

GAME PROGRAMING

Friday 1pm GAME ROOM #2 opens for open gaming & checkout of games.
3pm GAME ROOM #1 opens with AIRFORCE a W.W.II board game. STILWELL *
5pm G.R.#1 STAR TREK R.P.G. run by G. SHARP *
9:30pm G.R.#1 MICRO ARMOR (WWII minatures) run by TOM PERRY*
10:30pm G.R.#1 CHAMPIONS a super hero r.p.g. run by WAYNE WEST *
11pm G.R.#2 A.D.& D the original r.p.g. run by DAVE SCHULTZ
G.R.#2 will close after A.D.& D. until 9am Saturday
Saturday 9am GAME ROOM #2 opens with STORMBRINGER r.p.g.by C.STILWELL
10am GAME ROOM #1 TRAVELLER a space r.p.g.run by G. SHARP *
1pm G.R.#1 STAR TREK R.P.G. run by G. HURN *
3pm G.R.#2 CHAMPIONS super game run by J simons
6pm G.R.#1 CAR WARS an S.F.board game run by W. west *
10pm G.R.#1 A.D.& D. for those who would rather fight than dance.PERRY
10pm G.R.#2 the Unclassified game by theUnknown Host?????
GAME ROOM #1 will be closed for the rest of the Convention after AD&D.
GAME ROOM #2 will close after the Unclassified game.
Sunday 10am GAME ROOM #2 will open with A.D.& D. run by DAVE SCHULTZ
GAME ROOM #2 around 6pm.

NOTES

Any * next to a listed game means that the game may be a TOURNAMENT.

STAR FLEET TOURNAMENT !!

there will be a SPECIAL Star Fleet Battles tournament. This tournament will be Played in room.....This room has been set aside just for this game. Prizes will be awarded. Starting times will be Posted.

YOUR CON. NEEDS VOLUNTEERS

As with all conventions this convention needs a little help. Those of you who are willing to lend a hand will be granted certain Privileges. For more info. visit the GOFOR HOLE in room.....