



PDXAGE²

Portland Analog Gaming Event

May 15th -17th, 2015



PDXAGE MONTHLY GAME NIGHT

Join us monthly!

- 4th Monday at 6PM
- Guardian Games downtown
- Upstairs in the Critical Sip
- Learn new games

Absolutely FREE!

While you're there, take a look at the biggest game store on the West Coast or grab a beer.

345 SE TAYLOR, PORTLAND OR

GUARDIAN GAMES



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PDXAGE 3

May 13th - 15th, 2016

SAVE THE DATE &
SAVE SOME CASH!

Get your ticket by May 22nd, 2015
and save 25% **Just \$32.50**

www.pdxage.com

Vendors/Dealers

Aspirations Sewing - Selling draw string bags, dice bags, hand beaded bag and free smiles :)

Chronos Gifts - Will be selling pokeman plushies, hats, goggles, cat paws, jewelry, pocket watches and anime keychains

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

Very Vivid Innovations, LLC - Here to demo and sell their game, Madness, in which players work Find the antidote to the zombie virus before it is to late in the fast and fun card game for 2-4 players.

Nom*ables - Portland's geek-themed small-pastries caterer! On their menu, you will find creative pastries named for and inspired by movies, TV, comics, games and geek subcultures.

Pixelosis - Handmade pixel art accessories created by weaving seed beads together one by one with a needle and thread. Plus other fun things.



Welcome to PDXAGE!

Greetings!

We would like to personally welcome each of you to PDXAGE 2. It is an exciting time for tabletop gaming and we are thrilled to spend the weekend sharing this passion with you. Be sure and read through this event book for important details about the PDXAGE weekend.

PDXAGE has had a lot of growth this year. We have grown the number of vendors, game developers, and the size of the room has more than doubled! We have focused on bringing new things to PDXAGE like Table Talks, Play to Win, and the D&D Adventurers League area.

While we have grown the event in a number of ways, the growth of attendance is something we prefer to let happen naturally from a grass roots origin. Attendance is higher than last year and that growth is because attendees told their friends about the event. It is our sincere hope that each of you finds just one or two more people in the coming year to share the next PDXAGE with. An organization dedicated to community growth relies heavily on word of mouth and we hope you will spread the word loudly.

This year we will have seven Table Talks on varying topics that we think you will enjoy. Different from typical formal convention panels, our goal with Table Talks is to create an open and informal conversation about topics in a small group setting. Table Talks occur this year on Saturday, May 16.

We have also added a massive Play to Win section where, on Sunday, you will have the chance to win games you have played over the weekend. To win games just follow the instructions in the Play to Win section of this event book. Each time you play an eligible game, you will be entered to win a copy of that game.

Last year PDXAGE raised over \$1,200 for charity and this year we are hoping to exceed that for another charity, 4 Paws for Ability. This heartwarming charity provides service dogs to children with disabilities and veterans. We will have a special charity raffle on Sunday for cool prizes and games. Raffle tickets are just \$1 and you can buy as many as you like.

Please let us know if you have questions or if we can do anything to make your weekend of gaming more enjoyable. Thank you again for coming and we look forward to PDXAGE 3!

Matt and Jessica Conwell
PDXAGE Event Organizers



PDXAGE Raffles

Charity Raffle



4 Paws for Ability enriches the lives of children with disabilities by training and placing quality, task-trained service dogs. This provides increased independence for the children, and assistance to their families. And 4 Paws also works with veterans from recent conflicts who've lost the use of their limbs or their hearing while in active combat.

Tickets can be purchased with cash for \$1 a piece throughout the weekend. Prizes will include a variety of items from our sponsors.

**The charity raffle drawing will be held at 2PM on Sunday
You Must be Present to Win**

General Raffle

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

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

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

You Must be Present to win

PDXAGE Merchandise

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

PDXAGE T Shirts \$20

PDXAGE Trading Pins \$8



Game Library



The PDXAGE game library has grown immensely since last year, thanks to many generous donors. The event library will be available during the PDXAGE event hours. You may check out any of available games by trading in your ID. We will hold your ID and return it to you 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 which have white tablecloths, on your reserved table or on scheduled event tables that are not currently in use, please note that scheduled events will have priority on those tables. The library also has table stanchions with an orange marker to indicate you have room for more players. Take this with you and place it on your table as long as you have room for others and there is still time for them to join in.

7 Wonders
 A Matter of Honor
 AEG Love Letter
 Agricola
 Alhambra
 Android Netrunner
 Apples to Apples
 Arkham Horror
 Ascension
 Axis & Allies
 Axis & Allies Europe
 BANG!: Halo
 Bang!: The Walking Dead
 Best of Tribond
 Bhaloidam
 Blokus Duo
 Boxcars
 Buzzword
 Carcassonne
 Carcassonne
 Cards Against Humanity
 Cards Against Humanity:
 First Expansion
 Castellan

Castles of Mad King Ludwig
 Catch Phrase!
 Caveman
 Cheap Shot
 Chez Geek 3: Block Party
 Chupacabra: Survive the
 Night
 Citadels
 Coal Baron
 Coup
 Cranium
 Cthulhu Dice
 Cutthroat Caverns
 Dead Money
 Descent: Journeys in the
 Dark
 Dino Hunt
 Dominion
 Dominion
 Dominoes
 Dragon Slayer
 Dread Curse
 Eco Fluxx
 El Caballero

Family 10 Game Set
 Family Fluxx
 Farkel
 Firefly: The Game - Breakin'
 Atmo
 Five Tribes
 Flash Point: Fire Rescue
 Fluxx
 Frag Gold Edition FTW
 Fresco
 Galaxy Trucker: The Big
 Expansion
 Gold Mine
 Gray Matter
 Heroquest
 Hex Hex XL
 Illuminati
 Iron & Ale
 Knightmare Chess
 Labyrinth: The Card Game
 Love Letter
 Mansions of Madness
 Martian Fluxx
 Milestones

Mille Bornes
 Monopoly
 Monopoly
 Monopoly: Star Wars
 Monty Python Fluxx
 Munchkin Booty
 Munchkin Deluxe
 Munchkin Quest
 Neuroshima Hex
 New Haven
 Oh Gnome You Don't!
 One Night Ultimate
 Werewolf
 Operation: Toy Story 3
 Othello
 Pandemic
 Penny Arcade: The Card
 Game
 Pirate Fluxx
 Pixel Lincoln
 Power Grid
 Power Grid deluxe: Europe/
 North America
 Pressure Cooker
 Puerto Rico
 Qin
 Rattlebones
 Red Dragon Inn
 Redneck Life
 Renaissance Man
 Reverse Charades
 Ricochet Robot
 Risk: Godstorm
 Roar-a-Saurus
 Rune Age

Runebound
 Runebound (Second Edition)
 Runebound: Blade Dancer
 Character Deck
 Runebound: Mists of Zanga
 Runebound: Shadow Walker
 Character Deck
 Runebound: Spiritbound
 Character Deck
 Runebound: The Frozen
 Wastes
 Runebound: The Island of
 Dread
 Runebound: The Sands of
 AL-Kalim
 Runebound: Wildlander
 Character Deack
 Runewars
 Runewars: Banners of War
 Say Anything
 Sentinels of the Multiverse
 Shootin' Ladders: Frag Fest
 Slapshot
 Small World
 Spectaculum
 Star Trek: Catan
 Star Wars: X-Wing
 Miniatures Game
 Starship Merchants
 Stratego: Star Wars
 Student Bodies
 Subdivision
 Suburbia
 Super Dungeon Explore
 Takenoko

Tappple
 Telestrations
 The Builders: Middle Ages
 The Game of Life
 The Good, the Bad, and the
 Munchkin
 The Resistance
 The Settlers of Catan
 The Settlers of Catan
 The Settlers of Catan: 5-6
 Player Expansion
 The Walking Dead Board
 Game: The Best Defense -
 Woodbury Expansion
 The Walking Dead: The
 Board Game
 Thunder Alley
 Ticket to Ride
 Ticket to Ride: Europe
 Timeline: Historical Events
 Tokaido
 Trailer Park Wars!
 Trains
 Trivial Pursuit: Star Wars
 Classic Trilogy Collector's
 Edition
 Tsuru of the Seas
 Uno
 Walking Dead
 Zombie Dice
 Zombie Dice 2: Double
 Feature
 Zombie Fluxx
 Zombie Kidz



Our Sponsors

A huge thank you to all of our sponsors who provided prizes and games for our raffles, charity raffle and tournament prizes!



Arc Dream Publishing

Eschaton Media



Game Developers

We are excited to have several game developers joining PDXAGE. Below is a list of game developers and brief introductions to their games, please refer to the Game Glossary for complete game descriptions. Game developers can be found at tables along the center aisle.

Alt Mode Games - David Willis & Alex Van Vloten

The Kings Men: *Fight mythological creatures. Gain honor. Recruit powerful allies. Build a thriving merchant class. Ascend to the throne! The Kingsmen!*

Dylan Waller

Robot Deputies in Outer Space: *A 2-4 player strategy/worker placement game designed to be highly portable through utilizing cards instead of a traditional game board.*

Elbowfish, LLC - David and Leana Galiel

Antimatter Matters: A Quantum Physics Board Game: *You are the lead scientist on an orbiting space laboratory, in charge of humanity's first attempt to construct ordinary matter from individually captured elementary particles.*

JUX: A Story Telling Game for Creative Thinkers: *JUX is a fun, collaborative, story-building card game that unfolds in 2 dimensions, featuring quirky illustrations by celebrated illustrator Noah Patrick Pfarr.*

Gamesicle - Matthew Rodgers

BANE - *Players control the conflict between supernatural forces of Vampires, Werewolves & super Humans.*

Junkyard King - *Congratulations! Your store is now open. You specialize in the collection & sale of valuable junk.*

Leafpile Media - Ian VanNest & Walter Barber

Champions of Hara - *Champions of Hara is a resource-managing, monster-battling adventure game.*

Tanden: The First Conflux - *A fast-paced, easy to learn card game of base building, defense and destruction.*

Marc Wolff

Space Wizard - *A free pen-and-paper multiplayer game that is sort of a cross between connect-the-dots and the stick-person wars you used to draw on binder paper.*

The Adventurous Grimoire - *The Adventurous Grimoire is the first ever open world game in a book! Play is endless, diceless, and has both single player and unlimited multiplayer. All you need is a pencil.*

Nathan Monger

Restless in Pieces (RIP) - *A zombie memory game where the players are the Zombies looking for their missing body part.*

TankTics - *A simple, fast paced, battlefield game of tanks, helicopters, infantry, and artillery.*

Catastrophe - *A story-telling game of a team of superheroes trying to save the day as the catastrophes multiply*

10 Sharkbait - *A pirate game of sinking ships, politically dealing with other pirates, and gaining welfare based on the pirates' code.*

Peter Drake

Fire Knife!- *In the Fireknife! card game, players take on the role of fireknife dancers, trying to impress the audience with the best routines.*

Sam Cole

Vintage Uncle Corky & Uncle Corky's Race to Victory - *Connect wine corks and sticks in these manual dexterity tabletop games.*

Very Vivid Innovations, LLC - Tyler Kennedy & Chad Sewell

Madness- *Find the antidote to the zombie virus before it is too late in the fast and fun card game for 2-4 players.*

Weird City Games - Tim Eisner & Ryan Swisher

March of the Ants - *Explore, forage, evolve, and march your way to victory in this dynamic strategy board game set in the world of ants.*

Little Pig - *Players in Little Pig compete to become the most renowned pig of fame and legend in this mischievous twist on the classic tale.*

Featured Areas

Cel*Style - Nathanael Cole

Cel*Style is all about role playing games by indie designers from around the world, created specifically to capture the beauty, intensity and strangeness of manga and anime. Each Cel*Style game allows you to explore a new world and create stories with your friends. Playing a Cel*Style game is a lot like a cross between being in a play, writing fanfic and drawing a manga. All you need is one of our game books and a few of your friends! Never played a role playing game? Intimidated by hit points, weapon skills and all that stuff? Don't worry! Cel*Style games cut away all that extra crap with easy to use rules to create the kind of stories that you like. You won't need any "rpg experience" to play our games, just some imagination and a love of anime and manga!

