

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Fri (4/21) 3:00 PM	Fri (4/21) 4:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?
Fri (4/21) 3:00 PM	Fri (4/21) 5:00 PM	Board/Card Game	Hometown Heroes	Hometown Heroes	Ballroom 1	10	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Richard Garber	Build the Village. Create the Heroes. Defeat the Dungeon. This is a card-based adventure game where you build up your village, recruit and level up heroes in any of four classes, and ultimately try to defeat trials the heroes encounter in three levels of dungeon rooms.
Fri (4/21) 3:00 PM	Fri (4/21) 4:00 PM	Board/Card Game	Horrified	Horrified	Ballroom 1	11	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Jessica Henry	Imagine living in a place so wretched that it's not plagued by one, two, or even three monsters, but seven of the most horrifying fiends you've ever heard of. In this game, you come face to face with them all as you work together to rid the town of these maniacal or misunderstood creatures... before it's too late.
Fri (4/21) 3:00 PM	Fri (4/21) 7:00 PM	Miniature Strategy Game	StarForce Commander	Learn to Play StarForce Commander	Ballroom 1	14	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Patrick Doyle	Test your skills as a starship captain and engage in a narrative fleet battle using the new StarForce Commander game system. No prior starship captain experience required. We'll teach you how to play as the battle escalates. This is a fun and non-competitive event.
Fri (4/21) 3:00 PM	Fri (4/21) 5:00 PM	Role-Playing Game	Dungeons & Dragons	Ladies Retreat	Ballroom 1	15	Novice (Beginner Welcome)	All Materials Provided By GM	18+	Elaine Denison	LADIES ONLY PLEASE! Play an adventure full of chaos as a group of noble women embark on their annual journey to their summer retreat.
Fri (4/21) 3:00 PM	Fri (4/21) 5:00 PM	Board/Card Game	Gunfight Royale	Gunfight Royale	Ballroom 1	16	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Scott Atchison	Gunfight Royale is a lighthearted and comical shootout game set in the Wild West, featuring plastic cartoon gunfighters in a traditional board game format.
Fri (4/21) 3:00 PM	Fri (4/21) 5:00 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.
Fri (4/21) 3:00 PM	Fri (4/21) 7:00 PM	Role-Playing Game	Dungeons & Dragons	The Tide of Cariveli	Meeting Room 1	19	Intermediate (Some Experience Expected)	Players Must Bring Own Materials	12+	Crow Morris	Welcome to the port city of Cariveli, the peaceful seaside capital of Askara that attracts creatures of all forms! Little do the strange citizens know that a dark storm brews out over the sea. Will you be the ones to stop it or shall you fall? A 15th level D&D adventure with homebrew allowed.
Fri (4/21) 3:00 PM	Fri (4/21) 6:00 PM	Role-Playing Game	Dungeons & Dragons	Tea with a Madman	Meeting Room 1	20	Intermediate (Some Experience Expected)	Players Must Bring Own Materials	12+	Trey Tabb	An ancient, powerful artifact is needed to alter the very fabric of reality and pretty much save the world. It is known to be in the tower of the wizard Telustis, but there is a catch. He's home, he's friendly, and he's completely out of his mind. Can you survive the dangers and find the artifact?

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Fri (4/21) 3:00 PM	Fri (4/21) 7:00 PM	Role-Playing Game	Dungeons & Dragons	Temple of Silk and Whispers	Meeting Room 1	21	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Ashleigh Short	While stocking up on supplies at a village, you hear rumors that a rundown temple is showing signs of habitation for the first time in millennia: glimmering lights in the surrounding waters, low groans of idol worship, and mysterious webs in the nearby jungles. Worried for their safety, the villagers ask you to check out the temple.
Fri (4/21) 3:00 PM	Fri (4/21) 7:00 PM	Role-Playing Game	Call of Cthulhu	The Haunting	Meeting Room 3	24	Novice (Beginner Welcome)	All Materials Provided By GM	18+	Kevin Puett	Play a group of professional and amateur detectives in the 1920's who are hired to investigate a rumored haunted house.
Fri (4/21) 4:00 PM	Fri (4/21) 5:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?
Fri (4/21) 4:00 PM	Fri (4/21) 5:00 PM	Board/Card Game	Horrified	Horrified	Ballroom 1	11	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Jessica Henry	Imagine living in a place so wretched that it's not plagued by one, two, or even three monsters, but seven of the most horrifying fiends you've ever heard of. In this game, you come face to face with them all as you work together to rid the town of these maniacal or misunderstood creatures... before it's too late.
Fri (4/21) 4:00 PM	Fri (4/21) 7:00 PM	Role-Playing Game	Numenera	Escape from the Obelisk!	Meeting Room 1	22	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Hemlock Yew	When you wake up from a night on the road to find yourself in an alien chamber and infected with a strange virus, only one thing is on your mind: survival. Can you find a cure and escape this cruel experiment before it's too late?
Fri (4/21) 5:00 PM	Fri (4/21) 9:00 PM	Board/Card Game	HeroQuest	HeroQuest	Ballroom 1	15	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Anthony Krones	In HeroQuest, heroes work together to complete epic quests, find treasures, and defeat the forces of evil. Each player takes on the role of a mythical hero (Barbarian, Dwarf, Elf, or Wizard) to fight against the evil wizard, Zargon. Will you survive?
Fri (4/21) 6:00 PM	Fri (4/21) 8:00 PM	Board/Card Game	Hometown Heroes	Hometown Heroes	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Richard Garber	Build the Village. Create the Heroes. Defeat the Dungeon. This is a card-based adventure game where you build up your village, recruit and level up heroes in any of four classes, and ultimately try to defeat trials the heroes encounter in three levels of dungeon rooms.
