of thefts from local businesses. General Audience (13+) **\$3.00**

**3984** GM: Pathfinder Society

## Pathfinder RPG: #1-46: Eyes of the Ten, Part 1: Requiem for Red Raven

**6 players** **Some XP/Complex**  
**Friday 2p-12a** **Conference H**

For veteran Pathfinder Society players only. If you don't know what this is then move along! General Audience (13+) **\$6.00**

**3983** GM: Pathfinder Society

## Pathfinder RPG: #2-12: Below the Silver Tarn

**6 players** **Some XP/Complex**  
**Friday 2p-7p** **Conference H**

A wilderness adventure set in Nidal. For Pathfinder Society characters levels 7-11. General Audience (13+) **\$3.00**

**3975** GM: Pathfinder Society

## Pathfinder RPG: #4-11: The Disappeared

**6 players** **No XP/Average**  
**Friday 2p-7p** **Conference H**

An investigative adventure set in Absalom. For Pathfinder Society characters levels 1-5. General Audience (13+) **\$3.00**

**3979** GM: Pathfinder Society

## Pathfinder RPG: #6-02: The Silvermount Collection

**6 players** **Some XP/Average**  
**Friday 2p-7p** **Conference H**

The Blackros Museum is in trouble once again! Won't they ever learn? For Pathfinder Society characters levels 3-7. General Audience **\$3.00**

**3978** GM: Pathfinder Society

## Pathfinder RPG: #6-06: Hall of the Flesh Eaters

**18 players** **No XP/Average**  
**Friday 2p-7p** **Conference H**

A marine adventure hunting for pirate treasure in The Shackles. For Pathfinder Society characters levels 1-5. General Audience (13+) **\$3.00**

**3982** GM: Pathfinder Society

## Pathfinder RPG: #6-07: Valley of the Veiled Flame

**18 players** **Some XP/Average**  
**Friday 2p-7p** **Conference H**

A wilderness adventure set in Qadira. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

**3972** GM: Pathfinder Society

## Pathfinder RPG: Module: Master of the Fallen Fortress

**6 players** **No XP/Average**  
**Friday 2p-7p** **Conference H**

This adventure serves as an introduction to Pathfinder Society Organized Play. New players are welcome. For Pathfinder Society characters levels 1-2. General Audience (13+) **\$3.00**

**3971** GM: Pathfinder Society

## Pathfinder RPG: Module: The Dragon's Demand, Part 1

**6 players** **No XP/Average**  
**Friday 2p-7p** **Conference H**

Part 1 of a full-length adventure investigating a collapsed wizard's tower. The story continues in following slots. For Pathfinder Society characters levels 1-3. General Audience (13+) **\$3.00**

**4122** GM: Pathfinder Society

## Pathfinder RPG: Module: The Emerald Spire, Level 1: The Tower Ruins

**6 players** **No XP/Average**  
**Friday 2p-7p** **Conference H**

Experience a super dungeon in 3D with custom terrain. New players are welcome. For Pathfinder Society characters levels 1-2. General Audience (13+) **\$3.00**

**4162** GM: Adventurer's League

## D&D 5e: Defiance in Phlan

**12 players** **No XP/Simple**  
**Friday 3p-7p** **Conference F Table 1**

See description in Living Campaign Fri 10a 4161 General Audience (13+) **\$3.00**

**4163** GM: Adventurer's League

**D&D 5e: Shadows over Moonsea**

**6 players** **No XP/Simple**  
**Friday 3p-7p** **Conference F Table 2**

See description in Living Campaign Fri 10a 4168  
General Audience (13+) **\$3.00**

**4173** GM: Adventurer's League

**D&D 5e: The Scroll Thief**

**6 players** **No XP/Simple**  
**Friday 3p-7p** **Conference F Table 3**

See description in Living Campaign Fri 10a 4171  
General Audience (13+) **\$3.00**

