



PDXAGE³

Portland Analog Gaming Event

May 13th -15th, 2016





PDXAGE

JOIN US AGAIN!

PDXAGE 2017
MAY 5th - 7th, 2017

TICKETS \$10 OFF THROUGH SUNDAY

COUPON CODE
MEEPLE2017

www.pdxage.com

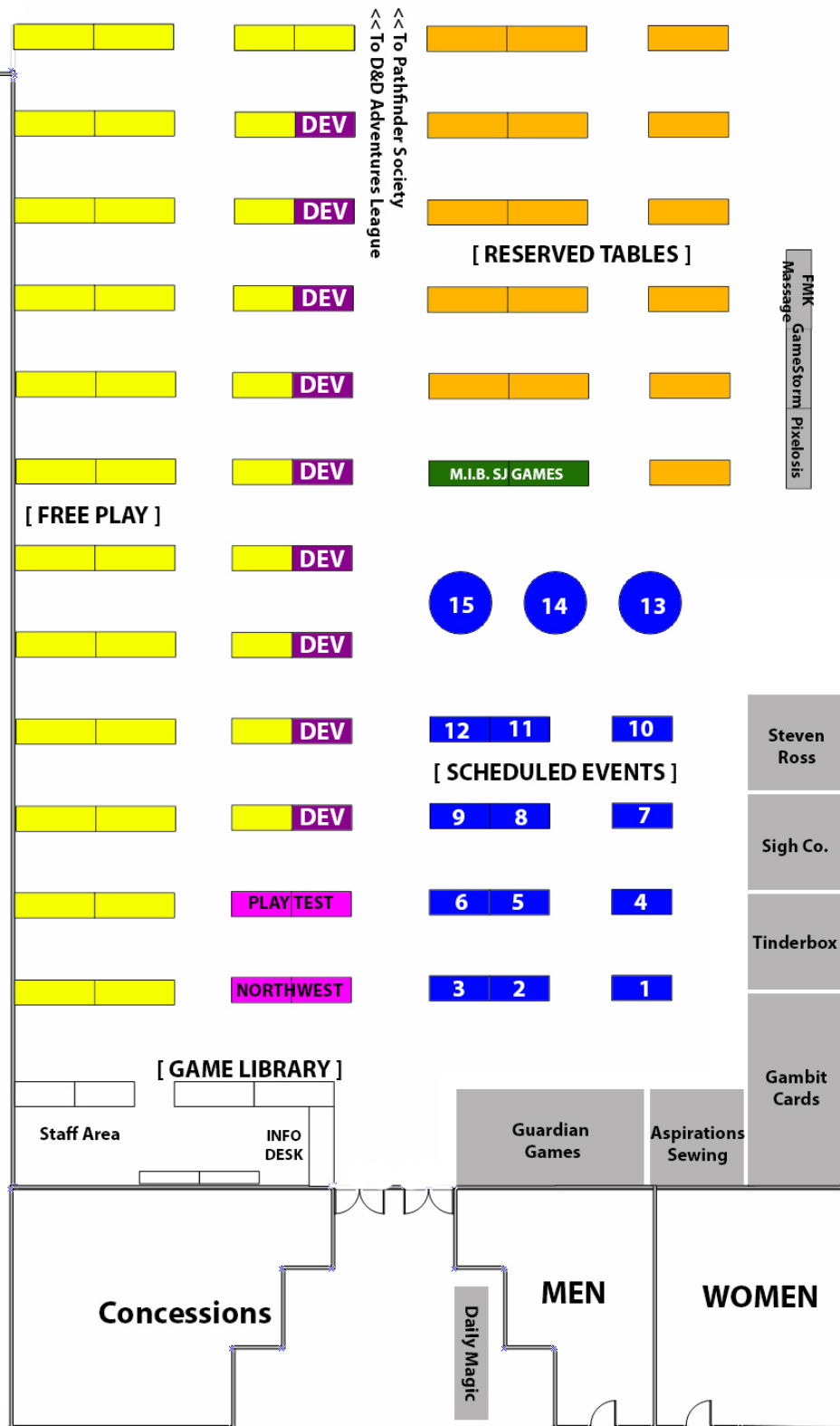


Table of Contents



Event Map	2	Men in Black (MiB)	10
Food Options	3	Envoy Program	10
Welcome to PDXAGE!	4	Pathfinder Society (PFS)	11
PDXAGE Raffles	5	PlaytestNW	11
Charity Raffle	5	Our Sponsors	12
General Raffle	5	Play to Win	14
PDXAGE Merchandise	5	Game Library	16
Booths / Vendors	6	Friday Scheduled Events	18
PDXAGE Contests	7	Saturday Scheduled Events	21
Game Developers	8	Sunday Scheduled Events	26
Featured Areas	10	Game Glossary	27
Cel*Style	10	Rules and Policies	50

Food Options

Options at the Hotel - Holiday Inn

Restaurant - The hotel has a restaurant in the lower level of the main building that also has a bar. **Order for Delivery** - On Friday and Saturday from 6:00PM - 11PM you can order from the hotels bar menu by going to the conference center lobby roll up window and placing your order. You will prepay, an order number will be provided, and wait staff will deliver the food to you.

Nearby Food options:

- | | |
|-------------|----------------------------|
| Burger King | Buffalo Wild Wings* |
| McDonalds | Hotel Restaurant* |
| Wendy's* | WOW Burger* |
| Burgerville | Starbucks* |
| Subway* | Famous Daves BBQ* |
| Chipotle* | Taco Del Mar* |
| TacoBell | Hot Pot n Sushi* |
| IHOP* | Jamba Juice Panda Express* |
| RedRobin* | Pizanos Pizza* |

*Can get to without car:

Take Airport Shuttle from hotel to Airport, and then Airport MAX to Cascade Station.



Welcome to PDXAGE!

PDXAGE Raffles



Greetings!

We welcome you to the third PDXAGE event! PDXAGE has undergone a lot of growth since its inaugural event in 2014. Our first event was just 157 people and we had a great time playing, games, handing out prizes, and raising money for charity. This launched us into a second event with attendance of over 300 attendees, more space, and exciting new additions. This year we are expecting nearly 500 people over the three-day weekend. We have added even more to the event with more game developers & play testing opportunities, more vendors, added contests, more prizes to give away and an ever growing event game library.

Last year PDXAGE added Play to Win to our event. Attendees were able to play select games over the weekend and enter for a chance to win them at the end of the event. We started with 19 games in the Play to Win raffle, this year we have 39 games that will be given away on the final event day! You are encouraged to play as many of these games as you can. Throughout the weekend there will be Envoys available to teach several of these games. Look for them in their shirts marked Envoy.

Last year PDXAGE welcomed D&D Adventure's League with their own area to host games throughout the weekend. This year we also welcome the Pathfinder Society. They will also have their own play area and will be hosting many scenarios over the entire weekend. Both D&D Adventurer's League and Pathfinder Society can be found in the back of the room behind the black drape.

A big thank you goes out to each of you who have helped spread the word about PDXAGE. Building community is very important to us. It is community that makes up the heart of a event.

We hope you have a great weekend and enjoy your time at PDXAGE!

Jessica & Matt Conwell
PDXAGE Event Organizers

Charity Raffle



Smile Train is the chosen charity focus for this year's PDXAGE. "Smile Train is an international children's charity with a sustainable approach to a single, solvable problem: cleft lip and palate. Millions of children in developing countries with unrepaired clefts live in shame, but more importantly, have difficulty eating, breathing and speaking. Cleft repair surgery is simple, and the transformation is immediate. Smile Train's sustainable model provides training and funding to empower local doctors in 85+ developing countries to provide 100%-free cleft repair surgery in their own communities."

To participate in the charity raffle, purchase tickets at the info desk by the front doors. Each ticket costs \$1 and all the money collected will go to Smile Train. The drawing for the raffle will take place on Sunday afternoon at 2pm. You must be present to win, or give your tickets to a friend who can collect your prize for you.

General Raffle

PDXAGE will be holding a general raffle three times, once per day, over the PDXAGE weekend. Each person who has purchased an event ticket is eligible to participate in the raffle. Individuals who purchase whole weekend passes are eligible to participate in the raffle each day. Individuals who purchase day passes are eligible to participate in the raffle for the day that they purchased the pass.

To participate, claim your ticket at the info desk one hour before each general raffle drawing.

Drawing times: Friday 8PM Saturday 8PM Sunday 2PM

You Must be Present to win

PDXAGE Merchandise

PDXAGE has a limited amount of branded merchandise for sale at the info desk including a few t-shirts and trading pins.

PDXAGE T Shirts \$20

PDXAGE Trading Pins \$8



Booths / Vendors

This year we have a great mix of vendors coming out to display and sell items at PDXAGE. They have also donated items to the raffles happening all weekend long so be sure to check them out throughout the weekend.

Aspiration Sewing ~ *Michelle Coon*

Aspiration Sewing will be displaying and selling dice bags, tablet cases, headbands and awesome sewing skills.

Daily Magic Games ~ *Sarah Sharp*

Daily Magic Games the producers of Valeria: Card Kingdoms and Swinging Jive Cat Voodoo Lounge, are the makers of casual to mid-weight table-top games that are innovative, immersive, and intuitive.

Forget Me Knots ~ *Sally Leonard, LMT #16547*

Bringing 6 years of massage experience to the table, Forget Me Knots Massage will be offering chair massage for PDXAGE.

Gambit's Cards and Hobbies ~ *Will Jerome & Jason*

Gambit's Cards and Hobbies will have T-Shirts, poster and collectible Toys for sale.

Guardian Games ~ *Angel May & Michelle Startt*

Our exclusive game vendor for this PDXAGE event. They represent the largest game store on the West Coast. Check them out for your gaming needs!

Pixelosis ~ *Sarah Haghayegh*

Handmade pixel art accessories created by weaving glass beads together one by one with a needle and thread, plus more!

Sigh Co. Graphics ~ *Gwen Callahan*

Original design geeky and Lovecraftian themed t-shirts, game books (Call of Cthulhu, Delta Green), DVDs, books,, and accessories.

Tinderbox Entertainment ~ *Kyle Rhone & Kristen Lewis*

Stop by their booth and check out Dice Empire, their homemade line of designer dice!

Wizards Minis ~ *Steven Ross*

D&D, Pathfinder prepainted miniatures.

PDXAGE Contests



Featured Fun Contests

FRIDAY

8:10PM

Rock Paper Scissors - Each PDXAGE holds a traditional Rock Paper Scissors tournament. All attendees are welcome, and the contest take just 5 minutes. Come play in one of the largest Rock Paper Scissors games you will ever see!

SATURDAY

4PM

Meeple Shuffle - Each person is paired with another person and given a giant wooden meeples. Contestants then take turns and slide their Meeples along a plastic folding table. The contestant who is able to slide their meeples closest to the end of the table without falling off is the winner of the match. Matches continue until just one contestant remains.

SUNDAY

2:15PM

D6 Challenge - A contest of PDXAGE's creation, players will stack dice for height. The player who can stack the highest in the given amount of time is the winner. Dice provided.

Featured Buy in Contests

Magic the Gathering Mini Masters

Friday, 4PM & Saturday, 2PM

Cost: \$4

Come play Magic the Gathering in a very fun way. Each player gets 1 pack of cards and 15 Land. Without looking at the contents of the pack, Land and Pack are shuffled together. Each player then plays without knowing what's in their 30 card deck. Promo Prizes from Guardian Games.

Dice Masters Mini Masters

Friday, 8PM & Saturday, 6PM

Cost \$4

After each Learn to Play session Guardian Games will be hosting a Dice Masters "For Fun" Contest. Each player gets 4 packs of Dice Masters and plays with what they get.

Dice Masters Rainbow Draft

Sunday, 12PM

Cost \$15

Each player in the draft sits down with 12 packs of Dice Masters to draft with. Players take a card they'd like and pass the others to players on the left and right. This is done until all cards from all players are gone. Players then play with their "drafts".



Game Developers

We are excited to have several game developers joining PDXAGE. Below is a list of game developers and game descriptions. Game developers can be found at tables along left side of the center aisle.

Crit Games ~ Robert Beatty

Exclusive Condition Cards by Crit Games! Your barbarian got poisoned? Your cleric was blinded? Give players a condition card. These gorgeous full-color reference cards complement and enrich your 5E gameplay experience. This 51 card deck contains 17 unique conditions for up to three players. As a GM quickly and easily Track fifth edition conditions for your own rpg and tabletop adventure!

Gnork Games LLC ~ Steve Martin

Field Tactics: Field Tactics is a strategy card game for 2 or 4 players. Often referred to as Magic meets chess, its recommended for ages 12+ and plays in about 40 minutes. Set in the world of Luria you are fighting for control over the last harvestable land for Lumbrosia, Lurias' lifeblood. Will you Occupy.... Dominate Or Destroy?

Nathan Mongers Games ~ Nathan Monger

TankTics - A simple, fast paced, battlefield game of tanks, helicopters, infantry, artillery, and tactics. Players: 2-4 Playtime: 30-50 Min

Catastrophe - A story-telling game of a team of superheros trying to save the day as the catastrophes multiply. Players: 2-7 Age: 6+ Playtime: 20-45 Min

Sharkbait - A pirate game of sinking ships, politically dealing with other pirates, and gaining welfare based on the pirates' code. Losing an arm, eye, or leg, may give you the edge to win the game... Players: 3-8 Playtime: 45-90 Min

Rest In Pieces (RIP) - A zombie memory game where the players are the Zombies looking for their missing body parts in the graveyard while twisting the mist to help cause confusion for the other zombies. Players: 2-4 Playtime: 30-45 Min

Gold is for the Greedy - Your adventure party enters the Dragon's treasure room only to find another adventure party stealing your well earned gold. Players: 2-4 Playtime: 45-60 Min

Semicolon LLC ~ Rick Holzgrafe

Press Gang: A strategy game for 2-4 players, ages 14+, 60 minutes, medium-light weight. As the captain of a newly-commissioned British ship of the line in 1810, you must crew your ship by recruiting officers and training landsmen obtained by the press gang. May the best captain win! Game play includes set collection, action points, and route planning.

Spatial Delivery: A strategy game for 3-5 players, ages 14+, 90 minutes, medium weight. As new colony worlds in space are settled, you must establish trade routes, build trade stations, compete for goods at Earth, and deliver them to the Settled Worlds. Become the galaxy's top entrepreneur! Game play includes route building, pickup-and-deliver, and card drafting.