Fri (4/21) 6:00 PM	Fri (4/21) 9:00 PM	Board/Card Game	WarpGate	WarpGate	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Casey Bowman	Command your star fleets, establish colonies and engage your enemies in quick and decisive battles for the control of the galaxy.
Fri (4/21) 6:00 PM	Fri (4/21) 11:00 PM	Role-Playing Game	Pathfinder	Pathfinder Society	Ballroom 1	07	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Michael Lehofer-Chavez	Pathfinder Society is a worldwide fantasy roleplaying campaign using the Pathfinder Second Edition ruleset. Take on the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of the world.
Fri (4/21) 6:00 PM	Fri (4/21) 8:00 PM	Board/Card Game	Avatar: The Last Airbender Fire Nation Rising	Avatar: The Last Airbender Fire Nation Rising	Ballroom 1	11	Novice (Beginner Welcome)	All Materials Provided By GM	8+	David Dean	In this cooperative card and dice game, players take command of Avatar Aang, Katara, Sokka, Toph, and Zuko as they fight back against the Fire Nation to restore balance to the world.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Fri (4/21) 6:00 PM	Fri (4/21) 8:00 PM	Role-Playing Game	Dungeons & Dragons	Ladies Retreat	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	18+	Elaine Denison	LADIES ONLY PLEASE! Play an adventure full of chaos as a group of noble women embark on their annual journey to their summer retreat.
Fri (4/21) 6:00 PM	Fri (4/21) 8:00 PM	Board/Card Game	Gunfight Royale	Gunfight Royale	Ballroom 1	16	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Scott Atchison	Gunfight Royale is a lighthearted and comical shootout game set in the Wild West, featuring plastic cartoon gunfighters in a traditional board game format.
Fri (4/21) 6:00 PM	Fri (4/21) 8:00 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.
Fri (4/21) 6:00 PM	Fri (4/21) 8:00 PM	Role-Playing Game	Dungeons & Dragons	Introduction to Ozaka	Meeting Room 1	18	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	JP Chapleau	Discover the Japan-inspired campaign setting of Ozaka by playing with the writer and designer. Your input will influence the development of the setting.
Fri (4/21) 6:00 PM	Fri (4/21) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Scalebeard's Quest	Meeting Room 1	20	Novice (Beginner Welcome)	All Materials Provided By GM	12+	John Henry	Scalebeard, a shaman for a lizardfolk village, was recently run out of town. Sadly, he was unable to grab all of his supplies on the way out. The party encounters this wayward shaman who asks them to help retrieve his supplies. This is an excellent introduction to D&D for new adventures but can be enjoyed by all skill levels.
Fri (4/21) 7:00 PM	Fri (4/21) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Tea with a Madman	Meeting Room 1	22	Intermediate (Some Experience Expected)	Players Must Bring Own Materials	12+	Trey Tabb	An ancient, powerful artifact is needed to alter the very fabric of reality and pretty much save the world. It is known to be in the tower of the wizard Telustis, but there is a catch. He's home, he's friendly, and he's completely out of his mind. Can you survive the dangers and find the artifact?
Fri (4/21) 8:00 PM	Fri (4/21) 10:00 PM	Board/Card Game	Hometown Heroes	Hometown Heroes	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Richard Garber	Build the Village. Create the Heroes. Defeat the Dungeon. This is a card-based adventure game where you build up your village, recruit and level up heroes in any of four classes, and ultimately try to defeat trials the heroes encounter in three levels of dungeon rooms.
Fri (4/21) 8:00 PM	Fri (4/21) 9:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?
Fri (4/21) 8:00 PM	Fri (4/21) 10:00 PM	Board/Card Game	Root	Root	Ballroom 1	10	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Alex Bailey	Control a faction of cute, woodland critters and battle for domination over woods, mountains, and rivers! All factions are asymmetrical, so playing throughout the weekend provides wildly different experiences. All expansion content is available for people with interest!

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Fri (4/21) 8:00 PM	Fri (4/21) 10:00 PM	Board/Card Game	Avatar: The Last Airbender Fire Nation Rising	Avatar: The Last Airbender Fire Nation Rising	Ballroom 1	11	Novice (Beginner Welcome)	All Materials Provided By GM	8+	David Dean	In this cooperative card and dice game, players take command of Avatar Aang, Katara, Sokka, Toph, and Zuko as they fight back against the Fire Nation to restore balance to the world.
Fri (4/21) 8:00 PM	Fri (4/21) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Strixhaven College	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nathan Short	Strixhaven College, the renowned magic school, is plagued by a mysterious evil magic. Play as new students at orientation and perhaps discover clues to end this magic.
Fri (4/21) 8:00 PM	Fri (4/21) 10:00 PM	Board/Card Game	Gunfight Royale	Gunfight Royale	Ballroom 1	16	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Scott Atchison	Gunfight Royale is a lighthearted and comical shootout game set in the Wild West, featuring plastic cartoon gunfighters in a traditional board game format.
Fri (4/21) 8:00 PM	Fri (4/21) 10:00 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.
Fri (4/21) 8:00 PM	Fri (4/21) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Introduction to Ozaka	Meeting Room 1	18	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	JP Chapleau	Discover the Japan-inspired campaign setting of Ozaka by playing with the writer and designer. Your input will influence the development of the setting.
Fri (4/21) 8:00 PM	Sat (4/22) 12:00 AM	Role-Playing Game	Dungeons & Dragons	The Weeping Revenant	Meeting Room 1	19	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Derek Koehl	For generations, the Marescu family governed the towns and villages of the northern Svalich Woods with justice and integrity. A single night of terrible evil caused it all to crumble. Today the once formidable Marescu Keep lies in ruins and an undead horror stalks the shores of Lake Zarovich.
