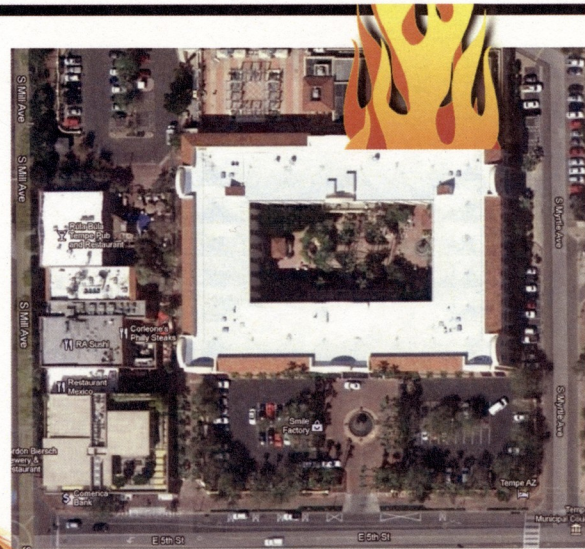


Conflagration

GAMING CONVENTION

June 22-24, 2012 - Mission Palms Hotel - Tempe AZ - www.conflag.org



LOCATIONS:

**Main Gaming:
Palm Ballroom B-C-E-F
Cloister Room**

**Dealer's Room:
Palm Ballroom A-D**

**Game Auction and LARP:
Abbey Room**

**Hospitality Suite:
Room 2038**

**Panels:
Dolores Room
Joshua Tree Room**

**Open/Aux Gaming:
Xavier Room
Cavetto Room
Colonnade Room**

**Convention Office:
Campanile Room**

PANEL SCHEDULE (SEE THE GUESTS)

SATURDAY

**11:00 AM Joshua Tree:
Gaming design and RPG Adventure
writing.**

SATURDAY

**12:30 PM Dolores:
Painting Miniatures 101**

SUNDAY

**11:00 AM Joshua Tree:
Game Design Panel - What makes a
game fun?**

SUNDAY

**12:30 PM Dolores:
Painting Miniatures 101**

HOURS:

Gaming:

**24 hours Fri. 2:00 PM until
Sunday at 10:00 PM**

Dealer's Room:

Fri. 6:00 PM - 8:00 PM

Sat. 10:00 AM - 8:00 PM

Sun. 10:00 AM - 5:00 PM

Hospitality Suite:

Fri. 6:00 PM - Midnight

Sat. 10:00 AM - Midnight

Sun. 10:00 AM - 4:00 PM

Registration:

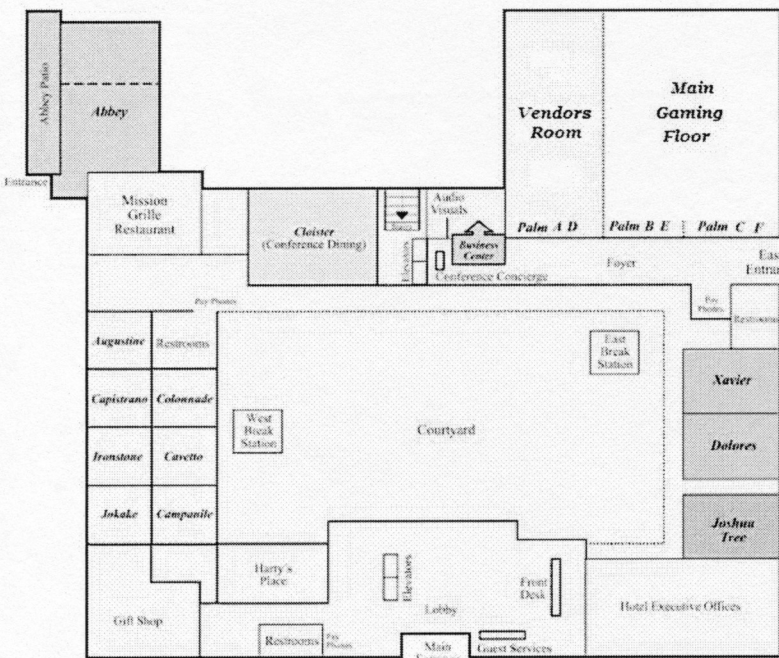
Fri. Noon - 9:00 PM

Sat. 9:00 AM - 9:00 PM

Sun. 10:00 AM - Noon

Game Auction:

Sun. Starts at 2:00 PM



Please patronize our valued Vendors and Sponsors!