**4185** GM: Adventurer's League

**D&D 5e: Drums in the Marsh**

**6 players** **No XP/Simple**  
**Friday 8p-12a** **Conference F Table 4**

The beat of wardrums on the horizon underscore a slew of recent abductions. Can you find the missing and bring justice to the wicked? For characters of levels 1-4. General Audience (13+) **\$3.00**

**4183** GM: Adventurer's League

**D&D 5e: Dues for the Dead**

**6 players** **No XP/Simple**  
**Friday 8p-12a** **Conference F Table 2**

See description in Living Campaign Fri 10a 4170  
General Audience (13+) **\$3.00**

**4175** GM: Adventurer's League

**D&D 5e: Secrets of Sokol Keep**

**6 players** **No XP/Simple**  
**Friday 8p-12a** **Conference F Table 1**

The beacon in the harbor has gone out, and the guards aren't providing the needed help. Would you kindly undertake the mission? For characters of levels 1-4. General Audience (13+) **\$3.00**

**4184** GM: Adventurer's League

**D&D 5e: The Courting of Fire**

**6 players** **No XP/Simple**  
**Friday 8p-12a** **Conference F Table 3**

A group of kobolds have been spotted in the mountains, and the rumor is that they're building an offering to a fearsome dragon. Will you

stop them? For characters of levels 1-4. General Audience (13+) **\$3.00**

**4093**

GM: Living Arcanis

**Legends of Arcanis: Soft Point Premiere and Open Library**

**18 players** **No XP/Average**  
**Friday 8p-12a** **Conference D Table 2-4**

Legends of Arcanis is a shared, multi-player RPG that emphasizes role-playing over roll-playing, giving players a unique, immersive world and storyline full of moral ambiguity and hard choices. General Audience (13+) **\$3.00**

**3995**

GM: Pathfinder Society

**Pathfinder RPG: #4-22: Glories of the Past, Part 1: Halls of Dwarvern Lore**

**6 players** **Some XP/Average**  
**Friday 8p-1a** **Conference H**

A dungeon-based adventure in search of a lost dwarvern stronghold. For Pathfinder Society characters levels 5-9. General Audience **\$3.00**

**3999**

GM: Pathfinder Society

**Pathfinder RPG: #5-25 Vengeance at Sundered Crag**

**6 players** **Lots XP/Complex**  
**Friday 8p-1a** **Conference H**

Revenge is at hand! Stop Tancred Desimere before he reaches the lost dwarvern stronghold at all cost. For Pathfinder Society character levels 7-11. General Audience (13+) **\$3.00**

**3993**

GM: Pathfinder Society

**Pathfinder RPG: #5-99: The Paths We Choose**

**12 players** **No XP/Average**  
**Friday 8p-1a** **Conference H**

A Pathfinder Society Scenario designed for levels 3-7, a special event designed to highlight the changes in each faction over the course of Season 5, The Year of the Demon. General Audience (13+) **\$3.00**

## Living Campaign

**3996** GM: Pathfinder Society

### Pathfinder RPG: #6-03: The Technic Siege

**6 players** **Some XP/Average**  
**Friday 8p-1a** **Conference H**

Defend the lodge from vengeful automations and their maniacal masters. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

**3998** GM: Pathfinder Society

### Pathfinder RPG: #6-04: The Beacon Below

**12 players** **Lots XP/Complex**  
**Friday 8p-1a** **Conference H**

A dungeon-based adventure set in Osirion. For Pathfinder Society characters levels 7-11. General Audience (13+) **\$3.00**

**3990** GM: Pathfinder Society

### Pathfinder RPG: #6-05: Slave Ships of Absalom

**18 players** **No XP/Average**  
**Friday 8p-1a** **Conference H**

An investigative adventure set in Absalom. For Pathfinder Society characters level 1-5. General Audience (13+) **\$3.00**

