

CELESTICON

GAME CONVENTION

SEPT 4-7, 2015



CelestiCon 7

PLAYERS & CHARACTERS...

Labor Day Weekend, 2015 - Fremont Marriott - Fremont, California
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SOCIAL MEDIA

Like *CelestiCon* on Facebook, and follow us on Twitter (@CelestiCon)!

CONVENTION POLICIES

Registration Desk is in the Foyer in front of Salon V. If you have any questions or problems bring them to the convention staff there.

Parking—Self-parking at the hotel is free.

Wear your badge - You must have a convention badge visible to be in any Convention area. GMs should make sure all their players have badges.

Be civilized – Civilized behavior is a must. If you're rude or abusive to the hotel staff, guests, or convention members, you may be required to leave the convention. Please ask before handling or moving someone's game. Miniatures can break or it might be an out of print game.

Keep it clean – Please clean up your gaming areas before and after your events for litter and reset the tables and chairs. Dispose of food wrappers when done eating.

Ask before you post – Please check with Registration Desk (in the Foyer) before posting any flyers. DO NOT POST in the elevators, lobbies, in the game rooms, sleeping room hallways, or inside the hotel rooms.

No weapons or masks – These are not permitted anywhere at the convention or hotel areas.

Convention Hours—Convention hours are: Friday, noon until Monday, 5:00 pm.

No smoking – The hotel does not allow smoking anywhere inside the hotel, even your own hotel room. **This includes electronic cigarettes and vaporizers.** You may smoke only outside, in the designated areas in front of the hotel.

No Alcohol – Alcohol is not allowed in any of the convention areas. Please enjoy your drinks at the bar or in your own hotel room.

Restaurants & Bars – No gaming is permitted in the hotel restaurant or bars. Please tip good service appropriately.

Selling – Sales of any items by convention attendees is restricted to the Flea Market on Friday evening.

Photos—gaming areas and you may be photographed. If you don't want to be photographed tell the person using the equipment. For questions about this policy, please ask at the Registration desk.

CONVENTION REGISTRATION

Registration is in the Foyer in front of Salon V.

Convention Registration Hours

Friday 11am - 9pm

Saturday 8am - 8pm

Sunday 8am - 6pm

Monday 9am - 2pm

Memberships

The following convention memberships are available:

Full Weekend Membership is \$60

One Day Only Membership is \$40

Monday Only Membership is \$30

Lifetime Membership is \$400

Shopping Only Passes are \$10

Don't lose your badge! You will have to show ID and buy a new badge to stay at the convention.

Pre-Registration for CelestiCon 2016

You may pre-register for next year's *CelestiCon* at the Registration Desk any time on Saturday, Sunday or Monday! Come by the Registration Desk to get the special full weekend rate of \$30.

Stressed? In Pain? Need time to relax?

CHAIR MASSAGE AT CELESTICON!

Where: Outside Exhibit Hall

When: Friday-Monday

Cost: \$15-\$25 for 10-20 minute sessions

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CELESTICON STAFF

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COLLECTIBLE CARD GAME COORDINATOR

Melinda Keller

CELESTISPIEL COORDINATORS

Luke Laurie, Scott Caputo

YOUNG PLAYER & TEEN ROOM

Becky Thomas, Steve Kani, Donna Livingston-Fitch

PAINTING EVENTS COORDINATOR

Wayne Rogers

WAR COLLEGE

Dana Lombardy

HOLOCONS (Logistics & Con Security)

Jay Fitch, Jeff DeCamp

HOSPITALITY COORDINATOR

Erica Gifford

GAME LIBRARIAN

The Hologram of Cathy Wilson

VOLUNTEERS

You can still help with the convention!

You still have an opportunity to help with the convention while at the convention. We need volunteers to help with Registration, in the Young Players Room and the Game Library. You can even be one of the HOLOCONS (Logistics and convention security)! If you volunteer and help for 8 hours you get your weekend admission refunded. Plus we are offering a game priority sign up slip just for working 4 hours!

Signup at the Registration Desk in the Foyer!

HOTEL INFORMATION

Parking

Self-parking is free all weekend long at the hotel. If the parking garage is full ask about overflow parking.

Need Help with the Hotel?

We don't anticipate any problems with the hotel or its wonderful staff, but if you have a problem or concern, please bring it to Registration Desk. We will be happy to work with the hotel for you to get things straightened out.

FOOD

The Marriott has a reasonably priced convention snack bar outside of Salon IV that will be serving breakfast items, quick meals and snacks during the convention.

The snack bar is open the following hours:

Friday	5:00 – 10:00 pm
Saturday & Sunday	8:00 am – 10:00 pm
Monday	8:00 am – noon

If you bring in outside food (and there are many close by eateries), please be sure to dispose of the wrappers and leftover food in the trash bins. This will help us bring you a better convention experience.

DEALER ROOM

The Dealer Room is located in Salon V and will be open the following hours:

- **Friday** 6pm - 9pm
- **Saturday** 10am - 6pm
- **Sunday** 10am - 6pm
- **Monday** 10am – noon

This year, we are happy to host the following dealers:

- **Bigger Better Games**
- **CreepyTown Miniatures**
- **Dava Design**
- **Dire Ninja**
- **Dragon's Perch**
- **Game Kastle**
- **Gaming at Joe's**
- **Geekline415**
- **Good Luck Games**
- **Jezebel Artisan Works**
- **Maria Berry Enterprises**
- **The Ninth Stich**
- **UNlgames**

Please stop by and visit them in the Salon V!

Massage Garage will be in the Foyer near the Registration Desk providing their fabulous massages for our attendees!

OPEN GAMING

Tables for Open Gaming can be found in the Ardenwood and Sunol rooms behind the restaurant. Ask the Boardgame staff to see which tables are open for play.

There are also Open Gaming tables in the Foyer outside the Salon. Check with the staff at the Game Library to see which tables are best to play your game on.

THE CONE ZONE!

Orange cones on boardgame tables are invites for players to join a game. Check out the game and join in!



FLEA MARKET

Friday, 11pm in Salons VI, VII & VIII

There is no charge to shop at the Flea Market. All Sellers and Shoppers must be registered attendees of the *CelestiCon* Game Convention to participate in any Flea Market activity. Every Seller and Shopper must wear a valid *CelestiCon* convention badge while in the Flea Market.

To be a Flea Market Seller you must reserve a table either in advance via the Registration web page or during the convention at the *CelestiCon* Registration Desk. Space is limited so reserve a table early. The cost to reserve at the convention is \$30.

Table spaces are approximately 6'x 3' for each space reserved. Table space will be assigned on a first-come basis during table reservation. Each Flea Market Seller will be allowed to bring one Helper into the Flea Market Area

Seller check-in and table setup for the Flea Market begins 1 hour (10 PM) before selling opens in Salon VI. Each Seller will receive a Table Placard, a Seller tag and a Helper tag for their assistant. The Table Placard must be displayed on the table. You must present your badge with the tag for early access to the Flea Market.

Sellers who are not Exhibitors must limit their sales of shrink-wrapped goods to less than 25% of their number of items.

No selling is permitted prior to the start of the Flea Market. Anyone selling in advance of the start of the Flea Market will not be permitted to sell at the Flea Market and will have to remove their goods. Any Seller or Helper buying in advance of the start of the Flea Market will be denied early access to the Flea Market.

All items sold at the Flea Market must be related to gaming and suitable for a family-friendly convention. The Flea Market staff will be the final judge on what items may be sold.

GAME LIBRARY

The *CelestiCon* Game Library is located in the Foyer across from the Registration Desk.

With **over 200 different games for you to check out** you can try out the newest games and play old classics including Euros, board, card and wargames!

To check out a game, visit the volunteer at the Game Library desk. You will need to leave some form of ID while you check out the game.

CelestiCon Game Library open hours:

Friday 3 – 10pm

Saturday 9am – 10pm

Sunday 9am – 10pm

Monday 9am – noon

Please **return** your checked out games by **1 pm on Monday!**

PAINTING EVENTS

Miniature-Painting Competition Submissions

Saturday 10 AM in Salon VI for 8 hours

Gamemaster: Wayne Rogers

Players must provide own characters

Rules Knowledge: Beginners Welcome

Podium-Style minipainting competition. One entry per person. Any style, size or genre. 3 entries will win a Gold, Silver or Bronze Celesticon trophy. Must be entered by the painter. Awards: Sun@4pm

Paint & Take

Saturday 10 AM in Salon VI for 8 hours; 8 players

Gamemaster: Wayne Rogers

Rules Knowledge: Beginners Welcome

Practice your minipainting skills! Minis generously provided by Zombiesmith, along with paints and supplies. Children under 12 must be accompanied by an adult

Miniature-Painting Competition Submissions

Sunday 10 AM in Salon VI for 4 hours

Gamemaster: Wayne Rogers

Players must provide own characters

Rules Knowledge: Beginners Welcome

See description above.

Paint & Take

Sunday 10 AM in Salon VI for 8 hours; 8 players

Gamemaster: Wayne Rogers

Rules Knowledge: Beginners Welcome

Practice your minipainting skills! Minis generously provided by Zombiesmith, along with paints and supplies. Children under 12 must be accompanied by an adult.

Miniature-Painting Awards Ceremony

Sunday 4 PM in Salon VI for 1 hour

Gamemaster: Wayne Rogers

The awards ceremony for the *CelestiCon* Miniature-Painting Competition.

SPECIAL EVENTS

Join us in greeting our special guests this year and taking part in some *CelestiCon* traditions, such as the infamous Quiz Night!

Meet & Greet

Friday 10 PM in Hotel Bar for 2 hours

Gamemaster: Dana Lombardy

Our special guests and others will gather in the hotel lounge for an informal, casual get together open to everyone.

Panacea

Saturday 5:30PM at Con Reg Desk for 6 hours

Players: Zed Lopez, Mario Cole, Carl Tuttle, Pascal Roubineau, William Lee, and Shannon Mac

Gamemaster: Sandy Petersen

Game: Call of Cthulhu

All characters provided by GM

Rules: Useful - Content: Mainstream

Six lucky players won a session of *Call of Cthulhu* with the game's creator, Sandy Petersen!

Quiz Night

Saturday Midnight in Bar for 2 hours

Gamemaster: Glenn Goffin

Rules Knowledge: Beginners Welcome

Display your gamer cred at Quiz Night, a *CelestiCon* tradition. Pub style: 20 questions read aloud; answers written and scored by judges. Prizes for best scores!

Closing Ceremony

Monday 4 PM at Convention Registration Desk

Gamemaster: CelestiCon Staff

Time to wrap up the fun and say goodbye until next year. There will be a drawing for prizes! Everyone welcome.

Heinlein Society Blood Mobile

The Heinlein Society will be taking sign ups for blood donations on Friday in the Foyer. On Saturday from 9:00-2:00 the Blood Centers of the Pacific bloodmobile will be in the parking lot outside of the Fremont Rooms (by the swimming pool exit).

CTHULHU WARS SILENT AUCTION

Fight the works of the 'Great Old Ones' by supporting **American Red Cross Disaster Relief!**

CelestiCon is honored to hold a **silent charity auction** of special guest Sandy Petersen's lauded strategy board game, *Cthulhu Wars* featuring **expertly painted iconic miniatures** of the various mythos factions included, as envisioned by some of the best painters in the hobby.

To see the game with the painted miniatures, and **place your bid** for this gorgeous set, visit the **Convention Registration Desk** in the Ballroom Foyer.

100% of the auction's proceeds go to the American Red Cross.

GIVE DIGNITY

Help a family left with nothing get clothes and shoes.




#GIVEWHATFIRETAKES

Mission

The American Red Cross prevents and alleviates human suffering in the face of emergencies by mobilizing the power of volunteers and the generosity of donors.



American Red Cross
Silicon Valley

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redcross.org/siliconvalley

SPECIAL GUESTS

Sandy Petersen

Sandy Petersen is a game designer who wrote **Call of Cthulhu** in 1981. From 1983-1988 he edited or developed nearly all of Chaosium's products. From 1988 to 2009, he designed video games, and was on the team of **Civilization**, **Doom**, **Quake**, and **Age of Empires**. In 2013, he published **Cthulhu Wars**.

Frank Chadwick

Frank Chadwick, a founder of Game Designers' Workshop (1972) and Origins Hall of Fame inductee (1984), will be a speaker in the War College and running games at *CelestiCon*. Frank has over sixty published games to his credit, including **Space 1889**, **A House Divided** and **Command Decision**.

Jeff Dee

Jeff Dee has worked in the gaming industry for over 35 years. His artwork appeared in games and magazines, including TSR's **Deities and Demigods**, **AD&D** modules, West End Games's **Star Wars** adventures. He co-designed **Villains & Vigilantes**, **TWERPS**, and **Cavemaster**. UNLgames' **Bethorm: the Plane of Tekumel**, reintroduces the first tabletop RPG setting ever published: TSR's **Empire of the Petal Throne** (1975).

Leland R. Erickson

Leland R. Erickson is a military historian, and author. A senior faculty member of Henley-Putnam University, he has spent over 35 years researching various conflicts, particularly the less well known battles, campaigns, and wars of the Far East and the 20th century. He has been a researcher for numerous model and figure manufacturers including Crusader Miniatures, Reviresco, Army Group North Miniatures, and Old Glory Shipyards.

Talzhemir Mrr

Talzhemir (Manda) is the artist and co-creator of POCKET UNIVERSE (rules for **Bethorm** and **Quicksilver Lite**) and FURCADIA (the world's oldest multiplayer online social game). She is co-designer of **Cavemaster** (the tabletop RPG played with stones instead of dice). She was an artist and writer on **Ultima VI**. She worked for Apogee and Optigon. Ultima fans know her as "Penumbra".

George "Loki" Williams

George "Loki" Williams is the lead Pathfinder designer for Savage Mojo, where he helms the company's new product line, including the critically acclaimed **Dungeonlands: Palace of the Lich Queen**. Co-manager of Planewalker.com since 2004 and first published in 2012. Loki will be **running a series of Pathfinder adventures at CelestiCon! Geekline415**, who are in the Dealer Room, sponsor him at *CelestiCon*.

CELESTISPIEL GAME PROTOTYPE PLAYTEST & DESIGN



In Livermore Valley on the 2nd floor!

Friday	noon – late
Saturday & Sunday	10am – late
Monday	10am – 2pm

Celestispiel brings the Protospiel concept to *CelestiCon*.

At this event, game designers, publishers, and people who just want to playtest come together to playtest nearly-complete tabletop game prototypes including boardgames, card games, and role-playing games. This is a casual atmosphere, where participants are asked to give as much time as they use, and to provide productive feedback to help designers refine their games.

Celestispiel is for:

- Designers to bring in their nearly finished game prototypes to test and refine.
- Publishers who wish to discover new designs.
- Gamers who want to playtest prototypes and provide helpful feedback to help these games achieve their potential.
- All members of the game industry who have an interest in helping make the next generation of tabletop games even better.
- Games of all formats: boardgames, miniatures games, roleplaying games and more.

Celestispiel is not a game design contest. It is an event for designers to personally bring in their own games to playtest.

An orientation session is held Saturday 10:00 AM.

The designated playtesting space will be available throughout the convention, and additional space will be available in the open gaming areas.

Everyone is welcome to participate!

Luke Laurie and Scott Caputo organize *Celestispiel*. They are game designers and writers for the prestigious game design blog **The League of Gamemakers**. Luke Laurie is the designer of **Stones of Fate**, and co-designer of the upcoming game, **The Manhattan Project: Energy Empire**. Scott Caputo is the designer of the Norse mythology tile game, **Voluspa**, and several expansions.

TEKUMEL TRACK

Ohé! Welcome to the premier West Coast game convention Tékumel Track! Created by linguistics professor, M.A.R. Barker, Tékumel, also known by "Empire of the Petal Throne", is the first setting published for a role-playing game.

We have over 35 hours of Tékumel gaming, including sessions of Jeff Dee's **Béthorm: The Plane of Tékumel** RPG run by the author himself.

FRIDAY

Role-Playing on Tékumel: the Famed Science-Fantasy RPG Setting (Seminar)

Friday 6 PM in Alexander Valley for 2 hours

Gamemaster: Jeff Dee

Tékumel premiered in TSR's 1976 Empire of the Petal Throne. This rich setting is suitable for many unique campaign premises. The creator of the Béthorm: Plane of Tékumel RPG explores the options!

SATURDAY

205: High and Dry

Saturday 9 AM in Alexander Valley for 4 hours; 6 players

Gamemaster: Jeff Dee

Game: Bethorm: the Plane of Tekumel

All characters provided by GM

Power Level: beginning characters

Rules: Beginners Welcome - Content: Mainstream

Grain shipments from the town of Mishábar to the Temple of Hnálla in Katalál have ceased. As priests of Hnálla, Lord of Light, you are sent to uncover the reasons for this lapse!

308: Summer Throne: Absent Empire

Saturday 5 PM in Alexander Valley for 8 hours; 6 players

Gamemaster: Anton Dovydaits

Game: FATE Version: Core

All characters provided by GM

Power Level: Superb

Rules: Useful - Content: Mature Themes

When the Sinews of the Empire stop delivering their awesome energies to Summer Throne, the Empire of a Thousand Centuries collapses. A prelude to Tekumel: Empire of the Petal Throne.

SUNDAY

503: The Circle of Columns

Sunday 9 AM in Alexander Valley for 4 hours; 6 players

Gamemaster: Jeff Dee

Game: Bethorm: the Plane of Tekumel

All characters provided by GM

Power Level: pre-generated characters

Rules: Beginners Welcome - Content: Mainstream

The High Scholar of Hnálla in Katalál has discovered a fragmentary reference to an ancient site, possibly connected with the Pariah God known as the One Other. Heroes are needed to investigate!

689: Den-Den collaboration and tournament

Sunday 2 PM in Alexander Valley for 2 hours; 12 players

Gamemaster: Danielle Goudeau

Game: Homebrew

All characters provided by GM

Rules: Beginners Welcome - Content: Teen

Den-Den is a popular 6 player chess-like game in the RPG world Tékumel, but the rules descriptions are sparse. Come help put the finishing touches on my interpretation before sitting down to play

760: Midnight in the Shrine of Black Speech

Sunday 7 PM in Salon VII-VIII for 6 hours; 15 players

Gamemaster: Danielle Goudeau

Game: GM Fiat

All characters provided by GM

Rules: Beginners Welcome - Content: Mature Themes

With masks and robes and secret signs you gather in a forgotten shrine under a moonless sky for the customary ritual. After decades of failure, can you finally succeed at summoning forth a demon?

705: An Imperial Request.

Sunday 8 PM in Alexander Valley for 6 hours; 6 players

Gamemaster: Saul Morales

Game: Bethorm

All characters provided by GM

Rules: Beginners Welcome - Content: Mainstream

Janshana hi Tlakotani has requested your presence. One year since your mission a success though much more dangerous than expected. She is in need and an Imperial in need can only mean danger for all.

MONDAY

806: Prince Robek's Tomb

Monday 9 AM in 214 for 4 hours; 6 players

Gamemaster: Jeff Dee


Game: Quicksilver Fantasy RPG

All characters provided by GM

Power Level: pre-generated beginning characters

Rules: Beginners Welcome - Content: Teen

Brother Garin needs a package delivered to Alliston. It's urgent, so Brother Garin tells you of an old tomb complex at the source of the Orathon River which hardy adventurers could use as a shortcut.



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HOW TO SIGN UP FOR GAMES

At CelestiCon there are three different ways to get into games.

- Open Gaming is in Ardenwood, Sunol and the Ballroom Foyer. Anyone can run or play a game here. There is no need to sign up for a game in Open Gaming, just find an open table, sit down, invite some players and have fun!
- You can sign up for games using our Game Registration system (see below).
- You can walk up and ask the person running the game if you can join the game.

There are 10 game sessions this weekend and 9 signup sessions. Seats in Friday period "P" game sessions are reserved by either pre-convention signups or by "walk up" at the game. You may sign up for any game session until the close of its Last Sign Up Session (listed below). You may even sign up for all sessions at the beginning of the convention.

If an event has no Event ID, it is a "walk up" game. Just go to the game and play!

To sign up for a game, pick up the signup slip of the appropriate color for the session the game is in. Sign up slips are available at the Registration Desk and the Game Library. The first digit of a game's Event ID number is its session.

On your signup slip print your name, badge number and your three choices of games for that session. List each game only once. It won't help to list a game multiple times. You can leave some choices blank.

Submitting multiple sign up slips for one session will not help. The computer will only accept three choices from each person per session.

If you wish to change your choices for a session before the last Signup for that session please write "Override" on your signup slip and note if you are changing or canceling your prior choices.

During the signup sessions there will be someone at the Registration Desk or Game Library who can help you with game signups.

How Does The Computer Decide Who Gets Into A Game?

After we enter all the game choices, at the end of the signup session for the next game session we run the game signup software. The program weights your chances based on how many games you have already gotten into. The computer will then attempt to assign you to your first choice. Failing that it will attempt to assign you to your second and third choices.

How do you know if you've gotten into a game?

As soon as possible after the signup session closes we will post the results of the game signup program **near the Game Library** and **online at www.celesticon.com**.