D&D Adventurers League - Jared & Davena Oaks & Jo Dee

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

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

Learn-to-Play will supply everything needed to play through one D&D Adventurers League mini-adventure. Just add one fresh-picked adventurer! Bring your D&D Adventurers League character and Adventurers League Log sheet.

Expeditions If you have not played any Adventurers League Events, such as D&D Encounters, you can bring a new level 1 character, or a pre-generated character can be provided for you. Visit dnd.wizards.com for rules and the Adventurers League Players Guide.

Men in Black (MiB) - Steve Jackson Games - Paul Borte

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 with some promotional items to hand out. Games include Castellon, Chez Geek, Frag, and Munchkin - check out the Game Glossary for full descriptions



Table Talks

PDXAGE is excited to present the newest part of the event: Table Talks.

Table Talks are informal panels around a round table for 2 to 12 people to discuss a topic. Each Table Talk is moderated and kept on topic by the Table Talk presenter. You are encouraged to ask questions and participate in the discussion. Table Talks are less lecture and more “Coffee Table Talk”

Scheduled Table Talks

Dungeon Mastering 101 by *Davena Oaks* - Saturday, 11AM - 12PM, Table TT01

A brief look at what it takes to step up and DM for the first time, followed by a Q&A.

Creating your first game by *Matt Rodgers* - Saturday, 1PM - 2PM, Table TT02

Playful Design - The Antidote to Gameification by *David Galiel, Elbowfish CEO*

Saturday, 2PM - 3PM, Table TT03

Play Matters. More playful work is more satisfying work and a more playful life is a better life. Let's talk about how to move beyond badges, ladders and points, and how to use the real power of game design - invoking a sense of play, joy and emotional engagement - to help build and sustain community in non-game contexts.

Basic Principals of Game Development by *Marc Wolff* - Saturday, 3PM - 4PM, Table TT04

Getting starting in game design? Already a developer but looking to branch out into other formats? Come join this Table Talk with local game developer Marc Wolff as he discusses some of the basic principles of game design for both familiar and innovative formats to help you with your next project.

Pitfalls of Game Creation by *Matt Rodgers* - Saturday, 4PM - 5PM, Table TT05

Copywriting & Printing by *Marc Wolff* - Saturday, 5PM - 6PM, Table TT06

Come join local game developer Marc Wolff as he discusses the grueling and often torturous process of getting a game 'shelf-ready'. While not licensed in any way to give legal advice Marc is nonetheless happy to share his experience with you and discuss the dark and mysterious world of self-publishing - which is actually really fun, especially the printing bit.

World Building by *Marc Wolff* - Saturday, 7PM - 8PM, Table TT07

From fantasy to science fiction and everywhere in between, world building is the process of creating a setting for things to happen. Whether it's for a game or a story or something else entirely, it can be as simple as two stick figures in an infinite limbo or as complicated as the rich and awe inspiring world of Tolkien's Arda. To find out more about what this is and how to do it, or just simply to talk shop, come join local game developer Marc Wolff at this Table Talk discussion on World Building.



Play to Win

PDXAGE and several game publishers have worked together to bring you over 20 games you can win while at PDXAGE. Each time you check out and play one of the below games, you and everyone who plays the game has a chance to win a brand new copy of the game in a Sunday raffle. The Play to Win raffles will be held along with the General and Charity Raffles on Sunday at 2pm

Play to Win Instructions:

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

Games eligible for the play to win raffle include:

- | | |
|--------------------------|------------------|
| Bang The walking Dead | Qin |
| Castles | Reverse Charades |
| Coal Baron | Roar a Saurus |
| Coup | Shootin Ladders |
| Cutthroat Caverns | Spectaculum |
| Dragon Slayer | Student Bodies |
| Dread Curse | Subdivision |
| Flash point: Fire Rescue | Suburbia |
| Hex Hex XL | Tapple |
| Milestones | Telestrations |
| New Haven | The Resistance |



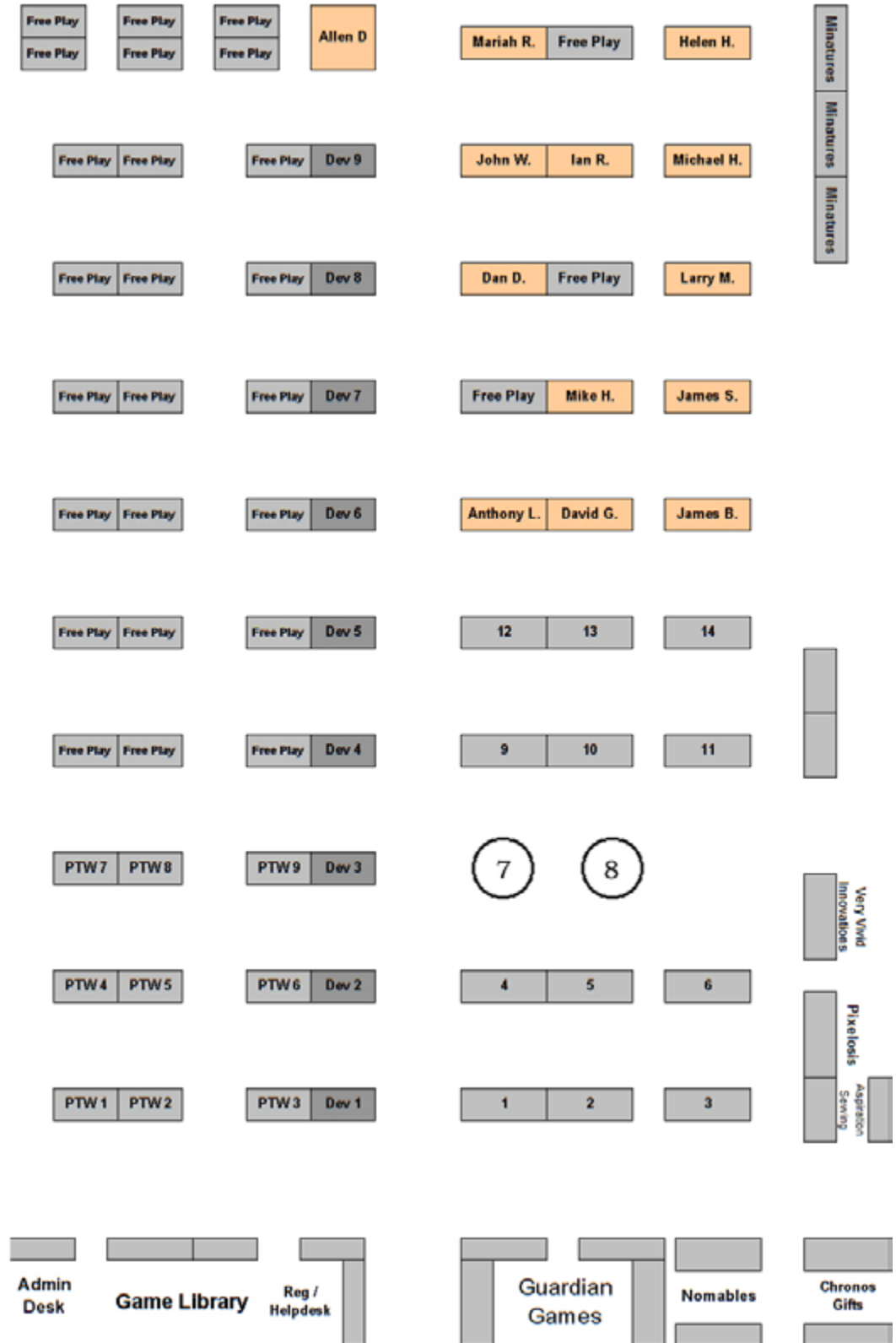
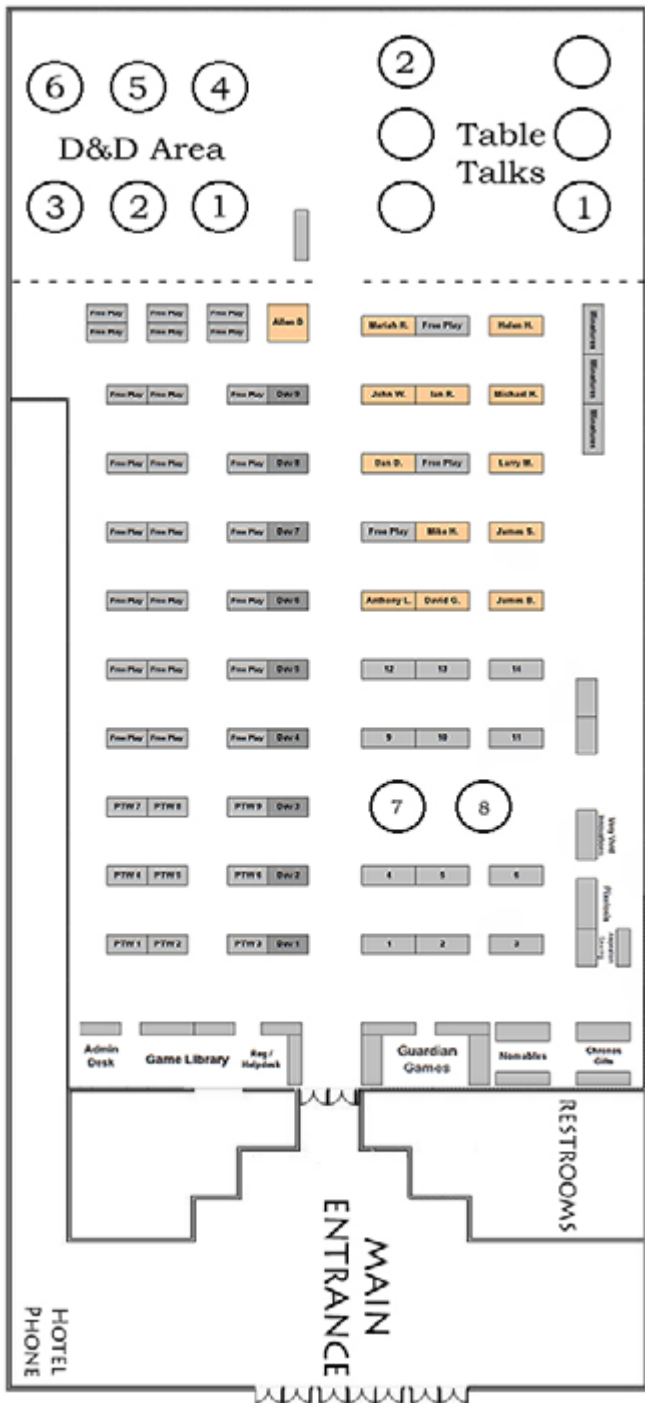
Conference Center Map



Above is an aerial view of the hotel and conference center property. PDXAGE is located in the conference center.