Open Friday and Saturday until MIDNIGHT!
OPEN GAME TABLES ALWAYS AVAILABLE

IMPERIAL OUTPOST GAMES

4920 W. THUNDERBIRD RD., STE. 121
602-978-0467
www.imperialoutpost.com

We carry an EXTENSIVE LINE OF **FLAMES OF WAR** PRODUCTS - PLUS HUNDREDS OF OTHER BOARD, MINIATURE AND CARD GAMES



Raiding Parties



LOCAL GAME DESIGNER
IAN S. WILL BE
SHOWCASING BRAND
NEW GAMES DEBUTING
HERE AT CONFLAGRATION

ASK ABOUT HOW TO
PUBLISH YOUR OWN
BOARD GAMES!

COME SEE NEW AND
EXCITING BOARD/CARD
GAMES FROM OUR
PARTNERS

COME SEE US IN THE VENDOR AREA
[HTTP://GAMES.GAMERSUNIVERSITY.COM](http://GAMES.GAMERSUNIVERSITY.COM)
PRIZE GIVEAWAYS TOO! AND YES! WE TAKE VISA/MC/AMEX!



RolcoGames.com
Rolco Games Inc. - Supplier to the Board Game Industry Since 1980

GAME DEPOT
"Voted AZ's Best Game Store"

Complete Selection of Games Workshop®,
Huge Selection of Role Playing Games
Collectible Card Games • Miniatures
Wargames • Board Games • Mahjong • Dice
Dominoes • Cribbage • Chess • Go

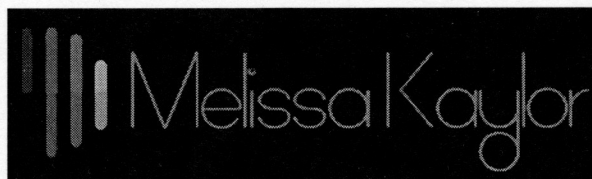
GAMES WORKSHOP **MAGIC**
The Gathering

(480) 966-4727
3136 S. McClintock Dr. Ste. 11, Tempe, AZ
NW Corner Southern & McClintock

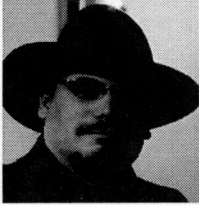
BANNER KNIVES



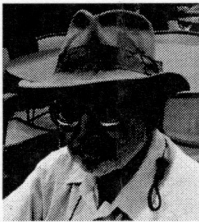
COMICS GAMING
POP
CULTURE
TOYS *Paradise*



Don't miss your opportunity to gather wisdom from ConFlagrations' venerated Guests of Honor!



John Wick is a 20th and 21st century role-playing game designer best known for his creative contributions to the Alderac Entertainment Group properties Legend of the Five Rings and 7th Sea. He self-published Orkworld under the Wicked Press banner, and later co-founded the Wicked Dead Brewing Company with Jared Sorensen. His games under that company include Cat, Schauermärchen, Enemy Gods, and Thirty. He has won the Origins Award for Best Role-Playing Game and Best Collectible Card Game twice (for both the Legend of the Five Rings and 7th Sea role-playing games and collectible card games). He has also written for White Wolf, Inc., Pinnacle Entertainment Group, and worked for various video game companies, providing storyline and dialogue. He has written two regular on-line columns: The Game Designer's Journal (for The Gaming Outpost) and Play Dirty (for Pyramid Magazine).



