

Portland Analog Gaming Event



Event Map



POXAGE

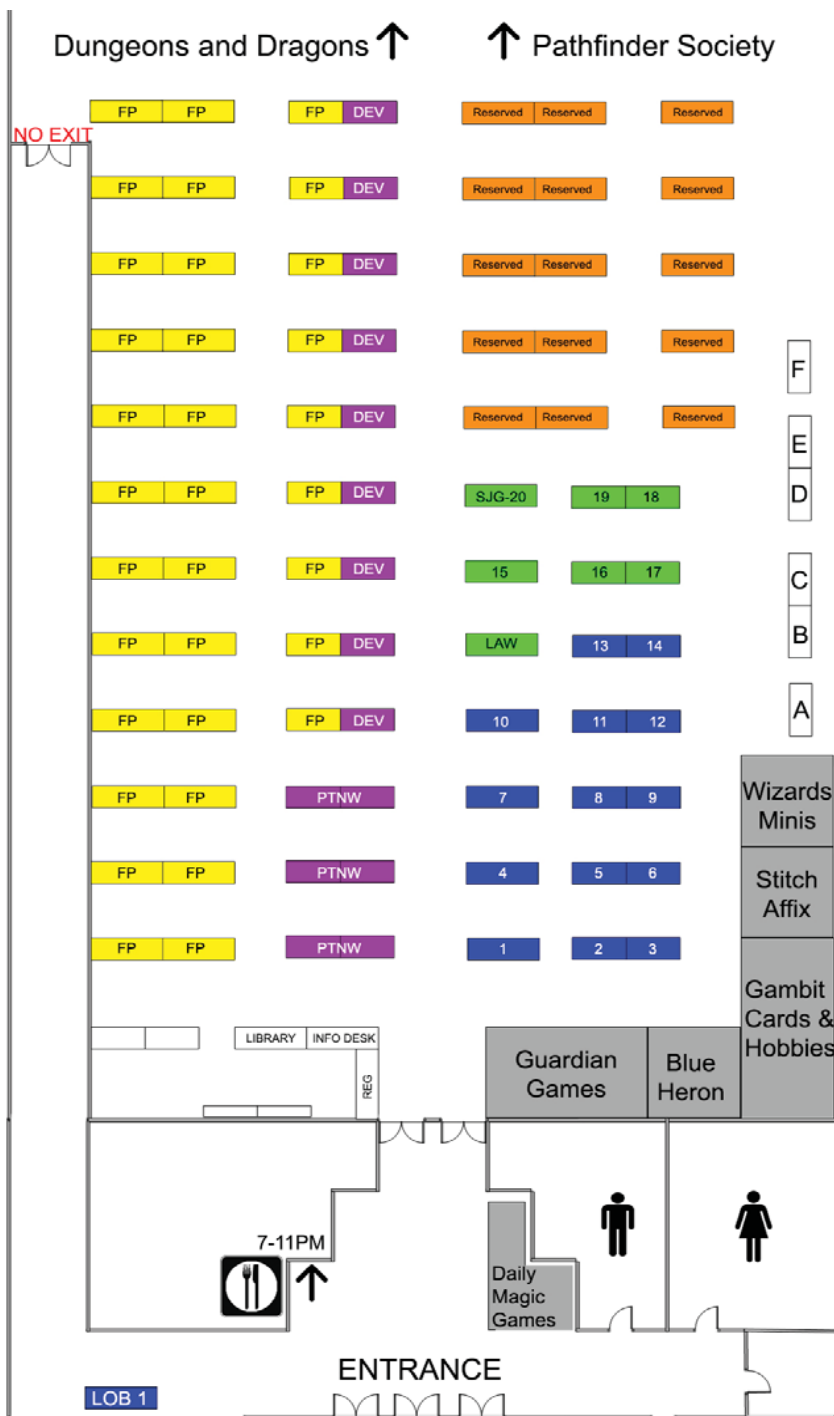
Special Announcement

Sunday, 3:15PM

Table Booths

- A. Mel Paradise
- B. Seer Deck Box
- C. Crafter's Caravan
- D. Other Events
- E. Newcon
- F. Forget me Knots

- FREE PLAY TABLE
- SCHEDULED EVENTS
- LEARN AND WIN AREA
- GAME DEVELOPER TABLE
- RESERVED TABLE ONLINE



Event Program Contents

Welcome to PDXAGE!	4	Learn and Win Guidelines	16
PDXAGE Raffles	5	Game Library	18
Charity Raffle - Night Strike	5	Friday Scheduled Events	21
General Raffle	5	Saturday Scheduled Events	23
PDXAGE Merchandise	5	Sunday Scheduled Events	28
Booths / Vendors	6	Game Glossary	29
Special Events	7	Rules and Policies	50
Game Developers	8		
PDXAGE 2017 Sponsors	11		
Featured Areas	12		
Dungeons & Dragons- Adventurers League	12		
Envoy Program	14		
Men in Black (MiB)	14		
Pathfinder Society (PFS)	14		
Story Gaming	15		



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 700PM - 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	Hotel Restaurant*
McDonalds	WOW Burger*
Wendy's*	Starbucks*
Burgerville	Famous Daves BBQ*
Subway*	Taco Del Mar*
Chipotle*	Hot Pot n Sushi*
TacoBell	Jamba Juice
IHOP*	Panda Express*
RedRobin*	Pizanos Pizza*
Buffalo Wild Wings*	

*Can get to without car: Take Airport Shuttle from hotel to Airport & then Airport MAX to Cascade Station.



Welcome to PDXAGE!

Welcome to PDXAGE 4!

Jessica and I would first like to thank you for attending. It has been a hard year for both of us and it is good to see all of you here. We look forward to spending a weekend gaming with the community.

The first year we did PDXAGE, some people doubted that the event would succeed. Most of these people were of the mindset “We don’t need another event in Portland.” Here we are, four years later to tell you that the event and the community are thriving quite well. From our beginnings in a small room with 150 people to an entire conference center full of gamers, PDXAGE has become a unique event in the Table-Top con world. We have proven that there is a sizeable number of people that want events that are alternatives to the norm.

Jessica and I started this event to do something we love: play games and foster a community. A community to us is something that comes together and rallies behind a cause.

In 2016 alone, PDXAGE and PDXLAN raised over \$70,000 for charity with just 2,000 attendees. This PDXAGE we are focusing on “Night Strike” - a charity group focused on all people, because all people matter. Night Strike provides opportunity for members of the Portland homeless community to hang out, enjoy a hot meal, receive a free haircut or shave, and have their old clothing, shoes, and sleeping bags replaced. This year our charity raffle benefits people right here in Portland.

As you sit down to play a game this weekend we hope you enjoy yourselves and make new friends. We thank all of you for being part of the PDXAGE community.

Matt and Jessica Conwell

PDXAGE Raffles



Charity Raffle - Night Strike



Night Strike is a community gathering that mobilizes volunteers/ services, meets felt needs, and develops relationships that transform lives. It is a unique opportunity for people to spend time under the Burnside Bridge every Thursday night to love people because people matter. It is an opportunity for members of Portland’s homeless community to hang out, enjoy a hot meal, receive a free haircut or shave, have their feet washed and have their old shoes/clothes/sleeping bags replaced. It is also a chance for you to come down and share in the experience, help serve the needs of the homeless in our community, and more importantly, invest in lives and build relationships with the people you meet.

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 Night Strike. The drawing for the raffle will take place on Sunday afternoon at 3pm. 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 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 7:45PM Saturday 7:45PM Sunday 3PM

**** 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

Blue Heron Entertainment, LLC ~ *Trevor Harron*

Blue Heron presents Collectors and Capers the set-collecting bluffing game where you want to get away with the museum treasure!

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

Professional massage therapist providing chair massage.

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!

Gambits Cards & Hobbies ~ *Will Jerome & Jason*

Trading card games, shirts, Pops, plush and more.

Mel Paradise ~ *Mel*

Vending pixel art, plush sushi and geek chic accessories. Your one stop traveling pop up gift shop!

SEER Deck Box ~ *represented by Jeff Kaiser*

Makers of SEER deck boxes. Those of you at PDXAGE 3 will remember that we gave these away for contest and raffle prizes last year.

The Crafters Caravan ~ *Kira Hatfield*

Crocheted plushies of video game, comic, cartoon characters, artprints, stickers, buttons, and clay dragon sculptures

Stitch Affix Studio ~ *Michelle Coon*

A seller of plush dice, plush donuts, dice bags, pouches, tablet cases, and magnets.

Wizards Minis ~ *Steven Ross*

D&D, Pathfinder pre-painted miniatures.

Special Events

Hosted by Guardian Games



Magic the Gathering “Pack wars” **With prizes!**

Friday 5PM, Table 2 and 3 // Saturday 11AM, Table 2 and 3 // Sunday 10AM, Table 2 and 3

Join in on a Magic the Gathering experience that is completely random and fun! Each person will shuffle three land of each color and one brand new pack of Magic cards together. Each person will not know what was in their pack until they draw during play. Players KEEP their cards when done. Minimum 4 people required, cost \$4 per person. Prizes donated by Guardian Games!

Star Realms: Learn to play ★

Friday 1PM, Table 1 // Friday 2PM, Table 1 // Saturday 6PM, Table 2 & 3 // Saturday 7pm, Table 2 & 3

Note from event organizer: “OMG guys you have to try this game at least once!”

Star Realms is a space combat card game, pitting players against each other in a fight for dominance over the entire galaxy. To accomplish this, players must steadily grow their deck’s weak starting fleet into an armada powerful enough to overwhelm the opposition.

Star Realms Tournament **With prizes! ~ Tournament: Sunday 12PM, Table 2 and 3**

Come play Star Realms with fellow Star Realms fans! Prizes will be provided by Guardian Games. If you have the star realms base set, please bring it with you. Maximum of 8 people! You may even see the event organizer playing...

Boss Monster: Learn to play session! **With promos! ★**

Saturday 2PM, Table 2 and 3

Inspired by a love of classic video games, Boss Monster: The Dungeon Building Card Game 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. This is one of PDX-AGE’s founders favorite games! Participants will be given hard to come by promos!

Hero Realms: Learn to play ~ Saturday 4PM, Table 2 and 3

Come learn Hero Realms! Hero Realms is a fantasy-themed deck-building game that is an adaptation of the award-winning Star Realms game. The game includes basic rules for two-player games, along with rules for multi-player formats such as Free-For-All, Hunter, and Hydra.

Liar’s Dice Tournament ~ Saturday 4PM, Table 2 and 3

Liar’s Dice is a dice game where each player is given five dice and cup to roll and hide them with. Players make successively higher declarations regarding the results of all the dice remaining in the game, e.g. “there are ten sixes”. However, someone can always contest the bid. When that happens, all the dice are revealed and either the bidder or the caller loses dice, depending on who was correct. The last player with dice is the winner.

Zombie Dice Tournament **With prizes! ★ ~ Friday 3PM, Table 2 & 3**

Eat brains. Don’t get shotgunned. In *Zombie Dice*, you are a zombie. You want braaaains – more brains than any of your zombie buddies. The 13 custom dice are your victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn! Whoever collects 13 brains first wins. Each game takes 10 to 20 minutes and can be taught in a single round.

Cuthroat Caverns **With prizes! ★ ~ Saturday 8PM, Table 1, 2 & 3**

“Without teamwork, you will never survive. Without betrayal, you’ll never win.” Cuthroat Caverns is played over 9 rounds, each with a random encounter. Essentially a game of ‘kill stealing’. Each round, any monster encountered will have a prestige value of 1 through 6. The player that successfully jockeys for position and lands the killing blow gets the prestige value for the encounter.



Game Developers

Check out the below list of developer games you can try out at PDXAGE. Game developers can be found at tables along left side of the center aisle.

After The Empire

Portland Gamecraft ~ *Evan Halbert*

After The Empire is a worker placement/resource management game set in the middle ages. During each turn, players take actions, such as gathering resources, building advanced buildings and recruiting refugees from either the shared game board or their personal fiefdom. Once all peons have been committed, players harvest food from their surrounding lands and then prepare for siege combat!

Age of Exploration

Parrish Danforth

A Storytelling Tabletop RPG with Concise Rules and Compelling Tactics. Played without character sheets using just a few cards, dice, and game pieces, this is a great choice for young players or a pick up group. Compatible with 1st and 5th edition D&D adventures, but with streamlined rules and less arithmetic that means combat is both mathematically simple and tactically deep.

All or One

Pete Vellucci Jr

A social deduction escape room where the puzzle is the people. All or One is a hidden role game which focuses on player conversation, compromise, survival, and sacrifice.

Citizen Heroes

Jason Harris

Players play as ordinary citizens that come together in a desperate attempt to defend Metroville from the threat of a Villain (played by 1 player). Citizens score separately but all must work together by trading cards and managing threat to ensure that no citizen is left behind. The asymmetrical game play allows for the Villain to feel ultra powerful by playing special Villain Cards and Disaster Cards. Players collect reinforcements that include Firefighters, Police, Military, and City Guard to make a variety of sets to score points.