Game Developers



Cohort VIII Games ~Dawson Cowals, Jeff Huit & Joe Mistachkin

Ratfink: Scurry & Scamper Ratfink is a fast-paced, trick-taking, elimination card game where every player scrambles to be the last rat standing! It combines variable trump and trick-taking mechanics from games like Spades and Pinochle with strategic dual-round Action cards that twist and tweak the outcome. Just when you think you are safe another player can swoop in and steal your trick or cards in a very despicable and low-down dirty rat fashion. Each hand fewer cards are dealt upping the stakes and making it increasingly more difficult to take a trick and avoid getting Finked! Along the way there are cards to help you get a better hand, alter the trump, attack the other players or block their backstabbing actions in turn. Playtime: 20-30 minutes, 2-6 Players, Ages 10+

Thinking Ventures ~ Everett King

Accession: Accession is a real estate board game for 2 to 6 players in which the goal is to make more money than opponents by buying and selling real properties at the most opportune time. Each time a player lands on a space fronting a business the price of the property goes up... noted by the placing of an income disc on the property. The income discs may accumulate until the property is sold by the owner of the property or they may be removed (at the owner's expense or for his benefit) by various means determined during play. Generally, we play Accession until we have gone through the Vacant Lot Card Deck or for 2 hours, whichever comes first. The game can be played for a shorter time if it is necessary to fit time constraints. Recommended for ages 14 and up for participants.

Tin Specter Games ~Kendra Jonason and Dylan Waller

Robot Deputies in Outer Space: The Sheriff of Scyprus has mysteriously disappeared, allowing the crime rate to rise dramatically. In Robot Deputies in Outer Space, you are a robot competing to become the new sheriff in town. With the help of an assistant, robots work to collect batteries, a valuable commodity on the planet Scyprus. Batteries are then used to upgrade robot's software, weaponry and disguises. When a robot is equipped, they may choose to venture into space in pursuit of wanted criminals. Once an outlaw has been captured, deputies must decide to take the honest route and put the outlaw behind bars, or free the outlaw and collect bribe money. Taking bribes may allow for bigger upgrades to nail more notorious criminals, but the residents of Scyprus are watching. The deputy who makes the most impressive arrests will be elected Sheriff, while the remaining robots remain deputies. Robot Deputies in Outer Space is a 2-4 player strategy/ worker placement game. It is designed to be highly portable through utilizing cards in lieu of a traditional game board.



Game Developers Cont.

Spielnacht ~ *Ace Elliot*

Spielnacht: Spielnacht is a game about playing games! Each of the players shows up at game night and picks their favorite games to play, but only the players who can attract the most gamers to their table are going to score each round. When playing with the companion iPad app, Spielnacht takes about 10 minutes per player, and is suitable for 2-4 gamers, ages 10+.

Red Guys and Blue Guys: Red Guys and Blue Guys is a skirmish that takes place between two squads. Each player is trying to eliminate the other squad through clever drafting of characters and equipping of weapons. However, only the players who commit the most “initiative” are going to be able to take the actions that will get them the victory. RG&BG is a 2-player game that plays between 30 and 45 minutes. Recommended age is 13+.

Weird City Games ~ *Tim Eisner & Ryan Swisher*

March of the Ants: Minions of the Meadow: Minions of the Meadow adds new levels of strategy to March of the Ants, giving players new paths to victory. Colonies evolve Major Workers to specialize in exploration and battle while intrepid ants farm aphids for a bountiful harvest. Tactics cards give you powerful abilities to turn the tide of battle. Parasitic evolutions can be played into other players nests to block their evolutions. Meanwhile, the Centipede Broodmother and the Trapdoor Spider roam the meadow.

Featured Areas

Cel*Style

Nathanael Cole

Nathanael Cole will be representing the CelStyle design group, bringing a number of manga/anime/videogame-themed games for demo and play. The newest offering is a pre-launch playtest for “Gattai-bushido:FUSION!”, a mecha pilot-themed team roleplaying game in the style of Voltron, Gunbuster, and Majestic Prince. Also available for play are Classroom Deathmatch, Cannibal Contagion, Ocean, Motobushido, and more. Some games have adult themes, but all can be adapted for ages 12 and up.”

Men in Black (MiB) Steve Jackson Games

Car & Jason Bostick

The Men In Black are the volunteer arm of Steve Jackson Games. In the guise of normal, everyday game enthusiasts, they subtly promote awareness of SJ Games products and help to further the agenda of the secret masters. Car & Jason will be representing the MIB at PDXAGE by running several Steve Jackson Games including Chez Geek, FRAG, Munchkin Marvel, Munchkin, Revolution, SJ Dice Games. Game Glossary for full descriptions and times.

Envoy Program

Envoy provides certified game masters who represent a variety of game companies. Among other roles, they come to conventions to teach games from the companies they represent. At PDXAGE there will a few different Envoy’s teaching games and many of these games can be found in our play to win area by the library.



Featured Areas Cont.

D&D Adventurers League

Located in the back Left of the room

D&D Adventurers League is a public D&D campaign, growing and changing as events resolve and new threats emerge. Each storyline visits a different area, affecting some change there, and all the factions are involved. As you defeat enemies, solve puzzles, finish quests, and perform heroic deeds, you’ll earn experience and renown that you can take with you to other D&D Adventurers League Events!

There will be three D&D Adventurers Leagues options over the weekend:

Learn-to-Play will supply everything needed to play through one D&D Adventurers League mini-adventure. Just add one fresh-picked adventurer! Bring your D&D Adventurers League character and Adventurers League Log sheet. *Adventurers League* you can bring a new level 1 character, or a pre-generated character can be provided for you. Or you can bring a character you have played with previously. *New this year* on Saturday night we will be hosting a mini interactive adventure where multiple tables work together towards a common goal! Visit dnd.wizards.com for rules and the Adventurers League Players Guide.

Pathfinder Society Organized Play (PFS)

Located in the back Right of the room

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign’s home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder’s adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game. Thousands of other gamers gather in their homes, in game stores, at conventions, and even online to play, report on their adventures, and influence the fate of the Pathfinder world. PFS, PFS:Core, PFS: Quest, PFS Special, and the PF Adventure Card Game can be played in the Pathfinder Featured Area.

PlaytestNW

Based out of Seattle, PlaytestNW is a cabal of independent game designers with the sole mission of bringing enjoyment through tabletop games to the masses. At a PlaytestNW event, we invite gamers to become playtesters and give valuable feedback on our designer’s unpublished games. As a reward we love to give away prizes for participation!

At PlaytestNW our motto is “building better games”, and our playtesters are able to get in on the ground level of the development process and help shape the next great evergreen title! So, come and play with us!

Visit us at: playtestnw.com

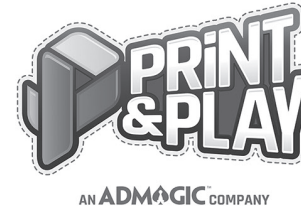
@playtestnw

<https://www.facebook.com/playtestnw/>

Our Sponsors



Thank you For Supporting PDXAGE!



Pixelosis

Aspirations Sewing

Wizzards minis



Play to Win

Play to Win • Rules • 2016

PDXAGE, along with Dexposure have worked together to bring you nearly 40 games you can win while at PDXAGE. Each time you check out and play one of the games listed on the other side, you and everyone who plays the game has a chance to win a brand new copy of the game in a Sunday raffle. The Play to Win raffles will be held along with the General and Charity Raffles on Sunday at 2pm.

1. Decide on a Play to Win game from the list. Full descriptions are in the Game Glossary and the games themselves are in the PDXAGE Library area.
2. Check the game out at the PDXAGE Library Desk
3. Play the game
4. Turn in the game with all players who played the game present.
5. Notify the Game Librarian when you turn it in, that the game was a Play to Win game and they will help you sign up for the raffle for that game using the laptop at the library.

Good luck!



PDXAGE



PDXAGE



Play to Win • Games Checklist • 2016



Bezier Games

- Favor of the Pharaoh
- One Night Ultimate Vampire



Gorilla Games

- Desert Island



Grandpa Beck's Games

- Cover Your Assets
- Skull King



Indie Boards & Cards

- Roar-a-Saurus



Mayday Games

- Chopstick Dexterity Mega Challenge 3000
- Mow Money

VOLSK

Momentum Volsk

- Castle Assault



R & R Games

- Gobblestones
- Panda Head



Stronghold Games

- Diamonds
- The Golden Ages



Taoist Arts Foundation

- Bin'Fa: The Tao of War



U.S. Games Systems

- Hooyah
- Renaissance Wars



Thames & Kosmos

- Bears!
- Here, Kitty, Kitty!
- The Village Crone



Grail Games

- Circus Flohcati
- Too Many Cinderellas



INI, Inc

- Dabble
- Never Have I Ever



Level 99 Games

- NOIR
- RESISTOR_



Mirror Box Games

- Chaosmos



Overworld Games

- Booze Barons
- Good Cop, Bad Cop
- New Salem



Smirk & Dagger

- Nevermore



Studio Woe

- Gruff



Thames & Kosmos

- Steam Time
- Tumult Royale



USAopoly

- Lift It! Deluxe
- Wonky: The Crazy Cubes Card Game!



Game Library

The PDXAGE event game library continues to grow, thanks to many generous donors and sponsors. The event library is available to borrow from during PDXAGE event hours. Games can be checked out by trading your ID for the game you would like to borrow. We will hold your ID and return it when you return the game. Please do not take the games outside of the event. You may play games on any of the free play tables, on your reserved table, or on scheduled event tables that are not currently in use, please note that scheduled events have priority on those tables. The library also has table stanchions with orange markers to indicate you have room for more players. Take this with you and place it on your table as long as you have room for others and there is still time for them to join in.

7 Wonders
 7 Wonders: Babel
 A Matter of Honor
 AEG Love Letter
 Agricola
 Agricola: All Creatures Great and Small
 Alhambra
 Android Netrunner
 Antimatter Matters
 Apples to Apples
 Arkham Horror
 Ascension
 Axis & Allies
 Axis & Allies Europe
 BANG!: Halo
 Bang!: The Walking Dead
 Bears!
 Best of Tribond
 Bhaloidam
 Bhaloidam
 Bin'Fa: The Tao of War
 Blokus Duo
 Booze Barons
 Boxcars
 Buzzword
 Car Wars
 Carcassonne
 Carcassonne
 Cards Against Humanity
 Cards Against Humanity: First
 Exp
 Castellan
 Castle Assault
 Castles of Mad King Ludwig
 Catch Phrase!
 Caveman
 Chaosmos
 Cheap Shot
 Chez Geek 3: Block Party
 Chopstick Dexterity
 MegaChallenge
 Chupacabra: Survive the Night
 Circus Flohcati
 Citadels
 Coal Baron
 Coup
 Cover Your Assets
 Cranium
 Creationary
 Cthulhu Dice
 Cutthroat Caverns
 D-Day Dice
 Dabble
 Dead Money
 Descent: Journeys in the Dark
 Desert Island
 Diamonds
 Dino Hunt
 Dominion
 Dominion
 Dominoes

Dragon Slayer
 Dread Curse
 Eco Fluxx
 El Caballero
 Family 10 Game Set
 Family Fluxx
 Farkel
 Favor of the Pharaoh
 Firefly: The Game - Breakin' Atmo
 Five Tribes
 Flash Point: Fire Rescue
 Fluxx
 Frag Gold Edition FTW
 Fresco
 Galaxy Trucker: The Big Expansion
 GobbleStones
 Gold Mine
 Good Cop Bad Cop
 Gray Matter
 Gruff
 Hanabi Deluxe
 Here, Kitty, Kitty!
 Heroquest
 Hex Hex XL
 Hooyah
 Illuminati
 Iron & Ale
 Jaipur
 Knightmare Chess

Labyrinth: The Card Game
 Lift It! Deluxe
 Love Letter
 Machi Koro
 Madness
 Mansions of Madness
 March of the Ants
 Mars Attacks
 Martian Fluxx
 Melee
 Milestones
 Mille Bornes
 Monopoly
 Monopoly
 Monopoly: Star Wars
 Monty Python Fluxx
 Mow Money
 Munchkin Booty
 Munchkin Deluxe
 Munchkin Loot Letter
 Munchkin Quest
 Neuroshima Hex
 Never Have I Ever
 Nevermore
 New Haven
 New Salem
 Ninja Burger
 Oh Gnome You Don't!
 One Night Ultimate Vampire
 One Night Ultimate Werewolf
 Operation: Toy Story 3
 Othello
 P.I.
 Panda Head
 Pandemic
 Penny Arcade: The Card Game
 Pirate Fluxx
 Pixel Lincoln
 Power Grid
 Power Grid deluxe: Europe/
 North America
 Pressure Cooker
 Puerto Rico
 Qin
 Rattlebones
 Red Dragon Inn

Redneck Life
 Renaissance Man
 Renaissance Wars
 RESISTOR_
 Reverse Charades
 Ricochet Robot
 Risk: Godstorm
 Roar-a-Saurus
 Rune Age
 Runebound
 Runebound (Second Edition)
 Runebound: Blade Dancer
 Character Deck
 Runebound: Mists of Zanga
 Runebound: Shadow Walker
 Character Deck
 Runebound: Spiritbound
 Character Deck
 Runebound: The Frozen Wastes
 Runebound: The Island of
 Dread
 Runebound: The Sands of
 AL-Kalim
 Runebound: Wildlander
 Character Deack
 Runewars
 Runewars: Banners of War
 Say Anything
 Sentinels of the Multiverse
 Shootin' Ladders: Frag Fest
 Skull King
 Slapshot
 Small World
 Smash Up
 Smash Up!
 Spectaculum
 Splendor
 Star Trek: Catan
 Star Wars: Imperial Assault
 Star Wars: X-Wing Miniatures
 Game
 Starship Merchants
 Steam Time
 Stratego: Star Wars
 Student Bodies
 Subdivision

