



**GALAXY
FEST 2012**
COLORADO SPRINGS PREMIER
MEDIA & LITERACY CONVENTION

**GAMING
SCHEDULE**

Feb 24-26, 2012

PETRIE'S

family games

www.PetrieGames.com

Petrie's is your local game store and community center. We offer a wide variety of board games, cards, role playing and miniatures.

Locally and family owned since 2009, Petrie's wants to make you feel at home with our our large playing area, where you can bring in your games to meet friends and play, or choose from our large collection of in-house games. Sample before you buy!

Magic Tournaments

D&D Sessions

Small-Press Role Playing

Board Game Night

Living Card Game and World of

Warcraft Support

HeroClix League

and so much more!

New to Petrie's?

Come in to Petrie's Family Games and sign up to receive our monthly newsletters containing industry news, articles and specials. Any person signing up for the first time gets \$5 off any purchase of \$10 or more!



EXPIRES: MAR 15, 2012

Offer may not be combined with any other coupon or special sales items. Does not apply to consignment product, previously discounted items, used product or services. Only 1 redemption per household.

Thanks for coming to GalaxyFest!

All attendees of the convention are invited to take part in our one-of-a-kind game rental program. Choose any one title from our large library of games and get a 3-day rental for free!

Offer may not be combined with any other coupon or special sales items

FREE RENTAL!

EXPIRES: MAR 15, 2012

3502 Hartsel Drive, Suite 100, 80920

719-522-1099

WELCOME TO GALAXYFEST 2012

3 DAYS OF CONTINUOUS GAMING

That's right, we have two rooms full of role playing and board game events for you that will go round the clock throughout the weekend! We've done our best to gather together the best of the business from well known names like Star Trek and Battlestar Galactica, to the gaming standards like Dungeons and Dragons and Settlers of Catan.

RESERVATIONS

All games are first-come first-served but you can sign up for your favorites early at www.warhorn.net/galaxyfest-2012/. Anyone who reserves their seat on the Warhorn schedule gets first seating priority.

<http://www.warhorn.net/galaxyfest-2012/>

GAME ROOM LIBRARY

Thanks to the fine folks at Petrie's Family Games, the game room located in Heritage E has a large game library for your use at any time. As long as there's a space in the room to play, you can gather your friends or make new ones over any available game.

A NOTE FOR PARENTS

Children are always welcome in the game room but we ask that all children aged 13 and under, be accompanied by a parent or guardian in order to play games. We know that gaming promotes reading and thinking skills and encourage you to take part in your child's gaming experience.

RAISE A FLAG

All tables in the board game room have a cloth flag. If you are playing a game or wish to play a game and you need players, raise the flag on your table. When you enter the board game room and there's a flag raised, consider introducing yourself and taking part.

CLEANING UP

We ask that you consider others and make time to clean up your games. Each game should have labeled envelopes explaining what pieces should be included. Please use these envelopes as a guide to pick up after yourself and make the game usable by the next group of players.

ROOM HOSTS

We want to thank our room hosts for making your gaming experience this weekend a memorable one. These folks are placed in both the role playing and board game rooms to help you find the right games for you and answer any questions you may have. Please take a moment to thank them for their time while you are there.

FEES

It's not too late to update your pass today!

Gold Pass	\$100.00
Silver Pass	\$50.00
Game Room Only Daily Ticket	\$10.00
Game Room Only Weekend Pass	\$15.00
Catan Tournament 1 Game Entry Fee	\$5.00
Catan Tournament 4 Game Entry Fee	\$15.00
Beat a Chess Master	\$10.00

GAME ROOM SPONSORS

Many publishers provided game support for our game rooms. Some of these sponsors include:

FlyingBuffalo.com	EnginePublishing.com
MayFairGames.com	Crafty-Games.com
FantasyFlightGames.com	GeminiWordSmiths.com
ActiveMindsOnline.com	GontzaGames.com
BirdCagePress.com	FamilyPastimes.com
PEGInc.com	ConquestGaming.com

Thank you to these and all our sponsors!

SPECIAL EVENTS

CHESS MASTER'S CHALLENGE

Every day of the convention we have a new Chess Master in our ongoing Chess Simul. A \$10 donation gets you a chance to show your Chess know-how. Located in the South Prefunction Hallway, each time you beat one of our champions, you get a stamp showing your success. If you can win against all three champions, you will get a special prize at the end of the convention!



Friday 24th, Brian Wall from 12-5pm

USCF Life Master



Saturday 25th, Josh Bloomer from 10am-3pm

USCF National Master



Sunday 26th, Paul Anderson 12-5pm

Local Expert and 2010 City Champion



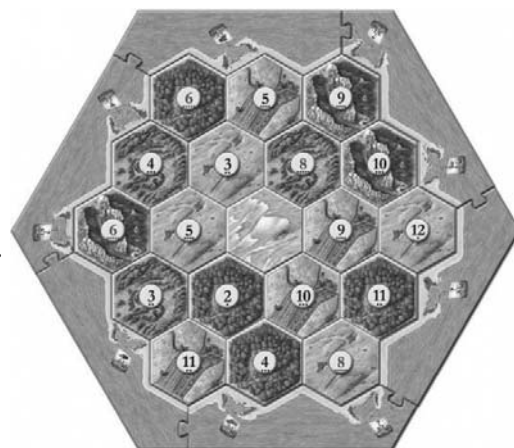
SETTLERS OF CATAN TOURNAMENT

Held in Heritage E, anyone can participate in the Catan tournament. It's only \$5 per round or you can buy a package of 4 games for only \$15. The top four scores at the end of the convention will be invited to take part in the final game. Prizes to be determined based on the number of attendees. Only your top four games are considered for the final score so if you play more than 4 games, the worst scores are dropped... the more you play the better it gets.

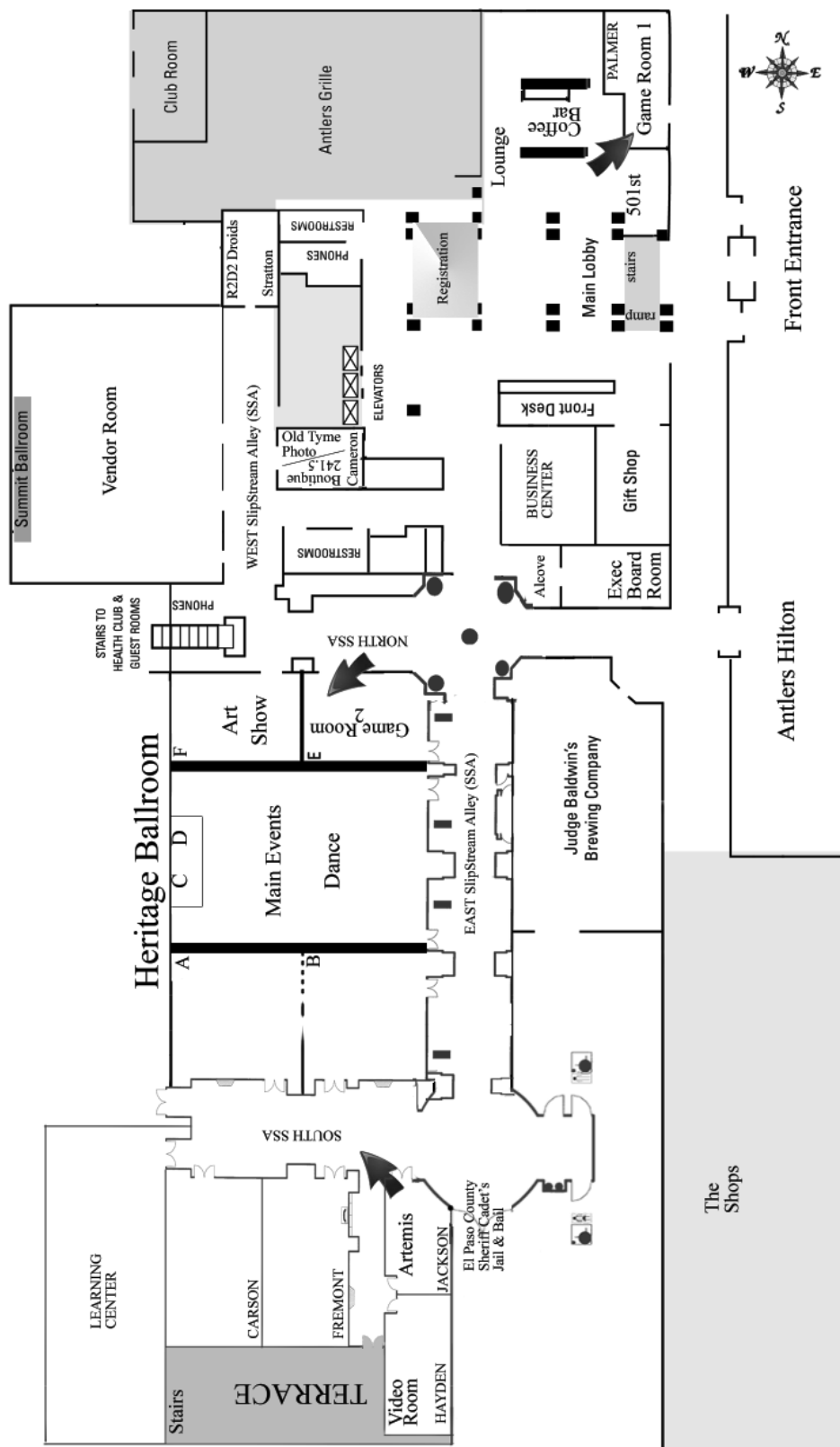
Scores are determined by taking a player's final game score plus the average of differentials (how much you beat other people at your table). For more information on scoring and differentials see the tournament director in Heritage E.

