



U•CON GAMING CONVENTION

NOVEMBER 22-24, 2013
MARRIOTT ANN ARBOR YPSILANTI
AT EAGLE CREST

Welcome to U-Con 2013!

Greetings and welcome to the U-Con Gaming Convention, our 25th Year!

It's been a thrilling ride to work with our awesome team—all volunteers!—helping to get this con launched. We're so excited to be back at Marriott-Eagle Crest, and we've expanded our space to accommodate our biggest U-Con yet.

Our games schedule is fuller and runs longer to fulfill all your gaming needs. We also hope you enjoy some changes and additions to our usual programming:

- Our Guest of Honor, Leonard Balsera, is helping us launch the Fate RPG Track, with a Gaming by Committee panel, State of the Hat party, and more.
- We have two Special Guests: Tim Thurmond, the Balloon Sculptor, and Mike Brock, PFS Campaign Coordinator.

- Our expanded Costuming/Cosplay Track is loaded with panels, a Costume Contest & Social, a Clue-themed Scavenger Hunt, and a midnight showing of Clue.
- Our Games Library has doubled in size, so come by to try something new or get in a pick-up game before your next scheduled event.

On a personal note, I want to say thanks to so many of you: the attendees for coming and playing, the volunteers and staff who give of themselves so tirelessly, and my predecessors for building and passing on this fantastic con. There are very few conventions who can speak of a 25-year history. I am proud to be a part of this Michigan tradition.

Matthew Robert Rindfleisch
U-Con Convention Chair 2013

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 in the lobby of the Eagle Crest Conference Center.

Prices

On-Site Weekend Badge: \$25
On-Site 1-Day Badge (Fri, Sun):\$10
On-Site 1-Day Badge (Sat):\$20
Kid U-Con Badge (Ages 7-12):\$10
Event Tickets: priced by event
Generic Tickets: \$150
Event Ribbons: \$15
Seminars: free
U-Con 6-sided dice (set of 4)\$1
U-Con Logo bags \$15
Shirt (M, L, XL)\$20

Shirt (2X, 3X, 4X) \$22
Please note that a badge is required to play in events.

Show Hours

Friday, November 22

Registration 9am - 10pm

Scheduled Events 10am-LATE*

Exhibitor Hall 6pm-8pm

Saturday, November 23

Registration 8am - 10pm

Scheduled Events 9am-LATE*

Exhibitor Hall 10am-8pm

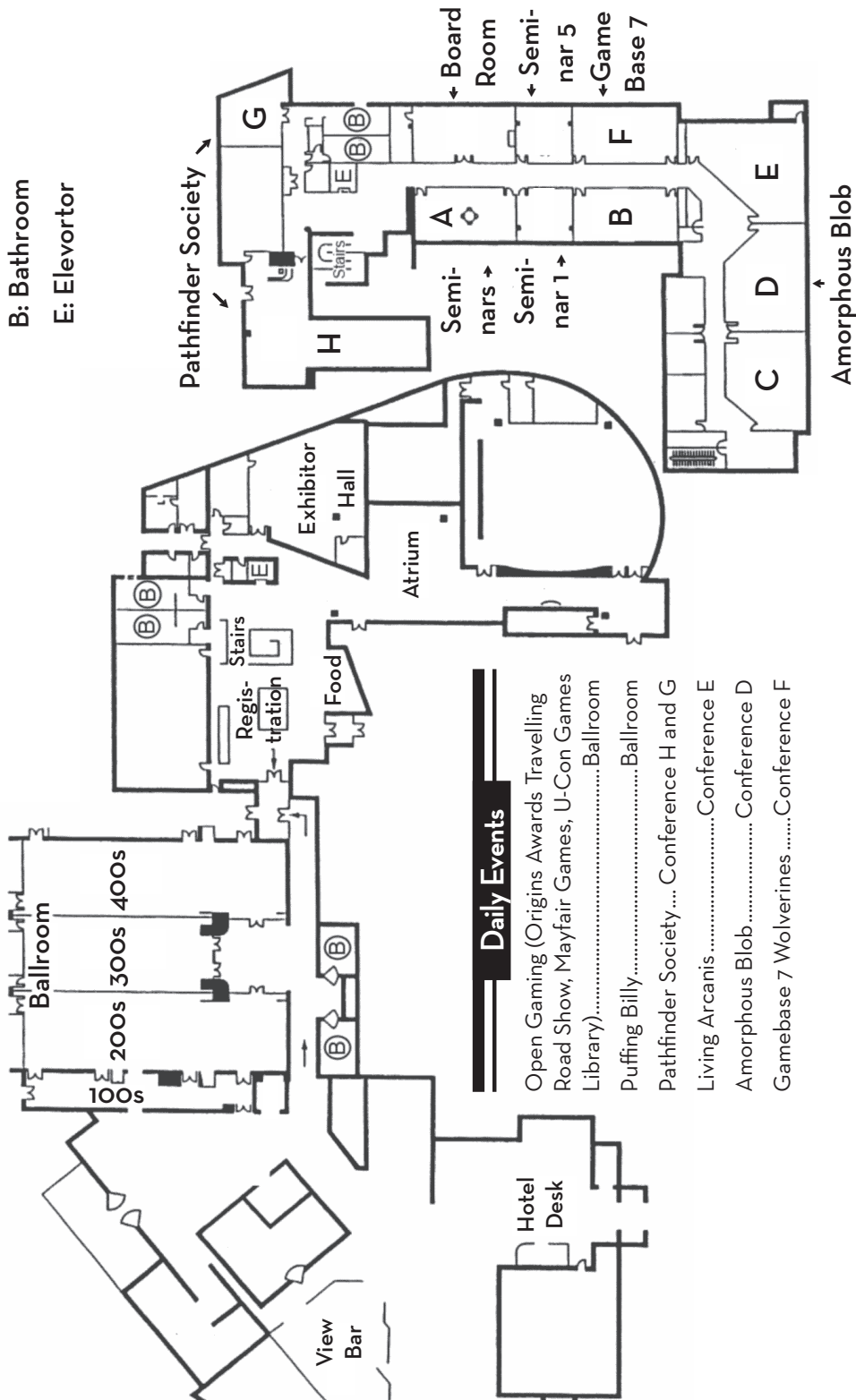
Sunday, November 24

Registration 8:30am - 6:30pm

Scheduled Events 10am-6pm

Exhibitor Hall 10am-2pm

*LATE: Past Midnight



Info

Food Service

We have worked with the Eagle Crest chef to create a menu with a variety of options at reasonable prices. Any money you spend on food from the stand will go directly to U-Con and help defray our costs. Unfortunately this is not true of food purchased directly from the hotel restaurant. Copies of the menu are available at the registration desk.

Friday

Lunch 11:00am-2pm
 Snack 3pm-4pm
 Dinner..... 5pm-8pm
 Late snack..... 11:30pm-1am

Saturday

Breakfast 8:30am-10am
 Lunch 11:00am-2pm
 Snack 3pm-4pm

Dinner..... 5pm-8pm
 Late snack..... 11:30pm-1am

Sunday

Breakfast 8:30am-10am
 Lunch 11:00am-2pm
 Snack 3pm-4pm

Contact Info

U-Con staff can be found in the Eagle Crest Conference Center lobby 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

Web: <http://www.ucon-gaming.org>

Phone (voice message): 734-707-UCON

How Do I Play?

Badges

The first thing every attendee needs is a badge. A badge gives access to the convention and the ability to play in events with appropriate tickets. Most attendees will purchase either a Weekend badge (good all weekend) or a 1-Day badge (good only for one day). We offer child badges as well; please see the rules in our Conduct Policy regarding children at the convention.

Event Tickets and Ribbons

Playing in most events requires both a badge and a ticket. Some events are free, like demos and seminars, and no ticket is necessary to attend. Other event tickets range from \$1.50 to \$6.00. Event tickets guarantee a seat at the event; however, we also offer generic tickets. These tickets may be used in lieu of event tickets for most events but do not guarantee a seat. They have a value of \$1.50 each, so multiple tickets may be required for a single event. The gamemaster will accept generic tickets to an event as space allows. Additionally, we offer a "Play Games All Weekend" ribbon good for the whole weekend. The ribbon allows entry to

events as if you had generic tickets, again, as space allows.

Prizes

Thanks to the generosity of many fine companies, we have a very nice selection of prizes. Each time you win an eligible scheduled event, you may receive a U-Con prize token. In cases where there is not a clear game winner, the method of selecting the event winner is up to the gamemaster, for example a player vote or dice roll. We have prizes worth one or more tokens. Tokens may be traded for prizes at registration.

Gamemasters, we place a few restrictions on events which are eligible for prize support. Please see your event worksheet. Unless special arrangements are made, events run by groups or companies do not qualify. Unscheduled demos, free events, and events where part of the ticket price pays for prizes do not qualify for U-Con prizes.

U-Con Conduct Policy

U-Con is dedicated to providing a safe convention experience for everyone. Please read these rules carefully, as they 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.

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.

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.

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.

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: Leonard Balsera

Leonard Balsera is an award-winning game designer, writer, and developer. He has worked with Evil Hat Productions as a system developer on *Spirit of the Century* and *The Dresden Files Roleplaying Game*, and is the lead designer of *Fate Core*. He's also done work for such companies as Pelgrane Press, Atomic Overmind Press, Onyx Path Publishing, and Margaret Weis Productions.

When he's not designing all the things, he works as the marketing director and *Chez Geek* line editor for Steve Jackson Games. Very, very occasionally, he finds time to read and play video games. He lives in Austin, Texas with two cats and a food processor.

You can find Leonard on Twitter as @leonard-balsera.



Special Guest: Tim Thurmond, The Balloon Sculptor

For over twenty years, Tim Thurmond has been challenging and changing the world of balloon artistry, breathing life into full-size comic book characters, making lifeless animals walk and fly, and recreating paintings of the great masters into living works of art. When not working as The Balloon Sculptor, Tim can be found backpacking, watching football, volunteering at his church, or playing games with friends, including his favorite game, *Heroclix* (he is a judge at his local venue). Find out more about Tim and his work at www.TheBalloonSculptor.com.

Special Guest: Mike Brock, PFS Campaign Coordinator

Since moving to Seattle in 2011, Mike has assumed the role of Pathfinder Society Campaign Coordinator. As daunting a task as it may seem, overseeing a campaign that has tens of thousands of players, Mike says it makes for an enjoyable, busy, and different experience every day at work.

The Pathfinder Society Campaign has already seen numerous positive changes under Mike's watch. Some of the bigger ones include a total overhaul of the *Organized Play Guide*, the opening up of retirement play beyond 12th level, the sanctioning of Pathfinder modules and novels for organized play, the addition of holiday boons, the world-wide coordination of the *Beginner Box Bash* launch, the expansion of the worldwide *Venture-Captain* regional coordinator program, and the creation of the *Venture-Lieutenant* regional coordinator position.

Exhibitors

Warriors 3 Comics & Games	Kalidasia Media	of Stars Galactic Role
Mystik Waboose	Productions	Playing
The Light Trading Company	Watson's Emporium of the	Arcane Tinmen, The Spoils
Hell on Wheels	Arcane	Detcon1
Dot Quirk	Red Baron Games, Sea	Joe Sabatini, Artist

Show Highlights

Friday 11/22/13

Games Library (one price)	11am-6pm	Ballroom
Paint and Take	4pm-7pm	Ballroom
Opening Ceremonies.....	6pm-7pm	Atrium
Clue: The Scavenger Hunt begins!	7pm	Atrium
7th Sea LARP: The Voyage of the Persephone.....	7pm-11pm	Conference A
Fate Track Mixer.....	11pm-1am	View Bar

Saturday 11/23/13

Abstract Games Tournament.....	9am-1pm	Ballroom
Warmachine Steamroller Tournament	10am-7pm	Ballroom
Fate: Game Creation by Committee with Leonard Balsera.....	1pm-2pm	Conference A
Paint and Take	1pm-4pm	Ballroom
Rio Grande Sanctioned Dominion Tournament	1pm-8pm	Ballroom
Klash of the Kaiju	2pm-5pm	Ballroom
PlotLuck LARP: The Plot's Afoot.....	2pm-6pm	Conference A
Charity Game Auction Registration.....	2pm-3pm	Atrium
Charity Game Auction.....	3pm-5pm	Atrium
Masquerade Contest and Social	6pm-7pm	Seminar 1
State of the Hat Dinner with Leonard Balsera.....	6pm-7pm	Atrium
Smithee Awards Primary	7pm-12am	Conference A
Screening of the movie Clue.....	12am-2am	Conference A

Sunday 11/24/13

Warhammer 40K Craftsworld Open	10am-6pm	Ballroom
Guest of Honor Leonard Balsera signing.....	12pm-1pm	Atrium
Fate Track GM Luncheon.....	1pm-2pm	
Paint and Take	1pm-4pm	Ballroom
Balloon Stomp.....	2:30pm	Atrium

Charity Auction

Each year, U-Con hosts a charity auction. You can 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 charity. Register your lots at 2pm and the bidding starts at 3pm. See the details under Special Events 2pm (code EV-SA14-01).

Costuming/Cosplay Track

How do I participate? 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!

What should I wear? Your costume isn't just for Halloween anymore! Have a role-playing character that would work better in a bit of costume? Wear it!

What's happening in U-Con's Costuming / Cosplay Track this year?

- Check out our expanded Events list (see below) for a great assortment of panels!
- Attend our Masquerade Social for some party games and prizes!
- Test your wits by playing in Clue: The Scavenger Hunt!
Want to be "Clued" in even more? Be your favorite character from Clue, the board game or the movie, and come to the midnight screening of Clue in costume. Heck, wear it all weekend if you like! :-)

Clue: The Scavenger Hunt

Test your puzzle-solving and team-working skills, explore our beautiful hotel, and meet crazy characters from the classic board game and the film. If that's not enough, you can win fabulous prizes! Participation requires only a badge and a team of 2-4 players. Participants

under 18 must be on a team with a parent/guardian. The hunt starts immediately at 7p, Fri., after Opening Ceremonies, and lasts until 10p, Sat. Register for the hunt at any time, even after the official start time! Winners will be announced at the Sat. midnight showing of Clue: the Movie (winners need not be present). So act fast—you have 27 hours to solve all the clues! (Some clues have further time restrictions.) Sign up at Registration.

Fate Track

Fate Core is the newest roleplaying game from Evil Hat Productions, creators of Spirit of the Century and The Dresden Files Roleplaying Game. It recently had a very successful Kickstarter (one of the largest RPG Kickstarters ever), which has spawned an entire line of related supplements and other books. You can check it out right now - the PDF is available as a pay-what-you-like download.

Origins Awards Traveling Road Show

U-Con, GAMA (Game Manufacturers Association), and The Academy of Adventure Gaming, Arts, and Design have joined forces to present the Origins Awards Game Room! Come and join us as we present the very best games submitted to the annual Origins Awards in 2013. Some of these will be up for vote for at the Origins 2014 Game Expo! Event runs all day.

Open Gaming

U-Con is host to three libraries this year: The Origins Awards Traveling Road Show, Mayfair Games, and the U-Con Games Library. These libraries are located in the back left corner of the Ballroom. You may borrow a game for one generic ticket or show your "Play Games All Weekend" ribbon. The libraries will be available until approximately 10pm, and the ballroom will be open all night for late-night gamers.

How to Read Event Listings

The remaining sections of the U-Con Gaming Convention Guide list all the events that are scheduled this weekend. For those new to U-Con, here is how the events are laid out:

Categories

We divide the events into specific categories. **Special Events (EV):** This is the grab-all category for events that don't fit into any other cat-

egory. These include crafts, panels, classes, and anything else that's relatively unique.

Board/Card Games (BG): These include tabletop games and non-collectible card games. In general, you would be taught how to play, and you don't need to bring anything with you.

Minis (MN): These are games that use miniatures, some of which require you to bring your

own sets, and others where miniatures are provided for your use.

Roleplaying (RP): Includes roleplaying games of all genres, as well as Live Action Role Playing (LARP) games.

Living Campaigns (LC): Roleplaying games overseen by sanctioned groups.

Here is a sample game listing, and an explanation for each section.

The event code uniquely identifies the event. You may also notice that the first 6 characters encode the category, day and event time.

**Experience

1 - No experience necessary, rules taught.

2 - Some experience helpful, rules taught.

3 - Prior knowledge of the rules is necessary.

4 - Experience with the rules is required.

5 - Extensive familiarity and experience required.

**Complexity

A - Simple rules, very easy to learn.

B - Moderately simple, fairly easy to learn.

C - Moderately complex rules.

D - Fairly complex with some detail.

E - Very complex and detailed.

EVENT SCHEDULE

Event Code → **BG-FR19-05** GM: Amorphous Blob Games ← Gamemaster

Game/Title → **Nuclear War**

Max number of players → **6 players**

Day and time → **Friday 7p-9p**

1-A ← Experience and complexity rating**

Conference D ← Location

A humorous card game with a tongue-in-cheek view of international diplomacy, propaganda, and holocaust! Players negotiate touchy negotiations until war is pushed the button! This hilarious card game is easy to learn and fast to play. But watch out: if everyone is wiped out -- nobody wins!

\$1.50 ← Cost

Special

EV-FR17-01

GM: George Hammond

Tékumel: Joyful Sitting Amongst Friends

20 players

1-A

Friday 5p-7p

Board Room

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

Free!

EV-FR18-02

GM: U-Con Staff

U-Con Opening Ceremony and General Meet and Greet

40 players

1-A

Friday 6p-7p

Atrium

The U-Con staff invite everyone to the Opening Ceremony! Matt Rindfleisch, this year's Con Chair, will talk a little bit about U-Con 2013, introduce the Guest of Honor and Special Guests and there may even be shenanigans. This is a great time to reunite with fellow gamers or even meet new ones. Family Friendly (7+)

Free!

EV-FR18-01

GM: U-Con Staff

Panel: Intro to Cosplay

30 players

1-A

Friday 6p-7p

Conference A

Are you new to cosplay or have no idea what it is? Come here to find out what it's all about - and on any budget! General Audience (13+)

Free!