On the immediate right is an interior overhead view of the conference center showing the location of PDXAGE.

On the far right page is a zoomed in view of the individual tables in PDXAGE.





Friday Scheduled Events

	Time	Event	GM	Table	Event ID
Friday	12PM - 2PM	Bellz	Matt Conwell	1	FR01
Friday	12PM - 2PM	Yikerz!	Matt Conwell	2	FR02
Friday	12PM - 3PM	Bamboleo	Matt Conwell	3	FR03
Friday	12PM - 4PM	Robinson Crusoe	Mike Harsch	4	FR04
Friday	12PM - 2PM	MTG: EDH	No Host	5	FR05
Friday	12PM - 3PM	LTP: D&D Adventurers League	DM Staff	DD03	FR95
Friday	1PM - 5PM	D&D Expeditions	DM Staff	DD01	FR92
Friday	2PM - 4PM	LTP: X-Wing	AGE Staff	1 & 2	FR06
Friday	2PM - 4PM	MTG: Standard	No Host	5	FR07
Friday	2PM - 4PM	Frag Tournament Qualifier 1	Paul Borte	11	FR08
Friday	2PM - 6PM	Samurai Swords	Peter Drake	7	FR09
Friday	3PM - 5PM	Star Wars Imperial Assault	Chris Everett	3	FR10
Friday	3PM - 5PM	Android Netrunner	Kyle Jones	9 & 10	FR11
Friday	3PM - 4PM	Diamonds	Randy Paterno	13	FR12
Friday	3PM - 6PM	LTP: D&D Adventurers League	DM Staff	DD04	FR96
Friday	4PM - 7PM	LTP: Dice Masters	Matt Conwell	1 & 2	FR13
Friday	4PM - 6PM	MTG: Free Play	No Host	5	FR14
Friday	4PM - 6PM	Kanban: Automotive Revolution	Larry Myers	6	FR15
Friday	4PM - 6PM	Munchkin	Paul Borte	11	FR16
Friday	4PM - 8PM	Pathfinder (We Be Goblins)	James Sinett	12	FR17
Friday	4PM - 6PM	1st & Goal	Randy Paterno	13	FR18
Friday	4PM - 5PM	Tanden: The first Conflux	Ian Van Nest	14	FR19
Friday	4PM - 6PM	7 Wonders	Jason Van Camp	8	FR20
Friday	5PM - 9PM	D&D Expeditions	DM Staff	DD02	FR93
Friday	5PM - 8PM	Xenoshyft Onslaught	Mike Harsch	4	FR21
Friday	5PM - 6PM	Cover your assets	Mike Vander Veen	9	FR22
Friday	5PM - 7PM	Relic Expedition	Anthony Lofy	14	FR23

LTP = Learn to Play



Friday Scheduled Events

	Time	Event	GM	Table	Event ID
Friday	6PM - 7PM	Vintage Uncle Corky	Sam Cole	5	FR24
Friday	6PM - 7PM	The Game of 49	Mike Vander Veen	9	FR25
Friday	6PM - 8PM	Frag Tournament Qualifier 2	Paul Borte	11	FR26
Friday	6PM - 7PM	Diamonds	Randy Paterno	13	FR27
Friday	6PM - 7PM	Champions of Hara	Walter Barber	7	FR28
Friday	6PM - 7PM	Forbidden Island	Madi Morello	8	FR29
Friday	6PM - 9PM	LTP: D&D Adventurers League	DM Staff	DD03	FR97
Friday	7PM - 9PM	LTP: X-Wing	AGE Staff	1 & 2	FR30
Friday	7PM - 7:55	Claim Raffle Tickets at Front Desk	AGE Staff		
Friday	7PM - 8PM	The Game of 49	Mike Vander Veen	9	FR31
Friday	7PM - 8PM	Ticket to Ride	Madi Morello	8	FR32
Friday	8PM - 8:15	PDXAGE General Raffle	AGE Staff		
Friday	8PM - 10PM	Epic Spell Wars of the Battle Wizards: Duel At Mt. Skullzfyre	Cory Nelson	3	FR33
Friday	8PM - 10PM	Cutthroat Caverns	Randy Paterno	4	FR34
Friday	8PM - 10PM	Vintage Uncle Corky: Race to Victor	Sam Cole	5	FR35
Friday	8PM - 12AM	Spike	Larry Myers	6	FR36
Friday	8PM - 10PM	Andorid: Netrunner	Kyle Jones	9 & 10	FR37
Friday	8PM - 10PM	Sleuth	Peter Drake	12	FR38
Friday	8PM - 10PM	Fallen	Byron Kropf	13	FR39
Friday	8PM - 10PM	Five Tribes	Jason Van Camp	14	FR40
Friday	9PM - 1AM	D&D Expeditions	DM Staff	DD01	FR94
Friday	9PM - 12AM	LTP: D&D Adventurers League	DM Staff	DD04	FR98
Friday	9PM - 11PM	LTP: Star Realms	AGE Staff	1 & 2	FR41
Friday	9PM - 11PM	Cutthroat Caverns	Anthony Lofy	11	FR42
Friday	9PM - 12AM	Xia Legends of a Drift System	Mike Harsch	8	FR43
Friday	10PM - 12AM	Hearthstone: BYO Device	AGE Staff	4 & 5	FR44
Friday	11PM - 1AM	Cards Against Humanity	Nate Green	7	FR45



Saturday Scheduled Events

	Time	Event	GM	Table	Event ID
Saturday	9AM - 11AM	Dice Masters Mini-Sealed Tournament (\$5)	Guardian Games	1-3	SA01
Saturday	9AM - 12PM	Tigris & Euphrates	Heather Drake	13	SA02
Saturday	9AM - 12PM	LTP: D&D Adventurers League	DM Staff	DD03	SA94
Saturday	9AM - 10AM	Harbour	Mike Harsch	14	SA03
Saturday	9AM - 1PM	D&D Expeditions	DM Staff	DD01	SA89
Saturday	10AM - 11AM	Little Pig	Tim Eisner	9&10	SA04
Saturday	10AM - 2PM	Star Wars: X-Wing Beginner Tournament	AGE Staff		SA77
Saturday	10AM - 11AM	Pandemic Contagion	James Jennings	6	SA05
Saturday	10AM - 12PM	Andorid: Netrunner Tournament	Kyle Jones	4 & 5	SA06
Saturday	10AM - 12PM	Spike	Doug Richardson	12	SA07
Saturday	10AM - 12PM	Damage Report	Kenneth Hoppe	8	SA08
Saturday	11AM - 12PM	Dungeon Mastering 101	Davena Oaks	TableTalk	TT01
Saturday	11AM - 1PM	MTG Mini Masters Sealed (\$4)	Guardian Games	1-3	SA09
Saturday	11AM - 12PM	Little Pig	Tim Eisner	9&10	SA10
Saturday	11AM - 1PM	Splendor	James Jennings	6	SA11
Saturday	11AM - 12PM	Cover Your Assets	Mike Vander Veen	14	SA12
Saturday	12PM - 2PM	Castellan	Paul Borte	11	SA13
Saturday	12PM - 2PM	New Haven	Doug Richardson	12	SA14
Saturday	12PM - 3PM	LTP: D&D Adventurers League	DM Staff	DD04	SA95
Saturday	1PM - 2PM	Creating your first game	Matt Rodgers	TableTalk	TT02
Saturday	1PM - 3PM	Star Realms Tournament	Guardian Games	1-3	SA15
Saturday	1PM - 5PM	LTP: March of the Ants	Tim Eisner	9&10	SA16
Saturday	1PM - 3PM	Cutthroat Caverns	Ray Paterno	13	SA17
Saturday	1PM - 2PM	The Game of 49	Mike Vander Veen	14	SA18



Saturday Scheduled Events

	Time	Event	GM	Table	Event ID
Saturday	1PM - 5PM	D&D Expeditions	DM Staff	DD02	SA90
Saturday	1PM - 3PM	Evolution	Jason Van Camp	8	SA19
Saturday	1PM - 5PM	Arcadia Quest	Mike Harsch	5	SA22
Saturday	2PM - 3PM	Playful Design	David Galiel	TableTalk	TT03
Saturday	2PM - 4PM	Tanto Cuore	Johanna Murch	6	SA20
Saturday	2PM - 5PM	Aquasphere	Laurie Mitchell	4	SA21
Saturday	2PM - 4PM	Frag Tournament Qualifier 3	Paul Borte	11	SA23
Saturday	2PM - 4PM	Spike	Doug Richardson	12	SA24
Saturday	3PM - 4PM	Basic Principals of Game Development	Marc Wolff	TableTalk	TT04
Saturday	3PM - 5PM	Dice Masters Mini-Sealed Tournament (\$5)	Guardian Games	1-3	SA25
Saturday	3PM - 5PM	Torres	Peter Drake	14	SA26
Saturday	3PM - 4PM	Mad Scientist University	Michael Hopcroft	7	SA27
Saturday	3PM - 6PM	LTP: D&D Adventurers League	DM Staff	DD03	SA96
Saturday	4PM - 5PM	Pitfalls of Game Creation	Matt Rodgers	TableTalk	TT05
Saturday	4PM - 6PM	New Haven	Doug Richardson	12	SA28
Saturday	4PM - 6PM	Fallen	Byron Kropf	6	SA29
Saturday	4PM - 5PM	Sushi Go!	Madi Morello	8	SA30
Saturday	5PM - 6PM	Copywriting & Printing	Marc Wolff	TableTalk	TT06
Saturday	5PM - 7PM	Flash Point: Fire Rescue	Mike Vander Veen	14	SA31
Saturday	5PM - 7PM	Sentinels of the Multiverse	James Sinnett	7	SA32
Saturday	5PM - 9PM	D&D Expeditions	DM Staff	DD01	SA91
Saturday	6PM - 10PM	Yikerz! Tournament	Matt Conwell	3	SA33
Saturday	6PM - 9PM	LTP: D&D Adventurers League	DM Staff	DD04	SA97
Saturday	6PM - 10PM	March of the Ants Tournament	Tim Eisner	9&10	SA34