Double Agents

Common Man Games ~ *Karl Fenner*

Imagine playing Risk in 15 minutes with one of your friends. This 2-person worker placement game gives a bit of that experience by allowing you to earn bonuses for controlling regions of the world by TURNING the allegiance of your opponent's agents at critical moments!

Eridu

Mohammad Ali ~ *Mohammad Ali*

You are a young merchant leading a traveling caravan through various bustling cities. As you travel, you build your reputation through crafting deals, hiring raiders, completing pilgrimages to holy sites, and influencing local leaders. At the end of three rounds, the caravan with the best reputation lives on as local legend. [Medium Weight, 60 minute Euro style]

Game Developers



Fantastic Factories

Joseph Z Chen

Race against other players to build the most efficient set of factories in the shortest amount of time in this dice placement engine builder game!

Flick Wars

Print & Play ~ Andrew Tullsen

Take control of a faction and flick them to victory! Use your faction's unique powers and units as you deploy and maneuver your troops around the map. Battle around obstacles as you fight for control!

GAME-ON: Augmented Reality Enhanced Tabletop Game System

DamienLopezGames ~ Damien Lopez

DamienLopezGames is currently developing a 21st century gaming system that provides boardgame enthusiasts with a virtual library of titles they can play & share with friends using their current smart device and a deck of cards. Tabletop & mobile game players experience the best of both worlds with our integration of augmented reality technology, which allows you to unlock specific game content like special options, animations and MORE! each time you scan a card with your phone or laptop.

Goatfish

Cloudbreak Games, LLC ~ Chad Gray

Designed by a father & daughter team, Goatfish is an all-ages card game where you win by collecting goat herds, use action cards to slow down your opponents and play defend cards to protect your goats.

Good Kitty

Andy Grossberg

Good Kitty is a quick shared-deck card game where the players are cats. Everyone tries to Sleep and Play their way to 10 points while trying to stop the others by causing Mischief, making them Use The Box, or sending them To The Vet. Luckily Catnip fixes anything. All ages.

Grossburgers

Jeff Williams

Build Burgers! Wreck Your Rivals! Rake in the Cash!
Real time dice, burger building, and sabotage.

Ratfink: Scurry & Scamper

Cohort VIII Games ~ Dawson Cowals

Ratfink: Scurry & Scamper is a trick-taking, take-that action card game set in the walls and countertops of your house. Players are rats scurrying and scampering to amass the largest cheese hoard, while trying to stick their fellow rats with the biggest pile of traps (Finks)!

Ratfink is for 2-6 players and plays in 20-40 minutes over 7 rounds. Ratfink combines familiar trick-taking with some dirty rat, backstabbing, take-that action cards.



Game Developers Cont.

Saturday Cinema: Creature Feature, Gangster Theater

HMG Studios ~ *Alex J Jimenez*

An easy to learn, fast to play, non collectible card game. With humorous cards based on old movies from the 30's to the 50's, players must build their hand to achieve their victory conditions before their opponents do.

Shiny Mountain ★

Kobold Hero Games ~ *Jason Van Camp*

To Koboldly go...where no 'Bold has gone before!

Take control of one of six kobold clans mining the riches of Shiny Mountain to fill the horde of the revered Dragonqueen!

But beware! The clan that contributes the least treasure will become her next meal!

Stupid Users: BETA

Dent Ventures, LLC ~ *Brett Beers*

Beta isn't your typical card game. It's a fast paced, trash talking, turn on a dime, IT vs Zombies, army building card game where you steal or loot anything to win. Visit: StupidUsersBETA.com to learn more and read the comic!

Terminus Breach TD

Matt Lloyd

Tabletop multiplayer tower defense game for 1-3 players. Players build and upgrade towers along a path & defend against waves of enemies coming down the path.

The Climb

Shuffle Up ~ *Jacob Mosby*

Push your luck in the race to be the first to summit a mysterious mountain. Two to four players spend 45 minutes spending energy and rolling dice to climb the fastest - but will others sabotage your route?

The Order

Sweetcron Games ~ *Derek Van De Graaf*

A cooperative Lovecraftian deckbuilder. The players play as Elders in a cult attempting to awaken a Great Old One, while the people and places of Arkham beset and hamper them.

Terrainica Battleground

Terrainica, Inc. ~ *Owen Fowler*

Terrainica is a two-player strategy game where changeable terrain, tactics, and strategy determine victory. Like chess, go, or checkers, there is no random chance in Terrainica.

Tiny Swords SMAAASH!

Brian Wolf ~ *Brian Wolf*

A 2-4 player Smash bros inspired boardgame where the whole table can become the stage! Tiny Swords SMAAASH! lets players lead their band of monsters into the battle. Use your team to flip, slide, and SMAAASH your opponents out of the ring and be the last team standing!

PDXAGE 2017 Sponsors



Basksha Games

Bezier Games

Chara Games

Daily Magic Games

Double Exposure

Fireside Games

Forget Me Knots Massage

Formal Ferret Games

Gambits Cards & Hobbies

Gorilla Games

Grail Games

Greater Than Games

Guardian Games

HABA USA

Indie Boards & Cards

Mayday games

Mel Paradise

Monster Energy

Overworld Games

Pandasaurus Games

PlaytestNW

Portal Games

R&R Games

Smirk & Dagger Games

Stitch Affix

Stronghold Games

Tasty Minstrel Games

Thames & Kosmos

The Crafters Caravan

USAopoly

Victory Point Games

Warrior Games

Xfinty

Thank you For Supporting PDXAGE!



Featured Areas

Dungeons and Dragons- Adventurers League

The D&D Adventurers League is an ongoing official campaign for Dungeons & Dragons. It uses the fifth edition Dungeons & Dragons rules, and features the Forgotten Realms setting. You can play D&D Adventurers League games literally anywhere. Players use the fifth edition rules to create a character (or you can grab a pre-gen from us!) and bring that character to games anywhere D&D Adventurers League play is happening. This weekend we have an exciting line up of games for you to play.

Special Events!

Character Improv Skits! Minute to Win it!

Have a character with an epic back story? Go on some crazy wild adventure? Act it out in a monologue or scene and if the panel of stuffy judges like it enough they might give you a really big high five! (And an in-game reward.) Improvise with other characters in a randomly rolled scenario or for the biggest challenge act out a brand new character created via our own random chart! Act, improvise, be judged for your art and receive rewards you can't use in the real world!

Prizes: 1st and 2nd place will win an exclusive fae owl familiar

All participants will win Rainbow Bacon, an exclusive magical treat to be used in game.

*Start time is 6pm Saturday night, please sign up at HQ for a slot. Limited to 25 slots.

EPIC: Relics of Khundrukar

Join 6 tables of adventurers all working together together!

Designer: Bill Benham Level Range: 1-4 (3), 5-10 (7) Adventure Length: 3 hours (1 round)

Premiere: April, MagCon, Tricon, Save Vs Hunger, NotACon

Khundrukar held many fine implements of war in its heyday, many of them now lost to time. Clues point to some of the long dead Master Smith Durgeddin's handy work in the service of sinister forces that bid their time deep in the Underdark. Reclaim the riches of Khundrukar from the darkness if you dare

*Starts at 7pm Saturday night, EPIC VIPS with physical coupons and weekend passes can sign up starting Friday night at 5pm, all other players can sign up when the convention opens Saturday Morning.

Fai Chens

4pm-6pm on Saturday

Trade your magic items, buy some potions, get premium adventurer insurance!

* To trade for one of Fai Chens certs you will need a colored cert on cardstock with verification in your logsheets.

*To trade from Fai Chens used items you will need verification in your log sheets

Dungeons and Dragons- Adventurers League continued

Featured Exclusive Content!

Written by :William Murakami-Brundage & Iam Pace

These modules are exclusive to PDXAGE!

The White Well

Designer: William Murakami-Brundage & Iam Pace

Level Range: 1-4

Adventure Length: 2 hours

The Gommurg Clan of hill dwarves rarely deal with outsiders. The dwarf clan's isolation has gifted them with great skill and wealth. Unfortunately, their pride has made them vulnerable to an ancient power confined centuries ago. An exile has magically foretold the clan's destruction. This diviner is the only one who knows how to stop the evil threatening the Gommurg.

The Dark Hunt

Designer: William Murakami-Brundage & Iam Pace

Level Range: 5-10

Adventure Length: 2 hours

The village near Oreclasp Keep has been reporting brutal owlbear attacks that have left people missing or dismembered. Lord Oreclasp has placed a bounty for every owlbear beak brought to Oreclasp Keep. Deeper, more ancient problems are brewing than the villagers suspect.

Other Content

New Players! Check out a quick D&D adventure, one of our learn to play DMs will guide you on a 1-2 hour mini adventure and help you get your feet wet.

Starting every hour and a half at Table 1.

Jump into Fun!

Tier 1 adventures Levels 1-4, longer more complicated adventures but still great for new players. These adventures will get you role and roll playing with the veterans

Starting Every 3 hours

Advanced D&D

Tier 2 adventures Levels 5-10, you have been playing a while, graduate to the big kids table with these more advanced adventures.

Starting Every 3 hours

The Mostest Advanced Players Plz

Tier 3 Levels 11-16, join fellow veteran adventurers at our two tier 3 slots!

Starting at 1pm Saturday and Sunday

For a list of scheduled events each day, please see the registration/info desk



Featured Areas Continued

Envoy Program

Organized by Mike Vander Veen & Randy Paterno ~ See event diagram on page 2 for location

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 PDX-AGE there will a few different Envoy's teaching games in the Learn and Win area of the event.

Men in Black (MiB) Steve Jackson Games

Paul Borte ~ See event diagram on page 2 for the location of the MiB area

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. Paul Borte will be representing the MiB at PDXAGE by running several Steve Jackson Games including Castellan, Chez Geek with Spring break, Ghosts Love Candy, Ninja Burger, Revolution(with both expansions) and Nanuk.

Pathfinder Society Organized Play (PFS)

Organized by Austin Sullivan ~ 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.

One More Featured Area :)

Story Gaming

Organized by Tayler Stokes ~ Find them in the free play area, look for the signs!

What is a Story Game?

A story game is a table-top roleplaying game that aims to produce a narrative that is satisfying to the players above all else. As such, story games tend to be mechanics-light and focus on a specific theme. If you are familiar with other roleplaying games there is a lot you will recognize with story games, but keep in mind that story games are independently developed - so expect them to be a bit out-of-the-box compared to traditional roleplaying games! If you always wanted richer stories from your roleplaying games, or just want to try something new and different, then story games are for you!

STORY GAME CLASSICS (12:00pm - 5:00pm, Sat/Sun, 12 players max)

Join us for a tour of the greatest hits of story gaming! Select one of several classic, critically acclaimed story games offered by our team of seasoned game masters. Play games such as Fiasco, Dungeon World, Monsterhearts, or My Life with Master (actual games offered are up to the facilitator, these are just examples). If you are brand-new to story gaming, or have been story game-curious for a while, this is a great place to start! No experience necessary!

At 12:00pm all players gather at the table and our GMs will present the games they will be running. We then help sort players into games based on their interest. Then we play some excellent one-shot games!

OPEN STORY GAMING (6:00pm - 10:00pm, Sat, 12 players max)

Come and explore the wide world of story gaming! At Open Story Gaming we present you with the full spectrum of what story gaming has to offer. You might encounter anything from the story gaming wilds: cherished favorites, games that explore social issues, curious oddballs, experimental playtests - anything goes! But never fear; our veteran game masters have everything they need and are excited to share their personal favorites with you. If you are new to story gaming please also check out STORY GAME CLASSICS! No experience is necessary for either event, but Story Game Classics is a deliberate entry point into story gaming.

At 6:00pm all players gather at the table and our GMs will present the games they will be running. We then help sort players into games based on their interest. Then we play!



PDXAGE



LAW Guidelines

PDXAGE, along with **Double Exposure Envoy**, have worked together to bring you 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 **Learn and Win (LAW)** raffles will be held along with the General and Charity Raffles on **Sunday at 3pm**.

1. Decide on a **Learn and Win (LAW)** game from the list. Full descriptions are in the Game Glossary and the games themselves are in the **Envoy Game Library**.
2. Check the game out from the **Envoy Game Library**.
3. **Play the game**. If you need help learning or interpreting the rules, feel free to ask any of the **Envoy Heralds** at tables **15 - 19**.
4. Notify the **Envoy Game Librarian** when you turn it in that the game was a **LAW** game and they will help you sign up for the raffle for that game using the laptop at the **Envoy Game Library**.

Be sure to have your entries submitted on **Sunday** by about **2:45 PM** to be eligible for the **LAW raffles**!

Good luck!