**3987** GM: Pathfinder Society

### Pathfinder RPG: First Steps: In Service to Lore

**6 players** **No XP/Average**  
**Friday 8p-1a** **Conference H**

See description in Living Campaign Fri 2p 3972 General Audience (13+) **\$3.00**

**3991** GM: Pathfinder Society

### Pathfinder RPG: Module: The Dragon's Demand, Part 2

**6 players** **No XP/Average**  
**Friday 8p-1a** **Conference H**

Part 2 of a full-length adventure involves a spellbook auction gone horribly wrong. For Pathfinder Society characters levels 3-5. General Audience (13+) **\$3.00**

**3994** GM: Pathfinder Society

### Pathfinder RPG: The Ruins of Bonekeep, Level 1: The Silent Grave

**6 players** **No XP/Average**  
**Friday 8p-1a** **Conference H**

A deadly dungeon crawl. Bring your "A" game. For Pathfinder Society characters levels 3-7. General Audience (13+) **\$3.00**

**4288** GM: Pathfinder Society

### Pathfinder RPG: The Ruins of Bonekeep, Level 3: The Wakening

**6 players** **Some XP/Average**  
**Friday 8p-1a** **Conference H**

A deadly dungeon crawl. Bring your "A" game. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

**3879** GM: Living Arcanis

### Witch Hunter: Premiere and Open Library

**6 players** **No XP/Average**  
**Friday 8p-12a** **Conference D Table 1**

A role-playing game in which swashbuckling heroes face the supernatural horrors of the 1690s. Inspired by the tales of Solomon Kane. General Audience (13+) **\$3.00**

**4164** GM: Adventurer's League

### D&D 5e: Defiance in Phlan

**6 players** **No XP/Simple**  
**Saturday 9a-1p** **Conference F Table 1**

See description in Living Campaign Fri 10a 4161 General Audience (13+) **\$3.00**

**4174** GM: Adventurer's League

### D&D 5e: Secrets of Sokol Keep

**6 players** **No XP/Simple**  
**Saturday 9a-1p** **Conference F Table 2**

See description in Living Campaign Fri 8p 4175 General Audience (13+) **\$3.00**

4179

GM: Adventurer's League

## D&D 5e: Tales Trees Tell

6 players

No XP/Simple

Saturday 9a-1p

Conference F Table 4

The elves are riled up, as a woodworker from Phlan has stumbled into their sacred lands. Will the adventurers be able to defuse a tense diplomatic situation? For characters of levels 1 to 4. General Audience (13+) **\$3.00**

4176

GM: Adventurer's League

## D&D 5e: The Courting of Fire

6 players

No XP/Simple

Saturday 9a-1p

Conference F Table 3

See description in Living Campaign Fri 8p 4184  
General Audience (13+) **\$3.00**

4094

GM: Living Arcanis

## Legends of Arcanis: Soft Point Premiere and Open Library

18 players

No XP/Average

Saturday 9a-1p

Conference D Table 2-4

See description in Living Campaign Fri 8p 4093  
General Audience (13+) **\$3.00**

3981

GM: Pathfinder Society

## Pathfinder RPG: #1-54: Eyes of the Ten, Part 2: Maze of the Open Road

6 players

Lots XP/Complex

Saturday 9a-2p

Conference H

For veteran Pathfinder Society players only. If you don't know what this is then move along!  
General Audience (13+) **\$3.00**

4002

GM: Pathfinder Society

## Pathfinder RPG: #4-24: Glories of the Past, Part 2: The Price of Friendship

6 players

Some XP/Average

Saturday 9a-2p

Conference H

A wilderness adventure set in the savage land of Belkzen. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

4000

GM: Pathfinder Society

## Pathfinder RPG: #5-08: The Confirmation

6 players

No XP/Average

Saturday 9a-2p

Conference H

An introduction to Pathfinder Society Organized Play. For Pathfinder Society characters levels 1-2. General Audience (13+) **\$3.00**

3989

GM: Pathfinder Society

## Pathfinder RPG: #5-20: The Sealed Gate

6 players

Lots XP/Complex

Saturday 9a-2p

Conference H

A wilderness-based adventure set in the Worldwound. For Pathfinder Society characters levels 7-11. General Audience (13+) **\$3.00**