Saturday Scheduled Events



Sunday Scheduled Events

	Time	Event	GM	Table	Event ID
Saturday	6PM - 7PM	Diamonds	Randy Paterno	5	SA35
Saturday	6PM - 8PM	Russian Railroad	Laurie Mitchell	4	SA36
Saturday	6PM - 8PM	Sheriff of Nottingham	Chris Everett	6	SA37
Saturday	6PM - 7PM	Carcassonne	Madi Morello	8	SA38
Saturday	7PM - 7:55	Claim Raffle Tickets at Help Desk	AGE Staff		
Saturday	7PM - 8PM	World Building	Marc Wolff	TableTalk	TT07
Saturday	7PM - 8PM	LTP: Agricola: All Creatures Great and Small (2 Player)	Matt Conwell	1	SA39
Saturday	7PM - 8PM	LTP: Patchwork 2Player	Matt Conwell	2	SA40
Saturday	7PM - 8PM	1st & Goal	Randy Paterno	5	SA41
Saturday	8PM - 8:15	PDXAGE General Raffle	AGE Staff		
Saturday	8PM - 9PM	LTP: Agricola: All Creatures Great and Small (2 Player)	Matt Conwell	1	SA42
Saturday	8PM - 9PM	LTP: Patchwork 2Player	Matt Conwell	2	SA43
Saturday	8PM - 10PM	ChezGeek	Paul Borte	11	SA44
Saturday	8PM - 10PM	Fallen	Byron Kropf	6	SA45
Saturday	8PM - 10PM	Libertalia	Jason Van Camp	14	SA46
Saturday	8PM - 9PM	Fireknife!	Peter Drake	7	SA47
Saturday	9PM - 12AM	LTP: D&D Adventurers League	DM Staff	DD03	SA98
Saturday	9PM - 1AM	D&D Expeditions	DM Staff	DD02	SA92
Saturday	9PM - 11PM	Epic Spell Wars of the Battle Wizards: Duel At Mt. Skullz-fyre	Cory Nelson	3	SA48
Saturday	9PM - 10PM	Diamonds	Randy Paterno	5	SA49
Saturday	9PM - 12AM	Fortune and Glory Co-op	Mike Harsch	8	SA50
Saturday	11PM - 1AM	Hearthstone BYO device	AGE Staff	1&2	SA51
Saturday	11PM - 1AM	Cards Against Humanity	Nate Green	7	SA52
Saturday	12AM - 3AM	LTP: D&D Adventurers League	DM Staff	DD04	SA99

	Time	Event	GM	Table	Event ID
Sunday	9AM - 12PM	LTP: D&D Adventurers League	DM Staff	DD03	SU94
Sunday	9AM - 1PM	D&D Expeditions	DM Staff	DD01	SU89
Sunday	9AM - 1PM	Fury of Dracula	Peter Drake	10&11	SU02
Sunday	10AM - 12PM	MTG Mini Masters Sealed \$4	Guardian Games	1-3	SU01
Sunday	10AM - 1PM	Tales of the Arabian Nights	Cory Nelson	4	SU03
Sunday	10AM - 12PM	Sunrise City	Mike Harsch	6	SU04
Sunday	10AM - 12PM	Dwarven Miner	Anthony Lofy	7	SU05
Sunday	10AM - 12PM	Munchkin	Paul Borte	9	SU06
Sunday	10AM - 12PM	Fallen	Byron Kropf	12	SU07
Sunday	11AM - 12PM	Dominion	Jason Van Camp	14	SU08
Sunday	11AM - 12PM	The Game of 49	Mike Vander Veen	5	SU09
Sunday	11AM - 1PM	Galxy Trucker	Brian Ramey	8	SU10
Sunday	11AM - 1PM	Sentinels of the Multiverse	James Sinnett	13	SU11
Sunday	12PM - 2PM	Dice Master Mini-Sealed Tournament \$5	Guardian Games	1-3	SU12
Sunday	12PM - 3PM	LTP: D&D Adventurers League	DM Staff	DD04	SU95
Sunday	1PM - 1:45	Claim Raffle Tickets at Help Desk	AGE Staff		
Sunday	1PM - 5PM	D&D Expeditions	DM Staff	DD02	SU90
Sunday	1PM - 2PM	Cover Your Assets	Mike Vander Veen	5	SU13
Sunday	1PM - 2PM	Pandemic Contagion	James Jennings	6	SU14
Sunday	1PM - 3PM	Werewolves: The Pact	Jason Van Camp	14	SU15
Sunday	2PM	PDXAGE Raffle & Charity Raffle	AGE Staff		
Sunday	2PM - 4PM	Sheriff of Nottingham	Chris Everett	11	SU16
Sunday	2PM - 5PM	Concordia	Heather Drake	12	SU17



Tournaments

Game Glossary



Frag Tournament

Qualifiers: Friday, 2PM-4PM, Friday, 6PM-8PM, Saturday, 2PM-4PM, Table 11

In the game of FRAG you are playing a board game version of a FPS Computer Game. This tournament has 3 qualifier rounds, with winners progressing to the final showdown Saturday night. Qualifiers are limited, be sure to sign up fast!

March of the Ants Tournament

Saturday, 6PM-10PM, Tables 9 & 10

If you haven't played March of the Ants yet then you really need to. Play tested at last years PDXAGE, and a successful kick-starter later, March of the Ants is in full retail and a great game to play. Weird City Games is hosting a March of the Ants tournament with prizes. Don't miss it! 1st place will be a copy of the game, 2nd place a Weird City T-Shirt, 3rd place original art. All participants will receive a centimeeple!

Marvel Dice Masters, Mini Sealed Tournament (\$5)

Saturday, 9AM-11AM, Tables 1-3, Saturday, 3PM-4PM, Tables 1-3, Sunday, 12PM-2PM, Tables 1-3

A deck-builder that is a Dice-Builder. With Super Heroes or Dragons you will battle it out with another player. Admission covers 4 packs that you get to keep after the tournament, as well as packs as prizes for the victor! Don't know the game? Learn to Play on Friday Afternoon and Evening with the AGE Staff or Guardian Games staff.

MTG: Mini-Masters Tournament (\$4)

Saturday 11AM-1PM & Sunday, 10AM-12PM, Tables 1-3

Come play Magic the Gathering in a whole new way, at random! Players open a pack and without looking at the contents of the pack, shuffle in 15 land cards (3 of each color). Can you win with what you were given? Will your opponent get a Planeswalker? If your opponent doesn't kill you, the suspense might.

Netrunner Tournament

Saturday 10AM-1PM, Table 4 & 5

Andriod Netrunner is the game of corporations and hackers. Hackers try to get into the corporation, and corporations deploy "Ice" (firewalls) to defend themselves. The game is played with predefined decks and takes about 20 minutes per game.

Star Realms Tournament

Saturday 1PM-3PM, Tables 1-3

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.

Star Wars: X-Wing Tournament (Beginner Tournament)

Saturday 10AM-2PM, Miniatures area

Come play other new players with balanced pre-set squads. PDXAGE staff will be on hand to help you learn, play, and compete in this X-Wing tournament for beginners. You do not need to bring any miniatures or supplies.

Yikerz! Tournament (No experience needed!)

Saturday, 6PM-7PM, Table 3

In this easy to play game, players just need to play magnets on the table in a way that doesn't cause another magnet to attach. The tournament was created as a friendly match up opportunity for PDXAGE attendees.

1st & Goal

Friday, 4PM-6PM, Table 13

Saturday, 7PM-8PM, Table 5

1st & Goal pits two football teams in a classic gridiron match. Players call plays using the cards available in their hands. Yardage gained or lost is determined by a roll of the dice, and strategic play-calling makes all the difference as to which dice you get to roll for each play. The right offensive play might gain you a lot of yardage – unless the defense sets up correctly to stop it. After that, it all comes down to the roll of the dice.

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

7 Wonders

Friday, 4PM-6PM, Table 8

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.

Players: 2-7 Age: 10+ Playtime: 30 Min

Agricola: All Creatures Big and Small (2 Player)

Learn to Play, Saturday, 7PM-8PM & 8PM-9PM, Table 1

Agricola: All Creatures Big and Small is a new take on Uwe Rosenberg's *Agricola* designed for exactly two players and focused only on the animal husbandry aspect of that game. So long plows and veggies! Players start with a 3x2 game board that can be expanded during play to give more room for players to grow and animals to run free. The player who amasses the most victory points through enclosing space with fences and acquiring the largest number and variety of animals and victory point-generating buildings will be the winner.

Players: 2 Age: 13+ Playtime: 30 Min

Android: Netrunner

Friday, 3PM-5PM & 8PM-10PM, Table 9 & 10

Tournament, Saturday, 10AM-12PM, Table 4 & 5

Android: Netrunner is an asymmetrical Living Card Game for two players. Set in the cyberpunk future of Android and Infiltration, the game pits a megacorporation and its massive resources against the subversive talents of lone runners. Corporations seek to score agendas by advancing them. Doing so takes time and credits. In turn, runners need to spend their time and credits acquiring a sufficient wealth of resources, purchasing the necessary hardware, and developing suitably powerful ice-breaker programs to hack past corporate security measures. The first player to seven points wins the game, but not likely before he suffers some brain damage or bad publicity.

Players: 2 Age: 14+ Playtime: 45 Min

Antimatter Matters: A Quantum Physics Board Game

Game Developers Area

The goal of Antimatter Matters is to collect the right elementary particles to assemble an atom. You have to avoid hazards like quantum entanglement, antimatter collisions, cosmic radiation and solar flares messing up your instruments—not to mention the actions of other player-scientists pursuing the same goal. Along the way, you'll learn something about the strange and wonderful world of quantum physics: how a handful of elementary particles interact in various ways to form the nuclei and atoms that make up ourselves and everything we experience in the world around us.

AquaSphere

Saturday, 2PM-5PM, Table 4

News from the depths! The AquaSphere is a research facility stationed deep below the ocean’s surface, and your skilled team — consisting of an engineer, a scientist, reprogrammable bots and exploratory submarines — is trying to gather as much data as possible.