A score board will be in the board game room showing player's progress throughout the weekend. So be sure to drag your friends in to brag about your standings.

Placement of players per game is done randomly. All attendees must be signed up to play at least 20 minutes before each round begins.



MAP



Location of most Role Playing Sessions: Palmer

Location of most Board, Card & Minis Games: Heritage E

Location of the on-going Settlers of Catan Tournament: Heritage E

Location of the Chess Master's Challenge: South Prefunction Hallway

GAME SCHEDULE

Asteroyds	Heritage E	FRI	10:00AM
Castle Falkenstein: The Kegelstumpf Club	Palmer	FRI	10:00AM
World of Warcraft TCG Demo	Heritage E	FRI	10:00AM
D&D LFR: Crystal Clear	Palmer	FRI	11:00AM
D&D LFR: Sweet, Sweet Haven	Palmer	FRI	11:00AM
Invasion From Outer Space	Heritage E	FRI	11:00AM
Fortune & Glory	Heritage E	FRI	12:00PM
Chess	South Hallway	FRI	12:00PM
Penny Arcade	Heritage E	FRI	01:00PM
Settlers of Catan Tournament Round 1	Heritage E	FRI	01:00PM
Back to the Future Card Game	Heritage E	FRI	02:00PM
Dresden Files: The Jade Gambit	Palmer	FRI	03:00PM
Lord of the Rings Living Card Game	Heritage E	FRI	03:00PM
World of Warcraft TCG Demo	Heritage E	FRI	03:00PM
Settlers of Catan Tournament Round 2	Heritage E	FRI	04:00PM
Star Wars Saga: Mission Alderaan	Palmer	FRI	04:00PM
Dominion	Heritage E	FRI	05:00PM
D&D LFR: Flames of Intitation	Palmer	FRI	05:00PM
D&D LFR: Treasure Hunt	Palmer	FRI	05:00PM
A Game of Thrones Living Card Game	Heritage E	FRI	05:00PM
Walking Dead (Television Show)	Heritage E	FRI	05:00PM
Turn of the Card: Firefly	Palmer	FRI	06:00PM
Eclipse	Heritage E	FRI	07:00PM
Pathfinder: Desperate Measures	Palmer	FRI	07:00PM
Star Trek Expeditions	Heritage E	FRI	07:00PM
World of Warcraft TCG Demo	Heritage E	FRI	07:00PM
Settlers of Catan Tournament Round 3	Heritage E	FRI	08:00PM
Epic Spell Wars of the Battle Wizards	Heritage E	FRI	09:00PM

GAME SCHEDULE

Nexus Ops	Heritage E	FRI	09:00PM
Star Wars Saga: The Tomb on Tatooine	Palmer	FRI	09:00PM
Werewolves of Miller's Hollow	Palmer	FRI	10:00PM
Space Alert	Heritage E	FRI	11:00PM
D&D LFR: The Black Knight of Arabel	Palmer	FRI	11:00PM
Rex: Final Days of an Empire	Heritage E	FRI	11:00PM
Galaxy Trucker	Heritage E	SAT	01:00AM
Battlestar Galactica	Heritage E	SAT	02:00AM
Mission: Red Planet	Heritage E	SAT	03:00AM
Takenoko	Heritage E	SAT	04:00AM
Mage Knight	Heritage E	SAT	05:00AM
Cartoon Action Hour: Warriors of the Cosmos	Palmer	SAT	06:00AM
D&D LFR: Big Trouble	Palmer	SAT	06:00AM
Cosmic Encounter	Heritage E	SAT	09:00AM
World of Warcraft TCG Demo	Heritage E	SAT	09:00AM
Chess	South Hallway	SAT	10:00AM
Laser Squid Nemesis	Palmer	SAT	10:00AM
Legends of the Ancient World: Sorcerer's Manor	Palmer	SAT	10:00AM
Settlers of Catan Tournament Round 4	Heritage E	SAT	10:00AM
Claustrophobia	Heritage E	SAT	11:00AM
D&D LFR: Inheritance	Palmer	SAT	11:00AM
D&D LFR: Marauder's Spear	Palmer	SAT	11:00AM
Munchkin	Heritage E	SAT	11:00AM
Walking Dead (Television Show)	Heritage E	SAT	11:00AM
Dark Horse	Heritage E	SAT	12:00PM
Eclipse	Heritage E	SAT	01:00PM
Settlers of Catan Tournament Round 5	Heritage E	SAT	01:00PM
Legends of Time & Space	Palmer	SAT	01:00PM

GAME SCHEDULE

Locke & Key	Heritage E	SAT	01:00PM
Pirates of the Steam Age: For Queen & Country	Palmer	SAT	02:00PM
Ticket to Ride	Heritage E	SAT	02:00PM
Penny Arcade	Heritage E	SAT	03:00PM
Star Wars D6: A Smuggler's Problem	Palmer	SAT	03:00PM
Settlers of Catan Tournament Round 6	Heritage E	SAT	04:00PM
Star Wars Saga: The Tomb on Tatooine	Palmer	SAT	04:00PM
Dark Horse	Heritage E	SAT	05:00PM
D&D LFR: Late Arrivals	Palmer	SAT	05:00PM
D&D LFR: Slivers of Eaerlann	Palmer	SAT	05:00PM
Nightfall	Heritage E	SAT	05:00PM
World of Warcraft TCG Demo	Heritage E	SAT	05:00PM
Super Dungeon Explore	Heritage E	SAT	06:00PM
Deadlands: Blood on the Bayou	Palmer	SAT	07:00PM
Firestorm Tactical Miniatures	Heritage E	SAT	07:00PM
Pathfinder: Reckless Pursuit	Palmer	SAT	07:00PM
Food Fight	Heritage E	SAT	08:00PM
Infinity Tactical Miniatures	Heritage E	SAT	09:00PM
Star Wars Saga: Mission Alderaan	Palmer	SAT	09:00PM
Star Trek Deck Building Game: The Next Generation	Heritage E	SAT	10:00PM
Werewolves of Miller's Hollow	Palmer	SAT	10:00PM
D&D LFR: Sense of Wonder	Palmer	SAT	11:00PM
Race for the Galaxy	Heritage E	SAT	11:00PM
Agents of Oblivion: The East is Red	Palmer	SUN	12:00AM
Star Fleet Captains	Heritage E	SUN	12:00AM
Cosmic Encounter	Heritage E	SUN	01:00AM
Space Dealer	Heritage E	SUN	03:00AM
Starcraft	Heritage E	SUN	03:00AM

GAME SCHEDULE

Arkham Horror	Heritage E	SUN	04:00AM
D&D LFR: Shades of Blue Fire	Palmer	SUN	06:00AM
Call of Cthulhu Living Card Game	Heritage E	SUN	08:00AM
Guards Guards (A Discworld Game)	Heritage E	SUN	08:00AM
Star Fluxx	Heritage E	SUN	09:00AM
Ankh-Morpork (A Discworld Game)	Heritage E	SUN	10:00AM
Apocalypse Prevention Inc.: Toxic Trusts	Palmer	SUN	10:00AM
Settlers of Catan Tournament Round 7	Heritage E	SUN	10:00AM
D&D Encounters	Palmer	SUN	11:00AM
D&D LFR: The Sea Drake	Palmer	SUN	11:00AM
Star Munchkin	Heritage E	SUN	11:00AM
World of Warcraft TCG Demo	Heritage E	SUN	11:00AM
Battles Over Westeros	Heritage E	SUN	12:00PM
Chess	South Hallway	SUN	12:00PM
Dark Horse	Heritage E	SUN	12:00PM
Settlers of Catan Tournament Round 8	Heritage E	SUN	01:00PM
Starfarers of Catan	Heritage E	SUN	02:00PM
Walking Dead (Television Show)	Heritage E	SUN	02:00PM
Dark Horse	Heritage E	SUN	03:00PM
A Game of Thrones - The Board Game	Heritage E	SUN	03:00PM
Traveler: Fleeting Youth	Palmer	SUN	03:00PM
Adventurers: Pyramid of Horus	Heritage E	SUN	04:00PM
Settlers of Catan Tournament Finals	Heritage E	SUN	04:00PM
D&D LFR: The Gibbous Moon	Palmer	SUN	05:00PM
D&D LFR: Nature's Wrath	Palmer	SUN	05:00PM
Ares Project	Heritage E	SUN	06:00PM
Core Worlds	Heritage E	SUN	06:00PM
Werewolves of Miller's Hollow	Palmer	SUN	07:00PM

GAME DESCRIPTIONS

Adventurers: Pyramid of Horus

Sunday 26, 4:00 pm

Room: Heritage E

Host: Jeremy S

Hidden for centuries below the shifting Egyptian sands, the Pyramid of Horus sat undisturbed, until a research expedition on the limestone plateau of Abu Rawash uncovered it. Filled with treasures as rich as the Nile delta it borders, the pyramid is a beacon, summoning a group of exceptional Adventurers eager to put their hands on the priceless archaeological relics contained within. But with a myriad of hazards lying in wait, once you enter the pyramid you might never come out.

