

Fantasy is just the beginning...

DarkCon 2004

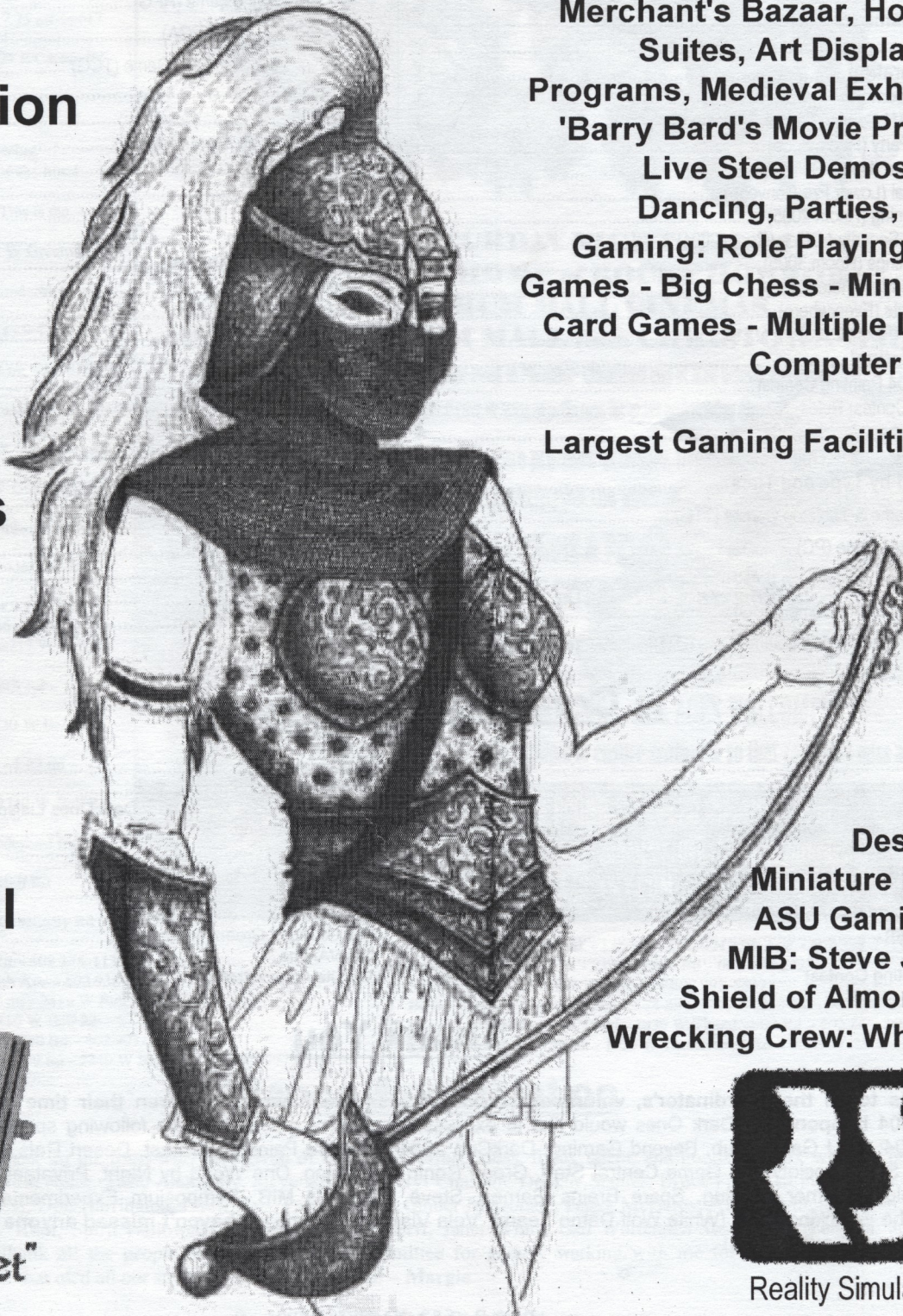
...Presented by The Dark Ones

**Catapult
Competition**

**Kids
Program**

**Lord of
the Rings**
- Dance
- Trivia
Contest
- Games

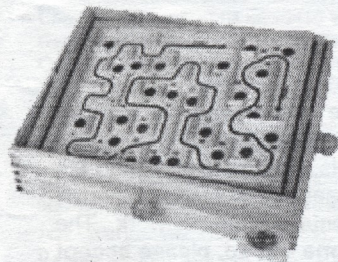
Holy Grail



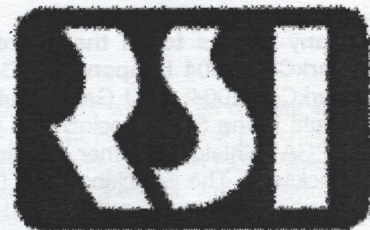
Merchant's Bazaar, Hospitality
Suites, Art Displays, Kids
Programs, Medieval Exhibitions,
'Barry Bard's Movie Previews',
Live Steel Demos, Music,
Dancing, Parties, 24 Hour
Gaming: Role Playing - Board
Games - Big Chess - Miniatures -
Card Games - Multiple LARP's -
Computer Gaming

Largest Gaming Facilities Ever!

Desert Rats
Miniature Painting
ASU Gaming Club
MIB: Steve Jackson
Shield of Almor: RPGA
Wrecking Crew: White Wolf



"The Gauntlet"



Reality Simulations Inc.

January 8-11, 2004 - Embassy Suites Phoenix North, Phoenix AZ



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Committee Members

| | | | |
|---|------------------|--|----------------------|
| Chairman | Mark Boniece | Ambiance | Margaret Grady |
| Historian | Jeff Jennings | Merchant Liaison | Steve Goldstein |
| Exchequer..... | Terry Groom | Logistics / Goup Coordinator / Dark Ones Liaison | Craig McKenzie |
| Gaming Coordinator / Event Book | Ivan C. Erickson | Kids Programming | Jan Ali |
| Hotel Liaison / Contracts | Mike Willmoth | Food Services Coordinator | Jim DuVal |
| Operations (Room 2001) | Tom Coffey | ConSuite..... | Diane Golla-Paszt |
| Security (Room 2001)..... | Kelly Sabucco | Publicity | Lee Whiteside |
| Art Displays Coordinator / Special Events | Lerry Vela | Registration | Kim Martin |
| Computer Room | Dave Babbitt | Staff Lounge / Green Room | Kathleen Perkins Lee |
| LARP(s) | Andy Knudsen | Video/Anime | Shawn Lee |
| Miniature Painting Contest | Judy Erickson | Website Administration | www.ConEvents.Com |

Thank You

Many thanks to all the coordinator's, volunteer's, and judge's Who have freely given their time and energy to making DarkCon 2004 happen. The Dark Ones would like to express our sincere gratitude to the following sponsors and contributors to DarkCon 2004: ASU Game Club, Beyond Gaming, DarkCon 2004 Miniature Painting Contest, Desert Rats, FanPro Commando 83, Flight in the Skies Society, the Game Central Staff, Green Ronin Publishing, One World by Night, Privateer Press - Press Ganger, RPGA, Shield of Almor Gaming, Spare Brains Games, Steve Jackson's MIB, Symposium Experimental Game Network, The Ericksons, The Wrecking Crew (White Wolf Demo Team), Vela Vision. **We hope we haven't missed anyone – if so, please accept our apologies and our thanks!**

Hours of Operation

ConSuite (Room 2117)

DarkCon is pleased to provide a full ConSuite for our members. Stop in for munchies between games or take time to discuss your latest campaign or plot tragedy before your next game.

ConSuite hours:
Thursday: 17:00 - 22:00
Friday: 10:00 - 01:00
Saturday: 10:00 - 01:00
Sunday: 10:00 - 15:00

Computer LAN Gaming (Upper Ballroom E)

We are having a PC Gaming tournament with \$250.00 in cash prizes this weekend. Stop by the PC Room for more information and rules of the contest.

Computer Room Hours:
Friday: 18:00
Until
Sunday: 17:00

Dark Ones Party (Room 3005)

Could we really have a DarkCon without the Dark Ones Party? Stop by for the music and drinks you have grown to love.

Time of Dark Ones Party:
Friday: 18:00

Dealer's Room (Upper Ballrooms)

Be sure to stop by and check out their merchandise.

Dealer's Room Hours:
Friday: 10:00 to 20:00
Saturday: 10:00 to 20:00
Sunday: 10:00 to 17:00

Game Central (Lower Pre-Convenc)

Game central is back and ready to handle all your gaming needs. We will be rolling out new event sheets every hour and trying to stay about 6 hours ahead of your events. Stop by and sign up for the events. I believe at the time this book went to print there are 275 events here at DarkCon 2004. So there should be plenty to do for everyone.

Event Coordinators don't forget to pick up your sign in sheets, before your game begins. Also Players be sure to fill out the information after the game on the back of the sheet and get the forms back to us at Game Central.

Remember Game Central is here to help you, we want to hear all your feedback good and bad, that way we will continue to provide you the Gamer with a great Game Conventions.

- Ivan C. Erickson

Game Central Hours:
Thursday: 13:00 - 19:00
Friday: 09:00 - 23:00
Saturday: 09:00 - 23:00
Sunday: 09:00 - 19:00

Kids Programing (Room 2005)

Yes, we're planning some things to do to entertain convention kids, but I need your help. The service we are providing is free, and so in exchange, I'd like to suggest parents offer their time to assist in planning events or supervising children, provide entertaining equipment for us to use, and/or make a cash donation to give us have a budget to work with!

Kids Programming Hours:
As posted on the door

Operations / Security / Office (Room 2001)

Need to talk to the Convention Staff, Looking for some one, need help? This room is the joint nerve center of the Con, Operations, Security, even Lost and found can be found here.

Operations Hours:
Thursday: 13:00
Until
Sunday: 19:00

Lord of the Rings (Room 3005)

We have more Lord of the Rings Events then Gollum would know what to do with:

Costume Party: Friday 19:00 - 00:00
Costume Contest: Friday 19:00 - 22:00
Trivia Contest: Friday 19:00 - 22:00
Guest Reception: Friday 19:00 - 22:00
Dance: Friday 22:00 - 00:00

Registration (Main Hotel Lobby)

Please remember to keep track of your badge during the convention. If you lose it, you will need to pay the full current at the door price to replace it. The convention badge remains the property of the convention until the convention ends. Membership can be revoked at the discretion of the convention and we reserve the right to refuse membership to anyone. A \$25 charge will be assessed to all returned checks. We will be located in the lobby of the hotel, close to the gaming area. See you there!

Registrations Hours:
Thursday: 16:00 - 21:00*
Friday: 10:00 - 21:00*
Saturday: 10:00 - 21:00*
Sunday: 10:00 - 15:00
* Late Night Registration in Ops.

Special Events (Everywhere)

Art Room: Open During Merchant Hours Location: Upper Ballroom
Art Demonstrations: Check Art Room for Hours Location: Art Room
Barry Bard Presents: Sunday 11:00 Location: Ventanas
Catapult Contest Round 1: Saturday 11:00 Location: Patio above Pool
Catapult Contest Round 2: Saturday 14:00 Location: Patio above Pool
Catapult Contest Round 3: Saturday 17:00 Location: Patio above Pool
Hall Costume Awards: Saturday Location: Hallways
Live Steel Demos: Saturday 17:00 Location: Patio above Pool
Mars Society Demo Table: All Con Location: Main Lobby

Video Room (Room 2123)

Whoa! Lucasarts Certified Digital Surround Sound. On a Very Big Screen. We will bring the biggest and best movies to life at DarkCon 2004.

So close to the movie theater experiance you'll need popcorn.

Video Room Hours:
Thursday: 16:00 - 23:00*
Friday: 12:00 - 01:00*
Saturday: 12:00 - 01:00*
Sunday: 10:00 - 15:00*
* Or whenever the last movie ends.

Miniature Painting!

Regardless of your gaming preference, miniatures make any game look good. Be it the hero figure in the center of the battle mat, or the hordes of creatures going to war between History book being used for a hill and the over turned flower pot tower. The miniatures make the magic happen. This year at DarkCon we have our classic miniature -painting contest.

DarkCon 2004 Painting Contest

If you have not tried before, I would suggest you enter your best stuff into this years contest. If you don't paint be sure to stop by Game Central and check out the entries.

Painting Contest Rules

1. The contest will open on Friday morning at Game Central. Contestants have the opportunity to submit their miniatures during the hours that Game Central is open on Friday, and Saturday.
2. Only members of the convention will be allowed to enter, including staff, guests, and merchants. A valid membership badge is used to track miniature submissions.
3. Entries are subject to review by Event Coordinator or her authorized agents.
4. Miniatures may not be Eligible if of questionable content, or the use of foul language is present in the entry.
5. The Event Coordinator and her authorized agents have final say on the category and class a miniature is entered into.
6. All work being entered must be the work of the named entrant.
7. Miniatures must remain on display from the time of submission until after judging takes place. Entries will remain stored in a locked case during the convention.
8. Miniatures will be available for pickup on Sunday from 10:00 until the close of the convention.
9. Entries left after the close of the convention are not the responsibility of the Conventions, and will most likely be auctioned at next years used game auction if you do not pick them up or make other plans to retrieve them.
10. The name of the entrant will be hidden to insure fairness in judging the contest.
11. No previous winning entries will be allowed.
12. Cheating will not be tolerated and will lead to disqualification from the contest. The event mediator keeps a hammer on call for disqualification of cheaters.
13. The Event Coordinator appoints the judges of the contest.
14. All decisions in the selection of the contest made by the Judges are final.
15. By entering the Miniatures Painting Contest, the contestant agrees to the rules as presented.
16. The contestant consents to DarkCon talking pictures of entries for use in future promotions.
17. Rules are subject to change without notice.
18. No purchase necessary. Many will enter; few will win.
19. Prizes are subject to change without notice.

Guest of Honor

Diana Vick

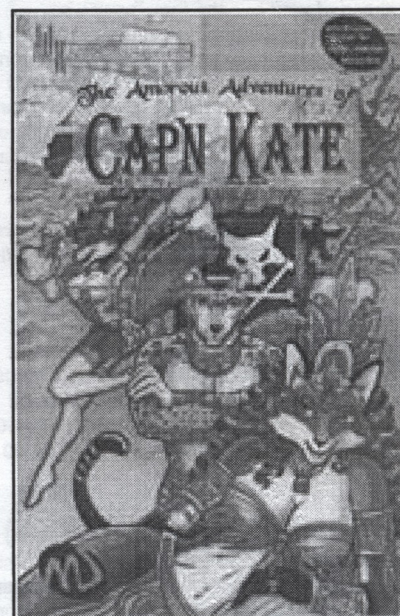
Diana Vick is a multi-talented artist residing in Seattle Washington. Her artwork graces over a hundred and fifty cards for collectible card games including Magic the Gathering: Legend of the Five Rings, and The Seventh Sea. During her stint as art director for MU press, she helped create many new titles as well as illustrated and co-wrote numerous stories. Her other work includes inking in Strikeforce: Morituri, work on storyboards for animation such as Gargoyles and The Mask. She has also authored several clip-art CDs.



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Imperial Outpost Games is the North Valley's Premiere stockist of roleplaying games, collectible card games, miniatures, wargames and accessories. Dungeons and Dragons, Games Workshop, WARMACHINE and much much more!
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Events Listed by Type and Time

Boardgame & Tabletop Games (TTG)

Boardgame & Tabletop Games (TTG) – A Boardgame is defined as a game of strategy played by moving pieces on a board. Examples are chess, checkers, and risk. We've broadened this category to include strategy games that may not require a board, but have a similar style of play. Examples would include poker, Lord of the Fries, and tiddlywinks. Basically, a tabletop game is any game that does not fit in the categories below.

Starting on Thursday

18:00 (3031) Dork Tower
19:00 (1201) Axis and Allies
20:00 (3041) Dork Tower

Starting on Friday

11:00 (3131) Trivial Pursuit
18:00 (3311) Lord of the Rings (Board Game)
18:00 (3141) Monopoly
18:00 (3011) Strange Synergy
19:00 (1181) Mega Supremacy - Challenge of the New World Order
20:00 (3271) Clue
20:00 (3021) Strange Synergy
21:00 (3291) Talisman
22:00 (1371) Tikal

Starting on Saturday

09:00 (3151) Monopoly
10:00 (1251) Dawn Patrol: Late War
12:00 (1261) Dawn Patrol: Balloons Galore
12:00 (2891) Frag! Double Blind
14:00 (2901) Frag! Double Blind
16:00 (1271) Dawn Patrol: Fokker Fodder
16:00 (2501) Tribes
17:00 (2911) Frag! Double Blind
18:00 (3211) Trivial Pursuit
19:00 (1281) Dawn Patrol: Major Caldwell & the Silver Pfalz flight!
20:00 (1331) Settlers of Catan
21:00 (1291) Dawn Patrol: The Lone Wolf

Starting on Sunday

09:00 (3161) Trivial Pursuit
10:00 (2921) Frag! Double Blind
12:00 (1301) Dawn Patrol: Random Scenario
12:00 (2931) Frag! Double Blind
12:00 (3321) Lord of the Rings (Board Game)
12:00 (1341) Settlers of Catan
14:00 (2941) Frag! Double Blind
14:00 (3301) Talisman
14:00 (3221) Trivial Pursuit
15:00 (1381) Tikal
17:00 (3281) Clue

Computer game (PC)

Computer game (PC) – A Computer game is played on a computer with either the computer or a network of other players and computers as adversaries and allies.