Look for the game(s) you signed up for. If you see your name and badge number listed in the game, you are in! Be sure to be on time to your game or your seat might be given away. A line of stars in a game means that there are empty seats in the game. If you wish, stop by the game and see if the game master can let you into the game.

If you did not get into any of your three game choices, check at Registration Desk or Game Library for help locating another game to get into.

Game Session	Last Sign Up Time for Session	Signup Results Posted	Game Start Times
P	N/A	N/A	Friday, 10 am - 3 pm
1	Friday, 2 pm	Friday, 3 pm	Friday, 4 pm - 2 am
2	Friday, 9 pm	Friday, 10 pm	Saturday, 8 am - 1 pm
3	Saturday, 10 am	Saturday, 11 am	Saturday, 2 - 6 pm
4	Saturday, 4 pm	Saturday, 5 pm	Saturday, 7 - 11 pm
5	Saturday, 8 pm	Saturday, 9 pm	Sunday, 8 am - 1 pm
6	Sunday, 10 am	Sunday, 11 am	Sunday, 2 - 6 pm
7	Sunday, 4 pm	Sunday, 5 pm	Sunday, 7 - 11 pm
8	Sunday, 6 pm	Sunday, 7 pm	Monday, 8 am - noon
9	Monday, 11 am	Monday, noon	Monday, 1-5 pm

MASTER SCHEDULE

KEY: BG=Board/Card Game; CCG=Collectible Card Game; Hrs=Hours long; LARP=Live Action Roleplaying; MIN=Miniatures; RPG=Role-playing Game; SEM=Seminar; Teen=Teen Room; WC=War College; YP=Young Player

Time	Type	Title	System	Event ID	Players	Hrs.	Room
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FRIDAY, SESSION P—PRE-CONVENTION SIGN UP, OR WALK UPS

Noon	BG	Dominion (Drop-In)	Dominion	P13	8	6	SA Foyer
Noon	BG	Carabande (Drop-In)	Carabande		99	6	Ballroom Foyer
Noon	Other	Celestispiet: Prototype Playtesting and Game Design Open			50	12	Livermore Valley
Noon	RPG	Trrrommm's Tunnels and Trolls	Tunnels and Trolls	P01	6	4	Alexander Valley
Noon	RPG	Mecha vs Kaiju: Anime-Inspired SciFi Action	Fate Core	P02	6	6	Napa
Noon	RPG	Fifty Shades of Earl Grey	Fading Suns	P03	6	4	Sonoma
Noon	RPG	Sword and Static	Motobushido	P04	5	6	Carneros
1 PM	MIN	Batman Miniatures Game - Streets of Gotham	Batman Miniatures Game	P41	4	6	Salon IV
1 PM	MIN	The Banks of the Euphrates	Field of Glory	P42	8	4	Salon IV
2 PM	BG	Firefly: The Game		P12	6	6	SA Foyer
2 PM	CCG	Flavor Draft	Magic:The Gathering		8	4	CCG
2 PM	MIN	Star Wars Armada - Casual Tournament	Star Wars: Armada	P43	16	6	Salon IV
2 PM	RPG	Halls of Nazir-Thun	Crypts & Things	P05	5	4	212

FRIDAY, SESSION 1—SIGN UP FOR GAMES BY FRIDAY, 2:00 PM

4 PM	BG	Dune	Dune	111	6	6	SA Foyer
4 PM	BG	Robo Rally Quad-BG Marathon	Robo Rally	112	8	4	Sunol
4 PM	BG	El Grande	El Grande	113	5	3	SA Foyer
4 PM	BG	Battle Merchants	Battle Merchants	114	4	3	Ardenwood
4 PM	RPG	Death From A Jeep	GURPS	102	8	4	215
4 PM	RPG	It's a magical place	All Flesh Must Be Eaten	103	6	6	214
4 PM	RPG	Fading Suns Hero: The Gold of Beth-Ellaya	Hero System	104	6	8	Sonoma
4 PM	RPG	The Dream of Five Cats	Call of Cthulhu	105	5	4	213
4 PM	SEM	Game Mastering: the Genie and the Meanie			-	2	Alexander Valley
5 PM	BG	Booze Barons	Booze Barons	115	9	1	Ardenwood
5 PM	MIN	Murder Motors 7000	Death Rally	143	6	3	Salon IV
5 PM	RPG	Oh, The Unspeakable Things	Call of Chutulhu	106	6	7	217
5 PM	SEM	Sons of Cthulu			-	1	Fremont C
6 PM	BG	Warmachine: High Command -- Learn to Play	Warmachine	116	4	2	Ardenwood
6 PM	BG	Arkham Horror	Arkham Horror	117	6	6	Ardenwood
6 PM	BG	Mario Kart Formula D	Formula D	118	6	3	SA Foyer
6 PM	BG	Twilight Imperium with Shattered Empires	Twilight Imperium	119	7	8	Ardenwood
6 PM	BG	Scoville	Scoville	120	6	2	Sunol
6 PM	CCG	Magic Conspiracy Booster Draft Event	Magic: The Gathering		12	3	CCG
6 PM	MIN	Double Crossed! X-wing	X-Wing	142	12	5	Salon IV
6 PM	MIN	Friends, OGRES, Countrymen!	OGRE	144	8	6	Salon IV
6 PM	MIN	Combat Patrol - Warhammer 40,000	Warhammer 40,000	145	20	5	Salon IV
6 PM	MIN	MARS NEEDS STEAM!	Mars Needs Steam!	146	8	3	Salon IV
6 PM	RPG	Legend of Svend Hammer	Cthulhu Dark Ages	107	6	8	Carneros
6 PM	RPG	Festival of Fear	Dragon Age	108	6	7	212
6 PM	RPG	Welcome to Mechadia!	Pathfinder	109	6	4	Napa
6 PM	SEM	Role-Playing on Tekumel: the Famed Science-Fantasy RPG Setting			-	2	Alexander Valley
7 PM	BG	Bora Bora	Bora Bora	121	3	3	Ardenwood
7 PM	BG	Lords of Waterdeep		122	5	2	Ardenwood
7 PM	BG	Carcassonne	Carcassonne	123	8	2	SA Foyer
7 PM	BG	Colosseum - Beginners Welcome	Colossem	124	5	3	SA Foyer
7 PM	BG	Good Cop Bad Cop (Drop In)	Good Cop Bad Cop	125	8	1	Ardenwood
7 PM	MIN	Warmachine - To the Death	Warmachine	147	8	5	Salon IV
8 PM	BG	Agricola	Agricola	127	5	3	SA Foyer
8 PM	BG	Family Friendly Ultimate Werewolf	Ultimate Werewolf	128	40	2	Sunol
8 PM	RPG	What creeps beneath Cannery Row? Part 1	Trail of Cthulhu	131	6	5	213
8 PM	RPG	Something Wicked	The Secrets of Cats (Fate)	132	6	4	215
8 PM	RPG	A Twisted Rose	Vampire the Requiem	133	5	6	Alexander Valley
8 PM	RPG	Because there is no Other	7th Sea	134	6	5	Foyer
9 PM	BG	New Salem	New Salem	110	8	1	Ardenwood
9 PM	BG	Two Rooms and a Boom		129	30	2	Ardenwood
10 PM	Other	Meet & Greet			-	2	Hotel Bar
10 PM	RPG	Highway to the OmegaZone	FATE Accelerated	135	6	4	214
11 PM	BG	Cards Against Humanity	Cards Against Humanity	160	8	2	Napa
11 PM	Other	Flea Market			-	2	Salon VI-VIII

SATURDAY, SESSION 2—SIGN UP FOR GAMES BY FRIDAY, 9:00 PM

8 AM	BG	Brew Crafters	Brew Crafters	210	5	3	SA Foyer
8 AM	BG	Lich Party	Lich Party	211	5	2	Sunol
9 AM	BG	Gods War with Sandy Petersen	Glorantha: The Gods War	212	4	3	SA Foyer
9 AM	BG	Commands & Colors NorCal Championship Day 1 of 2		213	16	4	Ardenwood
9 AM	BG	Tsuro	Tsuro		8	1	Fremont A
9 AM	MIN	2nd Raid on Capra	Battletech 4th ed	241	8	8	Salon IV

MASTER SCHEDULE

KEY: BG=Board/Card Game; CCG=Collectible Card Game; Hrs=Hours long; LARP=Live Action Roleplaying; MIN=Miniatures; RPG=Role-playing Game; SEM=Seminar; Teen=Teen Room; WC=War College; YP=Young Player

Time	Type	Title	System	Event ID	Players	Hrs.	Room
9 AM	MIN	Twin-Link 40K tournament	Warhammer 40K	242	40	10	Salon IV
9 AM	Other	Young Players Room Open			-	9	Fremont A
9 AM	RPG	A Last Hope for Justice	Star Wars Force and Destiny	201	6	8	213
9 AM	RPG	Trrrommm's Tunnels and Trolls	Tunnels and Trolls	202	6	4	Napa
9 AM	RPG	Some things lost should not be found	Advanced Dungeons & Dragons	203	8	8	212
9 AM	RPG	If You Can't Take the Heat...	BASH! Ultimate Edition	204	6	6	214
9 AM	RPG	High and Dry	Bethorn: the Plane of Tekumel	205	6	4	Alexander Valley
9 AM	RPG	Unaussprechlichen Klutzen	Fiasco	206	4	4	Carneros
9 AM	RPG	Hunters in the Haunted Hamlet	Dungeon Crawl Classics	207	6	6	217
9 AM	RPG	Sunskipper	Numenera	208	6	5	215
10AM	BG	Pathfinder Card Game Guild	Pathfinder Card Game	215	24	6	Sunol
10AM	BG	Mountains of Madness	Eldritch Horror	216	6	7	SA Foyer
10AM	BG	Terra Mystica	Terra Mystica	217	3	3	SA Foyer
10AM	BG	Forbidden Stars		218	4	3	Sunol
10AM	BG	Settlers of Catan - 15th anniversary wooden edition		219	6	2	SA Foyer
10AM	BG	Exploding Kittens	Exploding Kittens	222	6	1	Sunol
10AM	BG	The Manhattan Project: Energy Empire		224	5	3	Sunol
10AM	BG	Metro	Metro		6	1	Fremont A
10AM	CCG	Learn how to play Magic the Gathering!	Magic the Gathering		12	2	Fremont A
10AM	MIN	Search & Destroy	Starguard	243	6	6	Salon VI
10AM	MIN	A Whole Flock of Dread	Full Thrust	244	8	6	Salon VI
10AM	MIN	Infinity ITS Tournament	Infinity	245	20	7	Salon IV
10AM	MIN	Saint Lo: Panzer Lehr Angriffe!	Fireball Forward!	246	8	6	Salon IV
10AM	MIN	Clash in the Aegean, Battle for the R-Matter	Aeronef	247	9	6	Salon IV
10AM	MIN	Captaincy Demo	Captaincy	248	8	4	Salon VI
10AM	MIN	Star Wars X-Wing 16 player Tournament	Star Wars X-Wing	249	16	8	Salon VI
10AM	MIN	WARMACHINE/HORDES CelestiCon Masters	Warmachine/Hordes	250	32	12	Salon IV
10AM	MIN	Celesti-faux!	Malifaux	251	16	7	Salon IV
10AM	Other	Prototype Playtesting and Game Design Orientation			50	1	Livermore Valley
10AM	Other	Celestispiel: Prototype Playtesting and Game Design Open			50	14	Livermore Valley
10AM	Paint	Miniature-Painting Competition Submissions			-	8	Salon VI
10AM	Paint	Paint & Take			8	8	Salon VI
10AM	RPG	Pawns in the Great Game	Kerberos Club	209	6	6	Sonoma
10AM	SEM	Doomsday Devices and Hat Fancys			-	1	Salon VIII
10:30	WC	Strategic Resources & Production in World War 2			-	1.5	Fremont C
11AM	BG	Forbidden Island	Forbidden Island		4	1	Fremont A
11AM	CCG	Chaos Draft	Magic: The Gathering		7	4	CCG
11AM	MIN	Extreme Marine: Post-Apocalyptic Seas	Extreme Marine	252	6	6	Salon IV
11AM	RPG	Turn-Around	Serenity / Cortex	231	8	5	Foyer
Noon	BG	Among the Stars	Among the Stars	221	4	2	Sunol
Noon	BG	Enchanted Forest	Enchanted Forest		6	2	Fremont A
Noon	BG	Leaping Lemmings Tournament	Leaping Lemmings		12	5	Fremont B
Noon	Other	Teen Room Open	Open Gaming		-	12	Fremont B
Noon	SEM	How To Build a Cthulhu Adventure the Sandy Petersen Way			5	1	Fremont C
1 PM	BG	The Manhattan Project: Energy Empire		225	5	3	Sunol
1 PM	BG	Tiny Epic Kingdoms			5	1	Fremont B
1 PM	BG	Battle Merchants	Battle Merchants		4	2	Fremont B
1 PM	RPG	Halls of Nazir-Thun	Crypts & Things	232	5	4	Alexander Valley
1:30	WC	Napoleon's Last Army 1815			-	1.5	Fremont C

SATURDAY, SESSION 3—SIGN UP FOR GAMES BY SATURDAY, 10:00 AM

2 PM	BG	Hero Quest	Hero Quest BG Game	310	4	3	Sunol
2 PM	BG	Village	Village and Murano	311	4	3	Ardenwood
2 PM	BG	Nations - Learn to Play	Nations	312	4	4	Ardenwood
2 PM	BG	Cosmic Encounter	Cosmic Encounter	313	6	3	Sunol
2 PM	BG	Viticulture	Viticulture	314	6	3	SA Foyer
2 PM	BG	chibiMob	chibiMobsters	315	6	2	Sunol
2 PM	BG	Agricola - The Most Fun Farming's Ever Been	Agricola	316	5	2	Ardenwood
2 PM	BG	Conquest at Kismet Drop In Demos	Card Game	317	2	4	SA Foyer
2 PM	BG	Lich Party	Lich Party	318	5	2	Ardenwood
2 PM	BG	Archer	Archer	329	7	2	Ardenwood
2 PM	BG	Jamaica	Jamaica		6	2	Fremont A
2 PM	MIN	Captaincy Demo	Captaincy	343	8	4	Salon VI
2 PM	RPG	Reunification III	Star Trek RPG	301	8	6	215
2 PM	RPG	Pale Face, Dark Dreams	Trail of Cthulhu	302	4	6	Carneros
2 PM	RPG	Isle of the Frog God	Pathfinder	303	6	4	Napa
2 PM	RPG	My Little Pony: The B(ackground) Team	Fate Accelerated		6	3	Fremont A
3 PM	BG	Official Munchkin Game: Legends	Munchkin	326	6	2	Ardenwood
3 PM	BG	Ticket to Ride	Ticket to Ride		5	2	Fremont A
3 PM	CCG	Commander	Magic: the Gathering		16	3	CCG

MASTER SCHEDULE

KEY: BG=Board/Card Game; CCG=Collectible Card Game; Hrs=Hours long; LARP=Live Action Roleplaying; MIN=Miniatures; RPG=Role-playing Game; SEM=Seminar; Teen=Teen Room; WC=War College; YP=Young Player

Time	Type	Title	System	Event ID	Players	Hrs.	Room
3 PM	RPG	Dark Future Saga 1	CAVEMASTER	304	6	3	217
3 PM	RPG	Justice society vs Injustice league	Champions	305	6	6	214
3 PM	RPG	A Hunger at Lakeside Lodge	HERO System		6	8	Fremont B
3 PM	WC	1914: Firepower & Maneuver in the West			0	1.5	Fremont C
4 PM	BG	Dice Town	Dice Town	319	5	2	Sunol
4 PM	BG	Alchemists BG game	Alchemists	380	3	3	Ardenwood
4 PM	BG	Seven Dragons	Seven Dragons		5	2	Fremont B
4 PM	BG	Apples to Apples Jr.	Out of the Box		10	1	Fremont A
4 PM	RPG	No, Not the Ski Resort in Wyoming!	Compleat Arduin	306	6	8	Sonoma
5 PM	BG	Eclipse: Rise of the Ancients	Eclipse	322	5	4	SA Foyer
5 PM	BG	chibiMob	chibiMobsters	323	6	2	Sunol
5 PM	BG	Murano	Village and Murano	327	7	2	Ardenwood
5 PM	BG	The Verse is not for Beginners	Firefly: The Game	328	7	6	SA Foyer
5 PM	MIN	Battle for the Ark: Yamato 2199	Star Blazers Fleet Battle System	341	10	6	Salon IV
5 PM	RPG	Savage Island	6d6 RPG	307	6	4	213
5 PM	RPG	Summer Throne: Absent Empire	FATE	308	6	8	Alexander Valley
5:30	RPG	Panacea	Call of Cthulhu	309	6	6	Con Reg Desk
6 PM	BG	Thunder Alley	Thunder Alley	325	6	2	SA Foyer
6 PM	BG	Argent: The Consortium	Argent: The Consortium	381	5	3	Ardenwood
6 PM	BG	Kingsburg	Kingsburg		5	2	Fremont B
6 PM	BG	Something Different	Something Different		6	1	Fremont B
6 PM	CCG	Learn to Play Magic the Gathering!	Magic the Gathering		12	2	CCG
6 PM	LARP	Manic Pixie Dream Girl/Guy LARP - Pixie Peacekeepers			24	3	Fremont A
6 PM	MIN	MARS NEEDS STEAM!	Mars Needs Steam!	342	8	3	Salon IV
6 PM	RPG	The Heart of the Matter	Call of Cthulhu	331	6	8	212
6 PM	RPG	Spirit of 77 - Can You Dig It?	Apocalypse World Engine	332	8	6	Napa
SATURDAY, SESSION 4—SIGN UP FOR GAMES BY SATURDAY, 4:00 PM							
7 PM	BG	Agricola Interactive Deck		410	5	3	SA Foyer
7 PM	BG	Red Dragon Inn	Red Dragon Inn	411	8	2	Ardenwood
7 PM	BG	Euphoria: build a better dystopia!	Euphoria	413	6	2	SA Foyer
7 PM	BG	B-17: The Reich Wreckers	B-17: Queen of the Skies	415	24	6	Salon VII
7 PM	BG	Ultimate Werewolf (Drop-In)	Ultimate Werewolf	416	26	6	Sunol
7 PM	RPG	The Giggler Strikes Again	OSR Original D&D	401	8	6	217
7 PM	RPG	Dwarf Fortress: Dead Sands Rising	Dungeons & Dragons 5E	402	24	7	Salon IV
8 PM	BG	Fury of Dracula - A game of gothic adventure!	Fury of Dracula	417	4	4	Ardenwood
8 PM	CCG	MTG Conspiracy Draft	Magic the Gathering Draft		8	2	CCG
8 PM	LARP	Still Life		460	10	2	Salon VI
8 PM	RPG	Orbital Knights: The Seige of Tau Ceti	Fate	403	6	4	215
8 PM	RPG	Beneath Pacific Tides... Part 2	Trail of Cthulhu	404	6	6	Carneros
9 PM	BG	Scoville	Scoville	414	6	2	SA Foyer
9 PM	RPG	Eagle's Nest	Godlike	405	6	4	214
9 PM	RPG	P.E.R.K. Dungeon Crawl Classics	P.E.R.K.	406	6	4	213
Midnight		Quiz Night			30	2	Hotel Bar
SUNDAY, SESSION 5—SIGN UP FOR GAMES BY SATURDAY, 8:00 PM							
9 AM	BG	Commands & Colors NorCal Championship Day 2 of 2		511	16	4	Ardenwood
9 AM	BG	Ticket to Ride Marklin Edition			5	1	Fremont A
9 AM	BG	Tsuro	Tsuro		8	1	Fremont A
9 AM	BG	Magic Labyrinth	Magic Labyrinth		4	1	Fremont A
9 AM	MIN	ITC 40K Rainbow Road Rumble!	Warhammer: 40,000	541	40	10	Salon IV
9 AM	MIN	Warhammer Fantasy Championship	Warhammer Fantasy	542	12	9	Salon VI
9 AM	Other	Young Players Room Open			-	9	Fremont A
9 AM	RPG	Trrrommm's Tunnels and Trolls	Tunnels and Trolls	501	6	4	217
9 AM	RPG	Death of a Swordsman	Honor + Intrigue	502	6	6	213
9 AM	RPG	The Circle of Columns	Bethorm: the Plane of Tekumel	503	6	4	Alexander Valley
9 AM	RPG	Assault on Dino Island	Savage Worlds	504	8	6	214
9 AM	RPG	Skyvaults of Oshom	Numenera	505	6	8	215
9 AM	RPG	Two Tales of Terror	Cthulhu Dark	506	6	7	Carneros
9 AM	RPG	Bureau 13: The Concord Conundrum	Fate (Bureau 13)	507	6	4	Sonoma
9 AM	RPG	Big Trouble in Little CelestiCon	Feng Shui	508	6	6	212
9 AM	RPG	Curse of Agaptus	War of Ashes - FATE	509	6	4	Napa
9 AM	SEM	Multiplanar/Multigenre Adventuring			-	1	Fremont C
10AM	BG	Caverna	Caverna	512	3	3	SA Foyer
10AM	BG	Power Grid Deluxe	Power Grid Deluxe	513	6	3	SA Foyer
10AM	BG	Firefly, the Game.	Firefly	514	4	4	Sunol
10AM	BG	Pathfinder Card Game Guild	Pathfinder Card Game	515	24	6	Sunol
10AM	BG	Zooloretto	Zooloretto	516	5	2	Sunol
10AM	BG	Krosmaster	Krosmaster BGgame	517	16	8	CCG
10AM	BG	Mare Nostrum	Mare Nostrum	522	5	3	SA Foyer