Fri (4/21) 8:00 PM	Sat (4/22) 12:00 AM	Role-Playing Game	Dungeons & Dragons	Temple of Silk and Whispers	Meeting Room 1	21	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Ashleigh Short	While stocking up on supplies at a village, you hear rumors that a rundown temple is showing signs of habitation for the first time in millennia: glimmering lights in the surrounding waters, low groans of idol worship, and mysterious webs in the nearby jungles. Worried for their safety, the villagers ask you to check out the temple.
Fri (4/21) 8:00 PM	Sat (4/22) 12:00 AM	Role-Playing Game	Dungeons & Dragons	Tavern Crawl	Meeting Room 3	23	Intermediate (Some Experience Expected)	All Materials Provided By GM	18+	Kevin Taylor	Tired from all the questing and adventuring? Then try relaxing with a good ol' tavern crawl! Join with other adventurers in the town of Kite's Landing to complete each tavern's challenges, acquire their special drinks, and get absolutely wasted... in the game, of course.
Fri (4/21) 8:00 PM	Sat (4/22) 12:00 AM	Role-Playing Game	Call of Cthulhu	The Dead Beacon	Meeting Room 3	24	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Doug Bolden	Your nice boating jaunt is interrupted when a sudden storm washes your craft onto the rocky shore. And then there are the things in the woods. An introductory sandbox adventure involving strange lights, rough storms, an abandoned lighthouse, a doomed cafe, and plenty of things that go bump in the night.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Fri (4/21) 9:00 PM	Fri (4/21) 10:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?
Fri (4/21) 10:00 PM	Sat (4/22) 12:00 AM	Role-Playing Game	Dungeons & Dragons	Introduction to Ozaka	Meeting Room 1	18	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	JP Chapleau	Discover the Japan-inspired campaign setting of Ozaka by playing with the writer and designer. Your input will influence the development of the setting.
Sat (4/22) 10:00 AM	Sat (4/22) 11:00 AM	Board/Card Game	Cosmic Encounter	Cosmic Encounter	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	12+	John Pavlick	Cosmic Encounter is a classic space war game filled with strategy, negotiation, and bluffing. Players win by destroying enemy ships and settling colonies on planets, but its enduring charm is the ridiculous number of unfair and unbalanced alien powers you use against others.
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Role-Playing Game	Dungeons & Dragons	Strixhaven College	Ballroom 1	07	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nathan Short	Strixhaven College, the renowned magic school, is plagued by a mysterious evil magic. Play as new students at orientation and perhaps discover clues to end this magic.
Sat (4/22) 10:00 AM	Sat (4/22) 11:00 AM	Board/Card Game	Cursed Court	Cursed Court	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	David Fyda	Join a fun, light, bluffing, and wagering game. Players use both hidden and public information to deduce what opponents know based on the bets they place. Use your influence properly to trick opponents and mislead them. Place riskier bets to claim more points and claim the crown!
Sat (4/22) 10:00 AM	Sat (4/22) 11:00 AM	Board/Card Game	Sheriff of Nottingham	Sheriff of Nottingham	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	8+	Jessica Henry	Players declare goods they wish to bring into the city. The Sheriff must then determine who gets into the city with their goods, who gets inspected, and who may have their goods confiscated! Do you have what it takes to be seen as an honest merchant? Will you make a deal with the Sheriff to let you in? Or will you persuade the Sheriff to target another player while you quietly slip past the gate?
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Board/Card Game	Everdell	Everdell	Ballroom 1	10	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Lakin Terry	Gather resources to develop a harmonious village of woodland critters and structures.
Sat (4/22) 10:00 AM	Sat (4/22) 11:00 AM	Board/Card Game	Three Dragon Ante	Three Dragon Ante	Ballroom 1	11	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Kristie Oldaker	Play the card game straight from the taverns of the Dungeons & Dragons Forgotten Realms world! It is a game of wagers and strategy that's fast paced with beautiful dragon-themed card art.
Sat (4/22) 10:00 AM	Sat (4/22) 11:00 AM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Role-Playing Game	Dungeons & Dragons	Introduction to Ozaka	Ballroom 1	15	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	JP Chapleau	Discover the Japan-inspired campaign setting of Ozaka by playing with the writer and designer. Your input will influence the development of the setting.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Board/Card Game	Gunfight Royale	Gunfight Royale	Ballroom 1	16	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Scott Atchison	Gunfight Royale is a lighthearted and comical shootout game set in the Wild West, featuring plastic cartoon gunfighters in a traditional board game format.
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Role-Playing Game	Call of Cthulhu	The Necropolis	Meeting Room 1	20	Novice (Beginner Welcome)	All Materials Provided By GM	18+	Kevin Puett	What ancient horrors lie slumbering in a newly discovered tomb deep in Egypt's Valley of the Kings? Delve deep to discover what waits in the darkness...
Sat (4/22) 10:00 AM	Sat (4/22) 1:00 PM	Role-Playing Game	Call of Cthulhu	Paper Chase	Meeting Room 1	21	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Justin Butler	"The Old Ones were, the Old Ones are, and the Old Ones shall be." – H.P. Lovecraft Take an initial step into the Call of Cthulhu role playing game in this introductory adventure, Paper Chase! A burglary case turns into a face-to-face encounter with something not quite of the normal world we know.
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Role-Playing Game	Call of Cthulhu	Hand of Glory	Meeting Room 1	22	Novice (Beginner Welcome)	All Materials Provided By GM	18+	Curtis Rozzelle	Call of Cthulhu is a game about secrets, mysteries, and horror. In this scenario, the players portray members of the Yorkshire Ramblers Club hiking the moors. As the afternoon stretches on, a downpour forces them to take shelter in a nearby pub. CONTENT WARNING: Body horror and child abduction.