Special Events

EV-FR23-01 GM: Leonard Balsera

Fate: Fate Mixer

50 players

1-A

Friday 11p-1a

View Bar

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

EV-FR24-01 GM: U-Con Staff

The Werewolves of Miller's Hollow

18 players

1-A

Friday 12a-2a

Conference A

Come join the Con Chair for one of his favorite games. Each player is secretly assigned a role - Werewolf, Villager, or a unique role. Game play alternates between the Werewolves killing a Villager at night, the Villagers lynching suspects by vote during the day. Mafia-style, multiple rounds, social and light roleplaying. General Audience (13+) **\$1.50**

EV-SA09-01 GM: Pathfinder Society

Pathfinder RPG: Pathfinder Society: GM 101

6 players

1-A

Saturday 9a-1p

Conference H

A course in 4 lessons: "Roleplaying: Bringing Scenarios to Life", "Rules: Enabling Awesomeness, Restricting Abuse", "Running the Game: The Science Behind the Art", & "Advanced Topics: When the Unexpected Strikes". These topics will allow a new GM to ease into the role and feel more comfortable overseeing his table's enjoyment. General Audience (13+) **Free!**

EV-SA13-01 GM: U-Con Staff

Panel: Intro to Corsetry

30 players

1-A

Saturday 1p-2p

Conference A

Learn basics on corsets, whether you want to make one yourself or be an informed buyer. General Audience (13+) **Free!**

EV-SA13-02

GM: Leonard Balsera

Fate: Game Creation by Committee

30 players

1-A

Saturday 1p-2p

Seminar 1

Leonard Balsera will lead the audience in building a Fate game from scratch using the Fate Core Game Creation process. He and a cadre of GMs will then run this game in subsequent event slots. This is a great way to discover how Fate works from game concept to actual play. General Audience (13+) **Free!**

EV-SA14-01

GM: U-Con Staff

Auction

30 players

1-A

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!**

EV-SA14-02

GM: Pathfinder Society

Pathfinder RPG: Pathfinder Society: GM 101

6 players

1-A

Saturday 2p-6p

Conference H

A course that is divided into four lessons: "Roleplaying: Bringing Scenarios to Life", "Rules: Enabling Awesomeness, Restricting Abuse", "Running the Game: The Science Behind the Art", and "Advanced Topics: When the Unexpected Strikes". These four basic topics will allow a new GM to ease into the role. General Audience (13+) **\$3.00**

EV-SA14-03

GM: Leonard Balsera

Fate: Game by Committee with Leonard Balsera

5 players

1-A

Saturday 2p-6p

Seminar 1

Dive into a brand new Fate game created in the panel "Game Creation by Committee". This event is great for new Fate players as well as veterans. Who knows what type of game it will be? Are you player enough to handle whatever is thrown at you? General Audience (13+) **\$3.00**

EV-SA14-04

GM: Jeffrey Fuller

Fate: Game by Committee with Jeffery Fuller

5 players

1-A

Saturday 2p-6p Conference B Table 3

See description in EV-SA14-03 General Audience (13+) **\$3.00**

EV-SA14-05

GM: Shane Harsch

Fate: Game by Committee with Shane Harsch

5 players

1-A

Saturday 2p-6p Conference C Table 1

See description in EV-SA14-03 General Audience (13+) **\$3.00**

EV-SA18-01

GM: U-Con Staff

Panel: Masquerade Contest and Social

30 players

1-A

Saturday 6p-7p

Seminar 1

Join us to show off your fabulous costume, hang with other cosplay enthusiasts, & play parlor games with your batty Victorian hostess. Then to cap it off, we'll award prizes for the best costumes! Will you be the best-dressed monster or the most stunning monster hunter? Crazy categories will abound so come join the fun! General Audience (13+) **Free!**

EV-SA18-02

GM: Leonard Balsera

Fate: State of The Hat Dinner

50 players

1-A

Saturday 6p-7p

Atrium

Join Leonard Balsera for dinner in the Atrium. Find out what Evil Hat has in store, as well as talk about all things Fate. Family Friendly **Free!**

EV-SA19-01

GM: Smith-ka-teers

Smithee Primaries

50 players

1-A

Saturday 7p-12a

Conference A

What's better than a poke in the eye with a sharp stick? Most everything but that doesn't stop us from watching B-Movies, clipping the best parts, and then pitting them against each other in a cinematic brawl to the celluloid death. The best part? We invite you to come help us decide which of these clips are the best of the worst. Mature Content (18+) **Free!**

EV-SA19-02

GM: Leonard Balsera

Fate: Game by Committee with Leonard Balsera

5 players

1-A

Saturday 7p-11p

Seminar 5

See description in EV-SA14-03 General Audience (13+) **\$3.00**

EV-SA24-01

GM: U-Con Staff

Movie Screening: Clue

30 players

1-A

Saturday 12a-2a

Conference A

Kick back with Mrs. Peacock and the rest of the suspects for a midnight screening of the cult classic (PJs and popcorn are optional)! Plus, we'll announce the winners of Clue: The Scavenger Hunt. C'mon . . . What are you afraid of, a fate worse than death? General Audience **Free!**

EV-SA26-01

GM: U-Con Staff

The Werewolves of Miller's Hollow

18 players

1-A

Saturday 2a-4a

Conference A

Saturday night at 2am, following clue. See description in EV-FR24-01. General Audience **\$1.50**

Special Events

EV-SU09-01

GM: Forest Ray

Panel: Faith and Gaming

40 players

1-A

Sunday 9a-10a

Conference A

How has your faith tradition affected your gaming? Has someone you know ever condemned gaming as evil or sinful? How do you respond when family or clergy condemn your gaming? Let's get together and discuss these and other issues of faith as they relate to gaming. This event is not an attempt to proselytize, and all are welcome. General Audience (13+)

Free!

EV-SU12-01

GM: Leonard Balsera

Fate: Book Signing with Leonard Balsera

100 players

1-A

Sunday 12p-1p

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!

EV-SU13-01

GM: U-Con Staff

Panel: Accuracy--It's Not Just for Geeks Anymore!

30 players

1-A

Sunday 1p-2p

Conference A

From historical underpinnings to character hair color, we'll discuss the whys and hows of ac-

curacy in costuming and cosplay. When does it matter? When does it not? Why should we even care? Join us and help craft your role for future cons! General Audience (13+)

Free!

EV-SU13-02

GM: Leonard Balsera

Fate: Fate Track GM Luncheon

12 players

1-A

Sunday 1p-2p

Join Leonard Balsera for a private luncheon in Bentley's American Grill where we will discuss the events of the weekend and the finer points of GMing Fate. You must have run a Fate game this weekend to attend. Lunch will be available at normal menu pricing. Adults Only (18+)

Free!

EV-SU13-03

GM: U-Con Staff

Attendee Feedback Session / Volunteer Appreciation Social

30 players

1-A

Sunday 1p-2p

Conference F

1st half hr: An opportunity for all to share their con impressions w/the Con Chair. Matt's eager to hear your input and suggestions, especially if you'd like to volunteer! :) 2nd half hr: The Chair invites the Volunteers to come by for some snacks and drinks. He'd like to thank you personally for all your hard work. 2ND HALF FOR VOLUNTEERS ONLY, PLEASE. General Audience (13+)

Free!

Board and Card Games

BG-FR10-01

GM: Amorphous Blob Games

Road Kill Rally

6 players

1-A

Friday 10a-12p

Conference D Table 2

As a driver in the Road Kill Rally, you are racing against opponents eager to destroy you with guns, rockets, and flame throwers. But the big points come from pedestrians: running them over or blasting them out of the road. After all, you have three billion viewers to satisfy. General Audience (13+)

\$1.50

BG-FR10-02

GM: Amorphous Blob Games

Pandemic

4 players

1-A

Friday 10a-12p

Conference D Table 1

Your team will travel across the globe, stemming the tide of infection and developing the resources you'll need to discover the cures. You must work together; use your individual strengths to destroy the diseases before they overtake the world. The clock is ticking as outbreaks and epidemics accelerate the spread of the plague. General Audience (13+)

\$1.50

BG-FR11-01

GM: U-Con Staff

Games Library: Smorgasbord
80 players **1-A**
Friday 11a-6p **Ballroom Table 211-216**

We're bringing the U-Con Games Library to come bask in the convention goodness. Until Friday 6pm, borrow games and play like for one price, or show your "Play Games" ribbon. Family Friendly (7+) **\$1.50**

BG-FR12-01

GM: Puffing Billy Team

Puffing Billy: Iron Dragon/Lunar Rails/Martian Rails
12 players **1-A**
Friday 12p-3p **Ballroom Table 203-205**

 Category 2. **\$3.00**
BG-FR12-02

GM: Puffing Billy Team

Puffing Billy: Union Pacific #1
12 players **1-A**
Friday 12p-3p **Ballroom Table 206**

 Category 4. **\$3.00**
BG-FR12-03

GM: Puffing Billy Team

Puffing Billy: 1861
12 players **1-A**
Friday 12p-3p **Ballroom Table 209-210**

 Category 3. **\$3.00**
BG-FR12-04

GM: Puffing Billy Team

Puffing Billy: Ticket to Ride #1
12 players **1-A**
Friday 12p-3p **Ballroom Table 207-208**

 Category 1. **\$3.00**
BG-FR12-05

GM: Cheryl Orosz

Hase und Igel/Hare and Tortoise
12 players **1-A**
Friday 12p-2p **Ballroom Table 305-306**

The theming makes this game look like it must be from a children's cartoon, but this game is actually a deeply strategic game of counting and planning. General Audience (13+) **\$1.50**

BG-FR12-06

GM: Jeannette Quirk

Fluxx: All-Fluxx
10 players **1-A**
Friday 12p-2p **Ballroom Table 307-308**

10 intermingled decks of Fluxx, one crazy time. Family Friendly (7+) **\$1.50**

BG-FR12-07

GM: Donn Stroud

Zombie House Blitz
4 players **1-A**
Friday 12p-1p **Ballroom Table 309**

A fast game of chaos, saving family members from zombies, and sometimes sacrificing Grandma. Family Friendly (7+) **\$1.50**

BG-FR12-08

GM: Joe Haas

Via Appia
4 players **1-A**
Friday 12p-2p **Ballroom Table 310**

Via Appia, the most famous road of the Roman Empire is under construction. Finish the road that connects Rome and Brindisi. Prove your intuition in the quarry to get the best stones. Whoever builds the most valuable sections and reaches the different cities early will be victorious and the most famous builder in all of Rome. General Audience (13+) **\$1.50**

BG-FR14-01

GM: Amorphous Blob Games

Power Grid
6 players **1-A**
Friday 2p-5p **Conference D Table 2**

Earn money with electric power? Should I use coal or oil to generate power in the old-fashioned plants, or will there be a shortage of those resources in the future? You must watch your competitors to see what plants they build, which cities they have in their net, what resources they depend on, and what new power plants they find interesting. General Audience (13+) **\$3.00**

Board/Card Games

BG-FR14-02 GM: Amorphous Blob Games

Agricola

5 players **1-A**
Friday 2p-5p **Conference D Table 1**

Victory Points are earned when players renovate their wooden hut to a clay hut, and later even to a stone house. But everything else to do with balancing food requirements or making everyday life a little more comfortable can earn Victory Points - especially Family Growth. General Audience (13+) **\$3.00**

BG-FR14-03 GM: Donn Stroud

Zombie House Blitz

4 players **1-A**
Friday 2p-3p **Ballroom Table 309**

See description in BG-FR12-07 Family Friendly (7+) **\$1.50**

BG-FR15-01 GM: Puffing Billy Team

Puffing Billy: British Rails/India Rails

12 players **1-A**
Friday 3p-6p **Ballroom Table 203-205**

Category 2. **\$3.00**

BG-FR15-02 GM: Puffing Billy Team

Puffing Billy: Streetcar

12 players **1-A**
Friday 3p-6p **Ballroom Table 206**

Category 4. **\$3.00**

BG-FR15-03 GM: Puffing Billy Team

Puffing Billy: 1830 #1

12 players **1-A**
Friday 3p-6p **Ballroom Table 207-208**

Category 3. **\$3.00**

BG-FR15-04 GM: Puffing Billy Team

Puffing Billy: Express

12 players **1-A**
Friday 3p-6p **Ballroom Table 209-210**

Category 7. **\$3.00**

BG-FR15-05 GM: Harold Tessmann III

Fluxx: Fluxx Amoxx!

6 players **1-A**
Friday 3p-5p **Ballroom Table 305**

What happens when you take a Fluxx deck, mix in multiple copies of the more entertaining Actions, and tweak the victory rules so that scoring Goals just earns you points rather than ending the game? Does it add strategy or just make things more chaotic? Join us and find out. Kid-friendly, with parents' help. Family Friendly (7+) **\$1.50**

BG-FR15-06 GM: Ian Murray

Legacy: Gears of Time

4 players **1-A**
Friday 3p-5p **Ballroom Table 310**

Legacy: Gears of Time is a strategic game, mechanically rooted in its time travel theme. Players each play cards from their own hand, draw from a central draw pile, move and play technologies on a single timeline, while placing their influence cubes on existing technologies. Come learn this exciting game and you get a free set of promo cards. General Audience (13+) **\$1.50**

BG-FR17-01 GM: Amorphous Blob Games

Kingsburg

5 players **1-A**
Friday 5p-7p **Conference D Table 1**

Your King has chosen you to take charge of a province on the border. You will manage your province and help defend the realm. To accomplish this task, 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**

BG-FR17-02 GM: Amorphous Blob Games

20 Days Around the World

5 players **1-A**
Friday 5p-7p **Conference D Table 2**

Come play this new variation of the 10 Days series. Players will have 20 days to travel from the Americas to Africa to Europe and through Asia. Come travel with Amorphous Blob Games! General Audience (13+) **\$1.50**

BG-FR17-03 GM: Amorphous Blob Games

Pandemic
8 players **1-A**
Friday 5p-7p **Conference D Table 3-4**

Four diseases have broken out in the world and it's up to you to find cures before mankind is wiped out. General Audience (13+) **\$1.50**

BG-FR17-04 GM: Harold Tessmann III

Fluxx: The Board Game
4 players **1-A**
Friday 5p-7p **Ballroom Table 305**

Less chaotic than the card game, Fluxx the Board Game has players try to position their pieces on the right squares to score goals. Set yourself up to succeed when an opponent bumps your piece out of their way or moves a tile. The level of chaos vs. strategy reminds me of RoboRally, though this plays faster. Kid-friendly, with parents' help. Family Friend **\$1.50**

BG-FR17-05 GM: Ian Murray

Legacy: Gears of Time
4 players **1-A**
Friday 5p-7p **Ballroom Table 310**

Legacy: Gears of Time is a strategic game, mechanically rooted in its time travel theme. Players each play cards from their own hand, draw from a central draw pile, move and play technologies on a single timeline, while placing their influence cubes on existing technologies. Come learn this exciting game and you get a free set of promo cards. General Audience **\$1.50**

BG-FR17-06 GM: Eric Kramp

Sentinels of the Multiverse: Open Play
5 players **1-A**
Friday 5p-7p **Ballroom Table 304**

Sentinels of the Multiverse is a cooperative fixed-deck superhero game. All materials necessary for play provided. Challenge level will be based on player's experience and preference. General Audience (13+) **\$1.50**

BG-FR18-01 GM: Puffing Billy Team

Puffing Billy: Empire Builder/Eurorails
12 players **1-A**
Friday 6p-9p **Ballroom Table 207-208**

Category 2. **\$3.00**

BG-FR18-02 GM: Puffing Billy Team

Puffing Billy: Silverton #1
12 players **1-A**
Friday 6p-9p **Ballroom Table 209-210**

Category 8. **\$3.00**

BG-FR18-03 GM: Puffing Billy Team

Puffing Billy: Ticket to Ride #2
12 players **1-A**
Friday 6p-9p **Ballroom Table 206**

Category 1. **\$3.00**

BG-FR18-04 GM: Puffing Billy Team

Puffing Billy: 1870
12 players **1-A**
Friday 6p-9p **Ballroom Table 203-205**

Category 3. **\$3.00**

BG-FR18-05 GM: Mark Brehob

You're Bluffing
5 players **1-A**
Friday 6p-7p **Ballroom Table 303**

Classic bidding and bluffing game. The deck consists of sets of farm animals, 4 cards per animal. Players auction off the top animal of the deck. Highest bid wins, but auctioneer always has the choice to buy the animal for the same price as the highest bid. Children 10 and up welcome (need to be able to do basic addition and multiplication). Family Friendly (7+) **\$1.50**

BG-FR18-06 GM: Keleigh Lee

Coup: Coup Learn to Play/Qualifier
12 players **1-A**
Friday 6p-7p **Ballroom Table 306**

Manipulate, bribe, and deceive your way to victory in this quick-playing hidden roles game. Wil Wheaton blogged that Coup is "probably

Board/Card Games

the best bluffing game I've ever played." Family Friendly (7+) **\$1.50**

BG-FR20-01 GM: Amorphous Blob Games

Revolution: The Palace

6 players **1-A**
Friday 8p-10p **Conference D Table 2**

Secretly bid against your opponents to gain support of the people, win territory, and gather more Gold, Blackmail, and Force for the next round of bidding! The harbor or the plantation? The key to victory is knowing where to push for support, and where to back away and let your opponents fight. It's a game of bluff, counter-bluff, and surprise. General Audience (13+) **\$1.50**

BG-FR20-02 GM: Amorphous Blob Games

Settlers of Indiana & Ohio

4 players **1-A**
Friday 8p-10p **Conference D Table 1**

Become one of the first settlers of Ohio or Indiana. Make your settlements from Cleveland to Indianapolis and all throughout these two great states. Come play in this unique version of Settlers of Catan using the Indiana/Ohio Settlers Map made by Mayfair Games. General Audience (13+) **\$1.50**

BG-FR20-03 GM: Harold Tessmann III

Battlestar Galactica

7 players **1-A**
Friday 8p-12a **Ballroom Table 305**

Struggle to keep humanity alive, unless you're loyalty card indicates your hidden Cylon nature! Careful observation of game actions and other player's body activity can gives you hints to their loyalty. Base game, maybe with Pegasus/Cylon Leader. Game may run long depending on player treachery; we can continue if one player drops out, but not more. General Audience (13+) **\$3.00**

BG-FR20-04 GM: Joseph Orosz

Mansions of Madness: The Stars Aligned

5 players **1-A**
Friday 8p-12a **Ballroom Table 402**

Scenario from the Call of the Wild expansion. Using house rules to increase suspense and make the Keeper (which I will play) more of a GM instead of a competitor. General Audience (13+) **\$3.00**

BG-FR20-05 GM: Jason Shaw

Legacy: Gears of Time

4 players **1-A**
Friday 8p-10p **Ballroom Table 306**

Legacy: Gears of Time is a card game rooted in time travel. Players take turns travelling back in time, establishing and influencing technologies, or drawing cards, to ensure technology chains remain intact. At the end of each of 4 rounds, players score Legacy points for having the most influence over technologies. The highest scoring player wins! General Audience (13+) **\$1.50**

BG-FR20-06 GM: Moses Bisel

Cards Against Humanity

6 players **1-A**
Friday 8p-12a **Conference C Table 7**

Put the most humorous or inappropriate cards from your hand against the cards of others. Warning: not for the squeamish or feint of heart. Mature Content (18+) **\$3.00**

BG-FR20-07 GM: Pathfinder Society

Pathfinder Adventure Card Game

6 players **1-A**
Friday 8p-12a **Conference H**

This cooperative strategy card game pits heroes against the traps, monsters, & deadly magic of the Rise of the Runelords Path. The goal is to find and defeat a villain before a number of turns pass. Players develop their Characters' decks with better cards to handle the increasing difficulties of a complete Game Path. General Audience (13+) **\$3.00**

BG-FR20-08

GM: Jay Semerad

Apotheosis: First Look - Apotheosis Prototype

4 players

1-A

Friday 8p-10p Ballroom Table 301-302

Apotheosis is a card and tile-based turn-based strategy game for two to four players. The prototype has been picked up by a yet-unnamed publisher and will be available in 2014. Players take on the role of an aspiring Deity and compete for followers, influence and temple size in a free-for-all where only one god reigns supreme. General Audience (13+) **\$1.50**

BG-FR20-09

GM: Stewart Tame

Flash Point: Cities Aflame

6 players

1-A

Friday 8p-9p Ballroom Table 401

A cooperative game about firefighting. Brave the inferno, douse the flames, save the trapped victims! Can you save enough people before the building collapses? Rules will be taught. Family Friendly (7+) **\$1.50**

BG-FR20-10

GM: Amorphous Blob Games

Battlestations: Battlestations Intro

6 players

1-A

Friday 8p-11p Conference D Table 4

Come learn how to play Gorilla Games' fun board game, or is it a role-playing game? A little of both. Play through one adventure and then another and another if time allows. General Audience (13+) **\$3.00**

BG-FR20-11

GM: Michael Cook

Formula D: Sebring Circuit

10 players

1-A

Friday 8p-11p Ballroom Table 403

Push your engine to its limit, hug the curves, pass to win. Take risks & plan ahead to win! Rules will be taught. This is race 1 of 4 to determine the 2013 U-Con Formula D Racing Champ. Your best 2 placings will set your final standings. There will be a prize for the winner. Must be present after final Sunday race to receive prize. Ages 8+ Family Friendly (7+) **\$3.00**

BG-FR20-12

GM: Amorphous Blob Games

Elder Sign

8 players

1-A

Friday 8p-10p Conference D Table 6

Players take on the role of investigators struggling to combat one of the Ancient Ones: vast, powerful creatures that dwell in the space between dimensions. General Audience (13+) **\$1.50**

BG-FR20-13

GM: Brian Lewis

Titans of Industry

5 players

1-A

Friday 8p-11p Ballroom Table 308

In Titans of Industry, you invest in building factories and businesses in order to produce and sell goods to gain VPs. TOI involves a delicate balance of money, production, and goals. The person who can best manage his buildings and meet his goals in seven years will win. TOI is a rich worker-placement/resource-management Euro-style game. General Audience (13+) **\$3.00**

BG-FR20-14

GM: David A. Spitzley

BYO: Ultimate Chaos

20 players

1-A

Friday 8p-10p Ballroom Table 303-304

Weirdness unleashed: each player plays a different collectible (or non-collectible) card game. Bring your favorite game (and rulebook) or play one of ours. Necropotence versus Piskachu! Luke Skywalker meets Cthulhu! Play is loose, but guided by the rules at <http://www.davidaspitzley.org/Gaming/Kaoslord.htm> General Audience (13+) **\$1.50**