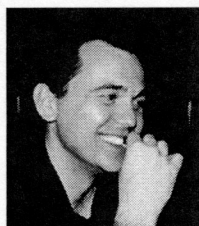
Ken St. Andre is a fantasy author, and game designer, best known for his work with Tunnels & Trolls. He has been an active member of The Science Fiction and Fantasy Writers of America since 1989. St. Andre is the original designer of the 'pen-and-paper' role-playing game Tunnels & Trolls which was first released by Flying Buffalo, Inc. in 1975. In addition to writing the game rules, Ken was one of the creators of solitaire adventures which allowed players to experience the game without a game master or judge. St. Andre has written many modules and stand alone adventures for Tunnels and Trolls. He also worked as a designer on the role-playing games Stormbringer and Monsters! Monsters!, and the computer game Wasteland. <http://trollhalla.com/outer-sanctum/>



Dennis Kauffman is a role-playing game designer living in Phoenix, Arizona. He has designed and run thousands of missions throughout the Renegades' timeline from early life to super-sentient races of the future. He has run tabletop role-playing games with groups of two to twenty people, simultaneously. He is currently enjoying his 24th year as a Game Lord, and is more excited than ever to host his players in the Homesector Arena and the timeline. Time Renegades had its debut in Tucson, AZ at Rincon 2010 and Dennis has hosted weekly missions locally for some of the most experienced players in the state.



Todd VanHooser has been telling stories all of his life. He has a degree in English and creative writing at the University of Missouri which made him gather some important lessons on writing and how raw talent will never meet its potential without constant practice, a little discipline, and an open mind. Over the last few years he has published a handful of short stories and subsequently seen them adopted in the classroom setting. He is always hard at work on something new, whether it be a new short story, or an addition to his series the Laughing Moon Chronicles, including his table-top roleplaying game based therein. He always loves sharing a good story.



Boyan Radakovich is the Origins Award-nominated designer for Shifting Skies Games, the former sales and marketing director for Publisher Services Inc., the founding member of the Southern Arizona Gamers Association, and the convention director for Tucson's gaming convention, RinCon. Not bad for his third year in the games industry. Prior to his new career in gaming, Bo was a graduate researcher in the field of cognitive neuroscience where he designed an artificial intelligence to simulate how humans interact in social situations. But when you think about it -- categorization, decision making, and memory are all just as important to game design.

Event Schedule

Day	Time	Table	Game Event	Event Code	GM
Friday	1pm-4pm	ABBEY	Houses of the Blooded with Guest Honor Mr. Wick	LARP-2	John
Friday	2pm-3pm	B5	Iconica (1-4 players)	DEM-22	Raul/Kevin
Friday	2pm-4pm	B7	Open Demo (Steve Jackson Games on Hand)	DEM-1	Joey
Friday	2pm-4pm	B13	Carcassonne (2-5 players)	BRD-10	Justin
Friday	2pm-4pm	B9	Tsuro (2-8 players)	BRD-13	Jonni
Friday	2pm-4pm	B7	Open Demo (Steve Jackson Games on Hand)	DEM-1	Joey
Friday	2pm-4pm	B8	Munchkin Zombies (2-6 players)	CRD-14	Cindy
Friday	2pm-4pm	Ballroom Game Central	Nile DeLuxor (3-6 players)	CRD-26	Tim
Friday	2pm-4pm	CL CG	Phase Ten (2-6 players)	CRD-29	Amanda
Friday	2pm-4pm	CL1	Shadowfist Demo (2-6 players)	CRD-35	Paul
Friday	2pm-6pm	B6	Mutant Chronicles: Siege of the Citadel (3-5 players)	BRD-24	Ben
Friday	2pm-7pm	B10	Laughing Moon RPG (4-8 players)	RPG-1	Josh
Friday	2pm-7pm	B11	Laughing Moon RPG (4-8 players)	RPG-2	Tyler
Friday	2pm-7pm	B12	Laughing Moon RPG (4-8 players)	RPG-3	Torrance
Friday	2pm-7pm	B14	Deadlands RPG (4-7 players)	RPG-22	Torrance
Friday	3pm-4pm	B5	Iconica (1-4 players)	DEM-23	Raul/Kevin
Friday	4pm-6pm	B7	Munchkin Zombies (2-6 players)	CRD-1	Joey
Friday	4pm-6pm	B8	Munchkin Firefly (2-6 players)	CRD-15	Cindy
Friday	4pm-6pm	B4	Gamesmith Sneak Peak with Guest of Honor Boyan (2-6 players)	DEM-5 Part I	Boyan
Friday	4pm-6pm	B9	Forbidden Island (2-4 players)	BRD-14	Jonni
Friday	4pm-8pm	CL1 and CL3	Shadowfist 100 Names Format Tourney (2-8 players)	CRD-36	Paul
Friday	5pm-6pm	B5	Iconica (1-4 players)	DEM-24	Raul/Kevin
Friday	5pm-6pm	B1	Bolt Action Demo (4 players)	DEM-8	Ben/Shane
Friday	5pm-7pm	CL CG	Phase Ten (2-6 players)	CRD-30	Amanda
Friday	5pm-7pm	B2 and B3	Speed Chess Championship Qualifier A (2-8 players)	BRD-6	Gabe
Friday	5pm-7pm	Ballroom Game Central	Kingdom of Solomon (2-4 players)	BRD-17	Tim
Friday	6pm-7pm	B1	Bolt Action Demo (4 players)	DEM-9	Ben/Shane