MASTER SCHEDULE

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Time	Type	Title	System	Event ID	Players	Hrs.	Room
10AM	BG	The Manhattan Project: Energy Empire		524	5	3	Sunol
10AM	BG	Niagara	Niagara		5	2	Fremont A
10AM	BG	Skulking and Scheming (Skull King)	Skulking and Scheming		6	1	Fremont A
10AM	MIN	BGer Fight	StarBlazer	543	8	8	Salon VI
10AM	MIN	Agent X-2-0's Difficult Exfil	StarGrunt II	544	5	4	Salon VI
10AM	MIN	Star Wars X-Wing Miniatures Tournament	X-Wing Miniatures	545	16	10	Salon VI
10AM	MIN	Wamachine/Hordes Steamroller Tournament	Privateer Press Steamroller	546	24	12	Salon IV
10AM	Other	Celestispiet: Prototype Playtesting and Game Design Open			50	14	Livermore Valley
10AM	Paint	Miniature-Painting Competition Submissions			-	4	Salon VI
10AM	Paint	Paint & Take			8	8	Salon VI
10AM	RPG	Lego Heroica: Quest for the crown	Lego Heroica		8	8	Fremont A
10AM	SEM	Doomsday Devices and Hat Fancys			-	1	Salon VIII
10:30	WC	Designing Deep Space Warships			-	1.5	Fremont C
11AM	BG	Knennerspiel des Jahres 2015: Orléans		518	4	2	Sunol
11AM	BG	Archipelago - Beginners Welcome	Archipelago	519	5	3	SA Foyer
11AM	BG	Dice Town	Dice Town	520	5	2	Sunol
11AM	BG	For Sale	For Sale		6	1	Fremont A
Noon	BG	TransAmerica	TransAmerica		6	1	Fremont A
Noon	MIN	Saint Lo: The SS Counterattacks!	Fireball Forward!	547	8	6	Salon VI
Noon	Other	Teen Room Open	Open Gaming		-	12	Fremont B
Noon	SEM	Sandy Petersen: Jobs in the Video Game industry			-	1	Fremont C
1 PM	BG	Got It! Challenge the Designer (Drop-In)		525	12	1	Sunol
1 PM	BG	EcoFluxx	Fluxx		6	2	Fremont A
1 PM	BG	Fluxx is for Teens, Too!	Fluxx		8	1	Fremont B
1 PM	BG	King of Tokyo	King of Tokyo		6	1	Fremont A
1 PM	RPG	Sinestro strikes	Champions	531	6	6	Napa
1 PM	RPG	Where Angels Fear to Tread	Star Trek RPG		8	6	Fremont B
1:30	WC	War of the Dragons			-	1.5	Fremont C

SUNDAY, SESSION 6—SIGN UP FOR GAMES BY SUNDAY, 10:00 AM

2 PM	BG	Concordia	Concordia	610	3	2	Ardenwood
2 PM	BG	Feudality	Feudality	611	5	2	Ardenwood
2 PM	BG	Terra Mystica - Learn To Play	Terra Mystica	612	5	5	Ardenwood
2 PM	BG	Knennerspiel des Jahres 2015: Broom Service		613	5	2	Sunol
2 PM	BG	chibiMob	chibiMobsters	614	6	2	Sunol
2 PM	BG	War of the Ring 2nd Ed.		615	3	4	SA Foyer
2 PM	BG	Lich Party	Lich Party	616	5	2	Ardenwood
2 PM	BG	Hero Quest	Hero Quest BG Game	617	4	2	Sunol
2 PM	BG	Conquest at Kismet Drop In Demos	Card Game	619	2	4	SA Foyer
2 PM	BG	Mario Kart Formula D	Formula D	620	6	3	SA Foyer
2 PM	BG	Puerto Rico	Puerto Rico	621	5	2	Ardenwood
2 PM	BG	Among the Stars	Among the Stars	629	4	2	SA Foyer
2 PM	BG	Drakon		680	6	1	Sunol
2 PM	BG	Argent: The Consortium	Argent: The Consortium	682	5	3	Ardenwood
2 PM	BG	Catan Junior	Catan Junior		4	2	Fremont A
2 PM	BG	Den-Den collaboration and tournament	Homebrew	689	12	2	Alexander Valley
2 PM	CCG	Learn how to play Magic the Gathering!	Magic the Gathering		12	2	Fremont B
2 PM	CCG	Peasant Grab Bag	Magic: the Gathering		8	4	CCG
2 PM	RPG	Weird Woods of Baron Orchid	AD&D	601	8	9	217
2 PM	RPG	Mutation Overdrive	Pathfinder	602	6	4	Sonoma
3 PM	BG	Gods War with Sandy Petersen	Glorantha: The Gods War	623	4	3	SA Foyer
3 PM	BG	Fluxxfest!	Fluxx		8	1	Fremont A
3 PM	RPG	We Will Rock You	CAVEMASTER	603	6	3	213
3 PM	RPG	Return to the Forbidden Planet	Basic Roleplaying	604	6	4	214
3 PM	RPG	Rogues for the Hanging	Pirates of the Spanish Main	605	8	4	212
3 PM	RPG	Kobold War	Simple Roleplaying Original System		5	2	Fremont B
3 PM	WC	"Recycling With An Attitude!" - Expanded			0	1.5	Fremont C
4 PM	BG	Carcassonne	Carcassonne	622	8	2	SA Foyer
4 PM	BG	Lords of Waterdeep - Skullport and Undermountain		624	5	2	Sunol
4 PM	BG	Booze Barons	Booze Barons	625	9	1	Ardenwood
4 PM	BG	Cutthroat Kingdoms	N/A	626	4	3	Ardenwood
4 PM	BG	Play 7 Dice Games in 2 hours from SJ Games!	various	681	12	2	Sunol
4 PM	BG	DC Super Hero Deck Building Game	DC Comics Deck-Building Game		5	2	Fremont A
4 PM	BG	Ticket to Ride	Ticket to Ride		5	2	Fremont A
4 PM	Paint	Miniature-Painting Awards Ceremony			-	1	Salon VI
4 PM	RPG	Cthulhu Azorian	Call of Cthulhu	606	6	8	Carneros
4 PM	RPG	Liberation at Riverton	Morrow Project HERO	607	6	4	Alexander Valley
4:30	WC	Kitbashing "Live Fire" Demo			-	2	Salon VII
5 PM	BG	Knennerspiel des Jahres 2015: Elysium		627	4	2	Sunol
5 PM	BG	Stratego Legends	Stratego Legends		20	4	Fremont B

MASTER SCHEDULE

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Time	Type	Title	System	Event ID	Players	Hrs.	Room
5 PM	RPG	No Lesser Evil	Warhammer Fantasy Roleplay	608	6	8	Conv Reg Desk
5 PM	RPG	King of Chaos	Runequest	609	8	10	215
5 PM	RPG	Mecha vs Kaiju: Super Sentei Squad GO!!!	Fate Core		6	6	Fremont B
6 PM	BG	Rivet Wars: The Final Push (We Hope)	Rivet Wars	628	8	6	Ardenwood
6 PM	CCG	MTG DRAFTING!	Magic the Gathering		8	4	CCG
6 PM	CCG	Learn to Play Magic the Gathering!	Magic the Gathering		12	2	CCG
6 PM	MIN	MARS NEEDS STEAM!	Mars Needs Steam!	642	8	3	Salon IV
6 PM	RPG	White Line Nightmare	CASTE	631	6	6	213

SUNDAY, SESSION 7—SIGN UP FOR GAMES BY SUNDAY, 4:00 PM

7 PM	BG	Good Cop Bad Cop (Drop In)	Good Cop Bad Cop	710	8	1	Ardenwood
7 PM	BG	Viticulture	Viticulture	713	6	2	SA Foyer
7 PM	BG	7 Wonders Cities and Leaders	7 Wonders	715	8	2	SA Foyer
7 PM	BG	Mare Nostrum	Mare Nostrum	716	5	3	SA Foyer
7 PM	BG	Ultimate Werewolf (Drop-In)	Ultimate Werewolf	720	26	6	Sunol
7 PM	BG	Giant Carcassonne	Carcassonne	721	5	2	Ardenwood
7 PM	LARP	Midnight in the Shrine of Black Speech	GM Fiat	760	15	6	Salon VII-VIII
7 PM	RPG	Winter's Children	Tremulus	701	5	5	214
7 PM	RPG	Breakfast Cult: The Fanfic from Out of Outer Space - Fate Accelerated		702	6	4	Sonoma
7 PM	RPG	Crisis on Infinite Summer Vacation	Paragons	703	6	6	Napa
8 PM	RPG	Halls of Nazir-Thun	Crypts & Things	704	5	4	212
8 PM	RPG	An Imperial Request.	Bethorn	705	6	6	Alexander Valley
9 PM	BG	New Salem	New Salem	711	8	1	Ardenwood
11 PM	BG	Cards Against Humanity	Cards Against Humanity	714	8	2	Sonoma

MONDAY, SESSION 8—SIGN UP FOR GAMES BY SUNDAY, 6:00 PM

8 AM	RPG	The Hermits Of Delta Pavonis Colony	GURPS	801	8	6	215
8 AM	RPG	Europa Open Airship Regatta	7th Sea	802	6	8	Napa
8 AM	RPG	Van Alden Station	Dark Heresy	803	6	6	217
9 AM	MIN	Star Wars Imperial Assault Skirmish	FFG Imperial Assault	841	12	7	Salon IV
9 AM	MIN	Wamachine/Hordes Spell Draft Tournament	Privateer Press Spell Draft	842	16	8	Salon IV
9 AM	RPG	Super Train	Godlike	804	6	4	212
9 AM	RPG	Trrrommm's Tunnels and Trolls	Tunnels and Trolls	805	6	4	213
9 AM	RPG	Prince Robek's Tomb	Quicksilver Fantasy RPG	806	6	4	214
9 AM	RPG	The Golem of Antioch	Cthulhu Invictus	807	3	7	Carneros
9 AM	RPG	Hank and Dean go to a Concert! An Unauthorized	Venture Bros. Adventure! (Hero)	808	6	8	Sonoma
9 AM	RPG	Clementine (DnD 5E)	Dungeons and Dragons	809	5	6	Alexander Valley
10AM	BG	Star Fleet Battle Manual	SFBM	810	12	4	SA Foyer
10AM	BG	Battlestar Galactica: Darkness Before Daybreak	Battlestar Galactica	811	6	6	Sunol
10AM	BG	Cutthroat Kingdoms		813	4	3	Ardenwood
10AM	CCG	Peasant Grab Bag	Magic: the Gathering		12	3	CCG
10AM	Other	Celestispiet: Prototype Playtesting and Game Design Open			50	4	Livermore Valley
10AM	RPG	Moving Forward	BASH	831	8	5	Foyer
11AM	BG	Giant Carcassonne	Carcassonne	814	5	2	Ardenwood

MONDAY, SESSION 9—SIGN UP FOR GAMES BY MONDAY, 11:00 AM

2 PM	BG	Star Fleet Attack Wing	SFBM	910	6	2	Sunol
4 PM	Other	Closing Ceremony			-	1	Salon IV

BOARD & CARD GAMES

Organized board game play is in Ardenwood and Sunol.

Games with “**Drop-In**” in the title are short games played continuously through their duration to give players a chance to play many games. Sign up, or you may be able to join these events well after their start times.

FRIDAY

P13: Dominion (Drop-In)

Friday Noon in SA Foyer, table SF3; 6 hours, 8 players

Gamemaster: Jonathan Grothe

Game: Dominion Version: ALL

Rules Knowledge: Beginners Welcome

Come join us for the great deck building game Dominion.

There will be all expansions and enough cards to

support large player games. Play time 45 min - 1.5 hr

Carabande (Drop-In)

Fri Noon in Ballroom Foyer, table F1-F2; 6 hrs

Gamemaster: David Gabriel

Game: Carabande

Rules Knowledge: Beginners Welcome

Ladies and Gents, start your fingers! Be the first to flick your car over the finish line and you win! 8 can play at a time and each game takes 30-45 minutes to play. Easy to learn & family friendly!

P12: Firefly: The Game

Friday 2 PM in SA Foyer, table SF1; 6 hours, 6 players

Gamemaster: Judy Pearce

Rules Knowledge: Beginners Welcome

Big Damn Heroes Wanted! Come learn to explore the Big Black and how to steer clear of Alliance trouble and keep your skin intact from the Reavers. (Fancy Duds not required)

111: Dune

Friday 4 PM in SA Foyer, table SF2; 6 hours, 6 players

Gamemaster: Jefferson Krogh

Game: Dune

Rules Knowledge: Beginners Welcome

Recreate the struggle for spice in this classic Avalon Hill boardgame. Will Muad'dib prevail again, or will the evil Harkonnens have their way? Perhaps it's all just a Bene Gesserit plot...

112: Robo Rally Quad-Board Marathon

Friday 4 PM in Sunol, table S5-S6; 4 hours, 8 players

Gamemaster: David Leopold

Game: Robo Rally Version: 3rd Print

Rules Knowledge: Beginners Welcome

In RoboRally you will use direction cards to race your robot across a perilous factory floor. Program your robot to dodge enemy lasers, ride conveyor belts, and avoid pits. Reach all the flags to win!

113: El Grande

Friday 4 PM in SA Foyer, table SF4; 3 hours, 5 players

Gamemaster: Aaron Vanderbeek

Game: El Grande Version: Base Game

Rules Knowledge: Beginners Welcome

Beginners welcome. Come play this classic euro-game that won the Spiel des Jahres in 1996, the year after Settlers of Catan.

114: Battle Merchants

Friday 4 PM in Ardenwood, table A1; 3 hours, 4 players

Gamemaster: Andrew Hawes

Game: Battle Merchants

Rules Knowledge: Beginners Welcome

The Elves, Dwarves, Orcs, and Hobgoblins are on the brink of war. After years negotiations, they have finally decided to take up arms and stand ready to fight - which is great, since you sell weapons!

115: Booze Barons

Friday 5 PM in Ardenwood, table A5; 1 hours, 9 players

Gamemaster: Brian Henk

Game: Booze Barons

Rules Knowledge: Beginners Welcome

Booze Barons is a hidden identity and deduction team game for 3-9 players based in the time of US Prohibition.

116: Warmachine: High Command -- Learn to Play

Friday 6 PM in Ardenwood, table A8; 2 hours, 4 players

Gamemaster: Jake Spurlock

Game: Warmachine

Rules Knowledge: Beginners Welcome

WARMACHINE High Command is a deck-building card game for 2-4 players set in the steam-powered fantasy world of the Iron Kingdoms.

117: Arkham Horror

Friday 6 PM in Ardenwood, table A6-A7; 6 hrs, 6 players

Gamemaster: James Kiefer

Game: Arkham Horror Version: some house rules

Rules Knowledge: Useful

Once again the end of the world begins at Arkham, Mass. You are there, as usual, in the wrong place but at

the right time. One of the Old Ones is awakening and must be sent back from whence it came!

118: Mario Kart Formula D

Friday 6 PM in SA Foyer, table SF5; 3 hours, 6 players

Gamemaster: Andrew Aberle

Game: Formula D

Rules Knowledge: Beginners Welcome

Come try out customized rules for Formula D in the mushroom kingdom! Dodge shells and banana peels as you super-mushroom yourself into first place!

119: Twilight Imperium with Shattered Empires

Friday 6 PM in Ardenwood, table A9; 8 hours, 7 players

Gamemaster: Andrew Heilborn

Game: Twilight Imperium Version: 3rd ed

Rules Knowledge: Beginners Welcome

The nerdiest 8 hours you'll ever spend. This game includes the first expansion, Shattered Empires with a couple of somewhat common house-rules.

120: Scoville

Friday 6 PM in Sunol, table S1; 2 hours, 6 players

Gamemaster: Xander Hawes

Game: Scoville

Rules Knowledge: Beginners Welcome

The town of Scoville likes it hot! Very hot! Plant peppers, harvest, and make chili to please the town residents!

121: Bora Bora

Friday 7 PM in Ardenwood, table A4; 3 hours, 3 players

Gamemaster: Andrew Heim

Game: Bora Bora

Rules Knowledge: Beginners Welcome

In Bora Bora, players use dice to perform a variety of actions using careful insight and tactical planning. The heart of the game is its action resolution system in which 5-7 actions are available.

122: Lords of Waterdeep

Friday 7 PM in Ardenwood, table A2; 2 hours, 5 players

Gamemaster: Thomas Crawford

Rules Knowledge: Beginners Welcome

The players are lords, secret rulers of the city, vying for control of Waterdeep. Use agents to perform quests, expand the city by buying buildings, and sowing intrigue to help or hinder other lords.

123: Carcassonne

Friday 7 PM in SA Foyer, table SF3; 2 hours, 8 players

Gamemaster: Will McIntosh

Game: Carcassonne Version: Big Box 5

Rules Knowledge: Beginners Welcome

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape. We'll be playing with Inn & Cathedrals, Traders & Builders, The River, Hills

124: Colosseum - Beginners Welcome

Friday 7 PM in SA Foyer, table SF4; 3 hours, 5 players
Gamemaster: Aaron Vanderbeek
Game: Colosseum Version: Base Game
Rules Knowledge: Beginners Welcome
Colosseum is one of Wolfgang Kramer's most sought-after OOP games. Come find out why!

125: Good Cop Bad Cop (Drop In)

Friday 7 PM in Ardenwood, table A5; 1 hours, 8 players
Gamemaster: Brian Henk
Game: Good Cop Bad Cop Version: 2nd Ed.
Rules Knowledge: Beginners Welcome
The hidden identity, bluffing, and deduction game about a corrupted police district for 4-8 players. Learn the game in 5 minutes and play in 10-20 minutes.

127: Agricola

Friday 8 PM in SA Foyer, table SF1; 3 hours, 5 players
Gamemaster: Jamie Hawes
Game: Agricola Version: Basic Deck
Rules Knowledge: Required
Medieval farming, what could be more fun? Collect resources, improve your farm, and grow your family - and don't forget to keep them fed, you don't want to beg!

128: Family Friendly Ultimate Werewolf

Friday 8 PM in Sunol; 2 hours, 40 players
Gamemaster: Eli Hawes
Game: Ultimate Werewolf Version: Ultimate
Rules Knowledge: Beginners Welcome
Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves...can you and the other villagers find them before they devour everyone?

110: New Salem

Friday 9 PM in Ardenwood, table A5; 1 hours, 8 players
Gamemaster: Brian Henk
Game: New Salem
Rules Knowledge: Beginners Welcome
New Salem is a card-based hidden identity, deduction, and drafting game for 3-8 players that relies on simultaneous play to provide an extremely engaging social experience in under 30 minutes.

129: Two Rooms and a Boom

Fri 9 PM in Ardenwood, table A1-A3; 2 hrs, 30 players
Gamemaster: Jeffrey Warshaw
Rules Knowledge: Beginners Welcome
In Two Rooms and a Boom - a social deduction/hidden role party game for six or more players - there are two teams: the Red Team and the Blue Team. The Blue Team has a President.

160: Cards Against Humanity

Friday 11 PM in Napa; 2 hours, 8 players
Gamemaster: Donna Elliott
Game: Cards Against Humanity Version: All CAH +
Rules Knowledge: Beginners Welcome
It's like Apples to Apples for folks who prefer their apples a bit rotten! A simple fill in the blanks card game with

mature themes that always gets people laughing/groaning.

SATURDAY

210: Brew Crafters

Saturday 8 AM in SA Foyer, table SF5; 3 hrs, 5 players
Gamemaster: Scott Duffy
Game: Brew Crafters Version: 1st Ed
Rules Knowledge: Beginners Welcome
Brew Crafters from Dice Hate Me games. Worker placement board game of managing your own brewery, selecting the correct ingredients to brew each batch. Similar to Agricola.

211: Lich Party

Saturday 8 AM in Sunol, table S1; 2 hours, 5 players
Gamemaster: Timothy Adam
Game: Lich Party Version: Beta
Rules Knowledge: Beginners Welcome
Tactical Russian Roulette for Circumstantially Immortal Super Wizards. 3-5 players, currently in development.

212: Gods War with Sandy Petersen

Saturday 9 AM in SA Foyer, table SF1; 3 hrs, 4 players
Gamemaster: Sandy Petersen
Game: Glorantha: The Gods War
Rules Knowledge: Beginners Welcome
Play Sandy Petersen's unreleased game Glorantha: The Gods War with the designer himself!

213: Commands & Colors NorCal Championship Day 1 of 2

Saturday 9 AM in Ardenwood; 4 hours, 16 players
Gamemaster: Jay Shukert
Game: Commands & Colors
Rules Knowledge: Required
Tournament consisting of two Ancients and two Napoleonic scenarios. 2-Day event, play either or both days. Play each side of each scenario, 4 games each day. Prize support from GMT.