PDXAGE



Learn and Win • Games Checklist • 2017



Baksha Games

- Little Drop of Poison



Fireside Games

- Dastardly Dirigibles



Grail Games

- Jeju Island
- Matcha



Indie Boards & Cards

- Don't Mess with Cthulhu
- Grifters



PAW-Warrior Games

- Ambyria: Shroud of the Shadow Demon



R&R Games

- Pickle Letter
- Touria
- Ulm



Tasty Minstrel Games

- Flip City: Wilderness
- Dungeon of Fortune



Bezier Games

- Colony
- New York Slice



Formal Ferret Games

- The Networks



Greater Than Games

- Compounded
- New Bedford
- Sentinels of the Multiverse



Mayday Games

- Assassin Con
- H.I.D.E
- Isle of Monsers



Pandasaurus Games

- Starfall
- The Game (On Fire)



Smirk & Dagger Games

- Dead Last
- J'Accuse
- Nevermore



Thames & Kosmos

- Imhotep
- Smugglers



Victory Point Games

- Healthy Heart Hospital



Chara Games

- 3 Seeds



Gorilla Games

- The Best Expansion Ever



HABA USA

- Adventure Land
- Meduris: Der Ruf der Gotter



Overworld Games

- Exposed



Portal Games

- Crazy Karts
- Tides of Madness



Stronghold Games

- Coal Baron: The Great Card Game
- Fuji Flush
- La Granja: No Siesta



USAopoly

- Star Trek Panic



Game Library

The PDXAGE event game library continues to grow, thanks to many generous donors and sponsors. The 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.

3 Seeds	Bhaloidam	Citadels
7 Wonders	Bin'Fa: The Tao of War	Coal Baron
7 Wonders: Babel	Blokus Duo	Coal Baron: The Great Card Game
A Matter of Honor	Booze Barons	Colony
Abalone	Boss Monster	Compounded
Accession	Boxcars	Coup
Adventure Land	Buzzword	Cover Your Assets
AEG Love Letter	Car Wars	Cranium
Agricola	Carcassonne	Crazy Karts
Agricola: All Creatures Great and Small	Carcassonne	Creationary
Alan's Adventureland	Cards Against Humanity	Cthulhu Dice
Alhambra	Cards Against Humanity: First Expansion	Cutthroat Caverns
Ambyria: Shroud of the Shadow Demon	Castellan	Dabble
Android Netrunner	Castle Assault	Dastardly Dirigibles
Antimatter Matters	Castles of Mad King Ludwig	DC Deck-Building Game
Apples to Apples	Catch Phrase!	D-Day Dice
Arkham Horror	Caveman	Dead Last
Ascension	Chaosmos	Dead Money
AssassinCon	Charon Inc	Dead of Winter
Axis & Allies	Cheap Shot	Descent: Journeys in the Dark
Axis & Allies Europe	Cheap Shot	Desert Island
BANG!: Halo	Chez Geek 3: Block Party	Diamonds
Bang!: The Walking Dead	Chopstick Dexterity	Dino Hunt
Bears!	MegaChallenge	Doctor Panic
Best of Tribond	Chupacabra: Survive the Night	Dominion
Bhaloidam	Circus Flohcati	Dominion

Dominoes	Illuminati	New Bedford
Don't Mess With Cthulhu	Imhotep	New Haven
Dragon Slayer	Iron & Ale	New Salem
Dread Curse	Isle of Monsters	New York Slice
Dungeon of Fortune	Isle of the Sky	Ninja Burger
Eco Fluxx	J'Accuse	Oh Gnome You Don't!
El Caballero	Jaipur	One Night Ultimate Vampire
Empire Express	Jeju Island	One Night Ultimate
Exposed	Jux	Werewolf
Family 10 Game Set	Kingmaker	Operation: Toy Story 3
Family Fluxx	Knightmare Chess	Othello
Farkel	La Granja: No Siesta	P.I.
Favor of the Pharaoh	Labyrinth: The Card Game	Panda Head
Firefly: The Game - Breakin' Atmo	Lift It! Deluxe	Pandemic
Five Tribes	Little Drop of Poison	Patchwork
Flash Point: Fire Rescue	Love Letter	Penny Arcade: The Card Game
Flip City: Wilderness	Machi Koro	Pickle Letter
Fluxx	Madness	Pictionary
Frag Gold Edition FTW	Mansions of Madness	Pictionary
Fresco	March of the Ants	Pirate Fluxx
Fuji Flush	Mars Attacks	Pixel Lincoln
Fuse	Martian Fluxx	Power Grid
Galaxy Trucker: The Big Expansion	Matcha	Power Grid deluxe: Europe/North America
GobbleStones	Meduris	Pressure Cooker
Gold Mine	Melee	Puerto Rico
Good Cop Bad Cop	Milestones	Qin
Gray Matter	Mille Bornes	Quadropolis
Grifters	Monopoly	Quoridor
Gruff	Monopoly: Star Wars	Rattlebones
Gunslinger	Monopoly: Star Wars	Red Dragon Inn
H.I.D.E.	Monty Python Fluxx	Redneck Life
Hanabi Deluxe	Mow Money	Renaissance Man
Healthy Heart Hospital	Munchkin Booty	Renaissance Wars
Here, Kitty, Kitty!	Munchkin Deluxe	RESISTOR_
Heroquest	Munchkin Loot Letter	Reverse Charades
Hex Hex XL	Munchkin Quest	Ricochet Robot
Honor of the Samurai	Mysterium	Risk
Hooyah	Neuroshima Hex	Risk: Godstorm
HubBub	Never Have I Ever	Roar-a-Saurus
	Nevermore	
	Nevermore	



Game Library Cont.

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 Deck
Runewars
Runewars: Banners of War
Say Anything
Scrabble Deluxe Edition
Sentinels of the Multiverse
Sentinels of the Multiverse
Shogun
Shootin' Ladders: Frag Fest
Skull King
Slapshot
Small World
Smash Up
Smash Up!
Smugglers
Spartacus
Spectaculum

Splendor
Star Trek Panic
Star Trek: Catan
Star Wars: Imperial Assault
Star Wars: X-Wing
Miniatures Game
Starfall
Starship Merchants
Steam Time
Stratego: Star Wars
Student Bodies
Subdivision
Suburbia
Super Dungeon Explore
Super Giant Monster
Showdown
Takenoko
Tappple
Telestrations
Terra Mystica
The Best Expansion Ever
The Builders: Middle Ages
The Dice Must Flow
The Game (On Fire)
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 Networks
The Reef
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
Tides of Madness
Timeline: Historical Events
Tokaido
Too Many Cinderellas
Touria
Trailer Park Wars!
Trains
Trivial Pursuit
Trivial Pursuit: Star Wars
Classic Trilogy Collector's
Edition
Tsuru of the Seas
Tumult Royale
Twixt
Ulm
Uno
Walking Dead
Wonky
Zombie Dice
Zombie Dice 2: Double
Feature
Zombie Fluxx
Zombie Kidz

Friday Scheduled Events



DAY	Time	Event	GM	Table
Friday	12:30 PM	S8-16 House of Harmonious Wisdom	Pathfinder Society	PF-Desk
Friday	12:30 PM	S8-17 Refugees of the Weary Sky	Pathfinder Society	PF-Desk
Friday	12:30 PM	S8-19 Treacherous Wave	Pathfinder Society	PF-Desk
Friday	12:30 PM	Special: 7-99 Through the Maelstrom Rift	Pathfinder Society	PF-Desk
Friday	12:30 PM	LTP: Quest: Phantom Phenomena	Pathfinder Society	PF-Desk
Friday	12:30 PM	Pathfinder Adventure Card Game	Pathfinder Society	PF-Desk
Friday	01:00 PM	LTP: Star Realms Session 1 ★	Matt Conwell	1
Friday	01:00 PM	Steve Jackson Games	Paul Borte	20
Friday	01:00 PM	Vye: The Card Game of Capture and Control	Aaron Jensen	12
Friday	01:00 PM	Compounded ♣	Devin Bruno	15
Friday	02:00 PM	7 Wonders	Jason Van Camp	5
Friday	02:00 PM	Call of Cthulhu, An Amaranthine Desire from Nameless Horrors	Rob Klug	6
Friday	02:00 PM	Kingdom Builder ★	Aaron Jensen	12
Friday	02:00 PM	LTP: Star Realms Session 2 ★	Matt Conwell	1
Friday	02:00 PM	Mystic Vale: Vale of Magic	Randy Paterno	11
Friday	03:00 PM	Keep Talking Session 1 ★	Matt Conwell	1
Friday	03:00 PM	Liar's Dice Tournament	GG Staff	2
Friday	03:00 PM	Jumbo Jenga	GG Staff	3
Friday	03:00 PM	Killer Bunnies	Brian Myers	9
Friday	03:00 PM	Munchkin	Paul Borte	20
Friday	04:00 PM	Bamboleo	GG Staff	3
Friday	04:00 PM	Dominion ★	Aaron Jensen	12
Friday	04:00 PM	Keep Talking Session 2 ★	Matt Conwell	1
Friday	04:00 PM	Kodama	Randy Paterno	11
Friday	04:00 PM	Potion Explosion ★	Jason Van Camp	5
Friday	04:00 PM	Sentinels of the Multiverse	James Sinnett	4
Friday	04:00 PM	Tavarua	Chris Everett	7

♣ = Play to win / Learn to win
 ★ = Staff Favorite



Friday Scheduled Events

DAY	Time	Event	GM	Table
Friday	05:00 PM	Magic Pack wars ~\$4	GG Staff	2 & 3
Friday	05:00 PM	Steve Jackson Games	Paul Borte	20
Friday	05:00 PM	Stop Thief ★	Jessica Conwell	1
Friday	06:00 PM	Special:2-00 Year of the Shadow Lodge	Pathfinder Society	PF-Desk
Friday	06:00 PM	Maximum Burn	Peter Drake	10
Friday	06:00 PM	Mysterium	Jason Van Camp	5 & 6
Friday	07:00 PM	Zombie Dice Tournament	GG Staff	2 & 3
Friday	07:00 PM	Battlestar Galactica	David Peterson	8 & 9
Friday	07:00 PM	Millennium Blades	Brandon Stoker	13 & 14
Friday	07:00 PM	ST:TNG Interactive	James Sinnett	Lobby 1
Friday	07:00 PM	Vast: The Crystal Caverns	Randy Paterno	11
Friday	07:00 PM	AssassinCon ♣	Mike Vander Veen	15
Friday	07:00 PM	Claim raffle tickets at Info Desk	AGE STAFF	
Friday	07:45 PM	Raffle at Infodesk	AGE STAFF	
Friday	08:00 PM	Fireknife! ★	Peter Drake	10
Friday	08:00 PM	Hero Realms ★	John Keel	4
Friday	08:00 PM	Lords of Waterdeep	Edwin Webber	7
Friday	08:00 PM	Munchkin	Paul Borte	20
Friday	08:00 PM	Potion Explosion ★	Matt Conwell	1
Friday	08:00 PM	Sushi Go Party	Jason Van Camp	5 & 6
Friday	08:00 PM	Matcha ♣	Mike Vander Veen	15
Friday	08:00 PM	Colony ♣	Simon Frumkin	16
Friday	09:00 PM	The Daedalus Sentence	Randy Paterno	11
Friday	09:00 PM	Star Trek Panic ♣	Devin Bruno	15
Friday	010:00 PM	Cards Against Humanity (18+) ★	Nathan Green	Lobby 1
Friday	010:00 PM	The Networks ♣	Simon Frumkin	16
Friday	011:00 PM	J'Accuse ♣	John Rochester	18
Friday	011:00 PM	Crazy Carts ♣	Devin Bruno	15

♣ = Play to win / Learn to win

★ = Staff Favorite

Saturday Scheduled Events



DAY	Time	Event	GM	Table
Saturday	10:00 AM	Special #6-98 Serpent's Rise (CORE)	Pathfinder Society	PF-Desk
Saturday	10:00 AM	Module: Cult of the Ebon Destroyer (pt1)	Pathfinder Society	PF-Desk
Saturday	10:00 AM	Module: Quest of the Everflame (pt1)	Pathfinder Society	PF-Desk
Saturday	10:00 AM	Scenario #8-16 House of Harmonious Wisdom	Pathfinder Society	PF-Desk
Saturday	10:00 AM	LTP: Scenario #7-10 The Consortium Compact	Pathfinder Society	PF-Desk
Saturday	10:00 AM	Adventure Card Game	Pathfinder Society	PF-Desk
Saturday	10:00 AM	Dead Man's Draw ★	Matt Conwell	1
Saturday	10:00 AM	King's Forge Glassworks	Randy Paterno	11
Saturday	10:00 AM	Lost Legacy	John Keel	4
Saturday	10:00 AM	Steve Jackson Games	Paul Borte	20
Saturday	10:00 AM	Stone Age	Jason Van Camp	5
Saturday	10:00 AM	Tragedy Looper	James Sinnett	7
Saturday	10:00 AM	Vye: The Card Game of Capture and Control	Aaron Jensen	12
Saturday	10:00 AM	Dead Last ♣	Ben Cornell	17
Saturday	10:00 AM	3 Seeds ♣	Tila Maceira-Klever	18
Saturday	11:00 AM	Magic Pack wars ~\$4	GG Staff	2 & 3
Saturday	11:00 AM	Kingdom Builder ★	Aaron Jensen	12
Saturday	11:00 AM	Loot n Run ★	Matt Conwell	1
Saturday	11:00 AM	March of the Ants: Minions of the Meadow	Eisner	14
Saturday	11:00 AM	The Grim Forest	Eisner	13
Saturday	11:00 AM	Ticket to Ride ★	Madi Morello	9
Saturday	11:00 AM	New Bedford ♣	Mike Vander Veen	15
Saturday	11:00 AM	Grifters ♣	Ben Cornell	17
Saturday	12:00 PM	Munchkin	Paul Borte	20
Saturday	12:00 PM	Mysterium	Jason Van Camp	5 & 6
Saturday	12:00 PM	Ogre Session 1	Peter Drake	10