Starting on Friday

18:00 (3567) PC Tournament: First Person Shooter (2/4)
19:00 (3627) The Front: Open PC Gaming
20:00 (3607) PC Tournament: Real Time Strategy (2/4)

21:00 (3637) The Front: Open PC Gaming
22:00 (3527) PC Tournament: Team Event (2/4)
23:00 (3727) The Front: PC Gaming Free For All

Starting on Saturday

09:00 (3547) PC Tournament: First Person Shooter (1/4)
10:00 (3647) The Front: Open PC Gaming
11:00 (3587) PC Tournament: Real Time Strategy (1/4)
12:00 (3657) The Front: Open PC Gaming
13:00 (3507) PC Tournament: Team Event (1/4)
14:00 (3667) The Front: Open PC Gaming
15:00 (3577) PC Tournament: First Person Shooter (4 /4)
16:00 (3677) The Front: Open PC Gaming
17:00 (3617) PC Tournament: Real Time Strategy (4/4)
18:00 (3687) The Front: Open PC Gaming
19:00 (3537) PC Tournament: Team Event (4/4)
20:00 (3697) The Front: Open PC Gaming
21:00 (3557) PC Tournament: First Person Shooter (3/4)
22:00 (3707) The Front: Open PC Gaming
23:00 (3597) PC Tournament: Real Time Strategy (3/4)

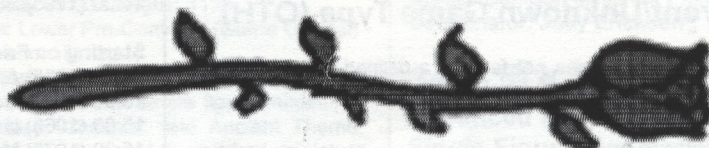
Starting on Sunday

00:00 (3717) The Front: Open PC Gaming
01:00 (3517) PC Tournament: Team Event (3/4)
02:00 (3737) The Front: PC Gaming Free For All
12:00 (3757) PC Tournament: END GAME!!!
13:00 (3747) The Front: PC Gaming Free For All

Live Action Roleplaying (LARP)

Live Action Roleplaying (LARP) Game or Interactive – LARP stands for Live Action Role Play. It's part acting, part role playing game, and part dress-up. It can be done by amateurs and experienced players alike, and is generally regarded as a lot of fun, both to run as well as to participate in. As in any role playing game each player takes on the role of a fictional character. You play your character much as you would in any role playing setting but even more so. Instead of saying what actions your character

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takes, you actually take those actions for real. Game mechanics are in place for handling difficult situations, but for the duration of the game you are the person you are portraying. The border where physical portrayal stops and abstract rules start is before physical contact with other players. There are rules for combat but the emphasis, in LARP, is role playing.

Starting on Friday

17:00 (3053) Vampire
18:00 (2243) The Symposium: Cycle of Rebirth (Part I)
19:00 (3063) Garou

Starting on Saturday

11:00 (2263) The Symposium: Cycle of Rebirth (Character Creation)
18:00 (2253) The Symposium: Cycle of Rebirth (Part II)
18:00 (3063) Vampire
19:00 (3073) Garou

Miniature Battle Game (MBG)

Miniature Battle Game (MBG) – A miniatures game is generally a battle game, and uses small figurines to represent characters in the game, and it generally uses miniature terrain to represent things like houses, trees, and fences that affect the play of the game.

Starting on Friday

10:00 (3894) Enter the Arena...
12:00 (1164) Boot Hill, Double Blind
12:00 (1224) The Battle for Zurich
14:00 (2844) Big Hunt
16:00 (2224) WARMACHINE - Demo
18:00 (3904) Enter the Arena...
19:00 (1214) Battlemech Tag

Starting on Saturday

09:00 (3914) Enter the Arena...
10:00 (1234) Capture Ueda - Ghost Bear vs Jade Falcon
13:00 (2324) WARMACHINE - Demo
14:00 (2854) Big Hunt
15:00 (1154) Boot Hill, Double Blind
16:00 (3864) Enter the Arena...
17:00 (1244) King of the Hill

Starting on Sunday

08:00 (3874) Enter the Arena...
10:00 (2334) WARMACHINE - Demo
12:00 (2864) Big Hunt
13:00 (3884) Enter the Arena...

Other Event/Unknown Game Type (OTH)

Other (OTH) - An event that does not fall into a defined game category and is not a Seminar

Starting on Thursday

16:00 (2596) Video / Japanimation / DVD Room (With Really Big Screen)
17:00 (2556) Con Suite

Starting on Friday

09:00 (3436) Advanced Miniature Painting: Single Figure Fantasy
09:00 (3456) Advanced Miniature Painting: Single Figure Modern
09:00 (3476) Advanced Miniature Painting: Single Figure Sci -Fiction
09:00 (3376) Miniature Painting: Single Figure Fantasy
09:00 (3416) Miniature Painting: Single Figure Modern
09:00 (3396) Miniature Painting: Single Figure Sci -Fiction
10:00 (2566) Con Suite
12:00 (2606) Video / Japanimation / DVD Room (With Really Big Screen)
14:00 (2436) Art Room Display / Demonstrations
14:00 (2436) Art Room Display / Demonstrations
16:00 (3116) Pictuary
17:00 (2376) Catapult Contest - Registration

"The Gauntlet"

Fantasy is just the beginning...

DarkCon 2004

18:00 (2396) Catapult Contest - Con Built
18:00 (3796) RSI: Duellmaster
18:00 (3766) RSI: Orcs vs. Dwarfs
19:00 (3826) Lord of the Rings: Costume Party
20:00 (3126) Pictuary
22:00 (3846) Lord of the Rings: Costume Contest
22:00 (3836) Lord of the Rings: Dance
22:00 (3856) Lord of the Rings: Trivia Contest

Starting on Saturday

08:00 (2636) Hall Costume Awards
09:00 (3446) Advanced Miniature Painting: Single Figure Fantasy
09:00 (3466) Advanced Miniature Painting: Single Figure Modern
09:00 (3486) Advanced Miniature Painting: Single Figure Sci -Fiction
09:00 (3386) Miniature Painting: Single Figure Fantasy
09:00 (3426) Miniature Painting: Single Figure Modern
09:00 (3406) Miniature Painting: Single Figure Sci -Fiction
10:00 (2446) Art Room Display / Demonstrations
10:00 (2386) Catapult Contest - Registration
10:00 (2576) Con Suite
10:00 (3806) RSI: Duellmaster
10:00 (3776) RSI: Orcs vs. Dwarfs
11:00 (2406) Catapult Contest - Round 1
12:00 (2616) Video / Japanimation / DVD Room (With Really Big Screen)
14:00 (2416) Catapult Contest - Round 2
14:00 (2426) Catapult Contest - Round 3

Starting on Sunday

10:00 (2456) Art Room Display / Demonstrations
10:00 (2586) Con Suite
10:00 (3816) RSI: Duellmaster
10:00 (3786) RSI: Orcs vs. Dwarfs
10:00 (2626) Video / Japanimation / DVD Room (With Really Big Screen)

Roleplaying game (RPG)

Roleplaying game (RPG) – Roleplaying games are games where a group story is told with one player being a kind of director, guiding the other players through a plotline, and playing the parts of the non-player characters, and the other players play the parts of the lead characters in the story. The game aspect comes in with a set of rules used to tell the players when their characters are successful at any actions they take. Even though there is a certain amount of acting in a Roleplaying game, they are generally played while sitting at a table, talking about characters in third-person.

Starting on Thursday

14:00 (1195) Soft Target

Starting on Friday

15:00 (1085) A Lesson to Remember, Again
15:00 (1035) Good Morning: Welcome to the Sabbat
15:00 (1065) Isn't Art Grand?
15:00 (1075) Musical Chairs
15:00 (1055) What's That Smell?
15:00 (1045) You logged onto what!!!!
18:00 (1025) Along came a hero
18:00 (1325) Vampire the Masquerade Event
20:00 (2515) GURPS Alchemist's Run
22:00 (1095) Come One, Come All

Starting on Saturday

10:00 (1175) Soft Target
10:00 (2215) Village of the Damed!
11:00 (1135) Cut the Red Wire
11:00 (1105) Dear Journal
11:00 (1115) My Head Hurts
11:00 (1125) Tickets Please
11:00 (1145) What's in the Brief Case?
17:00 (1955) The Gauntlet

17:00 (1935) The Gauntlet
 17:00 (1915) The Gauntlet
 17:00 (1975) The Gauntlet
 17:00 (1925) The Gauntlet
 17:00 (1945) The Gauntlet
 17:00 (1965) The Gauntlet
 17:00 (1995) The Gauntlet
 17:00 (1985) The Gauntlet
 19:00 (3365) "Ashes to Ashes We All Fall Down"
 19:00 (1015) The Floating Forest

- RPGA Event (RPGA)

Roleplaying Gameers Association (RPGA) – These events are those sponsored by the Role-Playing Gamers Association, an international organization which awards points to its members based on convention participation and tournament advancement. Note: You cannot play in two sections of the same event.

Starting on Thursday

18:00 (2149) Living Arcanis: Free Gaming
 18:00 (2099) Living Arcanis: Soaked
 18:00 (2059) Living Arcanis: The Seventh Sin
 18:00 (1789) Living Force: Looking In I: Outward Bound
 18:00 (1849) Living Green Regent: Key to Phantoms Cloister
 18:00 (1469) Living Greyhawk: Grummsh's Retort
 18:00 (1519) Living Greyhawk: Nine Lives
 18:00 (1399) Living Greyhawk: Run Up the Colors
 18:00 (1659) Living Kalamar: With Thine Eyes
 18:00 (1719) Living Spycraft: Agent Down Or The Tengo Conspiracy

Starting on Friday

08:00 (2009) Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"
 08:00 (2159) Living Arcanis: Free Gaming
 08:00 (2069) Living Arcanis: The Seventh Sin
 08:00 (2189) RPGA: Free Gaming Slot
 08:00 (2179) RPGA: Free Gaming Slot
 08:00 (2799) RPGA: Free Gaming Slot
 08:00 (2809) RPGA: Free Gaming Slot
 08:00 (2819) RPGA: Free Gaming Slot
 08:00 (2829) RPGA: Free Gaming Slot
 08:00 (2839) RPGA: Free Gaming Slot
 13:00 (2139) Living Arcanis: Character Administration
 13:00 (2169) Living Arcanis: Free Gaming
 13:00 (2109) Living Arcanis: Soaked
 13:00 (1799) Living Force: Looking In I: Outward Bound
 13:00 (1859) Living Green Regent: Key to Phantoms Cloister
 13:00 (1409) Living Greyhawk: Run Up the Colors
 13:00 (1419) Living Greyhawk: Run Up the Colors
 13:00 (1429) Living Greyhawk: Run Up the Colors
 13:00 (1669) Living Kalamar: With Thine Eyes
 13:00 (1749) Living Spycraft: Black Tie Formal
 18:00 (1619) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1649) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1629) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1609) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1599) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1589) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1569) Living Gryhkw: Interactive (The Adventurer's Ball)

18:00 (1559) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1579) Living Gryhkw: Interactive (The Adventurer's Ball)
 18:00 (1639) Living Gryhkw: Interactive (The Adventurer's Ball)

Starting on Saturday

08:00 (2019) Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"
 08:00 (2029) Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"
 08:00 (2079) Living Arcanis: The Seventh Sin
 08:00 (1809) Living Force: Looking In II: The Air Up "Thaere"
 08:00 (1869) Living Green Regent: Key to Phantoms Cloister
 08:00 (1499) Living Greyhawk: Grummsh's Retort
 08:00 (1479) Living Greyhawk: Grummsh's Retort
 08:00 (1489) Living Greyhawk: Grummsh's Retort
 08:00 (1679) Living Kalamar: Reflections of the Shrouded Past
 08:00 (1729) Living Spycraft: Agent Down Or The Tengo Conspiracy
 13:00 (2119) Living Arcanis: Soaked
 13:00 (1829) Living Force: Looking In III: Memories
 13:00 (1879) Living Green Regent: Key to Phantoms Cloister
 13:00 (1529) Living Greyhawk: Nine Lives
 13:00 (1539) Living Greyhawk: Nine Lives
 13:00 (1549) Living Greyhawk: Nine Lives
 13:00 (1699) Living Kalamar: Burial Mounds
 13:00 (1759) Living Spycraft: Black Tie Formal
 17:00 (1769) Living Spycraft: Black Tie Formal

Starting on Sunday

08:00 (2039) Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"
 08:00 (2129) Living Arcanis: Soaked
 08:00 (1819) Living Force: Looking In II: The Air Up "Thaere"
 08:00 (1899) Living Green Regent: Key to Phantoms Cloister
 08:00 (1449) Living Gryhkw: Norebo's Luck & Bralm's Embrace (2 rnd)
 08:00 (1459) Living Gryhkw: Norebo's Luck & Bralm's Embrace (2 rnd)
 08:00 (1439) Living Greyhawk: Run Up the Colors
 08:00 (1689) Living Kalamar: Reflections of the Shrouded Past
 08:00 (1739) Living Spycraft: Agent Down Or The Tengo Conspiracy
 10:00 (2049) Living Arcanis: Market Place
 13:00 (2089) Living Arcanis: The Seventh Sin
 13:00 (1839) Living Force: Looking In III: Memories
 13:00 (1909) Living Green Regent: Key to Phantoms Cloister
 13:00 (1509) Living Greyhawk: Grummsh's Retort



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13:00 (1709) Living Kalamar: Burial
Mounds
13:00 (1779) Living Spycraft: Black Tie
Formal

**Tradable Card/Dice
Game (TCG)**

Tradable Card/Dice Game (TCG) – A Tradable game is one in which the game is sold in randomly sorted packs. The intention of these games is that the players not only play the game, but also collect and trade the cards or dice to play the game with. Often the combinations of random pieces to form a set, deck, or army are determined by player according to the rules of the game or event.

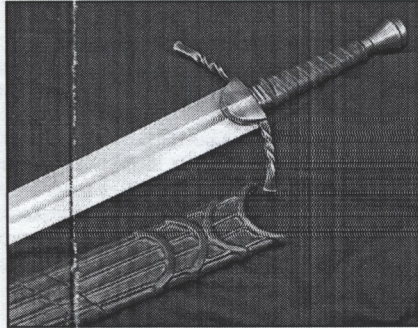
Starting on Thursday

18:00 (2992) Munchkin
20:00 (3002) Munchkin
20:00 (2462) Munchkin Fu
22:00 (2482) Chez Greek

Starting on Friday

09:00 (3102) Munchkin
13:00 (3232) Apples to Apples
14:00 (2522) Ninja Burger
15:00 (3252) Groo: the Game
16:00 (2532) Ninja Burger
18:00 (2662) Critter Capture
18:00 (3092) Gin
18:00 (2952) Star Munchkin
19:00 (2872) Lord of the Rings CCG
19:00 (2692) Sneezin's Greetings
20:00 (2962) Star Munchkin
20:00 (2722) Zombie Café
21:00 (2752) Trash of the Gladiators

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Starting on Saturday

00:00 (1352) Groo: the Game
12:00 (2292) Chez Geek
12:00 (2652) Lord of the Rings CCG
12:00 (1312) Magic the Gathering Mirrodin Booster Draft
12:00 (2972) Munchkin Fu

12:00 (2472) Munchkin Fu
14:00 (2302) Chez Geek
14:00 (2982) Munchkin Fu
14:00 (2492) Star Munchkin
14:00 (2732) Zombie Café
15:00 (2762) Trash of the Gladiators
16:00 (3172) Apples to Apples
16:00 (2672) Critter Capture
16:00 (2272) Munchkin
17:00 (2702) Sneezin's Greetings
19:00 (3342) Lord of the Rings CCG
20:00 (2882) Poker (Texas Hold'em)
23:00 (1362) Groo: the Game

Starting on Sunday

10:00 (2312) Chez Geek
10:00 (2772) Trash of the Gladiators
11:00 (2742) Zombie Café
12:00 (3242) Apples to Apples
12:00 (3352) Lord of the Rings CCG
12:00 (2282) Munchkin
12:00 (2712) Sneezin's Greetings
12:00 (2642) Star Wars CCG
13:00 (2682) Critter Capture
13:00 (3192) Guillotine
15:00 (3182) Apples to Apples
17:00 (3202) Guillotine
18:00 (3262) Groo: the Game

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Events Key

How to Read an Event Listing


With so many events at HexaCon this year, we have developed a **KEY** to use this program. This will help you **understand the events** and make the most of your time here. To your right you will see the example for event number 2304. Below are the explanations, by number:


1 The first line of an event description will tell you a few very important facts. First, the **Event Number**, (#2304 in the example.)


Next to the Event Number you will see a set of **Icons**


2 The first icon represents the **TYPE OF EVENT**. The different types of events are as follows:


Event Types


 **Boardgame & Tabletop Games (TTG)** – A Very broad category that include strategy games that may or may not require a board. Basically, a tabletop game is any game that does not fit in the categories below.


 **Card / Dice Game (TCG)** – Contains both Collectable and Non-Collectable versions of games that focus on interchangeable cards or dice to play the game with.


 **Computer game (PC)** – A Computer game is played on a computer with either the computer or a network of other players and computers as adversaries and allies.


 **Live Action Roleplaying (LARP) Game or Interactive** –LARPs are games where the players interact as much as possible in character, sort of like improvisational theater with rules.


 **Miniature Battle Game (MBG)** – A games that make use of small figurines to represent characters in the game, often using scale terrain to represent things like houses and trees that affect the play of the game.

 **Roleplaying game (RPG)** – A group story with one person leading the story, and others acting out the actions of the main characters in third person. These games will often times using dice to provide uncertainty of events.

 **Roleplaying Gamers Association (RPGA)** – Events sponsored by the RPGA, an international organization that awards points to its members based on convention participation and tournament advancement.


 **Seminar (SEM)** – A Seminar is either a lecture, or a class, or a discussion panel.


 **Unknown (UNK)** – This event has not been defined at this time and can not be placed into a known category.


 **Other (OTH)** – An event that does not fall into a defined game category and is not a Seminar


3 The next icon represents the **COMPLEXITY OF THE GAME**, as follows:

Complexity

 **Basic:** Anyone can pick up this game and start playing.

 **Easy:** Requires a review of the rules before gaming can get underway.

 **Average:** This game normally requires being played once or twice before a person understands all rules.

 **Complex:** Keep the rulebook(s) on hand for continual reference as the game is being played.

4 Next you will see the **EXPERIENCE LEVEL** (how well you should be able to play this game in order to join, ranging from newcomer to expert)

Experience

1: (Newcomers are welcome, rules will be taught as needed, this is a great start for new players.)

2: (Some experience is needed to play, Players should have played or been shown how to play before.)



1 2 3 4 5
2304      1 E
6 7
8 9
10
11


Boot Hill, Double Blind
Time: Saturday 12:00 **Length:** 3:45
Location: Lower Suite D
System: TSR (Version: 3.0)
Description: A Wild Wild West shoot-out between two rival outlaw gangs. Rules taught, characters and minatures provided. Beginner and all ages welcome.
Capacity: This Event has room for up to 12 people.
Group: Desert Rats
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Chris C. Culver


3: (Extensive experience is needed, Players should have played and know this game.)