215: Pathfinder Card Game Guild

Saturday 10 AM in Sunol, table S4-S7; 6 hrs, 24 players
Gamemaster: Henry Beals
Game: Pathfinder Card Game
Rules Knowledge: Beginners Welcome
Pathfinder card game guild scenarios from monthly organized play. Skull and shackles and wrath of the righteous. Players need to bring own class decks.

216: Mountains of Madness

Saturday 10 AM in SA Foyer, table SF4; 7 hrs, 6 players
Gamemaster: William Rawls
Game: Eldritch Horror Version: 1
Rules Knowledge: Useful
Trace the path of a doomed expedition and enter the immense City of the Elder Things. What happens in Antarctica has worldwide repercussions as freshly-awakened horrors spread across the globe.

217: Terra Mystica

Saturday 10 AM in SA Foyer, table SF3; 3 hrs, 3 players

Gamemaster: Andrew Heim

Game: Terra Mystica

Rules Knowledge: Beginners Welcome

Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must attempt to rule an area for end game.

218: Forbidden Stars

Saturday 10 AM in Sunol, table S8; 3 hours, 4 players

Gamemaster: Jeffrey Warshaw

Rules Knowledge: Beginners Welcome

Forbidden Stars puts you in command of massive armies battling to claim the Herakon Cluster at any cost. In every game, you and your opponents build up your forces, expand your strategic options, and

219: Settlers of Catan-15th anniversary wood edition

Saturday 10 AM in SA Foyer, table SF2; 2 hrs, 6 players

Gamemaster: Jamie Hawes

Game: Settlers of Catan Version: basic

Rules Knowledge: Beginners Welcome

Settle the Island of Catan. Collect your resources, build your roads, settlements, and cities - and watch out for the Robber! The first player to earn 10 victory points will win!

222: Exploding Kittens

Saturday 10 AM in Sunol, table S9; 1 hours, 6 players

Gamemaster: Joy Cohn

Game: Exploding Kittens

Rules Knowledge: Beginners Welcome

Exploding Kittens is a kitty-powered version of Russian Roulette. Players take turns drawing cards until someone draws an exploding kitten and loses the game.

224: The Manhattan Project: Energy Empire

Saturday 10 AM in Sunol, table S2; 3 hours, 5 players

Gamemaster: Tom Jolly

Rules Knowledge: Beginners Welcome

Energy Empire is a Euro-style game with worker placement, tableau-building mechanics. Produce energy to power your industry, commerce, & government while also trying to protect your environment.

221: Among the Stars

Saturday Noon in Sunol, table S1; 2 hours, 4 players

Gamemaster: Jeremy Chaney

Game: Among the Stars

Rules Knowledge: Beginners Welcome

In a war-ravaged galaxy alien races have declared peace and begun building a space station to promote trade. Players draft cards to use locations and contribute to the stations.

225: The Manhattan Project: Energy Empire

Saturday 1 PM in Sunol, table S2; 3 hours, 5 players

Gamemaster: Tom Jolly

Rules Knowledge: Beginners Welcome

Energy Empire is a stand-alone Euro-style game with worker placement, tableau-building mechanics. Produce energy to power your industry, commerce, & government while protecting your environment.

310: Hero Quest

Saturday 2 PM in Sunol, table S8; 3 hours, 4 players

Gamemaster: Donna Elliott

Game: Hero Quest Board Game

Rules Knowledge: Beginners Welcome

You and your fellow heroes raid dungeons to fight monsters, collect loot, and defeat evil Wizard Zargon! A classic, fun fantasy Dungeon crawl game from the 80s, with great miniatures!

311: Village

Saturday 2 PM in Ardenwood, table A1; 3 hrs, 4 players

Gamemaster: Andrew Heim

Game: Village and Murano

Rules Knowledge: Useful

Life in the village is hard - but life here also allows the inhabitants to grow and prosper as they please. One villager might want to become a friar. Another might feel ambitious.

312: Nations - Learn to Play

Saturday 2 PM in Ardenwood, table A7; 4 hrs, 4 players

Gamemaster: Chris Talbot

Game: Nations

Rules Knowledge: Beginners Welcome

Like Civilization? Tired of Through the Ages? Or are you just bored? Come learn Nations! In Nations, you strive to build your nation to be the greatest of all!

313: Cosmic Encounter

Saturday 2 PM in Sunol, table S9; 3 hours, 6 players

Gamemaster: Sergej Butkovic

Game: Cosmic Encounter

Rules Knowledge: Beginners Welcome

Cosmic Encounter is a game of negotiation and domination. Players become the leaders of various aliens, and must be the first to have five foreign colonies on other players' systems.

314: Viticulture

Saturday 2 PM in SA Foyer, table SF5; 3 hrs, 6 players

Gamemaster: Scott Duffy

Game: Viticulture Version: 2nd

Rules Knowledge: Beginners Welcome

Viticulture by Stonemaier games. The Strategic Game of Winemaking. Worker placement with wake up time player order mechanic. Depending on player experience some expansions might be used.

315: chibiMob (winner gets free demo copy of game)

Saturday 2 PM in Sunol, table S1; 2 hours, 6 players

Gamemaster: Marc DiStefano

Game: chibiMobsters Version: 1

Rules Knowledge: Beginners Welcome

Try chibiMob, a strategy card game of organised crime.

Hire goons to do your dirty work, make alliances to acquire abilities, and hit bosses to install a new kingpin and win. On Kickstarter now!

316: Agricola - The Most Fun Farming's Ever Been

Saturday 2 PM in Ardenwood, table A2; 2 hrs, 5 players

Gamemaster: Will McIntosh

Game: Agricola

Rules Knowledge: Beginners Welcome

In Agricola (Latin for 'farm') you're a farmer in a wooden shack with your spouse and little else. Plow fields, build your house, raise sheep, boar or cattle! How will you build your farm?

317: Conquest at Kismet Drop In Demos

Saturday 2 PM in SA Foyer, table SF3; 4 hrs, 2 players

Gamemaster: Joseph "Jay" Vales

Game: Card Game Version: 1

Rules Knowledge: Beginners Welcome

Conquest At Kismet is a card game featuring large motherships battling over control of the Kismet sector using a time mechanism and a lottery-like method for combat which is unique to card games.

318: Lich Party

Saturday 2 PM in Ardenwood, table A8; 2 hrs, 5 players

Gamemaster: Timothy Adam

Game: Lich Party Version: Beta

Rules Knowledge: Beginners Welcome

Tactical Russian Roulette for Circumstantially Immortal Super Wizards. 3-5 players, currently in development.

329: Archer

Saturday 2 PM in Ardenwood, table A3; 2 hrs, 7 players

Gamemaster: Joy Cohn

Game: Archer

Rules Knowledge: Beginners Welcome

Channeling the action, adventure and danger that comes with everyday life in the Archer animated series, Archer: The Danger Zone! lets fans play as their favorite secret agent or staffer.

326: Official Munchkin Game: Legends

Saturday 3 PM in Ardenwood, table A4; 2 hrs, 6 players

Gamemaster: Andrew Walters

Game: Munchkin

Rules Knowledge: Beginners Welcome

This is the official Munchkin game of CelestiCon, meaning that promo cards and bookmarks are going to fall like rain! The two expansions, Myth Prints and Faun & Games will be included, of course.

319: Dice Town

Saturday 4 PM in Sunol, table S2; 2 hours, 5 players

Gamemaster: Jeremy Chaney

Game: Dice Town

Rules Knowledge: Beginners Welcome

Each player gets a cup with five poker dice and eight dollars. Each turn, a player will put together a poker hand and take control of various key places in Dice Town.

380: Alchemists board game

Saturday 4 PM in Ardenwood, table A5; 3 hrs, 3 players

Gamemaster: Russell Davidson

Game: Alchemists

Rules Knowledge: Beginners Welcome

Alchemists is a 2 to 4 player worker placement game that simulates the exciting world of competitive academic research! Apprentice debunking rules used! Read the rules! Download the app (or not)!

322: Eclipse: Rise of the Ancients

Saturday 5 PM in SA Foyer, table SF4; 4 hrs, 5 players

Gamemaster: Sergej Butkovic

Game: Eclipse

Rules Knowledge: Required

Lead your people to victory! A game of Eclipse places you in control of a vast civilization, competing for success with its rivals. Take rounds exploring, expanding, exploiting, and exterminating.

323: chibiMob (winner gets free demo copy of game)

Saturday 5 PM in Sunol, table S1; 2 hours, 6 players

Gamemaster: Marc DiStefano

Game: chibiMobsters Version: 1

Rules Knowledge: Beginners Welcome

Try chibiMob, a strategy card game of organised crime. Hire goons to do your dirty work, make alliances to acquire abilities, and hit bosses to install a new kingpin and win. On Kickstarter now!

327: Murano

Saturday 5 PM in Ardenwood, table A1; 2 hrs, 7 players

Gamemaster: Andrew Heim

Game: Village and Murano

Rules Knowledge: Useful

Murano the game is set in Murano, with Murano being a small group of seven islands near Venice that's well-known by tourists for its glassmaking.

328: The Verse is not for Beginners

Saturday 5 PM in SA Foyer, table SF2; 6 hrs, 7 players

Gamemaster: Joy Cohn

Game: Firefly: The Game Version: All

Rules Knowledge: Required

Six or seven experienced captains wanted. Beginners need not apply. Pick your own scenario, scored by difficulty, but get it done to score. Think you're good? Prove it.

325: Thunder Alley

Saturday 6 PM in SA Foyer, table SF1; 2 hrs, 6 players

Gamemaster: Patrick Riley

Game: Thunder Alley

Rules Knowledge: Beginners Welcome

Card-driven stock car racing. Drafting, teamwork, accidents, yellow flags, pit strategy, working to lead laps, and sprints to the finish are all included and bring the feel of racing to the game.

381: Argent: The Consortium

Saturday 6 PM in Ardenwood, table A4; 3 hrs, 5 players
 Gamemaster: Daniel Brouillet
 Game: Argent: The Consortium
 Rules Knowledge: Beginners Welcome
 Fight to gather influence and supporters in this tense, highly interactive worker placement game!

410: Agricola Interactive Deck

Saturday 7 PM in SA Foyer, table SF3; 3 hrs, 5 players
 Gamemaster: Ken Balderrama
 Rules Knowledge: Useful
 In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn you try to create your farm from scratch to maintain your livelihood.

411: Red Dragon Inn

Saturday 7 PM in Ardenwood, table A2; 2 hrs, 8 players
 Gamemaster: Thomas Crawford
 Game: Red Dragon Inn
 Rules Knowledge: Beginners Welcome
 You are adventurers who have returned from your latest expedition and are at the Red Dragon Inn to drink, gamble, and roughhouse. The last player who remains conscious with any gold is the winner.

413: Euphoria: build a better dystopia!

Saturday 7 PM in SA Foyer, table SF5; 2 hrs, 6 players
 Gamemaster: Andrew Hawes
 Game: Euphoria
 Rules Knowledge: Beginners Welcome
 The world as we know it has ended, and the city of Euphoria has risen. Use your workers wisely - but don't let them get too smart, or they'll realize what their life is really like... and run away!

415: B-17: The Reich Wreckers

Saturday 7 PM in Salon VII; 6 hours, 24 players
 Gamemaster: Ronald Plunk
 Game: B-17: Queen of the Skies (Avalon Hill)
 Rules Knowledge: Beginners Welcome
 Join the formation with 'Memphis Belle', 'Picadilly Lilly', & 'Thunderbird' as the 306th Bombardment Group (Heavy) and the rest of the 8th Air Force become the 'Reich Wreckers' of Occupied Europe.

416: Ultimate Werewolf (Drop-In)

Saturday 7 PM in Sunol; 6 hours, 26 players
 Gamemaster: Aaron Newman
 Game: Ultimate Werewolf
 Rules Knowledge: Beginners Welcome
 Join Werewolf Players of SF Bay Area for Ultimate Werewolf and WitchHunt - a new variant in which everyone has a unique role and dead players still make choices.

417: Fury of Dracula - A game of gothic adventure!

Saturday 8 PM in Ardenwood, table A5; 4 hrs, 4 players
 Gamemaster: Russell Davidson
 Game: Fury of Dracula Version: Second Ed
 Rules Knowledge: Useful
 Fantasy Flight has finally decided to produce a 3rd edition of this game! One last hunt before the new version drops!

414: Scoville

Saturday 9 PM in SA Foyer, table SF5; 2 hrs, 6 players
 Gamemaster: Andrew Hawes
 Game: Scoville
 Rules Knowledge: Beginners Welcome
 The town of Scoville loves their hot peppers, and they love their spicy chilie recipies! Work to plant, cross-breed, and harvest peppers that you can sell or use to prepare special chilie recipies!

SUNDAY

511: Commands & Colors NorCal Championship Day 2 of 2

Sun 9 AM in Ardenwood, table A1-A9; 4 hrs, 16 players
 Gamemaster: Jay Shukert
 Game: Commands & Colors
 Rules Knowledge: Required
 Tournament consisting of two Ancients and two Napoleonic scenarios. 2-Day event, play either or both days. Play each side of each scenario, 4 games each day. Prize support from GMT.

512: Caverna

Sunday 10 AM in SA Foyer, table SF1; 3 hrs, 3 players
 Gamemaster: Andrew Heim
 Game: Caverna
 Rules Knowledge: Beginners Welcome
 Caverna: The Cave Farmers, which has a playing time of roughly 30 minutes per player, is a complete redesign of Agricola that substitutes the card decks from the former game with a set of buildings.

513: Power Grid Deluxe

Sunday 10 AM in SA Foyer, table SF4; 3 hrs, 6 players
 Gamemaster: Patrick Riley
 Game: Power Grid Deluxe
 Rules Knowledge: Beginners Welcome
 Win the most efficient power plants at auction. Buy resources, undercutting the competition. Build out your network, blocking your opponents. Earn money. Power the most cities. Victory.

514: Firefly, the Game.

Sunday 10 AM in Sunol, table S9; 4 hours, 4 players
 Gamemaster: James Kiefer
 Game: Firefly Version: some house rules
 Rules Knowledge: Beginners Welcome
 Find a Crew! Find a Job! Keep Flying! Spend a few hours in the Black in shiny Firefly! This is timed game of about 3 hours, so get your ship together and join in. We'll be playing with some house rules.

515: Pathfinder Card Game Guild

Sunday 10 AM in Sunol, table S4-S7; 6 hrs, 24 players
 Gamemaster: Henry Beals
 Game: Pathfinder Card Game
 Rules Knowledge: Beginners Welcome
 Pathfinder card game guild scenarios from monthly organized play. Skull and shackles and wrath of the righteous. Players need to bring own class decks.

516: Zooloretto

Sunday 10 AM in Sunol, table S1; 2 hours, 5 players
 Gamemaster: Sarah Tyrrell
 Game: Zooloretto
 Rules Knowledge: Beginners Welcome
 Use small, large, wild and exotic animals to try and attract as many visitors as possible to your zoo. But be careful - the zoo must be carefully planned to avoid running out of room for your animals!

517: Krosmaster

Sunday 10 AM in CCG, table C1-C4; 8 hours, 16 players
 Gamemaster: Alan Smith
 Game: Krosmaster Boardgame Version: season 3
 Rules Knowledge: Beginners Welcome
 This is a Krosmaster event where season 2/3 prizes will be available to all entrants.

522: Mare Nostrum

Sunday 10 AM in SA Foyer, table SF2; 3 hrs, 5 players
 Gamemaster: Matthew Byrtus
 Game: Mare Nostrum Version: 2003
 Rules Knowledge: Beginners Welcome
 Trading & War in the Mediterranean. Play 1 of 6 civilizations of the Ancient World: Rome, Greece, Babylon, Egypt, Carthage, or Atlantis.

524: The Manhattan Project: Energy Empire

Sunday 10 AM in Sunol, table S8; 3 hours, 5 players
 Gamemaster: Tom Jolly
 Rules Knowledge: Beginners Welcome
 Energy Empire is a stand-alone Euro-style game with worker placement, tableau-building mechanics. Produce energy to power your industry, commerce, & government while protecting your environment!

518: Kennerspiel des Jahres 2015: Orléans

Sunday 11 AM in Sunol, table S3; 2 hours, 4 players
 Gamemaster: Scott Kovatch
 Rules Knowledge: Beginners Welcome
 One of three games nominated for the Kennerspiel des Jahres: Orléans, by Reiner Stockhausen.

519: Archipelago - Beginners Welcome

Sunday 11 AM in SA Foyer, table SF3; 3 hrs, 5 players
 Gamemaster: David Leopold
 Game: Archipelago Version: Base Set
 Rules Knowledge: Beginners Welcome
 In Archipelago you control a group of colonists, discovering a new island and interacting with the natives. You'll harvest resources to send back to the mainland, and try to build a thriving colony.

520: Dice Town

Sunday 11 AM in Sunol, table S2; 2 hours, 5 players
 Gamemaster: Jeremy Chaney
 Game: Dice Town
 Rules Knowledge: Beginners Welcome
 Each player gets a cup with five poker dice and eight dollars. Each turn, a player will put together a poker hand and take control of various key places in Dice Town.

525: Got It! Challenge the Designer (Drop-In)

Sunday 1 PM in Sunol, table S2; 1 hours, 12 players
 Gamemaster: Tom Jolly
 Rules Knowledge: Beginners Welcome
 Got It! is a math card game. You deal a goal card, then race to find a 5-card solution in a grid of 6x6 cards. Whoever sees it first captures the goal card! If you can beat the designer, take away \$5.

610: Concordia

Sunday 2 PM in Ardenwood, table A1; 2 hours, 3 players
 Gamemaster: Andrew Heim
 Game: Concordia
 Rules Knowledge: Beginners Welcome
 Concordia is a strategy game which requires advance planning and consideration of your opponent's moves. Every game is different.

611: Feudality

Sunday 2 PM in Ardenwood, table A2; 2 hours, 5 players
 Gamemaster: Patrick Riley
 Game: Feudality
 Rules Knowledge: Beginners Welcome
 Grow and protect your fiefdom, improve prosperity, and score victory points. Along the way there may be wars, invasions, tournaments, taxes, and a lot of other nonsense. A Tom Wham game.

612: Terra Mystica - Learn To Play

Sunday 2 PM in Ardenwood, table A9; 5 hours, 5 players
 Gamemaster: Chris Talbot
 Game: Terra Mystica
 Rules Knowledge: Beginners Welcome
 Ever wanted to learn Terra Mystica but never got the chance? Now you have one! Come learn how to play one of the most highly rated euro games and enjoy the world of terraforming!

613: Kennerspiel des Jahres 2015: Broom Service

Sunday 2 PM in Sunol, table S3; 2 hours, 5 players
 Gamemaster: Scott Kovatch
 Rules Knowledge: Beginners Welcome
 One of three games nominated for the Kennerspiel des Jahres: Broom Service, by Andreas Pelikan and Alexander Pfister.

614: chibiMob (winner gets free demo copy of game)

Sunday 2 PM in Sunol, table S1; 2 hours, 6 players

Gamemaster: Marc DiStefano

Game: chibiMobsters Version: 1

Rules Knowledge: Beginners Welcome

Try chibiMob, a strategy card game of organised crime.

Hire goons to do your dirty work, make alliances to acquire abilities, and hit bosses to install a new kingpin and win. On Kickstarter now!

615: War of the Ring 2nd Ed.

Sunday 2 PM in SA Foyer, table SF4; 4 hours, 3 players

Gamemaster: Thomas Crawford

Rules Knowledge: Beginners Welcome

While the Shadow forces grow stronger, should the Free People try to get the Ring to Mount Doom or should they focus more on defeating them on the battlefield?

616: Lich Party

Sunday 2 PM in Ardenwood, table A3; 2 hours, 5 players

Gamemaster: Timothy Adam

Game: Lich Party Version: Beta

Rules Knowledge: Beginners Welcome

Tactical Russian Roulette for Circumstantially Immortal Super Wizards. 3-5 players, currently in development.

617: Hero Quest

Sunday 2 PM in Sunol, table S8; 2 hours, 4 players

Gamemaster: Donna Elliott

Game: Hero Quest Board Game

Rules Knowledge: Beginners Welcome

You and your fellow heroes raid dungeons to fight monsters, collect loot, and defeat evil Wizard Zargon! A classic, fun fantasy Dungeon crawl game from the 80s, with great miniatures!

619: Conquest at Kismet Drop In Demos

Sunday 2 PM in SA Foyer, table SF3; 4 hours, 2 players

Gamemaster: Joseph "Jay" Vales

Game: Card Game Version: 1

Rules Knowledge: Beginners Welcome

Conquest At Kismet is a card game featuring large motherships battling over control of the Kismet sector using a time mechanism and a lottery-like method for combat which is unique to card games.

620: Mario Kart Formula D

Sunday 2 PM in SA Foyer, table SF2; 3 hours, 6 players

Gamemaster: Andrew Aberle

Game: Formula D

Rules Knowledge: Beginners Welcome

Come try out customized rules for Formula D in the mushroom kingdom! Dodge shells and banana peels as you super-mushroom yourself into first place!

621: Puerto Rico

Sunday 2 PM in Ardenwood, table A4; 2 hours, 5 players

Gamemaster: Jamie Hawes

Game: Puerto Rico

Rules Knowledge: Beginners Welcome

Build your plantations and colony in Puerto Rico - Produce goods, ship them home to earn goods, build

your buildings, and compete to earn the most victory points!