Sat (4/22) 10:00 AM	Sat (4/22) 12:00 PM	Role-Playing Game	Dungeons & Dragons	The Terrible Adventuring Party 2 - The Spelunking	Meeting Room 3	23	Novice (Beginner Welcome)	All Materials Provided By GM	8+	Tiia Vesalainen	Have you ever wondered how it would feel to play a D&D character who is just terrible at what he does? Well, here's your chance! This is an all new scenario from last year, designed for "less-than-optimal" characters who go on their very first dungeon crawl, sure to muck things up, royally.
Sat (4/22) 10:00 AM	Sat (4/22) 1:00 PM	Role-Playing Game	Dungeons & Dragons	Temple of the Centipede Cult	Meeting Room 3	24	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Paul Turner	Mad cultists, strange rituals, mysterious spirits, and all kinds of crawling creatures await our 3rd level adventurers in this dark and gruesome adventure.
Sat (4/22) 11:00 AM	Sat (4/22) 12:00 PM	Board/Card Game	Cosmic Encounter	Cosmic Encounter	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	12+	John Pavlick	Cosmic Encounter is a classic space war game filled with strategy, negotiation, and bluffing. Players win by destroying enemy ships and settling colonies on planets, but its enduring charm is the ridiculous number of unfair and unbalanced alien powers you use against others.
Sat (4/22) 11:00 AM	Sat (4/22) 12:00 PM	Board/Card Game	Cursed Court	Cursed Court	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	David Fyda	Join a fun, light, bluffing, and wagering game. Players use both hidden and public information to deduce what opponents know based on the bets they place. Use your influence properly to trick opponents and mislead them. Place riskier bets to claim more points and claim the crown!

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 11:00 AM	Sat (4/22) 12:00 PM	Board/Card Game	Sheriff of Nottingham	Sheriff of Nottingham	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	8+	Jessica Henry	Players declare goods they wish to bring into the city. The Sheriff must then determine who gets into the city with their goods, who gets inspected, and who may have their goods confiscated! Do you have what it takes to be seen as an honest merchant? Will you make a deal with the Sheriff to let you in? Or will you persuade the Sheriff to target another player while you quietly slip past the gate?
Sat (4/22) 11:00 AM	Sat (4/22) 12:00 PM	Board/Card Game	Three Dragon Ante	Three Dragon Ante	Ballroom 1	11	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Kristie Oldaker	Play the card game straight from the taverns of the Dungeons & Dragons Forgotten Realms world! It is a game of wagers and strategy that's fast paced with beautiful dragon-themed card art.
Sat (4/22) 11:00 AM	Sat (4/22) 12:00 PM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 12:00 PM	Sat (4/22) 5:00 PM	Role-Playing Game	Pathfinder	Pathfinder Society	Meeting Room 1	18	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Michael Lehofer-Chavez	Pathfinder Society is a worldwide fantasy roleplaying campaign using the Pathfinder Second Edition ruleset. Take on the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of the world.
Sat (4/22) 1:00 PM	Sat (4/22) 3:00 PM	Board/Card Game	Root	Root	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Alex Bailey	"The Old Ones were, the Old Ones are, and the Old Ones shall be." – H.P. Lovecraft Take an initial step into the Call of Cthulhu role playing game in this introductory adventure, Paper Chase! A burglary case turns into a face-to-face encounter with something not quite of the normal world we know.
Sat (4/22) 1:00 PM	Sat (4/22) 4:00 PM	Board/Card Game	Starfarers of Catan	Starfarers of Catan	Ballroom 1	06	Intermediate (Some Experience Expected)	All Materials Provided By GM	12+	Richard Garber	Come explore space in this Settlers of Catan variant. Take your trade and colony ships out into space to find new planets and alien races.
Sat (4/22) 1:00 PM	Sat (4/22) 4:00 PM	Role-Playing Game	Survive the Night	Mystery of Shelley Manor	Ballroom 1	07	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Hemlock Yew	Your college friend group has decided to spend a weekend at old Shelley Manor, an abandoned mansion outside of town. As you arrive, however, things seem... odd. Can you uncover the mystery buried within this old house and survive?
Sat (4/22) 1:00 PM	Sat (4/22) 2:00 PM	Board/Card Game	Cursed Court	Cursed Court	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	David Fyda	Join a fun, light, bluffing, and wagering game. Players use both hidden and public information to deduce what opponents know based on the bets they place. Use your influence properly to trick opponents and mislead them. Place riskier bets to claim more points and claim the crown!
Sat (4/22) 1:00 PM	Sat (4/22) 5:00 PM	Board/Card Game	Terraforming Mars	Terraforming Mars	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Morgan Bowman	Control a giant corporation in the 2400s and its huge projects to raise the temperature, the oxygen level, and the ocean coverage on the planet Mars until the environment is habitable.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 1:00 PM	Sat (4/22) 2:00 PM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 1:00 PM	Sat (4/22) 5:00 PM	Miniature Strategy Game	StarForce Commander	Learn to Play StarForce Commander	Ballroom 1	14	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Patrick Doyle	Test your skills as a starship captain and engage in a narrative fleet battle using the new StarForce Commander game system. No prior starship captain experience required. We'll teach you how to play as the battle escalates. This is a fun and non-competitive event.
Sat (4/22) 1:00 PM	Sat (4/22) 4:00 PM	Role-Playing Game	Star Trek Adventures	Trouble on Omned III	Ballroom 1	15	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Curtis Rozzelle	Star Trek Adventures is a Tabletop Role-Playing Game where new discoveries await Starfleet's finest. An Away Team is sent via shuttle to mediate a dispute in the non-aligned Omned system, near the Cardassian border. Play as: Riker, Dr. Crusher or Dr. Bashir, Data, La Forge, Troi, Tasha Yar, or Worf.