Event Schedule

Friday	6pm-7pm	B5	Iconica (1-4 players)	DEM-25	Raul/Kevin
Friday	6pm-7:30pm	CL4	The Red Dragon Inn (2-12 players)	CRD-42	Hal
Friday	6pm-8pm	B4	Gamesmith Sneak Peak with Guest of Honor Boyan (2-6 players)	DEM-5 Part I	Boyan
Friday	6pm-8pm	B13	Time Renegades Arena (2-6 players)	MINI-2	Travis
Friday	6pm-Midnight	CL2	Battlestar Galactica: The Board Game (with Pegasus & Exodus expansions)	BRD-22	Stuart
Friday	6:30pm-8pm	CL7	Raiding Parties (2-6 players)	CRD-46	Benny
Friday	7pm-8pm	B1	Bolt Action Demo (4 players)	DEM-10	Ben/Shane
Friday	7pm-11pm	B6	Star Wars Epic Duels (2-6 players)	MINI-13	Billy
Friday	7pm-11pm	CL5	Gamer Olympics (2-6 players)	OLY-1	Victor
Friday	7pm-Midnight	CL6	In Flight Meal! All Flesh Must be Eaten (2-5 players)	RPG-25	Del B.
Friday	8pm-10pm	B7	Revolution! (2-6 players)	BRD-1	Joey
Friday	8pm-10pm	B13	Time Renegades Arena (2-6 players)	MINI-3	Travis
Friday	8pm-11pm	B5	Thunderstone (1-5 players)	CRD-19	Justin
Friday	8pm-11pm	B9	Apples to Apples (4-10 players)	CRD-23	Jonni
Friday	8pm-Midnight	B8	Epic Munchkin of Epicness (2-6 players)	CRD-2	Anthony
Friday	8pm-10pm	B14	Time Renegades RPG (2-6 players)	RPG-10	Dennis
Friday	10pm-Midnight	B7	The Stars Are Right (2-4 players)	CRD-3	Joey
Day	Time	Table	Game Event	Event Code	GM
Saturday	8am-10am	B7	Munchkin Zombies (2-6 players)	CRD-4	Joey
Saturday	8am-10am	B8	Open SJ Demo (2-6 players)	DEM-2	Anthony
Saturday	8am-10am	CL GC	Phase Ten (2-6 players)	CRD-31	Amanda
Saturday	8am-10am	CL1	Shadowfist Demo (2-6 players)	CRD-37	Paul
Saturday	10am-11:30am	CL4	Pirate Fluxx (2-6 players)	CRD-48	Heath
Saturday	10am-Noon	B7	Munchkin (3-6 players)	CRD-5	Joey
Saturday	10am-Noon	CL1 & CL3	Shadowfist Both Guns Blazing Tourney (2-8 players)	CRD-38	Paul