Saturday Scheduled Events

Saturday	12:00 PM	Smugglers 🏴‍☠️	Simon Frumkin	16
Saturday	12:00 PM	Coal Baron 🏴‍☠️	Tila Maceira-Klever	18
Saturday	01:00 PM	Bamboleo	GG Staff	2 & 3
Saturday	01:00 PM	Jumbo Jenga	GG Staff	2 & 3
Saturday	01:00 PM	Betrayal at the House on the Hill ★	Andrew Morello	8 & 9
Saturday	01:00 PM	Burgle Bros.	John Keel	4
Saturday	01:00 PM	Dominion★	Aaron Jensen	12
Saturday	01:00 PM	GURPS	Henry Richards	1
Saturday	01:00 PM	Harry Potter: Hogwarts Battle	Randy Paterno	11
Saturday	01:00 PM	March of the Ants: Minions of the Meadow	Eisner	14
Saturday	01:00 PM	Ogre Session 2	Peter Drake	10
Saturday	01:00 PM	Pathfinder Card Game	Chris Everett	7
Saturday	01:00 PM	The Grim Forest	Eisner	13
Saturday	01:00 PM	Meduris 🏴‍☠️	Ben Cornell	17
Saturday	02:00 PM	Boss Monster ★	GG Staff	2 & 3
Saturday	02:00 PM	Chopstick Dexterity Challenge	Peter Drake	10
Saturday	02:00 PM	Sushi Go Party	Jason Van Camp	5 & 6
Saturday	02:00 PM	The Worst Game Ever 🏴‍☠️	Mike Vander Veen	15
Saturday	02:00 PM	Ulm 🏴‍☠️	Simon Frumkin	16
Saturday	03:00 PM	Ascending Empires	Llyod Lowe	9
Saturday	03:00 PM	Gerrymader	Peter Drake	10
Saturday	03:00 PM	ST:TNG Interactive	James Sinnett	Lobby 1
Saturday	03:00 PM	Steve Jackson Games	Paul Borte	20
Saturday	03:00 PM	Vast: The Crystal Caverns	Randy Paterno	11 & 12
Saturday	03:00 PM	Little Drop of Poison 🏴‍☠️	Mike Vander Veen	15
Saturday	03:00 PM	Dead Last 🏴‍☠️	Ben Cornell	17
Saturday	03:00 PM	Adventureland 🏴‍☠️	John Rochester	18
Saturday	04:00 PM	Hero Realms ★	GG Staff	2 & 3
Saturday	04:00 PM	Coup ★	Jason Van Camp	5
Saturday	04:00 PM	Fireknife! ★	Peter Drake	10

Saturday Scheduled Events



Saturday	04:00 PM	Killer Bunnies	Brian Myers	8
Saturday	04:00 PM	Special #7-98 Serpent's Ire (CORE)	Pathfinder Society	PF-Desk
Saturday	04:00 PM	Module: Cult of the Ebon Destroyer (pt2)	Pathfinder Society	PF-Desk
Saturday	04:00 PM	Module: Quest of the Everflame (pt2)	Pathfinder Society	PF-Desk
Saturday	04:00 PM	Scenario #8-19 Treacherous Wave	Pathfinder Society	PF-Desk
Saturday	04:00 PM	LTP: Scenario #5-08 The Confirmation	Pathfinder Society	PF-Desk
Saturday	04:00 PM	Adventure Card Game	Pathfinder Society	PF-Desk
Saturday	04:00 PM	Pandemic ★	Troy Peters	6
Saturday	04:00 PM	Takenoko ★	Madi Morello	7
Saturday	04:00 PM	AssassinCon 🏴	Mike Vander Veen	15
Saturday	04:00 PM	Imhotep 🏴	Simon Frumkin	16
Saturday	04:00 PM	Grifters 🏴	Ben Cornell	17
Saturday	04:00 PM	Dastardly Dirigibles 🏴	John Rochester	18
Saturday	05:00 PM	Above and Below ★	Randy Paterno	11 & 12
Saturday	05:00 PM	Keep Talking Session 1 ★	Matt Conwell	1
Saturday	05:00 PM	Robo Rally	Chris Everett	4
Saturday	05:00 PM	The Grim Forest	Eisner	14
Saturday	05:00 PM	Isle of Monsters 🏴	Jeff Eschright	15
Saturday	05:00 PM	Dungeon of Fortune 🏴	John Rochester	18
Saturday	06:00 PM	LTP: Star Realms ★	GG Staff	2 & 3
Saturday	06:00 PM	Buffalo	Peter Drake	10
Saturday	06:00 PM	Elder Sign	Andrew Morello	8 & 9
Saturday	06:00 PM	Inhotep	John Keel	6
Saturday	06:00 PM	Keep Talking Session 2 ★	Matt Conwell	1
Saturday	06:00 PM	March of the Ants: Minions of the Meadow	Eisner	14
Saturday	06:00 PM	Potion Explosion ★	Jason Van Camp	5
Saturday	06:00 PM	Stop Thief ★	Jessica Conwell	4
Saturday	06:00 PM	Tokaido	Madi Morello	7

🏴 = Play to win / Learn to win
 ★ = Staff Favorite



Saturday Scheduled Events

Saturday	06:00 PM	Starfall 🏆	Jeff Eschright	15
Saturday	06:00 PM	Heathly Heart Hospital 🏆	Simon Frumkin	16
Saturday	07:00 PM	LTP: Star Realms ★	GG Staff	2 & 3
Saturday	07:00 PM	Elysium	Jason Van Camp	5
Saturday	07:00 PM	Steam	Peter Drake	10
Saturday	07:00 PM	H.I.D.E. 🏆	Jeff Eschright	15
Saturday	07:00 PM	Claim raffle tickets at Info Desk	AGE STAFF	
Saturday	07:45 PM	Raffle at Infodesk	AGE STAFF	
Saturday	08:00 PM	Call of Cthulhu: A Message of Art from Nameless Horrors	Rob Klug	6
Saturday	08:00 PM	Cosmic Encounters	David Peterson	8 & 9
Saturday	08:00 PM	Cut Throat Caverns ★	Matt / Angel	1, 2 & 3
Saturday	08:00 PM	Nightfall	Edwin Webber	13 & 14
Saturday	08:00 PM	Scythe	Sam Mills	12
Saturday	08:00 PM	Sentinels of the Multiverse	James Sinnett	7
Saturday	08:00 PM	Tavarua	Chris Everett	4
Saturday	08:00 PM	Ulm 🏆	Simon Frumkin	16
Saturday	08:00 PM	Ambyria: Shroud of the Shadow Demon 🏆	Ben Cornell	17
Saturday	09:00 PM	Betrayal at the House on the Hill ★	Randy Paterno	11
Saturday	09:00 PM	Potion Explosion ★	Jason Van Camp	5
Saturday	09:00 PM	Vast: The Crystal Caverns	Aaron Jensen	10
Saturday	09:00 PM	Exposed 🏆	Jeff Eschright	15
Saturday	09:00 PM	La Granja: No Siesta 🏆	Tila Maceira-Klever	18
Saturday	010:00 PM	Cards Against Humanity (18+) ★	Nathan Green	Lobby 1
Saturday	010:00 PM	Sentinals of the Mulitverse 🏆	Jeff Eschright	15
Saturday	010:00 PM	Don't Mess with C'thulu 🏆	Ben Cornell	17
Saturday	010:00 PM	Flip City: Wilderness 🏆	Tila Maceira-Klever	18

🏆 = Play to win / Learn to win
★ = Staff Favorite

Sunday Scheduled Events



Sunday	10:00 AM	Magic Pack wars ~\$4	GG Staff	2 & 3
Sunday	10:00 AM	Scenario #8-16 House of Harmonious Wisdom	Pathfinder Society	PF-Desk
Sunday	10:00 AM	Scenario #8-17 Refugees of the Weary Sky	Pathfinder Society	PF-Desk
Sunday	10:00 AM	Scenario #8-19 Treacherous Wave	Pathfinder Society	PF-Desk
Sunday	10:00 AM	Adventure Card Game	Pathfinder Society	PF-Desk
Sunday	10:00 AM	LTP: Quest: Phantom Phenomena	Pathfinder Society	PF-Desk
Sunday	10:00 AM	Ascending Empires	Llyod Lowe	12
Sunday	10:00 AM	Caverna	Edwin Webber	13 & 14
Sunday	10:00 AM	Elysium	Jason Van Camp	5
Sunday	10:00 AM	Kodama	Randy Paterno	11
Sunday	10:00 AM	Maximum Burn	Peter Drake	10
Sunday	10:00 AM	Pathfinder Card Game	Chris Everett	7
Sunday	10:00 AM	Boss Monster ★	Matt Conwell	1
Sunday	10:00 AM	Star Realms★	John Keel	4
Sunday	10:00 AM	Steve Jackson Games	Paul Borte	20
Sunday	10:00 AM	Jeju Island 🏰	John Rochester	15
Sunday	10:00 AM	Touria 🏰	Devin Bruno	16
Sunday	10:00 AM	Tides of Madness 🏰	Ben Cornell	17
Sunday	10:00 AM	Pickle Letter 🏰	Tila Maceira-Klever	18
Sunday	11:00 AM	Betrayal at the House on the Hill ★	Andrew Morello	8 & 9
Sunday	11:00 AM	Potion Explosion ★	Matt Conwell	1
Sunday	11:00 AM	AssassinCon 🏰	Mike Vander Veen	15
Sunday	11:00 AM	The Game 🏰	Ben Cornell	17
Sunday	11:00 AM	New York Slice 🏰	Tila Maceira-Klever	18
Sunday	12:00 PM	New Bedford 🏰	Mike Vander Veen	15
Sunday	12:00 PM	Star Realms Tournament ★	GG Staff	2 & 3
Sunday	12:00 PM	Fuji Flush 🏰	Devin Bruno	16



Sunday Scheduled Events

Sunday	01:00 PM	Call of Cthulhu And Some Fell on Stony Ground from Nameless Horrors	Rob Klug	6
Sunday	01:00 PM	Codenames ★ & Roll For it	Madi Morello	9
Sunday	01:00 PM	Coup ★	Jason Van Camp	5
Sunday	01:00 PM	Firefly Legendary	David Peterson	12
Sunday	01:00 PM	Gerrymader	Peter Drake	10
Sunday	01:00 PM	Harry Potter: Hogwarts Battle	Randy Paterno	11
Sunday	01:00 PM	Pandemic ★	Andrew Morello	8
Sunday	01:00 PM	Robo Rally	Chris Everett	4
Sunday	01:00 PM	Nevermore 🏰	Tila Maceira-Klever	18
Sunday	02:00 PM	Potion Explosion ★	Jason Van Camp	5
Sunday	02:00 PM	S'quarrels ★	Madi Morello	9
Sunday	02:00 PM	Claim raffle tickets at Info Desk	AGE STAFF	
Sunday	02:00 PM	Raffle at Infodesk	AGE STAFF	
Sunday	03:00 PM	Jumbo Jenga	GG Staff	2 & 3
Sunday	03:00 PM	Bamboleo	GG Staff	2 & 3
Sunday	03:00 PM	Aeon's End	Randy Paterno	11

**A huge thank you to all of the
volunteers who help make PDXAGE
possible!!**

Game Glossary



♣ = Play to win / Learn to win

★ = Staff Favorite

3 Seeds ♣

*Saturday 10AM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In 3 Seeds, your goal is to earn the most points by placing your limited seeds into crops with high returns. To win, you will need to observe the actions of others, remember obtained insights, and strategically use powerful abilities. Watch carefully though! Crops and their values can change when you least expect it. Adapt to changes and alter your strategy to come out the victor. With only 3 seeds in hand, where will you sow?

Players: 2-5 Playtime: 30-45min Age: 12+

7 Wonders

Friday 2PM, Table 5

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: 2-7 Playtime: 30min Age: 10+

Above and Below ★

Saturday 5PM, Table 11 and 12

Above and Below is a mashup of town-building and storytelling where you and up to three friends compete to build the best village above and below ground. In the game, you send your villagers to perform jobs like exploring the cave, harvesting resources, and constructing houses. Each villager has unique skills and abilities, and you must decide how to best use them. You have your own personal village board, and you slide the villagers on this board to various areas to indicate that they've been given jobs to do. A great cavern lies below the surface, ready for you to explore-- this is where the storytelling comes in. When you send a group of villagers to explore the depths, one of your friends reads what happens to you from a book of paragraphs. You'll be given a choice of how to react, and a lot will depend on which villagers you brought on the expedition, and who you're willing to sacrifice to succeed.