Number of Players: 2-6

Length: 1 hour (not counting set up and clean up time)

Agents of Oblivion: The East is Red

Sunday 26, 12:00am

Game System: Agents of Oblivion

Room: Palmer

GM: Roger French, Jr

Difficulty/Characters: Characters provided, beginners welcome, rules taught.

Senior Agent of your cell Michelle Song has an assignment for you. Intel indicates that the corporate headquarters for SFM, a powerful technology conglomerate, is housing a branch of the PLA. Your mission is to infiltrate the headquarters and discover the extent of the PLAs presence.

Utilizing the Savage Worlds system, Agents of Oblivion combines equal parts Horror, and Espionage throwing them into a blender with Occult Magic, Secret Societies, Advanced Technologies and global organizations intent on bringing the world to its knees.

Number of Players: 4 to 6

Length: 4 hours

Ankh-Morpork (A Discworld Game)

Sunday 26, 10:00 am

Room: Heritage E

Host: Jake Z

Set in the largest city-state in Terry Pratchett's Discworld. Lord Vetinari has disappeared and different factions are trying to take control of the city. Each player has a secret personality with specific victory conditions, which means that you're not sure

exactly what the other players need to do in order to win.

The action takes place on a map of Ankh-Morpork, with players trying to place minions and buildings through card play.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

Apocalypse Prevention Inc.: Toxic Trusts

Sunday 26, 10:00am

Game System: Apocalypse Prevention Inc

Room: Palmer

GM: Roger French, Jr

Difficulty/Characters: Characters provided, beginners welcome, rules taught

An API investigation team is dispatched to the rural town of Goldcreek, Colorado to look in to some strange happenings. You are a member of this team. Your contact in Goldcreek is Dr. Traci Greene the town's general practitioner. API combats the impending doom of Earth bought on by the manifestation of outside entities, and keeps it all under wraps, hidden from public scrutiny. Action horror with a twist of humor. Joss Whedon meets Men in Black.

Number of Players: 4 to 6

Length: 4 hours

Ares Project

Sunday 26, 6:00pm

Room: Heritage E

Host: Jake Z

In The Ares Project, 2-4 players are competing to see which of their factions will lead mankind into the future. Each faction has its own deck of cards, buildings, upgrades, attacks, special powers, and a screen behind which a player will play cards. Your opponents do not know what you are building. Whoever controls the Frontier scores points and also has the ability to attack player bases directly. Eliminate your opponent to win instantly, or have the most points when the game ends.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

Arkham Horror

Sunday 26th, 4:00 am

Room: Heritage E

Host: Robert H

GAME DESCRIPTIONS

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the war to end all wars. Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds. Only a handful of investigators stand against the Arkham Horror. Will they Prevail?

Number of Players: 1-8

Length: 3 hours (not counting set up and clean up time)

Asteroyds

Friday 24th, 10:00 am

Room: Heritage E

Host: Jake Z

A tiny inhospitable planet and an erratic asteroid field – the Lost Swarm – orbit a deadly red star. No riches, no precious minerals. Ujitos has no strategic value whatsoever, not for the Federarchy, neither for the Astrocracy, nor for the Umpyrius. Yet, some shuttle racing organizers full of initiative stage competitions in this rocky no man's land. And recently, Maryius Valentinus, a mega-rich entrepreneur has taken over Ujitos. The most dangerous, ferocious, twisted and prestigious race against death of the Independents Circuit is born... Six of the thirty top pilots are ready to partake to this intense and ruthless race with just one goal: win at all costs!

Number of Players: 2-6

Length: 1 hour (not counting set up and clean up time)

Back to the Future Card Game

Friday 24, 2:00 pm

Room: Heritage E

Host: Vince B

Now you can jump into the action of the Back to the Future movies, with this ingenious new time travel card game! Play as the descendants of Marty McFly, Biff Tannen, Doc Brown and others, as you travel back to the events depicted in the movies. Your mission is to make sure pivotal events are not changed by other time travelers before time travel itself gets un-invented. Using a unique, patented game mechanic for simulating time travel, Andrew Looney now puts you in the driver's seat of the famous DeLorean!

Number of Players: 2-6

Length: 30 min (not counting set up and clean up time)

Battles Over Westeros

Sunday 26, 12:00 pm

Room: Heritage E

Host: Jake Z

Unfurl the banners of the Great Houses of Westeros! To secure power in the Seven Kingdoms and to ensure the survival of their lines, the Houses of Westeros each follow very different paths. Some forge strategic alliances, some create complex political intrigues, and still others use deceit and betrayal. But there is no more direct or lasting path to power than taking to the field of battle.

Number of Players: 2

Length: 1 hour (not counting set up and clean up time)

Battlestar Galactica

Saturday 25, 2:00 am

Room: Heritage E

Host: Nathan Nabeta

After the Cylon attack on the Colonies, the battered remnants of the human race are on the run, constantly searching for the next signpost on the road to Earth. They face the threat of Cylon attack from without, and treachery and crisis from within. Humanity must work together if they are to have any hope of survival...but how can they, when any of them may, in fact, be a Cylon agent?

Number of Players: 3-6

Length: 3 hours (not counting set up and clean up time)

Call of Cthulhu: Living Card Game

Sunday 26, 8:00 am

Room: Heritage E

Host: Robert H

Welcome to the world of the Call of Cthulhu: The Card Game, a world based on the weird fiction of H.P. Lovecraft and his literary circle. In this world, conflicts rage between cosmic powers who want the world for their own unfathomable purposes and the human agencies dedicated to stopping them. Call of Cthulhu: The Card Game is fully immersed in this world and what is more, places you, as a player, in control of some of the facets of that world.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

GAME DESCRIPTIONS

Cartoon Action Hour : Warriors of the Cosmos

Saturday 25, 6:00am

Game System: Cartoon Action Hour

Room: Palmer

GM: Roger French, Jr

Difficulty/Characters: Characters provided, beginners welcome, rules taught

Warriors of the Cosmos! Iconia was once a utopia; a world full of prosperity and splendor, of unspoiled beauty and ever-present peace. But that was before the coming of Nekrottus, an evil sorcerer with a mind more evil and unfathomable than any before him. He founded the Blackskull Empire and brought with him a foul corruption that quickly began to spread like wildfire. With the empire at his command, he proceeded to methodically conquer most of the world. Now the only major kingdom that remains free is Haven, the crown jewel of civilization. It has become the last bastion of freedom in Iconia, but Nekrottus will not rest until it, too, has fallen under his control. Rastor, the King of Haven has assembled Iconia's greatest warriors into a group with a single goal of taking the realm back and restoring order to it.

Cartoon Action Hour simulates the classic retro-toons of the 80s. In this particular adventure we will be exploring the science-fantasy series Warriors of the Cosmos as members of the Guardians of Iconia working against the schemes of the Blackskull Empire.

Number of Players: 4 to 6

Length: 4 hours

Castle Falkenstein: The Kegelstumpf Club

Friday 24, 10:00am

Game System: Castle Falkenstein

Room: Palmer

GM: Roger French, Jr

Difficulty/Characters: Characters provided, beginners welcome, rules taught

The jet set lifestyle of the nobles of Bayern is full of elegant balls, lavish dinners, and most importantly exclusive social clubs. What goes on behind the closed doors of these clubs is known only to the members. A new club, catering to the young adults of Bayreuth is taking the city by storm, but the popularity of the Kegelstumpf Club has the aristocratic father of one young member worried. With known connections to the Swords of the Second Compact you are asked to check into this social club to ease his troubled mind.

Castle Falkenstein is a game of Victorian and Steam Tech fancies centered in an alternate universe known as New Europa. The presence of magical fae has made this world more magical and more technologically advanced than our mundane counterpart.

Number of Players: 4 to 6

Length: 4 hours

Chess

SEE PAGE 5 FOR MORE DETAILS

Friday through Sunday

Room: South Hallway

Chess is a two-player, abstract strategy board game that represents medieval warfare on an 8x8 board with alternating light and dark squares. Opposing pieces, traditionally designated White and Black, are initially lined up on either side. Each type of piece has a unique form of movement and capturing occurs when a piece, via its movement, occupies the square of an opposing piece. Players take turns moving one of their pieces in an attempt to capture, attack, defend, or develop their positions. Chess games can end in checkmate, resignation, or one of several types of draws. Chess is one of the most popular games in the world, played by millions of people worldwide at home, in clubs, online, by correspondence, and in tournaments.

Number of Players: 1 + Chess Master (up to 8 can compete at a time)

Length: Tournament

Claustrophobia

Saturday 25, 11:00 am

Room: Heritage E

Host: Jake Z.

Claustrophobia is an adventure game set within the universe of Hell Dorado.

It allows two players to recreate the battles taking place in the underground tunnels below New Jerusalem.