Event Schedule

Saturday	10am-Noon	CL6	OGRE/G.E.V.	MINI-15	Ben
Saturday	10am-Noon	B6	Tsuro (2-8 players)	BRD-11	Justin
Saturday	10am-Noon	B5	Forbidden Island (2-4 players)	BRD-15	Jonni
Saturday	10am-Noon	B1	Dust Board Game	BRD-26	Rick
Saturday	10am-1pm	B4	D&D Miniatures Gladiator Arena	MINI-16	David
Saturday	10am-2pm	CL2	Warhammer FRP 3rd Ed (The Horror at Hugeldal)	RPG-20	Jason W.
Saturday	10am-7pm	B10	Laughing Moon RPG (4-8 players)	RPG-4	Josh
Saturday	10am-7pm	B11	Laughing Moon RPG (4-8 players)	RPG-5	Tyler
Saturday	10am-7pm	B12	Laughing Moon RPG (4-8 players)	RPG-6	Torrance
Saturday	10am-7pm	B15	Deadlands RPG (4-7 players)	RPG-23	Torrance
Saturday	11am-Noon	B16	Bolt Action Demo (4 players)	DEM-16	Ben/Shane
Saturday	11am-Noon	Joshua Tree	Game Design Panel: RPG Adventure Writing	PNL-1	Guests
Saturday	11am-1pm	B2 and B3	Speed Chess Championship Qualifier B (2-8 players)	BRD-7	Gabe
Saturday	11am-3pm	CL8	Gamer Olympics (2-6 players)	OLY-2	Victor
Saturday	Noon-1pm	B16	Bolt Action Demo (4 players)	DEM-17	Ben/Shane
Saturday	Noon-1pm	B17	Iconica (1-4 players)	DEM-26	Raul/Kevin
Saturday	Noon-2pm	B7	Revolution! (2-6 players)	BRD-2	Joey
Saturday	Noon-2pm	B8	Super Munchkin (2-6 players)	CRD-16	Cindy
Saturday	Noon-2pm	B6	BANG! (4-7 players)	CRD-20	Justin
Saturday	Noon-2pm	B5	Sitting Ducks Gallery (3-6 players)	CRD-24	Jonni
Saturday	Noon-2pm	B13	Time Renegades Arena (2-6 players)	MINI-4	Travis
Saturday	Noon-4pm	B9	GURPS: Troll Hunters Wanted (4-6 players)	RPG-15	Jessie
Saturday	12:30-1:30pm	Dolores	Painting Miniatures 101	PNL-3	Dain
Saturday	1pm-2pm	B16	Bolt Action Demo (4 players)	DEM-18	Ben/Shane
Saturday	1pm-2pm	B17	Iconica (1-4 players)	DEM-27	Raul/Kevin
Saturday	1pm-3pm	Ballroom Game Central	Kings and Things (2-4 players)	BRD-18	Tim

Event Schedule

Saturday	1pm-4pm	CL4 & CL5	Nuclear War Tourney (2-20 players)	CRD-41	Richard
Saturday	1pm-4pm	ABBEY	Houses of the Blooded with Guest Honor Mr. Wick	LARP-1	John
Saturday	1pm-5pm	CL6	Battle Born! (4-8 players)	RPG-21	Ben
Saturday	1pm-6pm	CL9	The Sanatorium RPG (2-5 players)	RPG-26	Del B.
Saturday	2pm-3pm	B16	Bolt Action Demo (4 players)	DEM-19	Ben/Shane
Saturday	2pm-4pm	B14	Time Renegades RPG (2-6 players)	RPG-11	Dennis
Saturday	2pm-4pm	B7	The Stars are Right (2-4 players)	BRD-4	Joey
Saturday	2pm-4pm	B8	Revolution! (2-6 players)	BRD-3	Anthony
Saturday	2pm-4pm	B2	Pandemic (2-4 players)	BRD-21	Sarah
Saturday	2pm-4pm	B6	Munchkin Zombies (2-6 players)	CRD-18	Cindy
Saturday	2pm-4pm	CL7	Gamesmith Sneak Peak with Guest of Honor Boyan (2-6 players)	DEM-6 Part I	Boyan
Saturday	2pm-6pm	B1	Battletech King of the Hill (Classic Battletech) (2-8 play	MINI-1	Joel
Saturday	3pm-4pm	B16	Bolt Action Demo (4 players)	DEM-20	Ben/Shane
Saturday	3pm-4pm	B17	Iconica (1-4 players)	DEM-28	Raul/Kevin
Saturday	3pm-5pm	B5	Eco-Fluxx (2-6 players)	CRD-25	Jonni
Saturday	3pm-5pm	B13	Time Renegades Arena (2-6 players)	MINI-5	Travis
Saturday	3pm-7pm	B4	Star Wars Epic Duels (2-6 players)	MINI-12	Billy
Saturday	4pm-5pm	B16	Bolt Action Demo (4 players)	DEM-21	Ben/Shane
Saturday	4pm-5pm	B17	Iconica (1-4 players)	DEM-29	Raul/Kevin
Saturday	4pm-5pm	B8	Apples to Apples (3-7 players)	CRD-11	Emma
Saturday	4pm-6pm	B7	Munchkin Firefly (2-6 players)	CRD-17	Cindy
Saturday	4pm-6pm	CL GC	Phase Ten (2-6 players)	CRD-32	Amanda
Saturday	4pm-6pm	CL7	Gamesmith Sneak Peak with Guest of Honor Boyan (2-6 players)	DEM-6 Part I	Boyan
Saturday	4pm-8pm	CL1 & CL3	Shadowfist Comrades In Arms Tourney (2-8 players)	CRD-39	Paul
Saturday	5pm-7pm	B2 and B3	Speed Chess Championship Qualifier C (2-8 players)	BRD-8	Gabe
Saturday	5pm-8pm	B6	Thunderstone (1-5 players)	CRD-21	Justin
Saturday	6pm-8pm	CL5	Zombie Fluxx (2-6 players)	CRD-49	Heath
Saturday	6pm-8pm	B8	Munchkin Zombies (2-6 players)	CRD-6	Anthony
Saturday	6pm-8pm	B13	Time Renegades Arena (2-6 players)	MINI-6	Travis