Sat (4/22) 1:00 PM	Sat (4/22) 4:00 PM	Miniature Strategy Game	Flames of War	Flames of War	Ballroom 1	16	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Scott Atchison	Flames of War is a World War II miniature game in which you command a company level force in Europe or North Africa, re-creating actual battles, or fighting missions verses other armies. There is always a new challenge behind the next hedgerow!
Sat (4/22) 1:00 PM	Sat (4/22) 3:00 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.
Sat (4/22) 1:00 PM	Sat (4/22) 5:00 PM	Role-Playing Game	Dungeons & Dragons	The Tide of Cariveli	Meeting Room 1	19	Intermediate (Some Experience Expected)	Players Must Bring Own Materials	12+	Crow Morris	Welcome to the port city of Cariveli, the peaceful seaside capital of Askara that attracts creatures of all forms! Little do the strange citizens know that a dark storm brews out over the sea. Will you be the ones to stop it or shall you fall? A 15th level D&D adventure with homebrew allowed.
Sat (4/22) 1:00 PM	Sat (4/22) 3:00 PM	Role-Playing Game	Dungeons & Dragons	Strixhaven College	Meeting Room 1	20	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nathan Short	Strixhaven College, the renowned magic school, is plagued by a mysterious evil magic. Play as new students at orientation and perhaps discover clues to end this magic.
Sat (4/22) 1:00 PM	Sat (4/22) 5:00 PM	Role-Playing Game	Dungeons & Dragons	Temple of Silk and Whispers	Meeting Room 1	21	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Ashleigh Short	While stocking up on supplies at a village, you hear rumors that a rundown temple is showing signs of habitation for the first time in millennia: glimmering lights in the surrounding waters, low groans of idol worship, and mysterious webs in the nearby jungles. Worried for their safety, the villagers ask you to check out the temple.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 1:00 PM	Sat (4/22) 3:00 PM	Role-Playing Game	Alien	In Space No One Can Hear You Scream	Meeting Room 1	22	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Adam Bradford	Enter a universe of body horror and corporate brinkmanship, where synthetic people play God while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can.
Sat (4/22) 1:00 PM	Sat (4/22) 3:00 PM	Role-Playing Game	Dungeons & Dragons	The Terrible Adventuring Party 2 - The Spelunking	Meeting Room 3	23	Novice (Beginner Welcome)	All Materials Provided By GM	8+	Tia Vesalainen	Have you ever wondered how it would feel to play a D&D character who is just terrible at what he does? Well, here's your chance! This is an all new scenario from last year, designed for "less-than-optimal" characters who go on their very first dungeon crawl, sure to muck things up, royally.
Sat (4/22) 1:00 PM	Sat (4/22) 5:00 PM	Role-Playing Game	Call of Cthulhu	The Haunting in Space	Meeting Room 3	24	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Doug Bolden	The Call of Cthulhu game's most famous scenario... now in space! This twist on the classic haunted house story introduced many new players to Call of Cthulhu and teaches the basics of the game while you try to discover what is driving folks out (or mad) from the Corbitt space station.
Sat (4/22) 1:00 PM	Sat (4/22) 4:00 PM	Board/Card Game	Blood on the Clocktower	Blood on the Clocktower	Hall Corner		Novice (Beginner Welcome)	All Materials Provided By GM	18+	Kevin Puett	Blood on the Clocktower is a social-deduction, bluffing game enjoyed by players on opposing teams of Good and Evil. During a 'day' phase, players socialize openly and whisper privately to trade knowledge or spread lies. During the 'night', players gather information, spread mischief, or kill.
Sat (4/22) 2:00 PM	Sat (4/22) 3:00 PM	Board/Card Game	Cursed Court	Cursed Court	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	David Fyda	Join a fun, light, bluffing, and wagering game. Players use both hidden and public information to deduce what opponents know based on the bets they place. Use your influence properly to trick opponents and mislead them. Place riskier bets to claim more points and claim the crown!
Sat (4/22) 2:00 PM	Sat (4/22) 3:00 PM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 3:00 PM	Sat (4/22) 5:00 PM	Board/Card Game	Root	Root	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Alex Bailey	Control a faction of cute, woodland critters and battle for domination over woods, mountains, and rivers! All factions are asymmetrical, so playing throughout the weekend provides wildly different experiences. All expansion content is available for people with interest!
Sat (4/22) 3:00 PM	Sat (4/22) 4:00 PM	Board/Card Game	Boss Monster	Boss Monster	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Jessica Henry	You are a monstrous boss of a dungeon (randomly dealt) and must construct a lair of up to five rooms. Each round you can play a new dungeon room to try and entice one of four different types of adventurers into your lair. If you manage to kill him after he arrives, you collect his soul. Obtain ten of these souls and you win.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 3:00 PM	Sat (4/22) 4:00 PM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 3:00 PM	Sat (4/22) 5:00 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.
Sat (4/22) 3:00 PM	Sat (4/22) 5:00 PM	Role-Playing Game	Dungeons & Dragons	Strixhaven College	Meeting Room 1	20	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nathan Short	Strixhaven College, the renowned magic school, is plagued by a mysterious evil magic. Play as new students at orientation and perhaps discover clues to end this magic.
Sat (4/22) 3:00 PM	Sat (4/22) 5:00 PM	Role-Playing Game	Alien	In Space No One Can Hear You Scream	Meeting Room 1	22	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Adam Bradford	Enter a universe of body horror and corporate brinkmanship, where synthetic people play God while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can.
Sat (4/22) 4:00 PM	Sat (4/22) 5:00 PM	Board/Card Game	Boss Monster	Boss Monster	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Jessica Henry	You are a monstrous boss of a dungeon (randomly dealt) and must construct a lair of up to five rooms. Each round you can play a new dungeon room to try and entice one of four different types of adventurers into your lair. If you manage to kill him after he arrives, you collect his soul. Obtain ten of these souls and you win.