One player will be playing a group of determined Humans, while the other will be controlling an almost infinite army controlled by demonic creatures.

Number of Players: 2

Length: 1 hour (not counting set up and clean up time)

GAME DESCRIPTIONS

Core Worlds

Sunday 26, 6:00 pm
Room: Heritage E
Host: Jeremy S

The ancient Galactic Realm, ruled from the Core Worlds of the galaxy, is waning. Now, the barbaric kingdoms that lie beyond the galactic frontier are amassing their strength, choosing this pivotal moment to strike at the heart of the fading republic, establishing new empires built upon the ashes of decaying civilizations. But these outer systems are not yet strong enough to engage the forces of the Core Worlds directly. The young kingdoms must first gnaw at the edges of the crumbling frontier, developing new types of units and shrewder tactics. They must build up their energy resources to launch magnificent fleets and overwhelming ground forces. Then, when the time is right, they must strike at the galactic core itself, claiming the most exalted planets for themselves. The barbarian kingdom that achieves these goals will carve out the greatest empire in the galaxy.

Number of Players: 2-5

Length: 1 hour (not counting set up and clean up time)

Cosmic Encounter

Saturday 25, 9:00 am; Sunday 26, 1:00 am
Room: Heritage E
Host: Jake Z & Dave K

In Cosmic Encounter, each player is the leader of an alien race. The object of the game is to establish colonies in other players' planetary systems. Players take turns trying to establish colonies. The winner(s) are the first player(s) to have five colonies on any planets outside his or her home system. A player does not need to have colonies in all of the systems, just colonies on five planets outside his or her home system. These colonies may all be in one system or scattered over multiple systems. The players must use force, cunning, and diplomacy to ensure their victory.

Number of Players: 3-6

Length: 1 hour (not counting set up and clean up time)

Dark Horse

Saturday 25, 12:00 pm & 5:00 pm;
Sunday 26, 12:00 pm & 3:00 pm
Room: Heritage E
Host: Don L

Locally designed!

Dark Horse is a board game set in the Wild West. The game puts players in the role of a unique character in charge of a small territory in the old west. Some examples of the characters in the game are Banker, Cowboy, and Tracker. The characters have various abilities that give them advantages in the game as well as a starting bonus of some sort. Each player collects and uses various resources to build towns, cities, and rails to grow their territories. The objective is to collect the most victory points when the game ends, by expanding their territory, collecting gold, and obtaining Influence Points from certain actions on the game board. Players will need to watch each other's progress as the game can end in several different ways.

Number of Players: 1-4

Length: 2 hours (not counting set up and clean up time)

Deadlands: Blood on the Bayou

Saturday 24, 7:00 pm
Game System: Deadlands Reloaded
Room: Palmer
GM: Roger French, Jr
Difficulty/Characters: Characters provided, beginners welcome, rules taught

N'awlins Louisiana. Hot, humid nights. Crawdad feasts. The French Quarter. But there are more sinister elements at work in the Crescent City. Voodoo rituals. A powerful rail baron, and the lingering feeling of something uneasy lurking through the crowded city streets.

Deadlands has been described as Spaghetti Western with Meat. The Savage World system brings fast, furious and fun rules set to this setting working seamlessly to provide a world of cowboys, desperados, Indian shamans, cardsharp Hucksters, mad scientists and rail barons.

Number of Players: 4 to 6

Length: 4 hours

Dominion

Friday 24, 5:00 pm
Room: Heritage E
Host: Vince B

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly,

GAME DESCRIPTIONS

striving for the most efficient path to the precious victory points by game end.

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

But wait! It must be something in the air; several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

Dresden Files: The Jade Gambit

Friday 24, 3:00pm

Game System: Dresden Files

Room: Palmer

GM: Roger French, Jr

Difficulty/Characters: Characters provided, beginners welcome, rules taught.

Seattle, Washington. The emerald city occupies a nexus of primal forces warring against the steady progress of civilization. Rain lashed skyscrapers bear testament to the ever present struggle while busy executives flit to and fro, coffee in hand, unaware of the powerful forces at work all around them. The elusive Jade Court of vampires work their machinations to their own ends, keeping the mundane happy and unaware of their ever tightening coils that wrap around the city. But you know all about them, and you know that their schemes can not possibly benefit humanity. What will you do to stop them? And what role do the other major powers of Seattle have to play?

Dresden Files RPG is a FATE based modern fantasy setting.

Prior knowledge of the Dresden Files literature is not necessary to play the game.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons Encounters

Sunday 26, 11:00am

Game System: Encounters

Room: Palmer

GM: Timmy! Creese

Difficulty/Characters: Bring your H1 level character or chose from a pre-gen

Part Two of WotC's recurring D&D Encounters game. Either chose from one of the pre-generated characters WotC provides, or bring your 1st level D&D character (WotC CharGen Rules Apply).

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: MYRE3-2, Big Trouble

Saturday 25, 6:00am

Game System: LFR 4E D&D

Room: Palmer

GM: Timmy! Creese

Difficulty/Characters: Bring your Paragon level character

You come to the rescue of a growing village on the island of Gwenneth, and come to realize there are more challenges ahead of you...a lot more. A Living Forgotten Realms adventure set in the Moonshae Isles for Paragon Level characters.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: CORM1-1, The Black Knight of Arabel

Friday 24, 11:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: James Hicks

Difficulty/Characters: Bring your H1 level character

Your party is sent to investigate allegations of Netherese activity near the city of Arabel: A dark rider commanding legions of shadow. Can you turn back the tide before it's too late? A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.

Number of Players: 4 to 6

Length: 4 hours

GAME DESCRIPTIONS

Dungeons & Dragons 4E LFR: CORE1-4, Crystal Clear

Friday 24, 11:00am

Game System: LFR 4E D&D

Room: Palmer

GM: Brody Hall

Difficulty/Characters: Bring your H2 level character

The Low Market of Athkatla is no place for the more delicate flowers of civilization. For those of a less savory character, or whose reputations need not be protected quite so zealously, however, the Low Market is a bazaar like no other. Goods and services of all kinds can be had as long as the price is right... and the price is always right. But today, the coin of the realm seems to be something other than gold. A Living Forgotten Realms adventure set in Amn for characters levels 4-7.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: BALD1-1, Flames of Initiation

Friday 24, 5:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: Brody Hall

Difficulty/Characters: Bring your H1 level character

You have come to the city of Baldur's Gate in search of adventure and quickly discover the Flaming Fist, one of the largest and most powerful mercenary companies in all Faerûn. To survive in this teeming metropolis, you must prove both your physical and political prowess, and the challenges you will face might turn out to be far more complicated than you imagined. A Living Forgotten Realms adventure set in Baldur's Gate for characters levels 1-4.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: CORE1-1, Inheritance

Saturday 25, 11:00am

Game System: LFR 4E D&D

Room: Palmer

GM: Brody Hall

Difficulty/Characters: Bring your H1 level character

When the Netherese conquered Sembia those who objected were either killed or forced to flee. Decades later, a young man inherits a key to the family vault abandoned seventy years earlier. Desperate for money, he hires you to retrieve its contents in a gamble that something worthwhile is still there. A Living Forgotten Realms adventure set in Sembia for characters levels 1-4.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: MYRE1-3, Late Arrivals

Saturday 25, 5:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: Timmy! Creese

Difficulty/Characters: Bring your H3 level character

The Moonshae Isles have changed with the rift between the Fey Wild and Toril. The eerie Fey castle that suddenly arrived turned out to be home to an eladrin warlord, who has promised to help keep safe the surrounding areas. One reason for the promise is that Avlon, lord of the castle, knows more threats are newly arrived from the Fey Wild. A My Realms adventure set in the Moonshae Isles for character levels 7-10.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: LURU1-2, The Gibbous Moon

Sunday 26, 5:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: James Hicks

Difficulty/Characters: Bring your H2 level character

In the oldest part of Everlund whispered rumors of dark deeds slither through the chilled, narrow streets. A Living Forgotten Realms adventure set in Luruar for characters levels 4-7.