4001

GM: Pathfinder Society

## Pathfinder RPG: #6-01: Trial of the Machine

6 players

No XP/Average

Saturday 9a-2p

Conference H

A dungeon-based adventure with a technological twist set on the Isle of Kortos. For Pathfinder Society characters levels 1-5. General Audience (13+) **\$3.00**

4004

GM: Pathfinder Society

## Pathfinder RPG: #6-06: Hall of the Flesh Eaters

18 players

No XP/Average

Saturday 9a-2p

Conference H

See description in Living Campaign Fri 2p 3978  
General Audience (13+) **\$3.00**

3997

GM: Pathfinder Society

## Pathfinder RPG: #6-07: Valley of the Veiled Flame

18 players

Some XP/Complex

Saturday 9a-2p

Conference H

A wilderness adventure set in Qadira. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

## Living Campaign

3988

GM: Pathfinder Society

### Pathfinder RPG: Module: Feast of Ravenmoor

6 players

No XP/Average

Saturday 9a-7p

Conference H

A missing person leads you to a weird backwater village where nothing is what it seems. For Pathfinder Society characters levels 2-4. This adventure takes two slots (8-10 hours). General Audience (13+) **\$6.00**

4003

GM: Pathfinder Society

### Pathfinder RPG: Module: The Dragon's Demand, Part 3

6 players

Some XP/Average

Saturday 9a-7p

Conference H

The endgame draws near as you bring the fight to the dragon's lair. For Pathfinder Society characters levels 5-7. General Audience (13+) **\$6.00**

4289

GM: Pathfinder Society

### Pathfinder RPG: The Ruins of Bonekeep, Level 2: Maze to the Mind Slave

6 players

No XP/Average

Saturday 9a-2p

Conference H

A deadly dungeon crawl. Bring your "A" game. For Pathfinder Society characters levels 3-7. General Audience (13+) **\$3.00**

3992

GM: Pathfinder Society

### Pathfinder RPG: The Ruins of Bonekeep, Level 3

6 players

Some XP/Average

Saturday 9a-2p

Conference H

A deadly dungeon crawl. Bring your "A" game. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

4146

GM: Tales of the 13th Age

### Tales of the 13th Age: Make Your Own Luck! (Level 2)

7 players

No XP/Average

Saturday 9a-1p

Conference B Table 5

An introductory, stand-alone adventure for level 2 characters for the Tales of the 13th Age

organized play campaign. Pre-gen characters are available. General Audience (13+) **\$3.00**

4147

GM: Tales of the 13th Age

### Tales of the 13th Age: New Port Regional Premiere--The Thing

7 players

No XP/Average

Saturday 9a-1p

Conference B Table 4

This is a one-round introductory (level 2) regional adventure with special perks only available for those playing the module at the premiere at U-Con. General Audience (13+) **\$3.00**

3914

GM: Living Arcanis

### Witch Hunter: Premiere and Open Library

6 players

No XP/Average

Saturday 9a-1p

Conference D Table 1

See description in Living Campaign Fri 8p 3879 General Audience (13+) **\$3.00**

4165

GM: Adventurer's League

### D&D 5e: Defiance in Phlan

12 players

No XP/Simple

Saturday 2p-6p

Conference F Table 1

See description in Living Campaign Fri 10a 4161 General Audience (13+) **\$3.00**

4182

GM: Adventurer's League

### D&D 5e: Dues for the Dead

6 players

No XP/Simple

Saturday 2p-6p

Conference F Table 3

See description in Living Campaign Fri 10a 4170 General Audience (13+) **\$3.00**

4166

GM: Adventurer's League

### D&D 5e: Tales Trees Tell

6 players

No XP/Simple

Saturday 2p-6p

Conference F Table 2

See description in Living Campaign Sat 9a 4179 General Audience (13+) **\$3.00**



**4149**

GM: Tales of the 13th Age

**Tales of the 13th Age: New Port Regional Premiere--The Thing**

**7 players** **No XP/Average**  
**Saturday 2p-6p** **Conference B Table 4**

See description in Living Campaign Sat 9a 4147  
General Audience (13+) **\$3.00**