BG-FR21-01

GM: Puffing Billy Team

Puffing Billy: China Rails/Russian Rails

12 players

1-A

Friday 9p-12a Ballroom Table 203-205

Category 2. **\$3.00**

Board/Card Games

BG-FR21-02 GM: Puffing Billy Team

Puffing Billy: Metro

12 players **1-A**
Friday 9p-12a **Ballroom Table 209-210**

Category 4. **\$3.00**

BG-FR21-03 GM: Puffing Billy Team

Puffing Billy: Settlers of America

12 players **1-A**
Friday 9p-12a **Ballroom Table 207-208**

Category 5. **\$3.00**

BG-FR21-04 GM: Puffing Billy Team

Puffing Billy: Ticket to Ride Card Game

12 players **1-A**
Friday 9p-12a **Ballroom Table 206**

Category 7. **\$3.00**

BG-FR22-01 GM: Amorphous Blob Games

King of Tokyo

6 players **1-A**
Friday 10p-12a **Conference D Table 1**

Roll the dice to get the best combinations to heal yourself, to attack, to buy special cards, or to gain Victory Points. It's up to you to choose the best tactic to become King of Tokyo just in time to get rid of all your opponents in one devastating attack. The first to gain 20 Victory Points - or the last monster standing - wins the game. General Audience (13+) **\$1.50**

BG-FR22-02 GM: Amorphous Blob Games

Dominion: Dark Ages

4 players **1-A**
Friday 10p-12a **Conference D Table 2**

Times have been hard. To save on money, you've moved out of your old castle and into a luxurious ravine. In your free time you've taken up begging. You are quietly conquering people, when suddenly there's a plague, or barbarians, or everyone's illiterate, and it's all you can do to cling to some wreckage as the storm passes through. General Audience (13+) **\$1.50**

BG-FR22-03 GM: Amorphous Blob Games

Flash Point Fire Rescue

6 players **1-A**
Friday 10p-12a **Conference D Table 7**

Play the part of a firefighter running into a burning building in this cooperative boardgame. Family Friendly (7+) **\$1.50**

BG-SA09-01 GM: Puffing Billy Team

Puffing Billy: Union Pacific #2

12 players **1-A**
Saturday 9a-12p **Ballroom Table 207-208**

Category 4. **\$3.00**

BG-SA09-02 GM: Puffing Billy Team

Puffing Billy: Station Master

12 players **1-A**
Saturday 9a-12p **Ballroom Table 206**

Category 7. **\$3.00**

BG-SA09-03 GM: Puffing Billy Team

Puffing Billy: Empire Builder/Eurorails

12 players **1-A**
Saturday 9a-12p **Ballroom Table 203-205**

Category 2. **\$3.00**

BG-SA09-04 GM: Puffing Billy Team

Puffing Billy: 1830 #2

12 players **1-A**
Saturday 9a-12p **Ballroom Table 209-210**

Category 3. **\$3.00**

BG-SA09-05 GM: Clark Rodeffer

13th Annual Abstracts Tournament

24 players **1-A**
Saturday 9a-1p **Ballroom Table 101-104**

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. **\$3.00**

BG-SA09-06 GM: Amorphous Blob Games

Robo Rally

8 players
1-A
Saturday 9a-11a Conference D Table 2

With the other computers, program factory robots and pit them against each other in frantic, destructive races across the factory floors. Be the first to touch the flags in order, and you win it all: the honor, the glory, the grudging respect of the other computers. General Audience (13+) **\$1.50**

BG-SA09-07 GM: Amorphous Blob Games

Settlers of New York

4 players
1-A
Saturday 9a-11a Conference D Table 1

Become one of the first settlers of New York. Make your settlements from Albany to Kingston and all throughout this great state. Come play in this unique version of Settlers of Catan using the New York Settlers Map made by Mayfair Games. General Audience (13+) **\$1.50**

BG-SA09-08 GM: William Geiger

Pokémon: Master Trainer: Gotta Catch 'Em!

5 players
1-A
Saturday 9a-11a Ballroom Table 404

Travel the Kanto region, capture and battle Pokémon, and reach Indigo Plateau to battle one of the Elite Four Trainers! Family Friendly (7+) **\$1.50**

BG-SA09-09 GM: Jason Shaw

Legacy: Gears of Time

4 players
1-A
Saturday 9a-11a Ballroom Table 306

See description in BG-FR20-05 General Audience (13+) **\$1.50**

BG-SA09-10 GM: Stewart Tame

Munchkin Quest: A-Delving We Will Go

4 players
1-A
Saturday 9a-11a Ballroom Table 401

Enter the dungeon! Slay the monsters! Take their stuff! All your favorite Munchkin action,

now in a board game! Rules will be taught. General Audience (13+) **\$1.50**

BG-SA09-11

GM: Pathfinder Society

Pathfinder Adventure Card Game

6 players
1-A
Saturday 9a-1p
Conference H

See description in BG-FR20-07 General Audience (13+) **\$3.00**

BG-SA09-12

GM: Jay Semerad

Apotheosis: First Look - Apotheosis Prototype

4 players
1-A
Saturday 9a-11a Ballroom Table 301-302

See description in BG-FR20-08 General Audience (13+) **\$1.50**

BG-SA09-13

GM: Mayfair Games

Various: Mayfair Open Gaming

24 players
1-A
Saturday 9a-1p Ballroom Table 213-214

A full day of fun! Choose a game from our library of games, or ask for a recommendation! Family Friendly (7+) **\$1.50**

BG-SA09-14

GM: Mayfair Games

The Settlers of Catan: Giant Catan

4 players
1-A
Saturday 9a-11a
Ballroom Table 215

Play the base game on a table-sized version! General Audience (13+) **\$1.50**

BG-SA09-15

GM: Michael Cook

Formula D: Hockenheim Circuit

10 players
1-A
Saturday 9a-12p
Ballroom Table 403

Push your engine to the limit, hug the curves, pass to win! Rules will be taught. This is Race 2 of 4 to determine the 2013 U-Con Formula D Racing Champ. Your 2 best placings will set your final standings. There will be a prize for the winner, but you must be present after final Sunday race to receive a prize. Ages 8+ Family Friendly (7+) **\$3.00**

Board/Card Games

BG-SA09-16

GM: Harold Tessmann III

Fluxx: The Board Game

4 players
1-A
Saturday 9a-11a
Ballroom Table 305

Less chaotic than the card game, Fluxx the Board Game has players try to position their pieces on the right squares to score goals. Set yourself up to succeed when an opponent bumps your piece out of their way or moves a tile. The level of chaos vs. strategy reminds me of RoboRally, though this plays faster. Kid-friendly, with parents' help. Family Friend **\$1.50**

BG-SA10-01

GM: David Miller

Cutthroat Caverns: Cutthroat Caverns Adventures

6 players
1-A
Saturday 10a-1p
Ballroom Table 303

"Without teamwork, you will never survive. Without betrayal, you'll never win." Cutthroat Caverns is a card game where you work as a team to defeat monsters, but there is only one winner, so backstabbing, killing and stealing are integral to the game. Adventures offers a story mode to the game. Adventure - The Mad God's Maze. General Audience (13+) **\$3.00**

BG-SA10-02

GM: Nick Huston

Legendary: Marvel Deck-Building Game

5 players
1-A
Saturday 10a-12p
Ballroom Table 308

Starting with only a few Agents and Troopers, you will recruit Heroes like Wolverine and Spider-Man, battle enemies, and defeat the Mastermind before he completes his evil Scheme! General Audience (13+) **\$1.50**

BG-SA11-01

GM: Amorphous Blob Games

Apples to Apples

10 players
1-A
Saturday 11a-1p
Conference D Table 1

Select the card from your hand that you think is best described by a card played by the judge. If the judge picks your card, you win that round. And everyone gets a chance to be the judge! General Audience (13+) **\$1.50**

BG-SA11-02

GM: Amorphous Blob Games

Tsuro and Tsuro of the Seas

8 players
1-A
Saturday 11a-1p
Conference D Table 2

Create your own journey with Tsuro, the Game of the Path. Tsuro is a game where you place a tile and slide your stone along the path created, but take care! Other players' paths can lead you in the wrong direction--or off the board entirely! Find your way wisely to succeed by staying on the board. General Audience (13+) **\$1.50**

BG-SA11-03

GM: Eric Kramp

Sentinels of the Multiverse: Open Play

5 players
1-A
Saturday 11a-1p
Ballroom Table 304

See description in BG-FR17-06 General Audience (13+) **\$1.50**

BG-SA11-04

GM: Harold Tessmann III

Fluxx: Fluxx Amoxx!

6 players
1-A
Saturday 11a-1p
Ballroom Table 305

See description in BG-FR15-05 Family Friendly (7+) **\$1.50**

BG-SA11-05

GM: Mark Brehob

Glory to Rome

10 players
1-A
Saturday 11a-1p
Ballroom Table 211-212

Glory to Rome is a card-based city building and resource management game. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used. The lighthearted artwork and slim rulebook belie the strong strategic and tactical elements of GtR. General Audience **\$1.50**

BG-SA11-06

GM: Mayfair Games

The Settlers of Catan: Giant Catan

4 players
1-A
Saturday 11a-1p
Ballroom Table 216

Play the base game on a table-sized version! General Audience (13+) **\$1.50**

BG-SA11-07

GM: Eric McGlohon

Takenoko

4 players
1-A
Saturday 11a-12p Ballroom Table 301

Cultivate land plots, irrigate them, and grow one of the three species of bamboo with the help of the Imperial gardener. The player who manages his land plots best, growing the most bamboo while feeding the delicate appetite of the panda, will win the game. Family Friendly (7+)

\$1.50
BG-SA11-08

GM: Joe Haas

Small World

5 players
1-A
Saturday 11a-1p Ballroom Table 307

Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, and even orcs. Use your troops to occupy territory, conquer adjacent lands, and push the other races off the gameboard. Picking the right combination from different fantasy races and unique special powers, players rush to expand their empires. General Audience (13+)

\$1.50
BG-SA12-01

GM: Puffing Billy Team

Puffing Billy: Ticket to Ride #3

12 players
1-A
Saturday 12p-3p Ballroom Table 209-210

Category 1.

\$3.00
BG-SA12-02

GM: Puffing Billy Team

Puffing Billy: Rails of New England

12 players
1-A
Saturday 12p-3p Ballroom Table 207-208

Category 8.

\$3.00
BG-SA12-03

GM: Puffing Billy Team

Puffing Billy: Express

12 players
1-A
Saturday 12p-3p Ballroom Table 206

Category 7.

\$3.00
BG-SA12-04

GM: Puffing Billy Team

Puffing Billy: Aussie Rails/Nippon Rails

12 players
1-A
Saturday 12p-3p Ballroom Table 203-205

Category 2.

\$3.00
BG-SA13-01

GM: Scott Colcord

Dominion: Rio Grande Sanctioned Dominion Tournament

27 players
1-A
Saturday 1p-8p Ballroom Table 307-316

Please join us for the only officially sanctioned Dominion tournament in Michigan! Play in a series of custom-designed Kingdom sets drawing from every published Dominion set. The top players, after a series of Swiss-style rounds, will move on to an elimination stage. Bring your 'A' game, and good luck! Sorry, "Play All Games" ribbons not accepted. General Audience

\$10.00
BG-SA13-02

GM: Eric McGlohon

Gulo Gulo

6 players
1-A
Saturday 1p-2p Ballroom Table 301

Each player is a Gulo, or wolverine, trying to rescue a baby Gulo who got caught by the swamp vulture. Unfortunately for the baby Gulo, all the adult Gulos are distracted by all the delicious eggs, and it has to wait very patiently as the adults constantly trip the very, very sensitive "egg alarm" rigged by the vulture to scare off the pesky Gulos. Family Friendly (7+)

\$1.50
BG-SA14-01

GM: Amorphous Blob Games

Steve Jackson: Dice Games

6 players
1-A
Saturday 2p-4p Conference D Table 1

Come play Zombie Dice, including the expansion Zombie Dice 2, GIANT Cthulhu Dice, Trophy Buck, and Dino Hunt Dice! General Audience (13+)

\$1.50

Board/Card Games

BG-SA14-02 GM: Amorphous Blob Games

Star Trek Catan

4 players **1-A**
Saturday 2p-5p **Conference D Table 2**

The many resource-rich planets within the limits of Federation territory await exploration and settlement. Build outposts and starbases to extract the resources. Using your fleet of starships, establish supply routes that enable you to boldly go further into deep space. General Audience (13+) **\$3.00**

BG-SA14-03 GM: Eric Kramp

Sentinels of the Multiverse: Open Play

5 players **1-A**
Saturday 2p-4p **Ballroom Table 304**

See description in BG-FR17-06 General Audience (13+) **\$1.50**

BG-SA14-04 GM: Mark Brehob

Lords of Waterdeep

10 players **1-A**
Saturday 2p-4p **Ballroom Table 211-212**

Take on the role of one of the masked Lords of Waterdeep. During the course of play, you may gain points or resources through completing quests, constructing buildings, or having other players utilize the buildings you have constructed. Depending on speed of play we may be able to play it twice. Expansion used if players are interested. General Audience (13+) **\$1.50**

BG-SA14-05 GM: Eric McGlohon

Mice & Mystics

4 players **1-A**
Saturday 2p-4p **Ballroom Table 302**

Kid-Friendly D&D-ish cooperative board game where you play mice trying to stop the wicked queen Vanestra. We'll select a chapter depending on how many kids we have and experience level. Family Friendly (7+) **\$1.50**

BG-SA14-06 GM: Pathfinder Society

Pathfinder Adventure Card Game

6 players **1-A**
Saturday 2p-6p **Conference H**

See description in BG-FR20-07 General Audience (13+) **\$3.00**

BG-SA14-07 GM: Eric Castle

Eclipse

4 players **1-A**
Saturday 2p-7p **Ballroom Table 303**

Explore the galaxy, expand your empire, exploit new resources, and exterminate your enemies! Eclipse is a 4x euro wargame, where you explore and settle new systems, research new technologies, upgrade and build your ships, and then ally or battle with the other races. Best empire wins! (Expansion available if players want to try it.) General Audience (13+) **\$3.00**

BG-SA14-08 GM: Amorphous Blob Games

Run for your life Candyman!: Run Run as fast as you can!

6 players **1-A**
Saturday 2p-4p **Conference D Table 7**

Run run as fast as you can, cause you are the gingerbread man! Fight among your fellow candy people as you try and escape Candy land! Family Friendly (7+) **\$1.50**

BG-SA14-09 GM: Mayfair Games

Catan: Explorers and Pirates

4 players **1-A**
Saturday 2p-4p **Ballroom Table 215**

Play the biggest expansion yet! Scenario Five (everything!) will be taught and run! Knowledge of base Catan preferred. General Audience (13+) **\$1.50**

BG-SA14-10 GM: Mayfair Games

The Settlers of Catan: Giant Catan

4 players **1-A**
Saturday 2p-4p **Ballroom Table 216**

Play the base game on a table-sized version! General Audience (13+) **\$1.50**

BG-SA14-11

GM: Mayfair Games

Various: Mayfair Open Gaming

24 players **1-A**
Saturday 2p-6p Ballroom Table 213-214

 See description in BG-SA09-13 Family Friendly (7+) **\$1.50**
BG-SA14-12

GM: Amorphous Blob Games

Elder Sign

8 players **1-A**
Saturday 2p-4p Conference D Table 8

 See description in BG-FR20-12 General Audience (13+) **\$1.50**
BG-SA14-13

GM: Amorphous Blob Games

Dungeon!

8 players **1-A**
Saturday 2p-4p Conference D Table 4

 Explore a dungeon that is divided into levels of increasing difficulty, fighting monsters for valuable treasure. As players venture deeper into the dungeon, the monsters become more difficult and the treasure more valuable. General Audience (13+) **\$1.50**
BG-SA14-14

GM: Keleigh Lee

Coup: Coup Learn to Play/Qualifier

12 players **1-A**
Saturday 2p-3p Ballroom Table 306

 See description in BG-FR18-06 Family Friendly (7+) **\$1.50**
BG-SA14-15

GM: Edward Kabara

Tahiti by Minion games

5 players **1-A**
Saturday 2p-4p Conference E Table 7

 Your small island is peaceful and prosperous - so prosperous that your tribe has grown beyond its ability to sustain you! It is a matter of pride to collect the finest harvest for the village. Can you win the race against time and the sea, and prove that you are the best gatherer of all? No experience necessary! Family Friendly (7+) **\$1.50**
BG-SA14-16

GM: Brian Lewis

Titans of Industry

5 players **1-A**
Saturday 2p-5p Ballroom Table 305

 See description in BG-FR20-13 General Audience (13+) **\$3.00**
BG-SA15-01

GM: Puffing Billy Team

Puffing Billy: Iron Dragon/Lunar Rails/Martian Rails

12 players **1-A**
Saturday 3p-6p Ballroom Table 209-210

 Category 2. **\$3.00**
BG-SA15-02

GM: Puffing Billy Team

Puffing Billy: Rolling Freight

12 players **1-A**
Saturday 3p-6p Ballroom Table 203-205

 Category 5. **\$3.00**
BG-SA15-03

GM: Puffing Billy Team

Puffing Billy: 18XX Pot Luck

12 players **1-A**
Saturday 3p-6p Ballroom Table 207-208

 Category 3. **\$3.00**
BG-SA15-04

GM: Puffing Billy Team

Puffing Billy: China Rails/Russian Rails

12 players **1-A**
Saturday 3p-6p Ballroom Table 206

 Category 2. **\$3.00**
BG-SA15-05

GM: Keleigh Lee

Coup: Coup Learn to Play/Qualifier

12 players **1-A**
Saturday 3p-4p Ballroom Table 306

 See description in BG-FR18-06 Family Friendly (7+) **\$1.50**

Board/Card Games

BG-SA16-01 GM: Amorphous Blob Games

Alhambra

6 players **1-A**
Saturday 4p-6p **Conference D Table 1**

Employ the most suitable teams of builders and make sure you always have enough of the right currency. With their help, towers can be constructed, gardens laid out, pavilions and arcades erected, and seraglios and chambers built. Compete against your opponents to build the Alhambra. General Audience (13+) **\$1.50**

BG-SA16-02 GM: Jacob Campbell

Channel A: Channel A!

6 players **1-A**
Saturday 4p-6p **Conference E Table 6**

We're all pitchmen for an anime network and we need to appease the producer with our ideas. The catch: the producer sets the premise, and the title of the anime has to be made up of 2-4 cards from a deck of 10. If you think you can pitch while can flexing your creative muscle, come join us! General Audience **\$1.50**

BG-SA16-03 GM: Jason Shaw

Legacy: Forbidden Machines

4 players **1-A**
Saturday 4p-6p **Ballroom Table 306**

Legacy: Forbidden Machines is the expansion for Legacy: Gears of Time. Players must travel through time and build the machines they were sworn not to build: the Forbidden Machines! New mechanics are introduced that differ from the base L:GoT game. Experience with Gears of Time is suggested, but not necessary. General Audience (13+) **\$1.50**

BG-SA16-04 GM: Eric McGlohon

Misc: Various Kid-Friendly Games

8 players **1-A**
Saturday 4p-6p **Ballroom Table 301-302**

Various kid-friendly (but also adult-friendly!) games, such as Tok Tok Woodsman, Bobin' Bumblebee, Hey! That's My Fish, etc. Family Friendly (7+) **\$1.50**

BG-SA16-05

GM: Mayfair Games

The Settlers of Catan: Giant Catan

4 players **1-A**
Saturday 4p-6p **Ballroom Table 215**

Play the base game on a table-sized version! General Audience (13+) **\$1.50**

BG-SA16-06 GM: Amorphous Blob Games

Flash Point Fire Rescue

6 players **1-A**
Saturday 4p-6p **Conference D Table 7**

Play the role of a firefighter running into a burning building in this cooperative boardgame. Family Friendly (7+) **\$1.50**

BG-SA16-07 GM: Amorphous Blob Games

Lords of Waterdeep

5 players **1-A**
Saturday 4p-6p **Conference D Table 4**

Take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. Hinder - or help - the other lords by playing Intrigue cards to enact your carefully laid plans. General Audience (13+) **\$1.50**

BG-SA16-08

GM: Edward Kabara

The Manhattan Project: The Manhattan Project by Minion Games

5 players **1-A**
Saturday 4p-6p **Conference E Table 7**

The Manhattan Project makes you the leader of a great nation's atomic weapons program in a deadly race to build bigger and better bombs. You must assign your workers to multiple projects: building your bomb-making infrastructure, expending your military to protect it, or sending your spies to steal your rival's hard work! No experience necessary! General Audience **\$1.50**

BG-SA17-01

GM: Harold Tessmann III

Are You the Traitor?