Number of Players: 4 to 6

Length: 4 hours

GAME DESCRIPTIONS

Dungeons & Dragons 4E LFR: EAST1-2, Marauder's

Spear

Saturday 25, 11:00am

Game System: LFR 4E D&D

Room: Palmer

GM: James Hicks

Difficulty/Characters: Bring your H2 level character

In the pre-dawn gloom, gnolls savage a dusty halfling trading encampment on the edge of the Eastern Shaar. Hapless hin and hurbryn merchants cry out for protection from these marauding dogs. Why are the gnolls attacking here in such numbers? Who is the real leader of the pack? A Living Forgotten Realms adventure set in the East Rift for characters levels 4-7.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: MOON1-1, Nature's

Wrath

Sunday 26, 5:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: John Foye

Difficulty/Characters: Bring your H1 level character

Faith in Chauntea runs strong amongst the Ffolk, and the village of Warlsbry is no exception. The village has fallen from favor and now the beasts of field and sea bring their wrath against the village. You must return the village to her good graces or it will not survive the coming winter. A Living Forgotten Realms adventure set in The Moonshae Isles for characters levels 1-4.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: MOON1-2, The Sea Drake

Sunday 26, 11:00am

Game System: LFR 4E D&D

Room: Palmer

GM: James Hicks

Difficulty/Characters: Bring your H2 level character

Valiant seafarers travel between the Moonshae Isles, bringing supplies and information to the many people. You have been hired as guard aboard the Sea Drake. The weather is rainy and

the fog is thick. It's a perfect time to sail the seas of the Moonshaes. A Living Forgotten Realms adventure set in The Moonshae Isles for characters levels 4-7.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: CORE1-3, Sense of Wonder

Saturday 25, 11:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: James Hicks

Difficulty/Characters: Bring your H1 level character

You are summoned to help a cleric of Gond Wonderbringer, who seeks the location of a lost temple to the Lord of All Smiths. Think of all the marvelous inventions, lost since the Spellplague came crashing down on the nation of Lantan, that might lie waiting to be rediscovered and brought back to the lands of Faerûn! A Living Forgotten Realms adventure set in the Nelanther Isles for characters levels 1-4.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: LURU1-3, Shades of Blue

Fire

Sunday 26, 6:00am

Game System: LFR 4E D&D

Room: Palmer

GM: James Hicks

Difficulty/Characters: Bring your H3 level character

A century ago, the Spellplague changed the very face of Faerûn. Now, whispered rumours emerging from the wilderness around Sundabar tell of a hitherto unknown and yet active plague land surrounding the forsaken village of Deadsnows. A Living Forgotten Realms adventure set in Luruar for characters levels 7-10.

Number of Players: 4 to 6

Length: 4 hours

GAME DESCRIPTIONS

Dungeons & Dragons 4E LFR: LURU1-1, Slivers of Eaerlann

Saturday 25, 5:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: John Foye

Difficulty/Characters: Bring your H1 level character

Luruar is a haven of peace and culture surrounded by howling wilderness studded with lost ruins, hidden temples, and the lairs of foul, vicious creatures. Things that are lost, however, do not always stay so and some things hidden refuse to remain in darkness. A Living Forgotten Realms adventure set in Luruar for characters levels 1-4.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: MYRE1-1, Sweet, Sweet Haven

Friday 24, 11:00am

Game System: LFR 4E D&D

Room: Palmer

GM: Timmy! Creese

Difficulty/Characters: Bring your H1 level character

The small hamlet of Sweet Haven is perched upon the eastern, rocky shoreline of Gwynneth. Children of this hamlet claim to have seen what they call 'boggies' in the nearby fields west of the small Ffolk settlement. The aloof Llewyr elves warn to avoid these bog creatures, as they are newly arrived from the Fey Wild. A My Realms adventure set in the Moonshae Isles for character levels 1-4.

Number of Players: 4 to 6

Length: 4 hours

Dungeons & Dragons 4E LFR: MOON1-7, Treasure Hunt

Friday 24, 5:00pm

Game System: LFR 4E D&D

Room: Palmer

GM: John Foye

Difficulty/Characters: Bring your H3 level character

An old bard's tale, a sunken ship, and a foreign captain: Secrets lost for decades may come to light if you embark on this treasure hunt. You may find riches or be the main course on some beast's table. Living Forgotten Realms adventure set in the Moonshae Isles for characters levels 7-10.

Number of Players: 4 to 6

Length: 4 hours

Eclipse

Friday 24, 7:00pm; Saturday 25, 1:00 pm

Room: Heritage E

Host: Jake Z

The galaxy has been a peaceful place for many years. After the ruthless Terran-Hegemony War (30.027-33.364), much effort has been employed by all major spacefaring species to prevent the terrifying events from repeating themselves. The Galactic Council was formed to enforce precious peace and it has taken many courageous efforts to prevent the escalation of malicious acts. Nevertheless, tension and discord are growing among the seven major species and in the Council itself. Old alliances are shattering and hasty diplomatic treaties are made in secrecy. A confrontation of the superpowers seems inevitable – only the outcome of the galactic conflict remains to be seen. Which faction will emerge victorious and lead the galaxy under its rule?

Number of Players: 2-6

Length: 2 hours (not counting set up and clean up time)

Epic Spell Wars of the Battle Wizards

Friday 24, 9:00 pm

Room: Heritage E

Host: Jeremy S

Did you know that magical wizards are battling to the death ... and beyond ... right now!? "Why battle?" you might ask. "What have I got to prove, magic man?" Only who's the most awesomely powerful battle wizard in the entire realm, that's what! As a Battle Wizard, you'll put together up to three spell components to craft millions (okay, not really) of spell combos. Your spells might kick ass, or they could totally blow – it's up to you to master the magic. You will unleash massive damage on the faces of your wizard rivals in a no-holds-barred, all-out burn-down to be the last Battle Wizard standing. And it doesn't stop there! Powerful magic items bring on a whole new level of bloody carnage as you and your mighty wizard opponents tear each other limb from

GAME DESCRIPTIONS

limb in an orgy of killing! Do you have what it takes to use epic spells in a war at Mt. Skullzfyre? Will YOU be the Ultimate Battle Wizard!?!

Number of Players: 3-6

Length: 30 min (not counting set up and clean up time)

THIS GAME IS NOT RECOMMENDED FOR YOUNGER PLAYERS

Firestorm Tactical Miniatures

Saturday 25, 7:00 pm

Room: Heritage E

Host: Jake Z

This is an action packed game of starship combat set within the boundaries of the Firestorm Universe. War has erupted in the space surrounding the Terran Worlds and nothing looks set to stop the Invaders. Race after race has been plunged into the abyss of the conflict and no one race has so far been able to stop the invaders. Now the Terran Alliance has been forced to react with the full capability of its military machine.

You control powerful fleets of frigates, cruisers, battleships and transport ships as you fight as a Terran commander, an Invading fleet commander or one of the outlying star systems that has allied itself with the Terrans to combat the threat.

Number of Players: 2-4

Length: 1.5 hours (not counting set up and clean up time)

Food Fight

Saturday 25, 8:00 pm

Room: Heritage E

Host: Jeremy S

Out of the frying pan, and into the line of fire!

In Food Fight, your favorite foods have gone to war. Draft glorious food warriors into your army and march them onto battlefields from Watermelonloo to Spaghettis-burg! Battle morning, noon, and night across three meals. Food mascots lord over the mealtime chaos, searching for a new champion – but who will reign supreme? The most cunning, the most savage, the most delicious?!

Number of Players: 2-6

Length: 30 min (not counting set up and clean up time)

Fortune & Glory

Friday 24, 12:00 pm

Room: Heritage E

Host: Jake Z

It is the late 1930's and the world is in turmoil. Humanity is on the brink of war as imperialist nations in the Far East and Europe work aggressively to expand their domination. The Nazis have taken control of Germany and now spread darkness across the globe in their hunt for powerful occult artifacts that can give them the upper hand in the days to come. But the spirit of adventure and freedom won't be stamped out so easily.

Heroic adventurers from around the world answer the call, racing against time to hunt down ancient artifacts, explore deadly temples, and fight back the powers of darkness from engulfing the world in flames. It is a race of good versus evil and only a cunning and agile explorer can claim the ultimate prize of...

Fortune and Glory!

So strap on your adventure boots and goggles, fire up the engines on the seaplane, and grab some extra ammo for your revolver... the Nazis already have a head start and in this race for fortune and glory, there's no prize for second place!

Number of Players: 1-8

Length: 2 hours (not counting set up and clean up time)

A Game of Thrones - The Board Game

Sunday 26, 3:00pm

Room: Heritage E

Host: Jake Z

War and chaos are engulfing the lands of Westeros. The great Houses are vying for control of the Iron Throne using the old tools of intrigue and war. Yet while the war for Westeros rages, grave dangers gather in the cold North, and an ancient enemy is gaining momentum in the distant East.

In A Game of Thrones: The Board Game, players take control of one of the great Houses of Westeros. Via resource management, diplomacy, and cunning, they seek to win dominance over the land. Players must give orders to armies, control important characters, gather resources for the coming winter, and survive the onslaught of their enemies. A unique phase mechanic, battle resolution, and special ordering system make for an engaging game in which all players are actively involved at all times.

Number of Players: 3-5

Length: 3 hours (not counting set up and clean up time)

GAME DESCRIPTIONS

A Game of Thrones Living Card Game

Friday 24, 5:00 pm

Room: Heritage E

Host: Jake Z

In AGoT:LCG, players take control of one of six major houses of Westeros, and they zealously compete for power (the first player that earns 15 “power tokens” is declared the winner). Each house’s deck has different strengths and weakness based on the themes, characters, and locations of George R.R. Martin’s epic series. Indeed, fans of Martin’s writing will find it strikingly true to the novels, and newcomers to the saga will be drawn in by the strife, intrigue, and backstabbery that so many readers have come to love. House Stark’s strength, for example, is in their military capabilities, while House Lannister’s cards concentrate on shocking and devious manipulations of the normal flow of the game.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

Galaxy Trucker

Saturday 25, 1:00 am

Room: Heritage E

Host: Dave K

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers -- the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? Of course you can. Become a Galaxy Trucker. It’s loads of fun.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

Guards Guards (A Discworld Game)

Sunday 26, 8:00 am

Room: Heritage E

Host: Jake Z

The game sees players taking on the role of newly recruited members of the Ankh-Morpork City Watch. With the Eight Great Spells missing from the Unseen University the future of

the Disc hangs in the balance. Each player is tasked to collect and return a number of the spells to the university before it is too late. Each player selects one of four Guilds to infiltrate, Thieves, Assassins, Alchemists or Fools. Their chosen Guild Card will give them a specific selection of the Great Spells to collect and grants them a unique Guild Ability which can be used to hinder their opponents. It is also used to mark the players Charm, Guild and Magic abilities, which can be developed throughout the game. There are twelve locations on the board where players may charm (or bribe) volunteers to join them on their quest.