**4148**

GM: Tales of the 13th Age

**Tales of the 13th Age: Wyrd of the Wild Wood Series, Part 1**

**7 players** **No XP/Average**  
**Saturday 2p-6p** **Conference B Table 5**

An introductory adventure and part 1 of a 3-part series for level 2 characters for the Tales of the 13th Age organized play campaign. Pre-gen characters are available. General Audience (13+) **\$3.00**

**3913**

GM: Living Arcanis

**Witch Hunter: Premiere and Open Library**

**6 players** **No XP/Average**  
**Saturday 2p-6p** **Conference D Table 1**

See description in Living Campaign Fri 8p 3879  
General Audience (13+) **\$3.00**

**4186**

GM: Adventurer's League

**D&D 5e: Drums in the Marsh**

**6 players** **No XP/Simple**  
**Saturday 8p-12a** **Conference F Table 2**

The beat of wardrums on the horizon underscore a slew of recent abductions. Can you find the missing and bring justice to the wicked? For characters of levels 1-4. General Audience **\$3.00**

**4178**

GM: Adventurer's League

**D&D 5e: The Courting of Fire**

**6 players** **No XP/Simple**  
**Saturday 8p-12a** **Conference F Table 1**

See description in Living Campaign Fri 8p 4184  
General Audience (13+) **\$3.00**

**4096**

GM: Living Arcanis

**Legends of Arcanis: Soft Point Premiere and Open Library**

**18 players** **No XP/Average**  
**Saturday 8p-12a** **Conference D Table 2-4**

See description in Living Campaign Fri 8p 4093  
General Audience (13+) **\$3.00**

**4065**

GM: Pathfinder Society

**Pathfinder RPG: Special: Legacy of the Stonelords PC Levels 1-2**

**24 players** **No XP/Average**  
**Saturday 8p-1a** **Conference H**

Pathfinders unite to make a group effort to reclaim a dwarvern stronghold from its fiendish occupiers. For characters levels 1-11. General Audience (13+) **\$3.00**

**4070**

GM: Pathfinder Society

**Pathfinder RPG: Special: Legacy of the Stonelords PC Levels 10-11**

**12 players** **Lots XP/Average**  
**Saturday 8p-1a** **Conference H**

See description in Living Campaign Sat 8p 4065  
General Audience (13+) **\$3.00**

**4066**

GM: Pathfinder Society

**Pathfinder RPG: Special: Legacy of the Stonelords PC Levels 3-4**

**24 players** **No XP/Average**  
**Saturday 8p-1a** **Conference H**

See description in Living Campaign Sat 8p 4065  
General Audience (13+) **\$3.00**

**4067**

GM: Pathfinder Society

**Pathfinder RPG: Special: Legacy of the Stonelords PC Levels 5-6**

**18 players** **Some XP/Average**  
**Saturday 8p-1a** **Conference H**

See description in Living Campaign Sat 8p 4065  
General Audience (13+) **\$3.00**

## Living Campaign

**4069** GM: Pathfinder Society

### Pathfinder RPG: Special: Legacy of the Stonelords PC Levels 7-8

**12 players** Lots XP/Average  
**Saturday 8p-1a** Conference H

See description in Living Campaign Sat 8p 4065 General Audience (13+) **\$3.00**

**4151** GM: Tales of the 13th Age

### Tales of the 13th Age: New Port Regional Premiere--The Thing

**7 players** No XP/Average  
**Saturday 8p-12a** Conference B Table 4

See description in Living Campaign Sat 9a 4147 General Audience (13+) **\$3.00**

**4150** GM: Tales of the 13th Age

### Tales of the 13th Age: Wyrd of the Wild Wood Series, Part 2

**7 players** No XP/Average  
**Saturday 8p-12a** Conference B Table 5

Introductory adventure, part 2 of a 3-part series for level 2 characters for the Tales of the 13th Age organized play campaign. Pre-gen characters available. You may join if you did not play part 1. General Audience (13+) **\$3.00**