4: (Expert experience levels required, Players have mastered this game. Tournament level.)


5 And finally, the **Rating** icon, explained in detail below:


Rating System


 **Early Childhood** - Content may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.

 **Everyone** - Content may be suitable for persons ages 6 and older. May contain minimal violence and some comic mischief or crude language.

 **Teen** - Content may be suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes.

 **Mature** - Content may be suitable for persons ages 17 and older. May contain mature sexual themes or more intense violence or language.

 **Adult** - Content suitable only for adults. May include graphic depictions of sex and/or violence. Not intended for persons under the age of 18.

 **Rating Pending** - Product has been submitted is awaiting final rating.

6 Next you will see the **TITLE**. (In our example the event is "Boot Hill, Double Blind").

7 The third line gives the **Starting Time** for the event as well as the expected **Length**. So for Boot Hill we want to show up at High Noon on Saturday. We will be there for 3:45 minutes. As a side not all events will last 15 minutes short of a full hour. This is the time needed to clean up the event space and change between games. Often another group of people will be arriving for the next event, so please keep your area clean.

8 The **Location Of The Game**. (Refer to the Function Space Map in this Program to find out where you need to go in order to participate in this event.)

9. The **Game System**, or set of rules this game is being run with. This is to help you find games systems you enjoy.

10 This section contains **General Information**. This includes a **Description** to let you know if this game is for you and any **Limits** or **Restrictions**. If this Event is being run be a Club or Sponsor you will see a **Group** listed. (This will help you to find other events this group is running.)

11 The last thing listed on each event is the name of the **Coordinator**. This is the person that has donated their time and effort to make this event possible. Please be sure to thank your Event Coordinator for running this event.



Event Details by Number

Events 1000+

1015 2 E

The Floating Forest

Time: Saturday 19:00 **Length:** 5:45

Location: Lower Suite BC (Table 10)

System: D&D 3rd ed. Monte Cook Style (3.5)

Description: Come play in Monte Cooks version of D&D using the Arcana Unearth setting.

Capacity: From 4 to 6 people.

Website: www.montecook.com/

Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level 1 and level 1.

Coordinator: John Polack

1025 2 E

Along came a hero

Time: Friday 18:00 **Length:** 5:45

Location: Lower Suite BC (Table 11)

System: Mutants & Masterminds

Description: there is a new hero on the block and he seems to be doing your job! time to find out what is going on, is he friend or foe!

Capacity: From 4 to 6 people.

Website: www.greenronin.com/cgi-bin/product.cgi?prodid=2001

Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level pl10 and level pl10.

Coordinator: John Polack

1035 1 M

Good Morning: Welcome to the Sabbath

Time: Friday 15:00 **Length:** 6:45

Location: Lower Suite E (Table 1)

System: White Wolfs World of Darkness

Description: As the pain slips away and consciousness slowly claws to the surface you notice that you are not in your haven; you can smell the fresh earth, you can hear the fire roaring in the distance, and you are coursing out of the earth born anew. Then it dawns on you this is what the Sabbath does. You spew forth cruces that would have had you driven from the comfortable Elysium's that you knew. Now all you know is you are surely damned.

Capacity: From 4 to 8 people.

Limits: This will be an Ancilla level Sabbath tabletop game ran by Justin Q. This is the first round of an ongoing tournament ?Ashes To Ashes?. Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1045 1 M

You logged onto what!!!!

Time: Friday 15:00 **Length:** 6:45

Location: Lower Suite D (Table 8 & 9)

System: White Wolfs World of Darkness

Description: For some time now poisoned information has spewed into the digital web corroding all that it touches, none are safe. Many a techno has found his realm tainted due to this. It has finally been traced to Victoria City Canada. Your brothers ask for your help, will you lend it?

Capacity: From 4 to 8 people.

Limits: You logged onto what!!!! Is a Mage tabletop game of medium to difficult level. This is the first round of an ongoing tournament "Ashes To Ashes". Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1055 1 M

What's That Smell?

Time: Friday 15:00 **Length:** 6:45

Location: Lower Suite E (Table 2)

System: White Wolfs World of Darkness

Description: The mist surrounds your campsite; its repressive grip tightens with the passing of each day. Yet you stand defiant, you are the Stone-Father and your sacred duty bolsters your resolve. Still, you are very old and your strength is almost gone; soon your body will give out, your duty to Gaia done. New protectors are desperately needed. You howl to your mother-a haunting, mournful sound that carries through out the umbra. They will come; Gaia will make sure that your call is heard. As you are overcome with exhaustion the last thing you see is the mist slowly closing in?

Capacity: From 4 to 8 people.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1065 1 M

Isn't Art Grand?

Time: Friday 15:00 **Length:** 6:45

Location: Lower Suite E (Table 3)

System: White Wolfs World of Darkness

Description: An Elder from the Sept of the Green has asked for a favor. The Wyrms has taken possession of a long held Fianna bar. Word has not gotten out yet. But as surely as the rain falls, secrets find their own path. Will you help an Elder save face and how did this happen?

Capacity: From 4 to 8 people.

Limits: This is beginning level Werewolf tabletop game. This is the first round of an ongoing tournament "Ashes To Ashes".

Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1075 1 M

Musical Chairs

Time: Friday 15:00 **Length:** 6:45

Location: Lower Suite E (Table 4)

System: White Wolfs World of Darkness

Description: A new Anacilla ha moved into town and set up shop. This new Blue Blood has stepped all over you and your brood?s domains. Embarrassed you and yours at the gatherings. But your hands are tied. How do you move against some one with that kind of pedigree? Simple - you play dirty. An E-mail from a silent fan has give you a start. The only real question is do you have the mettle to settle the score.

Capacity: From 4 to 8 people.

Limits: This is an intermediate to advanced Vampire tabletop game that will focus on guile and manipulation. This is the first round of an ongoing tournament. "Ashes To Ashes". Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play.

Group: The Wrecking Crew (White Wolf Demo Team)

Coordinator: David Martin

1085 1 M

A Lesson to Remember, Again

Time: Friday 15:00 **Length:** 6:45

Location: Lower Suite E (Table 8)

System: White Wolfs World of Darkness

Description: Just over 6 months ago a collection of Fallen were dispatched to deal with the Lesser ones. They failed and were destroyed. Again the Tyrant demands that they be dealt with and to be sure: he wishes that their ashes be brought to him.

Capacity: From 4 to 8 people.

Limits: This is an introductory level Demon the Fallen tabletop game. This is the first round of an ongoing tournament "Ashes To Ashes". Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play.

Group: The Wrecking Crew (White Wolf Demo Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

DarkCon 2004

Symposium Experimental Game Network

Event 1095+ 1095 1 M

Come One, Come All

Time: Friday 22:00 **Length:** 6:45

Location: Lower Suite E (Table 1)

System: White Wolfs World of Darkness

Description: Yesterday morning your Sept received a message from the Glass Walkers stating that Endron Oil has completed an aerosol chemical agent that has a projected Famori conversion rate of 46%. "Snaps at the Face of The Wymr", head of R&D, out of Seattle's Glass Walker Enclave has issued the call to war. You are the representative of your own regional interests. All are welcomed: brake out your favorite character and see what kind of damage you can mete out. Great Renown is to be had if you have the courage.

Capacity: From 4 to 8 people.

Limits: This will be an advanced Shape Shifter game. That's right knock the dust off your favorite Character and bring 'em. There will be prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play

Group: The Wrecking Crew

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.

Coordinator: David Martin

1105 1 M

Dear Journal

Time: Saturday 11:00 **Length:** 6:45

Location: Lower Suite E (Table 8)

System: White Wolfs World of Darkness

Description: Dear journal, our cloak and dagger games have finally paid off, we found her lair. For 8 months we have followed her around. Well she finally got sloppy last week. Every Wednesday and Thursday she goes to the same area to feed. We always lost her when she entered the "master planed" [should read monster heheheh that was funny IT WAS!] community called: Silhouette Heights. It is a maze of self-important people living in self-important houses wrapped around a very important Leech. Everything is set in three days we send another monster back to hell.

Capacity: From 4 to 8 people.

Limits: Dear Journal is a Hunter the Reckoning tabletop game. Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However since it is a Demo Team event you must be at least 16 to play. (Not part of the Ashes to Ashes Tournament)

Group: The Wrecking Crew (White Wolf Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1115 1 M

My Head Hurts

Time: Saturday 11:00 **Length:** 6:45

Location: Lower Suite E (Table 1)

System: White Wolfs World of Darkness

Description: -You are immortal -nothing can hurt -you you are Cain's chosen -you must seek out and destroy the pawns of the Antediluvians. You don't remember much-before tonight. Something about stopping at the store for milk?

Reality Simulations, Inc

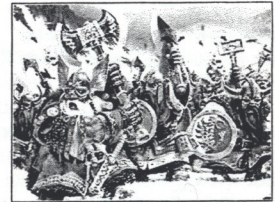


Imagine trying to set up a face-to-face game with 30-50 players. At whose house would you play? What time would be best for all of you? Who gets to go first? Who buys the munchies? Well, Reality Simulations, Inc. (RSI) has kindly taken care of all those pesky details for you. All you have to do is find some time to play (at your convenience) and get ready to have a great time!

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now you have volunteered for the Sabbat [whatever that means]. Now you have been chosen for a special mission. You head aches as your Pack Priest tells you, "YOU WILL SUCCEED" and he is telling you the truth.

Capacity: From 4 to 8 people.

Limits: This will be an introduction to the Sabbat as a Shovel Head. Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play. (Not part of the Ashes to Ashes Tournament)

Group: The Wrecking Crew (White Wolf Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1125 1 M

Tickets Please

Time: Saturday 11:00 **Length:** 6:45

Location: Lower Suite E (Table 2)

System: White Wolfs World of Darkness

Description: Jalan-Aajav is rumored to make his havens from rail cars. There is a suspicious train hauling chemicals from New York to the Seattle. The paper work and the HazMat cards are odd. Upon further investigation the chemicals are listed as nitrogen based fertilizer manufactured by Endron Oil. What is going on? Seattle is most likely soon to be under attack do you help your Sires or do you help hunt them?

Capacity: From 4 to 8 people.

Limits: This will be a medium to advanced World of Darkness tabletop game. This is the second round of an ongoing tournament "Ashes To Ashes". Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of

experience. However, since it is a Demo Team event you must be at least 16 to play.

Group: The Wrecking Crew (White Wolf Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1135 1 M

Cut the Red Wire

Time: Saturday 11:00 **Length:** 6:45

Location: Lower Suite E (Table 3)

System: White Wolfs World of Darkness

Description: Information previously gained has implicated a coming tempest, the use of abeyance operatives, and finally complicity with the Nafandi. The Board of Directors of the Technocratic Union has fostered all of this. They must be dealt with before the Tempest, a herald of the Nafandi, ravages Seattle utterly.

Capacity: From 4 to 8 people.

Limits: This will be a medium to advanced level Mage and World of Darkness tabletop game. This is the second round of an ongoing tournament "Ashes To Ashes". Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16.

Group: The Wrecking Crew (White Wolf Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1145 1 M

What's in the Brief Case?

Time: Saturday 11:00 **Length:** 6:45

Location: Lower Suite E (Table 4)

System: White Wolfs World of Darkness

Description: Information previously gained has revealed that the Wymr has been farming

Banes in order to raise a long forgotten Great Wyrms. The time has come for the Blight to be cleansed.

Capacity: From 4 to 8 people.

Limits: This will be a medium to advanced level World of Darkness tabletop game. This is the second round of an ongoing tournament "Ashes To Ashes". Pregenerated characters will be provided as well as prizes for the best role-player. This game is open to all levels of experience. However, since it is a Demo Team event you must be at least 16 to play.

Group: The Wrecking Crew (White Wolf Team)

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: David Martin

1154 1 E

Boot Hill, Double Blind

Time: Saturday 15:00 **Length:** 3:45

Location: Lower Suite D (Table 1)

System: Boot Hill 3rd Edition by TSR

Description: A Wild Wild West shoot-out between two rival outlaw gangs. Rules taught, characters and minatures provided. Beginner and all ages welcome.

Capacity: From 6 to 10 people.

Group: Desert Rats

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Chris C. Culver

1164 1 E

Boot Hill, Double Blind

Time: Friday 12:00 **Length:** 3:45

Location: Lower Suite D (Table 1)

Repeated: See Event 1154 for details.

1175 1 M

Soft Target

Time: Saturday 10:00 **Length:** 3:45

Location: Lower Suite D (Table 1)

System: Millennium's End (2.0)

Description: A fast paced, modern-day role-playing game using a realistic combat system. PC's are investigating in the murder of a drug lord, in modern day Miami. Characters are provided, rules will be taught.

Capacity: From 4 to 6 people.

Group: Desert Rats

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Chris C. Culver

1181 4 M

Mega Supremacy - Challenge of the New World Order

Time: Friday 19:00 **Length:** 5:45

Location: Lower Suite D (Table 1)

System: Supremacy Games (1.0)

Description: Supremacy is a role-playing war-game where you control a superpower. Your job is to keep your nation strong and secure, both militarily and financially. You have been selected to rule your nation and lead it to greatness. You will have to deal with politics, random events, economics, wheeling and dealing, arms races, technology developments and possibly even nuclear war!

Capacity: From 8 to 8 people.

Limits: Will yous optional rules to try and finish in 6 hours.

Group: Desert Rats

Coordinator: Chris C. Culver

1195 1 M

Soft Target

Time: Thursday 14:00 **Length:** 3:45

Location: Lower Suite D (Table 1)

Repeated: See Event 1175 for details.

1201 1 E

Axis and Allies

Time: Thursday 19:00 **Length:** 3:45

Location: Lower Suite D (Table 1)

System: Axis and Allies (Latest Version)

Description: Axis and Allies is a simple fun WWII game. There are five players: Japan, Germany, Russia, Great Britain, and USA. Troops are moved and built by acquisition and greater industrial capacity. Will be played on a full color 4' by 8' map, dominate the world in style.

Capacity: From 2 to 4 people.

Group: Desert Rats

Coordinator: Chris C. Culver

1214 1 E

Battlemech Tag

Time: Friday 19:00 **Length:** 3:45

Location: Lower Suite D (Table 3)

System: Classic Battletech

Description: As part of the competitions on Solaris VII, mechwarriors will compete in a crowd favorite - Battlemech Tag. The object is to be the last mech standing, but that's never easy! Choose an Inner Sphere 40-55 ton mech and duke it out!

Capacity: From 3 to 12 people.

Group: FanPro Commando 83

Website: www.agee-hyland.com/joel/gaming/battletech/scenarios/battlemech_tag.htm

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Army size needs to fall between 40t points and 55t points.

Coordinator: Joel Agee

1224 2 E

The Battle for Zurich

Time: Friday 12:00 **Length:** 5:45

Location: Lower Suite D (Table 3)

System: Classic Battletech

Description: During the second wave of the Federated Suns' attacks on the Capellan Confederation, the Fourth Deneb Light Cavalry RCT attacked Zurich. In a coincidence of karmic proportions, the defending First Battalion of Trimaldi's Secutors were commanded by the disinherited daughter of the commander of the Fourth Deneb.

Capacity: From 3 to 12 people.

Limits: Your force will consist of two to six units totaling no more than 2500 BV. All units must be book designs listed as being available to the appropriate faction (Inner Sphere Davion vs. Liao)

Group: FanPro Commando 83

Website: www.agee-hyland.com/Joel/

Gaming/battletech/scenarios/4th_Succession_War_Zurich.htm

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Army size needs to fall between ? points and 2500 BV points.

Coordinator: Joel Agee

1234 2 E

Capture Ueda - Ghost Bear vs Jade Falcon

Time: Saturday 10:00 **Length:** 5:45

Location: Lower Suite D (Table 3)

System: Classic Battletech

Description: Clans Ghost Bear and Jade Falcon fight over a Planetary Defense weapon emplacement in preparation for a large-scale invasion of the planet Ueda.

Capacity: From 4 to 13 people.

Group: FanPro Commando 83

Website: www.agee-hyland.com/joel/

gaming/battletech/scenarios/Capture_Ueda.htm
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Army size needs to fall between 4500BV points and 5000BV points.

Coordinator: Joel Agee

1244 2 E

King of the Hill

Time: Saturday 17:00 **Length:** 5:45

Location: Lower Suite D (Table 3)

System: Classic Battletech

Description: As part of the unit competitions on Solaris VII, groups of mercenaries will compete to be the first to the top of a small mountain, holding it against all comers. Bring 2+ Inner Sphere book mechs totalling no more than 120 tons, or use a force provided by the GM.

Capacity: From 4 to 12 people.

Group: FanPro Commando 83

Website: www.agee-hyland.com/joel/gaming/battletech/scenarios/King_of_the_Hill_2.0.htm

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Army size needs to fall between ? points and 120t points.

Coordinator: Joel Agee

1251 1 E

Dawn Patrol: Late War

Time: Saturday 10:00 **Length:** 1:45

Location: Lower Suite D (Table 6)

System: TSR's Dawn Patrol (7th Ed.)

Description: Set Late in the War on September 18th with Western front fighters. A good beginner's scenario, involving some of the war's best fighters. Dawn Patrol is a W.W.I. Aerial Combat game in its 7th edition published in 1983, by TSR. Inspired by the 1967 movie "The Blue Max" starring George Pepparo & Vrsula Anores. Original game was published as "Flight in the skies".

Capacity: From 4 to 8 people.

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

Big Movies, Big Screen

Shhhhh... Quiet up front!

Fantasy is just the beginning...

DarkCon 2004

Event 1261+

1261 1 E

Dawn Patrol: Balloons Galore

Time: Saturday 12:00 **Length:** 3:45

Location: Lower Suite D (Table 6)

System: TSR's Dawn Patrol (7th Ed.)

Description: The Flight in the Skies Society presents Balloons Galore, a.k.a. Kills Galore! Come by and rack up those kills, knock down the observation balloons and chalk up the kill marks. Great for building up your pilot!

Capacity: From 4 to 8 people.

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

1271 1 E

Dawn Patrol: Fokker Fodder

Time: Saturday 16:00 **Length:** 2:45

Location: Lower Suite D (Table 6)

System: TSR's Dawn Patrol (7th Ed.)

Description: A group of antiquated D.H.2s, & F.B.5s try their luck against the German's vaunted Fokker E.III. 4 or more Allies against 2 Germans. Quantity vs. quality.