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

Adventure Land ♣

*Saturday 3PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In Adventure Land, King Agamis rules from his castle. Rich cities, vast forests and rugged mountain ranges dominate the country. The large river is known to be lined with gold and the forests filled with medicinal herbs, but dangers lurk beneath the fog! Only the bravest adventurers dare to face the challenges. When you move your adventurer tactically and bravely fight the fog creatures, you'll win the favor of the king.

Players: 2-4 Playtime: 45min Age: 10+

Aeon's End ~ Sunday 3PM, Table 11

The survivors of a long-ago invasion have taken refuge in the forgotten underground city of Gravehold. There, the desperate remnants of society have learned that the energy of the very breaches the beings use to attack them can be repurposed through various gems, transforming the malign energies within into beneficial spells and weapons to aid their last line of defense: the breach mages. Aeon's End is a cooperative game that explores the deckbuilding genre with a number of innovative mechanisms, including a variable turn order system that simulates the chaos of an attack, and deck management rules that require careful planning with every discarded card. Players will struggle to defend Gravehold from The Nameless and their hordes using unique abilities, powerful spells, and, most importantly of all, their collective wits.

Players: 1-4 Playtime: 60min Age: 14+

Ambyria: Shroud of the Shadow Demon 🏴

*Saturday 8PM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Ambyria is Paw-Warrior's debut game. A fantasy card game, Ambyria is a non-collectible strategy card game with a dash of luck and a pinch of chaos. Ember perfectly caters to the little voice in all of us that holds a grudge. With plenty of opportunities for revenge, you won't have to listen to that voice for very long before it's satisfied. Don't be shy and show no mercy, as you will receive none in return! Playing as one of four heroes you collect the mysterious ember stones to defeat Ingduhl the Shadow Demon. Only the hero who collects the most ember stones will be able to defeat the Shadow Demon and save the world from his shroud.

Players: 2-4 Playtime: 20-50min Age: 11+

Ascending Empires

Saturday 3PM, Table 9 // Sunday 10AM, Table 12

The last survivors of the Human race have fled to a new galaxy in fear of annihilation at the hands of an unstoppable enemy. Now, having discovered the ruins of four long dead civilizations spread across the stars, the race to develop technology based on the alien relics has begun. Humans will once again ascend to the stars to claim the galaxy. Players will colonize new worlds by building colonies, cities, and research facilities. They will develop new Technologies, and build up fleets of Starships. Ascending Empires is a fast paced game that utilizes a dexterity based Starship movement and combat system, and allows for many different strategies to be explored.

Players: 2-4 Playtime: 75min Age: 10+

AssassinCon 🏴

*Friday 7PM, Table 15 // Saturday 11AM, Table 15 *Note: This game can be taught to you by a Envoy, see pg 16 for details**

Welcome to AssassinCon, the annual convention where assassins meet to show off tools and skills and decide who is the best in the world! This year the contenders have decided to take it out of the judge's hands. Do you have what it takes? AssassinCon uses an interesting hidden movement mechanism to capture the atmosphere of an event in which anybody could be out to get you. A player knows who their assassin is in real life, but not who they are playing in the game. They move around by secretly playing movement cards that are all shuffled together before being read and played.

Players: 4-6 Playtime: 30min Age: 12+

Battlestar Galactica ~ Friday 7PM, Table 8 and 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, Battlestar Galactica: The Board 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 Playtime: 2-5hrs Age: 10+

Betrayal at House on the Hill ★

Saturday 9PM, Table 11

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 Playtime: 60min Age: 12+

Betrayal at House on the Hill: Widow's Walk ★

Saturday 1PM, Table 8 and 9 // Sunday 11AM, Table 8 and 9

The house on the hill has a wicked reputation. Those who dare to darken its door often leave steeped in madness and despair — if they leave at all. Now the horror reaches new heights with Widow's Walk, the first-ever expansion for the critically acclaimed board game Betrayal at House on the Hill. The house is expanded with the addition of twenty new rooms, including the roof, a previously unexplored floor. Also in its halls you will find new monsters, items, omens, events, and fifty brand-new haunts, penned by lead developer Mike Selinker's all-star cast of contributors from the world of gaming and entertainment. In Widow's Walk, terror and panic are taken to a whole new level. Enter if you dare. Exit if you can...

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

Boss Monster ★

Sunday 10AM, Table 1

Inspired by a love of classic video games, Boss Monster: The Dungeon Building Card Game 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. Playing Boss Monster requires you to juggle two competing priorities: the need to lure Heroes at a faster rate than your opponents, and the need to kill those Heroes before they reach your Boss.

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

Buffalo

Saturday 6PM, Table 10

How fast can you name a vain artist? How about a glasses-wearing heartthrob? What do a flamboyant popstar, a blind scientist, and a skinny superhero have in common? You'd better think fast, or your fellow player will leave you buffaloed.

In each round of Buffalo, players race to make matches using cards on the table. Be the first to shout out the name of a real person or fictional character who matches the descriptors on two or more word cards, claim the matched cards, and continue flipping. When the deck runs out, the player with the most cards wins.

Players: 2-8 Playtime: 20min Age: 14+

Burgle Bros.

Saturday 1PM, Table 4

Burgle Bros. is a cooperative game for 1-4 players. Players are unique members of a crew trying to pull off a robbery of a highly secure building — without getting caught. The building has three floors (4x4 tiles), each with its own safe to crack. Players start on the first floor and have to escape to their helicopter waiting on the roof. Players each have three stealth tokens. Whenever they are on the same tile with a guard, they lose one. If any player is caught without a stealth token, the game is over. If players can open all three safes, and escape through the stairs to the roof they win.

Players: 1-4 Playtime: 90min Age: 12+

Call of Cthulhu ~ ¹Friday 2PM, Table 6 // ²Saturday 8PM, Table 6 // ³Sunday 1PM, Table 6

Call of Cthulhu is a horror roleplaying game using the Basic Roleplaying system and based upon the writings of Howard Phillips Lovecraft and a few others. Lovecraft wrote during the 1920s and 1930s, and he became a cult figure before dying in 1937. Since then his stature as an author has grown, and now he is generally recognized as the major American horror-story writer of the twentieth century. Featured Scenarios include 'A Message of Art²', 'And Some Fell on Stony Ground³' and 'An Amaranthine Desire¹' from the Nameless Horrors collection.

Players: 2 Playtime: 30min Age: 13+

Cards Against Humanity ★ ~ Friday and Saturday at 10PM, Lobby 1

Play begins with a judge, known as the "Card Czar", choosing a black question or fill-in-the-blank card from the top of the deck and showing it to all players. Each player holds a hand of ten white answer cards at the beginning of each round, and passes a card (sometimes two) to the Card Czar, face-down, representing their answer to the question on the card. The card czar determines which answer card is funniest in the context of the question or fill-in-the-blank card. The player who submitted the chosen card is given the question card to represent an "Awesome Point", and then the player to the left of the new Card Czar becomes the new Czar for the next round. Play continues until the players agree to stop, at which point the player with the most Awesome Points is the winner.

Players: 4-30 Playtime: 30 Age: 17+

Caverna ~ Sunday 10AM, Table 13 and 14

Following along the same lines as its predecessor (Agricola), Caverna: The Cave Farmers is a worker-placement game at heart, with a focus on farming. In the game, you are the bearded leader of a small dwarf family that lives in a little cave in the mountains. You begin the game with a farmer and his spouse, and each member of the farming family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises. It's up to you how much ore you want to mine. You will need it to forge weapons that allow you to go on expeditions to gain bonus items and actions. While digging through the mountain, you may come across water sources and find ore and ruby mines that help you increase your wealth. Right in front of your cave, you can increase your wealth even further with agriculture: You can cut down the forest to sow fields and fence in pastures to hold your animals. You can also expand your family while running your ever-growing farm. In the end, the player with the most efficiently developed home board wins.

Players: 1-7 Playtime: 30-120min Age: 12+

Chopstick Dexterity MegaChallenge 3000 ~ Saturday 2PM, Table 10

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: 1-3 Playtime: 15min Age: 10+

Coal Baron: The Great Card Game ♠

*Saturday 12PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

The city of Essen, Germany at the turn of the 20th century was a center for coal mining in Europe. Immerse yourself in the dark world of coal mining as you extract coal from pits, load coal to wagon trains, and then rail your coal off to distant locations in search of fortunes. Coal Baron: The Great Card Game is a standalone game based on the very popular board game, Coal Baron, originally published in 2013. With innovative mechanisms and almost 240 cards, Coal Baron: The Great Card Game creates an experience that feels very distinct from, yet is just as intense as, the original game.

Players: 2-4 Playtime: 50-80min Age: 10+

Codenames ~ Sunday 1PM, Table 9

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES. In Codenames, two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.

Players: 2-8 Playtime: 12min Age: 14+

Colony 🏰

*Friday 8PM, Table 16 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In Colony, each player constructs and upgrades buildings, while managing resources to grow their fledgling colony. In a clever twist, dice are used as resources, with each side/number representing a different resource. Some resources are stable, allowing them to be stored between turns, while others must be used right away. Buildings provide new capabilities, such as increased production, resource manipulation, and additional victory points. Using dice-as-resources facilitates a dynamic, ever-changing resources management mini-game while players work to earn victory points by adding building to their tableau on their way to victory.

Players: 1-4 Playtime: 45-60min Age: 13+

Compounded 🏰

*Friday 1PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

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 Playtime: 30-90min Age: 13+

Cosmic Encounter ~ Saturday 8PM, Table 8 and 9

Build a galactic empire... In the depths of space, the alien races of the Cosmos vie with each other for control of the universe. Alliances form and shift from moment to moment, while cataclysmic battles send starships screaming into the warp. Players choose from dozens of alien races, each with its own unique power to further its efforts to build an empire that spans the galaxy.

Players: 3-5 Playtime: 30-120min Age: 12+

Coup ★ ~ Saturday 4PM, Table 5 // Sunday 1PM, Table 5

You are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive... In Coup, you want to be the last player with influence in the game, with influence being represented by face-down character cards in your playing area.

Players: 2-6 Playtime: 15min Age: 9+

Crazy Karts 🏰

*Friday 11PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Crazy Karts is a team-based, fast-paced racing game for 3-8 players, who compete in teams of two in which each player controls specific actions of their kart, but they cannot communicate with their teammate! In more detail, one player controls the brakes and turns, while the other player speeds up and fires the cannon. Teams must outmaneuver their opponents, dodge obstacles, grab power-ups, and avoid smashing into the walls, all planning their actions in secret without talking! Need to turn left? Better hope your partner didn't accelerate! Race to the finish line in this wacky game of mayhem and shenanigans. Do you have what it takes to be a champion kart racer?

Players: 3-8 Playtime: 45-60min Age: 8+

Cutthroat Caverns ★

Saturday 8PM, Table 1 & 2 & 3 (Room for 12 players!) Hosted by Matt Corwell and Angel May!

“Without teamwork, you will never survive. Without betrayal, you’ll never win.” Cutthroat Caverns is played over 9 rounds, each with a random encounter. Essentially a game of ‘kill stealing’. The player that successfully jockeys for position and lands the killing blow gets the prestige value. Some encounters will not have a specific monster, such as a trap room for the heroes to pass through (and in this case, earning no prestige). The surviving player with the most prestige after the 9 encounters is the winner. If the players do not survive all 9 encounters, no one wins the game. A unique combination of cooperative game play and opportunistic backstabbing.

Players: 3-6 Playtime: 90min Age: 12+

Dastardly Dirigibles 🍷

*Saturday 4PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Dastardly Dirigibles features tarot-sized cards that are played in a constant action format in which each time a part is added, ALL players MUST add the SAME part – which may replace an existing one. Build your airship from different parts of nine beautiful suits, while also using special cards to your advantage or to thwart your opponents. The round ends when the first airship is complete — but you score only the suit used most in your airship. The player with the highest score after three rounds wins!

Players: 2-5 Playtime: 60min Age: 8+

Dead Last 🍷

*Saturday 10AM, Table 17 // Saturday 3PM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Dead Last — originally known as Tontine — is a “social collusion” game of shifting alliances, betrayals, and murder for profit in which players must conspire and vote upon whom to kill each round. Any means of overt or covert communication is allowed — a glance, a nod, pointing under the table, flashing a card, anything – but make sure you don’t tip off the target or they could ambush you instead! In the end, one or two players will remain, either claiming all the gold or squaring off in a final showdown before starting the next round of play. The first player to score 24 points of gold wins.

Players: 6-12 Playtime: 10-90min Age: 14+

Dead Man’s Draw ★ ~Saturday 10AM, Table 1

Dead Man’s Draw is a simple and strategic card game of risk and reward for 2 to 4 players. Players take turns drawing cards and combining their special abilities to plunder the most loot without busting their entire hands. The core of your turn in Dead Man’s Draw is all in the flip: pulling the top card off the deck and using its special ability. Your turn isn’t over until you say it is, though. You can keep pulling cards as long as you like – until you play a card of a suit already seen, at which point you lose everything. The cards’ special abilities are key to success in Dead Man’s Draw, and they build off of each other. Each suit in DMD has an effect that the player can target when they flip a card of that suit.