Players: 2-4 Age:12+ Playtime: 100 Min

Arcadia Quest

Saturday, 1PM-5PM, Table 5

Players lead guilds of intrepid heroes on an epic campaign to dethrone the vampire lord and reclaim the mighty Arcadia for their own. But only one guild may lead in the end, so players must battle against each other as well as against the monstrous occupying forces. Arcadia Quest is a campaign-based game, where each player controls a guild of three unique heroes, facing off against the other players and the various monsters controlled by the game.

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

Bamboleo

Friday, 12PM-3PM, Table 3

An assortment of oddly shaped wooden blocks are placed onto a round, wooden ‘platter.’ The platter has a cork ball on its underside, which is then placed on top of a conical stand. The trick is that the oddly shaped pieces are to be removed one-by-one, which has a high probability of upsetting the whole contraption’s delicate balance.

Players: 2-4 Age: 6+ Playtime: 30 Min

Bane

Game Developer Area

In the near-distant future, after years of war and famine, a global pandemic kills most of the world’s population. Those that survive are transformed by the virus, unlocking a latent genetic code. Now, the world is ruled by the three original species of planet earth; Vampires, Werewolves and super Humans. In BANE, players control the conflict between these supernatural forces.

Players: 2-5 Playtime: 30-60 Min

Bang!: The Walking Dead

Play to Win Game

BANG!: The Walking Dead is a shoot ‘em up card game based on BANG! in which factions from The Walking Dead face off in a battle to survive. Each player becomes a famous Walking Dead character while taking on the roles of Leader, Savior, Survivor, or Loner.

Players: 4-7 Age: 13+ Playtime: 30 Min

Bellz

Friday, 12PM – 2PM, Table 1

Bellz is deceptively simple and yet supremely challenging at the same time. Players use the magnet wand to pick up bells of only one color. Make a string off the end of the magnet wand, or create a cluster — just don’t pick up bells of any other color or the turn is over. Each player must decide how far to push their luck on every turn. The first player to collect all 10 bells of one color wins!

Players 2-4 Age: 6+ Playtime 15 min

Carcassonne

Saturday, 6PM-7PM, Table 8

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

Players: 2-5 Age:8+ Playtime: 30-45 Min

Cards Against Humanity

Friday, 11PM-1AM, Table 7

Saturday, 11PM-1AM, Table 7

A card game which involves a judge choosing a black question or fill-in-the-blank card. Each player holds a hand of ten cards at the beginning of each round, and each player contributes card(s) to the “card czar” anonymously. The card czar determines which card(s) are funniest in the context of the question or fill-in-the-blank card. The player who submitted the chosen card(s) is given the question card to represent an “Awesome Point.”

Players: 4-12 Age: 17+ Playtime: 30 Min

Castellan

Saturday, 12PM-2PM, Table 11

In Castellan, two players work together to build a castle. Finely-detailed wall and tower pieces link together to form courtyards, and the player who finishes a courtyard claims it with a Keep, scoring points for that courtyard equal to the number of tower pieces surrounding it.

Players: 2 Age: 6+ Playtime: 45 Min

Castles

Play to Win Game

In the tile-laying game Castles of Mad King Ludwig, players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria...one room at a time. You see, the King loves castles, having built Neuschwanstein (the castle that inspired the Disney theme park castles) and others, but now he’s commissioned you to build the biggest, best castle ever — subject, of course, to his ever-changing whims. Each player acts as a building contractor who is adding rooms to the castle he’s building while also selling his services to other players.

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

Catastrophe

Game Developers Area

A story-telling game of a team of superheros trying to save the day as the catastrophes multiply.

Players: 2-7 Age: 6+ Playtime: 20-45 Min

Champions of Hara

Friday, 6PM-7PM, Table 7

Game Developers Area

In CoH, players take control of Champions, powerful beings locked in a race to control the three elemental energies that exist on Hara. To master the energies, you’ll have to face off against powerful monsters, solve puzzles, and make story-based decisions-- all while watching out your fellow players, who will be doing their best to stand in your way.

Players: 2-6 Playtime: 90-80 Min

Chez Geek

Saturday, 8PM-10PM, Table 11

In this light, humorous, and fast-paced card game that parodies geek culture and co-habitation, players are roommates just trying to get through life with as little work as possible. At setup each player is dealt a Job card which lists their free time, income, a special ability that they possess and their Slack goal. Players are also dealt five Life cards. The space directly in front of a player is their Room, where cards will be played during the course of the game. Slack can be represented using any available chit or counter, but every player begins with a Slack total of zero.

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

Coal Baron

Play to Win Game

The settlement of the country is the work of the players in their role as noble builders in Milestones! In this game, players work together to build roads, create marketplaces, and erect houses. With each milestone set along the way, they move further into the country.

But while they build together, when it comes to procuring construction materials, money, and grain each player is on his own. Thus, you must carefully develop your own network of goods, trade and colonization materials and optimize its use cleverly. Whoever also develops a keen sense of timing can grab the most valuable building sites and in the end win out.

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

Concordia

Sunday, 2PM-5PM, Table 12

Two thousand years ago, the Roman Empire ruled the lands around the Mediterranean Sea. With peace at the borders, harmony inside the provinces, uniform law, and a common currency, the economy thrived and gave rise to mighty Roman dynasties as they expanded throughout the numerous cities. Guide one of these dynasties and send colonists to the remote realms of the Empire; develop your trade network; and appease the ancient gods for their favor — all to gain the chance to emerge victorious! Concordia is a peaceful strategy game of economic development in Roman times for 2-5 players aged 13 and up. Instead of looking to the luck of dice or cards, players must rely on their strategic abilities.

Players: 2-5 Age: 13+ Playtime: 100 Min

Coup

Play to Win Game

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...

Players: 2-6 Age: 10+ Playtime: 15 Min

Cover Your Assets

Friday, 5PM-6PM, Table 9

Saturday, 11AM-12PM, Table 14

Sunday, 1PM-2PM, Table 5

The goal is to be the first millionaire! Stack pairs of assets, to cover your valuables before they are stolen by other players! Defend your assets with like cards in your hand or Gold or Silver Wild Cards! Easy to learn in just minutes, with layers of strategy for years of fun! Keep building up your assets till you become the first millionaire.

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

Cutthroat Caverns

Friday, 8PM-10PM, Table 4

Friday, 9PM-11PM, Table 11

Saturday, 1PM-3PM, Table 13

Play to Win Game

“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’. 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. 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.

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

D&D Adventures League Learn to Play

Friday, 12PM-3PM, Table DD03; 3PM-6PM Table DD04; 6PM-9PM Table DD03; 9PM-12AM Table DD04

Saturday, 9AM-12PM, Table DD03; 12PM-3PM, Table DD04; 3PM-6PM, Table DD03; 6PM-9PM, Table DD04; 9PM-12AM, Table DD03

Sunday 9AM-12PM, Table DD03; 12PM-3PM Table DD04

Learn-to-Play will supply everything needed to play through one D&D Adventurers League mini-adventure. Just add one fresh-picked adventurer!

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

D&D Expeditions

Friday, 1PM-5PM, Table, DD01; 5PM-9PM, Table DD02; 9PM-1AM, Table DD02

Saturday, 1PM-5PM, Table, DD01; 5PM-9PM, Table DD02; 9PM-1AM, Table DD02

Sunday, 1PM-5PM, Table, DD01; 5PM-9PM, Table DD02

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

Damage Report

Saturday, 10AM-12PM, Table 8

Damage Report is a modular, simultaneous, real-time, co-operative game where the players take on the role of a starship crew faced with making split-second decisions to survive while in the midst of various catastrophes. Unlike many co-operative games, the simultaneous, real-time nature of the game helps prevent groupthink. This forces players to make decisions with minimal feedback and prevents one player from simply running the show.

Players: 2-6 Age: 10+ Playtime: 45 Min

Diamonds

Friday, 3PM-4PM & 6PM-7PM, Table 13

Saturday, 6PM-7PM & 9PM-10PM, Table 5

In each round, the players start with a hand of ten cards. One player leads a card, and everyone else must play one card, following suit if possible. As you play a card, if you cannot follow suit, you immediately get a Suit Action in the suit you did play. The player who played the highest card in the suit that was led wins the trick, and also gets a Suit Action. The player who won the trick leads a card to start the next trick. Whoever has the most points in Diamond Crystals at the end of the game wins!

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

Dominion

Sunday, 11AM-12PM, Table 14

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 Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can “buy” as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

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

Dragon Slayer

Play to Win Game

You are the world’s most fearless dragon slayers, competing to be crowned the master slayer. Your brave warrior must search far and wide for these ferocious beasts, defend yourself against its attacks and be ever ready to strike them down. Even in victory your companions may challenge your courage, demanding that you prove your valor with foolhardy audacity or cower in their mocking taunts.

Players: 2-5 Age: 6+ Playtime: 15 Min

Dread Curse

Play to Win Game

A pirate lives on skill, guile and fortune’s fair eye, dreading the day his luck finally runs dry. Before ye lies a sack of sixty golden doubloons – a king’s ransom and a good day’s haul. Each of the crew is entitled to a share equal to his rank and station aboard, and as a crew of thieving pirates, each has his own unique talent for prying coins out of the hands of his shipmates.

Players: 3-8 Age: 14+ Playtime: 30 Min

Dwarven Miner

Sunday, 10AM-12PM, Table 7

In the game, you’ll roll six custom dice in a push-your-luck style to see what can be pulled out of the mine. Craft those resources into all types of gear, from armor to magic wands to mithril swords. Patrons – which range from warriors and rune singers to alchemists and chieftains – are great and powerful dwarves who have chosen you to outfit them on their adventurous, mystical, and often dangerous professions. Each of them will require you to craft different items – and once those items are made, you can then activate those patrons. Each will earn you points and reward you with a special ability that affects the game.

Players: 2-4 Age: 12+ Playtime: 30 Min

Epic Spell Wars of the Battle Wizards: Duel At Mt. Skullzfyre

Friday, 8PM-10PM, Table 3

Saturday, 9PM-11PM, Table 3

A humorous card game depicting a vicious, over-the-top battle between a variety of comically illustrated wizards. The game focuses primarily on creating three-part spell combos to blast your foes into the afterlife. The unique Dead Wizard cards allow players to stay in the game even after their wizards have been defeated.

Players: 2-6 Age: 15+ Playtime: 30 Min

Evolution

Saturday, 1PM-3PM, Table 8

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

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

Fallen

Friday, 8PM-10PM, Table 13

Saturday, 4PM-6PM & 8PM-10PM, Table 6

Sunday, 10AM- 12PM, Table12

A card and dice game with fast and challenging game play, gorgeous art, and plenty of re-playability all wrapped up in an ever-changing story. One player chooses a Hero to delve deep within a dungeon, seeking the ultimate evil that waits below. The second player takes on the role of the Dungeon Lord, summoning vile creatures and ancient spells to defeat the Hero. Unique Story cards bring the dungeons of Fallen to life.