The characters are split into three Volunteer Decks each representing the range of inhabitants who might be found in different locations within the city; Lords & Ladies, Man & Beast and Shades & Shadows. Each Volunteer is assigned a set of skill attributes which can be used individually to protect the Spells, or combined with those of other volunteers and used to complete the Wizards Challenges - five tests of strength, brain, and worthiness which the runners must complete in order to enter the Unseen University with the Spells. A selection of enchanted scrolls, weapons, armour and magical items can be purchased by players to equip their volunteers and boost their attributes.

Number of Players: 2-6

Length: 2 hours (not counting set up and clean up time)

Infinity Tactical Miniatures

Saturday 25, 9:00 pm

Room: Heritage E

Host: Luke B & JM D

One hundred and seventy-five years into the future - Humanity has managed to survive despite itself, but for how much longer? Infinity is a game with 28mm high metal miniatures that simulates combat and special operations in a science fiction environment with Manga aesthetics.

The Great Powers in conflict are: PanOceania, the Superpower: Leadership & Technology. Yu Jing, the Asian Power: Modernity & Tradition. Haqqislam, the New Islam: Wisdom & Bravery. Ariadna, the Lost Colony: Resistance & Tenacity. Nomads, the Nonconformists: Rebellion & Resourcefulness. The Combined Army, the Alien Threat: Power from Deep Space. Mercenaries, the Profession of War.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

GAME DESCRIPTIONS

Invasion from Outer Space

Friday 24, 11:00 am
Room: Heritage E
Host: Vince B

Invasion From Outer Space, The Martian Game is a fast-paced game of fiendish Martians, Big Top Heroes, and SciFi Movie Action. Players take on the role of either the Carnival Heroes, using their special talents and working together to fight off the Martian Invasion; or as the invaders themselves, waves of Martian Soldiers and Flying Saucers, blasting Humans with Ray Guns and unleashing their vile alien technologies upon the Earth.

So drop those roasted peanuts, strap on your jumpsuit, and step into the spotlight...the Martians are Coming and the Invasion From Outer Space has begun!

Number of Players: 2-6

Length: 1.5 hours (not counting set up and clean up time)

Laser Squid Nemesis

Saturday 25, 10:00am
Game System: XDM
Room: Palmer
GM: Kaleb Trumbly
Difficulty/Characters: Characters provided, beginners welcome

A crack commando unit was sent to prison for a crime they did not commit. These Squids escaped from jail and are still wanted today. If you have a problem and can find these maybe you can hire the C-team

This is a child friendly game and players get to build their own characters out of provided craft supplies.

Number of Players: 3 to 8

Length: 2 to 3 hours, depending on the number of players

Legends of the Ancient World: Sorcerer's Manor

Saturday 25, 10:00 am
Game System: Legends of the Ancient World
Room: Palmer
GM: Pam Foye
Difficulty/Characters: Characters provided, beginners welcome

You are raw adventurers, ready to make your way through the world with your steel and your wits. Despite all the martial and criminal activity ongoing throughout the city, it is seemingly impossible to find work as independent blades. But then you hear

old rumors of a sorcerer's treasure somewhere in the under-city. Considering your lack of prospects, you decide these are worth investigating.

Number of Players: 3 to 5

Length: 3 hours

Legends of Time & Space: S.O.S. (Save Our Ship)

Saturday 25, 1:00 pm
Game System: Legends of Time & Space
Room: Palmer
GM: Pam Foye
Difficulty/Characters: Characters provided, beginners welcome

Wearry to the bone, your eyes look over to the communication screen. "The distress signal is new," the officer tells you. Thinking deeply, you ask, "What are the details again?" Patiently, he repeats. "Less than an hour ago, remote sensors under the control of Void Station 90 reported a distress signal in the area of Lemm. What makes it odd is that it's a distress signal only. It has no details about the actual event." The officer continues. "What is your response? We really need to know." Tired, weary, and reluctantly, you agree. Sometimes there's just no one else qualified to pull these people out of their predicaments. "OK," you say. You gather your clothes, pull on your boots, and put a call in to your team. Another routine rescue on the periphery...

Number of Players: 3 to 5

Length: 3 hours

Locke & Key

Saturday 25, 1:00 pm
Room: Heritage E
Host: Jeremy S

The comic book Locke & Key, by author Joe Hill and artist Gabriel Rodriguez, tells the story of the Locke family and Keyhouse, an unlikely New England mansion that is home to fantastic keys that transform all who dare to use them...and a hate-filled creature that will not rest until it forces open the most terrible door of them all.

Competition and cooperation meet in Locke & Key: The Game, which dares you to overcome the supernatural challenges of Keyhouse. As you play, you'll collect wondrous keys to open new game play options and create powerful combinations by mixing and matching cards.

Number of Players: 3 to 6

Length: 30 min (not counting set up and clean up time)

GAME DESCRIPTIONS

Lord of the Rings Living Card Game

Friday 24, 3:00 pm

Room: Heritage E

Host: Jake Z

The Lord of the Rings: The Card Game is a cooperative adventure game in which the players attempt to complete a scenario, each with three heroes of their choice and a deck of allies, events and attachments to support them. Each round, players send their heroes and allies to quest or to fight with enemies that engage them. However, as the heroes and allies exhaust after questing, defending, or attacking, the players' options are typically insufficient to deal with everything at once. Therefore, players need to determine whether it is more urgent to quest and make progress in the scenario while the enemy forces gain power, or to take down enemies while making no progress, not knowing what will come next.

Number of Players: 1-4

Length: 1 hour (not counting set up and clean up time)

Mage Knight

Saturday 25, 5:00 am

Room: Heritage E

Host: Robert H

The WizKids Mage Knight board game puts you in control of one of four powerful Mage Knights as you explore (and conquer) a corner of the Mage Knight universe under the control of the Atlantean Empire. Build your army, fill your deck with powerful spells and actions, explore caves and dungeons, and eventually conquer powerful cities controlled by this once-great faction! You will not be the only Mage Knight traveling the land (unless you are playing by yourself), and though opposing players may be powerful allies, only one will be able to claim the land as their own at the end of each campaign. Combining elements of RPGs, deckbuilding and traditional board games the Mage Knight board captures the rich history of the Mage Knight universe while providing an all in one box purchase.

Number of Players: 1-4

Length: 3 hours (not counting set up and clean up time)

Mission: Red Planet

Saturday 25, 3:00 pm

Room: Heritage E

Host: Dave K

This one, designed with Bruno Cathala, started with the theme. From the author: "We wanted to make a game about colonizing Mars, with shuttles leaving the blue planet towards the red one. The theme is strong, and well caught in the steampunk graphic style decided by Asmodée. In Mission: Red Planet, each player plays a colonial power which sends astronauts, in space shuttles, to occupy the most promising zones on the planet. For scholars, the systems merge a majority game, à la El Grande or San Marco, with a character/action card system, somewhere between Citadels and Hoity Toity/Adel Verpflichtet. Nothing really new here, but there was much work on it and we're really proud of the result."

Number of Players: 3-5

Length: 1.5 hours (not counting set up and clean up time)

Munchkin

Saturday 25, 11:00 am

Room: Heritage E

Host: Vince B

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon...

Number of Players: 2-6

Length: 1 hour (not counting set up and clean up time)

Nexus Ops

Friday 24, 9:00 pm

Room: Heritage E

Host: Nathan N

Nexus Ops is a light-medium science fiction war game. The game boasts a hexagonal board that is dealt differently every time, as well as (in the Avalon Hill edition) cool "glow" miniatures and lots of combat. Players control competing futuristic corporations that battle each other for control of the moon's Rubium Ore. By winning battles and fulfilling Secret Missions, you can obtain victory points.

Units are composed of various alien races and have stats

GAME DESCRIPTIONS

not unlike those used in the Axis & Allies series. Combat is also performed in a similar way. Players who lose battles are compensated with Energize cards which grant them special powers later. Players can also obtain Energize cards by controlling the Monolith, a raised structure in the center of the grid. First person to reach the required number of victory points wins the game.

Number of Players: 2-4

Length: 1.5 hours (not counting set up and clean up time)

Nightfall

Saturday 25, 5:00pm

Room: Heritage E

Host: Jake Z

Nightfall - a new fast, furious and fun deck-building game from Alderac Entertainment Group. Featuring direct head-to-head combat, amazing art, a new AEG world, and unique mechanics by designer David Gregg, Nightfall will be the deck-building game to own.

Before the game begins, there is a draft to determine which cards are available for purchase, and by whom. During this draft players select two cards from the set for their personal archives, and they also select cards to put into the common area. The cards drafted into personal archives may only be purchased by the player who drafted them.