Sat (4/22) 4:00 PM	Sat (4/22) 5:00 PM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 4:00 PM	Sat (4/22) 7:00 PM	Miniature Strategy Game	Flames of War	Flames of War	Ballroom 1	16	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Scott Atchison	Flames of War is a World War II miniature game in which you command a company level force in Europe or North Africa, re-creating actual battles, or fighting missions verses other armies. There is always a new challenge behind the next hedgerow!
Sat (4/22) 4:00 PM	Sat (4/22) 6:00 PM	Role-Playing Game	Call of Cthulhu	Hand of Glory	Meeting Room 3	23	Novice (Beginner Welcome)	All Materials Provided By GM	18+	Curtis Rozzelle	Call of Cthulhu is a game about secrets, mysteries, and horror. In this scenario, the players portray members of the Yorkshire Ramblers Club hiking the moors. As the afternoon stretches on, a downpour forces them to take shelter in a nearby pub. CONTENT WARNING: Body horror and child abduction.
Sat (4/22) 6:00 PM	Sat (4/22) 8:00 PM	Board/Card Game	Everdell	Everdell	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Lakin Terry	Gather resources to develop a harmonious village of woodland critters and structures.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 6:00 PM	Sat (4/22) 7:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?
Sat (4/22) 6:00 PM	Sat (4/22) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Scalebeard's Quest	Ballroom 1	07	Novice (Beginner Welcome)	All Materials Provided By GM	12+	John Henry	Scalebeard, a shaman for a lizardfolk village, was recently run out of town. Sadly, he was unable to grab all of his supplies on the way out. The party encounters this wayward shaman who asks them to help retrieve his supplies. This is an excellent introduction to D&D for new adventures but can be enjoyed by all skill levels.
Sat (4/22) 6:00 PM	Sat (4/22) 7:00 PM	Board/Card Game	Cosmic Encounter	Cosmic Encounter	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	John Pavlick	Cosmic Encounter is a classic space war game filled with strategy, negotiation, and bluffing. Players win by destroying enemy ships and settling colonies on planets, but its enduring charm is the ridiculous number of unfair and unbalanced alien powers you use against others.
Sat (4/22) 6:00 PM	Sat (4/22) 9:00 PM	Board/Card Game	Starfarers of Catan	Starfarers of Catan	Ballroom 1	09	Intermediate (Some Experience Expected)	All Materials Provided By GM	12+	Richard Garber	Come explore space in this Settlers of Catan variant. Take your trade and colony ships out into space to find new planets and alien races.
Sat (4/22) 6:00 PM	Sat (4/22) 7:00 PM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 6:00 PM	Sat (4/22) 11:00 PM	Role-Playing Game	Pathfinder	Pathfinder Society	Ballroom 1	15	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Michael Lehofer-Chavez	Pathfinder Society is a worldwide fantasy roleplaying campaign using the Pathfinder Second Edition ruleset. Take on the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of the world.
Sat (4/22) 6:00 PM	Sat (4/22) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Dungeons & Dragons Tournament: The Mad Tower	Meeting Room 1	18	Intermediate (Some Experience Expected)	All Materials Provided By GM	12+	Justin Butler	Form a team to compete against other experienced Dungeons & Dragons players in this horror adventure. Your band of heroes explore an insane asylum to prevent the arrival of a mindless god of madness. The winning team receives a set of D&D supplements from our sponsor, Nord Games! This is an after-hours event but convention passes must be purchased during normal hours (Sat 10:00AM - 6:00PM). Characters are provided. Access to a D&D Player's Handbook is recommended. Seats are not reserved so arrive early to secure your seat (and meet others to form a team if needed).

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 6:00 PM	Sat (4/22) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Dungeons & Dragons Tournament: The Mad Tower	Meeting Room 1	19	Intermediate (Some Experience Expected)	All Materials Provided By GM	12+	Anthony Kronos	Form a team to compete against other experienced Dungeons & Dragons players in this horror adventure. Your band of heroes explore an insane asylum to prevent the arrival of a mindless god of madness. The winning team receives a set of D&D supplements from our sponsor, Nord Games! This is an after-hours event but convention passes must be purchased during normal hours (Sat 10:00AM - 6:00PM). Characters are provided. Access to a D&D Player's Handbook is recommended. Seats are not reserved so arrive early to secure your seat (and meet others to form a team if needed).
Sat (4/22) 6:00 PM	Sat (4/22) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Dungeons & Dragons Tournament: The Mad Tower	Meeting Room 1	20	Intermediate (Some Experience Expected)	All Materials Provided By GM	12+	Jacob Sargent	Form a team to compete against other experienced Dungeons & Dragons players in this horror adventure. Your band of heroes explore an insane asylum to prevent the arrival of a mindless god of madness. The winning team receives a set of D&D supplements from our sponsor, Nord Games! This is an after-hours event but convention passes must be purchased during normal hours (Sat 10:00AM - 6:00PM). Characters are provided. Access to a D&D Player's Handbook is recommended. Seats are not reserved so arrive early to secure your seat (and meet others to form a team if needed).
Sat (4/22) 6:00 PM	Sat (4/22) 10:00 PM	Role-Playing Game	Dungeons & Dragons	Dungeons & Dragons Tournament: The Mad Tower	Meeting Room 1	21	Intermediate (Some Experience Expected)	All Materials Provided By GM	12+	Larry Stanberry	Form a team to compete against other experienced Dungeons & Dragons players in this horror adventure. Your band of heroes explore an insane asylum to prevent the arrival of a mindless god of madness. The winning team receives a set of D&D supplements from our sponsor, Nord Games! This is an after-hours event but convention passes must be purchased during normal hours (Sat 10:00AM - 6:00PM). Characters are provided. Access to a D&D Player's Handbook is recommended. Seats are not reserved so arrive early to secure your seat (and meet others to form a team if needed).