Capacity: From 4 to 8 people.

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

1281 1 E

Dawn Patrol: Major Caldwell & the Silver Pfalz flight!

Time: Saturday 19:00 **Length:** 1:45

Location: Lower Suite D (Table 10)

System: TSR's Dawn Patrol (7th Ed.)

Description: 1 VERY brave Allied fighter vs. 4 Pfalz D.III's. Dawn Patrol is a W.W.I. Aerial Combat game in its 7th edition published in 1983, by TSR. Inspired by the 1967 movie "The Blue Max" starring George Pepparo & Vrsula Anness. Original game was published as "Flight in the skies".

Capacity: From 4 to 8 people.

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

1291 1 E

Dawn Patrol: The Lone Wolf

Time: Saturday 21:00 **Length:** 1:45

Location: Lower Suite D (Table 10)

System: TSR's Dawn Patrol (7th Ed.)

Description: A re-visiting of the prior mission, with 1 VERY brave German fighter vs. 4 S.E. 5as. Dawn Patrol is a W.W.I. Aerial Combat game in its 7th edition published in 1983, by TSR. Inspired by the 1967 movie "The Blue Max" starring George Pepparo & Vrsula Anness. Original game was published as "Flight in the skies".

Capacity: From 4 to 8 people.

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

1301 1 E

Dawn Patrol: Random Scenario

Time: Sunday 12:00 **Length:** 1:45

Location: Lower Suite D (Table 6)

System: TSR's Dawn Patrol (7th Ed.)

Description: Over the past thirty years, many historical wargames have come and gone, and quite a few have been forgotten, as well. There have been a few big sellers that have enjoyed great and lasting popularity, becoming "classics" in their own right, and deservedly so. There are a few other games that may have never enjoyed widespread notice or runaway sales, but which have nonetheless endured due to a particularly devoted following. The DAWN PATROL® game is certainly one of those. What is it about this amazing wargame that accounts for this remarkable record and the loyalty of its small but devoted following? We invite you to find out, with this introductory game perfect for new players. Fly a Camel or Fokker and fight for the skies in "Dawn Patrol: Fast Patrol Planes"

Capacity: From 4 to 8 people.

Group: Flight in the Skies Society

Website: www.dawnpatrol.org

Coordinator: Mark D. Saint CYR

1312 2 E

Magic the Gathering Mirroden Booster Draft

Time: Saturday 12:00 **Length:** 5:45

Location: Lower Suite A (Table 7)

System: Magic the Gathering (Mirroden)

Description: Magic the Gathering Mirroden Booster Draft. Sanctioned event. Cost is \$12.00. You will receive three booster packs, build a deck from that and we'll play three rounds with cut to top two. Booster packs given away as prizes. Hosted by Beyond Gaming. www.beyondgaming.net 623-869-0676

Capacity: From 8 to 16 people.

Limits: Each player would be required to purchase 3 booster packs at a cost of 12 dollars. Booster packs will also be given away as a prize.

Group: Beyond Gaming

Website: www.wizards.com

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Cost: \$12.00

Coordinator: Aubrey Daniel

1325 1 M

Vampire the Masquerade Event

Time: Friday 18:00 **Length:** 5:45

Location: Lower Suite BC (Table 10)

System: White Wolfs World of Darkness

Description: This will be a Vampire the Masquerade event. Characters can either be generated using the ST's set-up, use an existing NPC (as a PC), or they can try to get an existing character approved for use. Good for either beginners or intermediate characters & or players.

Capacity: From 4 to 6 people.

Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Mark D. Saint CYR

1331 1 E

Settlers of Catan

Time: Saturday 20:00 **Length:** 2:45

Location: Lower Suite BC (Table 14)

System: Mayfair Games (1995)

Description: In Settlers of Catan players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each

turn dice are rolled to determine the current production on the island. Players collect raw materials to build up their civilizations to gain enough victory points to win the game. This game is a Spiel des Jahres (German game of the year) winner, primarily because of its amazing ability to appeal to non-gamers and gamers alike.

Capacity: From 3 to 5 people.

Limits: A game of Settlers with the 5-6 players expansion

Group: The Ericksons

Website: www.die-siedler.com/index2.htm

Coordinator: Mary Erickson

1341 1 E

Settlers of Catan

Time: Sunday 12:00 **Length:** 2:45

Location: Lower Suite BC (Table 13)

Repeated: See Event 1331 for details.

1352 1 E

Groo: the Game

Time: Saturday 00:00 **Length:** 1:45

Location: Lower Suite BC (Table 15)

System: Archangel Entertainment

Description: Based off the comics of the same name with are by Sergio Argones. In Groo: the Game, players compete to be the first to build a large town. Of course, this is no picnic, hindered as it is by other players' rampaging armies and the frequent bumbling visitations of Groo the Wanderer.

Capacity: From 4 to 6 people.

Group: The Ericksons

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Mary Erickson

1362 1 E

Groo: the Game

Time: Saturday 23:00 **Length:** 1:45

Location: Lower Suite BC (Table 14)

Repeated: See Event 1352 for details.

1371 1 E

Tikal

Time: Friday 22:00 **Length:** 1:45

Location: Lower Suite BC (Table 15)

System: Ravensburger (1999)

Description: Tikal is a game of exploration within the Central American jungles in search of lost temples and the treasures within. Players send their team of explorers into the jungle, exposing more and more of the terrain. Along the way you find temples which require further uncovering and treasures. Players attempt to score points for occupying temples and holding onto treasure.

Capacity: From 2 to 3 people.

Group: The Ericksons

Coordinator: Mary Erickson

1381 1 E

Tikal

Time: Sunday 15:00 **Length:** 1:45

Location: Lower Suite BC (Table 13)

Repeated: See Event 1371 for details.

1399 1 E

Living Gryhkw: Run Up the Colors

Time: Thursday 18:00 **Length:** 3:45
Location: Lower Suite BC (Table 3)
System: Advanced Dungeon & Dragons (3.5)
Description: Living Greyhawk: Run Up the Colors
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 10th level.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LG1

1409 1 E

Living Greyhawk: Run Up the Colors

Time: Friday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 5)
Repeated: See Event 1399 for details.

1419 1 E

Living Greyhawk: Run Up the Colors

Time: Friday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 9)
Repeated: See Event 1399 for details.

1429 1 E

Living Greyhawk: Run Up the Colors

Time: Friday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 3)
Repeated: See Event 1399 for details.

1439 1 E

Living Greyhawk: Run Up the Colors

Time: Sunday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 3)
Repeated: See Event 1399 for details.

1449 2 E

Living Greyhawk: Norebo's Luck & Bralm's Embrace (2 rnd module)

Time: Sunday 08:00 **Length:** 8:45
Location: Lower Suite BC (Table 9)
System: Advanced Dungeon & Dragons (3.5)
Description: Living Greyhawk: Norebo's Luck & Bralm's Embrace (2 round module)
Capacity: From 4 to 6 people.
Limits: A 2 rnd LG Adventure for Char 3 to 16.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LG2

1459 2 E

Living Greyhawk: Norebo's Luck & Bralm's Embrace (2 rnd module)

Time: Sunday 08:00 **Length:** 8:45
Location: Lower Suite BC (Table 5)
Repeated: See Event 1449 for details.

1469 2 E

Living Greyhawk: Grummsch's Retort

Time: Thursday 18:00 **Length:** 3:45
Location: Lower Suite BC (Table 5)
System: Advanced Dungeon & Dragons (3.5)

Barry Bard's Books Etc.

Come and visit us in the dealers area!



Description: Living Greyhawk: Grummsch's Retort

Capacity: From 4 to 6 people.
Limits: For Characters 1st to 10th level.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LG3

1479 2 E

Living Greyhawk: Grummsch's Retort

Time: Saturday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 3)
Repeated: See Event 1469 for details.

1489 2 E

Living Greyhawk: Grummsch's Retort

Time: Saturday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 5)
Repeated: See Event 1469 for details.

1499 2 E

Living Greyhawk: Grummsch's Retort

Time: Saturday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 9)
Repeated: See Event 1469 for details.

1509 2 E

Living Greyhawk: Grummsch's Retort

Time: Sunday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 3)
Repeated: See Event 1469 for details.

1519 3 E

Living Greyhawk: Nine Lives

Time: Thursday 18:00 **Length:** 3:45

Location: Lower Suite BC (Table 9)
System: Advanced Dungeon & Dragons (3.5)
Description: Living Greyhawk: Nine Lives
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 12th level.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: RPGA Judge LG4

1529 3 E

Living Greyhawk: Nine Lives

Time: Saturday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 5)
Repeated: See Event 1519 for details.

1539 3 E




Living Greyhawk: Nine Lives

Time: Saturday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 9)
Repeated: See Event 1519 for details.

1549 3 E

Living Greyhawk: Nine Lives

Time: Saturday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 3)
Repeated: See Event 1519 for details.

**1559, 1569, 1579, 1589,
1599, 1609, 1619    3 E**
Living Greyhawk: Interactive (The Adventurer's Ball)

Time: Friday 18:00 **Length:** 5:45
Location: Lower BC (Table 2, 3, 5, 6, 8, 9, 12)
System: Advanced Dungeon & Dragons (3.5)
Description: Living Greyhawk: Interactive (The Adventurer's Ball)
Capacity: From 4 to 6 people.
Limits: All Levels
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LG1

Event 1629+

1629, 1639, 1649    3M

Living Greyhawk: Interactive (The Adventurer's Ball)

Time: Friday 18:00 Length: 5:45

Location: Lower Suite E (Table 5, 6, 7)

Repeated: See Event 1559 for details.

1659 2 E

Living Kalamar: With Thine Eyes

Time: Thursday 18:00 Length: 3:45

Location: Lower Suite BC (Table 6)

System: Advanced Dungeon & Dragons (3.5)

Description: Living Kalamar: With Thine Eyes

Capacity: From 4 to 6 people.

Limits: A One Round Living Kingdoms of Kalamar Adventure for characters of 1st through 5th level only.

Group: RPGA, Shield of Almor Gaming

Coordinator: RPGA Judge LK1

1669 2 E

Living Kalamar: With Thine Eyes

Time: Friday 13:00 Length: 3:45

Location: Lower Suite BC (Table 6)

Repeated: See Event 1659 for details.

1679 2 E

Living Kalamar: Reflections of the Shrouded Past

Time: Saturday 08:00 Length: 3:45

Location: Lower Suite BC (Table 6)

System: Advanced Dungeon & Dragons (3.5)

Description: Living Kalamar: Reflections of the Shrouded Past

Capacity: From 4 to 6 people.

Limits: A One Round Living Kingdoms of Kalamar Adventure for characters of 1st through 5th level only.

Group: RPGA, Shield of Almor Gaming

Coordinator: RPGA Judge LK2

1689 2 E

Living Kalamar: Reflections of the Shrouded Past

Time: Sunday 08:00 Length: 3:45

Location: Lower Suite BC (Table 6)

Repeated: See Event 1679 for details.

1699 2 E

Living Kalamar: Burial Mounds

Time: Saturday 13:00 Length: 3:45

Location: Lower Suite BC (Table 6)

System: Advanced Dungeon & Dragons (3.5)

Description: Living Kalamar: Burial Mounds

Capacity: From 4 to 6 people.

Limits: A One Round Living Kingdoms of Kalamar Adventure for characters of 1st through 5th level only.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LK3

1709 2 E

Living Kalamar: Burial Mounds

Time: Sunday 13:00 Length: 3:45

Location: Lower Suite BC (Table 6)

Repeated: See Event 1699 for details.

1719 1 E

Living Spycraft: Agent Down Or The Tengo Conspiracy

Time: Thursday 18:00 Length: 3:45

Location: Lower Suite BC (Table 2)

System: Advanced Dungeon & Dragons (3.5)

Description: Living Spycraft: Agent Down Or The Tengo Conspiracy

Capacity: From 4 to 6 people.

Limits: A Living Spycraft adventure for 1st and 2nd level agents.

Group: RPGA, Shield of Almor Gaming

Coordinator: RPGA Judge LS1

1729 1 E

Living Spycraft: Agent Down Or The Tengo Conspiracy

Time: Saturday 08:00 Length: 3:45

Location: Lower Suite BC (Table 2)

Repeated: See Event 1719 for details.

1739 1 E

Living Spycraft: Agent Down Or The Tengo Conspiracy

Time: Sunday 08:00 Length: 3:45

Location: Lower Suite BC (Table 2)

Repeated: See Event 1719 for details.

1749 2 E

Living Spycraft: Black Tie Formal

Time: Friday 13:00 Length: 3:45

Location: Lower Suite BC (Table 2)

System: Advanced Dungeon & Dragons (3.5)

Description: Living Spycraft: Black Tie Formal

Capacity: From 4 to 6 people.

Limits: A Living Spycraft adventure for 2nd level agents.

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LS2

1759 2 E

Living Spycraft: Black Tie Formal

Time: Saturday 13:00 Length: 3:45

Location: Lower Suite BC (Table 2)

Repeated: See Event 1749 for details.

1769 2 E

Living Spycraft: Black Tie Formal

Time: Saturday 17:00 Length: 3:45

Location: Lower Suite BC (Table 2)

Repeated: See Event 1749 for details.

1779 2 E

Living Spycraft: Black Tie Formal

Time: Sunday 13:00 Length: 3:45

Location: Lower Suite BC (Table 2)

Repeated: See Event 1749 for details.

1789 2 E

Living Force: Looking In I: Outward

Bound

Time: Thursday 18:00 Length: 3:45

Location: Lower Suite BC (Table 8)

System: Advanced D&D (3.5)

Description: Living Force: Looking In I: Outward Bound

Capacity: From 1 to 6 people.

Limits: A Living Force adventure for heroes level 4 to 12. It is strongly recommended that this adventure be played before "The Air up Thaere" and "Memories" (Episodes II and III of the Looking In trilogy).

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LF1

1799 2 E

Living Force: Looking In I: Outward Bound

Time: Friday 13:00 Length: 3:45

Location: Lower Suite BC (Table 8)

Repeated: See Event 1789 for details.

1809 2 E

Living Force: Looking In II: The Air Up "Thaere"

Time: Saturday 08:00 Length: 3:45

Location: Lower Suite BC (Table 8)

System: Advanced Dungeon & Dragons (3.5)

Description: Living Force: Looking In II: The Air Up "Thaere"

Capacity: From 4 to 6 people.

Limits: A Living Force adventure for heroes level 4 to 12. We strongly recommended that this scenario be played after "Outward Bound" and before "Memories" (Episodes I and III of the Looking In trilogy).

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LF2

1819 2 E

Living Force: Looking In II: The Air Up "Thaere"

Time: Sunday 08:00 Length: 3:45

Location: Lower Suite BC (Table 8)

Repeated: See Event 1809 for details.

1829 2 E

Living Force: Looking In III: Memories

Time: Saturday 13:00 Length: 3:45

Location: Lower Suite BC (Table 8)

System: Advanced Dungeon & Dragons (3.5)

Description: Living Force: Looking In III: Memories

Capacity: From 4 to 6 people.

Limits: A Living Force adventure for heroes level 4 to 12. We strongly recommend that this adventure be played after "Outward Bound" and "The Air up Thaere" (Episodes I and II of the Looking In trilogy).

Group: RPGA, Shield of Almor Gaming

Website: www.rpga.com

Coordinator: RPGA Judge LF3



Ashes to Ashes
DarkCon 2004

The Wrecking Crew
White Wolf Demo Team

1839   

Living Force: Looking In Ill: Memories

Time: Sunday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 8)
Repeated: See Event 1829 for details.

1849   

Living Green Regent: Key to Phantoms Cloister

Time: Thursday 18:00 **Length:** 3:45
Location: Lower Suite BC (Table 12)
System: Advanced Dungeon & Dragons
Description: Living Green Regent: Key to Phantoms Cloister
Capacity: From 4 to 6 people.
Limits: A One Round Legacy of the Green Regent Adventure for characters of 1st through 2nd level only.
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LGR1

1859   

Living Green Regent: Key to Phantoms Cloister

Time: Friday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 12)
Repeated: See Event 1849 for details.

1869   

Living Green Regent: Key to Phantoms Cloister

Time: Saturday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 12)
Repeated: See Event 1849 for details.

1879   

Living Green Regent: Key to Phantoms Cloister

Time: Saturday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 12)
Repeated: See Event 1849 for details.

1899   

Living Green Regent: Key to Phantoms Cloister

Time: Sunday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 12)
Repeated: See Event 1849 for details.

1909   

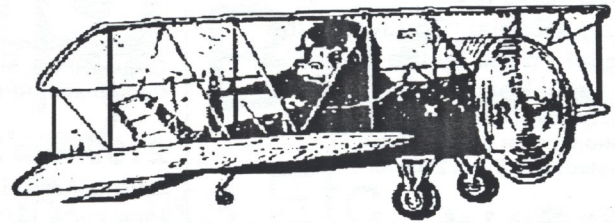
Living Green Regent: Key to Phantoms Cloister

Time: Sunday 13:00 **Length:** 3:45
Location: Lower Suite BC (Table 12)
Repeated: See Event 1849 for details.

1915, 1925, 1935, 1945,
1955, 1965   

The Gauntlet

Time: Saturday 17:00 **Length:** 6:45
Location: Lower BC (Table 3, 5, 6, 8, 9, 12)
System: Advanced Dungeon & Dragons (3.5)
Description: Your Home Prime Material Plane has been destroyed by the enemy... Millions of your people are homeless and will soon die...



Flying Buffalo

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Fax: 480-994-1170

Flying Buffalo Inc. is a game company that was started in 1970 by Rick Loomis and Steve MacGregor. Our primary business is play by mail. Our most popular play by mail game is the award-winning Starweb.

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you few, must attempt to survive The Gauntlet... Thru the remanants of Planes Past Deystroyed... Thru a Pocket Plane of Death that is Guarded by the minions of your Enemy. And with luck, on to the safe havens of your new home plane. Powerful Monsters will try to stop you... If you fail, millions will die... You must work together to have a chance... Will you save your world?

Capacity: From 4 to 6 people.
Limits: Saturday Evening - 3 rounds of play, if you survive that long at (17:00 - 19:00) (19:00 - 21:00) (21:00 - 23:00). 60 Players / 10 tables / 11 GM's! This is 3rd Edition D&D at its Brutal Best! Pre created 10th Level Characters... With some options.