Each card has a main color and two linking colors. If you can match the main color of a card to one of the linking colors of the previous card, you can chain those cards together. Once a chain is started, players all get an opportunity to link additional cards onto the chain during that turn.

Number of Players: 2 to 5

Length: 1 hour (not counting set up and clean up time)

Pathfinder: Desperate Measures

Friday 24, 7:00pm

Game System: Pathfinder rules

Room: Palmer

GM: John Felps

Difficulty/Characters: Characters provided, beginners welcome

A custom, two-part GM authored, unsanctioned Pathfinder fantasy adventure set in the city of Arman. Part 1 - What starts as a series of random events leads players to navigate the mysteries of a thriving merchant city, thwarting authority while

investigating ancient secrets. Role play, combat and mystery in an urban environment. Pre-generated 1st level characters provided. 2nd adventure optional.

Number of Players: 4 to 6

Length: 4 hours

Pathfinder: Reckless Pursuit

Saturday 25, 7:00pm

Game System: Pathfinder RPG

Room: Palmer

GM: John Felps

Difficulty/Characters: Characters provided, beginners welcome

A custom, two-part GM authored, unsanctioned Pathfinder fantasy adventure set in the city of Arman. Part 2 - Prior events lead players on a chase through Arman, to prevent an ancient evil from rising. Role play, combat and mystery in an urban environment. Pre-generated 1st level characters provided. 1st adventure optional

Number of Players: 4 to 6

Length: 4 hours

Penny Arcade

Friday 24, 1:00 pm; Saturday 25, 3:00 pm

Room: Heritage E

Host: Jeremy S

Welcome to the world of Penny Arcade, the top web comic for all things gaming, so it's only fitting that Penny Arcade gets its own deck-building game. Players will select cards from a communal pool. You've followed the way of the warrior, the story of the Cardboard Tube Samurai. You too wept with Charles over the lack of Halo on the Macintosh. Now rally them together to build your perfect deck.

In Penny Arcade: The Game - Gamers vs. Evil, players will take from a shared group of cards representing icons from the Penny Arcade world, each character possessing a unique power. Purchase Gamer cards with your gold. Yes, put that Merch in your deck! CONSUME! If you'd prefer to battle, wield the Cardboard Tube and attack one of the Evil cards. Dodge PAX Pox, make friends with a Werewolf With a Top Hat, ally with Cardboard Tube Samurai, PvP with your opponents, and skewer Dark Tycho for his epic loot. Build your perfect deck and win the battle of Gamers vs. Evil.

Number of Players: 2-4

Length: 30 min (not counting set up and clean up time)

GAME DESCRIPTIONS

Pirates of the Steam Age: For Queen and Country

Saturday 25, 2:00pm

Game System: Turn of the Card

Room: Palmer

GM: Paul Abeyta

Difficulty/Characters: Characters provided, beginners welcome, rules taught

Come aboard the mighty privateer airship “Bulldog” as you make your shady living as privateers in service to the crown! Enter the world of 1890 where steam technology and mad science have changed the face of the world. As commissioned privateers to good Queen Victoria, hunt down and crash the Prussian, French and even Spanish, airships, or come along side them and board them to take them as prizes!

It is all in a day’s work for a good loyal subject of the crown! If a merchant ship wanders into your sites loaded with gold pound Sterling, and it happens to get boarded and looted, who is to say that it was your ship, all the victims see is the Jolly Roger flying proudly! This is a Steampunk world with tones of classic Pulp Adventures!

Number of Players: 4 to 6

Length: 4 hours

Race for the Galaxy

Saturday 25, 11:00 pm

Room: Heritage E

Host: Dave K

In the card game Race for the Galaxy, players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Some worlds allow players to produce goods, which can be consumed later to gain either card draws or victory points when the appropriate technologies are available to them. These are mainly provided by the developments and worlds that are not able to produce, but the fancier production worlds also give these bonuses.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

Rex: Final Days of an Empire

Friday 24, 11:00 pm

Room: Heritage E

Host: Nathan N

Rex: Final Days of an Empire, a reimagined version of Dune set in Fantasy Flight’s Twilight Imperium universe, is a board game of negotiation, betrayal, and warfare in which 3-6 players take control of great interstellar civilizations, competing for dominance of the galaxy’s crumbling imperial city. Set 3,000 years before the events of Twilight Imperium, Rex tells the story of the last days of the Lazax empire, while presenting players with compelling asymmetrical racial abilities and exciting opportunities for diplomacy, deception, and tactical mastery. In Rex: Final Days of an Empire, players vie for control of vital locations across a sprawling map of the continent-sized Mecatol City. Only by securing three key locations (or more, when allied with other factions) can a player assert dominance over the heart of a dying empire.

Number of Players: 3-6

Length: 2 hours (not counting set up and clean up time)

Settlers of Catan Tournament

SEE PAGE 5 FOR MORE DETAILS

Friday through Sunday

Room: Heritage E

Host: Vince B

In Settlers of Catan, players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game. Multi-award-winning and one of the most popular games in recent history due to its amazing ability to appeal to non-gamers and gamers alike.

Number of Players: 3-4

Length: Tournament

Space Alert

Friday 24, 11:00 pm

Room: Heritage E

Host: Dave K

It’s a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship.

On 2 CDs are ten minute long soundtracks that represent central computer announcements about the presence of various

GAME DESCRIPTIONS

threats. These vary from space battleships and interceptors to different interstellar monsters and abominations, asteroids or even intruders and malfunctions on the spaceship. Players have to agree who will take care of which task and coordinate their actions (moving around the ship, firing weapons, distributing energy, using battlebots to deal with intruders, launching guided missiles, etc.) in real time to defend the ship. Only a well-working team can survive 10 minutes and make the jump back to safety.

Number of Players: 1-5

Length: 1 hour (not counting set up and clean up time)

Space Dealer

Saturday 25, 3:00 am

Room: Heritage E

Host: Dave K

This game is played in real time to a 30 minute soundtrack (or timer) with all players playing simultaneously. Players start at their own planet with a power generator and a mine. They race to generate goods and deliver them to each other (earning VP for both the player and the recipient) or to the neutral planets. They can also do research to improve their abilities, and bring new cards into play. Everything, from generating goods, to moving ships, to playing new cards, requires at least 1 flip of a timer. The catch is that each player only has 2 timers! At the start it seems like you have all the time in the world; very soon, though, it becomes a frantic race to make as many deliveries as possible!

Number of Players: 3-4

Length: 1 hour (not counting set up and clean up time)

Starcraft

Saturday 25, 3:00 am

Room: Heritage E

GM: Nathan N

StarCraft: The Board Game is the board game implementation of the famous video game StarCraft.

Starcraft: The Board Game features an innovative modular board of varying sizes, which guarantees a new experience each and every game. An exciting card driven combat system allows players to modify and upgrade their faction with a wealth of powerful technologies. Players can unleash a Zergling rush, use powerful Protoss shields to halt an enemy invasion, or even send cloaked Ghosts out to guide nuclear missiles to their target.

Number of Players: 2-6

Length: 2.5 hours (not counting set up and clean up time)

Star Fleet Captains

Sunday 26, 12:00am

Room: Heritage E

Host: Nathan N

Star Trek: Fleet Captains, designed for two or four players, is set in the "Prime Universe" of STAR TREK (as seen in the various TV series and movies up to Star Trek: Nemesis).

Each player begins play with a fleet of ships and starts at opposite ends of an unexplored sector of space. This sector of space is represented by hexagonal cards (which are shuffled before play and placed face-down in a pre-determined pattern). As each ship progresses through the sector, you turn the tiles face up, revealing what is in that part of the sector (a Class-M planet, a Class-J Nebula, empty space, etc...). Hopefully you will discover and acquire resources while simultaneously denying them to your opponent(s).

Number of Players: 2-4

Length: 1.5 hours (not counting set up and clean up time)

Star Fluxx

Sunday 26, 9:00 am

Room: Heritage E

Host: Vince B

Fluxx gets the Science Fiction treatment. From the publisher: "Just when you thought that Fluxx had gone as far as it could go - it blasts off for the Stars! Explore the vastness of space-themed humor with your valiant Captain, Engineer, and, of course, your Expendable Crewman. Go check out that Small Moon - or is it really a Space Station? You may be swayed by Unseen Forces, held hostage by Evil Computers, or find your ship infested with Cute Fuzzy Aliens."

Number of Players: 2-6

Length: 30 min (not counting set up and clean up time)

Star Munchkin

Sunday 26, 11:00am

Room: Heritage E

Host: Vince B

The Munchkins are back - but now they're in space! Now they're Mutants, Androids, and Cat People... grabbing Lasers, Vibroswords, and Nova Grenades... fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. This is a complete game using the best-selling Munchkin rules (with a few new twists like

GAME DESCRIPTIONS

Sidekicks). Yes, it CAN be combined with Munchkin! And, of course, it features the twisted humor of Steve Jackson (I) and the wacky cartoons of John Kovalic.