Suburbia
 Super Dungeon Explore
 Takenoko
 Tappple
 Telestrations
 Terra Mystica
 The Builders: Middle Ages
 The Game of 49
 The Game of Life
 The Game of Life: A Jedi's Path
 The Golden Ages
 The Good, the Bad, and the
 Munchkin
 The Good, The Bad, and the
 Munchkin
 The Resistance
 The Settlers of Catan
 The Settlers of Catan
 The Settlers of Catan: 5-6 Player
 Expansion
 The Village Crone
 The Walking Dead Board Game:
 The Best Defense - Woodbury
 Expansion
 The Walking Dead: The Board
 Game
 Thunder Alley
 Ticket to Ride
 Ticket to Ride: Europe
 Timeline: Historical Events
 Tokaido
 Too Many Cinderellas
 Trailer Park Wars!
 Trains
 Trivial Pursuit: Star Wars Classic
 Trilogy Collector's Edition
 Tsuru of the Seas
 Tumult Royale
 Uno
 Walking Dead
 Wonky
 Zombie Dice
 Zombie Dice 2: Double Feature
 Zombie Fluxx
 Zombie Kidz



Friday Scheduled Events

Friday Scheduled Events



	Time	Event	GM	Table	ID
Friday	12PM - 2PM	Dark Moon	Dale Braun	14	FR01
Friday	12PM - 2PM	Swinging Jivecat Voodoo Lounge	Brent Diaz	4	FR02
Friday	12PM - 5PM	PFS: 5-08 The Confirmation	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: 7-02 Six Seconds to Midnight	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: 7-04 The Ironbound Schism	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: 7-05 School of Spirits	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: 7-06: To Judge a Soul, Part 1	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: 7-13 Captive in Crystal	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: Adventure Card Game	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: CORE 7-01 Between the Lines	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: CORE 7-14 Faithless and Forgotten, Part 1	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: CORE 7-15 The Deepmarket Deception	PFS GM	PFS AREA	
Friday	12PM - 5PM	PFS: QUEST Phantom Phenomena	PFS GM	PFS AREA	
Friday	1PM - 2PM	Fuse	Angel May	1	FR03
Friday	1PM - 4PM	Agricola	Peter Drake	7	FR04
Friday	2PM - 4PM	LTP Magic The Gathering	Angel May	2 & 3	FR05
Friday	2PM - 4PM	Seven Wonders	Jason Van Camp	13	FR06
Friday	2PM - 4PM	Steam Time	Mike Vander Veen	12	FR07
Friday	2PM - 4PM	Tokaido ★	Michael Lord	5	FR08
Friday	2PM - 4PM	Viceroy	Brent Diaz	4	FR09
Friday	2PM - 7PM	T.I.M.E. Stories	Dale Braun	14	FR10
Friday	3PM - 4PM	Suspend ★	Matt Conwell	1	FR11
Friday	4PM - 5PM	Skull & Roses★	Matt Conwell	1	FR12
Friday	4PM - 5PM	Sushi Go	GM Hosted	6	FR13

	Time	Event	GM	Table	ID
Friday	4PM - 6PM	MTG Mini Masters \$4	Angel May	2 & 3	FR14
Friday	4PM - 6PM	Valeria: Card kingdoms	Brent Diaz	4	FR15
Friday	4PM - 6PM	Werewolves of Millers Hollow	Jason Van Camp	13	FR16
Friday	4PM - 8PM	Galaxy Trucker	Scot McDonald	11 & 12	FR17
Friday	4PM - 9PM	Battlestar Galatica w/ expansions	David Peterson	8 & 9	FR18
Friday	5PM - 6PM	Bears! ★	Randy Paterno	1	FR19
Friday	5PM - 7PM	Ra	Peter Drake	7	FR20
Friday	6PM - 11PM	PFS: 6-10 The Wounded Wisp	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: 7-07 Trouble in Tamran	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: 7-08 To Judge a Soul, Part 2	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: 7-09 The Blakros Connection	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: 7-11 Ancients' Anguish	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: 7-16 Faithless and Forgotten, Part 1	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: 7-17 Thralls of the Shattered God	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: Adventure Card Game	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: CORE 7-02 Six Seconds to Midnight	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: QUEST Phantom Phenomena	PFS GM	PFS AREA	
Friday	6PM - 11PM	PFS: SPECIAL Bonekeep, Level 1	PFS GM	PFS AREA	
Friday	6PM - 7PM	Bullseye	GM Hosted	6	FR21
Friday	6PM - 7PM	Chopstick Dexterity Mega Challenge 3000	Randy Paterno	1	FR22
Friday	6PM - 8PM	Boss Monster ★	Jeremy Birtola	5	FR23
Friday	6PM - 8PM	Lanterns Harvest Festival	Brent Diaz	4	FR24

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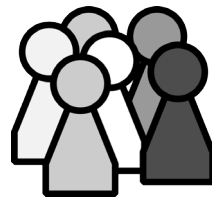
Friday Scheduled Events

Saturday Scheduled Events

	Time	Event	GM	Table	ID
Friday	6PM - 8PM	Samurai Spirit	Jason Van Camp	13	FR25
Friday	7PM - 7:55	Claim your raffle ticket at Info Desk	AGE STAFF	PDXAGE	
Friday	7PM - 8PM	Fireknife! ★	Peter Drake	14	FR26
Friday	7PM - 8PM	LTP Dice Masters ★	Matt Conwell	2 & 3	FR27
Friday	8PM - 8:10	PDXAGE FRIDAY RAFFLE	AGE STAFF	PDXAGE	
Friday	8:10 - 8:15	PDXAGE Rock Paper Scissors	AGE STAFF	PDXAGE	
Friday	8PM - 10PM	Dice Masters Mini Masters \$4	Angel May	2 & 3	FR28
Friday	8PM - 10PM	Elder Sign: Omens of Ice	Dale Braun	13	FR29
Friday	8PM - 10PM	Kingdom Builder	Heather Drake	7	FR30
Friday	8PM - 10PM	Legendary	Edwin Eisal-Weber	1	FR31
Friday	8PM - 10PM	Lift it	Mike Vander Veen	5	FR32
Friday	8PM - 11PM	Maximum Burn	Peter Drake	11 & 12	FR33
Friday	8PM - 12:00AM	Call of Cthulhu, The Plantation	Rob Klug	14	FR34
Friday	8PM - 12:00AM	Outpost	Scot McDonald	10	FR35
Friday	8PM - 9PM	Dimension	Randy Paterno	6	FR36
Friday	10PM - 11PM	One Night Ultimate Vampire	Randy Paterno	8 & 9	FR37
Friday	10PM - 12:00AM	Cards Against Humanity (18+) ★	Nathan Green	Lobby	FR38
Friday	10PM - 12:00AM	Favor of the Pharaoh	Mike Vander Veen	13	FR39

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Many thanks to the volunteers who help make PDXAGE possible!



	Time	Event	GM	Table	ID
Saturday	9AM - 11AM	Chez Geek	M.I.B.	SJG	SA01
Saturday	9AM - 11AM	Elysium	Jason Van Camp	10	SA02
Saturday	9AM - 11AM	Stockpile	Doug Richardson	8	SA03
Saturday	9AM - 11AM	Valeria Card Kingdoms	John Keel	14	SA04
Saturday	9AM - 12PM	Concordia	Heather Drake	7	SA05
Saturday	10AM - 12PM	Machi Koro ★	Jeremy Birtola	5	SA06
Saturday	10AM - 3PM	PFS: 7-10 The Consortium Compact	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: 7-12 The Twisted Circle	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: 7-14 Faithless and Forgotten, Part 2	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: Adventure Card Game	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: Adventure Card Game	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: CORE 7-06: To Judge a Soul, Part 1	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: CORE 7-07 Trouble in Tamran	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: QUEST Silverhex Chronicles	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: SPECIAL Bonekeep, Level 1	PFS GM	PFS AREA	
Saturday	10AM - 3PM	PFS: SPECIAL Bonekeep, Level 2	PFS GM	PFS AREA	
Saturday	11AM - 12PM	A Good Lie	Doug Richardson	8	SA07
Saturday	11AM - 12PM	Fuse	Angel May	1	SA08
Saturday	11AM - 1PM	Evolution	Jason Van Camp	13	SA09
Saturday	11AM - 1PM	Munchkin Marvel	M.I.B.	SJG	SA10
Saturday	12PM - 1PM	Divinare	Doug Richardson	8	SA11

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Saturday Scheduled Events

Saturday Scheduled Events



	Time	Event	GM	Table	ID
Saturday	12PM - 1PM	Terrace	James Jennings	4	SA12
Saturday	12PM - 2PM	Bang! ★	Jeremy Birtola	5 & 6	SA13
Saturday	12PM - 2PM	Betrayal at the House on the Hill	Micahel Lord	10	SA14
Saturday	12PM - 2PM	LTP Magic The Gathering	Angel May	2 & 3	SA15
Saturday	12PM - 2PM	Takenoko Collectors Edition ★	Jessica Conwell	1	SA16
Saturday	1PM - 2PM	Space Cadet: Dice Duel	Michael lord	14	SA17
Saturday	1PM - 4PM	FRAG	M.I.B.	SJG	SA18
Saturday	1PM - 4PM	Homesteaders	Heather Drake	7	SA19
Saturday	1PM - 5PM	Savage Worlds, Cleaning up the Armory	Rob Klug	13	SA20
Saturday	1PM - 6PM	Silent Death	Scot McDonald	8 & 9	SA21
Saturday	2PM - 3PM	Bears! ★	Randy Paterno	6	SA22
Saturday	2PM - 4PM	Betrayal at the House on the Hill	Jesse Valdez	10	SA23
Saturday	2PM - 4PM	Carcassonne	Madi Morello	14	SA24
Saturday	2PM - 5PM	The Manhattan Project	Ryan Falls	4	SA25
Saturday	2PM - 4PM	MTG Mini Masters \$4	Angel May	2 & 3	SA26
Saturday	3PM - 4PM	Lift it	Randy Paterno	6	SA27
Saturday	3PM - 6PM	Accession	Everett king	5	SA28
Saturday	3PM - 8PM	Android	Dale Braun	11 & 12	SA29
Saturday	4PM - 4:45	PDXAGE Meeple Shuffle	AGE STAFF	PDXAGE	
Saturday	4PM - 5PM	Love Letter	Angel May	1	SA30
Saturday	4PM - 5PM	Quirkle	Madi Morello	14	SA31
Saturday	4PM - 6PM	Munchkin	M.I.B.	SJG	SA32
Saturday	4PM - 6PM	Stone Age	Jason Van Camp	10	SA33
Saturday	5PM - 11PM	PFS: 5-08 The Confirmation	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: 7-07 Trouble in Tamran	PFS GM	PFS AREA	

	Time	Event	GM	Table	ID
Saturday	5PM - 11PM	PFS: 7-12 The Twisted Circle	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: 7-15 The Deepmarket Deception	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: Adventure Card Game	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: CORE 7-08 To Judge a Soul, Part 2	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: CORE 7-11 Ancients' Anguish	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: CORE 7-16 Faithless and Forgotten, Part 2	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: QUEST Silverhex Chronicles	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: SPECIAL Bonekeep, Level 2	PFS GM	PFS AREA	
Saturday	5PM - 11PM	PFS: SPECIAL Bonekeep, Level 3	PFS GM	PFS AREA	
Saturday	5PM - 6PM	LTP Dice Masters ★	Matt Conwell	2 & 3	SA34
Saturday	5PM - 6PM	Star Realms	Angel May	1	SA35
Saturday	5PM - 6PM	Sushi Go	GM Hosted	6	SA36
Saturday	5PM - 7PM	Flash Point Fire Rescue ★	Heather Drake	7	SA37
Saturday	5PM - 7PM	Space Cadets: Away Missions	Mike VanderVeen	14	SA38
Saturday	5PM - 8PM	Secrets of the Lost Tomb	Randy Paterno	13	SA39
Saturday	6PM - 8PM	Dice Masters Mini Masters \$4	Angel May	2 & 3	SA40
Saturday	6PM - 8PM	Libertalia	Jason Van Camp	10	SA41
Saturday	6PM - 8PM	Revolution	M.I.B.	SJG	SA42
Saturday	6PM - 8PM	The Manhattan Project: Chain Reaction	Ryan Falls	4	SA43



Saturday Scheduled Events

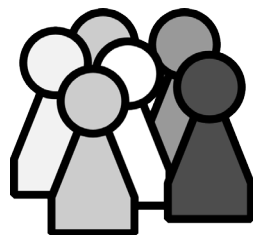
Saturday Scheduled Events



	Time	Event	GM	Table	ID
Saturday	7PM - 7:55	Claim your raffle ticket at Info Desk	AGE STAFF	PDXAGE	
Saturday	7PM - 8PM	Bullseye	GM Hosted	6	SA44
Saturday	7PM - 8PM	Pandemic Contagion ★	James Jennings	1	SA45
Saturday	7PM - 9PM	Castle Panic	Michael Siltala	5	SA46
Saturday	7PM - 9PM	Space Cadet: Dice Duel	Michael lord	14	SA47
Saturday	7PM - 9PM	Tragedy Looper	James Sinnett	7	SA48
Saturday	8PM - 8:15	PDXAGE SATURDAY RAFFLE	AGE STAFF	PDXAGE	
Saturday	8PM - 10PM	Ghost Stories	Jason Van Camp	10	SA49
Saturday	8PM - 10PM	SJG Dice Games	M.I.B.	SJG	SA50
Saturday	8PM - 10PM	Splendor ★	Edwin Eisal-Weber	1	SA51
Saturday	8PM - 12AM	Call of Cthulhu, Mr. Corbett	Rob Klug	13	SA52
Saturday	9PM - 10PM	Killer Bunnies	Brian Myers	9	SA53
Saturday	9PM - 10PM	Xenon Profiteer	Ryan Falls	4	SA54
Saturday	9PM - 11PM	Seven Wonders: All Expansions	Dale Braun	14	SA55
Saturday	9PM - 11PM	Star Trek TNG Interactive	James Sinnett	7	SA56
Saturday	9PM - 11PM	Ticket to Ride ★	Michael Siltala	6	SA57
Saturday	10PM - 11PM	Red Flags (18+)	Nathan Green	Lobby	SA58
Saturday	11PM - 12AM	A Terrible Time (18+)	Nathan Green	Lobby	SA59

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*Have you bought your tickes for PDXAGE 4 yet?
They are \$10 off until Sunday night on May 15th*