**3912** GM: Living Arcanis

### Witch Hunter: Premiere and Open Library

**6 players** No XP/Average  
**Saturday 8p-12a** Conference D Table 1

See description in Living Campaign Fri 8p 3879 General Audience (13+) **\$3.00**

**3888** GM: Adventurer's League

### D&D 5e: Defiance in Phlan

**6 players** No XP/Simple  
**Sunday 9a-11a** Conference F Table 3

The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now other power groups in the Realms must unite to stop the cult from fulfilling its dark purpose in the city. Family Friendly (7+) **\$1.50**

**4167** GM: Adventurer's League

### D&D 5e: Defiance in Phlan

**6 players** No XP/Simple  
**Sunday 9a-1p** Conference F Table 1

See description in Living Campaign Fri 10a 4161 General Audience (13+) **\$3.00**

**4181** GM: Adventurer's League

### D&D 5e: Drums in the Marsh

**6 players** No XP/Simple  
**Sunday 9a-1p** Conference F Table 4

See description in Living Campaign Sat 8p 4186 General Audience (13+) **\$3.00**

**4169** GM: Adventurer's League

### D&D 5e: Shadows over Moonsea

**6 players** No XP/Simple  
**Sunday 9a-1p** Conference F Table 2

See description in Living Campaign Fri 10a 4168 General Audience (13+) **\$3.00**

**4180** GM: Adventurer's League

### D&D 5e: Tales Trees Tell

**6 players** No XP/Simple  
**Sunday 9a-1p** Conference F Table 5

See description in Living Campaign Sat 9a 4179 General Audience (13+) **\$3.00**

**4097** GM: Living Arcanis

### Legends of Arcanis: Soft Point Premiere and Open Library

**12 players** No XP/Average  
**Sunday 9a-1p** Conference D Table 2-4

See description in Living Campaign Fri 8p 4093 General Audience (13+) **\$3.00**

**4077** GM: Pathfinder Society

### Pathfinder RPG: #2-22: Eyes of the Ten, Part 4: Nothing Ventured, Nothing Gained

**6 players** Lots XP/Complex  
**Sunday 9a-2p** Conference H

For veteran Pathfinder Society players only. If you don't know what this is then move along! General Audience (13+) **\$3.00**

**4072**

GM: Pathfinder Society

**Pathfinder RPG: #5-09: The Traitor's Lodge**

**6 players**

**Sunday 9a-2p**

**No XP/Average**

**Conference H**

Uncover the plot of a rogue Venture-Captain before it comes to fruition. For Pathfinder Society characters levels 3-7. General Audience (13+) **\$3.00**

**4068**

GM: Pathfinder Society

**Pathfinder RPG: #5-18: The Stranger Within**

**6 players**

**Sunday 9a-2p**

**Some XP/Average**

**Conference H**

When the life of a Faction leader is threatened, he asks the Pathfinder Society to find out who (or what) is behind the plot. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

**4074**

GM: Pathfinder Society

**Pathfinder RPG: #6-04: The Beacon Below**

**6 players**

**Sunday 9a-2p**

**Lots XP/Average**

**Conference H**

A dungeon-based adventure set in Osirion. For Pathfinder Society characters levels 7-11. General Audience (13+) **\$3.00**

**4073**

GM: Pathfinder Society

**Pathfinder RPG: #6-05: Slave Ships of Absalom**

**12 players**

**Sunday 9a-2p**

**No XP/Average**

**Conference H**

An investigative adventure set in Absalom. For Pathfinder Society characters level 1-5. General Audience (13+) **\$3.00**