629: Among the Stars

Sunday 2 PM in SA Foyer, table SF5; 2 hours, 4 players

Gamemaster: Jeremy Chaney

Game: Among the Stars

Rules Knowledge: Beginners Welcome

In a war-ravaged galaxy alien races have declared peace and begun building a space station to promote trade. Players draft cards to use locations and contribute to the stations.

680: Drakon

Sunday 2 PM in Sunol, table S2; 1 hours, 6 players

Gamemaster: Tom Jolly

Rules Knowledge: Beginners Welcome

Drakon - Wander in an ever-growing maze of tile, trying to gain 10 gold before any other player. Each tile you enter does something different; can you use these abilities to bend the dungeon your way?

682: Argent: The Consortium

Sunday 2 PM in Ardenwood, table A5; 3 hours, 5 players

Gamemaster: Daniel Brouillet

Game: Argent: The Consortium

Rules Knowledge: Beginners Welcome

Fight to gather influence and supporters in this tense, highly interactive worker placement game!

689: Den-Den collaboration and tournament

Sunday 2 PM in Alexander Valley; 2 hours, 12 players

Gamemaster: Danielle Goudeau

See game description in the Tekumel Track section on page 8.

623: Gods War with Sandy Petersen

Sunday 3 PM in SA Foyer, table SF1; 3 hours, 4 players

Gamemaster: Sandy Petersen

Game: Glorantha: The Gods War

Rules Knowledge: Beginners Welcome

Play Sandy Petersen's unreleased game Glorantha: The Gods War with the designer himself!

622: Carcassonne

Sunday 4 PM in SA Foyer, table SF5; 2 hours, 8 players

Gamemaster: Will McIntosh

Game: Carcassonne Version: Big Box 5

Rules Knowledge: Beginners Welcome

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape. We'll be playing with Inn & Cathedrals, Traders & Builders, The River, Hills

625: Booze Barons

Sunday 4 PM in Ardenwood, table A1; 1 hours, 9 players

Gamemaster: Brian Henk

Game: Booze Barons

Rules Knowledge: Beginners Welcome

Booze Barons is a hidden identity and deduction team game for 3-9 players based in the time of US Prohibition.

624: Lords of Waterdeep - Skullport and Undermountain

Sunday 4 PM in Sunol, table S9; 2 hours, 5 players
Gamemaster: Patrick Riley
Game: Lords of Waterdeep
Rules Knowledge: Beginners Welcome
Recruit adventurers, complete quests, and expand the city. Includes both modules from the Scoundrels of Skullport expansion; Intrigue and Quest cards and Buildings will be balanced.

626: Cutthroat Kingdoms

Sunday 4 PM in Ardenwood, table A2; 3 hours, 4 players
Gamemaster: Ali Punzalan
Rules Knowledge: Beginners Welcome
Cutthroat Kingdoms is a social card game of assassination, open negotiation, tactical marriage, territory control and plague.

681: Play 7 Dice Games in 2 hours from SJ Games!

Sunday 4 PM in Sunol, table S1-S2; 2 hours, 12 players
Gamemaster: Andrew Walters
Rules Knowledge: Beginners Welcome
Zombie Dice, Cthulhu Dice, Mars Attacks, Trophy Buck, 10 Minute Take Down, Dino Hunt Dice, Chupacabra: Survive The Night from Steve Jackson Games, with prizes! We'll have to hurry...

627: Kennerspiel des Jahres 2015: Elysium

Sunday 5 PM in Sunol, table S3; 2 hours, 4 players
Gamemaster: Scott Kovatch
Rules Knowledge: Beginners Welcome
One of three in a series of games nominated for the Kennerspiel des Jahres: Elysium, by Matthew Dunstan and Brett J. Gilbert.

628: Rivet Wars: The Final Push (We Hope)

Sun 6 PM in Ardenwood, table A6-A7; 6 hrs, 8 players
Gamemaster: Craig Robertson
Game: Rivet Wars
Rules Knowledge: Beginners Welcome
The war against the Blightun Empire has dragged on too long. It's time to end the menace once and for all! With one final push, using all the means at our disposal, we can win the War! Hopefully...

710: Good Cop Bad Cop (Drop In)

Sunday 7 PM in Ardenwood, table A1; 1 hours, 8 players
Gamemaster: Brian Henk
Game: Good Cop Bad Cop Version: 2nd Ed.
Rules Knowledge: Beginners Welcome
The hidden identity, bluffing, and deduction game about a corrupted police district for 4-8 players. Learn the game in 5 minutes and play in 10-20 minutes.

713: Viticulture

Sunday 7 PM in SA Foyer, table SF1; 2 hours, 6 players
Gamemaster: Andrew Hawes
Game: Viticulture
Rules Knowledge: Beginners Welcome

You've just inherited a small vinyard in Italy! Wow! Now, it's a bit run down, and needs you to put in some tender loving care... can you restore it to glory and fame?

715: 7 Wonders Cities and Leaders

Sunday 7 PM in SA Foyer, table SF3; 2 hours, 8 players
Gamemaster: Ken Balderrama
Game: 7 Wonders
Rules Knowledge: Beginners Welcome
Up to 8 people will vie for supremacy in this game of 7 Wonders. Both the Cities and the Leaders expansions will be used to play. Beginners are welcome to come learn a new game

716: Mare Nostrum

Sunday 7 PM in SA Foyer, table SF2; 3 hours, 5 players
Gamemaster: Matthew Byrtus
Game: Mare Nostrum Version: 2003
Rules Knowledge: Beginners Welcome
Trading & War in the Mediterranean. Play 1 of 6 civilizations of the Ancient World: Rome, Greece, Babylon, Egypt, Carthage, or Atlantis.

720: Ultimate Werewolf (Drop-In)

Sunday 7 PM in Sunol; 6 hours, 26 players
Gamemaster: Jessica McCartney
Game: Ultimate Werewolf
Rules Knowledge: Beginners Welcome
Join Werewolf Players of SF Bay Area for Ultimate Werewolf and Two Rooms and a Boom!

721: Giant Carcassonne

Sun 7 PM in Ardenwood; A3,A5,A8; 2 hrs, 5 players
Gamemaster: Andrew Walters
Game: Carcassonne
Rules Knowledge: Beginners Welcome
Good ol' Carcassonne, but with 6 inch 3D tiles. Couldn't be simpler, couldn't be bigger - after all, it has to fit on the table.

711: New Salem

Sunday 9 PM in Ardenwood, table A1; 1 hour, 8 players
Gamemaster: Brian Henk
Game: New Salem
Rules Knowledge: Beginners Welcome
New Salem is a card-based hidden identity, deduction, and drafting game for 3-8 players that relies on simultaneous play to provide an extremely engaging social experience in under 30 minutes.

714: Cards Against Humanity

Sunday 11 PM in Sonoma; 2 hours, 8 players
Gamemaster: Donna Elliott
Game: Cards Against Humanity Version: All CAH +
Rules Knowledge: Beginners Welcome
It's like Apples to Apples for folks who prefer their apples a bit rotten! A simple fill in the blanks card game with mature themes that always gets people laughing/groaning.

MONDAY

810: Star Fleet Battle Manual

Monday 10 AM in SA Foyer; 4 hours, 12 players

Gamemaster: Brian Lucid

Game: SFBM Version: 1977

Rules Knowledge: Beginners Welcome

Crawl around the floor and eyeball the compass dial on your D7/Heavy Cruiser/Bird of Prey. Use string to launch torpedos and laser patterns and see if you guessed the range and azimuth correctly.

811: Battlestar Galactica: Darkness Before Daybreak

Monday 10 AM in Sunol, table S9; 6 hours, 6 players

Gamemaster: Mike Hutchinson

Game: Battlestar Galactica

Rules Knowledge: Required

Will you save the Human race or doom them to extinction? Play the Battlestar Galactica board game to find out! Unlike the TV show, ANYONE could be a Cylon. Experienced players over 18 preferred.

813: Cutthroat Kingdoms

Monday 10 AM in Ardenwood, table A2; 3 hrs, 4 players

Gamemaster: Ali Punzalan

Rules Knowledge: Beginners Welcome

Cutthroat Kingdoms is a social card game of assassination, open negotiation, tactical marriage, territory control and plague.

814: Giant Carcassonne

Mon 11 AM in Ardenwood; A3, A5, A8; 2 hrs, 5 players

Gamemaster: Andrew Walters

Game: Carcassonne

Rules Knowledge: Beginners Welcome

Good ol' Carcassonne, but with 6 inch 3D tiles. Couldn't be simpler, couldn't be bigger - after all, it has to fit on the table.

910: Star Fleet Attack Wing

Monday 2 PM in Sunol, table S3, S5; 2 hours, 6 players

Gamemaster: Brian Lucid

Rules Knowledge: Beginners Welcome

Star Trek: Attack Wing is a tactical space combat miniatures game, featuring pre-painted ships from the Star Trek Universe. Ships provided.

COLLECTIBLE CARD GAMES

CCG events are located in the Ballroom Foyer, behind the Snack Bar. All CCGs are **walk up events**. To play, just go to the game. There is no need to use the game signup program.

Fees for CCG events are for materials the players keep.

FRIDAY

Flavor Draft

Friday 2 PM in CCG, table C1-C3, 4 hours; 8 players

Gamemaster: Melinda Keller

Game: Magic: The Gathering Version: Varies

All characters provided by GM

Rules Knowledge: Beginners Welcome

The format is simple: Magic is drafted and played as normal, except for the fact that in-game flavor trumps the written text of the cards. \$10 entry

Magic Conspiracy Booster Draft Event

Friday 6 PM in CCG, table C1-C3, for 3 hours

12 players

Gamemaster: Kendrick Hough

Game: Magic: The Gathering Version: Conspiracy

Characters can be provided by GM

Rules Knowledge: Required

Join the Conspiracy! Magic: The Gathering's only set designed to make drafting more chaotic. Joining the draft costs \$10. Bring your own sealed boosters or get them at Celesticon!

SATURDAY

Learn how to play Magic the Gathering!

Saturday 10 AM, table YP3, for 2 hours

12 players

Gamemaster: Nicholas Cuellar

Game: Magic the Gathering Version: Standard

All characters provided by GM

Rules Knowledge: Beginners Welcome

Learn how to play Magic the Gathering!

Chaos Draft

Saturday 11 AM in CCG, table C1-C3, for 4 hours
7 players.

Gamemaster: Kellen Snook

Game: Magic: The Gathering

All characters provided by GM

Rules Knowledge: Required

Players draft a random assortment of packs, from all throughout Magic, and attempt to make the best deck possible. An entrance fee of \$20 is required to pay for materials.

Commander

Sat 3 PM in CCG, table C1-C3, for 3 hrs, 16 players

Gamemaster: Melinda Keller

Game: Magic: the Gathering Version: EDH

Players must provide own characters

Rules Knowledge: Required

Commander is a format where players construct 100-card decks, with each card except basic lands appearing no more than once. Players also choose a legendary creature to be their Commander!

Learn to Play Magic the Gathering!

Sat 6 PM in CCG, table C1-C3, for 2 hrs, 12 players

Gamemaster: Nicholas Cuellar

Game: Magic the Gathering Version: Standard

All characters provided by GM

Rules Knowledge: Beginners Welcome

Have you ever wanted to learn how to play the collectible card game Magic the Gathering (MTG)? Come to this session for teaching and materials - provided free of charge.

MTG Conspiracy Draft

Sat 8 PM in CCG, table C4-C6, for 2 hrs, 8 players
Gamemaster: Nicholas Cuellar
Game: Magic the Gathering Draft Version: Conspiracy
Players must provide own characters
Rules Knowledge: Required
Draft/deck construction round pod of 8, approx 45 minutes, each player will start with 3 MTG Conspiracy packs. Then two 4-person battle royales (1 round), approx 1 - 1.5 hours.

SUNDAY

Learn how to play Magic the Gathering!

Sunday 2 PM, table T2, for 2 hours; 12 players
Gamemaster: Nicholas Cuellar
Game: Magic the Gathering Version: Standard
All characters provided by GM
Rules Knowledge: Beginners Welcome
Learn how to play Magic the Gathering!

Peasant Grab Bag

Sun 2 PM in CCG, table C5-C6, for 4 hrs, 8 players.
Gamemaster: Melinda Keller
Game: Magic: the Gathering
All characters provided by GM
Rules Knowledge: Useful
Reach in and grab your deck! Players who play through will get to keep the cards they grab. All commons and uncommons - lots of low class fun.

MTG DRAFTING!

Sunday 6 PM in CCG, table C1-C3, for 4 hrs, 8 players.
Gamemaster: Nicholas Cuellar
Game: Magic the Gathering Version: MTG
Players must provide own characters
Rules Knowledge: Useful
MTG DRAFTING!

Learn to Play Magic the Gathering!

Sun 6 PM in CCG, table C4-C5, for 2 hrs, 12 players.
Gamemaster: Nicholas Cuellar
Game: Magic the Gathering Version: Standard
All characters provided by GM
Rules Knowledge: Beginners Welcome
Have you ever wanted to learn how to play the collectible card game Magic the Gathering (MTG)? Come to this session for teaching and materials - provided free of charge.

MONDAY

Peasant Grab Bag

Mon 10 AM in CCG, table C1-C3, for 3 hrs, 12 players
Gamemaster: Melinda Keller
Game: Magic: the Gathering
All characters provided by GM
Rules Knowledge: Useful
Reach in and grab your deck! Players that complete a game can keep their cards. Common and uncommon cards only. Lots of low class fun!

LIVE ACTION ROLE-PLAYING

LARPs are held in the Salons VI-VIII, which are located to the left of the Main Ballroom, near the Fremont rooms.

SATURDAY

Manic Pixie Dream Girl/Guy-Pixie Peacekeepers

Saturday 6 PM in Fremont A for 3 hours; 24 players
Gamemaster: Colin Fahrion
Game: Manic Pixie Dream Girl/Guy LARP
All characters provided by GM
Rules: Beginners Welcome - Content: Young
A war has broken out between the Cats and the Bunnies! There is only one force that can put an end to this adorable violence - a Sparkling! It's up to the Manic Pixies to make them friends again!

460: Still Life

Saturday 8 PM in Salon VI for 2 hours; 10 players
Gamemaster: Aaron Vanek
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
This is a game about relationships and their inherent instability due to forces beyond our control. Also rocks.

SUNDAY

760: Midnight in the Shrine of Black Speech

Sunday 7 PM in Salon VII-VIII for 6 hours; 15 players
Gamemaster: Danielle Goudeau
See game description in the Tekumel Track section on page 8.

SEMINARS

Seminars are in Fremont C (first floor), Livermore Valley or Alexander Valley (on the second floor).

FRIDAY

Game Mastering: the Genie and the Meanie

Friday 4 PM in Alexander Valley for 2 hours
Speakers: Manda
It's our job to show our players a great time but also do the most awful things to their characters. I'll show you how to balance the two sides of GMing, AND share my secret GMing techniques!

Sons of Cthulu

Friday 5 PM in Fremont C for 1 hour
Speakers: Larry DiTillio, Sandy Petersen
Game designers Sandy Petersen (Cthulhu Wars) & Larry DiTillio (The Masks of Nyarlathotep) team up to discuss creating and running Lovecraftian board games and rpgs.

Role-Playing on Tékumel: the Famed Science-Fantasy RPG Setting

Friday 6 PM in Alexander Valley for 2 hours

Speakers: Jeff Dee

Tékumel premiered in TSR's 1976 Empire of the Petal Throne. This rich setting is suitable for many unique campaign premises. The creator of the Bêthorm: Plane of Tékumel RPG explores the options!

SATURDAY

Doomsday Devices and Hat Fancys

Saturday 10 AM in Salon VIII, table OM40, for 1 hour

Speakers: Maria Berry

Join us for a make and take workshop of Doomsday Devices and Hat Fancys. Make your own Doomsday Device or Hat Fancy or Fascinator for your hair. Kits available for workshop for \$10.

How To Build a Cthulhu Adventure the Sandy Petersen Way

Saturday Noon in Fremont C for 1 hour

Speakers: Sandy Petersen

Sandy Petersen will give a one-hour talk about how he creates his frightening and insanity-causing adventures for Call of Cthulhu.

SUNDAY

Multipplanar/Multigenre Adventuring

Sunday 9 AM in Fremont C for 1 hour

Speakers: George "Loki" Williams

Join George "Loki" Williams, Lead Pathfinder Designer for Savage Mojo's Suzerain Continuum for a discussion about the joys and pitfalls of multipplanar/multigenre adventuring.

Doomsday Devices and Hat Fancys

Sunday 10 AM in Salon VIII, table OM40, for 1 hour

Speakers: Maria Berry

Join us for a make and take workshop of Doomsday Devices and Hat Fancys. Make your own Doomsday Device or Hat Fancy or Fascinator for your hair. Kits available for workshop for \$10.

Sandy Petersen: Jobs in the Video Game industry

Sunday Noon in Fremont C for 1 hour

Speakers: Sandy Petersen

From 1988 to 2009, Sandy Petersen designed video games, and was on the team of such successful games as Civilization, Doom, Quake, and the Age of Empires series. He will talk about his experiences.

MINIATURES GAMES

All miniatures games are in the Ballroom.

FRIDAY

P41: Batman Miniatures Game - Streets of Gotham

Friday 1 PM in Salon IV, table M27, for 6 hrs, 4 players

Gamemaster: Thomas Funk

Game: Batman Miniatures Game

All characters provided by GM

Rules Knowledge: Beginners Welcome

Batman, Robin, and Gotham PD team up with the Watchmen to take on the Joker and other classic villains on the streets of Gotham City in this objective based scenario.

P42: The Banks of the Euphrates

Friday 1 PM in Salon IV, table M16, for 4 hrs, 8 players

Gamemaster: Daniel Dionne

Game: Field of Glory Version: 2

All characters provided by GM

Rules Knowledge: Useful

620 BCE. The Babylonians have risen in revolt against their Assyrian masters. Assyrian king Sin-Shar-Ishkun takes a small elite force to put down the revolt but faces a much larger Babylonian army.

P43: Star Wars Armada - Casual Tournament

Fri 2 PM in Salon IV, table M17-M20; 6 hrs; 16 players

Gamemaster: Julian Labesque

Game: Star Wars: Armada

Players must provide own characters

Power Level: 300

Rules Knowledge: Beginners Welcome

16 player, 4 round swiss scoring, tournament. 120 minute maximum for game time

143: Murder Motors 7000

Fri 5 PM in Salon IV, table M11-M12, for 3 hrs; 6 players

Gamemaster: Kellen Snook

Game: Death Rally

All characters provided by GM

Rules Knowledge: Beginners Welcome

Flamethrowers, chainguns, and rocket launchers. Truly, America is the land of the free. Load up your car, race down the track, and take out your competition.

142: Double Crossed! X-wing

Fri 6 PM in Salon IV, table M23-M24, 5 hrs; 12 players

Gamemaster: Jeff Hiatt

Game: X-Wing

All characters provided by GM

Power Level: 600-1200 points depending on the players.

Rules Knowledge: Useful

In a lonely corner of a Galaxy Far Far away Rebels are making deal with smugglers. The Empire unexpectedly arrives. There was no way that they could have known unless they were double crossed!

144: Friends, OGRES, Countrymen!

Fri 6 PM in Salon IV, table M21-M22, for 6 hrs; 8 players

Gamemaster: James Kundert

Game: OGRE Version: Designers

All characters provided by GM

Rules Knowledge: Beginners Welcome

Slug it out in classic nuclear style with Heavy Tanks, GEVs, and massive psychotic cybertanks.

145: Combat Patrol - Warhammer 40,000

Fri 6 PM in Salon IV, table M1-M10, for 5 hrs; 20 players
Gamemaster: Adan Tejada
Game: Warhammer 40,000 Version: 7
Players must provide own characters
Power Level: 400 pts, no HQ required, single Codex, no allies
Rules Knowledge: Required
The name of the game is FUN. Join us for fast & fun
Combat Patrol action. 400 points, no HQ required, ONE
Fast Attack, Elite, Heavy Support allowed. No vehicles
with F/S/R armor over 32.

146: MARS NEEDS STEAM!

Fri 6 PM in Salon IV, table Grand Mini, 3 hrs; 8 players
Gamemaster: Frank Chadwick
Game: Mars Needs Steam!
All characters provided by GM
Rules Knowledge: Beginners Welcome
With the ancient, ruined canals as Mars as a backdrop,
the squabbling colonial powers of Europe send
expeditions into the unexplored wilderness in search of
ancient lore and exotic treasures.

147: Warmachine - To the Death

Friday 7 PM in Salon IV, table M29 for 5 hours; 8 players
Gamemaster: Jake Spurlock
Game: Warmachine Version: MkII
Characters can be provided by GM
Power Level: 15
Rules Knowledge: Useful
With To the Death, Warmachine players are matched
with other players to create four, 15 point armies per
team to square off against another team.

SATURDAY

241: 2nd Raid on Capra

Sat 9 AM in Salon IV, table M21, for 8 hrs; 8 players
Gamemaster: Nathan Kajikuri
Game: Battletech 4th ed
All characters provided by GM
Rules Knowledge: Beginners Welcome
This is Part two (fight) from DunDraCon. With the same
Forces, with House Kurita and unknown force. On a Sea
Port/Drop port.