	Time	Event	GM	Table	ID
Sunday	9AM - 11AM	Buffy the Vampire Slayer	David Peterson	8	SU01
Sunday	9AM - 11AM	Compounded: Better gaming through Chemistry	Jason Van Camp	10	SU02
Sunday	9AM - 12PM	Fury of Dracula (3d ed)	Heather Drake	7	SU03
Sunday	9AM - 2PM	T.I.M.E. Stories	Dale Braun	14	SU04
Sunday	10AM - 12PM	Castle Panic	Michael Siltala	6	SU05
Sunday	10AM - 12PM	Munchkin	M.I.B.	SJG	SU06
Sunday	10AM - 3PM	PFS: 6-10 The Wounded Wisp	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: 7-02 Six Seconds to Midnight	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: 7-04 The Ironbound Schism	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: 7-13 Captive in Crystal	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: 7-17 Thralls of the Shattered God	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: 7-18 Faithless and Forgotten, Part 3	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: Adventure Card Game	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: CORE 7-15 The Deepmarket Deception	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: CORE 7-18 Faithless and Forgotten, Part 3	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: QUEST Phantom Phenomena	PFS GM	PFS AREA	
Sunday	10AM - 3PM	PFS: SPECIAL Bonekeep, Level 3	PFS GM	PFS AREA	
Sunday	11AM - 12PM	Fuse	Angel May	1	SU07
Sunday	11AM - 12PM	Lift it	Randy Paterno	5	SU08

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Sunday Scheduled Events

Game Glossary



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	Time	Event	GM	Table	ID
Sunday	11AM - 1PM	Sheriff of Nottingham	Jason Van Camp	10	SU09
Sunday	11AM-1PM	Betrayal at the House on the Hill	Jesse Valdez	13	SU10
Sunday	12PM - 1PM	Bears! ★	Randy Paterno	5	SU11
Sunday	12PM - 1PM	Tokaido ★	Andrew Morello	10	SU12
Sunday	12PM - 2PM	Dice Masters Rainbow Draft \$15	Angel May	2 & 3	SU13
Sunday	12PM - 2PM	Splendor ★	James Jennings	1	SU14
Sunday	12PM - 2PM	Ticket to Ride ★	Michael Siltala	6	SU15
Sunday	1PM - 1:55	Claim your raffle ticket at Info Desk	AGE STAFF	PDXAGE	
Sunday	1PM - 3PM	Chez Geek	M.I.B.	SJG	SU16
Sunday	1PM - 3PM	Five Tribes ★	Jason Van Camp	10	SU17
Sunday	1PM - 4PM	Sentinels of the Multiverse	James Sinnett	8	SU18
Sunday	2PM - 2:15	PDXAGE RAFFLE + Charity Raffle	AGE STAFF	PDXAGE	
Sunday	2:15 - 3PM	PDXAGE D6 CHALLENGE	AGE STAFF	PDXAGE	
Sunday	2PM - 3PM	Love Letter	Angel May	1	SU19
Sunday	2PM - 3PM	Roll for the Galaxy:Ambition	Dale Braun	14	SU20
Sunday	2PM - 4PM	Hanging Gardens	Heather Drake	4	SU21
Sunday	2PM - 4PM	Imperial Settlers	Ryan Falls	3	SU22
Sunday	2PM - 4PM	Steam	Peter Drake	7	SU23
Sunday	2PM - 4PM	Steam Time	Randy Paterno	5	SU24
Sunday	3PM - 4PM	Zombinion with expansions	Dale Braun	14	SU25
Sunday	3PM - 5PM	DEUS	Jason Van Camp	10	SU26
Sunday	4PM - 5PM	Escape: The Curse of the Temple	Dale Braun	14	SU27

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7 Wonders

Friday, 2PM-4PM, Table 13

Saturday, 9PM-11PM, Table 14 *All Expansions Game*

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times. 7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways. (Players have individual boards with special powers on which to organize their cards, and the boards are double-sided). Each player then chooses another card from the deck they were passed, and the process repeats until players have six cards in play from that age. After three ages, the game ends. *Players: 3-7 Age: 10+ Playtime: 30 Min*

A Good Lie

Saturday, 11AM-12PM, Table 8

A Good Lie combines the cunning and strategy of poker, the irreverence of liar's dice and the game of golf. The object of A Good Lie is to create the lowest possible nine hole or eighteen-hole score. This is done by rolling a 30 sided die and scoring low, or deceiving your opponents as to the true results of your roll. But if your opponents call your bluff, they can get a lower score! *Players: 2-4 Age: 12+ Playtime: 120 Min*

A TERRIBLE TIME: The Party Game Where Everyone Loses

Saturday, 11PM-12AM, Lobby tables

Teams of at least two join forces to complete a challenge in one of three categories: Art, Facts, or Performance. If you successfully identify the TERRIBLE THING in under 60 seconds, you advance. Should you be unable to identify a TERRIBLE THING, you must do a TERRIBLE THING by drawing from the Humiliation deck. The first team to make it to HELL wins. *Players: 4-16 Age: 18+ Playtime: 60 Min*

Accession: A Real Estate Board Game

Saturday, 3PM-6PM, Table 5

Accession is a real estate board game in which the goal is to make more money than opponents by buying and selling real properties at the most opportune time. The game utilizes a positive approach that rewards players by increasing property values each time someone lands on a space fronting a player's business... noted by the placing of an income disc on the property. The income discs may accumulate until the property is sold by the owner of the property or they may be removed (at the owner's expense or benefit) by various means determined during play. It is not an elimination game; all players continue to play until the game's end. Although almost everyone finishes the game with a greater net worth than they started with, the player with the greatest net worth at the end of the game is the winner. *Players: 2-6 Age: 12+ Playtime: 150 Min*

Agricola

Friday, 1PM-4PM, Table 7

In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats? *Players: 1-5 Age: 12+ Playtime: 120 Min*

Players: 1-5 Age: 12+ Playtime: 120 Min

Android

Saturday, 3PM-8PM, Tables 11 & 12

Android is a board game of murder and conspiracy set in a dystopian future. Detectives travel between the city of New Angeles and moon colony Heinlein chasing down leads, calling in favors, and uncovering the sinister conspiracy beneath it all. The detectives must balance their pursuit of the murderer against their personal lives and their inner demons. Android’s innovative mechanics ensure that no two detectives play alike. Will you play as Louis Blaine, the crooked cop tormented by guilt and loss? Or will you take the role of Caprice Nisei, the psychic clone who struggles to retain her sanity while proving that she’s as human as anyone else? Whoever you choose to play, you’ve got just two weeks to solve the murder, uncover the conspiracy, and face your personal demons.

Players: 3-5 Age: 13+ Playtime: 180 Min

Bang!

Saturday, 12PM-2PM, Table 5 & 6

The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)

Players: 4-7 Age: 8+ Playtime: 30 Min

Battlestar Galactica

Friday, 4PM-9PM, Table 8 & 9

Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series. This game puts players in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart.

Players: 3-6 Age: 10+ Playtime: 120 Min

★ Bears! – Play to Win!

Friday, 5PM-6PM, Table 1

Saturday, 2PM-3PM, Table 6

Sunday, 12PM-1PM, Table 5

Game is available at the PDXAGE library

You and your friends are on a relaxing camping trip. But as you hammer in the last stake, you hear rustling. Bears are romping through the campsite! Who will survive the rampage? And who will be eaten by bears? Bears! is a fast-playing, competitive game in which you score points by pairing dice. Shoot bears and run from tents for a few points, or take a risk and score big by sleeping through the attack! But watch out! If any bears remain at the end of the round, your sleeping campers are done for!

Players: 2-4 Age: 7+ Playtime: 20 Min

Betrayal at House on the Hill

Saturday, 12PM-2PM, Table 10 & Saturday, 2PM-4PM, Table 10

Sunday, 11AM-1PM, Table 13

Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. Betrayal at House on the Hill is a tile game that allows players to build their own haunted house room by room, tile by tile, creating a new thrilling game board every time.

Players: 3-6 Age: 12+ Playtime: 60 Min

Bin'Fa: The Tao of War – Play to Win!

Game is available at the PDXAGE library

In Bin-Fa, armies move over a landscape that is different each game. A player controls at least one but can control up to three armies per game. You can use the board sections to create inlets, peninsulas, isthmuses, lakes, and more. Adding vortex and terrain markers allows you even more control over the layout of the game board and how it will be traversed. Your ability to take advantage of the layout of the battlefield is crucial to victory and defeat.

Players: 2-6 Age: 12+ Playtime: 20 Min

Booze Barons – Play to Win!

Game is available at the PDXAGE library

Booze Barons is a quick, team-based hidden identity and deduction game set during U.S. Prohibition where you are bootlegging a particular type of booze and secretly delivering it to speakeasies all over the city. Each time you make a delivery, you get a coin, but also reveal information about the type of booze you are bootlegging. Expose bootleggers of opposing mobs and help those who are in your mob since the mob with the most coins at the end wins!

Players: 3-9 Age: 12+ Playtime: 45 Min

★ Boss Monster

Friday, 6PM-8PM, Table 5

Inspired by a love of classic video games, Boss Monster pits 2-4 players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon. The goal of Boss Monster is to be the first Boss to amass ten Souls, which are gained when a Hero is lured and defeated — but a player can lose if his Boss takes five Wounds from Heroes who survive his dungeon.

Players: 2-4 Age: 13+ Playtime: 20 Min

Buffy The Vampire Slayer

Saturday, 9AM-11AM, Table 8

The Chosen One, Buffy the Vampire Slayer, needs help purging Sunnydale of all the resident evil. Roll the dice to fight monsters directly, or cast magic spells against Buffy’s foes. The game is designed to showcase Buffy’s toughest challenges and her greatest strengths, which are all controlled by a roll of the die. The game board features familiar characters and locations from the hit TV show, like Sunnydale High School and the Sunnydale cemetery.

Players: 2-5 Age: 14+ Playtime: 60-90 Min

Bullseye

Friday, 6PM-7PM, Table 6

Saturday, 7PM-8PM, Table 6

A fun family game that challenges your word-making ability from the realm of scrabble world style of games. Can you make a word with the right number of points to hit a target? Can you accomplish this when a time limit awaits your creation skills? Choose your words & scores carefully.... Gone are the days of scoring pads & pens, welcome to Bullseye !

Players: 2-6 Age: 15+ Playtime: 45 Min

Call of Cthulhu RPG

Friday, 8PM-12AM, Table 14, “The Plantation”

Saturday, 8PM-12AM, Table 13, “Mr. Corbett”

Call of Cthulhu is a tabletop roleplaying game based upon the worlds of H. P. Lovecraft. It is a game of secrets, mysteries, and horror. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. You encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten tomes of lore you discover revelations that man was not meant to know. You and your companions may very well decide the fate of the world.

Players: 2-6 Age: 14+ Playtime: 240 Min

Carcassonne

Saturday, 2PM-4PM, Table 14

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played, in such a way that cities are connected to cities, roads to roads, etcetera. Having placed a tile, the player can then decide to place one of his meeples on one of the areas on it: on the city as a knight, on the road as a robber, on a cloister as a monk, or on the grass as a farmer. When that area is complete, that meeple scores points for its owner.

Players: 2-5 Age: 8+ Playtime: 45 Min

★ **Cards Against Humanity**

Friday, 10PM-12AM, Lobby area

Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card.

Players: 4-12 Age: 18+ Playtime: 30 Min

Castle Assault – Play to Win!

Game is available at the PDXAGE library

Castle Assault is a unique gaming experience combining the ferocious onslaught of Tower Defense games with the strategic elements of CCGs and progressive advancement of RPG's. Castle Assault seeks to break the mold of traditional card games and organically extracts the most enjoyable parts of these different genres and distill them into a standalone concept. Castle Assault plays in about 30 mins, and is for 1 or 2 Players. Each Player controls a Castle on either side of the Battlefield with 10 Health and a Hero outside of the Battlefield. Players play Units from their hand to the gameboard and these Units physically move toward the opposing Castle based on the Abilities of that Unit and your choices with the intent to bring your opponent from 10 to 0 Health. Should you destroy your opponents Castle or destroy their Hero you win!

Players: 1-2 Age: 13+ Playtime: 60 Min

Castle Panic

Saturday, 7PM-9PM, Table 5

Sunday, 10AM-12PM, Table 6

Castle Panic is a cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board. Players trade cards, hit and slay monsters, and plan strategies together to keep their castle towers intact. The players either win or lose together, but only the player with the most victory points is declared the Master Slayer. Players must balance the survival of the group with their own desire to win.

Players: 2-6 Age: 10+ Playtime: 60 Min

Chaosmos – Play to Win!

Game is available at the PDXAGE library

The universe is about to collapse, and your final hope lies in an ancient mysterious artifact, the Ovoid. Whoever controls this "cosmic egg" can shape the birthing of the next universe according to their own agenda. Players are secret agents from a handful of surviving worlds, zipping from planet to planet in special “amion suits” that allow for interstellar travel, space combat and planetary landings.

Players: 2-4 Age: 12+ Playtime: 60 Min

Chez Geek

Saturday, 9AM-11AM, Steve Jackson Games Table

Sunday, 1PM-3PM, Steve Jackson Games Table

Beer. Nookie. Roommates. It's another Friday night at Chez Geek. Set up house with your friends – for as long as you can stand them. Get a job – they're all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for sleeping? Just remember, when your roommate and his S.O. keep you up all night: You can't throw them out. They live here.

Players: 2-5 Age: 13+ Playtime: 60 Min

Chopstick Dexterity MegaChallenge 3000 – Play to Win!

Friday, 6PM-7PM, Table 1

Game is available at the PDXAGE library

Chopstick Dexterity MegaChallenge 3000 is a simple but frantic dexterity game in which the object is to collect the most tokens by using chopsticks to pick up the object shown on the token. The theme is presented as a TV game show intended to promote the use of chopsticks among Japanese youth.

Players: 2-3 Age: 10+ Playtime: 15 Min

Circus Flohcati – Play to Win!

Game is available at the PDXAGE library

In this light, fun filler players try to complete sets of cards before the game ends. A player begins her turn with several face-up cards to choose from. If she doesn't like them, she can draw another, but if a card gets turned that matches the suit of one of the face-up cards, she loses her turn. She can continue drawing until she likes one or it matches. Also during her turn she can combine three cards of the same value and lay them down in front of her. Such sets will be worth 10 points at the end of the game; additionally, the highest card from each suit in her hand contributes its face value to her score.

Players: 3-5 Age: 6+ Playtime: 15 Min

Compounded

Saturday, 9AM-11AM, Table 10

Compounded is a game about building chemical compounds through careful management of elements, a fair bit of social play and trading, and just a bit of luck. In Compounded, players take on the roles of lab managers, hastily competing to complete the most compounds before they are completed by others – or destroyed in an explosion. Some compounds are flammable and will grow more and more volatile over time; take too long to gather the necessary elements for those compounds and a lot of hard work will soon be scattered across the lab.