**4075**

GM: Pathfinder Society

**Pathfinder RPG: #6-06: Hall of the Flesh Eaters**

**12 players**

**Sunday 9a-2p**

**No XP/Average**

**Conference H**

See description in Living Campaign Fri 2p 3978 General Audience (13+) **\$3.00**

**4076**

GM: Pathfinder Society

**Pathfinder RPG: #6-07: Valley of the Veiled Flame**

**12 players**

**Sunday 9a-2p**

**Some XP/Complex**

**Conference H**

A wilderness adventure set in Qadira. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

**4123**

GM: Pathfinder Society

**Pathfinder RPG: Module: The Emerald Spire, Level 1: The Tower Ruins**

**6 players**

**Sunday 9a-2p**

**No XP/Average**

**Conference H**

See description in Living Campaign Fri 2p 4122 General Audience (13+) **\$3.00**

**4071**

GM: Pathfinder Society

**Pathfinder RPG: Sanctioned AP: The Half-Dead City (The Mummy's Mask)**

**6 players**

**Sunday 9a-7p**

**No XP/Average**

**Conference H**

Delve into an ancient Osirion tomb. Will you uncover riches, or your own demise? This game takes two slots (8-10 hours). General Audience (13+) **\$6.00**

**4124**

GM: Pathfinder Society

**Pathfinder RPG: Sanctioned AP: The Haunting of Harrowstone (The Carrion Crown)**

**6 players**

**Sunday 9a-7p**

**No XP/Average**

**Conference H**

A spooky dungeon crawl for characters levels 2-4. This game takes two slots (8-10 hours). General Audience (13+) **\$6.00**

**3915**

GM: Living Arcanis

**Witch Hunter: Premiere and Open Library**

**6 players**

**Sunday 9a-1p**

**No XP/Average**

**Conference D Table 1**

See description in Living Campaign Fri 8p 3879 General Audience (13+) **\$3.00**

**4177** GM: Adventurer's League

## D&D 5e: The Courting of Fire

**6 players** No XP/Simple  
**Sunday 2p-6p** Conference F Table 2

See description in Living Campaign Fri 8p 4184  
General Audience (13+) **\$3.00**

**4172** GM: Adventurer's League

## D&D 5e: The Scroll Thief

**6 players** No XP/Simple  
**Sunday 2p-6p** Conference F Table 1

See description in Living Campaign Fri 10a 4171  
General Audience (13+) **\$3.00**

**4098** GM: Living Arcanis

## Legends of Arcanis: Soft Point Premiere and Open Library

**12 players** No XP/Average  
**Sunday 2p-6p** Conference D Table 2-4

See description in Living Campaign Fri 8p 4093  
General Audience (13+) **\$3.00**

**4082** GM: Pathfinder Society

## Pathfinder RPG: #3-02: Sewer Dragons of Absalom

**6 players** No XP/Average  
**Sunday 2p-7p** Conference H

Can you make allies out of the kobolds inhabiting the sewers under Absalom? For Pathfinder Society characters levels 3-7. General Audience (13+) **\$3.00**

**4084** GM: Pathfinder Society

## Pathfinder RPG: #3-10: The Immortal Conundrum

**6 players** Some XP/Average  
**Sunday 2p-7p** Conference H

A social adventure set in Absalom. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

**4085** GM: Pathfinder Society

## Pathfinder RPG: #6-04: The Beacon Below

**6 players** Lots XP/Complex  
**Sunday 2p-7p** Conference H

A dungeon-based adventure set in Osirion. For Pathfinder Society characters levels 7-11. General Audience (13+) **\$3.00**

**4079** GM: Pathfinder Society

## Pathfinder RPG: #6-05: Slave Ships of Absalom

**6 players** No XP/Average  
**Sunday 2p-7p** Conference H

An investigative adventure set in Absalom. For Pathfinder Society characters level 1-5. General Audience (13+) **\$3.00**

**4080** GM: Pathfinder Society

## Pathfinder RPG: #6-06: Hall of the Flesh Eaters

**12 players** No XP/Average  
**Sunday 2p-7p** Conference H

See description in Living Campaign Fri 2p 3978  
General Audience (13+) **\$3.00**