Players: 2-4 Playtime: 10-15min Age: 13+

Dominion ~ Friday 4PM, Table 12 // Saturday 1PM, Table 12

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams. You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion. In all directions lie fiefs, freeholds, and feodum. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner. But wait. It must be something in the air, several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury. Your parents wouldn’t be proud, but your grandparents, would be delighted.

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

Don't Mess With Cthulhu 🏴

*Saturday 10PM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Don't Mess with Cthulhu is a social deduction game with secret identities. Players are either Investigators trying to keep Cthulhu from waking and controlling the world, or Cultists that want to bring the world to a disturbing end. The game takes place over four rounds. The Investigators must uncover all the Elder Signs to win; the Cultists win when Cthulhu is revealed or if the game ends before all the Elder Signs are discovered.

Players: 4-6 Playtime: 1-30min Age: 10+

Dungeon of Fortune 🏴

*Saturday 5PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

You and your fellow adventurers stand at the entrance to a dangerous dungeon full of treasure. Will you brave Goblins, Skeletons, and Oozes in order to collect more treasure? Or will you escape to safety, carrying out your loot? Bravery is rewarded, but many a foolhardy adventurer has had to flee when the Dragon arrives! Dungeon of Fortune is a push your luck dungeon crawl (in the world of Dungeon Roll) for 2-6 players where you compete with your opponents for the best share of the loot. The deeper into the dungeon you go, the more dangerous it will be, but the more loot you will find. Gain Experience from fighting monsters to level up, and keep a close watch for the infamous dragon!

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

Elder Sign

Saturday 1PM, Table 8 and 9

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 Playtime: 90min Age: 13+

Elysium

Saturday 7PM, Table 5 // Sunday 10AM, Table 5

Mythic Greece. As an upstart demigod, you want to earn the favor of the Olympians and become a figure of legend yourself. Gather heroes and powerful artifacts, please the gods and bear their power to write your own epic tale.

Let your allies achieve their destiny and enter the Elysium, home of the glorious and the brave. Once the stories are written, only one demigod will be chosen to stand at the side of Zeus.

Players: 2-4 Playtime: 60min Age: 14+

Exposed 🏴

*Saturday 9PM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Exposed is a quick 2-6 player game in which you're a thief who has snuck into a boat party with the aim of stealing as many wallets as you can without anyone exposing who you are. If you steal enough wallets or you're the last player left unexposed, you win!

The playing space is a grid of tiles depicting the guests at the party, such as a fireman, physicist, or accountant. You're one of these guests, but no one knows which one is you. Each guest has a wallet, which you can steal from them if you are adjacent. Each move you make gives away information about who you are, so you have to decide how aggressive or sneaky you want to be so that your identity can remain hidden while getting as many wallets as you can.

Players: 2-6 Playtime: 30-45min Age: 12+

Firefly Legendary

Sunday 1PM, Table 12

Legendary encounters: A Firefly Deck Building Game is a cooperative game set in the Firefly Verse. Players will take on the roles of the crew of the Serenity as they try to complete episodes from the acclaimed TV series. Steal from the Alliance, avoid being capture the gram Readers, do what you have to do to keep fly in'. players will also have to protect and upgrade the Serenity this time around if they are going to have a chance of success. Lose the ship, lose the game.

Players: 1-5 Playtime: 45-90min Age: 14+

Fireknife! ★

Friday 8PM, Table 10 // Saturday 4PM, Table 10

For centuries, Samoan warriors have spun and tossed their weapons in dazzling demonstrations of courage and skill. The traditional wooden war clubs were later replaced with hooked steel machetes. In 1946, a young knife dancer, "Freddie" Letuli, was performing in San Francisco at an event that also featured a Hindu fire eater and a girl who twirled a baton with light bulbs on the ends. Letuli wrapped some towels around the ends of his knife, dipped them in fuel, set them alight, and invented fireknife dancing.

The fireknife dance (siva afi) is now a major feature of Samoan culture and the pinnacle of any lu'au.

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.

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

Flip City: Wilderness ♠

*Saturday 10PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Flip City: Wilderness is a standalone sequel to the hit microdeckbuilding game, Flip City. It can be played by itself, or combined with the original for more variety.

The citizens of Flip City want to get away from it all. It's up to you to develop the perfect retreat for your citizens. But be careful, develop too quickly and it will feel too much like home!

In this deck-building game, you have no hand at all; instead, you play cards directly from the top of your deck. Winning the game requires delicate strategies...and some luck as well!!

Players: 1-4 Playtime: 30-50min Age: 14+

Fuji Flush ♠

*Sunday 12PM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Be the first player to get rid of all of your cards!

Join forces with fellow players to beat cards played by other players...or independently play the highest card to outdo all your opponents together, flushing their cards down the drain!

Fuji Flush is a fast, fun, easy-to-learn card game that will have you shouting as your cards are sent down the drain!

Players: 3-8 Playtime: 10-20min Age: 7+

Gerrymander

Saturday 3PM, Table 10 // Sunday 1PM, Table 10

Some votes matter more than others. Can you draw district boundaries to match your secret agenda?

Players: 2

Grifters ▼

*Saturday 11AM, Table 17 // Saturday 4PM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Grifters is a hand-building game that has all the fun of deck-building games, without the deck. Set in the Dystopian Universe, players take on the role of powerful crime bosses, building their criminal organizations by carefully recruiting new operatives with specialized skills and directing their team's nefarious deeds. All of your specialists are either in play or in your hand, ready to be used as you command. This unique hand-building mechanism gives you total control of your strategy.

Grifters is all about stealing as much money as you can from the corrupt government, malicious corporations, and your rival players. Each player starts the game with a hand of six Specialist cards, each with unique abilities. Your objective is to use this team of six Specialists to recruit more criminals, complete jobs, steal from the government coffers and swindle your opponents.

Players: 2-4 Playtime: 30min Age: 14+

GURPS (4th Edition)

Saturday 1PM, Table 1

With GURPS, you can be anyone you want – an elf hero fighting for the forces of good, a shadowy femme fatale on a deep-cover mission, a futuristic swashbuckler carving up foes with a force sword in his hand and a beautiful woman by his side . . . or literally anything else! Thanks to its flexibility, quality writing, and ease of use, GURPS has been the premiere universal roleplaying game for over three decades!

Players: 3-6 Playtime: varies Age: 10+

H.I.D.E. ▼

*Saturday 7PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Real or fictional? It's not clear, but in the world of secret agents exists a legendary figure. He never failed any mission, and no enemies who met him could avoid facing death. No matter how trivial missions are, he is the sole agent who carries them through. For this reason, he was given a secret code name: The Legend.

Today the world's secret agents are up to surpass him. However, all of them are well aware that in this field, they are not the only competitors. Therefore, you need to choose wisely. Will you quickly raise your rank by eliminating competitors, or will you safely complete your mission by tightly hiding your identity and gathering money? But as with all things, not only your skills but a good dose of luck is needed to succeed. Indeed, which fate will bring the dice today upon the secret agent that you are?

Players: 3-5 Playtime: 30min Age: 8+

Harry Potter: Hogwarts Battle

Saturday 1PM, Table 11 // Sunday 1PM, Table 11

The forces of evil are threatening to overrun Hogwarts castle in Harry Potter: Hogwarts Battle, a cooperative deck-building game, and it's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses. In the game, players take on the role of a Hogwarts student: Harry, Ron, Hermione or Neville, each with their own personal deck of cards that's used to acquire resources.

By gaining influence, players add more cards to their deck in the form of iconic characters, spells, and magical items. Other cards allow them to regain health or fight against villains, keeping them from gaining power. The villains set back players with their attacks and Dark Arts. Only by working together will players be able to defeat all of the villains, securing the castle from the forces of evil.

Players: 2-4 Playtime: 30-60min Age: 11+

Healthy Heart Hospital 🏥

*Saturday 6PM, Table 16 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Welcome to Anytown, U.S.A. where people grumble about the quality of their health care but still show up at Healthy Heart Hospital hoping they made a smart decision. Much has been said (and even more has been written) about the previous administration's haphazard management of Healthy Heart. In an effort to save the Hospital, you and your allies among its leading Physicians have staged a recent "Clinical Coup" and taken over the Hospital to restore its prestige. However, actually managing things from the inside is never as easy as it appears from the outside, and juggling the responsibilities at Healthy Heart Hospital can quickly turn even the noblest healer into a money-grubbing pragmatist cynically looking for a place to hide the victims of your "care." Does your team have what it takes to bring Healthy Heart Hospital back to its former glory without becoming Hard Hearted in the process?

Players: 1-5 Playtime: 60-90min Age: 13+

Hero Realms ★

Friday 8PM, Table 4

Hero Realms is a fantasy-themed deck-building game that is an adaptation of the award-winning Star Realms game. The game includes basic rules for two-player games, along with rules for multiplayer formats such as Free-For-All, Hunter, and Hydra.

Players: 1-4 Playtime: 20-30min Age: 12+

Imhotep 🏛️

*Saturday 4PM, Table 16 // Saturday 6PM, Table 6 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In Imhotep, the players become builders in Egypt who want to emulate the first and best-known architect there, namely Imhotep. Over six rounds, they move wooden stones by boat to create five seminal monuments, and on a turn, a player chooses one of four actions: Procure new stones, load stones on a boat, bring a boat to a monument, or play an action card. While this sounds easy, naturally the other players constantly thwart your building plans by carrying out plans of their own. Only those with the best timing — and the stones to back up their plans — will prove to be Egypt's best builder.

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

Isle of Monsters 🏝️

*Saturday 5PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

On the Island of Nowhere Atoll, terrifying (but utterly harmless) beasts reside. Can you wrangle the best sets of monsters, nurture them by collecting their favorite foods, and present the most horrifying group of monsters ever seen on the Island? Do so and you may just be named the new Island Protector...

In Isle of Monsters, a set collection, resource-gathering family game, 2-5 players take the role of monster wranglers attempting to gather the scariest team of monsters they can find in order to compete in the local Scare Faire. Getting screams from the audience gets you acclaim, as does scaring the monsters owned by other players.

Players: 2-5 Playtime: 20-45min Age: 10+

J'Accuse 🏛️

*Friday 11PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

J'Accuse! is about implicating and accusing your friends and family of murder — and no one "wins" the game so much as one of you will lose! The object is to avoid suspicion for as long as you can, while assuring that someone else ends up accused for the crime. The game ends, and the loser is "Arrested", when one player gets stuck with at least one of each type of Evidence (Motive, Opportunity and Weapon, which solves the case) OR by having ANY five pieces of Hard Evidence against them (a Preponderance of Evidence).

Players: 3-6 Playtime: 30-60min Age: 14+

Jeju Island

*Sunday 10AM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

The players travel around Jeju Island, the most beautiful island in Korea, and gather treasure tiles along the way. By gathering treasure tiles in Play Jeju, players can collect point cards with special effects. The player with the most points wins!

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

Keep Talking ★

Friday 3PM, Table 1 // Friday 4PM, Table 1 // Saturday 5PM, Table 1 // Saturday 6PM, Table 1

Co-op Game. One player is trapped in a virtual room with a ticking time bomb they must defuse. The other players are the “Experts” who must give the instructions to defuse the bomb by deciphering the information found in the bomb defusal manual. Will you defuse in time, or die trying?

Players: 2-4 Playtime: 10min Age: 12+

Killer Bunnies

Friday 3PM, Table 9 // Saturday 4PM, Table 8

Killer Bunnies will take you on the Quest for the Magic Carrot in this hilarious and fun filled game. Can you escape the smothering impact of the deadly Fluorine Gas or the devastating damage caused by the Stray Asteroid? It's off the wall strategic fun, where the goal is to survive and claim the Magic Carrot to win the game.

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

Kingdom Builder ★

Friday 2PM, Table 12 // Saturday 11AM, Table 12

In Kingdom Builder the players create their own Kingdoms by skillfully building their settlements and aiming to earn the most gold at the end of the game. A highly variable game board and varying scoring conditions will ensure that you won't be playing the same game ever, unless you want to.

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

King's Forge: Glassworks

Saturday 10AM, Table 11

In King's Forge, players are craftsmen and craftswomen seeking to become the favorite of the King. A variety of dice represent the raw materials (metal, wood, gems, and enchantment) and those same dice can be used to gather new dice and purchase roll-modifiers, or saved and rolled in an attempt to meet the requirements to craft the items on the King's list. An early lead is not a sure path to victory and other players will out-maneuver and out-build you whenever possible. Careful dice management, advance planning, fierce competition, and nail-biting luck will carry you to winner's circle. King's Forge: Glassworks adds glass as a new material with which to work in King's Forge. The expansion includes new “glass” material dice, new items that require glass to craft, and new places to gather glass for your workshop.