10 players

1-A

Saturday 5p-7p

Ballroom Table 304

A fast game of deception and people-reading, Werewolf/Mafi-style. Players secretly get roles and their own agendas. Mutual interrogation begins. A call of "stop" ends the round and points according to your agenda are scored. New roles drawn and another round begins! General Audience (13+)

\$1.50

BG-SA18-01

GM: Puffing Billy Team

Puffing Billy: British Rails/India Rails

12 players

1-A

Saturday 6p-9p

Ballroom Table 206

Category 2.

\$3.00

BG-SA18-02

GM: Puffing Billy Team

Puffing Billy: Silverton #2

12 players

1-A

Saturday 6p-9p Ballroom Table 203-205

Category 8.

\$3.00

BG-SA18-03

GM: Puffing Billy Team

Puffing Billy: Union Pacific #3

12 players

1-A

Saturday 6p-9p Ballroom Table 209-210

Category 4.

\$3.00

BG-SA18-04

GM: Puffing Billy Team

Puffing Billy: 18XX Finals

0 players

1-A

Saturday 6p-9p Ballroom Table 207-208

Category 3. By invitation only.

Free!

BG-SA19-01

GM: Mayfair Games

The Settlers of Catan: Giant Catan

4 players

1-A

Saturday 7p-9p

Ballroom Table 215

Play the base game on a table-sized version! General Audience (13+)

\$1.50

BG-SA19-02

GM: Mayfair Games

Various: Mayfair Open Gaming

24 players

1-A

Saturday 7p-11p Ballroom Table 213-214

See description in BG-SA09-13 Family Friendly (7+)

\$1.50

BG-SA20-01

GM: Amorphous Blob Games

Carcassonne: Wheel of Fortune

6 players

1-A

Saturday 8p-10p Conference D Table 2

A mysterious wheel of fortune now determines the fate of the things in Carcassonne. The plague sends followers home and famines must be fought. In addition, players earn additional points when their knights collect taxes. A player who is in the right place at the right time can steer his or her fate in the right direction. General Audience (13+)

\$1.50

BG-SA20-02

GM: Amorphous Blob Games

Scotland Yard

6 players

1-A

Saturday 8p-10p Conference D Table 1

This detective game of dogged pursuit, clever estimation and shrewd collaboration. One player is the mysterious fugitive Mr. X who is trying to evade capture by the Yard's finest detectives; the other players are the detectives who work as a team planning all their moves together to corner Mr. X. General Audience

\$1.50

BG-SA20-03

GM: Joseph Orosz

Mansions of Madness: The Mind's Veil

5 players

1-A

Saturday 8p-12a Ballroom Table 402

Scenario from the Call of the Wild expansion, using house rules to increase the suspense and make the Keeper (which I will play) into more of a GM than a competitor. General Audience (13+)

\$3.00

Board/Card Games

BG-SA20-04 GM: Harold Tessmann III

Battlestar Galactica

7 players **1-A**
Saturday 8p-12a Ballroom Table 305

Struggle to keep humanity alive, unless your loyalty card indicates you're hidden Cylon nature! Careful observation of game actions and other player's body activity can give you hints to their loyalty. Base game, maybe with Pegasus/Cylon Leader. Game may run long depending on player treachery; we can continue if one player drops out, but not more. General Audience (13+) **\$3.00**

BG-SA20-05 GM: Pathfinder Society

Pathfinder Adventure Card Game

6 players **1-A**
Saturday 8p-12a Conference H

See description in BG-FR20-07 General Audience (13+) **\$3.00**

BG-SA20-06 GM: Jay Semerad

Apotheosis: First Look - Apotheosis Prototype

4 players **1-A**
Saturday 8p-10p Ballroom Table 301-302

See description in BG-FR20-08 General Audience (13+) **\$1.50**

BG-SA20-07 GM: Stewart Tame

Starfarers of Catan: Blast Off!

6 players **1-A**
Saturday 8p-11p Ballroom Table 401

Everybody's favorite islanders other than Gilligan take to the stars. Rocket to the outer planets and mine resources. Battle space pirates and trade with alien races to secure precious victory points. We will be using the 5-6 player expansion. General Audience (13+) **\$3.00**

BG-SA20-08 GM: Michael Cook

Formula D: Baltimore Circuit

10 players **1-A**
Saturday 8p-11p Ballroom Table 403

Push your engine to its limit, hug the curves, pass to win! Rules taught. This is Race 3 of 4

to determine the 2013 U-Con Formula D Racing Champ. Your 2 best placings will set your final standings. There will be a prize for the winner, but you must be present after final Sunday race to receive a prize. Ages 8+ Family Friendly **\$3.00**

BG-SA20-09 GM: Keleigh Lee

Coup: Coup Learn to Play/Qualifier

12 players **1-A**
Saturday 8p-9p Ballroom Table 306

See description in BG-FR18-06 Family Friendly (7+) **\$1.50**

BG-SA21-01 GM: Puffing Billy Team

Puffing Billy: Aussie Rails/China Rails

12 players **1-A**
Saturday 9p-12a Ballroom Table 209-210

Category 2. **\$3.00**

BG-SA21-02 GM: Puffing Billy Team

Puffing Billy: On the Underground

12 players **1-A**
Saturday 9p-12a Ballroom Table 207-208

Category 5. **\$3.00**

BG-SA21-03 GM: Puffing Billy Team

Puffing Billy: Empire Builder/Eurorails

12 players **1-A**
Saturday 9p-12a Ballroom Table 206

Category 2. **\$3.00**

BG-SA21-04 GM: Puffing Billy Team

Puffing Billy: Ticket to Ride #4

12 players **1-A**
Saturday 9p-12a Ballroom Table 203-205

Category 1. **\$3.00**

BG-SA21-05

GM: Moses Bisel

Talisman 2ed

6 players
1-A
Saturday 9p-1a
Ballroom Table 303

Old-school, D&D-type board game created by the people who make Warhammer 40k. General Audience (13+) **\$3.00**

BG-SA21-06

GM: Mayfair Games

The Settlers of Catan: Giant Catan

4 players
1-A
Saturday 9p-11p
Ballroom Table 216

Play the base game on a table-sized version! General Audience (13+) **\$1.50**

BG-SA21-07

GM: Nick Huston

Forbidden Desert

5 players
1-A
Saturday 9p-11p
Ballroom Table 309

Recover a legendary flying machine buried deep in the ruins of an ancient desert city. Coordinate with your teammates and use every available resource. Survive the scorching heat and relentless sandstorm. Escape before you become permanent artifacts of the forbidden desert! General Audience (13+) **\$1.50**

BG-SA21-08

GM: Keleigh Lee

Coup: Coup Learn to Play/Qualifier

12 players
1-A
Saturday 9p-10p
Ballroom Table 306

See description in BG-FR18-06 Family Friendly (7+) **\$1.50**

BG-SA22-01

GM: Amorphous Blob Games

Red Dragon Inn

12 players
1-A
Saturday 10p-12a Conference D Table 1

Don't forget to keep an eye on your Gold. If you run out, you'll have to spend the night in the stables. Oh . . . and try not to get too beaten up or too drunk. If you black out, your friends will continue the party without you . . . after they loot your body for Gold of course! The last conscious adventurer with Gold wins the game! Adults Only (18+) **\$1.50**

BG-SA22-02

GM: Amorphous Blob Games

Road Kill Rally

6 players
1-A
Saturday 10p-12a Conference D Table 2

See description in BG-FR10-01 General Audience (13+) **\$1.50**

BG-SU09-01

GM: Puffing Billy Team

Puffing Billy: Eurorails Finals

0 players
1-A
Sunday 9a-12p Ballroom Table 203-205

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

BG-SU09-02

GM: Puffing Billy Team

Puffing Billy: Ticket to Ride #5

12 players
1-A
Sunday 9a-12p Ballroom Table 209-210

Category 1. **\$3.00**

BG-SU09-03

GM: Puffing Billy Team

Puffing Billy: International Rails Finals

0 players
1-A
Sunday 9a-12p Ballroom Table 207-208

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

BG-SU09-04

GM: Puffing Billy Team

Puffing Billy: 18XX Pot Luck

12 players
1-A
Sunday 9a-12p
Ballroom Table 206

Category 3. **\$3.00**

BG-SU09-05

GM: Stewart Tame

Hamsterolle, Toc Toc Woodman,

Klondike: Dex Games Triathlon

4 players
1-A
Sunday 9a-10a
Ballroom Table 401

A trio of dexterity based games for your enjoyment. Best of three wins the event, reverting to points system in case of three way tie. Steady hands count more than analytical minds. Rules will be taught. Family Friendly (7+) **\$1.50**

Board/Card Games

BG-SU09-06

GM: Pathfinder Society

Pathfinder Adventure Card Game

6 players **1-A**
Sunday 9a-1p **Conference H**

 See description in BG-FR20-07 General Audience (13+) **\$3.00**
BG-SU09-07

GM: Nick Huston

Red Dragon Inn: Last Man Standing

20 players **1-A**
Sunday 9a-12p **Ballroom Table 309-313**

It's time to put the bragging to an end. Today, we find out who is the true Champion of the Red Dragon Inn! Tournament style game. 5 tables, each with four characters, one from each set. Winner of each table loses half of their Gold before going to the final table. Last man standing wins! Will include RDI 4 if it arrives in time. General Audience (13+) **\$3.00**

BG-SU09-08

GM: Joe Haas

Courtier

4 players **1-A**
Sunday 9a-11a **Ballroom Table 308**

Your mission is to influence key people to act at your behest. Play influence cards to gain sway over a key courtier, or play power cards to manipulate the board in your favor. Control each of the courtiers listed on a given petition, and you earn victory points for completing that request. Bonus points can be earned from cards and abilities. General Audience (13+) **\$1.50**

BG-SU10-01

GM: Mayfair Games

Pompeii

4 players **1-A**
Sunday 10a-11a **Ballroom Table 215**

A classic Mayfair game returns! Fill the city with your friends and relatives, and then flee then when the volcano erupts! Family Friendly **\$1.50**

BG-SU10-02

GM: David Miller

Zombicide: Zombicide Toxic Berserkers

6 players **1-A**
Sunday 10a-1p **Ballroom Table 303**

Using the Toxic City Mall expansion, and Prison Outbreak Expansion there may be Toxic Zombies and Berserker Zombies, plus a lot of the promo survivors to choose from to play. General Audience (13+) **\$3.00**

BG-SU11-01

GM: Amorphous Blob Games

Flash Point: Fire Rescue

6 players **1-A**
Sunday 11a-1p **Conference D Table 1**

The call comes in: "911, what is your emergency?" On the other end is a panicked response of "FIRE!" You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger. General Audience (13+) **\$1.50**

BG-SU11-02

GM: Amorphous Blob Games

Formula D: Expansion Tracks

10 players **1-A**
Sunday 11a-1p **Conference D Table 4**

Formula D transports you into the turbulent world of Formula 1. Don't lose control of the engine in the last bottleneck, master the chicane, stick to your opponent's back wheels, take advantage of the slipstream and then coolly overtake him. General Audience **\$1.50**

BG-SU11-03

GM: Harold Tessmann III

Fluxx: Fluxx Amoxx!

6 players **1-A**
Sunday 11a-1p **Ballroom Table 305**

See description in BG-FR15-05 Family Friendly (7+) **\$1.50**

BG-SU11-04

GM: Eric Castle

Galaxy Trucker: Learn to Play

4 players **1-A**
Sunday 11a-1p **Ballroom Table 306**

Come be the best galaxy trucker in the ...well, galaxy! Roll with the punches, er asteroids,

enemies, and other misfortunes, as you try to build the best spaceship, and then race them! Newbies welcome. I have both expansions, but unless people already know the game, we'll (mostly) stick with the base game. General Audience (13+) **\$1.50**

BG-SU11-05

GM: Bob Mariotti

Pandemic On the Brink

5 players
1-A
Sunday 11a-1p
Ballroom Table 307

Your team will travel across the globe, stemming the tide of infection and developing the resources you'll need to discover the cures. You must work together. The clock is ticking as outbreaks and epidemics accelerate the spread of the plague. This game will use the expansion without the bio-terrorist. It will be completely cooperative. General Audience (13+) **\$1.50**

BG-SU12-01

GM: Puffing Billy Team

Puffing Billy: Metro

12 players
1-A
Sunday 12p-3p
Ballroom Table 209-210

Category 4.

\$3.00
BG-SU12-02

GM: Puffing Billy Team

Puffing Billy: Union Pacific Finals

0 players
1-A
Sunday 12p-3p
Ballroom Table 207-208

Category 4. By invitation only.

Free!
BG-SU12-03

GM: Puffing Billy Team

Puffing Billy: Ticket to Ride Finals

0 players
1-A
Sunday 12p-3p
Ballroom Table 206

Category 1. By invitation only.

Free!
BG-SU12-04

GM: Puffing Billy Team

Puffing Billy: Settlers of America

12 players
1-A
Sunday 12p-3p
Ballroom Table 203-205

Category 5.

\$3.00
BG-SU12-05

GM: Keleigh Lee

Coup: Coup Tournament

60 players
1-A
Sunday 12p-1p
Ballroom Table 314-316

Manipulate, bribe, and deceive your way to victory in this quick-playing hidden roles game. Wil Wheaton blogged that Coup is "probably the best bluffing game I've ever played." Play Coup on Fri or Sat to qualify for this tournament. A prize will be awarded to the winner. Winners of the previous events gain free entry into this event. Family Friendly (7+) **\$1.50**

BG-SU13-01

GM: Joseph Orosz

7 Wonders: All In

21 players
1-A
Sunday 1p-4p
Ballroom Table 401

We'll play 7 Wonders with all of the generally available expansions (with maybe a couple of others thrown in). Experience with 7 Wonders wanted, but will explain the expansion rules. General Audience (13+) **\$3.00**

BG-SU13-02

GM: Andrew Nicholson

Summoner Wars: Five-for-Fighting Tournament

16 players
1-A
Sunday 1p-6p
Ballroom Table 311-313

Five-for-fighting style Tournament w/ KC Twist -- see description here: <http://www.plaidhatgames.com/images/resources/swtourneyguide.pdf> Beginners welcome -- an assortment of faction decks will be available for those without. Please bring decks, boards, dice, chess clocks if you can! General Audience (13+) **\$3.00**

BG-SU14-01

GM: Harold Tessmann III

Fluxx: The Board Game

4 players
1-A
Sunday 2p-4p
Ballroom Table 305

See description in BG-SAO9-16 Family Friendly (7+) **\$1.50**

Board/Card Games

BG-SU14-02

GM: Cheryl Orosz

Wizard

12 players **1-A**
Sunday 2p-4p **Ballroom Table 309-310**

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

BG-SU14-03

GM: Pathfinder Society

Pathfinder Adventure Card Game

6 players **1-A**
Sunday 2p-6p **Conference H**

See description in BG-FR20-07 General Audience (13+) **\$3.00**

BG-SU14-04

GM: Eric Castle

Galaxy Trucker: More Chaos

5 players **1-A**
Sunday 2p-5p **Ballroom Table 306**

You think Galaxy Trucker is too easy? Try again! We've got all kinds of ways to increase the mayhem factor! I have both expansions, and we'll take a vote on which options to use at the start (or I can select some). It should be hilarious...as you watch your ship explode! Players who have played the base game before are preferred. General Audience (13+) **\$3.00**

BG-SU14-05

GM: Michael Cook

Formula D: Buddha Circuit

10 players **1-A**
Sunday 2p-5p **Ballroom Table 403**

Push your engine to its limit, hug the curves, pass to win! Rules taught. This is Race 4 of 4 to determine the 2013 U-Con Formula D Racing Champ. Your 2 best placings will set your final standings. There will be a prize for the winner, but you must be present after final Sunday race to receive a prize. Ages 8+ Family Friend **\$3.00**

BG-SU16-01

GM: Harold Tessmann III

Are You the Traitor?

10 players **1-A**
Sunday 4p-6p **Ballroom Table 305**

See description in BG-SA17-01 General Audience (13+) **\$1.50**

BG-SU16-02

GM: Bob Mariotti

Alhambra

6 players **1-A**
Sunday 4p-6p **Ballroom Table 307**

Alhambra is a game that blends careful planning with quick thinking and the creative use of resources. SDJ 2003. Base game only. General Audience (13+) **\$1.50**

Miniatures

MN-FR16-01

GM: Linda and Dean Martelle

Fantasy Paint and Take

25 players **1-A**
Friday 4p-7p **Ballroom Table 101-106**

No experience necessary. This a fun and relaxing experience. You can choose colors for your figure as you see fit. There is no right or wrong way of painting a figure. We will help as you need or ask for it. Price per figure and supply use \$5.00, or \$3.00 if you have your own figure to paint. Sorry, no ribbons accepted. Family Friendly (7+) **\$5.00**

MN-FR17-01

GM: Rick Coen

StarBlast! (New): Hunt the Hunters

4 players **1-A**
Friday 5p-7p **Ballroom Table 404**

Two Imperial battleships have caught the Rigelian Admiral's carrier in a remote system, and they are ready for payback. But, why isn't he running? StarBlast! is a new game written by Rick Coen. Help play-test and get your names in the credits. Email rmcoen@gmail.com for preliminary copies of the rules. General Audience (13+) **\$1.50**

MN-FR18-01

GM: Joshua Linde

Firestorm Armada: War in the Shoal Zone!