Group: the Gauntlet
Other: Characters will be provided.
Coordinator: Gauntlet Judge

1975, 1985, 1995   

The Gauntlet

Time: Saturday 17:00 **Length:** 6:45
Location: Lower Suite E (Table 5, 6, 7)
Repeated: See Event 1915 for details.

2009   

Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"

Time: Friday 08:00 **Length:** 8:45
Location: Lower Suite E (Table 5)
System: Advanced Dungeon & Dragons (3.5)
Description: Living Arcanis 1: To Live by the Sword and To Die by the Sword. At the Battle of Ashvan, the forces of Milandir were soundly defeated by the Sword of Heavens in his southward march. Afterwards in Ashvan, one of Leonydas val'Virdan's own generals named Eremis val'Virdan dared to stand up against him

when the Sword of Heaven ordered the slaughter of the innocent people of the town. For this, Eremis was stripped of rank and sentenced to death. Will the party rescue this potential ally before his execution or seal his fate? (This is a two round module that takes 8 hours to play. It is for levels 3-11) / Living Arcanis 2: The city of Tralia is alight with a grand celebration as a play commemorating the Battle of Semar is holding its opening night. Invitations have been sent to all veterans who served to protect Altheria. But the morning brings a dismal awakening with the mysterious death of two young Beltinian priestesses at a convent just outside the city limits. The heroes must use both mind and mettle to save the nuns and to protect a secret hidden deep within the annals of time. (This is a two round module that takes 8 hours to play. It is for levels 3-9)

Capacity: From 4 to 6 people.
Limits: For Characters 3rd to 11th level.
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LA2

2019   

Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"

Time: Saturday 08:00 **Length:** 8:45
Location: Lower Suite E (Table 5)
Repeated: See Event 2009 for details.

2029   

Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"

Time: Saturday 08:00 **Length:** 8:45
Location: Lower Suite E (Table 6)
Repeated: See Event 2009 for details.

Event 2039+
2039   **1 M**

Living Arcanis: "To Live by the Sword / To Die by the Sword" or "To Drink Poison from Gold"

Time: Sunday 08:00 **Length:** 8:45
Location: Lower Suite E (Table 5)
Repeated: See Event 2009 for details.

2049   **1 M**

Living Arcanis: Market Place

Time: Sunday 10:00 **Length:** 6:45
Location: Lower Suite E (Table 6)
System: Advanced Dungeon & Dragons (3.5)
Description: Living Arcanis Marketplace: A merchant brings his magical wares to Darkcon and gives the people of Onara a chance to spend their hard earned fortunes.
Capacity: From 4 to 6 people.
Limits: For Characters 3rd to 11th level.
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LA2

2059   **1 M**

Living Arcanis: The Seventh Sin

Time: Thursday 18:00 **Length:** 3:45
Location: Lower Suite E (Table 5)
System: Advanced Dungeon & Dragons (3.5)
Description: Seventh Sin: A mage is missing in the City of Freeport, and the search for clues to her fate may lead you from the gutters of the poor to the bedrooms of the powerful (Mature Gamers Only). Levels 1-11
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 11th level.
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LA3

2069   **1 M**

Living Arcanis: The Seventh Sin

Time: Friday 08:00 **Length:** 3:45
Location: Lower Suite E (Table 6)
Repeated: See Event 2059 for details.

2079   **1 M**

Living Arcanis: The Seventh Sin

Time: Saturday 08:00 **Length:** 3:45
Location: Lower Suite E (Table 7)
Repeated: See Event 2059 for details.

2089   **1 M**

Living Arcanis: The Seventh Sin

Time: Sunday 13:00 **Length:** 3:45
Location: Lower Suite E (Table 7)
Repeated: See Event 2059 for details.

2099   **1 M**

Living Arcanis: Soaked

Time: Thursday 18:00 **Length:** 3:45
Location: Lower Suite E (Table 6)
System: Advanced Dungeon & Dragons (3.5)
Description: Soaked: One rainy day in the City of Freeport, justice, vengeance, and profit collide in a whirlpool of conflict. Will you watch from the shore or dive in and swim to someone's rescue. More importantly, who are the minnows and who are the sharks?
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 7th level.



Orcs vs. Dwarfs
DarkCon 2004



Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LA2

2109   **1 M**

Living Arcanis: Soaked

Time: Friday 13:00 **Length:** 3:45
Location: Lower Suite E (Table 6)
Repeated: See Event 2099 for details.

2119   **1 M**

Living Arcanis: Soaked

Time: Saturday 13:00 **Length:** 3:45
Location: Lower Suite E (Table 7)
Repeated: See Event 2099 for details.

2129   **1 M**

Living Arcanis: Soaked

Time: Sunday 08:00 **Length:** 3:45
Location: Lower Suite E (Table 7)
Repeated: See Event 2099 for details.

2139   **1 M**

Living Arcanis: Character Administration

Time: Friday 13:00 **Length:** 3:45
Location: Lower Suite BC (RPGA Administration Table)
System: Advanced Dungeon & Dragons (3.5)
Description: Interested in playing Living Arcanis? Want to know what it means to be an Arcanis Elf or a Dwarf? Who are these divinely gifted humans known as Val? Got a rules question? This is the place for you.
Capacity: From to people.
Limits: For characters of any level. This will be Ran at the RPGA Administration Table.
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LA1

2149   **1 M**

Living Arcanis: Free Gaming

Time: Thursday 18:00 **Length:** 3:45
Location: Lower Suite E (Table 7)
System: Advanced Dungeon & Dragons (3.5)
Description: Living Arcanis: Free Gaming Slot, Miss the event you wanted, this will be any of the events we are running at this convention.
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 11th level.
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LA3

2159   **1 M**

Living Arcanis: Free Gaming

Time: Friday 08:00 **Length:** 3:45
Location: Lower Suite E (Table 7)
Repeated: See Event 2149 for details.

2169   **1 M**

Living Arcanis: Free Gaming

Time: Friday 13:00 **Length:** 3:45
Location: Lower Suite E (Table 7)
Repeated: See Event 2149 for details.

2179   **1 E**

RPGA: Free Gaming Slot

Time: Friday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 3)
System: Advanced Dungeon & Dragons (3.5)
Description: Free Gaming Slot, Miss the event you wanted, this will be any of the events we are running at this convention.
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 16th level.
Group: RPGA, Shield of Almor Gaming
Coordinator: RPGA Judge LA1

2189   **1 E**

RPGA: Free Gaming Slot

Time: Friday 08:00 **Length:** 3:45
Location: Lower Suite BC (Table 5)
Repeated: See Event 2179 for details.

2215   **2 RP**

Village of the Damed!

Time: Saturday 10:00 **Length:** 13:45
Location: Lower Suite BC (Table 11)
System: D&D (3.5)
Description: The villagers of the sleepy little town of Droch Do Havl are having a problem with the local kids missing and now a few adults are gone as well with no trace?
Capacity: From 6 to 8 people.
Group: Green Ronin Publishing
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: John Polack

2224   **1 RP**

WARMACHINE - Demo

Time: Friday 16:00 **Length:** 2:45
Location: Lower Suite D (Table 10)
System: WARMACHINE (1)
Description: Full metal fantasy. A demo of Privateer Press's hot new WARMACHINE miniature game to introduce new players to the hobby. All materials and models will be provided. The game is fast paced and fun for anybody age 12 and over.
Capacity: From 1 to 6 people.
Group: Privateer Press - Press Ganger
Website: www.ikwarmachine.com
Coordinator: Brian Fisher

2243   **2 M**

The Symposium: Cycle of Rebirth (Part I)

Time: Friday 18:00 **Length:** 6:45
Location: Ventanas (Entire Area)
System: Mind's Eye Theater (Mage)
Description: Cycle of Rebirth marks the midpoint of the Symposium Experimental Gaming Network's storyline. For the past two years, a demonic invasion has wracked the Earth and terrorized humanity. A loose federation of Mages, Shapeshifters, Changelings, and humans struggled to keep the forces of Evil at bay. Finally, victory is near -- but at great cost. Friday marks the end of Act One, as humanity engages in its final battle

against the forces of evil. Saturday, the curtain opens on a very different world, a world forged in the searing heat of that final battle -- and a world completely devoid of supernatural powers for twenty years. This ends in 2022, when a worldwide Awakening unleashed a torrent of magical forces on an unprepared Earth. Two years later, a fragmented and factionalized humanity must either live with the supernatural or wipe it from the universe.

Capacity: From 10 to 50 people.

Limits: SEGN uses a modified form of White Wolf's 'Mind's Eye Theater' system. To view a copy of these changes, along with the source book for Act Two, visit our website. Copies of the sourcebook will also be available for viewing at DarkCon. The staff of SEGN will be available from 11 AM until 5 PM for character creation (Event 2263). A limited number of pregenerated characters are available.

Group: Symposium Experimental Game Network

Website: symposium.vis.nu

Other: This event has the following Optional Costume Theme: Modern. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring them.
Coordinator: Sam Mulvey

2253 2 M

The Symposium: Cycle of Rebirth (Part II)

Time: Saturday 18:00 **Length:** 6:45

Location: Ventanas (Entire Area)

Repeated: See Event 2243 for details.

2263 2 M

The Symposium: Cycle of Rebirth (Character Creation)

Time: Saturday 11:00 **Length:** 5:45

Location: Lower Suite D (Table 7)

System: Mind's Eye Theater (Mage)

Description: This will be an open creation session for all players. Stop by during this time and create your characters.

Capacity: From 1 to 50 people.

Limits: See Event 2243

Group: Symposium Experimental Game Network

Website: symposium.vis.nu

Other: This event has the following Optional Costume Theme: Modern. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: Sam Mulvey

2272 1 E

Munchkin

Time: Saturday 16:00 **Length:** 2:45

Location: Lower Suite BC (Table 10)

System: Munchkin (1.0)

Description: Kill the Monsters, Steal their Treasure, Stab your buddy. Dungeoneering at it's finest, without all that messy role-playing stuff. A card game for 2 to 6 players.

Capacity: From 2 to 5 people.

Website: www.sjgames.com/munchkin/game/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Antonio Contrisciani

2282 1 E

Munchkin

Time: Sunday 12:00 **Length:** 2:45

Location: Lower Suite BC (Table 10)

Repeated: See Event 2272 for details.

2292 1 T

Chez Geek

Time: Saturday 12:00 **Length:** 1:45

Location: Lower Suite BC (Table 10)

System: Chez Geek (1.0)

Description: In this light, humorous, and fast paced card game players are roommates trying to reach their slack goal by inviting over cool friends, buying stuff, and performing activities (like getting tattoos and piercings). Each player has a job which provides free time (actions) and income. 'Whenever' cards are used to hinder your roommates and defend yourself against uninvited 'guests'.

Capacity: From 2 to 5 people.

Website: www.sjgames.com/chezgreek/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Antonio Contrisciani

2302 1 T

Chez Geek

Time: Saturday 14:00 **Length:** 1:45

Location: Lower Suite BC (Table 10)

Repeated: See Event 2292 for details.

2312 1 T

Chez Geek

Time: Sunday 10:00 **Length:** 1:45

Location: Lower Suite BC (Table 10)

Repeated: See Event 2292 for details.

2324 1 RP

WARMACHINE - Demo

Time: Saturday 13:00 **Length:** 2:45

Location: Lower Suite D (Table 10)

Repeated: See Event 2224 for details.

2334 1 RP

WARMACHINE - Demo

Time: Sunday 10:00 **Length:** 2:45

Location: Lower Suite D (Table 10)

Repeated: See Event 2224 for details.

2376 1 E

Catapult Contest - Registration

Time: Friday 17:00 **Length:** 2:45

Location: Upper Salon AB (Art Room)

System: unconfirmed

Description: Catapult Competition - We are hosting a tabletop catapult competition, with three rounds of challenges to test the competitors - and the champion will be crowned. There will be three classes of competition: built-from-scratch, kit-built, and improvised at con. We will also hold a panel on building tabletop catapults to teach contestants who choose to improvise - which is open to anyone who'd like to attend.

Limits: See Event 2406

Group: Vela Vision

Website: www.DarkCon.Org

Other: See description for more information on what is needed for this event.

Coordinator: Larry Vela

2386 1 E

Catapult Contest - Registration

Time: Saturday 10:00 **Length:** 0:45

Location: Upper Salon AB (Art Room)

Repeated: See Event 2376 for details.

2396 1 E

Catapult Contest - Con Built

Time: Friday 18:00 **Length:** 0:45

Location: Upper Salon AB (Art Room)

System: unconfirmed

Description: This will be a panel on building tabletop catapults to teach contestants who choose to improvise - which is open to anyone who'd like to attend. This is for the Catapult Competition we are hosting.

Limits: See Event 2406

Group: Vela Vision

Website: www.DarkCon.Org

Other: See description for more information on what is needed for this event.

Coordinator: Larry Vela

2406 1 E

Catapult Contest - Round 1

Time: Saturday 11:00 **Length:** 1:45

Location: Balcony Over Pool (Whole Area)

System: unconfirmed

Description: Catapult Competition - We are hosting a tabletop catapult competition, with three rounds of challenges to test the competitors - and the champion will be crowned. There will be three classes of competition: built-from-scratch, kit-built, and improvised at con.

Limits: 1) Footprint of the catapult cannot be greater than 18 inches by 18 inches. 2) Height of uprights cannot be greater than 13 inches. 3) Projectile container size should be built to hold a ping pong ball and for the table top versions a large grape (we will not be using grapes this is for size only) 4) Contestants will compete for distance, accuracy and strength. The last challenge will be a wall that the contestants have to knock down. There will be adjustments for the tabletop machines to even out the competition. If there are enough tabletop warriors we will make a separate class. Check out the web sites that we have links to for information on miniature catapult.

Group: Vela Vision

Website: www.DarkCon.Org

Other: This event is a tournament which lasts 3 rounds. See description for more information on what is needed for this event.

Coordinator: Larry Vela

2416 1 E

Catapult Contest - Round 2

Time: Saturday 14:00 **Length:** 1:45

Location: Balcony Over Pool (Whole Area)

Repeated: See Event 2406 for details.

2426 1 E

Catapult Contest - Round 3

Time: Saturday 17:00 **Length:** 1:45

Location: Balcony Over Pool (Whole Area)

Repeated: See Event 2406 for details.

Event 2436+
2436   **1 E**

Art Room Display / Demonstrations

Time: Friday 14:00 **Length:** 5:45

Location: Upper Salon AB (Art Area)

System: unconfirmed

Description: We will be displaying the artwork of many artists including the guest of honor Dina Vicks Art. Stop by and check it out. Also multiple art demos will be running during the convention, stop by for times and type of demonstrations we will be running each day!

Group: Vela Vision

Website: www.DarkCon.Org

Other: See description for more information on what is needed for this event.

Coordinator: Larry Vela

2436   **1 E**

Art Room Display / Demonstrations

Time: Friday 14:00 **Length:** 5:45

Location: Upper Salon AB (Art Area)

System: unconfirmed

Description: We will be displaying the artwork of many artists including the guest of honor Dina Vicks Art. Stop by and check it out. Also multiple art demos will be running during the convention, stop by for times and type of demonstrations we will be running each day!

Group: Vela Vision

Website: www.DarkCon.Org

Other: See description for more information on what is needed for this event.

Coordinator: Larry Vela

2446   **1 E**

Art Room Display / Demonstrations

Time: Saturday 10:00 **Length:** 9:45

Location: Upper Salon AB (Art Area)

Repeated: See Event 2436 for details.

2456   **1 E**

Art Room Display / Demonstrations

Time: Sunday 10:00 **Length:** 3:45

Location: Upper Salon AB (Art Area)

Repeated: See Event 2436 for details.

2462   **1 E**

Munchkin Fu

Time: Thursday 20:00 **Length:** 1:45

Location: Lower Suite BC (Table 13)

System: Munchkin (1.0)

Description: If you loved Munchkin . . . look out. Here they come again. The Munchkins are back! Now the game is chop-socky Hong Kong action. The characters are Samurai, Ninja, Yakuza, and Monks. The foes are mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles to build up your character's powers. Kill the monsters, take their stuff, and be the first one to 10th level!

Capacity: From 3 to 6 people.

Group: MIB

Website: www.sjgames.com/munchkin/game/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

"T" is for Teen
ESRB Gaming Rating System **DarkCon 2004**

2472   **1 E**

Munchkin Fu

Time: Saturday 12:00 **Length:** 1:45

Location: Lower Suite BC (Table 13)

System: Munchkin (1.0)

Description: If you loved Munchkin... look out. Here they come again. The Munchkins are back! Now the game is chop-socky Hong Kong action. The characters are Samurai, Ninja, Yakuza, and Monks. The foes are mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles, to build up your character's powers. Kill the monsters, take their stuff, and be the first one to 10th level!

Capacity: From 3 to 6 people.

Group: MIB

Website: www.sjgames.com/munchkin/game/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2482   **1 T**

Chez Geek

Time: Thursday 22:00 **Length:** 1:45

Location: Lower Suite BC (Table 13)

System: Chez Geek (1.0)

Description: Party raids. Hazing. Many, many kegs. And, of course, beer, sleep, and nookie. It's the hit Chez Geek, moved to a frat house. (Or sorority. Or both.) Pick your major. (Botany? Babes? Beer?) Tap a keg or two. Party hard, and try not to think about Finals Week.

Capacity: From 3 to 6 people.

Group: MIB

Website: www.sjgames.com/chezgeek/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2492   **1 E**

Star Munchkin

Time: Saturday 14:00 **Length:** 1:45

Location: Lower Suite BC (Table 13)

System: Munchkin (1.0)

Description: The Munchkins are back - but now they're in space! Now they're Mutants, Androids, and Cat People . . . grabbing Lasers, Vibroswords, and Nova Grenades . . . fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. This is a complete game using the best-selling Munchkin rules (with a few new twists like Sidekicks). Yes, it CAN be combined with Munchkin! And, of course, it features the twisted humor of Steve Jackson and the wacky cartoons of John Kovalic.

Capacity: From 3 to 6 people.