Players: 2-5 Age: 13+ Playtime: 90 Min

Concordia

Saturday, 9AM-12PM, Table 7

Concordia is a peaceful strategy game of economic development in Roman times. Instead of looking to the luck of dice or cards, players must rely on their strategic abilities. Be sure to watch your rivals to determine which goals they are pursuing and where you can outpace them! In the game, colonists are sent out from Rome to settle down in cities which produce bricks, food, tools, wine, and cloth. Each player starts with an identical set of playing cards and acquires more cards during the game.

Players: 2-5 Age: 13+ Playtime: 120 Min

Cover your Assets – Play to Win!

Game is available at the PDXAGE library

Players compete to be the first millionaire! Stack pairs of assets to cover your valuables before they are stolen by other players. Then defend your assets with Gold and Silver Wild Cards, or by using like cards in your hand. The excitement increases as the value of your assets goes up each time they are stolen. Steal your assets back to gain even more value. Then cover your Assets to protect them before they're stolen again. But watch out! If your new top cards are stolen, the set below it is in jeopardy again. Keep building up your assets till you become the first millionaire.

Players: 2-6 Age: 8+ Playtime: 30 Min

Dabble – Play to Win!

Game is available at the PDXAGE library

To play Dabble, two to four players pick 20 tiles each, then attempt to create a 2-, 3-, 4-, 5-, and 6-letter word in five minutes. The first player to accomplish the goal receives the points from the tiles that his opponents were unable to use (incomplete words). If no one can create all five words, each player is allowed to trade in whichever tiles he does not want for new tiles and another round begins. Players may add another element by picking a "Subject Category", such as "clothing" or "foods". If a player is able to spell a word from that category, the point value for that word is added to his total score.

Players: 2-4 Age: 10+ Playtime: 30 Min

Dark Moon

Friday, 12PM-2PM, Table 14

DARK MOON (formerly known as BSG Express), is a game of deception and betrayal at the cold edge of space. You are a crew member on a deep space mining expedition to Titan, the dark moon of Saturn. During a routine excavation, an “incident” occurs whereby some of the crew become infected with an unknown virus, and become paranoid, deceitful, and violent, trying to destroy the others.

Players: 3-7 Age: 12+ Playtime: 120 Min

D&D Adventures League Learn to Play

For times and more details see the D&D Area towards the back of the room

Learn-to-Play will supply everything needed to play through one D&D Adventurers League mini-adventure. Just add one fresh-picked adventurer! D&D Adventurers League is a public D&D campaign, growing and changing as events resolve and new threats emerge. Each storyline visits a different area, affecting some change there, and all the factions are involved. As you defeat enemies, solve puzzles, finish quests, and perform heroic deeds, you'll earn experience and renown that you can take with you to other D&D Adventurers League Events!

D&D Expeditions

For time and more details see the D&D Area towards the back of the room

D&D Expeditions is a public D&D campaign, growing and changing as events resolve and new threats emerge. Each storyline visits a different area of the Moonsea, affecting some change there, and all the factions are involved. As you defeat enemies, solve puzzles, finish quests, and perform heroic deeds, you'll earn experience and renown that you can take with you to other D&D Adventurers League Events!

Desert Island – Play to Win!

Game is available at the PDXAGE library

Washed ashore on a forgotten island with your fellow castaways, you must try to scrape together enough food to survive while avoiding illness, wild boars and deadly tsunami. Hopefully you can keep your secret love alive and help your secret hate find their proper fate. Each turn, players take an action and play a fate card that makes an event more likely to happen as well as a target more likely for the event. Actions include foraging for food, scavenging for valuables washed up ashore, and lighting the signal fire. Of course, it might be easier to forage for food in your neighbor's stockpile. Conflicts are resolved by comparing total size on each side of a fight. A random card is added to each side's total. At the end of the turn, look to see if a boat was sighted and the signal fire lit. If the players aren't yet rescued, Fate will deal a blow to somebody, then everybody must either eat food or take a wound. Secret love and hate determines victory points.

Players: 4-6 Age: 8+ Playtime: 60 Min

Deus

Sunday, 3PM-5PM, Table 10

As the leader of an ancient civilization, explore unknown lands in order to develop your empire. Found new cities and construct buildings in order to exploit natural resources, establish trade routes. Set out to conquer barbarian villages, or increase your scientific knowledge. Don't forget to maintain good standing with the gods! Pay tribute by making offerings to them and by building fabulous temples. A game of the same vein as Cyclades, with a strong atmosphere which will transport you through the ancient times. Between battles and magic, be the finest of all the strategists!

Players: 2-4 Age: 14+ Playtime: 120 Min

Diamonds – Play to Win!

Game is available at the PDXAGE library

Diamonds is a trick-taking card game in which players collect Diamonds - not cards bearing that suit, mind you, but rather actual "Diamond Crystals" (acrylic crystals) included in the game. What makes the game of Diamonds different from other trick-taking card games is that when you cannot follow suit you get a "Suit Action" based on what suit you do play. Suit Actions are also taken by the winner of each trick, as well as at the end of a full Round of play. Suit Actions will enable players to take Diamond Crystals from the Supply, moving them to their Showroom (where they may score 1 point) or to their Vault (where they will score 2 points). The Vault is a secure area, but the Showroom is vulnerable to theft by the other players. Whoever has the most points in Diamond Crystals at the end of the game wins!

Players: 2-6 Age: 8+ Playtime: 30 Min

★ Dice Masters – Various Editions

Friday, 7PM-8PM, Table 2 & 3 – Learn to play from a CON organizer!

Friday, 8PM-10PM, Table 2 & 3 – “Mini Masters, Cost: \$4” – Open 4 packs, play with what you get

Saturday, 5PM-6PM, Table 2 & 3 – Learn to play from a CON organizer!

Saturday, 6PM-8PM, Table 2 & 3 – “Mini Masters, Cost: \$4” – Open 4 packs, play with what you get

Sunday, 12PM-2PM, Table 2 & 3 – “Rainbow Draft, Cost: \$15” – Draft Tournament, Prize Supported!

In Dice Masters, two players take the role of masterminds directing the actions of a team of powerful supers (represented by dice) to battle each other! Each turn, you'll roll your dice to see what resources you have available, buy dice, send your team members into the field, and then strike at the enemy mastermind. Reduce the opposing mastermind's life to zero, and save the day! Various editions of this game feature many well-known characters from DC Comics, Marvel and Dungeons & Dragons.

Players: 2 Age: 14+ Playtime: 60 - 120 Min

Dimension

Friday, 8PM-9PM, Table 6

In the puzzle game Dimension, six task cards are laid out each round, with these cards dictating how the balls in the game should be stacked on top of one another and side to side. These challenges aren't easy as some colors shouldn't touch one another. Fast puzzle-solving is important, but more than that in the end whoever solves the most of these difficult tasks wins.

Players: 1-4 Age: 8+ Playtime: 60 Min

Divinare

Saturday, 12PM-1PM, Table 8

In Divinare the players play the part of famous mediums who must attempt to divine the cards held by their opponents. In each round, only two-thirds of the cards — representing the four divination methods of chiromancy, crystallomancy, tasseomancy and astromancy — are dealt out, and are then revealed little-by-little, giving the players the possibility of narrowing their predictions. A good prediction will allow the players to win points, but guess wrong and you may be forced to take a penalty. The player with the most points after a set number of rounds wins.

Players: 2-4 Age: 13+ Playtime: 60 Min

Elder Sign

Friday, 8PM-10PM, Table 13

Elder Sign is a fast-paced, cooperative dice game of supernatural intrigue by Richard Launius and Kevin Wilson, the designers of Arkham Horror. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient One. Armed with tools, allies, and occult knowledge, investigators must put their sanity and stamina to the test as they adventure to locate Elder Signs, the eldritch symbols used to seal away the Ancient Ones and win the game.

Players: 1-8 Age: 13+ Playtime: 90 Min

Elysium

Saturday, 9AM-11AM, Table 10

Elysium is a game of set collecting and combinations in which players recruit cards representing heroes, items, powers and gods. These cards have many different powers and you can create powerful combination to earn gold (the help of the gods) and victory points (the favor of the gods). Each card belongs to one of the eight Olympians gods (a family), and shows a level (1 to 3).

Players: 2-4 Age: 14+ Playtime: 120 Min

Escape: The Curse of the Temple

Sunday, 9AM-11AM, Table 14

In Escape you are a team of adventurers looking for treasures of ancient civilizations, but the temple you are exploring has been cursed. You have to work together to break the curse before you are forever locked inside. The game comes with an atmospheric soundtrack that runs 10 minutes, which is the time you have to escape from the temple. Roll as fast as you can to find and activate the magic gems inside the temple and remove the curse.

Players: 1-5 Age: 8+ Playtime: 10 Min

Evolution

Saturday, 11AM-1PM, Table 13

In Evolution, players adapt their species in a dynamic ecosystem where food is scarce and predators lurk. Traits like Hard Shell and Horns will protect your species from Carnivores, while a Long Neck will help them get food that others cannot reach. With over 4,000 ways to evolve your species, every game becomes a different adventure.

Players: 2-6 Age: 10+ Playtime: 120 Min

Favor of the Pharaoh – Play to Win!

Friday, 10PM-12AM, Table 13

Game is available at the PDXAGE library

In ancient Egypt, even a lowly peasant could seek an audience with the Pharaoh, and in Favor of the Pharaoh, players vie for the Pharaoh's favor by working their way up through Egyptian society, gathering influence (represented by dice and powers) to gain entry to the next level of society. Once any player gains the Queen's influence, a final contest occurs for the Pharaoh's favor.

Players: 2-4 Age: 13+ Playtime: 90 Min

★ Fireknife!

Friday, 7PM-8PM, Table 14

In the Fireknife! card game, players take on the role of fireknife dancers, trying to impress the audience with the best routines. The first player to earn enough points (acclaim from the audience) wins. Fireknife! is intended as a light or family game.

Players: 2-6 Age: 8+ Playtime: 30 Min

★ Five Tribes

Sunday, 1PM-3PM, Table 10

Five Tribes builds on a long tradition of German-style games that feature wooden meeples. Here, in a unique twist on the now-standard "worker placement" genre, the game begins with the meeples already in place – and players must cleverly maneuver them over the villages, markets, oases, and sacred places tiles that make up Naqala. How, when, and where you dis-place these Five Tribes of Assassins, Elders, Builders, Merchants, and Viziers determine your victory or failure.

Players: 2-4 Age: 13+ Playtime: 120 Min

★ Flash Point: Fire Rescue

Saturday, 5PM-7PM, Table 7

Flash Point: Fire Rescue is a fully cooperative game, everyone plays on the same firefighting team - win or lose together! Every turn is filled with the tension of having to fight the fire back, rescuing victims or investigating points of interest. Players can ride the ambulance to safety or fire the engine's deck gun in a desperate attempt to control the blaze. No two games are ever the same - and with two rulesets (family, & experienced) and 3 different difficulty levels there is a challenge to be had for all.

Players: 1-6 Age: 10+ Playtime: 120 Min

Frag

Saturday, 1PM-4PM, Steve Jackson Games Table

Frag is the essence of early first person shooters like Doom and Quake distilled into a board game. "If it moves, shoot it." Players create characters by assigning stat points and spawn on the game board, then roll dice to move around the board, pick up weapon and gadget cards, and shoot at opponents. There are also cheat cards that can be used to gain an advantage on other players when they least expect it. When players are killed they respawn on their next turn and the first player to score three kills is the winner.

Players: 2-6 Age: 10+ Playtime: 30 Min

Fury of Dracula

Sunday, 9AM-12PM, Table 7

The most notorious vampire of all rises again in Fury of Dracula, a board game of deduction and gothic horror based on Bram Stoker’s classic novel. One player takes control of the legendary Count Dracula as he stealthily crosses Victorian-era Europe, spreading his diabolical vampirism everywhere he goes. Up to 4 other players govern Mina Harker and her determined companions as they try to locate and destroy the fiendish Count before he plunges Europe into horrific darkness. But in this heated game of cat and mouse, the hunted prey may also be preying on his hunters. Any day’s travel might bring the hunters to Dracula’s location. On any night the Count may attack.

Players: 2-5 Age: 14+ Playtime: 2-3 Hours

Fuse

Friday, 1PM-2PM, Table 1

Saturday, 11AM-12PM, Table 1

Sunday, 11AM-12PM, Table 1

FUSE is a real-time co-operative game that employs 25 dice and 65 cards. Each game is set to a ten-minute timer, and players must work together in that ten minutes to defuse all of the bombs. Each bomb is represented by a card which needs a certain combination of dice in order to defuse it. A player will draw a number of dice equal to the number of players out of a bag and roll them. Players must then decide who will get which dice, but each player must take one and only one.

Players: 1-5 Age: 10+ Playtime: 10 Min

Galaxy Trucker

Friday, 4PM-8PM, Table 11 & 12

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!

Players: 2-4 Age: 10+ Playtime: 60 Min

Ghost Stories

Saturday, 8PM-12PM, Table 10

Many fell putting an end to the reign of terror of Wu Feng Lord of the Nine Hells. The funerary urn housing his ashes was buried in the cemetery of a village in the Middle Empire. Years have passed and the cursed legacy has been forgotten by the living. Hidden away in Hell Wu Feng has forgotten nothing. His incessant research allowed him to locate the receptacle. The shadow of his former incarnation already extends to the villagers who are unaware of the danger threatening them. Fortunately the Fat Si (Taoist priests) keep watch guarding the border between the dead and the living. Armed with their courage their faith and their powers they will try to return the reincarnation of Wu Feng to Hell. Ghost Stories is a cooperative game. The players play as a team against the game. Either they share a common victory or suffer the same defeat.

Players: 1-4 Age: 12+ Playtime: 120 Min

GobbleStones – Play to Win!

Game is available at the PDXAGE library

The family strategy game where players are hungry little goblins who love to eat stones. Be a clever goblin and gobble up the most valuable stones across the board. But don't be too greedy because a stuffed goblin is a slow goblin. The more stones you gobble, the bigger you get, and in the end the fattest goblin wins! Gobs of fun for everyone!

Players: 2-4 Age: 10+ Playtime: 30 Min

Good Cop Bad Cop – Play to Win!