12 players
1-A
Friday 6p-10p Ballroom Table 405-408

Mighty fleets battle in the depths of space. Learn to play or meet up with other players. Play the game; each game gives you one entry in a drawing for prizes provided by Spartan Games. Ships will be provided if you don't have a fleet. General Audience (13+) **\$3.00**

MN-FR21-01

GM: Jason Rutherford

Legends of Kalidasia: Through the Woods

6 players
1-A
Friday 9p-12a Ballroom Table 404

The Surakari forces continue their attack to disrupt the summit between the Heragul and the Colayth Guard. This time, the Surakari Warships are cutting seemingly random paths through the Heragul fleet in order to strike at the delegation. General Audience (13+) **\$3.00**

MN-SA09-01

GM: Amorphous Blob Games

Ogre - Designer's Edition

4 players
1-A
Saturday 9a-11a Conference D Table 6

Ogre is back, in a gigantic new designer's edition, the way it was meant to be. General Audience (13+) **\$1.50**

MN-SA09-02

GM: Jeff Przybylo

Panzer Commander: Clash of Steel

12 players
1-A
Saturday 9a-12p Ballroom Table 309-312

Panzer Commander is a home-brewed ruleset that blends the FoW system with the PC game World of Tanks, and brings it all to the tabletop! Engage in this massive armored battle where German armor clashes with Soviet tank columns. General Audience (13+) **\$3.00**

MN-SA09-03

GM: Kyle McLaughlin

Malifaux 2.0 Demo

6 players
1-A
Saturday 9a-11a Ballroom Table 105-106

Based in an alternate Earth, Malifaux uses gothic, steampunk, Victorian horror with a dose of the Wild West to inject fun and depth into the magical lawlessness of a world. Seek your fortune in this fast-paced and brutal 32mm tabletop-miniature skirmish game. Assemble your crew and stake your claim! All materials will be provided. General Audience (13+) **Free!**

MN-SA10-01

GM: Jake Hickok

Warmachine: Steamroller Tournament

40 players
1-A
Saturday 10a-7p Ballroom Table 405-424

Take on the role of an elite soldier-sorcerer known as a Warcaster. 50-point steamroller, 2 lists, character-restricted. Standard timed turns. Paint is not required but encouraged. General Audience (13+) **\$6.00**

MN-SA11-01

GM: Rick Coen

StarBlast! (New): Hunt the Hunters

4 players
1-A
Saturday 11a-1p Ballroom Table 402

Two Imperial battleships have caught the Rigelian Admiral's carrier in a remote system, and are ready for payback. But why isn't he running? StarBlast! is a new game written by Rick Coen. Help playtest, and get your names in the credits. Email rmcoen@gmail.com for preliminary copies of the rules. General Audience **\$1.50**

MN-SA11-02

GM: Amorphous Blob Games

Ogre - Designer's Edition

4 players
1-A
Saturday 11a-1p Conference D Table 7

See description in MN-SA09-01 General Audience (13+) **\$1.50**

Miniatures Games

MN-SA11-03 GM: Amorphous Blob Games

Clay-O-Rama

8 players **1-A**
Saturday 11a-1p Conference D Table 8

Players create their own "Claydonian" creatures from modeling compound, assign them powers, and move them in hand-breadths. Creatures can attack, using powers such as "The Drop" (drop your creature from 3' and see if it survives), "The Blob of Death" (if you hit, smash the creature with your fist), "Use Opponent as Missile" . . . well, you get the idea. Family Friendly (7+) **\$1.50**

MN-SA12-01 GM: Kristian Bezeau

Bushido Open Event

6 players **1-A**
Saturday 12p-3p Ballroom Table 106

Bushido is an oriental fantasy tabletop miniature battle game for two players. Each player commands a force of no more than a handful of individuals. Bushido falls into the 'skirmish game' category. A typical game takes between one and two hours to play. All materials will be provided. General Audience (13+) **Free!**

MN-SA13-01 GM: Linda and Dean Martelle

Fantasy Paint and Take

25 players **1-A**
Saturday 1p-6p Ballroom Table 101-105

See description in MN-FR16-01 Family Friendly (7+) **\$5.00**

MN-SA14-01 GM: Amorphous Blob Games

Fantasy Flight Games X-Wing: Asteroid Run

6 players **1-A**
Saturday 2p-4p Conference D Table 6

Join the Rebels or the Imperials in this fast-paced game of space combat in an asteroid field! General Audience (13+) **\$1.50**

MN-SA14-02 GM: Matthew Grace

Klash of the Kaiju: Advanced Edition

10 players **1-A**
Saturday 2p-5p Ballroom Table 201-202

Have you ever wanted to be a giant monster and destroy a city? Klash of the Kaiju: Advanced Edition allows you to do just that. A d10 system utilizing 2-4" gashapon figures of your favorite giant monsters (Godzilla, Gamera, King Kong, etc.) allows you to destroy buildings, attack each other, and try to reign supreme. General Audience (13+) **\$3.00**

MN-SA14-03 GM: Joshua Linde

Flames of War

12 players **1-A**
Saturday 2p-6p Ballroom Table 401-404

Flames Of War by Battle Front Miniatures allows you to play the battles of World War II in 15mm scale. Learn to play this exciting game and recreate the battles between the Allies and the Axis. Already familiar with Flames of War? Bring your late-war army to duel with others. Forces will be provided for those wanting to Learn Flames Of War. General Audience **\$3.00**

MN-SU10-01 GM: Joshua Linde

Warhammer 40K: Craftworld Open

30 players **1-A**
Sunday 10a-6p Ballroom Table 409-424

The 2nd Annual Craftworld Open. An 1850 point Warhammer 40,000 RT tournament. Standard force org, allies allowed. Painting is required this year: 3 color minimum. For FAQs and missions stay posted to www.craftworld-lansing.blogspot.com. Prizes and sponsors to be announced. General Audience (13+) **\$6.00**

MN-SU13-01 GM: Linda and Dean Martelle

Any Paint and Take

25 players **1-A**
Sunday 1p-4p Ballroom Table 101-106

See description in MN-FR16-01 Family Friendly (7+) **\$5.00**

MN-SU14-01

GM: Nick Huston

Star Wars: X-Wing: Return to Hoth

10 players
1-A
Sunday 2p-5p
Ballroom Table 302

The Rebel Alliance has received intel on a secret installation not on Hoth, but inside the

surrounding asteroid field. There's only one problem: so has the Empire. It's almost like someone wants to see who will claim its secrets first. Rules will be taught. Squadrons provided. Specially created event just for U-Con, not 1-on-1 battles. Family Friendly (7+) **\$3.00**

Role Playing

RP-FR15-01

GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop oo A Child Arrives

8 players
1-A
Friday 3p-7p
Conference F Table 1

Child of Prophecy - oo "A Child Arrives." This is the character creation and first adventure module for the Child of Prophecy ongoing campaign. The setting is epic fantasy with an Evil King, a Prophecy of a new good king, children who fit the prophetic description and heroes that thwart the Evil King's plans to eliminate those children. General Audience (13+) **\$3.00**

RP-FR15-02

GM: Ryan Thompson

Swords & Wizardry: Complete: Introduction To Swords & Wizardry - Tower of the Stargazer

6 players
1-A
Friday 3p-7p
Conference B Table 1

Learn the process of character creation and the basics of the Swords & Wizardry: Complete rule system, then test your new character in the Tower of the StarGazer! General Audience **\$3.00**

RP-FR15-03

GM: Ryan O'Grady

HERO System 6th Edition: Corporate Counterstrike

6 players
1-A
Friday 3p-7p
Conference B Table 2

Wuxing, Inc. would like assistance in a delicate relocation issue. One of Aztechnology's scientists would like to join a new Wuxing project - but Aztechnology surely has other ideas. Run

the shadows of the Sixth Age in this urban fantasy adventure, set in the world of Shadowrun. Adults Only (18+) **\$3.00**

RP-FR19-01

GM: Anne Stevenson

7th Sea: The Voyage of the Persephone

30 players
1-A
Friday 7p-11p
Conference A

What should have been an easy passenger run from Avalon to Montaigne turns out to be much more than the crew or guests expected. A 7th Sea live-action-roleplaying game; costumes are welcomed and encouraged! Contact the GM for more info and possible character assignments: Elaine242@gmail.com General Audience (13+) **\$3.00**

RP-FR19-02

GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop oo Town Hall

8 players
1-A
Friday 7p-11p
Conference F Table 2

The Mayor and Village Council of Westwood are at odds again. The council has voted to hand over a newborn child of prophecy to the King and the Mayor has used his veto power. The whole village is on edge. Can our heroes find a solution? This is an ongoing campaign, but some pre-gen'd characters will be available. General Audience (13+) **\$3.00**

Roleplaying Games

RP-FR19-03 GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop Chop 09 Collecting Box Tops

8 players **1-A**
Friday 7p-11p **Conference F Table 3**

The Prophetess has discovered the source of the "undead issue." She is sending out our heroes to deal with it. Oh, and while you're out, can you collect some box tops! General Audience (13+) **\$3.00**

RP-FR19-04 GM: Game Base 7 Wolverines

D20 Starship Troopers: SST27 "Take Back"

8 players **1-A**
Friday 7p-11p **Conference F Table 1**

As the civil war rages on between Planet Remus and Planet Raxis, Sicon has discovered that an industrial plant is holding captured citizens, and M.I. Sicon is sending in a small stealth team to take them back. General Audience (13+) **\$3.00**

RP-FR19-05 GM: Scott Favre

Dresden Files RPG: Party in the Woods

5 players **1-A**
Friday 7p-11p **Conference C Table 2**

A bunch of supernaturally inclined college kids head into the deep, dark forest for a Samhain party... What could possibly go wrong? Adults Only (18+) **\$3.00**

RP-FR19-07 GM: Jae Walker

Supernatural (Cortex): Dead Man's Party

6 players **1-A**
Friday 7p-11p **Conference C Table 4**

Homeless men are disappearing from the streets - but that's not the scary part. The scary part is when they show back up. Characters provided. Mature Content (18+) **\$3.00**

RP-FR19-08

GM: Leonard Balsera

Fate: Fate Track GMs Game with Lenny!

4 players **1-A**
Friday 7p-11p **Conference C Table 3**

Lenny will concoct a FAE or Fate Core game for a group of the Fate Track GMs from scratch using nothing but his formidable psychic powers, a stack of index cards, and some open-ended questions to get the ball rolling. Good times will be had by all! Must be a Fate GM to register/play. Adults Only (18+) **\$3.00**

RP-FR19-06

GM: Shane Harsch

Fate: Teddy Roosevelt & The Winter of '86

5 players **1-A**
Friday 8p-12a **Conference C Table 1**

Theodore Roosevelt, Marshal Seth Bullock, and a party of investigators seek to stop an apocalyptic winter from falling on the west. Adults Only (18+) **\$3.00**

RP-FR20-01

GM: Forest Ray

Swords & Wizardry White Box: Another Random Dungeon Crawl

6 players **1-A**
Friday 8p-11p **Conference B Table 1**

No one knows what will happen, not even the G.M. Encounters will be random. Dungeon tiles will be drawn at random and so will the monsters. I will have some Characters. We can generate some on site or bring your own first to third level character. General Audience **\$3.00**

RP-FR20-02

GM: Bjorn Arnesen

Tri-Stat dX: ReBoot-It Ralph: The Hunt

8 players **1-A**
Friday 8p-12a **Conference B Table 5**

Ever think there was more to Litwak's Turbo? Unsatisfied with the cliffhanger that ended ReBoot season 4? Take control of any of eight digital beings as they defend their universe. Keep an ear out for video game references and puns hidden in computer terms. In memory of

Hexadecimal, grab a couple of d8s and enjoy the chaos. General Audience (13+) **\$3.00**

RP-FR20-03 GM: Amorphous Blob Games

Savage Worlds: Sesame Street Cthulhu

5 players **1-A**
Friday 8p-12a **Conference D Table 5**

New for 2013! It's not so sunny 'cause the clouds are rolling in, and the air no longer smells as sweet. Everything's not A-OK on Sesame Street. Join your childhood friends from Sesame Street in this comical adult adaptation. Help save the street from the dark powers that spawned it. Mature Content **\$3.00**

RP-FR20-04 GM: Donn Stroud

LotFP/DCC: Lamentations of the Dungeon Crawl Princess

6 players **1-A**
Friday 8p-12a **Conference C Table 6**

This will be a mash up of systems with a focus on running a 0 level funnel ala DCC but with LotFP characters into a newer Lamentations of the Flame Princess module. Adults Only **\$3.00**

RP-FR20-05 GM: Patrick Brady

Tékumel: The Expedition

7 players **1-A**
Friday 8p-12a **Board Room**

The Clan of the Might of Ganga sponsor an archaeological expedition on the edges of the Empire. What could possibly go wrong? 7 pre-gens from Aristocrat to Clanless. General Audience (13+) **\$3.00**

RP-FR20-06 GM: Adam Muszkiewicz

Dungeon Crawl Classics: The Tower Out Of Time

6 players **1-A**
Friday 8p-12a **Conference C Table 5**

A mystifying tower crowned by a blinding blood-red light has appeared in the forest, arriving as a never-before-seen comet burns in the sky above. Only those heroes brave enough to confront what lurks behind the inexplicable walls of the Pharos of Scales can solve the mystery of the tower's puzzling arrival! Adults Only (18+) **\$3.00**

RP-FR20-07

GM: John Buckley

Mutant Future Customized: Annihilation Run

5 players **1-A**
Friday 8p-11p **Conference E Table 7**

Mutant Future Game with customized mutations. Pre-generated characters will be provided. Characters sign on with a scavenger named Zippo looking for an ancient installation rumored to be hidden in a nearby mountain. Objective is to break into the installation and salvage any pre-apocalyptic gear that can be found. General Audience (13+) **\$3.00**

RP-FR20-08

GM: Ian Engle

QAGS 2nd Ed: Homecoming Queen's Got a Thermonuke

6 players **1-A**
Friday 8p-12a **Conference B Table 4**

The kids at Charles Fort High School take their homecoming very seriously. Everyone's working to make sure this year's celebration is a blast nobody will forget. Some more literally than others. Can you and your gang save homecoming - and the school? General Audience **\$3.00**

RP-FR20-10

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Friday 8p-9p **Conference H**

Introductory sessions for walk-up players to learn about the Pathfinder Roleplaying Game. General Audience (13+) **Free!**

RP-FR20-11

GM: Ryan O'Grady

Fate (Nova Praxis): The Demons of New Turin

6 players **1-A**
Friday 8p-12a **Conference B Table 2**

Refugees from what was once Mars' largest mining operation are telling tales of monsters from the abandoned mine. Things are rarely what they seem in the Shadow War! Explore trans-human horror with Nova Praxis. Adults Only (18+) **\$3.00**

RP-FR20-12 GM: Amorphous Blob Games

Savage Worlds: Efa: Blood in the streets

6 players **1-A**
Friday 8p-12a **Conference D Table 3**

A series of murders and disappearances in the city have caused fear and suspicion among neighbors. Only the guard stand between terror and the good people of Efa. General Audience (13+) **\$3.00**

RP-FR21-01 GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Friday 9p-10p **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-FR22-01 GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Friday 10p-11p **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-FR23-01 GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Friday 11p-12a **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA09-01 GM: Game Base 7 Wolverines

D20 Starship Troopers: SST28 "Ghost Ship"

8 players **1-A**
Saturday 9a-1p **Conference F Table 1**

The troopers investigate a derelict ship that is drifting in a nearby nebula. General Audience (13+) **\$3.00**

RP-SA09-02 GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop 07 Guerrillas in the Mist

8 players **1-A**
Saturday 9a-1p **Conference F Table 2**

The Baron is beset by an undead horror in the north and a bandit lord to the south. By solving this problem, our heroes are allowed access to the barony to find the infant child prophesied to live there. This is an ongoing campaign, but some pre-gen characters will be available. General Audience (13+) **\$3.00**

RP-SA09-03 GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop 00 A Child Arrives

8 players **1-A**
Saturday 9a-1p **Conference F Table 3**

This is the character creation and first adventure module for the Child of Prophecy ongoing campaign. The setting is epic fantasy with an Evil King, a Prophecy of a new good king, children who fit the prophetic description and heroes that thwart the Evil King's plans to eliminate those children. General Audience (13+) **\$3.00**

RP-SA09-04 GM: David Perrin

Modified 1st edition D&D: Realms at War, A Quest of Dreams

7 players **1-A**
Saturday 9a-2p **Conference C Table 5**

Your party finds themselves guided by their dream, divine intervention, and tales of old on a quest among the land of two warring realms. The party will weave their way through dangers to seek the "HOPE"; as the "HOPE" will return order to the divided lands. General Audience (13+) **\$4.50**

RP-SA09-05 GM: Shawn Dry

Star Wars Saga d20: Swoop Bikes and Sabers

4 players **1-A**
Saturday 9a-1p **Conference C Table 3**

When Padawans on a mission in the Old Republic get caught between warring swoop bike gangs, can the young Jedi find a way to resolve

the conflict without compromising their principles? Pre-gens provided. Adults Only **\$3.00**

RP-SA09-06 GM: Krista Donnelly

Tékumel: Empire of the Petal

Throne: Fire and Memory

6 players **1-A**
Saturday 9a-1p **Board Room**

You are scholar priests of Vimuhla from the Sword of Fire clan in Bey Su. Several weeks ago, your clan patriarch summoned you to his presence. Your talents are required by the clan, he declared, and he sent you off to Tummisa. The journey gave you time to ponder: who needs linguists this badly? General Audience (13+) **\$3.00**

RP-SA09-07 GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Saturday 9a-10a **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA09-08 GM: Kelly Davis

Dungeonslayers: The Thieves of Dawnwood

5 players **1-A**
Saturday 9a-1p **Conference B Table 2**

Merchant caravans travelling the road that passes through the usually peaceful forest of Dawnwood have been beset by bandits! A member of the merchant guild is now missing. Can your heroes get to the bottom of it? DS is a fun and fast fantasy RPG! Family Friendly **\$3.00**

RP-SA09-09 GM: Amorphous Blob Games

Savage Worlds: Red Shirts to the Rescue!

6 players **1-A**
Saturday 9a-1p **Conference D Table 3**

Play as a red shirt from Star Trek the Original Series as they try to save the Captain and crew. Multiple characters will be provided, you know, in case of transport accidents, or a tribble stampede, or a phaser malfunction, or well, yeah you might get killed. General Audience (13+) **\$3.00**

RP-SA09-10 GM: Amorphous Blob Games

Pathfinder: The Eternal Winter?

6 players **1-A**
Saturday 9a-1p **Conference D Table 4**

Spend the winter in Fairbridge, they said. It's a wonderful place to visit. The inn is warm and welcoming, the ale plentiful, and the mutton cooked to perfection. Then why will this winter not end? Why is it getting colder, the drifts piling higher and higher, the wind chilling to the bone? General Audience (13+) **\$3.00**

RP-SA09-11 GM: Amorphous Blob Games

Dark Heresy 2nd Ed-Beta: A Whole New World

6 players **1-A**
Saturday 9a-1p **Conference D Table 5**

Try out the new Dark Heresy! Set in the Calaxis sector (new sector not available yet for U-Con). When the PCs are dispatched to a backwater planet in search of a missing Imperial Guard regiment, will they bite off more than they can chew? CHARACTERS PROVIDED. General Audience (13+) **\$3.00**

RP-SA09-12 GM: Jon Smejkal

Spirit of the Century: The Centuriy Club in "A Shocking Development"

6 players **1-A**
Saturday 9a-1p **Conference B Table 1**

The Centurions are tasked by President Coolidge himself to investigate Nikola Tesla's latest invention, the "Peace Ray", and its implications in a post-Great War era. General Audience (13+) **\$3.00**

RP-SA09-13 GM: Shane Harsch

Narosia: Ruins of Baradahm

5 players **1-A**
Saturday 9a-1p **Conference C Table 1**

A remote village of the northern reaches of Aetaltis is under attack by the vile Endrori. Investigating their source, you navigate into the Deeplands to uncover an ancient seat of knowledge in this action adventure. Discover the world of Narosia, powered by HERO, in

Roleplaying Games

this successful Kickstarter project. New players welcome. www.narosia.com Adults Only **\$3.00**

RP-SA09-14

GM: Scott Favre

FU: It Ain't Easy Bein' a Roadie

6 players

1-A

Saturday 9a-1p Conference C Table 2

In the world of Death Metal, there is no band bigger than Burning Murder Blood Raven. You are their roadie. Now everything has gone wrong, and you have to save the METAL! General Audience (13+) **\$3.00**

RP-SA09-15

GM: John Schippers

Ad&D 1st Ed.: Tomb of Horrors

7 players

1-A

Saturday 9a-4p Conference F Table 4

Tomb of Horrors is a famed module published in 1978. Come try your skills and luck against the inevitable crushing defeat at the ruthless hands of Acerak. Pre-gens are provided but don't get attached. The real honest and clunkily friendly rules of AD&D 1st ed will be used. General Audience (13+) **\$6.00**

RP-SA09-16

GM: Gordon Spencer

Dungeon World: Pieces and Parts

5 players

1-A

Saturday 9a-1p Conference B Table 5

Find the Gate pieces and Save the Town, Uncover a Secret, Fulfill your Destiny or whatever - we go wherever our shared story leads! Dungeon World is a rules-lite FRPG, with all the Orc-Smashing fun you Crave and None of the Fiddly Bits. No RPG experience necessary but bring your Love of the Fantastical and Desire to have Fun (and maybe some dice!). General Audience (13+) **\$3.00**

RP-SA09-17

GM: Dale Barnes

Fate: Discworld Fate: Funny Business

7 players

1-A

Saturday 9a-1p Conference B Table 4

In Ankh-Morpork, Sektober Fools Day is dreaded for jokes done around the city, and the free reign of the Fools Guild. As new members of the City Watch, you get handed the

bizarre calls. But when jokes start becoming real, something begins to smell funny in Ankh-Morpork. Humor and role-playing emphasized, knowledge of Discworld not required. General Audience (13+) **\$3.00**

RP-SA10-01

GM: Edward Owen McCauley

D20 Modern/Future: Fallout D20

6 players

1-A

Saturday 10a-2p Conference B Table 3

In the Salt Lake Wasteland, use vehicles cobbled together, avoid feral Ghouls and packs of raiders on motorcycles. The Vlastok company has a stranglehold on trade and our party are smugglers, sneaking cargo past tax men to turn a hefty profit. Pre-Gens available. General Audience (13+) **\$3.00**

RP-SA10-02

GM: John Buckley

Mutant Future Customized: Annihilation Run

5 players

1-A

Saturday 10a-1p Conference C Table 4

See description in RP-FR20-07 General Audience (13+) **\$3.00**

RP-SA10-03

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Saturday 10a-11a Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA11-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Saturday 11a-12p Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA12-01 GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Saturday 12p-1p **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA12-02 GM: Kenneth Heskett

Diceless: One Square Mile of Hell

8 players **1-A**
Saturday 12p-6p **Seminar 5**

The island hopping campaign begins with Operation Galvanic to project the US military across the Pacific to the shores of the Japanese home islands. Citizens who were transformed into Marines in the swamps of Parris Island begin their journey into legend on the blood-soaked beaches of Betio island - better known by the whole atoll's name, Tarawa. General Audience (13+) **\$4.50**

RP-SA14-01 GM: Game Base 7 Wolverines

D20 Starship Troopers: SST "Sanctuary"