Group: MIB

Website:

www.sjgames.com/munchkin/starmunchkin/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2501   **1 T**

Tribes

Time: Saturday 16:00 **Length:** 3:45

Location: Lower Suite BC (Table 13)

System: Tribes (1.0)

Description: It's 50,000 B.C. Where are your children? In Tribes, the players are cave men and women. They hunt and gather food, make their tribal laws, and deal with natural disasters. But the object of the game is simple: Look after the children! In this game, the way to win is to have the most kids, and do whatever you have to do to make sure they survive. The players must know when to cooperate, and when to cut their losses and protect their own families.

Capacity: From 3 to 8 people.

Limits: Need even number of Players: 4, 6 or 8.

Group: MIB

Website: www.sjgames.com/tribes/

Coordinator: Jessie Foster

2515   **1 T**

GURPS Alchemist's Run

Time: Friday 20:00 **Length:** 3:45

Location: Lower Suite BC (Table 13)

System: G.U.R.P.S. (3.0 4th ed.)

Description: A vital shipment of Alchemy supplies have been hijacked. Can you, a rag-tag team of misfit wanna-be's, save the day?

Capacity: From 4 to 6 people.

Group: MIB

Website: www.sjgames.com/gurps/

Other: Characters needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2522   **1 E**

Ninja Burger

Time: Friday 14:00 **Length:** 1:45

Location: Lower Suite BC (Table 13)

System: Ninja Burger (1.0)

Description: Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option.

Capacity: From 3 to 6 people.

Group: MIB

Website: www.sjgames.com

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2532   **1 E**

Ninja Burger

Time: Friday 16:00 **Length:** 1:45

Location: Lower Suite BC (Table 13)

System: Ninja Burger (1.0)

Description: Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option.

Capacity: From 3 to 6 people.

Group: MIB

Website: www.sjgames.com

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jessie Foster

2556   **1 E**

Con Suite

Time: Thursday 17:00 **Length:** 4:45

Location: Hotel Room (ConSuite: 2117 / 2119 in Building 12)

System: unconfirmed

Description: The Con Suite will be one of the best ever this year. We are here to give you the energy (or suger rush) you need to play into the wee hours of th night. So stop by and fuel up! We are your one stop shop for your snaking needs.

Other: See description for more information on what is needed for this event.

Coordinator: Jim DuVal

2566 1 E

Con Suite

Time: Friday 10:00 **Length:** 14:45

Location: Hotel Room (ConSuite: 2117 / 2119 in Building 12)

Repeated: See Event 2556 for details.

2576 1 E

Con Suite

Time: Saturday 10:00 **Length:** 14:45

Location: Hotel Room (ConSuite: 2117 / 2119 in Building 12)

Repeated: See Event 2556 for details.

2586 1 E

Con Suite

Time: Sunday 10:00 **Length:** 4:45

Location: Hotel Room (ConSuite: 2117 / 2119 in Building 12)

Repeated: See Event 2556 for details.

2596 1 E

Video / Japanamation / DVD Room (With Really Big Screen)

Time: Thursday 16:00 **Length:** 6:45

Location: Hotel Room (Video Room: 2123 in Building 12)

System: unconfirmed

Description: We will have a Very Large Screen and Movies starting every 2 hours or so, stop by and check out all the great movies we will be showing at the biggest and best Movie Room.

Limits: Room will close each night only after the current video has completed.

Other: See description for more information on what is needed for this event.

Coordinator: Shawn Lee

2606 1 E

Video / Japanamation / DVD Room (With Really Big Screen)

Time: Friday 12:00 **Length:** 12:45

Location: Hotel Room (Video Room: 2123 in Building 12)

Repeated: See Event 2596 for details.

2616 1 E

Video / Japanamation / DVD Room (With Really Big Screen)

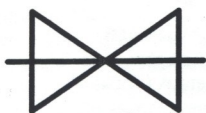
Time: Saturday 12:00 **Length:** 12:45

Location: Hotel Room (Video Room: 2123 in Building 12)

Repeated: See Event 2596 for details.

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2626 1 E

Video / Japanamation / DVD Room (With Really Big Screen)

Time: Sunday 10:00 **Length:** 4:45

Location: Hotel Room (Video Room: 2123 in Building 12)

Repeated: See Event 2596 for details.

2636 1 E

Hall Costume Awards

Time: Saturday 08:00 **Length:** 15:45

Location: Undefined (Hallways)

System: unconfirmed

Description: The sponsors of this convention (the longtime local Phoenix group known as the Dark Ones) share an affinity for the Middle Ages, so the hotel function space will be dressed to reflect that theme. We'd like to ask you to dress up, too. Wear your ancient best and qualify for Hall Costume Awards. Costumes are not required, just encouraged. If you have only one day's attire, wear it Saturday.

Limits: Anyone in a costume on Saturday can and is eligible to win one of several fun based themes we will be handing these out all day. So walk around between games!

Coordinator: Margaret Grady

2642 2 E

Star Wars CCG

Time: Sunday 12:00 **Length:** 5:45

Location: Lower Suite A (Table 1)

System: unconfirmed

Description: This will be a multi round elimination tournament of the Star Wars CCG.

Capacity: From 5 to 15 people.

Group: ASU Game Club

Other: This event is a tournament which lasts 6 rounds. Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jared Arthur

2652 2 E

Lord of the Rings CCG

Time: Saturday 12:00 **Length:** 5:45

Location: Lower Suite A (Table 1)

System: unconfirmed

Description: This will be a multi round elimination tournament of the Lord of the Rings CCG.

Capacity: From 5 to 15 people.

Group: ASU Game Club

Other: This event is a tournament which lasts 6 rounds. Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Jared Arthur

2662 1 E

Critter Capture

Time: Friday 18:00 **Length:** 0:45

Location: Lower Suite A (Table 4)

System: Spare Brains Games (0.3)

Description: You are the great hunter. Every year you travel to deepest, darkest Africa, the pulsing heart of the Amazon, the steaming jungles of Sumatra, and the slimy suburbs of Sydney in search of the most dangerous of game. But the market hasn't been too good of late and there hasn't been much demand for lions and tigers and bears. So you've been reduced to the thing that you swore you would never do: you're capturing animals for freak shows and small circuses.

Capacity: From 3 to 12 people.

Limits: Designer is looking to get feedback for a new custom card game.

Group: Spare Brains Games

Website: www.sparebrains.biz/

Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne West

Event 2672+

2672 1 E

Critter Capture

Time: Saturday 16:00 Length: 0:45
Location: Lower Suite A (Table 8)
Repeated: See Event 2662 for details.

2682 1 E

Critter Capture

Time: Sunday 13:00 Length: 0:45
Location: Lower Suite BC (Table 11)
Repeated: See Event 2662 for details.

2692 1 E

Sneezin's Greetings

Time: Friday 19:00 Length: 0:45
Location: Lower Suite A (Table 4)
System: Spare Brains Games (0.3)
Description: Limber up your brain and prepare for a bit of schizophrenia. You are a cat. Your life-long goal is to make as many people sneeze as often as you can. You are also a person who is allergic to cats and you've been invited to your bosses' holiday party at a house that's full of cats. It's going to be a long night.
Capacity: From 3 to 12 people.
Limits: Designer is looking to get feedback for a new custom card game.
Group: Spare Brains Games
Website: www.sparebrains.biz/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Wayne West

2702 1 E

Sneezin's Greetings

Time: Saturday 17:00 Length: 0:45
Location: Lower Suite A (Table 8)
Repeated: See Event 2692 for details.

2712 1 E

Sneezin's Greetings

Time: Sunday 12:00 Length: 0:45
Location: Lower Suite BC (Table 11)
Repeated: See Event 2692 for details.

2722 1 E

Zombie Café

Time: Friday 20:00 Length: 0:45
Location: Lower Suite A (Table 4)
System: Spare Brains Games (0.3)
Description: (formerly Brain Inspector). You run a deli for zombies selling brains. It's a good living, zombies are easy to please. But you have a goal: you want to go home and watch TV, but you can't go home until you sell all your brains.
Capacity: From 3 to 12 people.
Limits: Designer is looking to get feedback for a new custom card game.
Group: Spare Brains Games
Website: www.sparebrains.biz/Other: Cards needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Wayne West

2732 1 E

Zombie Café

Time: Saturday 14:00 Length: 0:45
Location: Lower Suite A (Table 8)
Repeated: See Event 2722 for details.

2742 1 E

Zombie Café

Time: Sunday 11:00 Length: 0:45
Location: Lower Suite BC (Table 11)
Repeated: See Event 2722 for details.

2752 1 E

Trash of the Gladiators

Time: Friday 21:00 Length: 0:45
Location: Lower Suite A (Table 4)
System: Spare Brains Games (0.3)
Description: If it weren't for people like you, the arena could get dangerous! I mean, look at all the broken weapons, hacked-off limbs, butchered lions, all that stuff just lyin' around -- I mean, a bloke could trip over something and do himself an injury! This is a fast little card game where players scramble around picking up stuff from the arena sands.
Capacity: From 3 to 12 people.
Limits: Designer is looking to get feedback for a new custom card game.
Group: Spare Brains Games
Website: www.sparebrains.biz/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Wayne West

2762 1 E

Trash of the Gladiators

Time: Saturday 15:00 Length: 0:45
Location: Lower Suite A (Table 8)
Repeated: See Event 2752 for details.

2772 1 E

Trash of the Gladiators

Time: Sunday 10:00 Length: 0:45
Location: Lower Suite BC (Table 11)
Repeated: See Event 2752 for details.

2799, 2809, 2819, 2829,

2839 1 E

RPGA: Free Gaming Slot

Time: Friday 08:00 Length: 3:45
Location: Lower Suite BC (Table 2,6, 8, 9, 12)
Repeated: See Event 2179 for details.
Time: Friday 08:00 Length: 3:45
Location: Lower Suite BC (Table 8)
Repeated: See Event 2179 for details.

2844 2 T

Big Hunt

Time: Friday 14:00 Length: 3:45
Location: Lower Suite D (Table 2)
System: D20 system (3.0)

Description: Game involves three teams of two characters to compete in a hunt for wild animals and dinosaurs of the darkest africa circa 1930. Characters and miniatures will be provided. Points will be given foreach successful kill. Winner will be the team with the most points.
Capacity: From 3 to 6 people.
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Paul Moody

2854 2 T

Big Hunt

Time: Saturday 14:00 Length: 3:45
Location: Lower Suite D (Table 2)
Repeated: See Event 2844 for details.

2864 2 T

Big Hunt

Time: Sunday 12:00 Length: 3:45
Location: Lower Suite D (Table 2)
Repeated: See Event 2844 for details.

2872 1 RP

Lord of the Rings CCG

Time: Friday 19:00 Length: 3:45
Location: Lower Suite A (Table 1)
System: unconfirmed
Description: Introduction to the Lord of the Rings Card Game. Do you have what it takes to save Middle Earth? Games will run 60 to 90 minutes each.
Capacity: From 2 to 4 people.
Website: www.decipher.com
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Chad Rockey

2882 3 M

Poker (Texas Hold'em)

Time: Saturday 20:00 Length: 7:45
Location: Lower Suite D (Table 2)
System: unconfirmed
Description: Texas Hold 'em is one of the most popular forms of poker in the world today. There will be a \$10.00 buy in and prizes awared from the entry fee for top ranking players.
Capacity: From 12 to 36 people.
Group: ASU Game Club
Other: This event is a tournament which lasts 6 rounds. Cards needed to participate in this event will be supplied by the Event Mediator.
Cost: \$10.00
Coordinator: Matt

2891 1 T

Frag! Double Blind

Time: Saturday 12:00 Length: 1:45
Location: Lower Suite BC (Table 14)
System: Frag! (1.0)
Description: Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! We will be using the Double Blind rules that have become so popular at valley conventions with the Fire Zone map.
Capacity: From 2 to 6 people.
Group: MIB
Coordinator: R. Loup DeVault



Tyler Slayed the Dragon

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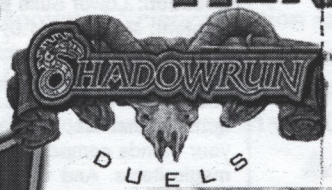
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Event 2901+

2901 T

Frag! Double Blind

Time: Saturday 14:00 Length: 1:45
Location: Lower Suite BC (Table 14)
Repeated: See Event 2891 for details.

2911 T

Frag! Double Blind

Time: Saturday 17:00 Length: 1:45
Location: Lower Suite BC (Table 14)
Repeated: See Event 2891 for details.

2921 T

Frag! Double Blind

Time: Sunday 10:00 Length: 1:45
Location: Lower Suite BC (Table 14)
Repeated: See Event 2891 for details.

2931 T

Frag! Double Blind

Time: Sunday 12:00 Length: 1:45
Location: Lower Suite BC (Table 14)
Repeated: See Event 2891 for details.

2941 T

Frag! Double Blind

Time: Sunday 14:00 Length: 1:45
Location: Lower Suite BC (Table 14)
Repeated: See Event 2891 for details.

2952 E

Star Munchkin

Time: Friday 18:00 Length: 1:45
Location: Lower Suite BC (Table 15)
System: Munchkin (1.0)
Description: The Munchkins are back - but now they're in space! Now they're Mutants, Androids, and Cat People . . . grabbing Lasers, Vibroswords, and Nova Grenades . . . fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. This is a complete game using the best-selling Munchkin rules (with a few new twists like Sidekicks). Yes, it CAN be combined with Munchkin! And, of course, it features the twisted humor of Steve Jackson and the wacky cartoons of John Kovalic.
Capacity: From 3 to 6 people.
Group: MIB
Website: www.sjgames.com/munchkin/
Other: Cards needed to play are supplied.
Coordinator: Cindy DeVault

2962 E

Star Munchkin

Time: Friday 20:00 Length: 1:45
Location: Lower Suite BC (Table 15)
Repeated: See Event 2952 for details.

2972 E

Munchkin Fu

Time: Saturday 12:00 Length: 1:45
Location: Lower Suite BC (Table 15)
System: Munchkin (1.0)
Description: If you loved Munchkin . . . look out. Here they come again. The Munchkins are back! Now the game is chop-socky Hong Kong action. The characters are Samurai, Ninja,

Yakuza, and Monks. The foes are mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles to build up your character's powers. Kill the monsters, take their stuff, and be the first one to 10th level!

Capacity: From 3 to 6 people.

Group: MIB

Website: www.sjgames.com/munchkin/game/

Other: Cards needed to play are supplied.

Coordinator: Cindy DeVault

2982 E

Munchkin Fu

Time: Saturday 14:00 Length: 1:45
Location: Lower Suite BC (Table 15)
Repeated: See Event 2972 for details.

2992 E

Munchkin

Time: Thursday 18:00 Length: 1:45
Location: Lower Suite BC (Table 15)
System: Munchkin (1.0)
Description: This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience . . . with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm . . . or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon . . .

Capacity: From 3 to 6 people.

Group: MIB

Website: www.sjgames.com/munchkin/

Other: Cards needed to play are supplied.

Coordinator: Cindy DeVault

3002 E

Munchkin

Time: Thursday 20:00 Length: 1:45
Location: Lower Suite BC (Table 15)
Repeated: See Event 2992 for details.

3011 T

Strange Synergy

Time: Friday 18:00 Length: 1:45
Location: Lower Suite BC (Table 14)
System: Frag! (1.0)

Description: Strange Synergy is built around 100 different Power Cards . . . superpowers, mutations, skills, gadgets. Each warrior starts with three different powers. You choose the combination! Can you create the unbeatable team? Can you win against superior powers?

Capacity: From 2 to 4 people.

Group: MIB

Website: www.sjgames.com/frag/

Coordinator: R. Loup DeVault

3021 T

Strange Synergy

Time: Friday 20:00 Length: 1:45
Location: Lower Suite BC (Table 14)
Repeated: See Event 3011 for details.

3

Dork Tower

Time: Thursday 18:00 Length: 1:45
Location: Lower Suite BC (Table 14)
System: Frag! (1.0)

Description: Now you can play John Kovalic's Dork Tower characters . . . as they play their characters . . . in a magical quest for the ultimate prize where no strategy is too low, no player too Munchkiny, and no rule is safe! Adventure through the land of Aurora, smiting monsters and growing in power, until you are strong enough to challenge the evil wizard in his tower. Slay him and you win . . . fail, and be cast from the heights . . .

Capacity: From 2 to 6 people.

Group: MIB

Website: www.sjgames.com/frag/

Coordinator: R. Loup DeVault

3041 T

Dork Tower

Time: Thursday 20:00 Length: 1:45
Location: Lower Suite BC (Table 14)
Repeated: See Event 3031 for details.

3053 2 M

Vampire

Time: Friday 17:00 Length: 6:45
Location: Ventanas (Entire Area)
System: Mind's Eye Theater (Mage)
Description: Rules: Laws of the Night
Capacity: From 10 to 50 people.

Limits: The themes portrayed in Vampire the Masquerade can be of an adult nature. Anyone under 18 will need permission of their parent or guardian. People can play either night or both nights and they can join late.

Group: One World by Night

Website: symposium.vis.nu

Other: This event has the following Optional Costume Theme: Modern. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: One World by Night

3063 2 M

Vampire

Time: Saturday 18:00 Length: 7:45
Location: Ventanas (Entire Area)
Repeated: See Event 3053 for details.

3063 2 M

Garou

Time: Friday 19:00 Length: 4:45
Location: Ventanas (Entire Area)
System: Mind's Eye Theater (Mage)
Description: Rules: Laws of the Hunt
Capacity: From 10 to 50 people.

Limits: The themes portrayed in Vampire the Masquerade can be of an adult nature. Anyone under 18 will need permission of their parent or guardian. People can play either night or both nights and they can join late.

Group: One World by Night

Website: symposium.vis.nu

Other: This event has the following Optional Costume Theme: Modern. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring their own.

Coordinator: One World by Night

3073 2 M

Garou
Time: Saturday 19:00 Length: 4:45
Location: Ventanas (Entire Area)
Repeated: See Event 3063 for details.