242: Twin-Link 40K tournament

Sat 9 AM in Salon IV, table M11-M20; 10 hrs; 40 players
Gamemaster: Mark Broughton
Game: Warhammer 40K
Players must provide own characters
Power Level: Team event with 1000 points for each
team member
Rules Knowledge: Required
2015 Twin Linked team Tournament

243: Search & Destroy

Sat 10 AM, Salon VI, table OM36-OM37, 6 hrs, 6 players
Gamemaster: Bill Kurtz
Game: Starguard Version: V6
All characters provided by GM
Rules Knowledge: Useful

Isolate suspected enemy, kill/capture, destroy enemy
infrastructure. Cone rifles grazing fire, lasers to area
denial. Death before dishonor!

244: A Whole Flock of Dread

Sat 10 AM in Salon VI, table OM38, for 6 hrs; 8 players
Gamemaster: Dennis Seiffert
Game: Full Thrust Version: 2
All characters provided by GM
Rules Knowledge: Beginners Welcome
Eons ago two warring races launched long range killer
missiles at each other's planets in an attempt to end
years of wars. Some of these missiles fell off course and
have erroneously locked onto Terra

245: Infinity ITS Tournament

Sat 10 AM in Salon IV, table M6-M10; 7 hrs; 20 players
Gamemaster: Eric Falsken
Game: Infinity Version: N3
Players must provide own characters
Power Level: 300 Point, 6 SWC, Single Faction
Rules Knowledge: Required
This will be a standard 4-round mid-tier Infinity ITS 2015
Event. Your army should contain no more than 300
points and 6 SWC.

246: Saint Lo: Panzer Lehr Angriffe!

Sat 10 AM in Salon IV, table Grand Mini; 6 hrs; 8 players
Gamemaster: Greg Guth
Game: Fireball Forward!
All characters provided by GM
Rules Knowledge: Beginners Welcome
It is 3:30 AM, July 11, 1944 outside of Saint Lo...and
Panzer Lehr is going on the offensive! Please join us for
this attack through the hedgerows...at night! Fireball
Forward! Rules will be taught

247: Clash in the Aegean, Battle for the R-Matter

Sat 10 AM in Salon IV, table M29, for 6 hrs; 9 players
Gamemaster: Michael Price
Game: Aeronex
All characters provided by GM
Rules Knowledge: Beginners Welcome
THIS BATTLE PITS THE FORCES OF ITALY, FRANCE
AND GREAT BRITAIN AGAINST THE FORCES OF
TURKEY, GERMANY AND AUSTRIA-HUNGARY IN
1911-1912. TAKE PART IN THIS INTERESTING
BATTLE IN AN ALTERNATE WORLD.

248: Captaincy Demo

Sat 10 AM in Salon VI, table OM39, for 4 hrs; 8 players
Gamemaster: John Carnahan
Game: Captaincy
All characters provided by GM
Power Level: all provided
Rules Knowledge: Beginners Welcome
Naval fans, ahoy! Tired of plotting orders for ships that
move like bumper cars? Captaincy is an Age of Sail
miniatures game with a radical approach to initiative,
turn order, and above all, the wind.

249: Star Wars X-Wing 16 player Tournament

Sat 10 AM in Salon VI, table OM31-OM35; 8 hrs; 16 players

Gamemaster: Ken Sloan

Game: Star Wars X-Wing

Players must provide own characters

Power Level: 100 point

Rules Knowledge: Beginners Welcome

Star Wars X-Wing 16 player Tournament.

250: WARMACHINE/HORDES CelestiCon Masters

Sat 10 AM in Salon IV, table M1-M5; 12 hrs; 32 players

Gamemaster: Benjamin Curley

Game: Warmachine/Hordes

Players must provide own characters

Power Level: 50 Points

Rules Knowledge: Useful

WARMACHINE/HORDES CelestiCon Masters. Come and join us for the CelestiCon Warmachine and Hordes Masters event! 50 point standard 2015 Masters format. Are you the best!?

251: Celesti-faux!

Sat 10 AM in Salon IV, table M22-M26; 7 hrs; 16 players

Gamemaster: Chad Lynch

Game: Malifaux Version: M2E

Players must provide own characters

Power Level: 50ss

Rules Knowledge: Required

Come join us for Celesti-Faux! A 50ss standard Malifaux tournament. Gaining Grounds 2015 with Fixed Factions and new strategies. Some level of paint required, conversion/proxies as per GG rules.

252: Extreme Marine: Post-Apocalyptic Seas

Sat 11 AM in Salon IV, table M27, for 6 hrs; 6 players

Gamemaster: Joel Clark

Game: Extreme Marine Version: 1

All characters provided by GM

Rules Knowledge: Beginners Welcome

Sea levels have risen and man has taken to a war-torn sea life over the polluted remnants of civilization. (Think Kevin Costner's Waterworld). Do you have what it takes to survive?

343: Captaincy Demo

Sat 2 PM in Salon VI, table OM39, for 4 hrs; 8 players

Gamemaster: John Carnahan

Game: Captaincy

All characters provided by GM

Power Level: all provided

Rules Knowledge: Beginners Welcome

Naval fans, ahoy! Tired of plotting orders for ships that move like bumper cars? Captaincy is an Age of Sail miniatures game with a radical approach to initiative, turn order, and above all, the wind.

341: Battle for the Ark: Yamato 2199

Sat 5 PM in Salon IV, table M29, for 6 hrs; 10 players

Gamemaster: Keith Holmes

Game: Star Blazers Fleet Battle System

All characters provided by GM

Rules Knowledge: Beginners Welcome

The Star Force had found an impossible planet that they are determined to defend against the Comet Empire. Together with Gamilon, can they hold out against a larger enemy force and save the planet?

342: MARS NEEDS STEAM!

Sat 6 PM in Salon IV, table Grand Mini; 3 hrs; 8 players

Gamemaster: Frank Chadwick

Game: Mars Needs Steam!

All characters provided by GM

Rules Knowledge: Beginners Welcome

With the ancient, ruined canals as Mars as a backdrop, the squabbling colonial powers of Europe send expeditions into the unexplored wilderness in search of ancient lore and exotic treasures.

SUNDAY

541: ITC 40K Rainbow Road Rumble!

Sun 9 AM in Salon IV, table M1-M20; 10 hrs; 40 players

Gamemaster: Willow Ryder

Game: Warhammer: 40,000 Version: 7th Ed

Bring your own minis!

Power Level: 1850 points

Rules Knowledge: Useful

40K ITC tournament, 1850 points, ITC format, 1 ITC mission, 1 Modified ITC mission, and 1 Custom mission. Registration at 9, dice at 10!

542: Warhammer Fantasy Championship

Sun 9 AM, Salon VI, table OM31-OM35, for 9 hrs; 12 players

Gamemaster: Josh Rosenstein

Game: Warhammer Fantasy Version: 8

Players must provide own characters

Power Level: 2500

Rules Knowledge: Required

Come test your metal on the fantasy battlefield.

543: Boarder Fight

Sun 10 AM in Salon VI, table OM38, for 8 hrs; 8 players

Gamemaster: Nathan Kajikuri

Game: StarBlazer

All characters provided by GM

Rules Knowledge: Beginners Welcome

A Long Range Patrol Force of EDF is on patrol and they encounter a White Comet Empire Force in the area.

544: Agent X-2-0's Difficult Exfil

Sun 10 AM, Salon VI, tbl OM36-OM37; 4 hrs; 5 players

Gamemaster: Glenn Goffin

Game: StarGrunt II

All characters provided by GM

Rules Knowledge: Useful

Zhodani jump troops must exfiltrate an agent from an old starport during the invasion of Jewell in the Fifth Frontier War. Realistic tactical problems. Cooperative play. A Tactics-0 presentation.

545: Star Wars X-Wing Miniatures Tournament

Sun 10 AM, Salon VI, table M27-M29, 10 hrs, 16 players

Gamemaster: Chris Langland

Game: X-Wing Miniatures Version: 1

Players must provide own characters

Power Level: 100

Rules Knowledge: Useful

100 point tournament using the summer kit. Four rounds if 16 or fewer players, plus top four playoff. Please arrive 30 minutes early for registration.

546: Wamachine/Hordes Steamroller Tournament

Sun 10 AM in Salon IV, table M21-26; 12 hrs, 24 players

Gamemaster: Taylor Bartels

Game: Privateer Press Steamroller Version: 2015

Players must provide own characters

Power Level: 50pts

Rules Knowledge: Useful

A 50 point Warmachine/Hordes Steamroller 2015

Tournament using Deathclock and Top Table. Second

List is optional.

547: Saint Lo: The SS Counterattacks!

Sun Noon in Salon VI, tbl OM39-OM40; 6 hrs, 8 player

Gamemaster: Greg Guth

Game: Fireball Forward!

All characters provided by GM

Rules Knowledge: Beginners Welcome

It is the 9th of July, 1944 and the US Army is advancing on Saint Lo...what is a desperate SS Kampfgruppe commander to do...why attack, of course! Join us for this meeting engagement in the headgerows

642: MARS NEEDS STEAM!

Sun 6 PM in Salon IV, table Grand Mini; 3 hrs, 8 players

Gamemaster: Frank Chadwick

Game: Mars Needs Steam!

All characters provided by GM

Rules Knowledge: Beginners Welcome

With the ancient, ruined canals as Mars as a backdrop, the squabbling colonial powers of Europe send expeditions into the unexplored wilderness in search of ancient lore and exotic treasures.

MONDAY

841: Star Wars Imperial Assault Skirmish

Mon 9 AM in Salon IV, table M11-M15, 7 hrs, 12 players

Gamemaster: Henry Beals

Game: FFG Imperial Assault

Players must provide own characters

Power Level: normal skirmish rules apply

Rules Knowledge: Useful

Which faction will you claim? What to Bring: squads, command decks, Map Tiles. This will be a swiss format with three rounds cut to top four with two single elimination

842: Wamachine/Hordes Spell Draft Tournament

Mon 9 AM in Salon IV, table M1-M10; 8 hrs, 16 players

Gamemaster: Taylor Bartels

Game: Privateer Press Spell Draft Version: 2015

Players must provide own characters

Power Level: 35pts

Rules Knowledge: Useful

Make a 35pt list and draft spells for your spell casters and beasts and then battle it out against your opponents is this fun format.

ROLE-PLAYING GAMES

Most RPG sessions are located in the meeting rooms, and room 212 through 217 on the 2nd floor. Use the elevators in the hotel lobby or by the first floor restrooms.

FRIDAY

P01: Trrrommm's Tunnels and Trolls

Friday Noon in Alexander Valley for 4 hours; 6 players

Gamemaster: Douglas Mitten

Game: Tunnels and Trolls Version: 7.5

All characters provided by GM

Rules: Beginners Welcome - Content: Mainstream

Tunnels and Trolls is a table top D6 role playing game

set in a Swords and Sorcery World - Players create

Characters and roleplay an adventure created by the

Game Master. Rules are simple and easy.

P02: Mecha vs Kaiju: Anime-Inspired SciFi Action

Friday Noon in Napa for 6 hours; 6 players

Gamemaster: Johnathan Wright

Game: Fate Core Version: MechaKaiju

All characters provided by GM

Power Level: Starting

Rules: Beginners Welcome - Content: Mainstream

Kaiju-giant monsters that stride across the battlefield,

unstoppable. Only one force can oppose them-the

daring pilots of the Mecha Assault Force! Design your

own giant robot and defend your homeland!

P03: Fifty Shades of Earl Grey

Friday Noon in Sonoma for 4 hours; 6 players

Gamemaster: Jeff Yin

Game: Fading Suns Version: 2nd Ed

All characters provided by GM

Power Level: Beginning

Rules: Beginners Welcome - Content: Mature Themes

A Questing Knight is charged with investigating the

death of the Emperor's cousin. Fading Suns is a game of

science fantasy, with a medieval Europe in space feel.

P04: Sword and Static

Friday Noon in Carneros for 6 hours; 5 players

Gamemaster: Edmund Metheny

Game: Motobushido

All characters provided by GM

Power Level: Total of 6 advancements

Rules: Beginners Welcome - Content: Mainstream

Winter has come. Now is the time for you and your

Motobushi pack to ride to the shrine of your founder,

Kawasaki Sensei, to honor his memory. But this year

trouble follows up the mountain roads

P05: Halls of Nazir-Thun

Friday 2 PM in 212 for 4 hours; 5 players

Gamemaster: Gene Lancaster

Game: Crypts & Things Version: OD&D

All characters provided by GM

Power Level: 2

Rules: Beginners Welcome - Content: Mature Themes
Magic is a double-edge sword. Sanity Mechanics. Think Conan rather than Tolkien. Up to five ballsy Heroes and Sheres needed to play as a Barbarian, Warrior, and Thief. Leave your 10ft pole at home!

102: Death From A Jeep

Friday 4 PM in 215 for 4 hours; 8 players

Gamemaster: Tom Vallejos

Game: GURPS Version: 4th

All characters provided by GM

Power Level: 215-230

Rules: Beginners Welcome - Content: Mainstream
January 1944: As members of an Allied team you operate behind enemy lines. Your team uses heavily armed jeeps, explosives, etc. Your next assignment starts tonight. Destination: Somewhere in France

103: It's a magical place

Friday 4 PM in 214 for 6 hours; 6 players

Gamemaster: David Weinstein

Game: All Flesh Must Be Eaten Version: First

All characters provided by GM

Power Level: Norms

Rules: Beginners Welcome - Content: Mature Themes
What could be better than a vacation at the Happiest Place on Earth? Nothing! If only the zombies hadn't thought the same thing...

104: Fading Suns Hero: The Gold of Beth-Ellaya

Friday 4 PM in Sonoma for 8 hours; 6 players

Gamemaster: Enedino Fernandez

Game: Hero System Version: 6th Ed.

All characters provided by GM

Power Level: Heroic Characters (very detailed writeups)

Rules: Beginners Welcome - Content: Mature Themes
Come play a Scrafer salvage crew attempting to reclaim the pilgrimage ship Beth-Ellaya, lost en route to the Pyre system over six months ago. All characters provided. Hero 6th Ed conversion.

105: The Dream of Five Cats

Friday 4 PM in 213 for 4 hours; 5 players

Gamemaster: Aaron Vanek

Game: Call of Cthulhu Version: 5.5

All characters provided by GM

Rules: Beginners Welcome - Content: Teen
Meow! Five felines are on a grand quest in H.P. Lovecraft's Dreamlands for this Call of Cthulhu variant game.

106: Oh, The Unspeakable Things

Friday 5 PM in 217 for 7 hours; 6 players

Gamemaster: Matt Steele

Game: Call of Cthulhu Version: 7E

All characters provided by GM

Rules: Beginners Welcome - Content: Mature Themes
27 June 1918, the Canadian Hospital ship HMHS Llandovery Castle is bound from Halifax to Liverpool. Hospital ships are immune from attack, but who knows what nightmares might occur on the high seas.

107: Legend of Svend Hammer

Friday 6 PM in Carneros for 8 hours; 6 players

Gamemaster: Frank Figoni

Game: Cthulhu Dark Ages

All characters provided by GM

Power Level: Awesome

Rules: Beginners Welcome - Content: Mature Themes
Its 872 A.D. and the Danish karvi, 'Svend Hammer,' must make for shore along the Scottish Coast. Populated by tribes of Scots, they should pose little threat to the well-armed warriors.

108: Festival of Fear

Friday 6 PM in 212 for 7 hours; 6 players

Gamemaster: Ron Correll

Game: Dragon Age

All characters provided by GM

Power Level: Level 1

Rules: Beginners Welcome - Content: Mainstream
Word has spread. Sothmere is holding a Groundbreaking Festival! Will you attend? The Dragon Age RPG is a dynamic, yet easy to learn system. It is based on BioWare's successful video game franchise.

109: Welcome to Mechadia!

Friday 6 PM in Napa for 4 hours; 6 players

Gamemaster: George "Loki" Williams

Game: Pathfinder Version: Palace of the Lich Queen

All characters provided by GM

Power Level: Characters of level 18 will be provided

Rules: Required - Content: Mainstream
Enter Mechadia, a realm of the Suzerain Continuum where idyllic sylvan glades merge with mechanical wonders.

131: What creeps beneath Cannery Row? Part 1

Friday 8 PM in 213 for 5 hours; 6 players

Gamemaster: Brandon Raasch

Game: Trail of Cthulhu

All characters provided by GM

Power Level: Provided

Rules: Useful - Content: Mature Themes
Join John Steinbeck, Doc Ricketts, Mack and the Boys as they explore what lurks beneath Cannery Row

132: Something Wicked

Friday 8 PM in 215 for 4 hours; 6 players

Gamemaster: Jay Loucks

Game: The Secrets of Cats (Fate)

All characters provided by GM

Rules: Beginners Welcome - Content: Mainstream
Humans: cats = lap-warmers & mouse catchers. Cats: humans = burdens to protect. A strange scent in the wind; possibly the prophecy? As feline guardians of Mt. Laurel, our curiosity must be satiated.

133: A Twisted Rose

Friday 8 PM in Alexander Valley for 6 hours; 5 players
Gamemaster: Joseph Farrow
Game: Vampire the Requiem
All characters provided by GM
Power Level: 150 points
Rules: Beginners Welcome - Content: Mainstream
As a mover and shaker in the large coastal city of Navarro, you feel a presence that makes your undead flesh crawl. Now rumors are running through the streets of a new prince in town...

134: Because there is no Other

Friday 8 PM in Foyer for 5 hours; 6 players
Gamemaster: Robert Johnston
Game: 7th Sea Version: Roll&Keep
All characters provided by GM
Power Level: 100 Hero Points
Rules: Beginners Welcome - Content: Mainstream
You are Ussuran (Russian) trappers returning to your village. Seeing Smoke rising from your village, you catch a glimpse of the Horde riding away. You must take back your village & stop this threat.

135: Highway to the OmegaZone

Friday 10 PM in 214 for 4 hours; 6 players
Gamemaster: Craig Robertson
Game: FATE Accelerated Version: Omega Zone
All characters provided by GM
Rules: Beginners Welcome - Content: Teen
LA was a tough place to live even before the giant alien spaceship landed on it. Can you survive the OmegaZone? A Double Exposure event.

SATURDAY

201: A Last Hope for Justice

Saturday 9 AM in 213 for 8 hours; 6 players
Gamemaster: David Jones
Game: Star Wars Force and Destiny Version: FFG
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
When the cries against tyranny fall upon deaf ears, whom can one turn when the custodians of peace and justice are no more? 6 heroes bonded by common purpose gather to answer the pleas of the helpless

202: Trrrrommm's Tunnels and Trolls

Saturday 9 AM in Napa for 4 hours; 6 players
Gamemaster: Douglas Mitten
Game: Tunnels and Trolls Version: 7.5
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
Tunnels and Trolls is a table top D6 role playing game set in a Swords and Sorcery World - Players create Characters and roleplay an adventure created by the Game Master. Rules are simple and easy.

203: Some things lost should not be found

Saturday 9 AM in 212 for 8 hours; 8 players
Gamemaster: Dwayne Fox
Game: Advanced Dungeons & Dragons Version: 2nd
Characters can be provided by GM

Power Level: 6th-7th Level

Rules: Useful - Content: Mature Themes

A unique find at a Greyhawk estate sell, provides hero's with opportunity for adventure/reward, will you live to collect? Setting: World of Greyhawk, Segmented movement, and Dread used (Team work!!)

204: If You Can't Take the Heat...

Saturday 9 AM in 214 for 6 hours; 6 players
Gamemaster: Chris Rutkowsky
Game: BASH! Ultimate Edition
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
Hell's Kitchen, New York. Can Daredevil, Luke Cage, Iron Fist, Cloak & Dagger, Black Cat, and some of the city's less-sung Heroes save it from a Cosmic Threat? Street-Level heroics! 'Nuff Said.

205: High and Dry

Saturday 9 AM in Alexander Valley for 4 hours; 6 players
Gamemaster: Jeff Dee
Game: Bethorm: the Plane of Tekumel
See game description in the Tekumel Track section on page 8.

206: Unaussprechlichen Klutzen

Saturday 9 AM in Carneros for 4 hours; 4 players
Gamemaster: William Lee
Game: Fiasco
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
FIASCO is a GM-less roleplaying game about plans gone wrong. UNAUS. KLUTZEN is a Fiasco Playset about what happens when people with big ambitions and poor impulse control meet the CTHULHU MYTHOS.

207: Hunters in the Haunted Hamlet

Saturday 9 AM in 217 for 6 hours; 6 players
Gamemaster: David Pier
Game: Dungeon Crawl Classics
All characters provided by GM
Power Level: 0

Rules: Beginners Welcome - Content: Mainstream
When townspeople begin to go missing, it is up to the players to explore a haunted castle deep in the woods, risking life and limb to save your mountain village. Can your peasants survive the night?

208: Sunskipper

Saturday 9 AM in 215 for 5 hours; 6 players
Gamemaster: James Kundert
Game: Numenera
All characters provided by GM
Power Level: Tier Two
Rules: Beginners Welcome - Content: Mainstream
This cold and lonely town is kept warm by a mysterious engine, the Sunskipper, that needs an Aeon Priest to keep it running. Now he has disappeared, and the Sunskipper is acting up.