Event Schedule

Saturday	6pm-8pm	B14	Time Renegades RPG (2-6 players)	RPG-12	Dennis
Saturday	6pm-10pm	B9	GURPS: Gray Space (4-6 players)	RPG-16	Jessie
Saturday	6pm-10pm	B5	1rst Edition AD&D One Shot Dungeon (6-8 players)	RPG-25	Tim
Saturday	6pm-10pm	B1	Battletech Backstabber (2-12 players)	MINI-14	Joel
Saturday	6:30-8pm	CL6	Raiding Parties (2-6 players)	CRD-47	Benny
Saturday	7pm-8pm	B7	Qwirkle	BRD-25	Dain
Saturday	7pm-8:30pm	CL4	The Red Dragon Inn (2-12 players)	CRD-43	Hal
Saturday	7pm-Midnight	CL2	Modern Call of Cthulhu/Delta Green: Convergence	RPG-18	Stuart
Saturday	8pm-10pm	B13	Time Renegades Arena (2-6 players)	MINI-7	Travis
Saturday	9pm-11pm	Joshua Tree	Werewolves of Conflag (10-22 players)	CRD-13	Jason Y.
Day	Time	Table	Game Event	Event Code	GM
Sunday	8am-10am	CL GC	Phase Ten (2-6 players)	CRD-33	Amanda
Sunday	10am-Noon	CL1	Pirate Fluxx (2-6 players)	CRD-50	Heath
Sunday	10am-Noon	B8	The Good, The Bad, The Munchkin (3-6 players)	CRD-8	Anthony
Sunday	10am-Noon	B7	Revolution! (2-6 players)	BRD-5	Joey
Sunday	10am-Noon	B4	Trollhalla the Board Game (2-4 players)	BRD-16	Ken
Sunday	10am-Noon	B1	Dust Board Game	BRD-27	Rick
Sunday	10am-2pm	B6	Dungeons and Dragons 5e Playtest (3-6 players)	RPG-17	Jason W.
Sunday	10am-3pm	B10	Laughing Moon RPG (4-8 players)	RPG-7	Josh
Sunday	10am-3pm	B11	Laughing Moon RPG (4-8 players)	RPG-8	Tyler
Sunday	10am-3pm	B12	Laughing Moon RPG (4-8 players)	RPG-9	Torrance
Sunday	10am-3pm	B15	Deadlands RPG (4-7 players)	RPG-24	Torrance
Sunday	11am-Noon	B2	Bolt Action Demo (4 players)	DEM-11	Ben/Shane