20 players **1-A**
Saturday 2p-6p **Conference F Table 1-2**

This is a special event that will feature: Trooper Administration, Medals given out, Promotions, Special gear offered, and Application for Special training. There will also be a mission to complete. General Audience (13+) **\$3.00**

RP-SA14-02 GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop o8 Day of the Dead

8 players **1-A**
Saturday 2p-6p **Conference F Table 3**

Our heroes are magically transported to a land of undead to find the infant child prophesied to live there. This is an ongoing campaign with characters created in Child of Prophecy - oo, but some pre-gen characters will be available. General Audience (13+) **\$3.00**

RP-SA14-03 GM: Jacob Campbell

Apocalypse World: Apocalypse Word: Broken Homes

4 players **1-A**
Saturday 2p-4p **Conference E Table 6**

The world is on fire and you have a front row seat to watch it burn. Apocalypse World is a fast-paced, narrative roller coaster allowing you to explore the ugliness and brutality of humanity in a dead world. Resources are as dry as the cracked, sun-parched pavement. Adults Only (18+) **\$1.50**

RP-SA14-04 GM: Shawn Dry

Star Wars Saga d20: What Lies Beneath

4 players **1-A**
Saturday 2p-6p **Conference C Table 3**

As a swoop bike gang war tears an Old Republic-era city apart, can a team of Padawans and bikers unearth the secrets of an abandoned corporate medical research facility? Pre-gens provided. Adults Only (18+) **\$3.00**

RP-SA14-06 GM: Kevin Hogan

Dread: Darkness at Noon

8 players **1-A**
Saturday 2p-6p **Conference C Table 4**

Dread is a game of horror which uses the Jenga tower instead of dice as its resolution mechanism. Mature Content (18+) **\$3.00**

RP-SA14-07 GM: Adam Muszkiewicz

Dungeon Crawl Classics: To Catch A Fallen Star

6 players **1-A**
Saturday 2p-6p **Conference C Table 5**

A threat from the mists of time slowly schemes beneath the ruins of Kaj Gromsk, where adventurers have gone in search of alchemical secrets to youth and health. Facing off against the monstrous by-products of centuries of experimentation, the adventurers confront not merely the horrors of this world, but discover the alien source of their power. Adults Only (18+) **\$3.00**

Roleplaying Games

RP-SA14-08

GM: Ian Engle

QAGS 2nd Ed: Hansel and Grendel

6 players **1-A**
Saturday 2p-6p **Conference B Table 4**

Hansel, hail, and heroes hearty/ Faring far their foe to find/ Grievous Grendel, great man-glutton,/ And his dam, dark-dwelling devil./ Bring them battle, brave tale-bearers./ Lusty life and long to lead. General Audience (13+) **\$3.00**

RP-SA14-09

GM: Forest Ray

Swords & Wizardry Complete: The Invasion

6 players **1-A**
Saturday 2p-5p **Conference B Table 1**

The Republic has been at peace for years. Now an army of evil monsters and wicked men threaten the free people. Can you help save the Republic? Characters level one to three. I will have some pre-generated or generate one on site. General Audience (13+) **\$3.00**

RP-SA14-11

GM: Amorphous Blob Games

Savage Worlds: Zombie Train

6 players **1-A**
Saturday 2p-6p **Conference D Table 5**

When a train full of infected zombies hit town, it struggles to survive. Who will you draw as a character? What happens if they go down? You get another! Lots of Characters provided, all of them very humorous, and some of them somewhat competent. If you die, which you will most likely do, you get another character. General Audience (13+) **\$3.00**

RP-SA14-12

GM: Amorphous Blob Games

Black Crusade: Walk in the Park

6 players **1-A**
Saturday 2p-6p **Conference D Table 3**

Your merry little warband is looking for a place to rest, let off some steam, and have a grand old time. Ooo, look! It's a pretty little valley nestled in the mountains, complete with a village and stream. Why, it looks like one of those postcards you heard about. Maybe you can spread them the word of the lord of change! Mature Content (18+) **\$3.00**

RP-SA14-13

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Saturday 2p-3p **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA14-14

GM: Kelly Davis

Dungeonslayers: The Wizard of Lom-Tranar

5 players **1-A**
Saturday 2p-6p **Conference B Table 2**

Orcs, goblins and trolls have been raiding merchant caravans and small villages in an area long free from such troubles. Perhaps the old adventurer Wizard of Lom-Tranar has an idea. The heroes head out to seek his sagely advice. DS is a simple and fast RPG you will love! Family Friendly (7+) **\$3.00**

RP-SA14-15

GM: Amorphous Blob Games

Fate Accelerated: Falling Skies: Detroit

5 players **1-A**
Saturday 2p-6p **Conference C Table 7**

Your small group of survivors has lived in the wilderness since the invasion. You've been able to avoid the attention of the aliens so far. That's about to change. Adults Only (18+) **\$3.00**

RP-SA14-16

GM: Scott Favre

Legend of the Five Rings 4th Ed: Questions of Duty and Honor

5 players **1-A**
Saturday 2p-8p **Conference C Table 2**

Empress Iweko tasks a small group of still-honorable samurai with a secret mission which will lead them into the heart of a dark conspiracy to destroy the soul of Rokugan. Adults Only **\$4.50**

RP-SA14-17

GM: Anne Moore

PlotLuck: The Plot's Afoot

20 players **1-A**
Saturday 2p-6p **Conference A**

On the third day of the America By Night promotional tour, the tour bus has broken down, and those on the tour have sought refuge for

the duration in a nearby mansion. General Audience (13+) **\$3.00**

RP-SA14-18

GM: Brett Slocum

GURPS Lite: Where in Sarku's Cold Wormy Hell Are We?

8 players

1-A

Saturday 2p-6p

Board Room

What do you do when you have no idea where you are? How do you get back to where you belong? Find out as personnel from the temple of Gruganu get lost underground and emerge in a distant land. Part of the Tékumel Track. General Audience (13+) **\$3.00**

RP-SA14-19

GM: Ryan O'Grady

HERO System 6th Edition: Corporate Counterstrike

5 players

1-A

Saturday 2p-6p Conference C Table 6

See description in RP-FR15-03 Adults Or **\$3.00**

RP-SA15-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Saturday 3p-4p

Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA16-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Saturday 4p-5p

Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA17-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Saturday 5p-6p

Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA19-01

GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop A Day in Avalon

20 players

1-A

Saturday 7p-11p Conference F Table 1-3

Child of Prophecy ongoing campaign. Players with characters created in ChoP 00 can shop at the market for magical items, partake in a tournament to pull the sword from the stone, and adventure with the Fey. This event requires an approved character from the Child of Prophecy campaign. General Audience **\$3.00**

RP-SA19-02

GM: Shane Harsch

Narosia: Village of Gillkas

5 players

1-A

Saturday 7p-11p Conference C Table 1

On your way home from your latest adventure, a simple stop at the Lodge of the Lusty Lass in a quiet village goes suddenly, elementally, wrong. What evil could it be? Old-school meets new-school in this twist on a classic. Discover the world of Narosia, powered by HERO, in this successful Kickstarter project. New players welcome. www.narosia.com Adults Only **\$3.00**

RP-SA19-03

GM: Ryan Thompson

Swords & Wizardry/Arduin Grimoire: Tempus Gelidum

8 players

1-A

Saturday 7p-11p Conference B Table 5

In this weird fantasy, a black steel spire protrudes from the sands of a desolate desert. Frozen in time, the spire is rumored to be the entrance into an ancient bastion of a long dead empire and filled with treasures. With that in mind, you set off across the desert. Pre-gens provided will have a random addition from the Arduin Trilogy. General Audience (13+) **\$3.00**

RP-SA20-01

GM: Bjorn Arnesen

D&D 3.5/BESM d20: Project A-ko: Test of Darkness

9 players

1-A

Saturday 8p-12a Conference B Table 1

What if Graviton City, Japan had been destroyed in 1914? If the prophecy in Project A-ko:

Roleplaying Games

Final actually was about C-ko? If the entire multiverse were about to come to an end in 1933? Will the girls change fate, or are they doomed to a last stand at the end of all things? Funny is more important than fair. Nine series characters provided. General Audience (13+) **\$3.00**

RP-SA20-02

GM: Ian Engle

QAGS 2nd Ed: Grimpunk

6 players

1-A

Saturday 8p-12a Conference B Table 4

In an evil corporate-controlled fairy-tale future, happily-ever-after isn't quite what it used to be--and getting there is even more challenging. Well, Mr. Andersen would like to help you with that, and all you have to do is a little job for him. General Audience (13+) **\$3.00**

RP-SA20-04

GM: Edward Owen McCauley

D20 Modern/Future: Fallout D20

6 players

1-A

Saturday 8p-12a Conference B Table 2

In the Salt Lake Wasteland, use vehicles cobbled together, avoid feral Ghouls and packs of raiders on motorcycles. The Vlastok company has a stranglehold on trade and our party are smugglers, sneaking cargo past tax men to turn a hefty profit. Pre-gens available. General Audience (13+) **\$3.00**

RP-SA20-05

GM: Brett Slocum

GURPS Lite: Rumble in Jakalla

8 players

1-A

Saturday 8p-12a Board Room

Jakalla, The City Half as Old as the World, is rocked by an earthquake and the members of the Broken Reed Clan must deal with the aftermath. Part of the Téकुmel Track. General Audience (13+) **\$3.00**

RP-SA20-06

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Saturday 8p-9p Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA20-07

GM: Amorphous Blob Games

Fate Accelerated: Next on People's Court

5 players

1-A

Saturday 8p-12a Conference C Table 7

Your roving party of adventurers has just eradicated a den of goblins. You've celebrated the night away with the haul you were able to attain. This might be a nice place to base another foray into the monster territories. But this is not the typical frontier settlement. Mature Content (18+) **\$3.00**

RP-SA20-08

GM: Amorphous Blob Games

Savage Worlds: Judge Dredd Helps Barney the Dinosaur

6 players

1-A

Saturday 8p-12a Conference D Table 3

Mega-City One, where life is tough. It just got a bit tougher, when one of the newest re-releases on television (a show about a singing dinosaur) comes to life. Can Dredd get the dinosaur and his helpful friends back into the TV before Mega-City One is screaming for the "I Love you" song? Characters provided. General Audience (13+) **\$3.00**

RP-SA20-09

GM: John Till

Fate Accelerated Edition: Project Generations

5 players

1-A

Saturday 8p-12a Conference C Table 5

Create a generation ship setting and go for an adventure together with the author of Modiphius Entertainment's forthcoming Project Generations series of FATE SF games! General Audience (13+) **\$3.00**

RP-SA20-10

GM: Matthias Weeks

Dungeon Crawl Classics: The Eye of Obitu-Que

6 players

1-A

Saturday 8p-12a Conference E Table 7

It cannot be a good thing to be personally summoned by King Alric, especially at the point of pike! Bring your Zocchi dice and join the

band! Characters will be provided, several may perish! General Audience (13+) **\$3.00**

RP-SA20-11

GM: Aron Zell

Sea of Stars: Sea of Stars 4952 Delta

6 players **1-A**

Saturday 8p-12a Conference C Table 4

Sea of Stars is a new game that is being developed by Red Baron Games. This event is a preview event. Play the system before it is available to buy. You're a member of the OSX Survey Corps. All seems to be going well until your group finds a hidden structure. 4952 never developed intelligent life. So what is it doing here and who built it? General Audience **\$3.00**

RP-SA20-12

GM: Amorphous Blob Games

Savage Worlds: Efa: Blood in the streets

6 players **1-A**

Saturday 8p-12a Conference D Table 4

See description in RP-FR20-12 General Audience (13+) **\$3.00**

RP-SA20-13

GM: Jeffrey Fuller

Dresden Files: Cleansing Fire

6 players **1-A**

Saturday 8p-12a Conference C Table 6

Baltimore is a smoking crater. The White Council is dead. Now what? General Audience **\$3.00**

RP-SA20-14

GM: William Geiger

Hero System 5th edition revised:

Feng Shui Champions: Sons of the Dragon

7 players **1-A**

Saturday 8p-12a Conference C Table 3

You are one of several martial artists emerging to avenge the mysterious death of the man you all once trained with: Bruce Lee. OK, not our Bruce Lee, but his year 69 CE counterpart, Xi-along. Feng Shui, Shaw Brothers, and Detective Dee in a blender. Wild Martial Arts for the curious. <http://games.groups.yahoo.com/group/SonsOfTheDragon/> General Audience **\$3.00**

RP-SA21-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**

Saturday 9p-10p Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA22-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**

Saturday 10p-11p Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SA23-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**

Saturday 11p-12a Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU09-01

GM: Game Base 7 Wolverines

D20 Starship Troopers: SST29 "Ice Station"

8 players **1-A**

Sunday 9a-1p Conference F Table 1

Planet Zebra 9 has a research station that has lost contact. Troopers are sent to investigate. General Audience (13+) **\$3.00**

RP-SU09-02

GM: Game Base 7 Wolverines

Pathfinder Core Book: Chop 10 Bring Out Your dead

8 players **1-A**

Sunday 9a-1p Conference F Table 3

The Prophetess has devised a plan to clear out the undead and restore the rightful rulers of the land. All our heroes need to do is follow the plan. This is an ongoing campaign, but some pre-gen characters will be available. General Audience (13+) **\$3.00**

RP-SU09-03

GM: Roger Edge

Fate/FAE: Madness in the Mountains of Alterria

6 players **1-A**
Sunday 9a-1p **Conference C Table 5**

When a radio tower in the mountains strangely goes silent, it's up to your team to investigate. The mystery deepens when you arrive and find that things may not be as they seem. Alterria is a Dieselpunk Horror setting in an alternate world that's a mix of the 1920s/30s and Ancient Rome. Think Tintin meets Cthulhu with Legionnaires & airships! Adults Only (18+) **\$3.00**

RP-SU09-04

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Sunday 9a-10a **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU09-05

GM: Shane Harsch

Fate Accelerated: Sally Slick vs. The Steel Syndicate

5 players **1-A**
Sunday 9a-1p **Conference C Table 1**

Good girls in 1914 don't go off in search of adventure! But, between her brother and her wannabe hero/friend Jet Black, Sally will risk everything to protect the people she loves. Based on the novels by Carrie Harris, this adventure is ideal for teen players new to gaming, as well as fans of Pulp Fantasy. Family Friendly (7+) **\$3.00**

RP-SU09-06

GM: Gordon Spencer

Dungeon World: Pieces and Parts

5 players **1-A**
Sunday 9a-1p **Conference B Table 3**

See description in RP-SA09-16 General Audience (13+) **\$3.00**

RP-SU09-07

GM: James Tordiff

Fate: The Whispering Tomb in Her Majesty's Name

5 players **1-A**
Sunday 9a-1p **Conference B Table 1**

Dr. Carter of the Society of Antiquarians invites his colleagues and representatives of her Majesty to his most recent discovery. Come join him as he unveils the mysteries of the Whispering Tomb! The doctor would also like to assure all, that there will not be a repeat of the unfortunate Blackstone incident. General Audience (13+) **\$3.00**

RP-SU09-08

GM: Jeffrey Fuller

Fate Core: Oath of Steel

6 players **1-A**
Sunday 9a-1p **Conference B Table 2**

I swear to defend the Nations of the Spire against all enemies; that I will bear true faith and allegiance; that I take this obligation freely, without reservation; and that I will faithfully discharge the duties of Champion knowing that I will endure, be burned, be bound, be beaten, and be killed by the sword in service of this oath. General Audience (13+) **\$3.00**

RP-SU10-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Sunday 10a-11a **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU10-02

GM: John Till

Fate Core: Lord Ksarul's Broken Labyrinth

6 players **1-A**
Sunday 10a-2p **Board Room**

A party of masons and priests must go into the Underworld to discover why the temple walls are collapsing! Experience both Tékumel AND FATE Core: two great things that go together! General Audience (13+) **\$3.00**

RP-SU10-03

GM: Jeannette Quirk

Windmill Game Co.'s Tokyo Masks: Legion of Monsters: The Day After

8 players **1-A**
Sunday 10a-1p **Conference B Table 4**

As a classic movie monster, you understand that it's the human's job to thwart you. You rampage through a city, they bring out the nukes, you go back to your lair. It's a time honored cycle but now they have overstepped their bounds. They have gone too far. It's time to take off the kid gloves and show them what monsters are really made of. General Audience (13+) **\$3.00**

RP-SU11-01

GM: David A. Spitzley

Fiasco: It's A Fiasco

4 players **1-A**
Sunday 11a-2p **Conference C Table 6**

As seen on Wil Wheaton's Tabletop! If you like the Cohen Brothers or Tarantino, this is the game for you. Whether suburban schemer, underworld ne'er-do-well, or nice guy in over your head, just know that nothing is going to work out quite how you hoped. I'll provide the Sharpies, dice and notecards, you bring the bathos. Adults Only (18+) **\$3.00**

RP-SU11-02

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Sunday 11a-12p **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU12-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Sunday 12p-1p **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU12-02

GM: Patrick Brady

Diceless: Hailstone

7 players **1-A**
Sunday 12p-6p **Conference C Table 4**

A small unit of Marines will land in occupied Nazi-occupied Norway and stage an attack that will be heard in Berlin. This is Operation : HAILSTONE, an actual Royal Marine Commando raid from WW2. All of the characters including the playable characters are real historical figures. Adults Only (18+) **\$4.50**

RP-SU13-01

GM: Ryan Thompson

Swords & Wizardry: Complete: Palace of the Vampire Queen

8 players **1-A**
Sunday 1p-6p **Conference B Table 5**

Swords & Wizardry is a "clone" of the original rules of the first role playing game by TSR. Palace of the Vampire Queen is the first module for said game ever produced, published by Wee Warriors long before TSR published its own modules. Come try your hand using Swords & Wizardry: Complete to take on the First Module. Pre-gens provided. General Audience (13+) **\$3.00**

RP-SU14-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players **1-A**
Sunday 2p-3p **Conference H**

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU14-02

GM: Krista Donnelly

Tékumel: Empire of the Petal Throne: Guilt and Innocence

6 players **1-A**
Sunday 2p-6p **Board Room**

When a clan elder dies, it's a time for grief and an opportunity for change. When a clan elder dies in your presence, it's a shocking experience. When he was healthy and vigorous before being in your presence, it's downright suspicious. What are you going to do? General Audience (13+) **\$3.00**

Roleplaying Games

RP-SU14-03

GM: Shane Harsch

Fate: Narosia: Village of Gillkas

5 players

1-A

Sunday 2p-6p

Conference C Table 1

On your way home from your latest adventure, a simple stop at the Lodge of the Lusty Lass in a quiet village goes suddenly, elementally, wrong. What evil could it be? Old-school meets new-school in this twist on a classic. Discover the world of Narosia, in this successful Kickstarter project. New players welcome. www.narosia.com Adults Only (18+) **\$3.00**

RP-SU14-04

GM: Jacob Campbell

Apocalypse World: Apocalypse

Word: Broken Homes

4 players

1-A

Sunday 2p-4p

Conference E Table 6

See description in RP-SA14-03 Adults On **\$1.50**

RP-SU14-05

GM: Dale Barnes

Hero System 6ed: Dresden by

Gaslight: Dead Line

7 players

1-A

Sunday 2p-6p

Conference B Table 1

The gaslit streets of Victorian London hide horrors and mysteries of the Old World mythos. The Venatori Umbrorum are the investigators of what goes bump in the nights of 1888, and your team is the one that gets the hard cases - sorcerers, trolls, or worse. Magic and monsters in 19th century England, set in the world of the Dresden Files. General Audience (13+) **\$3.00**

RP-SU14-06

GM: Sean Howard

Spirit of the Century: Remington Starhammer and Esoteric

Secrets of the Siberian Moon Monks

6 players

1-A

Sunday 2p-6p

Conference B Table 2

Goaded by their evil masters, the evil anti-Leninist Siberian Monks have kidnapped Jack Starr and his Starr Rocket, in order to create the Siberian Moon base! The arch nemesis of these Monks Remington Starhammer, Jack's genius daughter Suzie Starr, and several of the

Century club have sworn to pursue him and rescue the scientist. General Audience **\$3.00**

RP-SU14-07

GM: Roger Edge

Fate/FAE: Madness in the Mountains of Alterria

6 players

1-A

Sunday 2p-6p

Conference C Table 5

When a radio tower in the mountains strangely goes silent, it's up to your team to investigate. The mystery deepens when you arrive and find that things may not be as they seem. Alterria is a Dieselpunk Horror setting in an alternate world that's a mix of the 1920s/30s and Ancient Rome. Think Tintin meets Cthulhu with legionnaires & airships! Adults Only (18+) **\$3.00**

RP-SU15-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Sunday 3p-4p

Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU15-02

GM: David A. Spitzley

Fiasco: It's Another Fiasco!