Game is available at the PDXAGE library

Good Cop Bad Cop is a 52 card hidden identity, deduction game where each player takes on the role of a law enforcement officer in a corrupt district. Players must investigate others to figure out who is on their side, grab one of the 2-3 guns on the table, and shoot the opposing leader to win the game.

Players: 4-8 Age: 12+ Playtime: 10 Min

Gruff – Play to Win!

Game is available at the PDXAGE library

Gruff is a tactical "Expandable Card Game" about mutated monster goats. Players create a customized team of monster goats called "Gruffs" led by a shepherd. You win the game by crushing through the enemy line of gruffs and killing the opposing shepherd. Players take turns playing ability cards and declaring attacks. After an attack is declared your opponent takes his turn and may dodge or block your attack then declare his own attack. Your attack resolves at the beginning of next turn.

Players: 2-4 Age: 11+ Playtime: 45 Min

The Hanging Gardens

Sunday, 2PM-4PM, Table 4

In The Hanging Gardens, players are landscape architects who attempt to reestablish the beauty and splendor of the original Hanging Gardens. Since there is no exact reference to follow, players create designs according to their own tastes. During the game, players acquire building cards, which they place in their play areas. Card follows card with magnificent buildings, sparkling fountains, and exotic plants, as the players work to rebuild the legendary Gardens. At game end, the Queen will reward the victory palm to the player whose work on the Gardens most impresses Her Highness.

Players: 2-4 Age: 8+ Playtime: 45 Min

Here, Kitty, Kitty! – Play to Win!

Game is available at the PDXAGE library

In the crazy cat-collecting game Here, Kitty, Kitty!, your neighborhood has a cat problem. The problem is that the cats don't all belong to YOU! Everyone in the neighborhood wants to claim those adorable kitties for themselves. Outwit your fellow feline fiends as you lure cats onto your property, move cats into your house, and steal cats from your neighbors. All's fair in love and cat-collecting! There are no blenders or explosions in this game, but if you use your "Catlike Reflexes" and avoid "Stray Dogs" and "Hairballs", you might just "Land on Your Feet"!

Players: 3-6 Age: 10+ Playtime: 30 Min

Homesteaders

Saturday, 1PM-4PM, Table 7

Homesteaders is an auction and resource management game in which players bid on the opportunity to build certain types of buildings, then spend resource cubes to build one of several buildings of that type. The buildings confer abilities, income, and points; some automatically and some requiring a worker. The game lasts ten rounds, with each round consisting of an auction phase followed by a building phase. After the last round, players take one final income phase and have one last chance to buy and sell goods and use their building abilities before scores are tallied.

Players: 2-4 Age: 12+ Playtime: 90 Min

Hooyah: Navy Seals Card Game – Play to Win!

Game is available at the PDXAGE library

Hooyah: Navy Seals Card Game is a cooperative game in which 1 to 4 players assume the roles of Navy SEALS trying to complete a real-life-inspired Special Ops mission. You either win or lose as a group. To meet the rigorous requirements of the mission, you must collect all of the Skills and Equipment cards required for each Op. All phases of the mission must be completed without the loss of life and before time runs out.

Players: 1-4 Age: 10+ Playtime: 45 Min

Imperial Settlers

Sunday, 2PM-4PM, Table 3

Imperial Settlers is a card game that lets players lead one of the four factions and build empires by placing buildings, then sending workers to those buildings to acquire new resources and abilities. The game is played over five rounds during which players take various actions in order to explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

Players: 1-4 Age: 10+ Playtime: 120 Min

Killer Bunnies

Saturday, 9PM-10PM, Table 9

Killer Bunnies and the Quest for the Magic Carrot is a fast-paced, action-filled card game, in which you must try to keep as many Bunnies alive as possible, while eliminating your opponents’ Bunnies. The problem: Your opponents are armed with weapons and will stop at nothing to keep you from winning the game, which can get dreadfully vengeful, horribly nasty, hilariously messy, and just plain fun!

Players: 2-8 Age: 12+ Playtime: 90 Min

Kingdom Builder

Friday, 8PM-10PM, Table 7

Kingdom Builder is a construction game in which each player creates a kingdom by placing settlers' houses in various locations. The winner of the game is the player with the most gold. However, the gold is only awarded at the end of the game, according to three sets of rules that were randomly revealed at the beginning. The rules are simple but each game is likely to play out differently due to the random selection of board sections (choosing four from eight) and scoring rules (choosing three from ten), the luck of the draw, and competition for resources.

Players: 2-4 Age: 8+ Playtime: 120 Min

Lanterns: The Harvest Festival

Friday, 6PM-8PM, Table 4

In Lanterns: The Harvest Festival, players have a hand of tiles depicting various color arrangements of floating lanterns, as well as an inventory of individual lantern cards of specific colors. When you place a tile, all players (you and your opponents) receive a lantern card corresponding to the color on the side of the tile facing them. Place carefully to earn cards and other bonuses for yourself, while also looking to deny your opponents. Players gain honor by dedicating sets of lantern cards — three pairs, for example, or all seven colors — and the player with the most honor at the end of the game wins.

Players: 2-4 Age: 8+ Playtime: 30 Min

Legendary

Friday, 8PM-10PM, Table 1

Legendary: A Marvel Deck Building Game is set in the Marvel Comics universe. To set up the game, players choose a mastermind villain (Magneto, Loki, Dr. Doom, etc.), stack that particular villain's attack cards underneath it, then modify the villain deck as needed based on that villain's particular scheme. Players then choose a number of hero decks – Spider-Man, Hulk, Cyclops, Wolverine, etc. – and shuffle them together; since players use only a handful of hero decks out of the fifteen included, the hero deck can vary widely in terms of what's available.

Players: 1-5 Age: 12+ Playtime: 120 Min

Libertalia

Saturday, 6PM-8PM, Table 10

In Libertalia, you must thwart the plans of competitive pirates over the course of three rounds while using cards that show the same crew members as your piratical comrades-in-arms. Yes, not only do they attack the same ships, but they employ the same type of ravenous scum that you do! Can you take advantage of the powers of your characters at the right time? Will you be outdone by a pirate smarter than you? Jump into the water and prove your tactical skills!

Players: 4 Age: 14+ Playtime: 120 Min

Lift It! – Play to Win!

Friday, 8PM-10PM, Table 5

Saturday, 3PM-4PM, Table 6

Sunday, 11AM-12PM, Table 5

Game is available at the PDXAGE library

Lift it!, is a family building game in which players try to build projects depicted on the building cards. Players lift building blocks of different shapes with a crane hook to form the correct structure within the time limit shown on each building card. Each correctly placed block scores a point and additional points are scored if player manages to build the structure correctly within the time limit. Once players begin to gain points, they also start to have duels against each other in building a structure, or they have to explain the building project to another player who builds it based on the explanation, or they must attach the hook to their head and build the structure that way.

Players: 2-8 Age: 8+ Playtime: 30 Min

Love Letter

Saturday, 4PM-5PM, Table 1
Sunday, 2PM-3PM, Table 1

Love Letter is a game of risk, deduction, and luck. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors. From a deck with only sixteen cards, each player starts with only one card in hand; one card is removed from play. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game. Powerful cards lead to early gains, but make you a target. Rely on weaker cards for too long, however, and your letter may be tossed in the fire!

Players: 4 Age: 10+ Playtime: 20 Min

★ Machi Koro

Saturday, 10AM-12PM, Table 5

Machi Koro is a fast-paced game. Each player wants to develop the city on his own terms in order to complete all of the landmarks under construction faster than his rivals. On his turn, each player rolls one or two dice. If the sum of the dice rolled matches the number of a building that a player owns, he gets the effect of that building; in some cases opponents will also benefit from your die (just as you can benefit from theirs). Then, with money in hand a player can build a landmark or a new building, ideally adding to the wealth of his city on future turns. The first player to construct all of his landmarks wins!

Players: 2-4 Age: 7+ Playtime: 30 Min

Magic: The Gathering

Friday, 2PM-4PM, Table 2 & 3, Learn to Play MTG with other new people
Friday, 4PM-6PM, Table 2 & 3, “Mini Masters” \$4, Open packs, play with what you get
Saturday, 12PM-2PM, Table 2 & 3, Learn to Play MTG with other new people
Saturday, 2PM-4PM, Table 2 & 3, “Mini Masters” \$4, Open packs, play with what you get

In the Magic game, you play the role of a planeswalker—a powerful wizard who fights other planeswalkers for glory, knowledge, and conquest. Your deck of cards represents all the weapons in your arsenal. It contains the spells you know and the creatures you can summon to fight for you.

Players: 2+ Age: 13+ Playtime: 20 Min

Maximum Burn

Friday, 8PM-11PM, Table 11 & 12

Maximum Burn is a space combat miniatures game, along the same lines as Starmada, Silent Death, Full Thrust, or Star Fleet Battles.

Players: 2-6 Age: ??? Playtime: 60-120 Min

Mow Money – Play to Win!

Game is available at the PDXAGE library

Spring has arrived in Walkerville, and the lawns are coming back to full life after the long, cold winter. In Mow Money, you and up to five other players compete as start-up landscape company owners armed with a push-mower, a few bucks, and big dreams of growing your businesses into landscaping powerhouses. The property owners in Walkerville generally award contracts to companies that agree to work for the lowest pay, but sometimes having a good reputation will sway the auction in your favor. Through cunning management of bids and odd jobs, your goal is about earning the best reputation — and while in this game reputation matters most, in the end, having a few extra bucks won't hurt.

Players: 1-6 Age: 10+ Playtime: 60 Min

Munchkin

Saturday, 11AM-1PM, Steve Jackson Games Table – “Munchkin Marvel”
Saturday, 4PM-6PM, Steve Jackson Games Table
Sunday, 10AM-12PM, Steve Jackson Games Table

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. Everyone begins the game as a Level 1 Human with NO Class (heh-heh) and via cards, they acquire Races (Elf, Dwarf, etc.), Classes (Thief, Wizard, Cleric, etc.), Items, Armor, Potions, and more to combat hideous monsters like the Level 4 Undead Horse, the Level 10 Net Troll, and the Level 14 Unspeakably Awful, Indescribable Horror (very nasty, indeed). The object of the game is to reach Level 10. Levels are acquired via the slaying of monsters and the selling of acquired treasure (1,000 Gold Pieces equals 1 Level). Very silly and a lot of fun! There are numerous sets and expansions of this game which introduce new themes, settings and mechanics. Try them all!

Players: 3-6 Age: 10+ Playtime: 60 Min

Never Have I Ever: The Card Game of Poor Life Decisions – Play to Win!

Game is available at the PDXAGE library

Every game of Never Have I Ever presents a chance to relive life’s funny, embarrassing and awkward moments with your friends. We’ve thought of hundreds of things you may or may not want to admit, and added rules to spice things up. You’ll be amazed how quickly you can learn about someone. Everyone gets 10 Play Cards and takes a turn reading a Rule Card. During each round players have a chance to admit whether they're 'guilty' or 'not guilty' of a Play Card. If you're guilty, you get to keep it. First person to collect 10 Play Cards wins (depending on how you look at life).

Players: 4-12 Age: 18+ Playtime: 30

Min

Nevermore – Play to Win!

Game is available at the PDXAGE library

Nevermore is a casual-style, card-drafting game in which you quickly build your hand each round, collecting cards you want and poisoning your opponent's hand by passing along cards you think they can't use. Whoever holds the most of a given suit, gains the power of that suit to attack, heal, acquire Light or Shadow magicks and score victory points. Will you transform all your rivals into ravens — or can they regain their human form in time to score enough victory to win?

Players: 3-6 Age: 14+ Playtime: 60 Min

New Salem – Play to Win!

Game is available at the PDXAGE library

New Salem is a hidden-identity, drafting, deduction, and set-collection game in which players are 17th-century founders of New Salem, where they hope to escape from the pestilence-filled streets of Salem during the infamous witch trials. Righteous players need to keep the witches at bay and construct specific types of buildings while witches add pestilence to the new town without detection. If the righteous players can keep pestilence at a minimum, the one who scored the most victory points will win, but if there is too much pestilence, the witch who was the most evil will win.

Players: 3-8 Age: 14+ Playtime: 45 Min

NOIR: Deductive Mystery Game – Play to Win!

Game is available at the PDXAGE library

NOIR is a game of hidden identities and deduction. Each player receives a secret identity from among 25 suspects and an open role that determines his available moves and victory conditions. The Killer plays by eliminating players, focusing more on intuition and reading his opponent. The Inspector uses secret information and his ability to accuse suspects to create a play style more focused around logical elimination of possibilities.

Players: 2-9 Age: 8+ Playtime: 20 Min

One Night Ultimate Vampire – Play to Win!

Friday, 10PM-11PM, Table 8 & 9

Game is available at the PDXAGE library

One Night Ultimate Vampire is a fast game for 3-10 players in which everyone gets a role: The nefarious Vampire, the well-meaning Cupid, the sneaky Assassin, or others, each with a special ability. In the course of a single evening, your village will decide who among them is a vampire...because all it takes is finding one vampire to win!

Players: 3-10 Age: 8+ Playtime: 10 Min

Outpost

Friday, 10PM-11PM, Table 10

Players compete to build the best outpost. They must build and staff factories to produce resources which are then used to build more factories and purchase any of 13 outpost improvements which give different advantages.

Players: 2-9 Age: 12+ Playtime: 3 Hr

Panda Head – Play to Win!

Game is available at the PDXAGE library

What's not to love about pandas?! Panda Head is a trick-taking card game in which the winning panda is the one who stays awake the longest by scoring the fewest points. That's right: Points are bad! The more points you score, the drowsier you get, and you don't want to end up a pooped panda. Don't be bamboozled!

Players: 2-5 Age: 7+ Playtime: 20 Min

★ Pandemic: Contagion

Saturday, 7PM-8PM, Table 1

In Pandemic: Contagion, you are competing against other diseases (fellow players) to see who can eliminate humanity. With no cure to be had, the one of you that wipes out all human civilization will come out on top as the most deadly disease ever known to man, may he rest in peace.

Players: 2-5 Age: 14+ Playtime: 30 Min

Pathfinder Society

For scheduled playtimes please refer to the Pathfinder section on page 11

PFS scenarios are the foundation of Pathfinder Society. While playing PFS, the Game Master describes the events that occur in the game world, and the players take turns describing what their characters do in response to those events. Unlike storytelling, however, the actions of the players and the characters controlled by the Game Master (frequently called non-player characters, or NPCs) are not certain. Most actions require dice rolls to determine success, with some tasks being more difficult than others. Each character is better at some things than he is at other things, granting him bonuses based on his skills and abilities.