Event Schedule

Sunday	11am-Noon	Joshua Tree	Game Design Panel: What makes a game fun?	PNL-2	Guests
Sunday	11am-1pm	B5	SPEED CHESS CHAMPIONSHIP (2-4 players) *must qualify	BRD-9	Gabe
Sunday	11am-1pm	CL7	Zombies! Board Game (3-6 players)	BRD-26	Del B.
Sunday	Noon-1pm	B2	Bolt Action Demo (4 players)	DEM-12	Ben/Shane
Sunday	Noon-2pm	B13	Time Renegades Arena (2-6 players)	MINI-8	Travis
Sunday	Noon-2pm	B9	Open Demo (Steve Jackson) 2-6 players	DEM-4	Jessie
Sunday	Noon-2pm	B7	Munchkin Zombies (2-6 players)	CRD-7	Joey
Sunday	Noon-2pm	B9	Open Demo (Steve Jackson) 2-6 players	DEM-4	Jessie
Sunday	Noon-6pm	CL3, CL4, CL5	Shadowfist AZ Championship Tourney (2-12 players)	CRD-40	Paul
Sunday	12:30-1:30pm	Dolores	Painting Miniatures 101	PNL-4	Dain
Sunday	1pm-2pm	B2	Bolt Action Demo (4 players)	DEM-13	Ben/Shane
Sunday	1pm-3pm	B14	Time Renegades RPG (2-6 players)	RPG-13	Dennis
Sunday	1pm-3pm	Ballroom Game Central	Cosmic Encounter (4-6 players)	BRD-19	Tim
Sunday	2pm-3pm	B2	Bolt Action Demo (4 players)	DEM-14	Ben/Shane
Sunday	2pm-3:30pm	CL6	The Red Dragon Inn (2-12 players)	CRD-44	Hal
Sunday	2pm-4pm	B8	SPANC (3-6 players)	CRD-9	Anthony
Sunday	2pm-6pm	CL2	A Dirty World: The Perils of Fraternization (3-6 players)	RPG-19	Stuart
Sunday	3pm-4pm	B2	Bolt Action Demo (4 players)	DEM-15	Ben/Shane
Sunday	3pm-5pm	B6	Last Night on Earth (2-6 players)	BRD-20	Sarah
Sunday	3pm-5pm	B13	Time Renegades Arena (2-6 players)	MINI-9	Travis
Sunday	3pm-7pm	B4	Star Wars Epic Duels (2-6 players)	MINI-11	Billy
Sunday	3:30pm-5pm	CL6	The Red Dragon Inn (2-12 players)	CRD-45	Hal
Sunday	4pm-5pm	B8	Apples to Apples (3-7 players)	CRD-12	Emma
Sunday	4pm-6pm	B7	Open Demo (Steve Jackson Games on Hand)	DEM-3	Joey
Sunday	4pm-6pm	CL GC	Phase Ten (2-6 players)	CRD-34	Amanda

Event Schedule

Sunday	4pm-7pm	Ballroom Game Central	Illuminati Card Game (4-6 players)	CRD-27	Tim
Sunday	5pm-6pm	B5	Play 5 (2-3 players)	BRD-23	Emma
Sunday	5pm-7pm	B9	Zombie Dice (2-10 players)	DCE-1	Jonni
Sunday	5pm-7pm	B6	Dominion Card Game (2-4 players)	CRD-28	Sarah
Sunday	5pm-7pm	B14	Time Renegades RPG (2-6 players)	RPG-14	Dennis
Sunday	6pm-8pm	B3	Gamesmith Sneak Peak with Guest of Honor Boyan (2-6 players)	DEM-7	Boyan
Sunday	6pm-8pm	B8	Burn In Hell (3-6 players)	CRD-10	Anthony
Sunday	6pm-8pm	B13	Time Renegades Arena (2-6 players)	MINI-10	Travis
Sunday	7pm-10pm	B7	Thunderstone (1-5 players)	CRD-22	Justin