Players: 2-4 Playtime: 45-60min Age: 14+

Kodama

Friday 4PM, Table 11 // Sunday 10AM, Table 11

The forest is growing fast! As caretakers for Kodama, the tree spirits, you must keep the forest a healthy and lush home for your little friends. Over three growing seasons, you must cultivate trees with the right mix of flowers, insects, and branch arrangements to make your Kodama as happy as possible. Whoever cares for their Kodama best will be remembered for generations! From the designer of the hit game Kigi, Kodama: The Tree Spirits branches out into a fun new way to play! Grow your tree by placing cards in clever arrangements, being careful to leave room for future growth. At the end of each season, one Kodama will award you points for how well your tree suits its needs. With beautiful art and innovative mechanics, Kodama is an inTREEguing game for the whole family.

Players: 2-5 Playtime: 40min Age: 14+

La Granja: No Siesta ♣

*Saturday 11PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In La Granja, players control small farms by the Alpich pond near the village of Esporles on the island of Mallorca. Over time, the players develop their farms and deliver goods to the village. Players are vying to earn the title of “La Granja” for their country estate! Over the course of 6 game rounds, players will expand their farm by adding fields, farm extensions, market barrows, and helpers. They will earn VPs by delivering goods to the village of Esporles. It is important to observe the actions of other players, manipulate turn order, and adjust your strategy based on the dice and cards. La Granja is a fascinating game that requires careful planning. Timing and speed is crucial. However, successful players must cope with the uncertainty of events during the game. The player who has earned the most victory points at the end of the game is the winner and new owner of the La Granja estate!

Players: 1-4 Playtime: 90-120min Age: 12+

Little Drop of Poison ♣

*Saturday 3PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

The rats and the weasels have always been at each other's throats. Tensions between them are at an all-time high. It isn't in their peasant natures to be overly aggressive. But what needs to be done can be done with a little drop of poison... Choose wisely and judiciously to be the best assassin! Play poison cards on each other and the king. You'll get points for killing the king, but also for killing other assassins.

Players: 3-8 Playtime: 15-30min Age: 12+

Loot n Run ★ ~ *Saturday 11AM, Table 1*

Ah, the great pyramids! Full of treasures, just waiting for you! It would be so easy without the other explorers waking up the Mummies, Werewolves, and Franks, and sending them after you. But you are quick and clever, so it shouldn't be a problem, right? Loot N Run is a subtle bluffing game in which you have to know when to take risks.

Players: 2-6 Playtime: 15-30min Age: 8+

Lords of Waterdeep + Both Expansions ~ *Friday 8PM, Table 7*

Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

Players: 2-5 Playtime: 60-120min Age: 12+

Lost Legacy ~ *Saturday 10AM, Table 4*

Lost Legacy, an official spin-off of Love Letter, includes two sets of 16 cards: The Starship and Flying Garden. Players can use one set or the other or combine them in various ways to alter the powers available in the game. Shuffle all the cards together (other than the second “Lost Legacy”), and you can include up to six players in the same game. Cards from Lost Legacy can also be combined with Lost Legacy: Hyakunen Senso to Ryu no Miko and Lost Legacy: Binbo Tantei to Inbo no Shiro.

Players: 2-6 Playtime: 20-30min Age: 10+

March of the Ants: Minions of the Meadow

Saturday 11AM, Table 14 // Saturday 1PM, Table 14 // Saturday 6PM, Table 14

In March of the Ants: Minions of the Meadow colonies gain powerful new tools to aid in their conquest of the meadow. Major Workers invite players to explore, expand and battle, Aphid Farms grant majestic rewards, Parasitic Evolutions thwart the best laid plans, Tactics increase the allure and spoils of battle, and the fearsome Predators are drawn to the greatest colonies.

Players: 1-5 Playtime: 60-90min Age: 13+

Matcha

*Friday 8PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In Matcha, players attempt to collect the utensils (chadogu) they need to perform a tea ceremony by matching tea ceremony (otemae) cards on the table by either their number (1-4) or suit (tea, water, bowl, & scoop.) Cards are played secretly, and sometimes it will be to your advantage not to match at all. With just 18 otemae cards and an assortment of chadogu tokens, Matcha provides plenty of strategy for players who must decide when and where to play their cards to the table.

Players: 2 Playtime: 20min Age: 10+

Maximum Burn ~ Friday 6PM, Table 10 // Sunday 10AM, Table 10

Maximum Burn is a game of tactical starship combat in the same vein as Star Fleet Battles, X-Wing, and StarMada. It features startlingly elegant combat mechanics, realistic Newtonian movement, and a simple yet deep ship design system. Tentative scenarios: 3 cruisers vs 3 cruisers and space piracy!

Players: 2-8 Playtime: 60min Age: 12+

Meduris

*Saturday 1PM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Following the call of the gods, the players settle at the base of mountain Meduris. Building huts, bringing offerings to the druid, gathering precious runestones, and building monumental temples is the only way to earn the favor of the gods in Meduris.

Players: 2-4 Playtime: 75min Age: 10+

Millennium Blades ~ Friday 7PM, Table 13 & 14

Millennium Blades is a board game about a fictional collectible card game, which is also called Millennium Blades. You begin the game on pre-release night with just your starter deck. You'll open new packs, form collections, and sell your junk cards on the aftermarket to buy hot new cards. Trade with your friends, build up your deck, and prepare to compete at Millennium Blades Worlds for the title of World Champion! This is a game about competitive deck building. You get a limited pool of cards, and then you tinker them into the most unfairly over-powered, table-flippantly broken deck that you can imagine. And your deck had better be pretty crazy, because your opponents won't be giving any quarter, and they all have unique collections with access to their own high-tier power cards. In addition to deck building, you'll be speculating on blind pack buys, selling and buying cards on the aftermarket, and fusing your cards to make rarer and better ones to get an advantage over the competition. You might even make a few friends, if you're willing to help them out.

Players: 2-5 Playtime: 80-120min Age: 12+

Munchkin ~ Friday 3PM, Table 20 // Friday 8PM, Table 20 // Saturday 12PM, Table 20

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

Players: 3-6 Playtime: 60-120min Age: 10+

Mysterium ~ Friday 6PM, Table 5 and 6 // Saturday 12PM, Table 5 and 6

A horrible crime has been committed on the grounds of Warwick Manor and it's up to the psychic investigators to get to the bottom of it. In Mysterium, one player takes on the role of the ghost and over the course of a week, tries to lead the investigators to their culprit. Each night the team will be met with visions, but what is the ghost trying to tell you? Can the psychics determine the weapon, location and killer or will a violent criminal pull off the perfect murder? *Players: 2-7 Playtime: 42min Age: 10+*

Mystic Vale: Vale of Magic

Friday 2PM, Table 11

A curse has been placed on the Valley of Life. Hearing the spirits of nature cry out for aid, clans of druids have arrived, determined to use their blessings to heal the land and rescue the spirits. It will require courage and also caution, as the curse can overwhelm the careless who wield too much power. In Mystic Vale, 2 to 4 players take on the role of druidic clans trying to cleanse the curse upon the land. Each turn, you play cards into your field to gain powerful advancements and useful vale cards. Use your power wisely, or decay will end your turn prematurely. Score the most victory points to win the game!

Players: 2-4 Playtime: 45-60min Age: 14+

Nevermore 🏴

*Sunday 1PM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Many are the paths to power: brute force, subtle deception, cunning trickery. You hold the cards...but you can't keep them all. What will you decide to collect for personal gain? And what are you willing to give up in order to destroy? The Ravens are gathering, many of whom used to be rivals. Will you rise to power or simply be...nevermore. 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.

Players: 3-6 Playtime: 45-60min Age: 14+

New Bedford 🏴

*Saturday 11AM, Table 15 // Sunday 12PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Set in the mid-1800s, the golden age of whaling, New Bedford gives you the chance to build the Massachusetts town of the same name into a thriving whaling community. Gather resources to add buildings with new actions and launch ships to go whaling. Go out longest for the best choice, but wait too long and the whales become harder to catch. And don't forget to pay your crew when ships return! Carefully balance time management and timing to earn the most points in this medium-weight worker placement and resource management game.

Players: 1-4 Playtime: 75min Age: 12+

New York Slice 🏴

*Sunday 11AM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

You've just been given a shot at being the head chef at the prestigious New York Slice pizza parlor. Now you and your fellow pizza chef wannabes have to make the most amazing pizzas...one slice at a time!

In New York Slice, each player slices pizzas into portions, giving their opponents first choice, while they take the leftovers. There are a dozen kinds of pizza to work with, from veggie to hawaiian to meat lover's, and each player decides if they want to eat or keep some of the slices, building the best collection of pizzas possible!

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

Nightfall

Friday 8PM, Table 13 and 14

The sun has retreated from the earth. It has been a little over a week since the last hint of light shone over the horizon, and the chaos has begun. People fear for their existence, while scientists struggle to explain the phenomenon. Until they came. The creatures of nightmare — vampires, werewolves, and ghouls — have begun to appear throughout the world, and they show no sign of hesitation in claiming the dark world as their own!

Players: 2-5 Playtime: 45min Age: 12+

Ogre

*Saturday 12PM, Table 10 // Saturday 1PM, Table 10 *Special Props Edition!**

OGRE and its sequel G.E.V., are tactical ground combat games set in the not-so-distant future. In 2085 A.D., armored warfare continues - faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nuclear devices. But the most feared weapon of all needs no human guidance. It's a giant cybernetic tank called the OGRE.

The basic OGRE game gives one player a force of infantry and armor, and a command post he must defend. The other player has only one unit - but it's an OGRE. It's an even match. Advanced games allow solitaire or multi-player action, with OGREs on both sides.

Players: 1-3 Playtime: 45min Age: 10+

Pandemic ★

Saturday 4PM, Table 6 // Sunday 1PM, Table 8

In Pandemic, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.

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

Pathfinder Adventure Card Game: Rise of the Runelords Base Set

Saturday 1PM, Table 7 // Sunday 10AM, Table 7

Launch a campaign to strike back against the evils plaguing Varisia with the Pathfinder Adventure Card Game: Rise of the Runelords - Base Set. This complete cooperative strategy card game pits 1 to 4 heroes against the traps, monsters, deadly magic, and despicable foes of the Pathfinder Roleplaying Game's award-winning Rise of the Runelords Adventure Path. In this game players take the part of a fantasy character such as a rogue or wizard, each with varying skills and proficiencies that are represented by the cards in their deck. The classic ability scores (Strength, Dexterity, etc.) are assigned with different sized dice. Players can acquire allies, spells, weapons, and other items. The goal is to find and defeat a villain before a certain number of turns pass, with the villain being represented by its own deck of cards complete with challenges and foes that must be overcome. Characters grow stronger after each game, adding unique gear and awesome magic to their decks, and gaining incredible powers, all of which they'll need to challenge greater threats in a complete Pathfinder Adventure Card Game Adventure Path.

Players: 1-4 Playtime: 90min Age: 13+

Pickle Letter 🍷

*Sunday 10AM, Table 18 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Just dill with it! In the lightning-fast letter-matching game Pickle Letter, you pick a peck of Pickleletters for a jarring good time. Time is ticking in the race to match the most letters before your opponents find them first. Find matches first and pickle the other players. But here's the dill: Things can go sour fast! You'll be in a pickle if it doesn't all match up and your opponents prove you wrong! So keep calm and crunch on.

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

Potion Explosion ★ (Winner of most popular award, PDXAGE 2017)

Fri 4PM, Table 5 // Fri 8PM, Table 1 // Sat 6PM, Table 5 // Sst 9PM, Table 5 // Sun 11AM, Table 1 // Sun 2PM, Table 7

Dear students, it's time for the final exams of the Potions class! The rules are always the same: Take an ingredient marble from the dispenser and watch the others fall. If you connect marbles of the same color, they explode and you can take them, too! Complete your potions using the marbles you collect, and drink them to unleash their magical power. Remember, though, that to win the Student of the Year award, being quick won't be enough: you'll also need to brew the most valuable potions in Potion Explosion!

Players: 2-4 Playtime: 30-60min Age: 8+

Robo Rally (2016)

Saturday 5PM, Table 4 // Sunday 1PM, Table 4

The race is on for the robots of the Robo Rally automobile factory who work long, hard days at the assembly line building high-speed supercars, but never get to see them in action. On Saturday nights, the factory comes to life as the ultimate race course with treacherous obstacles and rival sabotage. In Robo Rally, players move their robots through the course by speeding through corridors and dodging traps to reach each checkpoint first. Players control their robot with game cards which reveal directions on how the robots can move through the hectic Robo Rally automobile factory. Use strategy to outsmart rival robots while racing towards each checkpoint in your chosen course in numerical order. Beware of factory obstacles such as industrial lasers, gaping pits, and moving conveyer belts that can make or break the race.

Players: 2-6 Playtime: 20-120min Age: 12+

Roll For It!

Sunday 1PM, Table 9

Roll For It! is a casual, family-friendly dice and card game. Each player starts the game with six dice of a single color, and three target cards are laid face-up on the table. Players take turns doing the following: On a turn, a player rolls all of her dice not already on cards, then places any dice that match the targets on the corresponding cards.