Number of Players: 2-6

Length: 1 hour (not counting set up and clean up time)

Star Trek Expeditions

Friday 24, 7:00 pm

Room: Heritage E

Host: Vince B

Star Trek: Expeditions is a board game for up to four players, set in the "New Universe" of Star Trek, as seen in the 2009 movie. It is built upon the cooperative board game model and the players will work together against the game itself.

In the game, players assume the roles of Kirk, Spock, Bones and Uhura. The premise is the Federation has received a petition for membership from a planet and the Enterprise is dispatched to assess their application. When the Enterprise arrives, they discover:

A Klingon battle cruiser is in orbit;

Civil war is threatening to break out on the planet;

And the planet is (coincidentally?) reconsidering its application for UFP membership.

Your mission is threefold; defuse the threat of civil war, deal with the Klingon threat and get the planet to join the UFP. And you only have 30 days (roughly equaling 30 turns) in which to do it. or a Klingon battle fleet will warp in and you will be forced to withdraw (thus failing your mission).

Number of Players: 1-4

Length: 1 hour (not counting set up and clean up time)

Star Trek the Next Generation Deck Building Game

Saturday 25, 10:00 pm

Room: Heritage E

Host: Nathan N

In the Star Trek Deck Building Game, players take on the role of Captain of a salvaged Starship. They will search for new allies such as Picard, Data, and other famous Characters. They will Explore space to complete Missions, Encounter Events, and meet Starships that could be friend or foe.

Number of Players: 2-5

Length: 1 hour (not counting set up and clean up time)

Star Wars D6: A Smuggler's Problem

Saturday 25, 3:00pm

Game System: D6

Room: Palmer

GM: Kaleb Trumbly

Difficulty/Characters: Characters provided, beginners welcome

Its just a simple cargo pick up and delivery no Imperial paperwork needed. what could go wrong?

Number of Players: 3 to 5

Length: 4 hours

Star Wars Saga: Mission Alderaan

Friday 24, 4:00pm; Saturday 25, 9:00PM

Game System: Star Wars Saga Edition

Room: Palmer

GM: James "JEB" Bosserman

Difficulty/Characters: Characters provided, beginners welcome

Set in the Old Republic. The PCs must infiltrate a Sith Empire base on Alderaan and steal the plans for a new weapon being developed.

Number of Players: 3 to 6

Length: 4 hours

Star Wars Saga: The Tomb on Tatooine

Friday 24, 9:00pm; Saturday 25, 4:00PM

Game System: Star Wars Saga Edition

Room: Palmer

GM: James "JEB" Bosserman

Difficulty/Characters: Characters provided, beginners welcome

Set in the Old Republic. A Sith tomb has been discovered in the Tatooine desert, and the PCs must investigate it before the Sith get there.

Number of Players: 3 to 6

Length: 4 hours

Starfarers of Catan

Sunday 26, 2:00pm

Room: Heritage E

Host: Vince B

GAME DESCRIPTIONS

The foray into space, sometime near the year 2700 A.D. Compete for the prestigious post of Ambassador to the Galactic Council. To attain this lofty position, players must leave Terra and the known planets to explore and colonize the galaxy, while working to establish trade with alien cultures, encounter aliens, and defeat pirates. Glory and victory go to the brave and astute explorer upon whom luck smiles.

The known worlds lie at one end of the game board, where each of the 3 or 4 players begins from known solar systems, each with 3 planets producing raw materials needed for the travels into deep space.

Number of Players: 3-4

Length: 2 hours (not counting set up and clean up time)

Super Dungeon Explore

Saturday 25, 6:00 pm

Room: Heritage E

Host: Vince B

Super Dungeon Explore (SDE) is a dungeon crawler, inspired by old Japanese console-RPG's. Players take the role of classic fantasy heroes like the human paladin, a dwarf fighter or an elf ranger. One player is the "Dark Consul" who controls the monsters of the dungeon.

Every hero/monster has a character card which informs you about the stats for movement, attack, armor, willpower, dexterity, action points and hearts (= life points). Additional information may include special abilities / actions / attacks and potions. The monsters have no possibility to "level up" but the Dark Consul has an unlimited number of them.

Number of Players: 2-4

Length: 2 hours (not counting set up and clean up time)

Takenoko

Saturday 25, 4:00 am

Room: Heritage E

Host: Robert H

A long time ago at the Japanese Imperial court, the Chinese Emperor offered a giant panda bear as a symbol of peace to the Japanese Emperor. Since then, the Japanese Emperor has entrusted his court members (the players) with the difficult task of caring for the animal by tending to his bamboo garden. In Takenoko, the players will cultivate land plots, irrigate them, and grow one of the three species of bamboo (Green, Yellow and Pink) with the help of the Imperial gardener to maintain this bamboo garden. They will have to bear with the immoderate

hunger of this sacred animal for the juicy and tender bamboo.

The player who manages his land plots best, growing the most bamboo while feeding the delicate appetite of the panda, will win the game.

Number of Players: 2-4

Length: 1 hour (not counting set up and clean up time)

Ticket to Ride

Saturday 25, 2:00 pm

Room: Heritage E

Host: Vince B

With elegantly simple gameplay, Ticket to Ride can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.

Number of Players: 2-5

Length: 1 hour (not counting set up and clean up time)

Traveler: Fleeting Youth

Sunday 25, 3:00pm

Game System: Mongoose Traveler (2008)

Room: Palmer

GM: Roger French, Jr

Difficulty/Characters: Characters provided, beginners welcome, rules taught

Space is big, really big, Big enough that someone willing to do just about anything for money can find that someone that needs something done and has a bank full of credits to see it happen. While enjoying some down time at the Porzolo spaceport the team meets just such a man, but is his request too dangerous even for you?

Mongoose Traveler is a reworking of classic sci-fi interstellar adventure. Two parts Leverage, one part Firefly this adventure will primarily focus on a rag-tag group of interstellar troubleshooters taking on a job from a wealthy patron.

Number of Players: 4 to 6

Length: 4 hours

GAME DESCRIPTIONS

Turn of the Card: Firefly

Friday 24, 6:00pm

Game System: Turn of the Card

Room: Palmer

GM: Paul Abeyta

Difficulty/Characters: Characters provided, beginners welcome, rules taught

Somewhere out in the verse is a group of folks, who happen to always fall on the bad side of luck. Somehow or some way they have found their way to working for a man named Angel, he likes to think of himself as a rouge and bounder with a devil may care attitude. In all reality he is a shady transport captain his little ship called Angel's Wings can take any cargo anywhere, no questions asked. You all belong to this extended family and work for Angel. Things are starting to look up for all of you; Angle has a real fancy client someone with enough creds to make things a little easier for you all. It's a simple run to the outer planets, what could go wrong? Join us in this tale of Big Damn Heroes and the strange tale of another girl in a box.

Number of Players: 4 to 6

Length: 4 hours

Walking Dead (Television Show) Board Game

Friday 24, 5:00 pm; Saturday 25, 11:00 am;

Sunday 26, 2:00 pm

Room: Heritage E

Host: Jeremy S

In The Walking Dead Board Game, based on the AMC television program of the same name, you can play as survivors or zombies. Create unexpected alliances to get back to camp alive, blasting zombies with shotguns or crossbows – or stalk your former friends as a risen corpse.

This easy-to-learn game includes two scenarios: Survival Mode and Team Game. Ever-dwindling resources make every decision “life or death”, and as the supplies run out, the tension ramps up.

Number of Players: 1-4

Length: 1 hour (not counting set up and clean up time)

Werewolves of Miller's Hollow

Friday 24, 10:00 pm; Saturday 25, 10:00 pm;

Sunday 26, 7:00 pm

Room: Palmer

Host: Vince B and others

Werewolves of Miller's Hollow is a game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Ordinary Townsfolk, or special character such as The Sheriff, The Hunter, the Witch, the Little Girl, The Fortune Teller and so on... There is also a Moderator player who controls the flow of the game. Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players.

Number of Players: 8-18

Length: 1 hour (not counting set up and clean up time)

WE'LL AIM TO PLAY MULTIPLE SESSIONS PER SCHEDULED TIME.

World of Warcraft Collectible Card Game

Friday 24, 10:00 am & 3:00 pm; Saturday 25, 9:00 am & 5:00 pm;
Sunday 26, 11:00 am

Room: The Cryptozoic Rep will be holding demos in Heritage E & the Petrie's Booth in the Vendor's room

Host: Jeremy S

The World of Warcraft Trading Card Game draws from the rich lore of the Warcraft universe. Two factions are battling for supremacy over Azeroth—the Horde and the Alliance—and each time you play, you choose a hero from one of these factions to represent you. Your hero is the leader of your party who fights alongside your allies. The cards that you play will allow you to equip your hero with weapons and armor, use spells and talents, invite allies into your party, and complete quests.

Number of Players: 2 - This is an on-going demo intended for multiple people to take part in. Late-comers are welcome.

Length: 1 hour (not counting set up and clean up time)

Gaming Events in the Springs

<http://www.meetup.com/Gaming-Events/>



Board Games
Role-Playing Games



Local Events, Find Gaming Groups, Fun!

Sci Fi & Fantasy
and Steampunk
in the Springs

<http://www.meetup.com/SFandF/>

Costuming and
Cosplay in the
Springs

<http://www.meetup.com/Costuming-and-Cosplay/>

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