**4083** GM: Pathfinder Society

## Pathfinder RPG: #6-07: Valley of the Veiled Flame

**6 players** Some XP/Average  
**Sunday 2p-7p** Conference H

A wilderness adventure set in Qadira. For Pathfinder Society characters levels 5-9. General Audience (13+) **\$3.00**

**4081** GM: Pathfinder Society

## Pathfinder RPG: Module: Risen from the Sands

**6 players** No XP/Average  
**Sunday 2p-7p** Conference H

A dungeon-based adventure set in Osirion. For Pathfinder Society characters levels 2-4. General Audience (13+) **\$3.00**

**4152**

GM: Tales of the 13th Age

## **Tales of the 13th Age: Make Your Own Luck! (Level 2)**

**7 players**

**No XP/Average**

**Sunday 2p-6p**

**Conference B Table 4**

See description in Living Campaign Sat 9a 4146  
General Audience (13+) **\$3.00**

**4153**

GM: Tales of the 13th Age

## **Tales of the 13th Age: Wyrd of the Wild Wood Series, Part 3**

**7 players**

**No XP/Average**

**Sunday 2p-6p**

**Conference B Table 5**

Introductory adventure, part 3 of a 3-part series for level 2 characters for the Tales of

the 13th Age organized play campaign. Pre-gen characters available. You may join if you did not play parts 1-2. General Audience (13+) **\$3.00**

**3916**

GM: Living Arcanis

## **Witch Hunter: Premiere and Open Library**

**6 players**

**No XP/Average**

**Sunday 2p-6p**

**Conference D Table 1**

See description in Living Campaign Fri 8p 3879  
General Audience (13+) **\$3.00**

**Map is on center fold, pages 32-33.**



## **HUNGRY?**

Perhaps a little something from the **U-Con Food Court?**

Proceeds from the **U-Con Food Court** concessions go directly to offset convention costs.

Thanks for your support!



## **U-CON FUN & SOCIALS!**

Check out these **FREE** events!

- **D & D Birthday Party**
- **Fate Mixer**
- **Happy Hour w/Rodney Thompson & Advent Lg**
- **Happy Hour w/James Ernest**
- **U-Con Charity Auction**
- **The Smithee Primaries**
- **Swords & Sorcery: A Scavenger Saga**

# SEE YOU NEXT YEAR! **U-CON 2015, NOVEMBER 20-22**

## MARRIOTT ANN ARBOR YPSILANTI AT EAGLE CREST!

### About U-Con

Founded in 1988, U-Con is the longest running gaming convention in Michigan. The convention is run by a non-profit organization and a committee of volunteers in their spare time. If you see someone with a Staff, Volunteer, or Gamemaster badge, please thank them for contributing their time to support our hobby and the gaming community!

### Volunteers

U-Con only exists through the hard work of our awesome volunteers. If that's not incentive enough, we offer comped badges and a few additional incentives for volunteering. Talk to the Ops Captain at Registration or email us at [contact@ucon-gaming.org](mailto:contact@ucon-gaming.org) about volunteering this year or next year.

This event is not administrated, sponsored, or endorsed by Wizards of the Coast.

### Thank You

Mariott Ann Arbor Ypsilanti Eagle Crest and its staff

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Guests of Honor Rodney Thompson and James Ernest

Special Guests Doug Kovacs, Tim Snider, Jim Wampler, Bill Barsh, and Leonard Balseira

Wizards of the Coast

The Gamers: Dorkness Rising shown courtesy of Zombie Orpheus

Steve Benson for banner and cards graphic design

Heather Malokofsky for t-shirt artwork

### Donations Thank You

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**Friday**  
**8p-10p**  
**Ballroom Table 206**

Unpublished but highly-play-tested. Eat and fossilize your carnivores, herbivores, and plants. Put more of your Weather discs into the bag so you'll get to take more turns when they're drawn.