As your character goes on adventures, he earns gold, magic items, and experience points. Gold can be used to purchase better equipment, while magic items possess powerful abilities that enhance your character. Experience points are awarded for overcoming challenges and completing major storylines. When your character has earned enough experience points, he increases his character level by one, granting him new powers and abilities that allow him to take on even greater challenges.

Pathfinder Society: Quest

For scheduled playtimes please refer to the Pathfinder section on page 11

PFS: Quest scenarios are perfect for the new player. (Though experienced players will certainly enjoy them too!) Each quest consists of six one-hour (apx) short scenarios that can be played in any order. Players can drop into a table and try out PFS in an hour's time. Players can also play through the entire Quest and experience how a typical PFS scenario plays out. All players are given a pre-generated character to play with so there's no need to create a character for this scenario. Credit from the Quest can be applied to a new character going forward. See Scheduled Events and/or the PFS HQ Table for times and scenarios.

PFS: Core scenarios

For scheduled playtimes please refer to the Pathfinder section on page 11

PFS: Core scenarios are perfect for the new-ish players looking for a level playing field and advanced players looking for a challenge. In the Core Campaign, players can only utilize the Core Rulebook, Character Traits Web Enhancement, and the Guide to Pathfinder Society Organized Play for character creation. Players who haven't had the opportunity to buy the dozens upon dozens of Pathfinder books to enhance their character will sit at a table with others who also are only utilizing the same three resources. Experienced players who have grown to rely upon the multitude of published resources may find going back to the basics a bit challenging. (Yay!) Thanks to the Core Campaign players can now play each scenario twice - once as Core and once as standard.

See Scheduled Events and/or the PFS HQ Table for times and scenarios.

PFS: Special

For scheduled playtimes please refer to the Pathfinder section on page 11

PFS: Special this year is the Bonekeep series! Bonekeep is not for the faint of heart or for any character you would be devastated to lose. These scenarios are designed as an ultimate challenge: You and your team of adventurers must work together as a team to get through Bonekeep alive. (It can be done!) These scenarios run for a full 5 hours so please arrive on time and understand you will run a little over schedule.

See Scheduled Events and/or the PFS HQ Table for times and scenarios.

PF: Adventure Card Game (ACG)

For scheduled playtimes please refer to the Pathfinder section on page 11

PF: Adventure Card Game (ACG) allows players to play Pathfinder in a whole new way. It's a cooperative game for 1 to 4 players. Each player has a unique character composed of a deck of cards and a set of stats. Roleplayers will find the stats very familiar—characters have classes such as fighter, wizard, and rogue, as well as numbers that define strength, dexterity, intelligence, etc. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore and overcome challenges; over time, you'll be able to customize your deck to better suit your own individual vision of your character.

Qwirkle

Saturday, 4PM-5PM, Table 14

Qwirkle is the perfect game to hone player's tactical maneuvers, strategical planning, and forward thinking. The rules of the game are basic: simply build lines by matching tiles based on either color or shape, and score points for doing so. The ability to build complex combinations will keep children interested and engaged, and challenge them mentally. Qwirkle is playable from early ages up, allowing young children and older individuals alike to develop and hone their spacial recognition, planning, and problem solving skills. Great for family game night!

Players: 2-4 Age: 6+ Playtime: 45 Min

Ra

Friday, 5PM-7PM, Table 7

Ra is an auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise, which may set up a situation with a single uncontested player bidding on tiles before the end of the round occurs. Tension builds because the round may end before all players have had a chance to win their three lots for the epoch. The various tiles either give immediate points, prevent negative points for not having certain types at the end of the round (epoch), or give points after the final round. The game lasts for three "epochs" (rounds). The game offers a short learning curve, and experienced players find it both fast-moving and a quick play.

Players: 2-5 Age: 12+ Playtime: 60 Min

Red Flags

Saturday, 10PM-11PM, Lobby Tables

Red Flags is a party game about convincing your friends to go on terrible dates. One of your friends is going to be the single. Every other player uses perk cards to make a hot date that they think would be a great match for that person. But then everyone gets to play a Red Flag onto another player at the table. Now all of these perfect dates will have flaws. Now that all of the dates are horrible, everyone tries to convince the single to go out with their date. That's pretty much it. The game can be as raunchy or tame as your imaginations allow.

Players: 3-10

Age: 18+

Playtime: 30 Min

Renaissance Wars – Play to Win!

Game is available at the PDXAGE library

In Renaissance Wars you play the game as a Renaissance Luminary... someone whose influence and fame has transcended his own time! Using only your unique Luminary powers, the cards in your hand and cunning strategy, you will battle up to 3 opponents to accumulate the wealth and power necessary to dominate each era of the game. But be careful... because when you least expect it, something may occur that completely upsets the balance of power and may destroy even the most carefully laid plans!

Players: 2-4

Age: 12+

Playtime: 90 Min

RESISTOR_ – Play to Win!

Game is available at the PDXAGE library

RESISTOR_ is a fast, fun, and intense two-player competitive card game in which you play as one of two super-computers in charge of your country's global thermonuclear warheads. Through the manipulation of double-sided cards on the table and in your hand, you create a line that is either red (for DEEP RED) or blue (for BLU9000) that goes across the board into your enemy's base. Each player gets three actions and must take all three before the turn is over. Toss in some Resistor cards, either strategically or to introduce some chaos. The first person to get their enemy up to DEFCON 5 wins!

Players: 2

Age: 8+

Playtime: 20 Min

Revolution!

Saturday, 6PM-8PM, Steve Jackson Games

Secretly bid against your opponents to gain victory points, control territories and collect more Gold, Blackmail, and Force tokens for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for points – and where to back away and let your opponents fight – is the key to victory. Whoever has the most victory points at the end of the game wins. It's a game of bluff, counter-bluff, and surprise! Revolution! is for three or four players. The rules can be taught in minutes, and a complete game takes less than an hour. Each new game lets players find new strategies and tactics.

Players: 3-4

Age: 10+

Playtime: 60 Min

Roar-a-Saurus – Play to Win!

Game is available at the PDXAGE library

Roar-a-Saurus is a beautifully illustrated, family friendly, multi-player dino battle with "easy" and "challenge" modes. In "easy", players roll their battle dice as quickly as they can to attack their neighbors, heal themselves, or blow up all the other players. Gameplay is fast and furious, and with super simple rules, everyone can get in on the action as quickly as you can take the game out of the box. In "challenge" mode, players have more options, but gameplay is still easy to learn and quick to play. Power-Ups make your dino more powerful by increasing its offense or defense. Customize your dino with nine different Power-Ups into a offensive dino of destruction or an armor clad defensive dino of doom — but you'll still need to be quick as play is always real-time...

Players: 2-5

Age: 8+

Playtime: 10 Min

Roll for the Galaxy

Sunday, 2PM-3PM, Table 14

Roll for the Galaxy is a dice game of building space empires for 2–5 players. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins!

Players: 2-5

Age: 13+

Playtime: 60 Min

Samurai Spirit

Friday, 6PM-8PM, Table 13

Samurai Spirit is a full cooperative game in which players incarnate samurais hired by peasants in order to protect their village and crops against the attack of the fearsome brigands from the clan ONI-MUSHA. Together, players will have to protect the village's farms and families in order to reach victory! Each turn, the player draws one or several cards, from the deck representing the raiders, and faces a new threat by taking tough decisions: should he face the enemies pounding on him, defend the village and its inhabitants from a imminent threat or assist one of his companions at the risk of letting new threats invade the village awaiting the last moment to reveal themselves?

Players: 1-7

Age: 9+

Playtime: 30 Min

Savage Worlds: Cleaning up the Armory

Saturday, 1PM-5PM, Table 13

“This is a homespun one shot for Savage Worlds. The players are a group of Army National Guard troops who are sent by their commander to clean up an abandoned armory which has been taken over by squatters. Things are not as they seem. And no one has any weapons or ammo, since it is only a drill weekend. The pregen characters are based on real people I served with. The pregen characters include short bios to help the players role play the character. Set up for new or experienced SW players, with opportunities to get to know the SW system, role play and combat... With no guns...”

Players: 7

Age: 12+

Playtime: 4 Hours

Secrets of the Lost Tomb

Saturday, 5PM-8PM, Table 13

Secrets of the Lost Tomb is a cooperative game of thrilling action-adventure and discovery. Players assume the roles of stalwart expedition members working together to investigate ancient mysteries, while surviving dangers and shielding humanity from the supernatural powers of The Tomb—an ancient vault filled with primeval powers perpetually struggling to be set free upon the world. Powers that mankind should never behold. . .

Players: 1-6

Age: 13+

Playtime: 60 Min

Sentinels of the Multiverse

Sunday, 1PM-4PM, Table 8

Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player plays as one of ten heroes, against one of four villains, and the battle takes place in one of four different dynamic environments.

Players: 1-5

Age: 8+

Playtime: 60 Min

Sheriff of Nottingham

Sunday, 11AM-1PM, Table 10

In Sheriff of Nottingham, players will not only be able to experience Nottingham as a merchant of the city, but each turn one player will step into the shoes of the Sheriff himself. Players declare goods they wish to bring into the city, goods that are secretly stored in their burlap sack. The Sheriff must then determine who gets into the city with their goods, who gets inspected, and who may have their goods confiscated!

Players: 3-5

Age: 13+

Playtime: 60 Min

Silent Death

Saturday, 1PM-6PM, Table 8 & 9

Silent Death is a space combat game, normally played with miniatures. Most ships are fighter and heavy-fighters in size, but there are expansions to include gunboats and small capital ships. Each ship has a control sheet to make all bookkeeping (mostly damage and ammo when necessary) easier. The game is normally played in 10 turns, each player alternate moving all ships before making attacks.

Players: 2-8

Age: 10+

Playtime: 2Hr

★ Skull & Roses

Friday, 4PM-5PM, Table 1

Skull & Roses is the quintessence of bluffing, a game in which everything is played in the players' heads. Each player plays a face-down card, then each player in turn adds one more card – until someone feels safe enough to state that he can turn a number of cards face up and get only roses. Other players can then overbid him, saying they can turn even more cards face up. The highest bidder must then turn that number of cards face up, starting with his own. If he shows only roses, he wins; if he reveals a skull, he loses, placing one of his cards out of play. Two successful challenges wins the game. *Skull & Roses* is not a game of luck; it's a game of poker face and meeting eyes.

Players: 4-6

Age: 10+

Playtime: 30 Min

Skull King – Play to Win!

Game is available at the PDXAGE library

Skull King is a dynamic and challenging card game that's fun for the whole family. This pirate themed card game is an epic battle of bids for 2 - 6 players. You'll need to scheme as you plan your bid and your strategy. Skulking helps you achieve your goal. High or low cards can win - it's all in how you bid and how you play your hand. Yo-ho-ho, will you bid high or will you bid low? Beware - the Tigress is a trickster, and the Skull King always wins the trick.

Players: 2-6

Age: 8+

Playtime: 30 Min

Space Cadets: Dice Duel

Saturday, 1PM-2PM, Table 14

Saturday, 7PM-9PM, Table 14

Space Cadets: Dice pits two spaceships against one another in quick-paced combat. The players are divided into two teams, each team playing the crew of a ship and winning or losing together based on how well they perform. The game ends when one side destroys their opponent by causing four points of damage through torpedoes or mines.

Players: 4-8

Age: 12+

Playtime: 30 Min

Space Cadets: Away Missions

Saturday, 5PM-7PM, Table 14

Space Cadets: Away Missions is a cooperative, scenario-based, tactical action game for 1-6 players, which is set in the Golden Age of science fiction. In this game, the third standalone title in the Space Cadets franchise of cooperative/team space-themed games from Stronghold Games, players take on the roles of adventurous human spacemen who explore UFOs, acquire Alien technology and fight hostile extraterrestrials.

Players: 1-6

Age: 10+

Playtime: 2Hr

★ Splendor

Saturday, 8PM-10PM, Table 1

Sunday, 12PM-2PM, Table 1

Splendor is a game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige.

Players: 2-4

Age: 10+

Playtime: 30 Min

Star Realms

Saturday, 5PM-6PM, Table 1

Star Realms is a fast paced deck-building card game of outer space combat. It combines the fun of a deck-building game with the interactivity of Trading Card Game style combat. As you play, you make use of Trade to acquire new Ships and Bases from the cards being turned face up in the Trade Row from the Trade Deck. You use the Ships and Bases you acquire to either generate more Trade or to generate Combat to attack your opponent and their bases. When you reduce your opponent's score (called Authority) to zero, you win!

Players: 2-4

Age: 12+

Playtime: 20 Min

Star Trek: The Next Generation – Interactive VCR Board Game – A Klingon Challenge

Saturday, 9PM-11PM, Table 7

A renegade Klingon named Kavok has hijacked the USS Enterprise-D. The ship has a skeleton crew aboard (you, the players), as it was at a starbase undergoing repairs, including a warp core instability that has caused relativistic anomalies during warp travel. The crew has sixty minutes – possibly less because of the warp core troubles – before the ship reaches Klingon space and Kavok uses it to start a new Federation/Klingon conflict.

Players: 3-6

Age: 8+

Playtime: 60 Min

Steam

Sunday, 2PM-4PM, Table 7

In Steam you build railroads and deliver goods along an ever changing network of tracks and stations. You build the tracks, upgrade towns, improve your train, and grab the right goods to make the longest, most profitable deliveries. Score your deliveries and add to your income or victory points, balancing your need to invest against your quest to win the game.

Players: 3-5

Age: 10+

Playtime: 2Hr

Steam Time – Play to Win!

Friday, 2PM-4PM, Table 12

Sunday, 2PM-4PM, Table 5

Game is available at the PDXAGE library

It's the year 1899, and strange phenomena are being observed in places like Stonehenge and the pyramids of Egypt. Time goes crazy, and newly discovered crystals have exhibited strange properties that allow for the creation of fantastic apparatuses. In a race to exploit these discoveries, the rapidly industrializing nations have used them to construct gigantic steam-driven airships to travel through time and space. In Steam Time, the race is on for long-lost knowledge, vanished cultures, and hidden treasures. Travel to past ages, search for crystals, and use your crystals wisely to stay ahead of your competitors.