3092 2 E

Gin
Time: Friday 18:00 Length: 1:45
Location: Lower Suite A (Table 7)
System: unconfirmed
Description: This will be a Gin Game, with elimination to find best overall player.
Capacity: From 4 to 16 people.
Group: ASU Game Club
Other: This is a tournament that lasts 6 rounds. Cards needed to play are supplied.
Coordinator: Chris

3102 2 E

Munchkin
Time: Friday 09:00 Length: 1:45
Location: Lower Suite A (Table 8)
System: Munchkin (1.0)
Description: This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience . . . with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm . . . or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon . . .
Capacity: From 3 to 6 people.
Group: ASU Game Club
Website: www.sjgames.com/munchkin
Other: Cards needed to play are supplied.
Coordinator: Chris

3116 1 E

Pictionary
Time: Friday 16:00 Length: 1:45
Location: Lower Suite A (Table 7)
System: Parker Brothers Pictionary
Description: Pictionary is like charades, only on paper. Instead of action, you and your team mates try to guess the identities of various words by sketching clues to each other.
Capacity: From 3 to 9 people.
Group: ASU Game Club
Other: This event is a tournament that lasts 6 rounds. Items needed to play will be supplied.
Coordinator: Chris

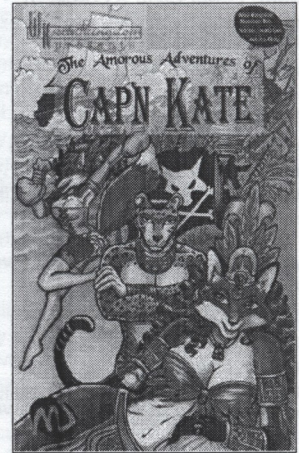
3126 1 E

Pictionary
Time: Friday 20:00 Length: 1:45
Location: Lower Suite A (Table 7)
Repeated: See Event 3116 for details.

3131 2 E

Trivial Pursuit
Time: Friday 11:00 Length: 3:45
Location: Lower Suite A (Table 8)
System: Horn Abbot Ltd. / Parker Brothers
Description: Trivial Pursuit is the original quiz game featuring questions based on the following categories: "Music", "Entertainment",

Diana Vick



Stop by our Guest of Honors Table and Art Displays.

"Headlines", "Sports & Leisure" "Personalities", & "Wild Card" players move around the board trying to correctly answer 1-of each question type. The first person to do so wins the game.
Capacity: From 2 to 5 people.
Group: ASU Game Club
Coordinator: Chris

3141 1 E

Monopoly
Time: Friday 18:00 Length: 3:45
Location: Lower Suite A (Table 3)
System: Parker Brothers
Description: The real-estate game. Collect sets of properties to allow improvements. Build houses and hotels. Collect rent from fellow players. Repeat as necessary until bankrupt.
Capacity: From 2 to 5 people.
Group: ASU Game Club
Other: This is a tournament that lasts 6 rounds.
Coordinator: Michael Espinoza

3151 1 E

Monopoly
Time: Saturday 09:00 Length: 3:45
Location: Lower Suite A (Table 9)
Repeated: See Event 3141 for details.

3161 1 E

Trivial Pursuit
Time: Sunday 09:00 Length: 3:45
Location: Lower Suite A (Table 8)
Repeated: See Event 3131 for details.
Coordinator: Michael Espinoza

3172 2 E

Apples to Apples
Time: Saturday 16:00 Length: 1:45
Location: Lower Suite BC (Table 15)

System: Out of the Box Games
Description: Apples to Apples consists only of two decks of cards: Things and Descriptions. Each turn, the current referee selects a Description and players try to pick, from the cards in their hands, the Things that best match that Description. The referee then chooses the Thing that appeals to her most and awards the card to the player who played it. The unusual combinations of Things and Descriptions are humorous to the extreme, and will quickly have the entire room in an uproar. Once someone has won a pre-determined number of cards, she's the winner.
Capacity: From 2 to 7 people.
Group: ASU Game Club
Other: This is a tournament that lasts 6 rounds. Cards needed to play are supplied.
Coordinator: Robert Benscoter

3182 2 E

Apples to Apples
Time: Sunday 15:00 Length: 1:45
Location: Lower Suite A (Table 8)
Repeated: See Event 3172 for details.

3192 2 E

Guillotine
Time: Sunday 13:00 Length: 1:45
Location: Lower Suite A (Table 15)
System: Wizards of the Coast (1998)
Description: Set during the French Revolution, you play executioners trying to behead the least popular nobles. Which luck and skill you can manipulate the line before 'harvesting' heads. Sure it's a macabre subject for a light card game, but this is what makes the game fun. Get out there and chop a few heads.
Capacity: From 4 to 5 people.
Group: ASU Game Club
Other: Cards needed to play are supplied.
Coordinator: Robert Benscoter

Event 3202+**3202** **2 E****Guillotine**

Time: Sunday 17:00 Length: 1:45
 Location: Lower Suite A (Table 8)
 Repeated: See Event 3192 for details.

3211 **1 E****Trivial Pursuit**

Time: Saturday 18:00 Length: 3:45
 Location: Lower Suite BC (Table 15)
 Repeated: See Event 3131 for details.
 Coordinator: Robert Benscoter

3221 **1 E****Trivial Pursuit**

Time: Sunday 14:00 Length: 3:45
 Location: Lower Suite A (Table 6)
 Repeated: See Event 3131 for details.
 Coordinator: Tiffany Branum

3232 **2 E****Apples to Apples**

Time: Friday 13:00 Length: 1:45
 Location: Lower Suite A (Table 6)
 System: Out of the Box Games
 Description: Apples to Apples consists only of two decks of cards: Things and Descriptions. Each turn, the current referee selects a Description, and players try to pick, from the cards in their hands, the Things that best match that Description. The referee then chooses the Thing that appeals to her most and awards the card to the player who played it. The unusual combinations of Things and Descriptions are humorous to the extreme, and will quickly have the entire room in an uproar. Once someone has won a pre-determined number of cards, she's the winner.
 Capacity: From 2 to 7 people.
 Group: ASU Game Club
 Other: This is a tournament that lasts 6 rounds. Cards needed to play are supplied.
 Coordinator: Tiffany Branum

3242 **2 E****Apples to Apples**

Time: Sunday 12:00 Length: 1:45
 Location: Lower Suite A (Table 6)
 Repeated: See Event 3232 for details.

3252 **1 E****Groo: the Game**

Time: Friday 15:00 Length: 1:45
 Location: Lower Suite A (Table 6)
 System: Archangel Entertainment
 Description: Based off the comics of the same name with are by Sergio Argones. In Groo: the Game, players compete to be the first to build a large town. Of course, this is no picnic, hindered as it is by other players' rampaging armies and the frequent bumbling visitations of Groo the Wanderer.
 Capacity: From 4 to 6 people.
 Group: ASU Game Club
 Other: Cards needed to play are supplied.
 Coordinator: Tiffany Branum

3262 **1 E****Groo: the Game**

Time: Sunday 18:00 Length: 1:45
 Location: Lower Suite A (Table 6)
 Repeated: See Event 3252 for details.

3271 **1 E****Clue**

Time: Friday 20:00 Length: 0:45
 Location: Lower Suite A (Table 5)
 System: Parker Brothers
 Description: The classic detective game! In clue, players move from room to room in a mansion to solve the mystery of: who done it, with what, and where? Players are dealt character, weapon, and location cards after the top card from each card type is secretly placed in the confidential file in the middle of the board. Players must move to a room and then make an accusation against a character saying they did it in that room with a specific weapon. The player to the left must show one of any cards accused to the accuser if in that player's hand. Through deductive reasoning each player must figure out which character, weapon, and location are in the secret file. To do this, each player must uncover what cards are in other players hands by making more and more accusation s. Once a player knows what cards the other players are holding they will know what cards are in the secret file.
 Capacity: From 4 to 6 people.
 Group: The Ericksons
 Coordinator: Monique E. Branum

3281 **1 E****Clue**

Time: Sunday 17:00 Length: 0:45
 Location: Lower Suite A (Table 5)
 Repeated: See Event 3271 for details.

3291 **1 E****Talisman**

Time: Friday 21:00 Length: 2:45
 Location: Lower Suite A (Table 5)
 System: Games Workshop's Talisman (3rd Edition)
 Description: Enter a world of fantastic heroic adventure, where magic really works and monsters roam the land. You are an adventurer on a quest to retrieve the fabled Crown of Command from its fearsome guardian, the Dragon King. You must find one of the Magic Talismans that will allow you to enter the Dragon King's lair and then defeat him in mortal combat. On your quest you will encounter powerful enemies, discover friends and magical artifacts, and meet strange beings. Finally, when you have gained sufficient power, you can confront the Dragon King in your bid to secure the Crown of Command.
 Capacity: From 4 to 6 people.
 Group: The Ericksons
 Coordinator: Monique E. Branum

3301 **1 E****Talisman**

Time: Sunday 14:00 Length: 2:45
 Location: Lower Suite A (Table 5)
 Repeated: See Event 3291 for details.

3311 **1 E****Lord of the Rings (Board Game)**

Time: Friday 18:00 Length: 1:45
 Location: Lower Suite A (Table 5)
 System: Kosmos

Description: Lord of the Rings is a co-operative game where the object is to destroy the Ring while surviving the corrupting influence of Sauron. Each player plays one of the Hobbits in the fellowship, each of which has a unique power. The game is played on a number of boards: the Master board indicates both the physical progress of the fellowship across Middle Earth and the corrupting influence of Sauron on the hobbits, and a number of scenario boards which detail the events and adventures of particular locations. Progression across the boards is determined by playing cards (many of which represent the characters and items of Middle Earth), and the effects of corruption are represented by a special die. The game is lost if the ring-bearer is overcome by Sauron, or won if the ring is destroyed by throwing it into the volcanic fires of Mount Doom.
 Capacity: From 1 to 4 people.
 Group: The Ericksons
 Coordinator: Monique Branum

3321 **1 E****Lord o/t Rings (Board Game)**

Time: Sunday 12:00 Length: 1:45
 Location: Lower Suite A (Table 5)
 Repeated: See Event 3311 for details.

3342 **1 RP****Lord of the Rings CCG**

Time: Sat 19:00 Length: 3:45
 Location: Lower Suite A (Table 1)
 Repeated: See Event 2872 for details.

3352 **1 RP****Lord of the Rings CCG**

Time: Sunday 12:00 Length: 3:45
 Location: Lower Suite A (Table 7)
 Repeated: See Event 2872 for details.

3365 **1 M****"Ashes to Ashes We All Fall Down"**

Time: Saturday 19:00 Length: 6:45
 Location: Lower Suite E (Table 1)
 System: White Wolfs World of Darkness
 Description: It was once said that all roads lead to Rome. Well at DarkCon 2004 all roads lead to Seattle. Since 1995 a single story line has spread corruption and suffering leaving only desolation in its wake. At DarkCon 2004, in the vain of the Time Of Judgment Seattle will be the site of an epic battle against a foe who's evil is so profound that all must unite against IT -least Seattle be destroyed - and that which the monsters hide behind be forever destroyed.
 Capacity: From 0 to 0 people.
 Limits: This will be a medium to advanced level World of Darkness tabletop game. This is the final round of the ongoing tournament "Ashes To Ashes". Pregenerated characters will be provided as well as prizes for the best role-player. This game is closed, only the winners from the prior games will be involved. However, since it is a Demo Team event you must be at least 16 to play.
 Group: The Wrecking Crew (White Wolf Team)

Other: Characters will be supplied.
Coordinator: David Martin

3376 1 E

Miniature Painting: Single Figure Fantasy

Time: Friday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)

System: unconfirmed

Description: General Painting, Single Figure Fantasy. This is for all single figure miniatures of a Fantasy, Medieval, and Ancient Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm.

Capacity: From to people.

Limits: Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of Game Central on Saturday Night.

Group: DarkCon Miniature Painting Contest
Coordinator: Judy Erickson

3386 1 E

Miniature Painting: Single Figure Fantasy

Time: Saturday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)

Repeated: See Event 3376 for details.

3396 1 E

Miniature Painting: Single Figure Sci-Fiction

Time: Friday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)

System: unconfirmed

Description: General Painting, Single Figure Science Fiction. This is for all single figure miniatures of a Future, Alien, or Other Advanced Timeline. This figure should be of a standard miniature scale ranging from 25mm to 32mm.

Capacity: From to people.

Limits: Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of Game Central on Saturday Night.

Group: DarkCon Miniature Painting Contest
Coordinator: Judy Erickson

3406 1 E

Miniature Painting: Single Figure Sci-Fiction

Time: Saturday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)
Repeated: See Event 3396 for details.

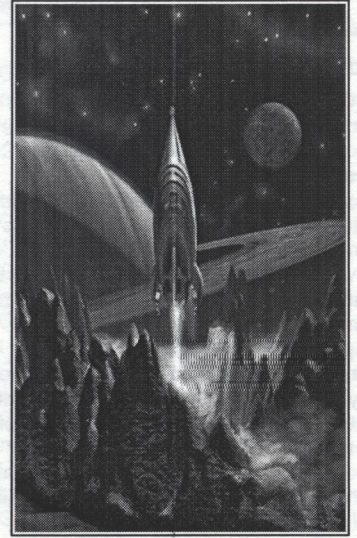
3416 1 E

Miniature Painting: Single Figure Modern

Time: Friday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)

System: unconfirmed
Description: General Painting, Single Figure Modern. This is for all single figure miniatures of a Modern, Western, or Other Close Present Timeline. This figure should be of a standard miniature scale ranging from 25mm to 32mm.

Retro Rocket



Come and visit us in the dealers area!

Capacity: From to people.

Limits: Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of Game Central on Saturday Night.

Group: DarkCon Miniature Painting Contest
Coordinator: Judy Erickson

3426 1 E

Miniature Painting: Single Figure Modern

Time: Saturday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)
Repeated: See Event 3416 for details.

3436 3 E

Advanced Miniature Painting: Single Figure Fantasy

Time: Friday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)

System: unconfirmed
Description: Advanced Painting, Single Figure Fantasy. This is for all single figure miniatures of a Fantasy, Medieval, and Ancient Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm.

Capacity: From to people.

Limits: Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of Game Central on Saturday Night.

Group: DarkCon Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Judy Erickson

3446 3 E

Advanced Miniature Painting: Single Figure Fantasy

Time: Saturday 09:00 Length: 11:45

Location: Lower Pre-Convene (Game Central)
Repeated: See Event 3436 for details.

3456 3 E

Advanced Miniature Painting: Single Figure Modern

Time: Friday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)

System: unconfirmed
Description: Advanced Painting, Single Figure Modern. This is for all single figure miniatures of a Modern, Western, or Other Close Present Timeline. This figure should be of a standard miniature scale ranging from 25mm to 32mm.

Capacity: From to people.

Limits: Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of Game Central on Saturday Night.

Group: DarkCon Miniature Painting Contest
Coordinator: Judy Erickson

3466 3 E

Advanced Miniature Painting: Single Figure Modern

Time: Saturday 09:00 Length: 11:45
Location: Lower Pre-Convene (Game Central)
Repeated: See Event 3456 for details.

Event 3476+**3476**   **Advanced Miniature Painting:
Single Figure Sci-Fiction****Time:** Friday 09:00 **Length:** 11:45**Location:** Lower Pre-Convene (Game Central)**System:** unconfirmed**Description:** Advanced Painting, Single Figure Science Fiction. This is for all single figure miniatures of a Future, Alien, or Other Advanced Timeline. This figure should be of a standard miniature scale ranging from 25mm to 32mm.**Capacity:** From to people.**Limits:** Figure should not exceed 2 inches in any direction, limit 2 figures per contestant. Entries need to be received by closing of Game Central on Saturday Night.**Group:** DarkCon Miniature Painting Contest**Other:** Items needed to participate in this event will be supplied by the Players.**Coordinator:** Judy Erickson**3486**   **Advanced Miniature Painting:
Single Figure Sci-Fiction****Time:** Saturday 09:00 **Length:** 11:45**Location:** Lower Pre-Convene (Game Central)**Repeated:** See Event 3476 for details.**3507**   **PC Tournament: Team Event (1/4)****Time:** Saturday 13:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**System:** The Front**Description:** Bringing you to "The Front" and keeping you there! PC Gaming at its best. Counter-Strike is a modification (MOD) to the excellent game, Half-Life. It modifies the multiplayer aspects of Half-Life to bring to it a more team-oriented gameplay. Counter-Strike provides the player with an experience that a trained counter-terrorist unit or terrorist unit experiences.**Capacity:** From 1 to 16 people.**Limits:** Team Based Event: Part 3 of the PC Gaming contest. You must complete a team based event. This is one of 4 (TB) games that will be offered for scoring this weekend. Signup sheets available in PC Room. (For more details on the Contest or cash prizes see the PC Room.)**Group:** The Front**Website:** www.counter-strike.net/**Coordinator:** Dave Babbitt**3517**   **PC Tournament: Team Event (3/4)****Time:** Sunday 01:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**Repeated:** See Event 3507 for details.**3527**   **PC Tournament: Team Event (2/4)****Time:** Friday 22:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**System:** The Front**Description:** Bringing you to "The Front" and keeping you there! PC Gaming at its best. In Battlefield 1942, you will experience the heat of

battle as you heroically storm the beaches of Normandy, drive a tank across the deserts of northern Africa, pilot a fighter plane during the Battle of Midway, command a battleship at Guadalcanal, or parachute and commandeer a jeep in operation Market Garden. It is the only first person, team-based action game that places you in the midst of a raging WW II battlefield with 35 "machines of war" under your control. You'll pick up the sidearm of your choice and get behind the wheel of a variety of vehicles, ships, and aircraft to go to war on land, sea, and air during some of the most famous and pivotal battles of the Second World War.