Players: 2 Age: 14+ Playtime: 90 Min

Fireknife!

Saturday 8PM-9PM, Table 7

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

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

Five Tribes

Friday, 8PM-10PM, Table 14

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

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

Flash Point: Fire Rescue

Saturday, 5PM-7PM, Table 14

Play to Win Game

Flash Point: Fire Rescue is a cooperative game of fire rescue. The call comes in... “911, what is your emergency?” On the other end is a panicked response of “FIRE!” Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. The team has only seconds to assess the situation and devise a plan of attack – then you spring into action like the trained professionals that you are. You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger.

Players: 1-6 Age: 10+ Playtime: 45 Min

Forbidden Island

Friday, 6PM-7PM, Table 8

Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss!

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

Fortune and Glory Co-op

Saturday, 9PM-12PM, Table 8

It is the late 1930s, and the world is in turmoil. Humanity is on the brink of war as imperialist nations in the Far East and Europe work aggressively to expand their domination. The Nazis have taken control of Germany and now spread darkness across the globe in their hunt for powerful occult artifacts that can give them the upper hand in the days to come. Fortune and Glory is a fast-paced game of high adventure, vile villains, edge-of-your-seat danger, and cliffhanger pulp movie action. Players take on the role of a treasure hunter, traveling the globe in search of ancient artifacts and fending off danger and villains at every turn in a quest for the ultimate reward of fortune and glory!

Players: 1-8 Age: 12+ Playtime: 90 Min

Frag

Tournament Qualifier 1, Friday, 2PM-4PM, Table 11
Tournament Qualifier 2, Friday, 6PM-8PM, Table 11
Tournament Qualifier 3, Saturday, 2PM-4PM, Table 11

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

Players: 2-6 Age: 12+ Playtime: 100 Min(for Tournament)

Fury of Dracula

Sunday, 9AM -1AM, Table 10 & 11

In this game of Gothic adventure, one player takes the role of Dracula while up to four others attempt to stop him by controlling Vampire hunters from the famous Bram Stoker novel. Dracula uses a deck of location cards to secretly travel through Europe, leaving a trail of encounters and events for the hunters that chase him. Meanwhile, the hunters attempt to track and destroy Dracula using the limited information available to them - a task easier said than done when their prey has the power to change forms into a wolf or bat, and can even melt away into the mist when confronted. To save Europe and rid the world of Dracula’s foul plague, the hunters must destroy Dracula before he earns enough victory points to win the game.

Players: 2-5 Age: 10+ Playtime: 180 Min

Galaxy Trucker

Sunday, 11AM-1PM, Table 8

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

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

Harbour

Saturday, 9AM-10AM, Table 14

Dockmaster Schlibble and Constable O’Brady cordially invite you to visit their bustling Harbour town! Harbour is a worker placement game where players move their worker from building to building, collecting and trading Fish, Livestock, Wood, and Stone; and cashing those resources in to purchase buildings (which are the worker placement spots) from the central pool. Once a building is purchased, it is replaced from the deck, and the central pool is a small subset of the deck, and is therefore different every game. The game ends when a player has purchased his fourth building. After that round finishes, the player with the most points worth of buildings is the winner!

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

Hearthstone

Friday, 10PM-12AM, Table 1 & 2 - Bring your own device to play on (phone or tablet)
Saturday, 11AM-12AM, Table 4 & 5 - Bring your own device to play on (phone or tablet)

Sheathe your sword, draw your deck, and get ready for Hearthstone - the fast paced strategy card game that’s easy to learn and massively fun. Start a free game on Battle.net and play your cards to sling spells, summon creatures, and command the heroes of Warcraft in duels of epic strategy.

Hex Hex XL

Play to Win Game

Hex Hex is a fast-playing, highly interactive card game for 3-6 people. Players hurl Hex after Hex around the table, constantly redirecting, deflecting and altering the Hex’s power until finally someone runs out of options and becomes HEXED. In the end, the winner alone will command enough Voice to control the group and lay down the law...creating a new rule for the game.

Players: 3-6 Age: 12+ Playtime: 20Min

Junkyard King

Game Developers Area

Congratulations! Your store is now open. You specialize in the collection and sale of valuable junk... or as they say in the business “vintage Americana”. Search hidden piles of junk and sort your inventory to discover high value items to sell to customers.

JUX: A Storytelling Game for Creative Thinkers

Game Developers Area

A story building game for creative thinkers, is a card game for 2-8 players that lets you all become co-authors of your own wacky, where’s-it-going tale. The goal of JUX is to create a story by building a collaborative, run-on sentence, inspired by the quirky illustrations. The game takes 5 minutes to learn, and lasts 30 minutes or longer (depending on how much fun you are having).

Kanban: Automotive Revolution

Friday, 4PM-6PM, Table 6

The setting for the game Kanban: Automotive Revolution is an assembly line. The players are ambitious managers who are trying to impress the board of directors in order to achieve as high a position as possible in the company and secure their careers. With promotions come advantages at the factory. You need to manage suppliers and supplies, improve automobile parts, innovate — anything to stay on the cutting edge, or getting your hands greasy on the assembly line in order to boost production. You must exercise wisdom in choosing which projects you should start, selecting only those that will give you the upper hand and shunning those that will bog you down or cause the unthinkable — failure — which would diminish you in the eyes of the board.

Players: 2-4 Age: 12+ Playtime: 90-120 Min

Libertalia

Saturday, 8PM-10PM, Table 14

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

Players: 2-6 Age: 14+ Playtime: 45 Min

Little Pig

Saturday, 10AM-11AM, Table 9 & 10
Saturday, 11AM-12PM, Table 9 & 10

Players in Little Pig compete to become the most renowned pig of fame and legend in this mischievous twist on the classic tale. Each Pig makes secret plans to gather wood, brick or straw. If two pigs gather the same resource, they have to share, but if you can guess where the other pigs are headed, you can pig out! Later, you’ll have the chance to double down with powerful Guess cards that reward you for out-thinking the other pigs. As your pig grows in wealth, fame and guile, you can attract powerful fairy tale friends like Little Red Riding Hood, Rumpelstiltskin, and Puss in Boots, and even stoop to tipping off the Big Bad Wolf. Come get a sneak peak at this upcoming title from local design company Weird City Games!

Mad Scientist University

Saturday, 3PM-4PM, Table 7

Mad Scientist University is a storytelling game where each player in turn takes on the role of an evil genius Teacher’s Assistant (TA) at the Mad Scientist University. Each TA holds a class challenging the students (everyone else) to come up with a way to meet a goal given certain elements listed on distributed cards (Create Perpetual Motion with Lawn Gnomes, for example). Each student brainstorms and then gives a short presentation detailing their plan, and the TA awards the card with the goal to the ‘best’ plan by whatever criteria the TA wishes (evil geniuses get to be snarky, after all).

Players: 3-7 Age: 10+ Playtime: 45 Min

Madness

Vendor Area

The Madness is spreading! A new virus, nicknamed “Madness”, is turning the population into bloodthirsty zombies! Help find the antidote to the Madness virus before it’s too late in this fast and fun card game for 2 or 4 players.

Magic: The Gathering

Mini Masters Sealed (\$4) Saturday, 11AM-1PM, Table 1, 2, & 3

Mini Masters Sealed (\$4) Sunday, 10AM-12PM, Table 1, 2, & 3

EDH , Friday, 12PM-2PM, Table 5

Free Play (No GM), Friday, 4PM-6PM, Table 5

Standard MtG Free Play (no GM), Friday, 2PM-4PM, Table 5

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

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

March of the Ants

Learn to Play, Saturday, 1PM-5PM, Table 9 & 10

Tournament Saturday, 6PM-10PM Table 9 & 10

As spring dawns the great thaw begins. Deep beneath the lush meadow grasses the queen stirs in her nest and the colony comes to life. Soldiers venture forth, battling centipedes while clashing with opposing colonies for territory. Workers dig an ever-expanding network of tunnels in their tireless search for food. The first larvae hatch and it is clear this generation will be different: the young colonies rapidly evolve into a multitude of new forms. The ants march out to claim the meadow as their own. Explore, forage, evolve, and march your way to victory in this dynamic strategy board game set in the world of ants. March of the Ants is the brand new game from local game design company Weird City Games.

Players: 2-4 Age: 13+ Playtime: 60-75 Min

Marvel Dice Masters

Learn to Play, Friday, 4PM-7PM, Table 1 & 2

Mini-Sealed Tournament (\$5), Saturday, 9AM-11AM & 3PM-5PM; Sunday, 12PM-2PM, Table 1-3

In this game, each player fields one of the superhero teams, with each hero being represented by custom-tooled dice; a player can “purchase” dice only from his team. Each hero also has one or more character reference cards, which show the special abilities for the characters based on the die rolls. Different versions of these cards will be available in booster packs, allowing for more customization of your team. Players use these dice to collect energy, recruit new heroes, and battle head-to-head. In addition, each player brings two basic action cards to the game, which are placed in the center of the table; both players can purchase these cards. A player wins once the opposing player has been reduced to zero life.

Players: 2 Age: 14+ Playtime: 15 Min

Milestones

Play to Win Game

In this game, players work together to build roads, create marketplaces, and erect houses. With each milestone set along the way, they move further into the country. But while they build together, when it comes to procuring construction materials, money, and grain each player is on his own. Thus, you must carefully develop your own network of goods, trade and colonization materials and optimize its use cleverly. Whoever also develops a keen sense of timing can grab the most valuable building sites and in the end win out.

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

Munchkin

Friday, 4PM-6PM, Table 11

Sunday, 10AM-12PM, Table 9

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. Munchkin is a satirical card game based on the clichés and oddities of Dungeons and Dragons and other role-playing games. Each player starts at level 1 and the winner is the first player to reach level 10. Players can acquire familiar D&D style character classes during the game which determine to some extent the cards they can play.

Players: 3-6 Age: 10+ Playtime: 90 Min

New Haven

Saturday, 12PM-2PM, Table 12

Saturday, 4PM-6PM, Table 12

Play to Win Game

In New Haven, set in colonial New England, players must develop the riches of the land and build a thriving settlement. Players place tiles strategically to a shared game board to cut timber, quarry stone, plant fields of wheat, and fill pastures with fat sheep. Players then use these resources to erect buildings on their own village boards, attempting to complete rows and columns for population points. Whoever can build the biggest and most prosperous town will end up with the biggest population and win the game!