PALM BALLROOM

	8:00 AM	9:00 AM	10:00 AM	10:30 AM	11:00 AM	NOON	12:30	1:00 PM	1:30 PM	2:00 PM	2:30 PM	3:00 PM	3:30 PM	4:00 PM	5:00 PM	5:30 PM	6:00 PM	6:30 PM	7:00 PM	7:30 PM	8:00 PM	8:30 PM	9:00 PM	9:30 PM	10:00 PM	10:30 PM	11:00 PM	11:30 PM	MIDNIGHT
Game Central																													
Table 1																													
Table 2																													
Table 3																													
Table 4																													
Table 5																													
Table 6																													
Table 7																													
Table 8																													
Table 9																													
Table 10																													
Table 11																													
Table 12																													
Table 13																													
Table 14																													
Table 15																													
SATURDAY																													
Game Central																													
Table 1																													
Table 2																													
Table 3																													
Table 4																													
Table 5																													
Table 6																													
Table 7																													
Table 8																													
Table 9																													
Table 10																													
Table 11																													
Table 12																													
Table 13																													
Table 14																													
Table 15																													
SUNDAY																													
Game Central																													
Table 1																													
Table 2																													
Table 3																													
Table 4																													
Table 5																													
Table 6																													
Table 7																													
Table 8																													
Table 9																													
Table 10																													
Table 11																													
Table 12																													
Table 13																													
Table 14																													
Table 15																													

ROOM CLOSED

CONFLAGRATION USED/COLLECTOR GAME AUCTION!

1. All buyers and sellers will be offered a copy of these rules, and will also HEAR the rules at the beginning of the auction, and at several points within the auction. All participants in the auction are consenting to such rules by their involvement in the auction process.
2. All items intended For sale at this year's auction must be grouped into lots of no more than five (5) items. Cards and/or gaming pieces will he regarded collectively as one item as long as they are grouped (packaged) together. Items must be packaged securely, so that there is no opportunity for small pieces to be lost.
3. All items must be brought to the auction control table before the area closes on Saturday. No late submissions will be accepted. No Sunday submissions will be accepted. The seller fills out a control Sheet and paperwork for each lot. Descriptions and seller information will be reviewed for completeness. Complete address information is required on all sellers. You must be a member of the convention to sell any items at the auction.
4. The auction will start around 2:00 PM on Sunday. All buyers will need to visit the control table and pick up their bidder number. Complete Address information is required on all Buyers. You must be a member of the convention to register for at bidder number.
5. The convention assumes no responsibility for the accuracy of item descriptions, and/or any claims made by the seller. This specifically refers to, but is not limited to claims as to completeness, condition, or merchantability. All transactions are final. Any monies paid to the convention will not be refunded. Unfulfilled expectations about an item pertaining to description, completeness, condition, etc. will not be a basis for refunds or withholding payment of sums due. In other words, buyers are fully responsible to know exactly what they are bidding on. If you don't know or have questions, shout them out during the bidding, and we will try to address them. If you are in doubt about the item DON'T BID ON IT!
6. All decisions of the auctioneer pertaining to the sale of an item are final. It is the responsibility of the bidder to ensure that his or her intentions are known to the auctioneer. This means that if the auctioneer doesn't see you, because he's looking in the wrong direction, talking, or just not paying attention, you need to stand up, shout out, wave your hands or do what you need to do to make sure your intentions are known. Once an item is SOLD, we will move on to the next item immediately.
7. All amounts due at the auction will be payable immediately on the convention premises after the auction ends. NO L.A'TE PAYMENTS will be accepted. Buyers may check out at any time after the start of the auction. Buyers may pay with cash or check (with proper ID). NO post dated or third party checks will be accepted. There will be a \$25 fee added to returned checks; in addition the buyer will no longer be permitted to pay by check in the future. There will be announcement as to whether Credit card payments will he accepted at today's auction. When or if you pay with a credit card, a three percent (3%) processing fee will be added.
8. The convention will receive ten percent (10%) of the auction proceeds. This amount will be deducted from any monies paid to the seller. Sellers will be paid by CHECK ONLY. Seller checks will be sent via US MAIL TEN (10) BUSINESS DAYS after the auction day. Sellers will not be allowed to check out until all auction lots have been processed after the end of the auction. In order to complete the auction in at timely manner, the event will run continuously until all items have been dispositioned. No breaks will be taken.
9. Remember when you bid on an item it is your responsibility to get the auctioneer's attention with your bid. And when you win the bid on an item, hold up your bidder card high so the auctioneer can see it, and read it off for the records.
10. We will need volunteers to help with the auction process. Anybody wanting to participate can volunteer at the Auction control table. We hope to see you all there at the Conflagration Used/Collector Game Auction!