Sat (4/22) 6:00 PM	Sat (4/22) 9:00 PM	Role-Playing Game	Dungeons & Dragons	Temple of the Centipede Cult	Meeting Room 3	23	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Paul Turner	Mad cultists, strange rituals, mysterious spirits, and all kinds of crawling creatures await our 3rd level adventurers in this dark and gruesome adventure.
Sat (4/22) 6:00 PM	Sat (4/22) 9:00 PM	Role-Playing Game	Survive the Night	Mystery of Shelley Manor	Meeting Room 3	24	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Hemlock Yew	Your college friend group has decided to spend a weekend at old Shelley Manor, an abandoned mansion outside of town. As you arrive, however, things seem... odd. Can you uncover the mystery buried within this old house and survive?
Sat (4/22) 7:00 PM	Sat (4/22) 8:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sat (4/22) 7:00 PM	Sat (4/22) 8:00 PM	Board/Card Game	Cosmic Encounter	Cosmic Encounter	Ballroom 1	08	Novice (Beginner Welcome)	All Materials Provided By GM	12+	John Pavlick	Cosmic Encounter is a classic space war game filled with strategy, negotiation, and bluffing. Players win by destroying enemy ships and settling colonies on planets, but its enduring charm is the ridiculous number of unfair and unbalanced alien powers you use against others.
Sat (4/22) 7:00 PM	Sat (4/22) 8:00 PM	Board/Card Game	Sleeping Gods	Awaken the Sleeping Gods	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Erik Williamson	Freely come and go throughout the day in this story-telling campaign game. You are crew on the steamship, Manticore, teleported into a strange, new world. Work together to survive, explore exotic islands, meet new characters, and seek out the totems of the gods so that you can return home.
Sat (4/22) 8:00 PM	Sat (4/22) 10:00 PM	Board/Card Game	Root	Root	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Alex Bailey	Control a faction of cute, woodland critters and battle for domination over woods, mountains, and rivers! All factions are asymmetrical, so playing throughout the weekend provides wildly different experiences. All expansion content is available for people with interest!
Sat (4/22) 8:00 PM	Sat (4/22) 10:00 PM	Board/Card Game	Multiple	Social Deduction Games Block!	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Hemlock Yew	Play a bunch of games centered around deduction, deception, and hidden roles! Games included: Ultimate Werewolf, One Night Werewolf, Secret Hitler, Don't Mess with Cthulhu, and more! (What games we play depend on the interest and number of players.)
Sun (4/23) 11:00 AM	Sun (4/23) 1:00 PM	Board/Card Game	Everdell	Everdell	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Lakin Terry	Gather resources to develop a harmonious village of woodland critters and structures.
Sun (4/23) 11:00 AM	Sun (4/23) 12:00 PM	Board/Card Game	Smash Up	Smash Up	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Jessica Henry	This "shuffle building" game starts with a simple premise: take the card decks of two factions, shuffle them into a single deck, then compete to smash more Bases than your opponents. Each faction brings a different game mechanism into play – pirates move cards, zombies bring cards back from the discard pile, dinosaurs have huge power – and every combination of factions brings a different play experience.
Sun (4/23) 11:00 AM	Sun (4/23) 1:00 PM	Role-Playing Game	Dungeons & Dragons	Strixhaven College	Ballroom 1	07	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nathan Short	Strixhaven College, the renowned magic school, is plagued by a mysterious evil magic. Play as new students at orientation and perhaps discover clues to end this magic.
Sun (4/23) 11:00 AM	Sun (4/23) 1:00 PM	Board/Card Game	Root	Root	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Alex Bailey	Control a faction of cute, woodland critters and battle for domination over woods, mountains, and rivers! All factions are asymmetrical, so playing throughout the weekend provides wildly different experiences. All expansion content is available for people with interest!
Sun (4/23) 11:30 AM	Sun (4/23) 4:30 PM	Role-Playing Game	Pathfinder	Pathfinder Society	Ballroom 1	12	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Michael Lehofer-Chavez	Pathfinder Society is a worldwide fantasy roleplaying campaign using the Pathfinder Second Edition ruleset. Take on the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of the world.

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sun (4/23) 12:00 PM	Sun (4/23) 4:00 PM	Miniature Strategy Game	StarForce Commander	Learn to Play StarForce Commander	Ballroom 1	14	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Patrick Doyle	Test your skills as a starship captain and engage in a narrative fleet battle using the new StarForce Commander game system. No prior starship captain experience required. We'll teach you how to play as the battle escalates. This is a fun and non-competitive event.
Sun (4/23) 12:30 PM	Sun (4/23) 4:30 PM	Role-Playing Game	Dungeons & Dragons	Challenge of the Champions	Ballroom 1	15	Intermediate (Some Experience Expected)	All Materials Provided By GM	12+	Anthony Krones	The Adventurers' Guild is sponsoring an event to test teams of adventurers. The contest is open to adventuring teams of all levels of skill; the only proviso is that each team must consist of one warrior, one priest, one rogue, and one wizard. Let the games begin...
Sun (4/23) 12:30 PM	Sun (4/23) 2:30 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.
Sun (4/23) 12:30 PM	Sun (4/23) 4:30 PM	Role-Playing Game	Dungeons & Dragons	The Weeping Revenant	Meeting Room 1	19	Novice (Beginner Welcome)	All Materials Provided By GM	All Ages	Derek Koehl	For generations, the Marescu family governed the towns and villages of the northern Svalich Woods with justice and integrity. A single night of terrible evil caused it all to crumble. Today the once formidable Marescu Keep lies in ruins and an undead horror stalks the shores of Lake Zarovich.