Players: 2-4

Age: 12+

Playtime: 120 Min

Stockpile

Saturday, 9AM-11AM, Table 8

In Stockpile, players act as stock market investors at the end of the 20th century hoping to strike it rich, and the investor with the most money at the end of the game is the winner. Stockpile centers around the idea that nobody knows everything about the stock market, but everyone does know something. In the game, this philosophy manifests in two ways: insider information and the stockpile.

Players: 2-5

Age: 13+

Playtime: 90 Min

Stone Age

Saturday, 4PM-6PM, Table 10

In Stone Age, the players live in this time, just as our ancestors did. They collect wood, break stone and wash their gold from the river. They trade freely, expand their village and so achieve new levels of civilization. With a balance of luck and planning, the players compete for food in this pre-historic time. Players use up to ten tribe members each in three phases. In the first phase, players place their men in regions of the board that they think will benefit them, including the hunt, the trading center, or the quarry. In the second phase, the starting player activates each of his staffed areas in whatever sequence he chooses, followed in turn by the other players. In the third phase, players must have enough food available to feed their populations, or they face losing resources or points.

Players: 2-4

Age: 10+

Playtime: 120 Min

Sushi Go!

Friday, 4PM-5PM, Table 6

Saturday, 5PM-6PM, Table 6

In the super-fast sushi card game Sushi Go!, you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Dip your favorite nigiri in wasabi to triple its value! And once you've eaten it all, finish your meal with all the pudding you've got! But be careful which sushi you allow your friends to take; it might be just what they need to beat you!

Players: 2-5

Age: 8+

Playtime: 15 Min

Suspend

Friday, 3PM-4PM, Table 1

In *Suspend*, you want to be the first player to get rid of your share of the 24 notched, rubber-tipped wire pieces that come with the game. How do you get rid of them? Throw them away? Hide them under a cushion? No – you must hang them from a shared tabletop stand, using only one hand to place the piece on an unoccupied space. If anything touches the table after you place your piece, you must remove and reposition it; if anything falls off, you have to keep those pieces and try to hang them again on future turns. The first player to suspend all of her pieces wins!

Players: 2-6

Age: 8+

Playtime: 15 Min

Swinging Jivecat Voodoo Lounge

Friday, 12PM-2PM, Table 4

You and your fellow voodoo spirits have traveled back in time to poke a little fun at the hepcats of the 1950s cocktail culture. Your mystical influences will link these lounge-goers into social cliques that give you access to the coolest party-people that all the hipsters want to be near. Mix a few drinks, rack up the magical monkey points, and crown yourself king of the Swinging Jivecat Voodoo Lounge. Score monkeys to hang on your martini glass by adding Jivecat contacts to your clique and claiming Trend cards through skillful manipulation of your lounge contacts. Be the player with the most monkeys at the end of the round in which a player scores their fifteenth monkey and be crowned the winner!

Players: 2-5

Age: 21+

Playtime: 120 Min

T.I.M.E. Stories

Friday, 2PM-7PM, Table 14

Sunday, 9AM-2PM, Table 14

The T.I.M.E Agency protects humanity by preventing temporal faults and paradoxes from threatening the fabric of our universe. As temporal agents, you and your team will be sent into the bodies of beings from different worlds or realities to successfully complete the missions given to you. Failure is impossible, as you will be able to go back in time as many times as required.

Players: 2-4

Age: 12+

Playtime: 120 Min

★ Takenoko

Saturday, 12PM-2PM, Table 1, Taught by the PDXAGE Founder, Jessica Conwell

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.

Players: 2-4

Age: 8+

Playtime: 90 Min

Terrace

Saturday, 12PM-1PM, Table 4

Terrace is a strategy game that is played on a three dimensional board with 64 squares of one color, which are arranged in L-shaped levels ("terraces") that rise stepwise from the board's lowest points in two diagonally opposite corners to its highest points in the two other corners. All pieces are shaped alike and move alike, but they are of 4 different sizes, and the smallest piece has the letter T carved into it. The object is to win either by moving your T from its starting point at one corner to an opposite corner, or by capturing your opponent's T.

Players: 2-4

Age: 8+

Playtime: 20 Min

The Golden Ages – Play to Win!

Game is available at the PDXAGE library

In The Golden Ages, you lead your civilizations through history. The game lasts four different eras, during which you develop technologies, create fine arts, erect buildings, and build wonders. You'll send explorers to discover the continents, found cities in distant lands, and send your soldiers into battles. There are many ways to score points — artists, the judgement of history, wonders, technologies, attacks, money, secret future technologies, etc. — as well as many different ways to achieve a victory. Will you succeed in evolving your civilization through history, overwhelming your opponents on the way to glory?

Players: 1-5

Age: 12+

Playtime: 120 Min

The Manhattan Project

Saturday, 2PM-5PM, Table 4

The Manhattan Project makes you the leader of a great nation's atomic weapons program in a deadly race to build bigger and better bombs. You must assign your workers to multiple projects: building your bomb-making infrastructure, expending your military to protect it, or sending your spies to steal your rival's hard work! You alone control your nation's destiny. You choose when to send out your workers—and when to call them back. Careful management and superior strategy will determine the winner of this struggle. So take charge and secure your nation's future!

Players: 2-5

Age: 13+

Playtime: 120 Min

The Manhattan Project: Chain Reaction

Saturday, 6PM-8PM, Table 4

The world is again threatened with war! As the War Minister of your small nation, you have been tasked with confronting aggression by developing atomic bombs for your country. Your spies have stolen the needed technology, but you need to acquire the materials and personnel to get the job done before your rival nations do. Once someone has built 10 megatons of bombs, the final round will finish, and the player with the most bombs will win, their nation's survival assured!

Players: 1-5

Age: 12+

Playtime: 60 Min

The Village Crone – Play to Win!

Game is available at the PDXAGE library

Become a witch and enter the medieval world of Wickersby in this worker placement, resource management game with spellcasting! Make villagers fall in love, turn them into frogs, or teleport them to different locations. Use your familiars to gather ingredients and cast spells on the villagers to achieve goals and score victory points as you vie to be named the village crone. All the players are witches who have come upon a medieval village without a crone. They send out familiars to gather ingredients they can use in spells to complete Witch's Scheme cards. Each of the cards is worth 1, 2, or 3 points, which also indicates how difficult the scheme is to complete. The witch who scores 13 points wins.

Players: 1-6

Age: 13+

Playtime: 90 Min

The Werewolves of Miller's Hollow

Friday, 4PM-6PM, Table 13

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. The game alternates between night and day phases. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers (normal and special villagers alike) then deliberate and vote on a player they suspect is a Werewolf, helped (or hindered) by the clues the special characters add to the general deliberation. The chosen player is "lynched", reveals his/her role and is out of the game. Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players.

Players: 8-18

Age: 10+

Playtime: 30 Min

★ Ticket to Ride

Saturday, 9PM-11PM, Table 6

Sunday, 12PM-2PM, Table 6

With elegantly simple gameplay, Ticket to Ride can be learned in under 15 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.

Players: 2-5

Age: 8+

Playtime: 45 Min

★ **Tokaido**

Friday, 2PM-4PM, Table 5

Sunday, 12PM-1PM, Table 10

In Tokaido, each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places but at the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler – which means that you'll have to be the one who discovered the most interesting and varied things.

Players: 2-5 Age: 8+ Playtime: 45 Min

Too Many Cinderellas – Play to Win!

Game is available at the PDXAGE library

In Too Many Cinderellas, players represent powerful people in the far-off country who are trying to influence the Prince's decision about who is the real Cinderella, pointing him towards their "Cinderella". If anyone tries to spread misinformation about your "Cinderella", you can just say "NO!" at the audience with the Prince. Many Cinderellas have gathered; who will be recognized as the real "Cinderella" by the Prince?

Players: 2-4 Age: 10+ Playtime: 15 Min

Tokyo Brain Pop

Game is available at the PDXAGE library

Welcome to Atarashi high school, where schoolgirls with destructive psychic powers do battle against bloodthirsty ghosts, demon princes stalk the school halls and the only thing worse than loosing your soul is letting your grades slip! Tokyo Brain Pop is a psychic school girl role playing game about best friends, monsters and out of control supernatural powers!

Players: 4-6 Age: 13+ Playtime: 60-90 Min

Tragedy Looper

Saturday, 7PM-8PM, Table 7

Tragedy Looper is a scenario-based deduction game for two to four players: one mastermind and one to three protagonists. The game consists of four location boards and a number of character cards. Each scenario features a number of characters, hidden roles for these characters (serial killer, conspiracy theorist, friend), and some pre-set tragedies (murder, suicide).

Players: 2-4 Age: 13+ Playtime: 2Hr

Tumult Royale – Play to Win!

Game is available at the PDXAGE library

In Tumult Royale, you play the royals. Round after round, you collect taxes from your subjects in order to build statues of yourself across the country, thereby securing your rank. If you leave enough commodities for the people after taxation, all is well and you can continue to build monuments to your own vanity. But if you take too much, the greediest of you will be punished. Who will build the most statues and win the game? Remember: the greedy shall rule, but the greediest is a fool!

Players: 2-4 Age: 10+ Playtime: 40 Min

Valeria: Card Kingdoms

Friday, 4PM-6PM, Table 4

Saturday, 9AM-11AM, Table 14

Valeria: Card Kingdoms is a tableau-building game for 1-5 players and will feel familiar to deck-building fans. The cards you buy can work for you on your turn and on all the other player turns, as well. On your turn, roll two dice and activate citizen cards with the result of each individual die and the sum of both dice. Other players will simultaneously activate their citizen cards based off of the roll. Next, take two actions from the following: slay a monster, recruit a citizen, buy a domain, or take 1 of any resource. The player with the most victory points at the end wins the game.

Players: 1-5 Age: 13+ Playtime: 45 Min

Viceroy

Friday, 2PM-4PM, Table 4

Viceroy is a board game of bidding and resource management set in the fantasy universe of the famous Russian CCG Berserk. As the players struggle for control over the world of Laar, they recruit a variety of allies and enact various laws. These cards allow players to develop their state's military and magical might, increase their authority, and get precious gems they need to continue expanding their nation. As the game progresses, each player builds his own power pyramid using character and law cards. Each card has its own effect that depends on the level of the pyramid where the card is played. These effects may give more resources, more cards, or victory points. The player who has the most power points at the end of the game becomes the ruler of entire Laar and the winner!

Players: 1-4 Age: 12+ Playtime: 60 Min

Wonky: The Crazy Cubes Card Game! – Play to Win!

Game is available at the PDXAGE library

In Wonky, players try to get rid of the cards in their hand by stacking blocks on top of one another, ideally setting up the blocks so that someone else takes a spill and gets stuck with more cards in hand. The trick to doing this are the special blocks in the game: nine blocks — with three each in small, medium and large sizes — with three of the block sides being flat and three being curved. Set up the blocks in the right way, and you can block an opponent's path to victory.

Players: 3-6 Age: 8+ Playtime: 20 Min

Xenon Profiteer

Saturday, 9PM-10PM, Table 4

Xenon Profiteer is a highly thematic, deck-deconstruction, euro game for 2-4 entrepreneurs in which each player takes control of their own Air Separation Facility and distills Xenon from their Systems to complete lucrative contracts. You will also physically expand your facility by building upgrades, pipelines, and acquiring new contracts and connecting them to your Center Console. In a decidedly different take on the classic deck-building format, Xenon Profiteer not only actively encourages players to remove cards from their decks, it is absolutely essential in order to isolate Xenon. Each turn begins by strategically removing cards from your hand (and deck) through Distilling based on the real-world hierarchy of elements. The goal: only have Xenon remaining in your hand. The problem is, of course, the only way to gain more Xenon, is to bring in more AIR. And AIR is composed of all kinds of other pesky elements that make isolating Xenon difficult.

Players: 2-4 Age: 10+ Playtime: 30 Min

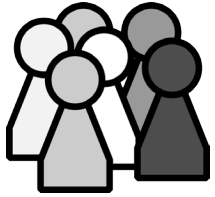
Zombinion

Saturday, 9PM-10PM, Table 14

Dominion... with zombies! Custom cards from BGG

Players: 2-4 Age: 13+ Playtime: 30 Min

Thank you for joining us for PDXAGE 3!





Rules and Policies

General Behavior

All attendees are expected to be respectful of others and their property at the event. Harassment of any type will not be tolerated. Please be mindful of how your actions and play style may impact those around you. We want everyone to have the chance to enjoy the event. Instructions and requests from event admin are to be followed.

Play Tables

The event will have different kinds of game tables available for various activities. A portion of tables are open for freeplay, meaning if it is open you are welcome to sit down and play a game with whomever wants to join in. Another portion of tables will be reservable for the weekend for a fee. These tables will be marked as reserved and are set aside for the people who have paid to reserve them. There will also be tables that are set aside for scheduled events. When these tables are not in use, they are available for freeplay. However, please pay attention to the table's schedule as a scheduled event will take precedence and you may have to move if you are sitting at a table that is scheduled to start an event.

Attire/Costumes

This is a family friendly event, please wear clothing appropriate to this environment. If you chose to wear a costume the same guidelines applies. If your outfit is not appropriate an admin may ask you to leave the event until you can remedy the concern. If your costume includes a weapon, it must be clearly identifiable as not real. If there is any doubt about whether your outfit is appropriate, please contact an event admin and their decision will be final.

Children

Children under the age of 5 years old may attend free with their parents. However, they are not eligible to participate in AGE events or raffles. Children 5 - 10 years old may purchase a badge and attend the event with their parents, but must be actively supervised at all times. Children between 11-14 years old may purchase a badge and attend the event with an adult. Children 14 years old and over may purchase an event ticket and attend the event with the consent of their parents/guardian.

Smoking

Smoking and/or vaping is not allowed in the event. Smoking and vaping are only permitted outside in designated smoking areas as noted by ash trays/cigarette disposal containers. Please keep in mind that you must be at least 10 feet or more from a building entrance.

Alcohol/Drugs

Alcohol, marijuana, and illegal drugs are not permitted inside of the PDXAGE event. The hotel restaurant serves food as well as drinks and you are welcome to enjoy adult beverages in their restaurant. If you come into the event clearly under the influence, you may be asked to leave until you are sober.

Weapons

Weapons are not permitted inside of the AGE event. If you are wearing a costume that includes a weapon, it must clearly look unreal.

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Look for all of these great games at **PDXAGE**, being presented by **Envoy Heralds** and/or in the **Play to Win Library!**

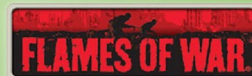
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