209: Pawns in the Great Game

Saturday 10 AM in Sonoma for 6 hours; 6 players
Gamemaster: Craig Robertson
Game: Kerberos Club Version: FATE
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
Sir Reginald Witherspotting's niece, thought to be lost in Afghanistan 10 years ago, has been spotted in London. Can your Strange Victorian Associates solve the mystery? A Double Exposure event.

231: Turn-Around

Saturday 11 AM in Foyer for 5 hours; 8 players
Gamemaster: Robert Johnston
Game: Serenity / Cortex Version: Serenity
All characters provided by GM
Power Level: Veteran & Above
Rules: Beginners Welcome - Content: Mature Themes
There are those that live their whole life stuck!
Sometimes you have to help life teach a lesson. The Crime Lord, Nitska, is one o'those that needs a great many lessons; you intend to offer those.

232: Halls of Nazir-Thun

Saturday 1 PM in Alexander Valley for 4 hours; 5 players
Gamemaster: Gene Lancaster
Game: Crypts & Things Version: OD&D
All characters provided by GM
Power Level: 2
Rules: Beginners Welcome - Content: Mature Themes
Magic is a double-edge sword. Sanity Mechanics. Think Conan rather than Tolkien. Up to five ballsy Heroes and Sheroes needed to play as a Barbarian, Warrior, and Thief. Leave your 10ft pole at home!

301: Reunification III

Saturday 2 PM in 215 for 6 hours; 8 players
Gamemaster: Andrew Davis
Game: Star Trek RPG Version: Decipher
All characters provided by GM
Power Level: Enterprise Officers. Characters provided.
Rules: Beginners Welcome - Content: Mainstream
Ambassador Spock and his two Vulcan aides have been kidnapped on Romulus. Unknown agents are at work. The Enterprise has been assigned to investigate and rescue Ambassador Spock and his party.

302: Pale Face, Dark Dreams

Saturday 2 PM in Carneros for 6 hours; 4 players
Gamemaster: Dave Sokolowski
Game: Trail of Cthulhu Version: Bookhounds
All characters provided by GM
Rules: Beginners Welcome - Content: Mature Themes
London, 1936 - The mysterious pale faced customer will pay well for the rare book. But word around town says that those who cannot find the Book of Dyzan are later found torn apart. You have one week.

303: Isle of the Frog God

Saturday 2 PM in Napa for 4 hours; 6 players
Gamemaster: George "Loki" Williams
Game: Pathfinder Version: Palace of the Lich Queen
All characters provided by GM
Power Level: Characters of level 15
Rules: Required - Content: Mainstream
Shipwrecks can be dangerous, especially when your ship runs aground in the Suzerain Continuum! Do you dare to face the Frog God?

304: Dark Future Saga 1

Saturday 3 PM in 217 for 3 hours; 6 players
Gamemaster: Manda
Game: CAVEMASTER Version: sci-fi
All characters provided by GM
Rules: Beginners Welcome - Content: Mature Themes
Your loyal band must find the tools, weapons, and knowledge to set your people free from enslavement by the Sky-folk. This is far-future Cavemaster game features five genetically engineered races.

305: Justice society vs Injustice league

Saturday 3 PM in 214 for 6 hours; 6 players
Gamemaster: Tony Moretto
Game: Champions Version: 5th edition
All characters provided by GM
Power Level: 450 points
Rules: Useful - Content: Teen
The injustice league is causing mayhem. It is up to the Justice society to put a stop to it. Dr. Fate Dr. Midnight Black Canary Hawkman Hawkgirl Hourman and more. Will the Heroes be up to the task?

306: No, Not the Ski Resort in Wyoming!

Saturday 4 PM in Sonoma for 8 hours; 6 players
Gamemaster: Mark Schynert
Game: Compleat Arduin
All characters provided by GM
Power Level: Median Level 8th
Rules: Beginners Welcome - Content: Mature Themes
We'll all be rich! Rich! Fabulously wealthy! Except: (1) some of us might be otherwise motivated (2) Jackson's Whole. The Whole may be more than sum of your body parts.

307: Savage Island

Saturday 5 PM in 213 for 4 hours; 6 players
Gamemaster: Brian Isikoff
Game: 6d6 RPG
All characters provided by GM
Power Level: Adventurers
Rules: Beginners Welcome - Content: Mainstream
After being cast adrift by pirates, a party of adventurers washes up on the shore of a strange island. With no food, water or idea where they are, can they survive - let alone escape?

308: Summer Throne: Absent Empire

Saturday 5 PM in Alexander Valley for 8 hours; 6 players
Gamemaster: Anton Dovydaitis
Game: FATE Version: Core
See game description in the Tekumel Track section on page 8.

331: The Heart of the Matter

Saturday 6 PM in 212 for 8 hours; 6 players
Gamemaster: Aaron Conway
Game: Call of Cthulhu Version: 7
All characters provided by GM
Power Level: Moderate
Rules: Beginners Welcome - Content: Mainstream
Player are digging up a pre-Mayan temple in southern central America in 1932. They must finish quickly as the site is about to be destroyed due to mining project.
Character can be made or provided.

332: Spirit of 77 - Can You Dig It?

Saturday 6 PM in Napa for 6 hours; 8 players
Gamemaster: Charles Picard
Game: Apocalypse World Engine Version: So77
All characters provided by GM
Rules: Beginners Welcome - Content: Mature Themes
Are you ready to stick it to The Man? Spirit of 77 is an Apocalypse World Engine RPG featuring two-fisted action in a fantastically turbo-charged dream of 1970s funkiness. Build your own character!

401: The Giggler Strikes Again

Saturday 7 PM in 217 for 6 hours; 8 players
Gamemaster: Lord Mhor
Game: OSR Original D&D Version: LotFP
All characters provided by GM
Power Level: Level 1
Rules: Beginners Welcome - Content: Mature Themes
Help Shamir save the Festival of the Silken Veils! A horrific rampage of nightly tittering, screams and death has gone on for too long. Stop this monster by sword or spell! Mature players, really.

402: Dwarf Fortress: Dead Sands Rising

Saturday 7 PM in Salon IV for 7 hours; 24 players
Gamemaster: Ryan Rivers
Game: Dungeons & Dragons 5E Version: 5th Ed
All characters provided by GM
Power Level: 8th Level
Rules: Beginners Welcome - Content: Mainstream
Seek the ruins of Deler Moranth, but beware the sands! 5 GMs. 4 Tables. 1 Epic Tale. Anyone can be a hero! Characters and -Fun- will be provided! Brought to you by Knights of the 4th Wall productions.

403: Orbital Knights: The Siege of Tau Ceti

Saturday 8 PM in 215 for 4 hours; 6 players
Gamemaster: Elliott Belser
Game: Fate
All characters provided by GM
Power Level: Starting characters + Mecha
Rules: Useful - Content: Mainstream

You are the untried and untested Wukong Squad of mecha pilots assigned to Tau Ceti, on the edge of Confed space. Without warning, your world comes under attack by the Draconian Empire!

404: Beneath Pacific Tides... Part 2

Saturday 8 PM in Carneros for 6 hours; 6 players
Gamemaster: Brandon Raasch
Game: Trail of Cthulhu
All characters provided by GM
Rules: Useful - Content: Mature Themes
John Steinbeck, Doc Ricketts, Mack and the Boys set sail on the Western Flyer to save Cannery Row

405: Eagle's Nest

Saturday 9 PM in 214 for 4 hours; 6 players
Gamemaster: Morgan Hua
Game: Godlike
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
Allied Talents, WWII soldiers with superpowers, are sent to capture the Eagle's Nest, one of Hitler's retreats.

406: P.E.R.K. Dungeon Crawl Classics

Saturday 9 PM in 213 for 4 hours; 6 players
Gamemaster: Buddy Wagner
Game: P.E.R.K. Version: 1
All characters provided by GM
Power Level: 1
Rules: Beginners Welcome - Content: Mainstream
This stripped down version of P.E.R.K. sees average villagers risking life and limb to save their home from the clutches of an evil demon, played in the style of Dungeon Crawl Classics.

SUNDAY

501: Trrrrommm's Tunnels and Trolls

Sunday 9 AM in 217 for 4 hours; 6 players
Gamemaster: Douglas Mitten
Game: Tunnels and Trolls Version: 7.5
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
Tunnels and Trolls is a table top D6 role playing game set in a Swords and Sorcery World - Players create Characters and roleplay an adventure created by the Game Master. Rules are simple and easy.

502: Death of a Swordsman

Sunday 9 AM in 213 for 6 hours; 6 players
Gamemaster: Chris Rutkowski
Game: Honor + Intrigue
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
A legendary Castillian swordsman is cut down in a duel... or was it murder? His grieving nephew hires a band of adventurers to find out! But the truth is elusive...
7th Sea Setting, H+I Rules System.

503: The Circle of Columns

Sunday 9 AM in Alexander Valley for 4 hours; 6 players
Gamemaster: Jeff Dee
Game: Bethorm: the Plane of Tekumel
See game description in the Tekumel Track section on page 8.

504: Assault on Dino Island

Sunday 9 AM in 214 for 6 hours; 8 players
Gamemaster: Thomas Rafalski
Game: Savage Worlds Version: Deluxe
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
An Item of Great Importance was abandoned on Dino Island. Konan, Wonderous Lady, The Pun-ishment, The Kingsguy, La Femme Nukunukita, Rambur, Battyman, and Saino are tasked to retrieve it.

505: Skyvaults of Oshom

Sunday 9 AM in 215 for 8 hours; 6 players
Gamemaster: Andy Hull
Game: Numenera
All characters provided by GM
Power Level: Level 2 characters supplied
Rules: Beginners Welcome - Content: Mainstream
Far from the scrying of Aeon Priests, enormous structures glide across the sky, bringing misery to those below. Unravel the mystery of the Jade-skinned woman and adventure into the beautifully weird.

506: Two Tales of Terror

Sunday 9 AM in Carneros for 7 hours; 6 players
Gamemaster: Dennison Milenkaya
Game: Cthulhu Dark
All characters provided by GM
Rules: Beginners Welcome - Content: Mature Themes
Inspired by Lovecraft and contemporaries, embark on a short adventure into madness, followed by a refreshing break, and then another short foray beyond the brink of sanity.

507: Bureau 13: The Concord Conundrum

Sunday 9 AM in Sonoma for 4 hours; 6 players
Gamemaster: Jay Loucks
Game: Fate (Bureau 13 - Stalking the Night Fantastic set Version: Core
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
You are in a secret agency guarding against supernatural threats. A magical gate on a Naval Weapons Station? Schoolkids to be protected? Reporters to be foiled? Just another day in the Bureau!

508: Big Trouble in Little CelestiCon

Sunday 9 AM in 212 for 6 hours; 6 players
Gamemaster: Marc Willner
Game: Feng Shui Version: 2
All characters provided by GM
Rules: Beginners Welcome - Content: Mainstream
Some one is trying to ruin the Convention. Can you stop the sorcerers from stealing the dealer's room or cyborg apes breaking up the snack bar?

509: Curse of Agaptus

Sunday 9 AM in Napa for 4 hours; 6 players
Gamemaster: Sophie Lagace
Game: War of Ashes - FATE
All characters provided by GM
Rules: Beginners Welcome - Content: Teen
On the islands of Agaptus, the fickle gods have been angered and in punishment caused the sun to recede, glaciers to advance, & ashes to rain from the darkened skies. Evil Hat & ZombieSmith's new RPG.

531: Sinestro strikes

Sunday 1 PM in Napa for 6 hours; 6 players
Gamemaster: Tony Moretto
Game: Champions Version: 5th edition
All characters provided by GM
Power Level: 600 points
Rules: Useful - Content: Teen
Sinestro has allied with a new power. Can the Justice league stop his plot that might threaten Earth's very existence? Superman Batman Green lantern Hawkgirl Flash Wonder Woman are they up to the task

601: Weird Woods of Baron Orchid

Sunday 2 PM in 217 for 9 hours; 8 players
Gamemaster: Samuel Horton
Game: AD&D Version: 2nd Edition
All characters provided by GM
Power Level: 5th-7th Level
Rules: Useful - Content: Mainstream
When a druid has become a danger to a nearby town and it's not safe to walk in the forest or work in the farming fields. A group of experienced people are needed to investigate what is happening.

602: Mutation Overdrive

Sunday 2 PM in Sonoma for 4 hours; 6 players
Gamemaster: George "Loki" Williams
Game: Pathfinder Version: Palace of the Lich Queen
All characters provided by GM
Power Level: Characters of level 18 will be provided
Rules: Required - Content: Mainstream
Under a blood red sky, after decades of nuclear, biological, chemical and nanotech warfare, the post-apocalypse of the Wilderlands is the only thing that's left.

603: We Will Rock You

Sunday 3 PM in 213 for 3 hours; 6 players
Gamemaster: Manda
Game: CAVEMASTER
All characters provided by GM
Rules: Beginners Welcome - Content: Teen
Stalking game and gathering wild turnips? They're okay. ...For your parents. You need something more out of life. Music like you never heard before is calling to you. You've got to make it yours!

604: Return to the Forbidden Planet

Sunday 3 PM in 214 for 4 hours; 6 players

Gamemaster: Brian Isikoff

Game: Basic Roleplaying

All characters provided by GM

Power Level: Space Patrol

Rules: Beginners Welcome - Content: Mainstream

For reasons not fully known, a Space Patrol rocket ship returns to the long quarantined Forbidden Planet.

Powered by the classic and easy to learn Chaosium

Basic Roleplaying system; beginners welcome.

605: Rogues for the Hanging

Sunday 3 PM in 212 for 4 hours; 8 players

Gamemaster: Daniel Dionne

Game: Pirates of the Spanish Main Version: 1

All characters provided by GM

Power Level: Novice or Seasoned

Rules: Beginners Welcome - Content: Teen

The characters are rotting in jail in Cuba, arrested after a drunken party. Some are truly pirates, others innocent foreigners. A chance comes to break out, steal a ship, and take to the high seas.

606: Cthulhu Azorian

Sunday 4 PM in Carnaros for 8 hours; 6 players

Gamemaster: Richard Hamel

Game: Call of Cthulhu Version: 6

All characters provided by GM

Rules: Beginners Welcome - Content: Mature Themes

June 1974. The CIA has assembled your team to assist with the covert recovery of the K-129 sub that mysteriously sunk in the Pacific Ocean in 1968. What forgotten horrors lie on the ocean floor?

607: Liberation at Riverton

Sunday 4 PM in Alexander Valley for 4 hours; 6 players

Gamemaster: Charles Picard

Game: Morrow Project HERO Version: HERO 6E

All characters provided by GM

Rules: Beginners Welcome - Content: Mainstream

As a member of the Morrow Project you volunteered to go on ice before the coming apocalypse and be thawed out afterwards to help humanity recover. But things haven't gone quite as plannedâ€¦

608: No Lesser Evil

Sunday 5 PM in Con Reg Desk for 8 hours; 6 players

Gamemaster: Tye Rempfer

Game: Warhammer Fantasy Roleplay Version: v2

All characters provided by GM

Rules: Beginners Welcome - Content: Mature Themes

An empire in flames, a town on the edge, and upon the shoulders of a small group of strangers so much rests. Join us on a journey of dark fantasy and intrigue for kin, country, and your very soul.

609: King of Chaos

Sunday 5 PM in 215 for 10 hours; 8 players

Gamemaster: Dan Pradanamus

Game: Runequest Version: Chaosium

All characters provided by GM

Power Level: High

Rules: Beginners Welcome - Content: Mainstream

"King of Chaos?" Make no sense. Chaos Never trust giant. Giant always unfair to Chaos; Not pay right, not help, many Chaos die. Now giant want from us? Maybe find Own reward.. Just go see..

631: White Line Nightmare

Sunday 6 PM in 213 for 6 hours; 6 players

Gamemaster: Arthur Wallis

Game: CASTE Version: Biker Gang

All characters provided by GM

Power Level: Presidents & Sergeants at Arms

Rules: Beginners Welcome - Content: Mature Themes

The Sons of Anarchy, the Hells Satans, The Capsules...Motorcycle Clubs worldwide meet at the Freemont Rally. A filthy few have partied too hard, and find themselves lost and fighting for their lives.

701: Winter's Children

Sunday 7 PM in 214 for 5 hours; 5 players

Gamemaster: William Lee

Game: Tremulus

All characters provided by GM

Rules: Beginners Welcome - Content: Mature Themes

TREMULUS is a Lovecraftian horror role-playing game using the Apocalypse World engine. WINTER'S CHILDREN is a horror story and mystery set in a small English village in the aftermath of the Great War.

702: Breakfast Cult: The Fanfic from Out of Outer Space

Sunday 7 PM in Sonoma for 4 hours; 6 players

Gamemaster: Elliott Belser

Game: Fate Accelerated

All characters provided by GM

Power Level: Starting Breakfast Cult

Rules: Beginners Welcome - Content: Mainstream

Welcome to Occultar Academy for eldritch Outer Science. You're all in this detention because SOMEONE messed with the Forbidden Section. Find the cultists and save the world - or school's out forever.

703: Crisis on Infinite Summer Vacation

Sunday 7 PM in Napa for 6 hours; 6 players

Gamemaster: Michael Siverling

Game: Paragons

All characters provided by GM

Rules: Beginners Welcome - Content: Mainstream

All the World's Super Heroes are gone. Time for the super powered teenagers to get a job.

704: Halls of Nazir-Thun

Sunday 8 PM in 212 for 4 hours; 5 players

Gamemaster: Gene Lancaster

Game: Crypts & Things Version: OD&D

All characters provided by GM - Power Level: 2

Rules: Beginners Welcome - Content: Mature Themes
Magic is a double-edge sword. Sanity Mechanics. Think Conan rather than Tolkien. Up to five ballsy Heroes and Sheroes needed to play as a Barbarian, Warrior, and Thief. Leave your 10ft pole at home!

705: An Imperial Request.

Sunday 8 PM in Alexander Valley for 6 hours; 6 players
 Gamemaster: Saul Morales
 Game: Bethorm
 See game description in the Tekumel Track section on page 8.

MONDAY

801: The Hermits Of Delta Pavonis Colony

Monday 8 AM in 215 for 6 hours; 8 players
 Gamemaster: Tom Vallejos
 Game: GURPS Version: 4th
 All characters provided by GM
 Power Level: 200-230
 Rules: Beginners Welcome - Content: Mainstream
 The Klingon Empire invaded the Federation. You were captured, stripped of your uniform and personal items and transported to Delta Pavonis Colony. Here you will sit out the war until it's over. NO!

802: Europa Open Airship Regatta

Monday 8 AM in Napa for 8 hours; 6 players
 Gamemaster: Ken Hooper
 Game: 7th Sea Version: 7th Spark
 Characters can be provided by GM
 Power Level: 100 Hero Points
 Rules: Beginners Welcome - Content: Mainstream
 Come one come all to the first Europa open airship regatta. A new committee is organizing the regatta this year, which has opened participation to all comers. [Expect wacky hi-jinx.]

803: Van Alden Station

Monday 8 AM in 217 for 6 hours; 6 players
 Gamemaster: Jeff Yin
 Game: Dark Heresy
 All characters provided by GM
 Power Level: Rank 4
 Rules: Beginners Welcome - Content: Mainstream
 Inquisitorial Acolytes investigate a cryptic distress call from a distant, isolated space station.

804: Super Train

Monday 9 AM in 212 for 4 hours; 6 players
 Gamemaster: Morgan Hua
 Game: Godlike
 All characters provided by GM
 Rules: Beginners Welcome - Content: Mainstream
 Allied Talents, WWII soldiers with superpowers, are notified by the French Resistance that a Nazi Super Train is loading secret cargo. Your mission, stop whatever the Germans are doing.

805: Trrrommm's Tunnels and Trolls

Monday 9 AM in 213 for 4 hours; 6 players
 Gamemaster: Douglas Mitten
 Game: Tunnels and Trolls Version: 7.5
 All characters provided by GM
 Rules: Beginners Welcome - Content: Mainstream
 Tunnels and Trolls is a table top D6 role playing game set in a Swords and Sorcery World - Players create

Characters and roleplay an adventure created by the Game Master. Rules are simple and easy.

806: Prince Robek's Tomb

Monday 9 AM in 214 for 4 hours; 6 players
 Gamemaster: Jeff Dee
 Game: Quicksilver Fantasy RPG
 All characters provided by GM
 Power Level: pre-generated beginning characters
 Rules: Beginners Welcome - Content: Teen
 Brother Garin needs a package delivered to Alliston. It's urgent, so Brother Garin tells you of an old tomb complex at the source of the Orathon River which hardy adventurers could use as a shortcut..

807: The Golem of Antioch

Monday 9 AM in Carneros for 7 hours; 3 players
 Gamemaster: Shannon Mac
 Game: Cthulhu Invictus Version: COC 6E
 All characters provided by GM
 Power Level: Worn down investigators
 Rules: Beginners Welcome - Content: Mature Themes
 148 A.D.: intrepid investigators in the Ancient Roman Empire are called upon to solve a mystery while the clock is ticking. Not the game for heroic combat junkies.