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

S'quarrels: A Game of Absoloute Nuts ★

Sunday 2PM, Table 9

Under a nearby acorn tree embark in the rigorous task of collecting acorns before winter sets in. Other Squirrels are all trying to take them before you do. Whirlwinds, Ambushing, Quarreling, and Hoarding are all just part of the fun. Get the coveted Gold Acorn but watch out for the dreaded Rotten Acorn. The more acorns you get the better chance you have of surviving winter! The player to store the most acorns when winter finally comes WINS! S'Quarrels is designed for playing in groups of 2 to 6 players.

Players: 2-6 Playtime: 15min Age: 6+

Scythe

Saturday 8PM, Table 12

It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as "The Factory", which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries. Scythe is an engine-building game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In Scythe, each player represents a character from one of five factions of Eastern Europa who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs.

Players: 1-5 Playtime: 90-115min Age: 14+

Sentinels of the Multiverse

*Friday 4PM, Table 4 // Saturday 10PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a far away galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? A team of heroes, all with impressive powers and abilities stand between the world and the forces of evil. Will you help them? Answer the call to protect the multiverse! 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 Playtime: 30-60min Age: 8+

Sentinels of the Multiverse: OblivAeon

Saturday 8PM, Table 7

The heroes of Earth and beyond have fought against the effects of an unknown cosmic power for a long time, and each time they managed to prevail. However, other realities and timelines have not been so fortunate. The goal of this cosmic entity's encroachment upon the Multiverse has been the collapse of all realities and timelines into a singularity which will self-implode, leaving naught but OblivAeon, the true heir to nothingness.

OblivAeon itself has manifested on Earth in this timeline to put an end to the pitiful resistance. If it succeeds, everything will be destroyed. However, if the heroes are able to stop OblivAeon, the cracks which run through all realities will be repaired as the cosmic power that created them is destroyed, effectively cutting the timelines and realities off from each other.

One way or another, the Multiverse ends here. *Players: 1-5 Playtime: 30-60min Age: 8+*

Smugglers

*Saturday 12PM, Table 16 *Note: This game can be taught to you by a Envoy, see page 16 for details**

To bring the best youngsters into the business, the smuggler boss is holding a contest, with the candidates being challenged to move a sack filled with contraband through an opening in the fence.

More specifically, in Smugglers players form the "sacks" used for smuggling out of modeling clay and hide their contraband within. The sacks are then rolled down a 3D path, with a die roll determining which hole in the fence the player needs to try to squeeze through. The player whose bag fits through the hole and who has the largest sack now checks the smaller bags, possibly taking the contraband hidden within. Who will prove to be the best smuggler? *Players: 2-4 Playtime: 40min Age: 8+*

Star Realms

Friday 1PM, Table 1 // Friday 2PM, Table 1 // Sunday 10AM, Table 4

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 Playtime: 20min Age: 12+*

Star Trek Panic

*Friday 9PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Star Trek Panic is a cooperative light strategy game based on Castle Panic that challenges players to defend the U.S.S. Enterprise from enemy attacks.

In addition, the game features mission cards that have unique challenges based on the original Star Trek series as well as character cards so that players can assume the roles of Star Trek icons like Captain Kirk and Mr. Spock. *Players: 1-6 Playtime: 90-120min Age: 13+*

Star Trek: TNG: Interactive VCR Board Game: A Klingon Challenge

Friday 7PM, Lobby 1 // Saturday 3PM, Lobby 1

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 Playtime: 60min Age: 8+*

Starfall

*Saturday 6PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

An oasis of interstellar magic lies beyond the stratosphere: countless stars, burning comets, planets, ivory moons, nebulae, and perhaps even a beastly black hole or two. It's all up there for the finding. At the Royal Hinterland Observatory, endless elaborate sky formations are within reach of discovery — but you have to lay claim before your fellow astronomers nab the glory for themselves. StarFall is a clever game of wits, bidding, and quick thinking in which the aim is to obtain the most impressive portfolio of cosmic curiosities.

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

Steam

Saturday 7PM, Table 10

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 Playtime: 90min Age: 10+

Steve Jackson Games

Friday 1PM & 5PM, Saturday 10AM & 3PM, Sunday 10AM, Table 20

Steve Jackson games is a variety of different games open to play at these times. Castellan, Chez Geek with Spring break, Ghosts Love Candy, Ninja Burger, Revolution (with both expansions) & Nanuk. Games can range from 2 to 6 players or higher.

Players: 2-6 Playtime: Varries Age: 12+

Stone Age

Saturday 10AM, Table 5

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: 2-4 Playtime: 60-90min Age: 10+

Stop Thief ★

Friday 5PM, Table 1 // Saturday 6PM, Table 4

A crime is being committed...but where? In the jewelry store? The bank? Where will the thief strike next? You and your opponents are licensed private detectives. The thief you're after is computer controlled and completely invisible. But you can hear him! With your ELECTRONIC CRIME SCANNER you can eavesdrop on the thief whenever he moves on the board. You can hear him in the act of committing a crime. You hear him, too, as he opens a door, crosses a floor, breaks a window, runs on the street and escapes on the subway. Each sound you hear is a clue that will help you track him down. You'll need all your skills of deduction and logic to follow the thief and corner him. Then you can call the police. With luck, the police will arrest the thief and cart him off to jail. Sometimes, though, he escapes from them. At other times, he's just not where you think he is! If you can catch this thief, you'll earn a large reward. If he gives you the slip, he'll rob again...and again...and again...

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

Sushi Go Party

Friday 8PM, Table 5 and 6 // Saturday 2PM, Table 5 and 6

Sushi Go Party!, an expanded version of the best-selling card game Sushi Go!, is a party platter of mega maki, super sashimi, and endless edamame. You still earn points by picking winning sushi combos, but now you can customize each game by choosing à la carte from a menu of more than twenty delectable dishes. What's more, up to eight players can join in on the sushi-feast. Let the good times roll!

Players: 2-8 Playtime: 20min Age: 8+

Takenoko ★

Saturday 4PM, Table 7

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 Playtime: 45min Age: 8+*

Tavarua

Saturday 8PM, Table 4

Tavarua is a 1-6 player competitive surfing board game. In Tavarua you are a surfer in a surf contest. You'll need to pick a board, paddle out, look for waves, and ride them in to score points! Tavarua is played over a number of short rounds. In each round waves advance towards shore, players simultaneously select then resolve actions by playing cards, and a wave card is revealed and resolved. Rounds continue until there are no more wave cards in the wave deck, at which point the game ends and one player claims victory. *Players: 1-6 Playtime: 30-60min Age: 13+*

The Best Expansion Ever ♣

Note: This game can be taught to you by a Envoy, see page 16 for details

55 new and annoying ways to frustrate your friends in this maddening (and hilarious) expansion to the game that everybody loves to hate: The Worst Game Ever!

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

The Daedalus Sentence

Friday 9PM, Table 11

The Daedalus Sentence is a cooperative escape game that challenges players to use limited actions and effective communication in order to flee from their captors and escape a dangerous and ever-changing prison. Use your actions to explore your surroundings, overcome guards, or change the layout of the prison itself - just be careful that the moves you make to save yourself don't doom a teammate!

Players: 1-4 Playtime: 45-60min Age: 10+

The Game (On Fire) ♣

Sunday 11AM, Table 17

The Game on Fire is a mini-expansion for The Game: Spiel... so lange du kannst! that consists of six cards (22, 33, 44, 55, 66, 77). When one of these fire cards is played onto a pile, that card must be covered by the end of the next player's turn or else players have lost the game.

Players: 1-5 Playtime: 20min Age: 8+

The Grimm Forest

Saturday 11AM, 1PM, 5PM, Table 13&14

Welcome to The Grimm Forest, where family members of the legendary Three Little Pigs are having an epic house building competition. But this is no ordinary competition as all the most famous Fairy Tale characters will be looking on and occasionally lending a hand.

Who will benefit most from the cunning of Robin Hood, the beauty of Snow White, the bountiful gifts of the Golden Goose or the dark witchcraft of the Evil Queen?

Using only their wits, a handful of sharp steel tools, and a few stacks of resources gathered at great risk from fields, brickyards, and even the dark and deadly Grimm Forest itself, each player must compete to be the first to build 3 Houses and gain the title of Royal Builder.

Players: 2-4 Playtime: 45-60min Age: 8+

The Networks ▼

*Friday 10PM, Table 16 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In The Networks, you and your opponents are new television networks, and you need new programming. For this, you'll need Shows, Stars, and Ads.

Shows need Stars and Ads. Stars give you bonus viewers (points), and Ads give you extra money. You'll need everything you can get; you'll have a small amount of resources and time, and you must grab the latest hot show before your opponents.

Players: 1-5 Playtime: 60-90min Age: 13+

The Worst Game Ever w/ The Best Expansion Ever ▼

*Saturday 2PM, Table 15 *Note: This game can be taught to you by a Envoy, see page 16 for details**

The Worst Game Ever creates mechanisms around everything people hate in games, gamers, and gaming. The goal is to have the most tokens when any player runs out of tokens. Players take turns attacking one another with a die roll to steal tokens and play cards to affect the game.

Players: 2-8 Playtime: 20min Age: 8+

Ticket to Ride ★

Saturday 11AM, Table 9

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 Playtime: 30-60min Age: 8+

Tides of Madness ▼

*Sunday 10AM, Table 17 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In this game, two rivals compete to discover forbidden knowledge. Through their adventures they will read old manuscripts and ancient books, learn about Ancient Gods, and visit mysterious places. They must be careful, though - if you risk too much and gain Madness tokens, you will lose the game!

Set in Cthulhu universe, and beautifully illustrated, Tides of Madness is an immersive two-player game. Each round players draft cards and discover the truth about the choices of their opponent. Choosing the right cards is key to collecting particular symbols and scoring sets of cards. With Madness tokens adding to the struggle, players must make hard choices in each following round of the game.

Players: 2 Playtime: 20 Age: 10+

Tokaido

Saturday 6PM, Table 7

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 Playtime: 45min Age: 8+

Touria

*Sunday 10AM, Table 16 *Note: This game can be taught to you by a Envoy, see page 16 for details**

In Touria, Princess Tara has decided to marry – but not just anyone, of course. She expects a lot from her husband-to-be: Heroic deeds and precious gifts are a must.

A group of bold adventurers set out to pit themselves against dragons, dig up gems from the haunted mines of the country – and make a good deal from time to time, since the father of the bride demands an appropriate price for his daughter’s hand. Touria’s dancing towers show the heroes the way, so the brave men and women go from one adventure to the next. Brave women? Of course – or have we forgotten to mention that Tara’s handsome brother, Prince Talan, is also of marriageable age?

Players: 2-4 Playtime: 45-60min Age: 10+

Tragedy Looper

Saturday 10AM, 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 Playtime: 120min Age: 13+

Ulm

*Saturday 2PM, Table 16 // Saturday 8PM, Table 16 *Note: This game can be taught to you by a Envoy, see page 16 for details**

Ulm is at its heyday. The construction of the Ulm cathedral has not yet been completed, but the city is already wealthy and prestigious.

In Ulm, players try to expand their spheres of influence and to make optimal use of the hustle and bustle on the marketplace around the cathedral.

Players: 2-4 Playtime: 45-75min Age: 10+

Vast: The Crystal Caverns

Friday 7PM, Table 11 // Saturday 3PM Table 11 // Saturday 9PM, Table 10

Vast takes you and your friends into the torch light of a classic cave-crawling adventure, built on the concept of total asymmetry. Gone are days of the merry band of travelers fighting off evil. In Vast, you will become part of a new legend... Any part you wish!

Play as the classic, daring Knight, the chaotic Goblin horde, the colossal, greedy Dragon, or even the Cave itself — powerful, brooding, and intent on crushing the living things that dare to disturb its gloomy depths. Each role has its own powers, pieces, and paths to victory...and there can be only one winner.

Players: 1-5 Playtime: 75min Age: 10+

Vye: The Card Game of Capture and Control

Friday 1PM, Table 12 // Saturday 10AM, Table 12

You are the ruler of a fledgling kingdom in the land of Vye. Around you are untamed lands ripe for the taking. But you are not alone! Other rulers seek to broaden their holdings as well. You must carefully protect your borders even as you race to expand them. Will you control the largest kingdom? Or will you see your power splintered? Plan your moves well - it will take strategy and a little luck to win the battle for Vye!

The goal of the game is to have the largest connected kingdom when the game ends. You grow your kingdom by placing Land and Building cards on the table, claiming the cards you place and potentially others around them in the process.

Players: 2-5 Playtime: 20min Age: 8+



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.

FINDING US IS HALF THE
ADVENTURE

WE PROVIDE THE REST!



PORTLAND'S **GRANDEST** GAMING STORE

GAME EVENTS **EVERY DAY!** | LARGE TOURNAMENT AREA | BUY – SELL – TRADE
COLLECTIBLE CARD GAMES | ROLE PLAYING GAMES | MINATURES | BOARD GAMES
VIDEO GAMES **AND HAVE A BEER AT CRITICAL SIP!**



GAME OF THRONES