4 players

1-A

Sunday 3p-6p

Conference C Table 6

See description in RP-SU11-01 Adults On **\$3.00**

RP-SU16-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Sunday 4p-5p

Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

RP-SU17-01

GM: Pathfinder Society

Pathfinder RPG: Goblin Attacks, Beginner Box Bash

6 players

1-A

Sunday 5p-6p

Conference H

See description in RP-FR20-10 General Audience (13+) **Free!**

Living Campaign

LC-FR10-01

GM: Pathfinder Society

Pathfinder RPG: Thornkeep: The Accursed Halls

6 players

1-A

Friday 10a-2p

Conference H

Levels 1-2. Buried beneath the castle of Thornkeep lie strange passages and chambers that once belonged to a cruel Azlanti wizard of eons past. Goblins have begun excavating in hopes of finding a lost goblin artifact, though their constant battles with the undead that haunt these corridors has left them blind to the dungeon's other myriad wonders. General Audience **\$3.00**

LC-FR10-02

GM: Pathfinder Society

Pathfinder RPG: #3-09: The Quest for Perfection - Part I: The Edge of Heaven

6 players

1-A

Friday 10a-2p

Conference H

For Levels 1-5. In Tian Xia, PCs are sent into the mountains (Wall of Heaven) to an Iroran monastery in search of a relic to ensure victory in the Ruby Phoenix Tournament. Though "unused", the monastery is not devoid of danger, and the PCs soon discover that they aren't merely retrieving an ancient artifact.. General Audience (13+) **\$3.00**

LC-FR10-03

GM: Pathfinder Society

Pathfinder RPG: #4-EX: Day of the Demon

6 players

1-A

Friday 10a-2p

Conference H

For Levels 3-7. The Blakros family has come into possession of an old manor house in the imperial nation of Cheliax. The Pathfinder's task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. General Audience (13+) **\$3.00**

LC-FR10-04

GM: Pathfinder Society

Pathfinder RPG: #4-22: Glories of the Past-Part I: Halls of Dwarven Lore

6 players

1-A

Friday 10a-2p

Conference H

Levels 5-9. PCs have been invited to assist in the excavation of a forgotten ruin within the large underground complex. But the ruins under Janderhoff aren't the end of the PCs; rather they illuminate a treacherous path ahead. General Audience (13+) **\$3.00**

LC-FR10-05

GM: Pathfinder Society

Pathfinder RPG: #20: King Xeros of Old Azlant

6 players

1-A

Friday 10a-2p

Conference H

Levels 7-11. Panic grips Absalom when a huge crystalline sailing vessel appears suddenly in the harbor. Identified as the King Xeros of Old Azlant, the ship presents a great opportunity. PC's are sent to explore and report back. Only, what you find isn't an empty vessel, but a sinister ship with a vile intent. **\$3.00**

LC-FR14-01

GM: Pathfinder Society

Pathfinder RPG: Thornkeep: The Forgotten Laboratory

6 players

1-A

Friday 2p-6p

Conference H

For Levels 2-4. The goblins of the upper dungeon have taken some trinkets from the ancient laboratory beneath them. Stranger still, someone appears to be using the ancient equipment.. General Audience (13+) **\$3.00**

LC-FR14-02

GM: Pathfinder Society

Pathfinder RPG: #3-11: The Quest for Perfection-Part II: On Hostile Waters

6 players

1-A

Friday 2p-6p

Conference H

For Levels 1-5. With an ancient Iroran relic in hand, PCs must make a long river voyage to

Living Campaigns

Shokuro to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces to the north or the powerful armies to the south, the PC's journey will be anything but a pleasure cruise. General Audience (13+) **\$3.00**

LC-FR14-03

GM: Pathfinder Society

Pathfinder RPG: Module: From Shore to Sea Pt. 1

6 players **1-A**
Friday 2p-6p **Conference H**

Levels 5-7. The deep waters of the Hellmouth Gulf have long concealed ancient mysteries. The remote coastal village of Blackcove has accidentally awoken a slumbering horror. Strange creatures now venture from beneath the waves to steal townsfolk away in the dark of night. Ticket includes both Parts 1 and 2. General Audience (13+) **\$6.00**

LC-FR14-04

GM: Pathfinder Society

Pathfinder RPG: #4-24: Glories of the Past-Part II: The Price of Friendship

6 players **1-A**
Friday 2p-6p **Conference H**

Levels 5-9. The Pathfinder Society has discovered the hint of a monumental revelation, but in order to confirm their find, they must send a team of agents into the dangerous and unwelcoming orc-ruled Hold of Belkzen. The Decemvirate urges caution thus, a team of Pathfinders must seek out a guide in the Varisian orc city of Urglin. General Audience (13+) **\$3.00**

LC-FR14-05

GM: Pathfinder Society

Pathfinder RPG: #40: Hall of Drunken Heroes

6 players **1-A**
Friday 2p-6p **Conference H**

Levels 7-11. Something is afoot at Cayden's Hall, the carousing temple-pub. Pathfinder agent Osprey and his demonologist companion send you to investigate a trail of murders that led Osprey to Cayden's Hall. The demonologist see clues that denizens of the Abyss are involved. It's up to you to find out what demons want

with the Drunken Hero's largest temple. General Audience (13+) **\$3.00**

LC-FR20-01

GM: Living Arcanis

Legends of Arcanis: HP 2-4 Visions of Lives Past

14 players **1-A**
Friday 8p-12a **Conference E Table 1**

The appearance of an Elorii suffering from some sort of mental break leads the Heroes to explore the hidden depths of the First City as well as the past. General Audience (13+) **\$3.00**

LC-FR20-02

GM: Living Arcanis

Witch Hunter: HP 1-01 Bedlam

7 players **1-A**
Friday 8p-12a **Conference E Table 2**

The Witch Hunters investigate what caused one of their own to lose his mind on his last mission. In the process, they discover that Bedlam itself has a darker secret and that the two may be connected. General Audience (13+) **\$3.00**

LC-FR20-03

GM: Living Arcanis

Legends of Arcanis: Open Library and Intro Adventures

7 players **1-A**
Friday 8p-12a **Conference E Table 3-4**

Enter the immersive world of Legends of Arcanis! You play Heroes, adventuring in the Shattered Empires. If you are new to us, introductory modules and pre-generated characters are available. General Audience (13+) **\$3.00**

LC-FR20-04

GM: Pathfinder Society

Pathfinder RPG: #5-01: The Glass River Rescue

6 players **1-A**
Friday 8p-12a **Conference H**

For Levels 1-5. A Pathfinder leading a Dwarven diplomatic envoy has gone missing, and the balance of power in a time of war hangs on her rescue. Divinations indicate the agent was waylaid in Razmiran. Now it falls to the party to enter Razmiran, locate the missing Pathfinder and the Dwarven diplomats, and escape with their lives. General Audience (13+) **\$3.00**

LC-FR20-05 GM: Pathfinder Society

Pathfinder RPG: #4-07: Severing Ties

6 players **1-A**
Friday 8p-12a **Conference H**

For Levels 1-5. An Aspis Consortium base in Riddleport has been discovered and PCs were sent to infiltrate the rival cell. After proving their value by carrying out a number of tasks throughout the City of Cyphers, the PCs can learn the location of one of the consortium's local allies and ensure that the support the Aspis Consortium is counting on from their friends won't come. General Audience (1) **\$3.00**

LC-FR20-06 GM: Pathfinder Society

Pathfinder RPG: #4-11: The Disappeared

6 players **1-A**
Friday 8p-12a **Conference H**

A Pathfinder Society Scenario designed for Levels 1-5. A powerful ally of the Pathfinder Society has disappeared, and no one but the Pathfinders even remembers that she ever existed. Can the PCs discover the fate of their missing associate, or will all memory of her be erased completely from history? General Audience (13+) **\$3.00**

LC-FR20-07 GM: Pathfinder Society

Pathfinder RPG: #3-01: The Frostfur Captives

6 players **1-A**
Friday 8p-12a **Conference H**

A Pathfinder Society Scenario designed for Levels 1-5. Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves. General Audience (13+) **\$3.00**

LC-FR20-08 GM: Pathfinder Society

Pathfinder RPG: #3-13: The Quest for Perfection-Part III: Defenders of Nesting Swallow

6 players **1-A**
Friday 8p-12a **Conference H**

Levels 1-5. As the PCs approach the village of Nesting Swallow, they find it besieged by a gang of tengu bandits. The PCs must repulse the attackers, train the villagers, augment their defenses, and ultimately face off against the bandit's charge. General Audience (13+) **\$3.00**

LC-FR20-09 GM: Pathfinder Society

Pathfinder RPG: #23: Tide of Morning

6 players **1-A**
Friday 8p-12a **Conference H**

Levels 1-5. A Venture-Captain sends you to convince an Andoren druid to allow the study of his recently discovered lorestone. When you arrive and find the druid murdered, you must race against time to recover the lorestone and stop Hemzel's murderers from using it against the druids of Andoran. General Audience **\$3.00**

LC-FR20-10 GM: Pathfinder Society

Pathfinder RPG: Module: From Shore to Sea Pt. 2

0 players **1-A**
Friday 8p-12a **Conference H**

See Part 1 for description. Part 2 included with purchase of Part 1. General Audience (13) **Free!**

LC-FR20-11 GM: Pathfinder Society

Pathfinder RPG: #4-08: The Cultist's Kiss

6 players **1-A**
Friday 8p-12a **Conference H**

For Levels 7-11. An active cell of the cult of Lis-sala, ancient goddess of runes and obedience, has been discovered in Palin's Cove. Seeking a chance to learn, PCs travel to the seaside settlement to uncover the secret coven and infiltrate its services in the guise of prospective converts. General Audience (13+) **\$3.00**

Living Campaigns

LC-FR20-12

GM: Pathfinder Society

Pathfinder RPG: Thornkeep: The Enigma Vaults

6 players

1-A

Friday 8p-12a

Conference H

Levels 3-5. In ages past, the mad wizard who dwelt here collected many strange items that he put on display in a place called the Enigma Vaults. When thieves made their way into the Vaults, they released something monstrous. Now they serve as its thralls.. General Audience (13+) **\$3.00**

LC-FR20-13

GM: Pathfinder Society

Pathfinder RPG: Bonekeep Part 1

6 players

1-A

Friday 8p-12a

Conference H

For Levels 3-7. An enemy of the Society recently found a dungeon in an ancient siege fortress and attempted to convert it to his own use. He failed. Some Pathfinders later encountered disaster while scouting out the entrance. You must explore the 1st level to determine what attacked your comrades and whatever dark power remains. General Audience (13+) **\$3.00**

LC-FR20-14

GM: Pathfinder Society

Pathfinder RPG: #5-06: You Have What You Hold

6 players

1-A

Friday 8p-12a

Conference H

For levels 3-7. As an act of retribution, an enemy of the Society hires river pirates to waylay Pathfinder boats bound for Mendev. Unless the Pathfinders can put an end to their piracy, the raids may spell the doom of the Society's ambitions to the north. General Audience (13+) **\$3.00**

LC-FR20-15

GM: Pathfinder Society

Pathfinder RPG: #4-25: Glories of the Past-Part III: The Secrets Stones Keep

6 players

1-A

Friday 8p-12a

Conference H

Levels 5-9. In the Hold of Belkzen lies the ruins of the ancient dwarven Sky Citadel of Koldurkar. Here awaits the confirmation of the loca-

tion of one of the lost Sky Citadels, built by the dwarves in their earliest days. But reaching their destination won't be easy, and only the most skilled will survive Urgir and the terrors guarding the dwarves' long-abandoned secrets. General Audience (13+) **\$3.00**

LC-FR20-16

GM: Pathfinder Society

Pathfinder RPG: #4-17: Tower of the Ironwood Watch

6 players

1-A

Friday 8p-12a

Conference H

For Levels 5-9. On the edge of Varisia's Mierani Forest stands the ruins of an ancient guard-tower. Just as the elves fled Golarion to avoid the destruction of Earthfall, they left behind the Tower of the Ironwood Watch. Exploring the Tower could prove more dangerous than anyone anticipates. General Audience (13+) **\$3.00**

LC-FR20-17

GM: Pathfinder Society

Pathfinder RPG: #2-12: Below the Silver Tarn

6 players

1-A

Friday 8p-12a

Conference H

For Levels 7-11. In the rural Menador Mountains, the PCs find themselves in a fog-enshrouded mining town facing a terrible fate. The lake of Silver Tarn is reaching out with strange abominations of the deep to siphon the souls of the stubborn populace, the lake hopes to release a powerful fiend bound centuries earlier by Arodenite clerics. General Audience (13+) **\$3.00**

LC-FR20-18

GM: Will Thompson

Pathfinder RPG: The Crime Ring (Return of the Annunaki, Level 1) - Part 1

7 players

1-A

Friday 8p-12a

Conference E Table 6

This adventure is set in Tian Xia, the Dragon Empires. A dangerous criminal group has come to town, and you have been deputized by the local guard to protect against their attacks. Part 1 of 18 in a fan-created adventure arc; singular adventure module. Psionics-friendly campaign. General Audience (13+) **\$3.00**

LC-SA09-01

GM: Living Arcanis

Witch Hunter: HP 1-02 The Lost Child

7 players

1-A

Saturday 9a-1p Conference E Table 2

Following clues as to a mother/child that went missing from Bedlam over 10 years ago, the Witch Hunters cross paths with a cult of diabolists sacrificing children. General Audience **\$3.00**

LC-SA09-02

GM: Living Arcanis

Legends of Arcanis: Open Library and Intro Adventures

7 players

1-A

Saturday 9a-1p Conference E Table 3-4

Enter the immersive world of Legends of Arcanis! You play Heroes, traveling through the world of the Shattered Empires. If you are new to us, introductory modules and pre-generated characters are available. General Audience (13+) **\$3.00**

LC-SA09-03

GM: Living Arcanis

Legends of Arcanis: Long March Dark Coda Part 1

7 players

1-A

Saturday 9a-1p Conference E Table 1

Soft Point Premiere. A bard of consummate skill has been offered a unique opportunity: travel to the Necropolis of Ventaka and join the order of the Black Chanters. But the journey through Canceri is wrought with trials and dangers that are far more terrifying than living in the City of the Dead. General Audience **\$3.00**

LC-SA09-04

GM: Pathfinder Society

Pathfinder RPG: #5-01: The Glass River Rescue

6 players

1-A

Saturday 9a-1p Conference H

See description in LC-FR20-04 General Audience (13+) **\$3.00**

LC-SA09-05

GM: Pathfinder Society

Pathfinder RPG: #4-19: The Night March of Kalkamedes

6 players

1-A

Saturday 9a-1p Conference H

For Levels 1-5. A veteran Pathfinder has begun sleepwalking in the same direction each night. He awakens injured and lost in the wilderness, never reaching the mysterious destination. It falls to a team of Pathfinders to escort the sleepwalker and uncover the true nature of the strange phenomenon overtaking Kalkamedes's dreams. General Audience (13+) **\$3.00**

LC-SA09-06

GM: Pathfinder Society

Pathfinder RPG: #4-11: The Disappeared

6 players

1-A

Saturday 9a-1p Conference H Table
Conference H52

See description in LC-FR20-06 General Audience (13+) **\$3.00**

LC-SA09-07

GM: Pathfinder Society

Pathfinder RPG: #3-21 The Temple of Empyrean Enlightenment

6 players

1-A

Saturday 9a-1p Conference H

A Pathfinder Society Scenario designed for Levels 1-5. In order to learn about the esoteric faith of the Empyrean Lord Korada, the PCs are sent by the Pathfinder Society to explore an abandoned aasimar temple to a benevolent deity. But what they find there is anything but an opportunity for peaceful reflection and enlightenment. General Audience (13+) **\$3.00**

LC-SA09-08

GM: Pathfinder Society

Pathfinder RPG: #3-05: Tide of Twilight

6 players

1-A

Saturday 9a-1p Conference H

For Levels 1-5. In researching a recently recovered druidic lorestone, the Pathfinder Society learns of a powerful artifact with the power to turn men into bestial abominations. Amid

Living Campaigns

claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it. General Audience (13+) **\$3.00**

LC-SA09-09 GM: Pathfinder Society

Pathfinder RPG: #1: Silent Tide

6 players **1-A**
Saturday 9a-1p **Conference H**

For Levels 1-5. With reports of strange, misty undead in Absalom, Pathfinders are dispatched to the notorious district of Puddles. But, Puddles's dangerous denizens are the least of your worries. The night's tide brings an ancient armada and you are the only ones preventing Absalom's utter oblivion. General Audience (13+) **\$3.00**

LC-SA09-10 GM: Pathfinder Society

Pathfinder RPG: Module: The Midnight Mirror Pt. 1

6 players **1-A**
Saturday 9a-1p **Conference H**

For Levels 3-5. Recently, the outbreak of a fatal disease and mysterious disappearances have left the people of Karpad paranoid and fearful. Can the PCs uncover the root of Karpad's problems and put an end to the deadly virus and the terrifying disappearances? Ticket includes both Parts 1 and 2. General Audience (13+) **\$6.00**

LC-SA09-11 GM: Pathfinder Society

Pathfinder RPG: Bonekeep Part 2

6 players **1-A**
Saturday 9a-1p **Conference H**

For Levels 3-7. PCs delve into the ruins of Bonekeep, a siege fortress destroyed centuries ago. Warded by the magic of a senior Pathfinder, the party must explore as much of Bonekeep as they can before the spell dissipates, lest they too are enslaved by the enchanted maze. General Audience (13+) **\$3.00**

LC-SA09-12 GM: Pathfinder Society

Pathfinder RPG: #5-02: The Wardstone Patrol

6 players **1-A**
Saturday 9a-1p **Conference H**

For Levels 3-7. All-out war has erupted on the long-contested border between Mendev and the demon-infested Worldwound. With so much at stake, the Society has enlisted agents to assist in the war effort. On one such wardstone patrol, however, the party may find itself facing an enemy of an entirely different nature. General Audience (13+) **\$3.00**

LC-SA09-13 GM: Pathfinder Society

Pathfinder RPG: #5-03: The Hellknight's Feast

6 players **1-A**
Saturday 9a-1p **Conference H**

for Levels 5-9. The Society arranges a formal banquet where agents can attempt to sway the opinions of Absalom's movers and shakers. Will the Pathfinders succeed in securing the much-needed military support of Absalom and other nations bordering the Inner Sea? General Audience (13+) **\$3.00**

LC-SA09-14 GM: Pathfinder Society

Pathfinder RPG: #4-16: The Fabric of Reality

6 players **1-A**
Saturday 9a-1p **Conference H**

For Levels 5-9. For the past year, the Society has used the demiplane inside the Hao Jin Tapestry as a shortcut to a hidden corner of Varisia but travel to Varisia could be more efficient. PCs must discover how the infamous sorcerer, the Ruby Phoenix, created her private demiplane, enter the heart of the tapestry, and alter the nature of the magical realm. General Audience (13+) **\$3.00**

LC-SA09-15

GM: Pathfinder Society

Pathfinder RPG: #3-20: The Rats of Round Mountain-Part I: The Sundered Path

6 players

1-A

Saturday 9a-1p

Conference H

Levels 7-11. In an effort to prevent an alliance, the Society sends its best agents deep into a Darklands passage to the heart of Round Mountain. The journey is potentially deadly enough to prevent the PCs from reaching their destination at all. General Audience (13+) **\$3.00**

LC-SA09-16

GM: Pathfinder Society

Pathfinder RPG: #4-20: Words of the Ancients

6 players

1-A

Saturday 9a-1p

Conference H

For Levels 7-11. The Pathfinder Society has discovered the location of the last component needed to awaken a sleeping runelord. In a mad dash to beat the cult of Lissala to this ancient Thassilonian ruin, the PCs must do whatever it takes to ensure they and not the evil cultists acquire the power within. But the arcane components are not unguarded... General Audience (13+) **\$3.00**