808: Hank and Dean go to a Concert! An Unauthorized Venture Bros. Adventure!

Monday 9 AM in Sonoma for 8 hours; 6 players
 Gamemaster: Matthew Iskra
 Game: Hero System Version: 6th ed
 All characters provided by GM
 Power Level: Standard to Power Heroic characters.
 Rules: Useful - Content: Mainstream
 Hank and Dean, sons of Super-Scientist Dr. Thaddeus "Rusty" Venture, go to their 1st concert! With Henchman 21 and H.E.L.P.eR. as chaperons (and Dad and Sgt. Hatred following) what could happen?

809: Clementine (DnD 5E)

Monday 9 AM in Alexander Valley for 6 hours; 5 players
 Gamemaster: M. Shanmugasundaram
 Game: Dungeons and Dragons Version: 5E
 All characters provided by GM
 Power Level: 10-Aug
 Rules: Useful - Content: Mainstream
 In a cavern, in a canyon, Excavating for a mine. Lived a miner, forty-niner, And his daughter, Clementine. There's loot in that mine, but so is Clementine. And she's not happy you're there.

831: Moving Forward

Monday 10 AM in Foyer for 5 hours; 8 players
 Gamemaster: Robert Johnston
 Game: BASH Version: UltimateEd
 All characters provided by GM
 Power Level: 25 Point Street Level
 Rules: Beginners Welcome - Content: Mainstream
 The City's super heroes are going public. How will they handle the press & mixed messages they receive? Not to mention, they'll be easier to come under attack & I do not mean from the public sector!

TEEN ROOM

In Fremont B

Noon-Midnight, Saturday & Sunday

The Teen room is home base for Teen related gaming fun! We have 4 tables of gaming fun, AND an area complete with a couch for lounging! Play or teach games with like-minded and like-aged gamers! We have many challenging board games available, scheduled and pick-up RPGs... and whatever else YOU bring to the room!

The Teen room is a place to play more advanced games than your younger siblings, without having to play with adults. **Teens have priority for games in the Teen Room, but Adults are welcome to play too.**

SATURDAY

Leaping Lemmings Tournament

Saturday Noon, table T2, for 5 hours, 12 players

Gamemaster: Charles Walters

Game: Leaping Lemmings

All characters provided by GM

Rules: Beginners Welcome - Content: Teen

Join a two-round tournament of GMT's Leaping Lemmings. Drive your lemmings towards the cliff to perform dives for points, but watch out for the hungry eagles! Prizes provided by GMT Games.

Tiny Epic Kingdoms

Saturday 1 PM, table T4, for 1 hour, 5 players

Gamemaster: Jeffrey Warshaw

All characters provided by GM

Rules: Beginners Welcome - Content: Teen

In Tiny Epic Kingdoms, each player starts with a unique faction and a small territory. Expand your population, learn powerful magic, and build grand towers, but make sure no one else beats you to it!

Battle Merchants

Saturday 1 PM, table T3, for 2 hours, 4 players

Gamemaster: TJ Hawes

Game: Battle Merchants

All characters provided by GM

Rules: Beginners Welcome - Content: Teen

The fantasy races are going to war! You craft and sell weapons... so this is GOOD! Make the most money by the end of the year to win...

A Hunger at Lakeside Lodge

Saturday 3 PM, table T4, for 8 hours, 6 players

Gamemaster: Peter Tidd

Game: HERO System Version: 6th Ed.

All characters provided by GM

Power Level: Very Competent Teen Characters

Rules: Beginners Welcome - Content: Teen

A dozen teens are sent to a lakeside lodge for a weekend away from smartphones, internet, and their parents. Chaperoned by two adult counselors, the teens are in for the time of their lives.

Seven Dragons

Saturday 4 PM, table T3, for 2 hours, 5 players.

Gamemaster: Sarah Tyrrell

Game: Seven Dragons Version: 2011

Rules: Beginners Welcome - Content: Young

Seven Dragons is a fast domino-like game, where players attempt to be the first to create a connected territory of seven panels of their dragon. Secret Goals add the opportunity to bluff.

Kingsburg

Saturday 6 PM, table T1, for 2 hours, 5 players.

Gamemaster: Beth Hawes

Rules: Beginners Welcome - Content: Young

Roll your dice, choose your helpers to give you resources, and build your defenses against the attacking monsters!

Something Different

Saturday 6 PM, table T2, for 1 hour, 6 players

Gamemaster: TJ Hawes

Game: Something Different

All characters provided by GM

Rules: Beginners Welcome - Content: Teen

Come play... something different! A card game with rules that change as you play, involving getting to know each other and having fun challenges while you try to get rid of your cards first!

Manic Pixie Dream Girl/Guy LARP-Pixie

Peacekeepers

Saturday 6 PM, table YP1, for 3 hours, 24 players

Gamemaster: Colin Fahrion

Game: Manic Pixie Dream Girl/Guy LARP

See game description in the Live Action Roleplay section on page 24.

SUNDAY

Fluxx is for Teens, Too!

Sunday 1 PM, table T3, for 1 hour, 8 players

Gamemaster: Beth Hawes

Game: Fluxx

All characters provided by GM

Rules: Beginners Welcome - Content: Teen

Come play Fluxx, the ever-changing, ever-fluxxing card game! everyone must follow the rules... but the rules are always changing! Try to complete the goal... before the rules change it again!

Where Angels Fear to Tread

Sunday 1 PM, table T4, for 6 hours, 8 players

Gamemaster: Andrew Davis

Game: Star Trek RPG Version: Decipher

All characters provided by GM

Power Level: Enterprise D Officers. Characters Provided.

Rules: Beginners Welcome - Content: Teen

Starship Nautilus, a Miranda-class vessel, has vanished from contact while investigating a signal of unknown origin. Enterprise must investigate and recover ship and crew.

Learn how to play Magic the Gathering!

Sunday 2 PM, table T2, for 2 hours, 12 players

Gamemaster: Nicholas Cuellar

Game: Magic the Gathering Version: Standard

All characters provided by GM

Rules: Beginners Welcome - Content: Teen

Learn how to play Magic the Gathering!

Kobold War

Sunday 3 PM, table T3, for 2 hours, 5 players

Gamemaster: Ian Jones

Game: Simple Roleplaying Original System Version: 1

All characters provided by GM

Power Level: Begin level 1

Rules: Beginners Welcome - Content: Mainstream

Join a squad of warriors attempting to beat back the kobold incursion. Use steel or sorcery and teamwork to defeat your foes in this simple, but fun, bash-down-the-door style roleplaying game.

Stratego Legends

Sunday 5 PM, table T1, for 4 hours; 20 players

Gamemaster: Val Wood

Rules: Beginners Welcome - Content: Mainstream

Think classic Stratego with dragons, magic, ogres, and random piece placement. Loads of fun, easy to learn

Mecha vs Kaiju: Super Sentei Squad GO!!!

Sunday 5 PM, table T2, for 6 hours, 6 players

Gamemaster: Johnathan Wright

Game: Fate Core Version: MechaKaiju

Power Level: Starting

Rules: Beginners Welcome - Content: Teen

Six young people from all walks of life unite to form the Super Sentei Squad! You will create your own Power Rangers-style team and giant robot to defend the city against the forces of evil. IKIMASU!



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THE WAR COLLEGE

In Fremont C

For several years the War College's seminars have been featured at Origins Game Convention, Historicon, KublaCon and GenCon. *CelestiCon* will be hosting this incredible series of entertaining and educational talks. War College talks cover topics from ancient history to modern and near-future military combat and technology.

Dana Lombardy organizes the War College. Dana is the designer of the award-winning *Streets of Stalingrad* board game, the former publisher of the *Napoleon Journal* and an on-camera history expert for several History Channel programs.

FRIDAY

Meet & Greet

Friday 10 PM in Hotel Bar for 2 hours

Speakers: CelestiCon Staff

Our special guests and other attendees will collect in the hotel lounge for an informal, casual gathering open to everyone.

SATURDAY

Strategic Resources & Production in World War 2

Saturday 10:30 AM in Fremont C for 1.5 hours

Speakers: Frank Chadwick

What we thought we knew about the major belligerents in WW2 needs to be reconsidered. Frank has uncovered fascinating and surprising information he will share.

Napoleon's Last Army 1815

Saturday 1:30 PM in Fremont C for 1.5 hours

Speakers: Dana Lombardy

French forces are revealed and analyzed in the Waterloo campaign using archival documents never before published along with new paintings by Keith Rocco.

1914: Firepower & Maneuver in the West

Saturday 3 PM in Fremont C for 1.5 hours

Speakers: Dana Lombardy

Could Germany have won the Great War in 1914 or was their strategic plan doomed to failure?

SUNDAY

Designing Deep Space Warships

Sunday 10:30 AM in Fremont C for 1.5 hours

Speakers: Frank Chadwick

What engineering advancements can be imagined 50 to 100 years in the future?

War of the Dragons

Sunday 1:30 PM in Fremont C for 1.5 hours

Speakers: Leland R. Erickson

A chronicle of the arms, armor, tactics, and notable battles of the Imjin War 1592-98.

"Recycling With An Attitude!" - Expanded

Sunday 3 PM in Fremont C for 1.5 hours

Speakers: Leland R. Erickson

35 Years of Kitbashing Creativity and Fun on Display

Kitbashing "Live Fire" Demo

Sunday 4:30 PM in Salon VII for 2 hours

Speakers: Leland R. Erickson

See how to recycle strange and unusual items and turn them into amazing custom models for your miniatures tabletop games.

YOUNG PLAYERS ROOM!

In Fremont A

9am - 6pm, Saturday & Sunday

The Young Players room provides organized play for game-playing children who want to learn and play age-appropriate games. The room will be open Saturday and Sunday from 9 am to 6 pm. Games for all ages are available! The YP room has an extensive library including: Fluxx, Mad, Apples-to-Apples Junior, BattleCattle, Give Me the Brain, Kill Dr. Lucky, Lunch Money, and MORE!!!!

In the interests of promoting safe and responsible gaming of youth at gaming conventions, this convention has the following policies in effect for the Young Players room:

The Young Player room is not a childcare center! A parent must accompany children under 8.

Parents wanting to drop their young players (ages 8 and up) off at the YP gaming room must first check in with the staff member at the front of the room and fill out an information sheet. Parents must be at the convention and they must be reachable (via cell phone or a set location at the convention).

Young players who do not "play well with others" will be asked to leave.

The Young Players Room assumes no liability or responsibility for young gamers who check into Young Player games without a parent or other supervising adult to complete the emergency information sheet.

SATURDAY

Tsuro

Saturday 9 AM, table YP1, for 1 hour, 8 players

Gamemaster: TJ Hawes

Rules Knowledge: Beginners Welcome

Play your tiles, follow the path, and stay balanced to remain in the game. The player who can remain on the path the longest will attain the peace of victory!

Metro

Saturday 10 AM, table YP2, for 1 hour, 6 players.

Gamemaster: TJ Hawes

Rules Knowledge: Beginners Welcome

Play tiles to connect complex train tracks and complete long tracks from your stations to earn points! The player

who can earn the most points by completing the most tracks from their stations wins!

Learn how to play Magic the Gathering!

Saturday 10 AM, table YP3, for 2 hours, 12 players

Gamemaster: Nicholas Cuellar

Game: Magic the Gathering Version: Standard

All characters provided by GM

Rules Knowledge: Beginners Welcome

Learn how to play Magic the Gathering!

Forbidden Island

Saturday 11 AM, table YP1, for 1 hour, 4 players

Gamemaster: TJ Hawes

Rules Knowledge: Beginners Welcome

Work together to collect the lost treasures and escape the sinking island - before it's too late!

Enchanted Forest

Saturday Noon, table YP4, for 2 hours, 6 players.

Gamemaster: Dennis Allman

Rules Knowledge: Beginners Welcome

One treasure is hidden under each tree in the forest. As you move from tree to tree, you get to peek at the treasures you find. Can you remember where each one is hidden?

Jamaica

Saturday 2 PM, table YP4, for 2 hours, 6 players

Gamemaster: Dennis Allman

Rules Knowledge: Beginners Welcome

This is a Pirate race around the island of Jamaica where looting is as important as position. There is no reading required so while it is suggested the players be 8 I've played it with 5 year olds.

My Little Pony: The B(ackground) Team

Saturday 2 PM, table YP1, for 3 hours, 6 players

Gamemaster: Elliott Belser

Game: Fate Accelerated

All characters provided by GM

Power Level: Starting Characters

Rules Knowledge: Beginners Welcome

The weirdness magnet that is Ponyville is under attack by something strange - and it don't look good. This is a job for Twilight Sparkle and her friends - but they aren't here. You are. Good luck!

Ticket to Ride

Saturday 3 PM, table YP3, for 2 hours, 5 players

Gamemaster: Xander Hawes

Rules Knowledge: Beginners Welcome

Build train routes across the country and complete tickets to earn the most points, and be the winning Rail Baron!

Apples to Apples Jr.

Saturday 4 PM, table YP4, for 1 hour, 10 players

Gamemaster: Beth Hawes

Rules Knowledge: Beginners Welcome

Pick your cards to match the judge's green cards, and hope they'll pick you! Be the first to get picked enough times to win before anyone else did!

SUNDAY

Ticket to Ride Marklin Edition

Sunday 9 AM, table YP1, for 1 hour, 5 players.
Gamemaster: Ken Balderrama
Rules Knowledge: Beginners Welcome
Play the unique Marklin edition of Ticket to ride. Suggest 8 and up unless a parent is helping

Tsuro

Sunday 9 AM, table YP4, for 1 hour, 8 players
Gamemaster: Beth Hawes
Rules Knowledge: Beginners Welcome
Play tiles to keep your stone on the path, and remain in balance longer than the other players to achieve the Zen of victory!

Magic Labyrinth

Sunday 9 AM, table YP3, for 1 hour, 4 players
Gamemaster: Xander Hawes
Rules Knowledge: Beginners Welcome
Collect your lost items in the invisible maze before the master notices!

Niagara

Sunday 10 AM, table YP4, for 2 hours, 5 players
Gamemaster: Xander Hawes
Rules Knowledge: Beginners Welcome
Collect gems on the banks of the river, and get them back to safety on the banks, but watch out, the river can push you over the falls if you're not careful!

Skulking and Scheming (Skull King)

Sunday 10 AM, table YP3, for 1 hour, 6 players
Gamemaster: Eli Hawes
Game: Skulking and Scheming
All characters provided by GM
Rules Knowledge: Beginners Welcome
Grandpa Beck's Scheming and Skulking, a.k.a. Skull King, is a trick-taking game with players needing to state how many tricks they think they'll win each round.

Lego Heroica: Quest for the crown (Drop In)

Sunday 10 AM, table YP2, for 8 hours, 8 players
Gamemaster: Ken Moscardini
Game: Lego Heroica
All characters provided by GM
Rules Knowledge: Beginners Welcome
Adventure in the Lego lands of Heroica on a quest to stop evil and seek the hidden Crown. Heroica is an easy game to play and as an open game just drop in and play as long or short as you wish.

For Sale

Sunday 11 AM, table YP3, for 1 hour, 6 players.
Gamemaster: Eli Hawes
Rules Knowledge: Beginners Welcome
For Sale is a quick, fun game nominally about buying and selling real estate. During the game's two distinct phases, players first bid for several buildings then, sell them for the most profit!

TransAmerica

Sunday Noon, table YP3, for 1 hours, 6 players
Gamemaster: Eli Hawes
Rules Knowledge: Beginners Welcome
TransAmerica is a very simple railway game. Each player has a set of 5 cities strung across the US that need to be connected by rail.

EcoFluxx

Sunday 1 PM, table YP4, for 2 hours, 6 players.
Gamemaster: Sarah Tyrrell
Rules Knowledge: Beginners Welcome
In the wild, you must adapt to survive! Discover a little about how things go together, with EcoFluxx - the nature game of ever-changing rules!

King of Tokyo

Sunday 1 PM, table YP1, for 1 hour, 6 players
Gamemaster: Xander Hawes
Rules Knowledge: Beginners Welcome
Pick your monster, and defeat the other monsters to win!

Catan Junior

Sunday 2 PM, table YP3, for 2 hours, 4 players
Gamemaster: Dennis Allman
Rules Knowledge: Beginners Welcome
Explore the seas! Catan: Junior introduces a modified playing style of the classic Settlers of Catan, giving players as young as five a perfect introduction to the Catan series of games.

Fluxxfest!

Sunday 3 PM, table YP1, for 1 hour, 8 players
Gamemaster: Eli Hawes
Game: Fluxx Version: Multiple
Rules Knowledge: Beginners Welcome
A Fluxx of Fluxxes! Come play with a mishmash of different fluxx sets, and watch the rules fluxx like crazy!

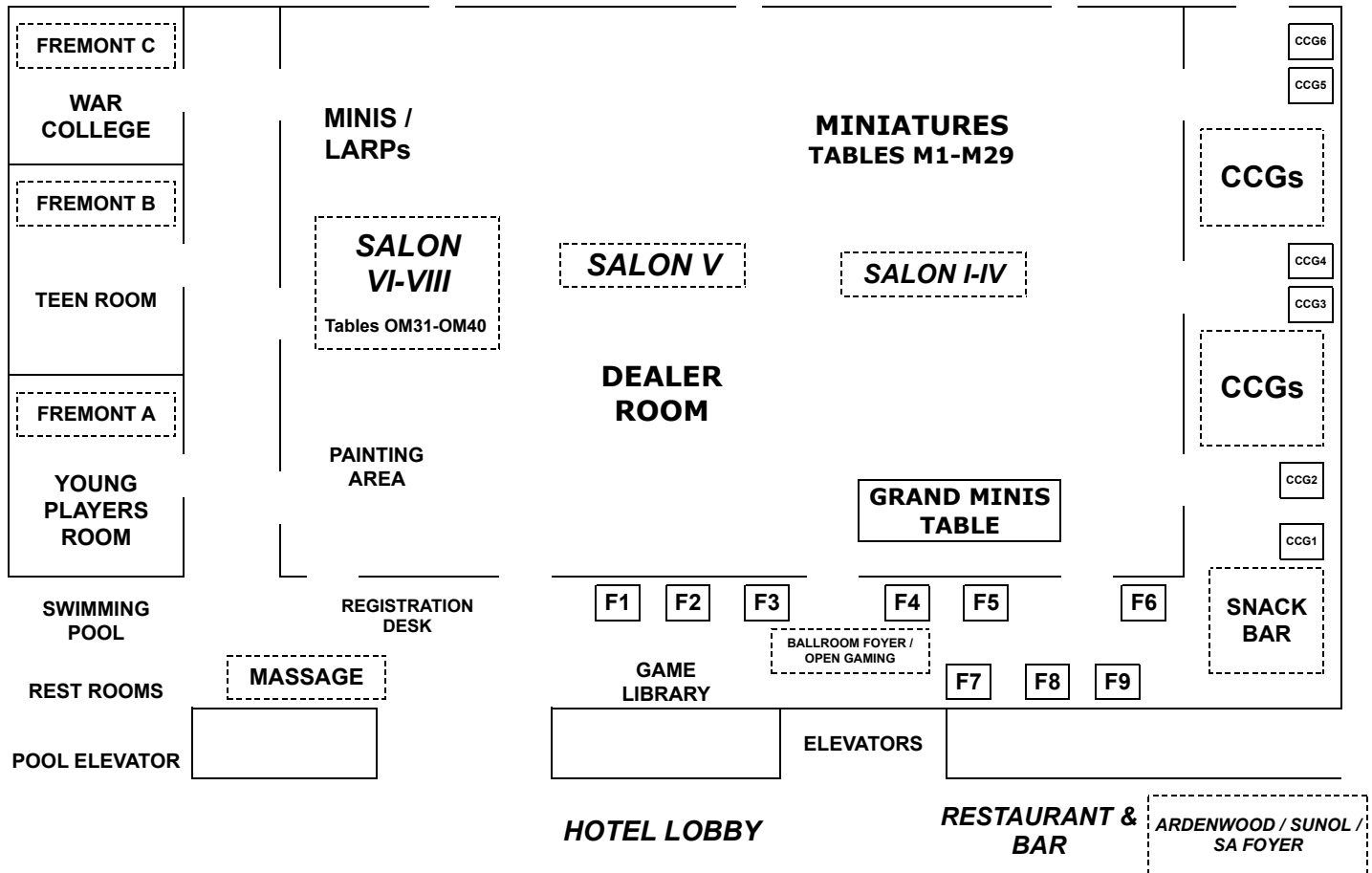
DC Super Hero Deck Building Game

Sunday 4 PM, table YP4, for 2 hours, 5 players
Gamemaster: Dennis Allman
Game: DC Comics Deck-Building Game
All characters provided by GM
Rules Knowledge: Beginners Welcome
Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! The Justice League of America is ready for action - are you? Fight the never-ending battle for truth, justice, and peace in

Ticket to Ride

Sunday 4 PM, table YP1, for 2 hours, 5 players
Gamemaster: Beth Hawes
Rules Knowledge: Beginners Welcome
Collect train cars, claim routes, and finish tickets to earn the most points, and be the Chief Engineer! =)

CONVENTION MAP



SECOND FLOOR MAP

RPGs are located on the Second Floor