Sun (4/23) 12:30 PM	Sun (4/23) 4:30 PM	Role-Playing Game	Dungeons & Dragons	Tavern Crawl	Meeting Room 3	23	Intermediate (Some Experience Expected)	All Materials Provided By GM	18+	Kevin Taylor	Tired from all the questing and adventuring? Then try relaxing with a good ol' tavern crawl! Join with other adventurers in the town of Kite's Landing to complete each tavern's challenges, acquire their special drinks, and get absolutely wasted... in the game, of course.
Sun (4/23) 1:00 PM	Sun (4/23) 2:00 PM	Board/Card Game	Smash Up	Smash Up	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Jessica Henry	This "shuffle building" game starts with a simple premise: take the card decks of two factions, shuffle them into a single deck, then compete to smash more Bases than your opponents. Each faction brings a different game mechanism into play – pirates move cards, zombies bring cards back from the discard pile, dinosaurs have huge power – and every combination of factions brings a different play experience.
Sun (4/23) 1:00 PM	Sun (4/23) 2:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	07	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?
Sun (4/23) 1:00 PM	Sun (4/23) 4:00 PM	Miniature Strategy Game	Flames of War	Flames of War	Ballroom 1	16	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Scott Atchison	Flames of War is a World War II miniature game in which you command a company level force in Europe or North Africa, re-creating actual battles, or fighting missions verses other armies. There is always a new challenge behind the next hedgerow!

START TIME	END TIME	GAME TYPE	GAME SYSTEM	TITLE	LOCATION	TABLE	PLAYER XP	PLAYER MATERIALS	PLAYER AGE	GAME MASTER (GM)	DESCRIPTION
Sun (4/23) 1:00 PM	Sun (4/23) 4:00 PM	Role-Playing Game	Call of Cthulhu	Paper Chase	Meeting Room 1	18	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Justin Butler	"The Old Ones were, the Old Ones are, and the Old Ones shall be." – H.P. Lovecraft Take an initial step into the Call of Cthulhu role playing game in this introductory adventure, Paper Chase! A burglary case turns into a face-to-face encounter with something not quite of the normal world we know.
Sun (4/23) 1:00 PM	Sun (4/23) 4:00 PM	Role-Playing Game	Dungeons & Dragons	Tea with a Madman	Meeting Room 1	20	Intermediate (Some Experience Expected)	Players Must Bring Own Materials	12+	Trey Tabb	An ancient, powerful artifact is needed to alter the very fabric of reality and pretty much save the world. It is known to be in the tower of the wizard Telustus, but there is a catch. He's home, he's friendly, and he's completely out of his mind. Can you survive the dangers and find the artifact?
Sun (4/23) 1:00 PM	Sun (4/23) 4:00 PM	Role-Playing Game	Numenera	Escape from the Obelisk!	Meeting Room 1	22	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Hemlock Yew	When you wake up from a night on the road to find yourself in an alien chamber and infected with a strange virus, only one thing is on your mind: survival. Can you find a cure and escape this cruel experiment before it's too late?
Sun (4/23) 1:00 PM	Sun (4/23) 4:00 PM	Board/Card Game	Blood on the Clocktower	Blood on the Clocktower	Hall Corner		Novice (Beginner Welcome)	All Materials Provided By GM	18+	Kevin Puett	Blood on the Clocktower is a social-deduction, bluffing game enjoyed by players on opposing teams of Good and Evil. During a 'day' phase, players socialize openly and whisper privately to trade knowledge or spread lies. During the 'night', players gather information, spread mischief, or kill.
Sun (4/23) 2:00 PM	Sun (4/23) 4:00 PM	Board/Card Game	Everdell	Everdell	Ballroom 1	05	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Lakin Terry	Gather resources to develop a harmonious village of woodland critters and structures.
Sun (4/23) 2:00 PM	Sun (4/23) 4:00 PM	Board/Card Game	Hometown Heroes	Hometown Heroes	Ballroom 1	06	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Richard Garber	Build the Village. Create the Heroes. Defeat the Dungeon. This is a card-based adventure game where you build up your village, recruit and level up heroes in any of four classes, and ultimately try to defeat trials the heroes encounter in three levels of dungeon rooms.
Sun (4/23) 2:00 PM	Sun (4/23) 3:00 PM	Board/Card Game	Dominion	Dominion	Ballroom 1	07	Novice (Beginner Welcome)	All Materials Provided By GM	10+	Nicholas Weiner	Each player starts with a deck of cards that they improve with new selections each round. A player can "buy" all cards if they have the "money" for it. With infinite combinations per game, can you hit upon the winning strategy before the others?
Sun (4/23) 2:00 PM	Sun (4/23) 4:00 PM	Board/Card Game	Root	Root	Ballroom 1	09	Novice (Beginner Welcome)	All Materials Provided By GM	12+	Alex Bailey	Control a faction of cute, woodland critters and battle for domination over woods, mountains, and rivers! All factions are asymmetrical, so playing throughout the weekend provides wildly different experiences. All expansion content is available for people with interest!
Sun (4/23) 2:30 PM	Sun (4/23) 4:30 PM	Miniature Strategy Game	BattleTech Alpha Strike	BattleTech Alpha Strike	Ballroom 1	17	Novice (Beginner Welcome)	Players Must Bring Own Materials	12+	Jim Clark	For a millennia, mankind has waged wars across thousands of worlds. Battling interests marshal MechWarriors who owe them fealty, each one the master of a towering avatar of destruction: the BattleMech. Take command of these modern-day knights: use your wits and acumen to bring victory or end up a casualty on a forgotten world.