LC-SA09-17

GM: Edward Kabara

Arcanis: Arcanis Introduction

7 players

1-A

Saturday 9a-1p

Conference E Table 7

Come to the world of Arcanis. A world full of moral gray heroes and villains with the only certainty the demons at the wall. Will you rise to the challenge, while perusing your own goals? What choices will you make when you, the heroes, may also be the villains? Learn a completely new RPG system. No experience necessary. General Audience (13+) **\$3.00**

LC-SA14-01

GM: Living Arcanis

Legends of Arcanis: Open Library and Intro Adventures

7 players

1-A

Saturday 2p-6p Conference E Table 3-4

See description in LC-SA09-02 General Audience (13+) **\$3.00**

LC-SA14-02

GM: Living Arcanis

Legends of Arcanis: Long March Dark Coda Part 1

7 players

1-A

Saturday 2p-6p Conference E Table 2

See description in LC-SA09-03 General Audience (13+) **\$3.00**

LC-SA14-03

GM: Living Arcanis

Legends of Arcanis: Long March Dark Coda Part 2

7 players

1-A

Saturday 2p-6p Conference E Table 1

Continues where Part 1 left off. General Audience (13+) **\$3.00**

LC-SA14-04

GM: Pathfinder Society

Pathfinder RPG: #5-04: The Stolen Heir

6 players

1-A

Saturday 2p-6p

Conference H

For Levels 1-5. Upon hearing that the daughter of an eminent and wealthy citizen of Sauerton has gone missing, PCs rush to her aid in the hope of earning her father's goodwill and support. General Audience (13+) **\$3.00**

LC-SA14-05

GM: Pathfinder Society

Pathfinder RPG: #4-19: The Night March of Kalkamedes

6 players

1-A

Saturday 2p-6p

Conference H

See description in LC-SA09-05 General Audience (13+) **\$3.00**

Living Campaigns

LC-SA14-06 GM: Pathfinder Society

Pathfinder RPG: #4-01 Rise of the Goblin Guild

6 players **1-A**
Saturday 2p-6p **Conference H**

A Pathfinder Society Scenario designed for Levels 1-5. When a monster is discovered on the grounds of the Pathfinder Lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monuments and face to face with a burgeoning thieves guild. General Audience **\$3.00**

LC-SA14-07 GM: Pathfinder Society

Pathfinder RPG: #3-01: The Frostfur Captives

6 players **1-A**
Saturday 2p-6p **Conference H**

See description in LC-FR20-07 General Audience (13+) **\$3.00**

LC-SA14-08 GM: Pathfinder Society

Pathfinder RPG: #1: Silent Tide

6 players **1-A**
Saturday 2p-6p **Conference H**

For Levels 1-5. With reports of strange, misty undead in Absalom, Pathfinders are dispatched to the notorious district of Puddles. But, Puddles's dangerous denizens are the least of your worries. The night's tide brings an ancient armada and you are the only ones between preventing Absalom's utter oblivion. General Audience (13+) **\$3.00**

LC-SA14-09 GM: Pathfinder Society

Pathfinder RPG: #43: The Pallid Plague

6 players **1-A**
Saturday 2p-6p **Conference H**

For Levels 1-7. Reports from Darkmoon Vale indicate that a new plague is causing the deaths of untold fey. PCs are sent to aid the nymph queen in stopping the plague and finding and destroying its source. When the plague spreads to the human population of Falcon's Hollow, the need to find a cure grows more frantic. General Audience (13+) **\$3.00**

LC-SA14-10 GM: Pathfinder Society

Pathfinder RPG: Module: The Midnight Mirror Pt. 2

0 players **1-A**
Saturday 2p-6p **Conference H**

See description in LC-FR20-10 General Audience (13+) **Free!**

LC-SA14-11 GM: Pathfinder Society

Pathfinder RPG: Bonekeep Part 2

6 players **1-A**
Saturday 2p-6p **Conference H**

See description in LC-SA09-11 General Audience (13+) **\$3.00**

LC-SA14-12 GM: Pathfinder Society

Pathfinder RPG: #5-02: The Wardstone Patrol

6 players **1-A**
Saturday 2p-6p **Conference H**

See description in LC-SA09-12 General Audience (13+) **\$3.00**

LC-SA14-13 GM: Pathfinder Society

Pathfinder RPG: #5-07: Port Godless

6 players **1-A**
Saturday 2p-6p **Conference H**

For levels 5-9. Many Riftwardens are already committed to the Fifth Crusade in Mendev and are unable to assist the Pathfinders. But if the Pathfinders assist the Riftwardens elsewhere, perhaps they might be free to return the favor. Unfortunately, this means entering the godless nation Rahadoum, where several Riftwardens have recently disappeared. General Audience (13+) **\$3.00**

LC-SA14-14 GM: Pathfinder Society

Pathfinder RPG: #5-03: The Hellknight's Feast

6 players **1-A**
Saturday 2p-6p **Conference H**

See description in LC-SA09-13 General Audience (13+) **\$3.00**

LC-SA14-15

GM: Pathfinder Society

Pathfinder RPG: #5-05: The Elven Entanglement

6 players

1-A

Saturday 2p-6p

Conference H

For Levels 7-11. Owed a favor the elves cannot refuse, Pathfinders travel to Kyonin to secure a force of some of the finest demon-hunters in Avistan only to find that the hunters are missing in action. Can the Pathfinders extract the lost elves from the depths of Tanglebriar, or will they become the latest casualties of Treerazer's domain? General Audience (13+) **\$3.00**

LC-SA14-16

GM: Pathfinder Society

Pathfinder RPG: #3-22: The Rats of Round Mountain-Part II: Pagoda of the Rat

6 players

1-A

Saturday 2p-6p

Conference H

Levels 7-11. In the hollow center of Round Mountain, PC's must navigate the so-called Pagoda of the Rat, where the ratfolk hold court. Can they break up negotiations between the ratfolk and the sinister Aspis Consortium, or have the risks they have taken been in vain? General Audience (13+) **\$3.00**

LC-SA20-01

GM: Living Arcanis

Legends of Arcanis: Long March Dark Coda Part 2

7 players

1-A

Saturday 8p-12a Conference E Table 2

Continues where Part 1 left off. General Audience (13+) **\$3.00**

LC-SA20-02

GM: Living Arcanis

Legends of Arcanis: Open Library and Intro Adventures

7 players

1-A

Saturday 8p-12a Conference E Table 3-4

See description in LC-SAO9-02 General Audience (13+) **\$3.00**

LC-SA20-03

GM: Living Arcanis

Witch Hunter: The Genesis Stone

7 players

1-A

Saturday 8p-12a Conference E Table 1

Sent after the very item that broke the mind of their fellow, can the Witch Hunters retrieve the Genesis Stone from the hands of one of their oldest rivals? General Audience (13+) **\$3.00**

LC-SA20-04

GM: Pathfinder Society

Pathfinder RPG: Special: Siege of the Diamond City

24 players

1-A

Saturday 8p-12a

Conference H

For Levels 1-4. A lost city has been found in the heart of the Worldwound! Pathfinder agents flock to nearby Nerosyan to prepare for the expedition. But when Nerosyan comes under demon attack, everyone must take up arms. Do the Pathfinders have what it takes, or will their souls be consumed should the Diamond of the North fall? NO GENERIC TICKETS ACCEPTED. General Audience (13+) **\$3.00**

LC-SA20-05

GM: Pathfinder Society

Pathfinder RPG: Special: Siege of the Diamond City

24 players

1-A

Saturday 8p-12a

Conference H

For Levels 5-9. A lost city has been found in the heart of the Worldwound! Pathfinder agents flock to nearby Nerosyan to prepare for the expedition. But when Nerosyan comes under demon attack, everyone must take up arms. Do the Pathfinders have what it takes, or will their souls be consumed should the Diamond of the North fall? NO GENERIC TICKETS ACCEPTED. General Audience (13+) **\$3.00**

LC-SA20-06

GM: Pathfinder Society

Pathfinder RPG: Special: Siege of the Diamond City

12 players

1-A

Saturday 8p-12a

Conference H

For Levels 10-15. A lost city has been found in the heart of the Worldwound! Pathfinder

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agents flock to nearby Nerosyan to prepare for the expedition. But when Nerosyan comes under demon attack, everyone must take up arms. Do the Pathfinders have what it takes, or will their souls be consumed should the Diamond of the North fall? NO GENERIC TICKETS ACCEPTED. General Audience (13+) **\$3.00**

LC-SA20-07 GM: Pathfinder Society

Pathfinder RPG: #5-04: The Stolen Heir

6 players **1-A**
Saturday 8p-12a **Conference H**

See description in LC-SA14-04 General Audience (13+) **\$3.00**

LC-SA20-08 GM: Pathfinder Society

Pathfinder RPG: #5-06: You Have What You Hold

6 players **1-A**
Saturday 8p-12a **Conference H**

See description in LC-FR20-14 General Audience (13+) **\$3.00**

LC-SA20-09 GM: Pathfinder Society

Pathfinder RPG: #5-07: Port Godless

6 players **1-A**
Saturday 8p-12a **Conference H**

See description in LC-SA14-13 General Audience (13+) **\$3.00**

LC-SA20-10 GM: Pathfinder Society

Pathfinder RPG: #3-04: The Kortos Envoy

6 players **1-A**
Saturday 8p-12a **Conference H**

A Pathfinder Society Scenario designed for Levels 7-11. The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Pathfinder Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains. General Audience (13+) **\$3.00**

LC-SA20-11

GM: Will Thompson

Pathfinder RPG: The Crime Ring (Return of the Annunaki, Level 1) - Part 2

7 players **1-A**
Saturday 8p-12a **Conference E Table 6**

This adventure is set in Tian Xia, the Dragon Empires. A dangerous criminal group has come to town, and you have been deputized by the local guard to protect against their attacks. Part 2 of 18 in a fan-created adventure arc; singular adventure module. Psionics-friendly campaign. General Audience (13+) **\$3.00**

LC-SA20-12

GM: Living Arcanis

Legends of Arcanis: HP 2-4 Visions of Lives Past

7 players **1-A**
Saturday 8p-12a **Conference E Table 5**

See description in LC-FR20-01 General Audience (13+) **\$3.00**

LC-SA24-01

GM: Will Thompson

Pathfinder RPG: The Crime Ring (Return of the Annunaki, Level 1) - Part 3

7 players **1-A**
Saturday 12a-4a **Conference C**

This adventure is set in Tian Xia, the Dragon Empires. A dangerous criminal group has come to town, and you have been deputized by the local guard to protect against their attacks. Part 3 of 18 in a fan-created adventure arc; singular adventure module. Psionics-friendly campaign. General Audience (13+) **\$3.00**

LC-SU09-01

GM: Living Arcanis

Witch Hunter: The Crossing

7 players **1-A**
Sunday 9a-1p **Conference E Table 1**

A fallen Hunter's unfinished job leads you over the water to London. You'll soon be back to your old life, once you finish the crossing. General Audience (13+) **\$3.00**

LC-SU09-02

GM: Living Arcanis

Legends of Arcanis: Open Library and Intro Adventures

7 players **1-A**
Sunday 9a-1p **Conference E Table 2-3**

See description in LC-SA09-02 General Audience (13+) **\$3.00**

LC-SU09-03

GM: Pathfinder Society

Pathfinder RPG: Module: Murder's Mark

6 players **1-A**
Sunday 9a-1p **Conference H**

For Levels 1-2. When the Umbra Carnival rolls into Ilsurian, a thieves guild lies in wait using the Carnival as a screen for theft and murder. With ethnic tensions and the body count rising, It's up to you the find the truth before the town erupts into full-out violence. General Audience (13+) **\$3.00**

LC-SU09-04

GM: Pathfinder Society

Pathfinder RPG: #5-04: The Stolen Heir

6 players **1-A**
Sunday 9a-1p **Conference H**

See description in LC-SA14-04 General Audience (13+) **\$3.00**

LC-SU09-05

GM: Pathfinder Society

Pathfinder RPG: #3-21 The Temple of Empyrean Enlightenment

6 players **1-A**
Sunday 9a-1p **Conference H**

A Pathfinder Society Scenario designed for Levels 1-5. In order to learn about the esoteric faith of the Empyrean Lord Korada, the PCs are sent by the Pathfinder Society to explore an abandoned aasimar temple to the benevolent deity. But what they find there is anything but an opportunity for peaceful reflection and enlightenment. General Audience (13+) **\$3.00**

LC-SU09-06

GM: Pathfinder Society

Pathfinder RPG: #3-18: The God's Market Gamble

6 players **1-A**
Sunday 9a-1p **Conference H**

For Levels 1-5. Valuable relics have been disappearing on their way into Absalom and the Society stands to lose countless artifacts if the cause isn't found. Amid the bustling God's Market, the Society sets a plan in motion to ensure the parties responsible for the recent thefts are caught and brought to justice. General Audience (13+) **\$3.00**

LC-SU09-07

GM: Pathfinder Society

Pathfinder RPG: #2-21: The Dalsine Affair

6 players **1-A**
Sunday 9a-1p **Conference H**

For Levels 1-7. Welcome to the capital city of Oppara where political intrigue and ages-old religious conflicts abound. Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, and you must find out the source of the attacks, even if it implicates the Dalsine family! General Audience (13+) **\$3.00**

LC-SU09-08

GM: Pathfinder Society

Pathfinder RPG: #5-06: You Have What You Hold

6 players **1-A**
Sunday 9a-1p **Conference H**

See description in LC-FR20-14 General Audience (13+) **\$3.00**

LC-SU09-09

GM: Pathfinder Society

Pathfinder RPG: #4-23: Rivalry's End

6 players **1-A**
Sunday 9a-1p **Conference H**

For Levels 3-7. Can the PCs end the ongoing struggle for control of the flow of ancient Thasilonian artifacts out of Varisia's ports, or will the Aspis Consortium succeed in keeping the Society ever in its shadow as it profits on the exploitation of the millennia? General Audience (13+) **\$3.00**

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LC-SU09-10 GM: Pathfinder Society

Pathfinder RPG: #4-21: Way of the Kirin

6 players **1-A**
Sunday 9a-1p **Conference H**

In order to secure the Society's place, Amara Li must orchestrate an alliance with the Way of the Kirin. The Aspis Consortium has plans to form an alliance of its own, and if the consortium succeeds, the Society's hopes of cementing their place in the Dragon Empires could be dashed forever. General Audience (13+) **\$3.00**

LC-SU09-11 GM: Pathfinder Society

Pathfinder RPG: Thornkeep: The Dark Menagerie

6 players **1-A**
Sunday 9a-1p **Conference H**

For Levels 5-7. A wizard's stasis-locked zoo is slowly losing its magic. Decades of magically frozen beasts (& other things) are running amok! General Audience (13+) **\$3.00**

LC-SU09-12 GM: Pathfinder Society

Pathfinder RPG: #5-07: Port Godless

6 players **1-A**
Sunday 9a-1p **Conference H**

See description in LC-SA14-13 General Audience (13+) **\$3.00**

LC-SU09-13 GM: Pathfinder Society

Pathfinder RPG: #5-05: The Elven Entanglement

6 players **1-A**
Sunday 9a-1p **Conference H**

See description in LC-SA14-15 General Audience (13+) **\$3.00**

LC-SU09-14 GM: Living Arcanis

Legends of Arcanis: HP 2-4 Visions of Lives Past

7 players **1-A**
Sunday 9a-1p **Conference E Table 4**

See description in LC-FR20-01 General Audience (13+) **\$3.00**

LC-SU14-01 GM: Living Arcanis

Legends of Arcanis: Open Library and Intro Adventures

7 players **1-A**
Sunday 2p-6p **Conference E Table 2-3**

See description in LC-SA09-02 General Audience (13+) **\$3.00**

LC-SU14-02 GM: Pathfinder Society

Pathfinder RPG: Module: Murder's Mark

6 players **1-A**
Sunday 2p-6p **Conference H**

See description in LC-SU09-03 General Audience (13+) **\$3.00**

LC-SU14-03 GM: Pathfinder Society

Pathfinder RPG: #3-18: The God's Market Gamble

6 players **1-A**
Sunday 2p-6p **Conference H**

See description in LC-SU09-06 General Audience (13+) **\$3.00**

LC-SU14-04 GM: Pathfinder Society

Pathfinder RPG: #43: The Pallid Plague

6 players **1-A**
Sunday 2p-6p **Conference H**

See description in LC-SA14-09 General Audience (13+) **\$3.00**

LC-SU14-05 GM: Pathfinder Society

Pathfinder RPG: #51: The City of Strangers - Part I: The Shadow Gambit

6 players **1-A**
Sunday 2p-6p **Conference H**

For Levels 1-7. You are ordered to find a Pathfinder associate who sent a strange letter to Venture-Captain Drandle Dregg. When the local associate turns up dead, it's up to you to solve the man's murder. General Audience **\$3.00**

LC-SU14-06

GM: Pathfinder Society

Pathfinder RPG: #4-23: Rivalry's End

6 players

1-A

Sunday 2p-6p

Conference H

See description in LC-SU09-09 General Audience (13+) **\$3.00**

LC-SU14-07

GM: Pathfinder Society

Pathfinder RPG: #4-21: Way of the Kirin

6 players

1-A

Sunday 2p-6p

Conference H

See description in LC-SU09-10 General Audience (13+) **\$3.00**

LC-SU14-08

GM: Pathfinder Society

Pathfinder RPG: #4-EX: Day of the Demon

6 players

1-A

Sunday 2p-6p

Conference H

See description in LC-FR10-03 General Audience (13+) **\$3.00**

LC-SU14-09

GM: Pathfinder Society

Pathfinder RPG: Thornkeep: Sanctum of a Lost Age

6 players

1-A

Sunday 2p-6p

Conference H

For Levels 6-8. If Rozimus of Tymon speaks true, one level of Thornkeep's dungeon holds survivors of that long-dead empire eager to return to the world and share the lore of their glorious age. But why does Rozimus know so much about them, and why is he so eager to return to the dungeon he claims almost killed him 5 years ago? General Audience (13+) **\$3.00**

LC-SU14-10

GM: Pathfinder Society

Pathfinder RPG: #4-17: Tower of the Ironwood Watch

6 players

1-A

Sunday 2p-6p

Conference H

For Levels 5-9. On the edge of Varisia's Mierani Forest stand the ruins of an ancient guardtower that once served as the native elves' first line of defense. Explore the Tower of the Ironwood

Watch, a task that could prove more dangerous than anyone anticipates. General Audience (13+) **\$3.00**

LC-SU14-11

GM: Pathfinder Society

Pathfinder RPG: #4-26: The Waking Rune

6 players

1-A

Sunday 2p-6p

Conference H

For Levels 7-11. Will the party succeed in preventing Krune's return to Golarion, or will the Pathfinder Society serve simply as a speed-bump in the runelord's path to domination over the entire region? General Audience (13+) **\$3.00**

SEE YOU NEXT YEAR! **U-CON 2014, NOVEMBER 14-16**
MARRIOTT ANN ARBOR YPSILANTI AT EAGLE CREST!



Play Games All Weekend

A "Play Games All Weekend" ribbon gains you entry to nearly any event for the whole weekend, just like generic tickets. You can purchase one at the registration desk.

Volunteers

Why volunteer this year?

1. U-Con, as a non-profit, only exists through the hard, awesome work of its volunteers.
2. Volunteers (and bow ties) are cool.
3. There are some very good incentives:

If you work 4 hours, your weekend badge is covered! If you work 8 hours, you can get a spiffy con T-shirt OR a Play Games All Weekend Ribbon!

How do I register to volunteer this year?

Go to Registration and ask to speak w/an Ops Captain. They will be happy to see if there's something that will fit your schedule.

I'm sorry, so busy this year. Can I volunteer for next year?

Drop us a line at contact@ucon-gaming.org. We will definitely be checking in with you!

Feedback

We love constructive feedback about the convention. Please fill out the 2013 survey and drop it off at registration to enter to win a \$25 gift card.

About U-Con

Founded in 1988, U-Con is the longest running gaming convention in Michigan. The conven-

tion is run by a committee of volunteers in their spare time. We love to play games, and we want everyone else to love gaming too. It takes a fair bit of work to create a convention, but we are fortunate to have an excellent group of volunteers. If you are interested in volunteering, now or for 2013, please talk to staff in registration. 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!

Thank You

Marriott Ann Arbor Ypsilanti Eagle Crest and its staff

U-Con staff, volunteers, gamemasters, and exhibitors

Guest of Honor Leonard Balsera

Special Guest: Tim Thurmond, balloon sculptor;

Mike Brock, PFS Campaign Coordinator

Joe Sabatini for providing artwork

Special Thanks to Will Niebling

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