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

Pandemic: Contagion

Saturday, 10AM-11AM, Table 6

Sunday, 1PM-2PM, Table 6

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

Players: 2-5 Age: 13+ Playtime: 30 Min

Patchwork

Learn to Play Saturday, 7PM-8PM & 8PM-PM, Table 2

In Patchwork, two players compete to build the most aesthetic (and high-scoring) patchwork quilt on a personal 9x9 game board.

Players: 2 Age: 6+ Playtime: 15 Min

Pathfinder Module: We Be Goblins!

Friday, 4PM-8PM, Table 12

We Be Goblins! is an adventure for 1st-level characters in which the PCs play a horde of malicious and murderous goblins, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world’s oldest RPG. The adventure takes place outside the town of Sandpoint in the Pathfinder campaign setting, but can easily be adapted for any campaign world. It also serves as a preview of Pathfinder Player Companion: Goblins of Golarion, and as an optional prequel to Pathfinder Adventure Path’s upcoming Jade Regent Adventure Path.

Qin

Play to Win Game

In Qin players colonize the Chinese hinterland, seize territories, and expand their influence by placing tiles and pagodas. A move is simple: You choose one out of three tiles from your hand, place it onto the grid of the board, then draw a new tile. Each tile shows two landscapes. If you create a territory that consists of at least two spaces of the same landscape, you seize it. You can also expand your territories, take over territories from other players, and connect your territories to villages on the board. All of this enables you to place pagodas. The player who is first to get rid of all his pagodas wins.

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

Relic Expedition

Friday, 5PM-7PM, Table 14

Relic Expedition is a jungle exploration game with a variable board, hand management, collectible treasures, and dangerous wild animals!

Players: 2-4 Age: 10+ Playtime: 30-60 Min

Rest In Pieces (RIP)

Game Developers Area

A zombie memory game where the players are the Zombies looking for their missing body part in the graveyard while twisting the mist to help cause confusion for the other zombies.

Players: 2-6 Playtime: 30-45 Min

Reverse Charades

Play to Win Game

Reverse Charades flips the charade standard of one person giving clues to a large group on its head by splitting the players (six or more) into two teams, then having all but one person on a team work together to get that one person to guess as many words as possible in sixty seconds. Each guessed word is worth one point; each word spoken or mouthed costs that team a point.

Players: 6-99 Age: 6+ Playtime: 30 Min

Robinson Crusoe

Friday, 12PM-4PM, Table 4

Players find themselves on a deserted island, where they'll play the parts of shipwreck survivors confronted by an extraordinary adventure. They'll be faced with the challenges of building a shelter, finding food, fighting wild beasts, and protecting themselves from weather changes. Building walls around their homes, animal domestication, constructing weapons and tools from what they find and much more awaits them on the island.

Players: 1-4 Age: 14+ Playtime: 90-180 Min

Robots Deputies in Outer Space

Game Developers Area

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

Roar a Saurus

Play to Win Game

Roar-a-Saurus is a beautifully illustrated, family friendly, multi-player dino battle with “easy” and “challenge” modes. In “easy”, players roll their battle dice as quickly as they can to attack their neighbors, heal themselves, or blow up all the other players. Gameplay is fast and furious, and with super simple rules. In “challenge” mode, players have more options, but gameplay is still easy to learn and quick to play. Power-Ups make your dino more powerful by increasing its offense or defense. Customize your dino with nine different Power-Ups into a offensive dino of destruction or an armor clad defensive dino of doom...

Players: 2-5 Age: 8+ Playtime: 15min

Russian Railroad

Saturday, 6PM-8PM, Table 4

In Russian Railroads, players compete in an exciting race to build the largest and most advanced railway network. In order to do so, the players appoint their workers to various important tasks. There are many paths to victory: Who will ride into the future full steam ahead and who will be run off the rails? Whose empire will overcome the challenges ahead and emerge victorious?

Players: 2-4 Age: 12+ Playtime: 90-120 Min

Samurai Swords

Friday, 2PM-6PM, Table 7

It focuses on the chaotic feudal society of Japan during the Middle Ages. Players play one of several factions that erupt into a civil war, trying to consolidate their strongholds and then defeat other armies for the right to be called Shogun, the supreme ruler.

Players: 2-5 Age: 12+ Playtime: 240 Min

Sentinels of the Multiverse

Saturday, 5PM-7PM, Table 7

Sunday 11AM-1PM, Table 13

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 Age: 8 Playtime: 30-60 Min

Sharkbait

Game Developers Area

A pirate game of sinking ships, politically dealing with other pirates, and gaining welfare based on the pirates' code. Losing an arm, eye, or leg, may give you the edge to win the game...

Players: 3-8 Playtime: 45-90 Min

Sheriff of Nottingham

Saturday, 6PM-8PM, Table 6

Sunday, 2PM-4PM, Table 11

Prince John is coming to Nottingham! Players, in the role of merchants, see this as an opportunity to make quick profits by selling goods in the bustling city during the Prince's visit. However, players must first get their goods through the city gate, which is under the watch of the Sheriff of Nottingham. Should you play it safe with legal goods and make a profit, or risk it all by sneaking in illicit goods? Be mindful, though, as the Sheriff always has his eyes out for liars and tricksters and if he catches one, he very well may confiscate those goods for himself!

Players: 3-5 Age: 13+ Playtime: 60 Min

Sleuth

Friday, 8PM-10PM, Table 12

Sleuth is a detective game in which players call upon their powers of deduction and logic to discover the identity of the missing gem. Through strategic questioning, each player gathers their bits of information, then skillfully welds them together to form the clues which will provide the solution to the mystery. Clever question and skillful deductions, combined with some plain old-fashioned luck.

Players: 3-7 Age: 12+ Playtime: 60 Min

Shootin Ladders

Play to Win Game

Another ‘Good Game Gone Bad’ from Smirk and Dagger Games. This builds upon the same type of cookie carnage in “Run for your Life, Candyman!” but is totally amped up in a whole NEW game that parodies Chutes and ladders with delicious mayhem. The gingerbread men have left the confines of their sugar-frosted land and let their rage spill over into yet another family favorite board game, where total carnage has its ‘ups and downs’. The board’s original slides and ladders once helped teach kids about morality. But in “SHOOTIN’ LADDERS: Frag Fest”, you’ll more likely learn a lesson in ‘mortality’ and that everyone gets their just desserts. So sling your M&M16, load your Dessert Eagle and get ready to blast the other cookies to bits as you climb and slide your way to victory!

Players: 3-8 Age: 13+ Playtime: 60 min

Space Wizard

Game Developers Area

A free pen-and-paper multiplayer game that is sort of a cross between connect-the-dots and the stick-person wars you used to draw on binder paper. The rules are meant to be easy enough to memorize so you can play with friends on pieces of scrap paper when you’re bored. Players choose their own game piece to represent their character.

Spectaculum

Play to Win Game

In Spectaculum, you determine the paths on which four traveling shows journey through an entire kingdom. On their travels, the entertainers are acknowledged with much applause, but may also get some jeers for poor performances. You determine which shows are worthy of your financial support, but be careful of which entertainers you sponsor - only those with successful shows can help fill your coffers. Whoever turns out to be the most prudent patron by amassing the greatest wealth wins the game.

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

Spike

Friday, 8PM-12AM, Table 6

Saturday, 10AM-12PM, Table 12

Saturday, 2PM-4PM, Table 12

It’s the early 1900’s and you are the owner of one of the fastest growing rail companies in the eastern USA. In Spike, you expand your rail network as you connect cities in order to pick up and deliver more goods; complete contracts and routes to bring in money to modernize your train; upgrade your engines, tenders and railcars to transport the most freight; and build farther, transport more, and amass wealth on your way to become “King of the Rails”.

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

Splendor

Saturday, 11AM-1PM, Table 6

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

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

Star Realms

Learn to Play, Friday, 9PM-11PM, Table 1 & 2

Tournament, Saturday, 1PM-3PM, Table 1, 2, & 3

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 Age: 12+ Playtime: 20 Min

Star Wars: Imperial Assault

Friday, 3PM-5PM, Table 3

Imperial Assault puts you in the midst of the Galactic Civil War between the Rebel Alliance and the Galactic Empire after the destruction of the Death Star over Yavin 4. In this game, you and your friends can participate in two separate games. The campaign game pits the limitless troops and resources of the Galactic Empire against a crack team of elite Rebel operatives as they strive to break the Empire’s hold on the galaxy, while the skirmish game invites you and a friend to muster strike teams and battle head-to-head over conflicting objectives.

Players: 2-5 Age: 12+ Playtime: 90 Min

Star Wars: X-Wing

Learn to Play, Friday, 2PM-4PM & 7PM-9PM, Table 1 & 2

Beginner Tournament, Saturday 10AM-2PM, Miniatures Area

Star Wars: X-Wing Miniatures Game is a tactical ship-to-ship combat game in which players take control of powerful Rebel X-wings and nimble Imperial TIE fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and painted miniatures, the X-Wing Miniatures Game recreates exciting Star Wars space combat throughout its several included scenarios. Select your crew, plan your maneuvers, and complete your mission!

Players: 2-6 Age: 14+ Playtime: 30 Min

Student Bodies

Play to Win Game

All players begin the game bitten, already infected by the zombie virus. No one can be trusted, not even that girl from band camp. Your objective: Be the first player to run down the hall, find an antidote in the science lab, and get back through the zombie-filled corridor to the exit. Only the first through will live, locking the door behind him to prevent the spread of the outbreak, which means everything and everyone on the board is an enemy. You may have to choose between killing a zombie or tripping a friend into your undead classmates to slow them down or eliminate them.

Players: 2-5 Age: 14+ Playtime: 90 Minutes

Subdivision

Play to Win Game

In the game, each player starts with a subdivision player board and a hand of hex-shaped zone tiles. A parcel die is rolled to indicate the type of parcel where a zone tile may be placed, and all players simultaneously place one of their tiles. If a zone tile is placed next to existing zone tiles, those existing tiles have the ability to create new improvements, which may also be placed at this time. Those improvements provide money and points, while slowly covering up as many parcels as possible. Players pass the remaining zone tiles in hand to their left, then someone rolls the parcel die once again. This continues until only one zone tile remains in hand, which is discarded.

Players: 1-4 Ages: 13+ Playtime: 45 Minutes

Suburbia

Play to Win Game

Suburbia is a tile-laying game in which each player tries to build up an economic engine and infrastructure that will be initially self-sufficient, and eventually become both profitable and encourage population growth. As your town grows, you'll modify both your income and your reputation. As your income increases, you'll have more cash on hand to purchase better and more valuable buildings, such as an international airport or a high rise office building. As your reputation increases, you'll gain more and more population (and the winner at the end of the game is the player with the largest population).

Players: 1-4 Ages: 13+ Playtime: 45 Minutes

Sunrise City

Sunday, 10AM-12PM, Table 6

In the tile-laying game Sunrise City, players build a city with zone tiles, bid for control of those zones, then place building tiles on the city zones to their best advantage. Each round the players use role cards to grant them special abilities in the various game phases. Points earned during play move score tokens up a ten point track. Players score one benchmark token if their score marker overshoots the star at the top of their score track but earn two benchmarks if their token lands on the star by exact count.

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

Sushi GO!

Saturday, 4PM-5PM, Table 8

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

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

Tales of the Arabian Nights

Sunday, 10AM-1PM, Table 4

In Tales of the Arabian Nights, you are the hero or heroine in a story of adventure and wonder just like those told by Scheherazade to her spellbound sultan! You will travel the land seeking your own destiny and fortune. You will learn stories and gain wisdom to share with others. Will you be the first to fulfill your destiny? The next Tale is yours to tell! There is, of course, a winner in Tales of the Arabian Nights, but the point of the game is less to see who wins and more to enjoy the unfolding and telling of a great story!

Players: 1-6 Age: 12+ Playtime: 120 Min

Tanden: The First Conflux

Friday, 4PM-5PM, Table 14

Developer Area Various Times

Tanden is an original card game for 2-4 players, which brings players to the magical world of Hara. Tanden is a fast-paced, easy to learn card game of base building, defense and destruction. You'll get to choose from four ancient Titans, each with their own unique abilities, and race to master Hara's energy by opening rifts, and playing monsters to defend them (or destroy rifts controlled by your opponents). Each turn, surviving rifts can be tapped for Victory Points, and the first player to reach 10 VP is victorious. Tanden features the all-new Energy Alignment system, which turns each new hand into a puzzle for players to solve, and guarantees an emergent-strategy model of gameplay that forces you to think in new ways as the game develops.

TankTics

Game Developers Area

A simple, fast paced, battlefield game of tanks, helicopters, infantry, and artillery.

Players: 2-4 Playtime: 30-50 Min

Tanto Cuore

Saturday, 2PM-4PM, Table 6

Each player plays as the Lord of a mansion and hires maids to fill out their house to become the King of Maids! The end goal is simple enough, the player who has the most Victory Points at the end of the game wins! Players acquire Victory Points by employing a variety of maids and "Love" cards that allow for different strategies. You can even employ Private Maids that stick around to use their special powers each per turn! Some give you a bonus, or affect your opponents in a negative way. But beware, your opponents can make your maids sick or give them bad habits, affecting your maids in negative ways and decreasing your Victory Points!

Players: 2-4 Age: 13+ Playtime: 45 Min

Tapple

Play to Win Game

Each round in Tapple, one player draws a topic card, then starts the timer. In the next ten seconds, that player must give a single word answer that fits within the topic, press down the letter key in a special electronic device that corresponds to the first letter of that word, and restart the timer. The next player must then think of a word for the topic that starts with a different letter, press down that starting letter, and restart the timer. If a player runs out of time, she's out for the round. If only one player remains in a round, she collects the topic card. If players manage to press down all of the letters before knocking all but one player out of a round, the players reset the device, draw a new topic card, then start the timer again, this time having to give two answers for the topic – each starting with a different letter – within the allotted time. Whoever collects the most topic cards wins!

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

Telestrations

Play to Win Game

Each player begins by sketching a TELESTRATIONS word dictated by the roll of a die. The old fashioned sand timer may limit the amount of time they get to execute their sketch, but it certainly doesn't limit creativity! Time's up! All players, all at the same time, pass their sketch to the next player, who must guess what's been drawn. Players then simultaneously pass their guess -- which hopefully matches the original word (or does it?) -- to the next player who must try to draw the word they see -- and so on.

Players: 4-8 Age: 10+ Playtime: 30 Min

The Adventurous Grimoire

Game Developers Area

The Adventurous Grimoire is the first ever open world game in a book! Play is endless, diceless, and has both single player and unlimited multiplayer. All you need is a pencil.

The Game of 49

Friday, 6PM-7PM & 7PM-8PM, Table 9

Saturday, 1PM-2PM, Table 14

Sunday, 11AM-12PM, Table 5

Starting with \$49 apiece, players in The Game of 49 bid to buy spaces on the 49-square (7-by-7) game board.

Randomly drawn number cards are auctioned one at a time, with the highest bidder placing a chip on the matching board space. Wild/Payoff cards give players a choice of where to place their chip and also award cash to all players for their chips on the board: \$7 per chip, with a payoff maximum of \$49. The first player to claim four spaces in a row, in any direction, wins.

Players: 2-5 Age: 10+ Playtime: 45 Min

The Kings Men

Game Developers Area

The King’s Men is a fast-paced, action-packed game of intrigue and war. Each turn players vie to complete quests, slay creatures threatening the kingdom and build economic and military assets to help them in subsequent turns. The goal is to gain enough prestige to become the next king. The other nobles are trying to keep each other from ascending to the throne. The King’s Men is a super competitive game featuring trickery and sabotage. Even so, casual players can learn the game easily in about five minutes. The game scales seamlessly between the casual and hardcore markets.

The Resistance

Play to Win Game

The Resistance is a party game of social deduction. It is designed for five to ten players, lasts about 30 minutes, and has no player elimination. The Resistance is inspired by Mafia/Werewolf, yet it is unique in its core mechanics, which increase the resources for informed decisions, intensify player interaction, and eliminate player elimination. Players are either Resistance Operatives or Imperial Spies. For three to five rounds, they must depend on each other to carry out missions against the Empire. At the same time, they must try to deduce the other players’ identities and gain their trust. Each round begins with discussion. When ready, the Leader entrusts sets of Plans to a certain number of players (possibly including himself/herself). Everyone votes on whether or not to approve the assignment. Once an assignment passes, the chosen players secretly decide to Support or Sabotage the mission. Based on the results, the mission succeeds (Resistance win) or fails (Empire win). When a team wins three missions, they have won the game.

Players: 5-10 Age: 13+ Playtime: 30 Min

Ticket to Ride

Friday, 7PM-8PM, Table 8

With elegantly simple gameplay, Ticket to Ride can be learned in under 15 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.

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

Tigris & Euphrates

Saturday, 9AM-12PM, Table 13

Regarded by many as Reiner Knizia’s masterpiece, Tigris & Euphrates is set in the ancient fertile crescent with players building civilizations through tile placement. Players are given four different leaders: farming, trading, religion, and government. The leaders are used to collect victory points in these same categories. However, your score at the end of the game is the number of points in your weakest category, which encourages players not to get overly specialized. Conflict arises when civilizations connect on the board, i.e., external conflicts, with only one leader of each type surviving such a conflict. Leaders can also be replaced within a civilization through internal conflicts.

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

Torres

Saturday, 3PM-5PM, Table 14

Torres is an abstract game of resource management and tactical pawn movement. Players are attempting to build up castles and position their knights to score the most points each turn. Players have a limited supply of knights and action cards that allow special actions to be taken. Efficient use of pieces and cards, along with a thoughtful awareness of future possibilities, is the heart of this game.

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

Vintage Uncle Corky

Friday, 6PM-7PM, Table 5

Developer Area Various Times

“Vintage Uncle Corky” challenges the player to inter-connect the game’s 30 pieces, 10 sticks and 20 re-purposed wine corks, then make the structure balance, hands free, no cheating, on just one of its corks for at least 60 seconds. There is no one correct way to complete “a build.” Average playing time for first-time players is 12 to 18 minutes. Experienced players going for speed (as opposed to just fooling around) can build their structures in under 8 minutes (because they’ve remembered what worked before).

Vintage Uncle Corky: Race to Victor

Friday 8PM-10PM, Table 5

Developer Area Various Times

Uncle Corky’s Race to Victory,” features the same game as above and with a custom card deck. Playing for speed, using the same set of cards per deck, each set of cards randomly ordered, each player’s progress toward finally balancing their structure is halted, delayed, reversed, accelerated, or they are given “free time” to rethink their “build.” Most first time players drop out of the race in less than 20 minutes due to complete frustration. Other first time players who complete the race with “average luck of the draw” average around 60 minutes. Experienced players who can play at super-fast rates don’t always win, but can often balance their contraption within 35 minutes.

Werewolves of Miller’s Hollow: The Pact

Sunday, 1PM-3PM, Table 14

The Werewolves of Miller’s Hollow is a game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Ordinary Townsfolk, or special character such as The Sheriff, The Hunter, the Witch, the Little Girl, The Fortune Teller and so on... There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers (normal and special villagers alike) then deliberate and vote on a player they suspect is a Werewolf, helped (or hindered) by the clues the special characters add to the general deliberation. The chosen player is “lynched”, reveals her role and is out of the game. Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players

Players: 9-47 Age: 10+ Playtime: 40 Min

XenoShyft Onslaught

Friday, 5PM-8PM, Table 4

XenoShyft combines classic deckbuilding and resource management with fast paced combat and unique “base defense” elements- As the game progresses each player will build up their deck of Troops, Equipment, and Item cards, which they will in turn use to defend their base against incoming enemies in fast-paced and deadly combat. It is up to the players to work together in order to outlast the horrors awaiting them by coordinating strategy, utilizing the strengths of their unique divisions (Med Bay, Weapons Research, Science Lab, and Armory), and organizing defense tactics to insure no player is caught off guard by surprise attacks.

Players: 1-4 Age: 14+ Playtime: 45 Min

Xia Legends of a Drift System

Friday, 9PM-12AM, Table 8

Xia: Legends of a Drift System is a 3-5 player sandbox style competitive space adventure. Each player starts as a lowly but hopeful captain of a small starship. Players fly their ships about the system, completing a variety of missions, exploring new sectors and battling other ships. Navigating hazardous environments, players choose to mine, salvage, or trade valuable cargo. Captains vie with each other for Titles, riches, and most importantly Fame.

Players: 3-5 Age: 12+ Playtime: 120 Min

Yikerz!

Friday, 12PM-2PM, Table 2

Tournament, Saturday, 6PM-7PM, Table 3

Yikerz! is a game of magnet mayhem. Place your Yikerz! pieces down on the board and try to avoid attracting the other pieces already played. The object is to get rid of all your pieces. If Yikerz! collapse together, those pieces are yours to add to your stack.

Players: 1-4 Age: 14+ Playtime: 15 Min

Food Options

Options at the Hotel - Holiday Inn

Restaurant - The hotel has a restuarant in the lower level of the main building that also has a bar.

Order for Delivery - On Friday and Saturday from 6:00PM - 11PM you can order from the hotels bar menu by going to the conference center lobby roll up window and placing your order. You will pre-pay, an order number will be provided, and wait staff will deliver the food to you.

Other Nearby Options:

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

*Can get to without car
 - Take Airport Shuttle from hotel to Airport, and then Airport MAX to Cascade Station.

www.strongholdgames.com



www.beziergames.com



www.smirkanddagger.com



www.indieboardsandcards.com



www.rnrgames.com



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