Capacity: From 1 to 16 people.**Limits:** Team Based Event: Part 3 of the PC Gaming contest. You must complete a team based event. This is one of 4 (TB) games that will be offered for scoring this weekend. Signup sheets available in PC Room. (For more details on the Contest or cash prizes see the PC Room.)**Group:** The Front**Coordinator:** Dave Babbitt**3537**   **PC Tournament: Team Event (4/4)****Time:** Saturday 19:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**Repeated:** See Event 3527 for details.**3547**   **PC Tournament: First Person
Shooter (1/4)****Time:** Saturday 09:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**System:** The Front**Description:** Bringing you to "The Front" and keeping you there! PC Gaming at its best. Over a century has passed since Liandri Corporation first began the Tournaments. Seventy years ago an invasion fleet appeared in human space, wiping out virtually all resistance before it could begin. Humanity, a race that had taken pride in its freedom suddenly found itself bound. Arena worlds were picked from the harshest of the prison planets, and the training began. Examples were made of the more vocal dissidents, each broken and remade in the image of the darkest nightmares, to show the scorn the Emperor felt for the weaklings who opposed him. Now that the Tournaments have become a fixture of the Empire's power, the aristocracy has begun to take part as well, in carefully orchestrated battles that pose no real danger to their lives. To kill a Highborn is to kill him forever. The only hope for mankind is that a champion will rise from the ashes of their civilization and succeed against all odds, to hold the Emperor's life in their hands.**Capacity:** From 1 to 16 people.**Limits:** First Person Shooter: Part 1 of the PC Gaming contest. You must complete a first person shooter. This is one of 4 (FPS) games that will be offered for scoring this weekend. Signup sheets available in PC Room. (For more details on the Contest or cash prizes see the PC Room.)**Group:** The Front**Website:** www.unrealtournament2003.com/**Coordinator:** Dave Babbitt**3557**   **PC Tournament: First Person
Shooter (3/4)****Time:** Saturday 21:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**Repeated:** See Event 3547 for details.**3567**   **PC Tournament: First Person
Shooter (2/4)****Time:** Friday 18:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**System:** The Front**Description:** Bringing you to "The Front" and keeping you there! PC Gaming at its best. Half-Life combines great storytelling in the tradition of Stephen King with intense action and advanced technology to create a frighteningly realistic world where players need to think smart to survive. Half-Life has won more than 50 Game of the Year awards from publications around the world, and was named 'Best PC Game Ever' in PC Gamer (November 1999).**Capacity:** From 1 to 16 people.**Limits:** First Person Shooter: Part 1 of the PC Gaming contest. You must complete a first person shooter. This is one of 4 (FPS) games that will be offered for scoring this weekend. Signup sheets available in PC Room. (For more details on the Contest or cash prizes see the PC Room.)**Group:** The Front**Website:** games.sierra.com/games/half-life/**Coordinator:** Dave Babbitt**3577**   **PC Tournament: First Person
Shooter (4/4)****Time:** Saturday 15:00 **Length:** 0:45**Location:** Upper Salon E (PC Room)**Repeated:** See Event 3567 for details.**3587**   **PC Tournament: Real Time
Strategy (1/4)****Time:** Saturday 11:00 **Length:** 2:45**Location:** Upper Salon E (PC Room)**System:** The Front**Description:** Bringing you to "The Front" and keeping you there! PC Gaming at its best. Four years have passed since the aftermath of Warcraft III: Reign of Chaos, and a great tension now smolders throughout the ravaged world of Azeroth. As the battle-worn races begin to rebuild their shattered kingdoms, new threats, both ancient and ominous, arise to plague the world once again.**Capacity:** From 1 to 8 people.**Limits:** Real Time Strategy: Part 2 of the PC Gaming contest. You must complete a Real Time Strategy. This is one of 4 (RTS) games that will be offered for scoring this weekend. Signup sheets available in PC Room. (For more details on the Contest or cash prizes see the PC Room.)**Group:** The Front**Website:** www.blizzard.com/wow/**Coordinator:** Dave Babbitt**3597**   **PC Tournament: Real Time
Strategy (3/4)**

PC Tournament: Real Time Strategy (3/4)

Time: Saturday 23:00 Length: 2:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3587 for details.

3607 1M

PC Tournament: Real Time Strategy (2/4)

Time: Friday 20:00 Length: 2:45
Location: Upper Salon E (PC Room)
System: The Front

Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. As the military leader for your species, you must gather the resources you need to train and expand your forces and lead them to victory.

Capacity: From 1 to 8 people.

Limits: Real Time Strategy: Part 2 of the PC Gaming contest. You must complete a Real Time Strategy. This is one of 4 (RTS) games that will be offered for scoring this weekend. Signup sheets available in PC Room. (For more details on the Contest or cash prizes see the PC Room.)

Group: The Front

Website: www.blizzard.com/starcraft/
Coordinator: Dave Babbitt

3617 1M

PC Tournament: Real Time Strategy (4/4)

Time: Saturday 17:00 Length: 2:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3607 for details.

3627 1M

The Front: Open PC Gaming

Time: Friday 19:00 Length: 0:45
Location: Upper Salon E (PC Room)
System: The Front

Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. We have the following games available for solo and team play: Counter Strike, Battlefield 1942, Wolfenstein, Unreal Tournament 2003, Day of Defeat, Half Life, Warcraft III: Frozen Throne, Starcraft: Broodwar, Diablo: Lord of Destruction, Team Fortress, Death Match Classic, & Ricochet. Check out our scheduled tournaments for chance to play these games against other players.

Capacity: From 1 to 16 people.

Limits: Tournaments begin every few hours, Open Gaming in 1 hour slots. Signup sheets available in PC Room. Note if you and your friends all join the same open slot, you can all fight in a team match!

Group: The Front

Coordinator: Dave Babbitt

3637 1M

The Front: Open PC Gaming

Time: Friday 21:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

3647 1M

The Front: Open PC Gaming

Time: Saturday 10:00 Length: 0:45
Location: Upper Salon E (PC Room)

Repeated: See Event 3627 for details.

3657 1M

The Front: Open PC Gaming

Time: Saturday 12:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

3667 1M

The Front: Open PC Gaming

Time: Saturday 14:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

3677 1M

The Front: Open PC Gaming

Time: Saturday 16:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

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3687 1M

The Front: Open PC Gaming

Time: Saturday 18:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

3697 1M

The Front: Open PC Gaming

Time: Saturday 20:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

3707 1M

The Front: Open PC Gaming

Time: Saturday 22:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

3717 1M

The Front: Open PC Gaming

Time: Sunday 00:00 Length: 0:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3627 for details.

3727 1M

The Front: PC Gaming Free For All

Time: Friday 23:00 Length: 9:45
Location: Upper Salon E (PC Room)
System: The Front

Description: Bringing you to "The Front" and keeping you there! PC Gaming at its best. We have the following games available for solo and team play: Counter Strike, Battlefield 1942, Wolfenstein, Unreal Tournament 2003, Day of Defeat, Half Life, Warcraft III: Frozen Throne, Starcraft: Broodwar, Diablo: Lord of Destruction, Team Fortress, Death Match Classic, & Ricochet. Check out our scheduled tournaments for chance to play these games against other players.

Capacity: From 1 to 20 people.

Limits: During off peak hours, The Front brings you all your favorite games for team or head to head play.

Group: The Front

Coordinator: Dave Babbitt

3737 1M

The Front: PC Gaming Free For All

Time: Sunday 02:00 Length: 9:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3727 for details.

3747 1M

The Front: PC Gaming Free For All

Time: Sunday 13:00 Length: 4:45
Location: Upper Salon E (PC Room)
Repeated: See Event 3727 for details.

3757 1M

PC Tournament: END GAME!!!

Time: Sunday 12:00 Length: 2:45
Location: Upper Salon E (PC Room)
System: The Front

Description: Based on scoring in the prior rounds the top players will quickly fight each other to find the top dog, and who will get the money from the event. \$250.00 is up for the taking, how will you place?

Capacity: From 1 to 8 people.

Limits: You will have had to play the first three parts of this tournament. The top scoring players in First Person Shooters, Real Time Strategies, and Team Based events will play another match to find the best of the best. You are not required to play each of the above games, but it will help you to place. Each of the above games will be offered 4 times throughout the con, you can only play 1 qualifying event of the above 3 types. You will need to check the PC room on Sunday morning to see if you are in the top scoring range and eligible to play the END GAME! (For more details on the Contest or cash prizes see the PC Room.)

Group: The Front

Coordinator: Dave Babbitt

Event 3766+

3766 [1E]

RSI: Orcs vs. Dwarfs

Time: Friday 18:00 **Length:** 5:45

Location: Lower Pre-Convvene (RSI Table)

System: Play by Email Demo

Description: In Orcs vs Dwarfs you take on the role of leader in a band of noble dwarfs or chaotic orcs. Each side then fights over the lands of Forgotten Realms to find who among them will be the new lord of the land. This will be an ongoing event during the run of the Con. Turns will be available every few hours check out the RSI Desk next to Game Central for more details.

Capacity: From 2 to 30 people.

Limits: The line has already been drawn! Which side will you choose? Orcs vs. Dwarfs live at DarkCon 2004. Imagine trying to set up a face-to-face game with 30-50 players. At whose house would you play? What time would be best for all of you? Who gets to go first? Who buys the munchies? Well, Reality Simulations, Inc. (RSI) has kindly taken care of all those pesky details for you. All you have to do is find some time to play (at your convenience) and get ready to have a great time!

Group: Reality Simulations, Inc. (RSI)

Website: www.reality.com/frprosp.htm

Other: Items needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Reality Simulations, Inc. (RSI)

3776 [1E]

RSI: Orcs vs. Dwarfs

Time: Saturday 10:00 **Length:** 13:45

Location: Lower Pre-Convvene (RSI Table)

Repeated: See Event 3766 for details.

3786 [1E]

RSI: Orcs vs. Dwarfs

Time: Sunday 10:00 **Length:** 6:45

Location: Lower Pre-Convvene (RSI Table)

Repeated: See Event 3766 for details.

3796 [1E]

RSI: Duelmaster

Time: Friday 18:00 **Length:** 5:45

Location: Lower Pre-Convvene (RSI Table)

System: Play by Email Demo

Description: A bloodthirsty crowd roars as the gladiators enter the arena. Nervous but hardheaded team managers watch from their battle-crested pavillions. Will months of training and patiently rehearsed strategy pay off with an arena victory? Or will all be lost on the jagged blade of an opponent's sword? This will be an ongoing event during the run of the Con. Turns will be available every few hours check out the RSI Desk next to Game Central for more details.

Capacity: From 2 to 30 people.

Limits: The crowd is calling, will you be a victor in the arena, or just another stain on the floor? Duelmaster live at DarkCon 2004. Imagine trying to set up a face-to-face game with 30-50 players. At whose house would you play? What time would be best for all of you? Who gets to go first? Who buys the munchies? Well, Reality

Simulations, Inc. (RSI) has kindly taken care of all those pesky details for you. All you have to do is find some time to play (at your convenience) and get ready to have a great time!

Group: Reality Simulations, Inc. (RSI)

Website: www.reality.com/dmprosp.htm

Other: Items needed to participate in this event will be supplied by the Event Mediator.

Coordinator: Reality Simulations, Inc. (RSI)

3806 [1E]

RSI: Duelmaster

Time: Saturday 10:00 **Length:** 13:45

Location: Lower Pre-Convvene (RSI Table)

Repeated: See Event 3796 for details.

3816 [1E]

RSI: Duelmaster

Time: Sunday 10:00 **Length:** 6:45

Location: Lower Pre-Convvene (RSI Table)

Repeated: See Event 3796 for details.

3826 [1M]

Lord of the Rings: Costume Party

Time: Friday 19:00 **Length:** 4:45

Location: Hotel Room (3005)

System: Dark Ones

Description: Hosted by our own LotR Character Hosts. This will be a Dance and Party with an overall Lord of the Rings Theme.

Capacity: From to people.

Other: Items needed to participate in this event will be supplied by the Both.

Coordinator: Jeff Jennings

3836 [1M]

Lord of the Rings: Dance

Time: Friday 22:00 **Length:** 1:45

Location: Hotel Room (3005)

System: Dark Ones

Description: Theme based Lord of the Rings Music, and Hosted by our own LotR Character Hosts. This will be a Dance to make Middle Earth Proud.

Capacity: From to people.

Other: Items needed to participate in this event will be supplied by the Both.

Coordinator: Jeff Jennings

3846 [1M]

Lord of the Rings: Costume Contest

Time: Friday 22:00 **Length:** 2:45

Location: Hotel Room (3005)

System: Dark Ones

Description: See who is the best dressed in your favorite Tolken Wear! Prizes and awards for the best of Middle Earth.

Capacity: From to people.

Other: Items needed to participate in this event will be supplied by the Both.

Coordinator: Jeff Jennings

3856 [1M]

Lord of the Rings: Trivia Contest

Time: Friday 22:00 **Length:** 2:45

Location: Hotel Room (3005)

System: Dark Ones

Description: Do you know your Middle Earth Lore Well? Find out here! Prizes and awards for the best lore masters of Middle Earth.

Capacity: From to people.

Other: Items needed to participate in this event will be supplied by the Both.

Coordinator: Jeff Jennings

3864 [2E]

Enter the Arena...

Time: Saturday 16:00 **Length:** 2:45

Location: Lower Suite D (Table 11)

System: Dungeons and Dragons (3.5)

Description: 5-8 Level 20 Characters enter the arena, and to the victor go the spoils.

Capacity: From 5 to 8 people.

Group: Gamer Sanctuary

Other: Miniatures needed to participate in this event will be supplied by the Event Mediator. Army size needs to fall between ? points and ? points.

Coordinator: Shawn Borse / Cody Wagar

3864 [2E]

Enter the Arena...

Time: Saturday 16:00 **Length:** 3:45

Location: Lower Suite D (Table 11)

Repeated: See Event 3864 for details.

3874 [2E]

Enter the Arena...

Time: Sunday 08:00 **Length:** 3:45

Location: Lower Suite D (Table 6)

Repeated: See Event 3864 for details.

3884 [2E]

Enter the Arena...

Time: Sunday 13:00 **Length:** 3:45

Location: Lower Suite D (Table 10)

Repeated: See Event 3864 for details.

3894 [2E]

Enter the Arena...

Time: Friday 10:00 **Length:** 3:45

Location: Lower Suite D (Table 6)

Repeated: See Event 3864 for details.

3904 [2E]

Enter the Arena...

Time: Friday 18:00 **Length:** 3:45

Location: Lower Suite D (Table 6)

Repeated: See Event 3864 for details.

3914 [2E]

Enter the Arena...

Time: Saturday 09:00 **Length:** 3:45

Location: Lower Suite D (Table 10)

Repeated: See Event 3864 for details.

Services

Banks

For your Banking Needs the following Banks are within a few miles of the hotel:

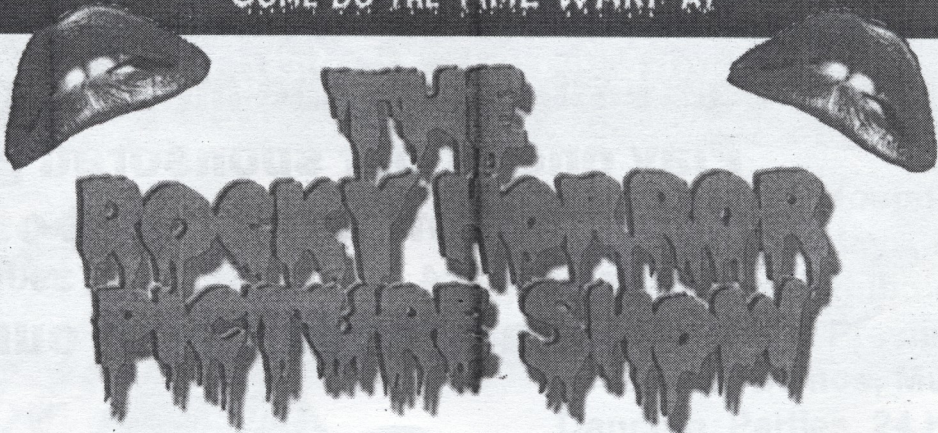
- Bank of America** - 1.02 mi - 2727 W Bell Road - Phone:(602)564-8344
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- Wells Fargo Bank** - 3.00 mi - 630 E Bell Rd - Phone:(602)547-4788
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- Valle Luna Mexican Restaurant** - 0.43 mi - 3336 W Bell Rd - 602.993-3108
- Waffle House Restaurant** - 0.43 mi - 2516 W Bell Rd - 602.942-7320
- Top Shelf** - 0.84 mi - 3301 W Greenway Rd - 602.993-5463
- Famous Sams** - 0.89 mi - 3353 W Greenway Rd - 602.375-3639
- Cousins Subs** - 0.90 mi - 3361 W Greenway Rd - 602.375-9800
- Trails End Chuckwagon** - 0.97 mi - 3434 W Greenway Rd - 602.843-5883
- Wendy's** - 0.99 mi - 2640 W Thunderbird Rd - 602.548-2217
- Magic Bowl Chinese Restaurant** - 1.00 mi - 2510 W Thunderbird Rd - 602.866-1788
- Denny's Restaurant** - 1.02 mi - 2717 W Bell Rd - 602.993-3263
- Applebee's** - 1.03 mi - 2720 W Bell Rd - 602.789-9449
- Hometown Buffet** - 1.03 mi - 2730 W Bell Rd - 602.863-1112
- Chill Out Yogurt & Ice Cream** - 1.03 mi - 2734 W Bell Rd - 602.375-3760
- Native New Yorker** - 1.03 mi - 2740 W Bell Rd - 602.863-1417
- Fazoli's** - 1.04 mi - 2902 W Thunderbird Rd - 602.866-3130
- Kyoto Bowl** - 1.04 mi - 2814 W Bell Rd - 602.993-8888
- R & K Cafe** - 1.05 mi - 3502 W Greenway Rd - 602.938-1990
- Sizzier** - 1.06 mi - 2903 W Bell Rd - 602.375-1133
- Villa Deli** - 1.06 mi - 15610 N 35th Ave - 602.938-8074
- Waffle House Restaurant** - 1.07 mi - 2516 W Bell Rd - 602.942-7320
- Coco's Restaurant** - 1.08 mi - 2410 W Bell Rd - 602.942-7229
- Good Egg the** - 1.08 mi - 2957 W Bell Rd - 602.993-2797
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- Streets of New York** - 1.28 mi - 1930 W Thunderbird Rd - 602.866-7666
- Jack-In-the Box** - 1.28 mi - 1935 W Thunderbird Rd - 602.993-8810

Ambiance Appreciation

At Press Time, I'd like to thank all the folks who have given of their time, effort, ideas, funds, talent, and goods to work with me on creating an atmosphere for DarkCon: Salim Adair, Susie Andrianov, Steve Arthur, Cheryl Chastant, Donelly Stables, Bruce Farr, Lea Farr, Matthew Frederick, Jeff George, Liz Goble (Rees), Don Harrington, Dawn Hart, Paul Hornby, Cinder McDonald, Peggy McGarey, Allison Mitchell, Stan Pazst, James Reade, Daniel Reyes, Cary Riall, Spirit Halloween Superstore, Tom Tuerff, Janet White, Gail Wolfenden-Steib, Matt Yenkala, and Katherine Zubersky. I'd also like to thank all the people on the convention Committee for gamely working with me for this extra-oomph, and also an appreciation to the hotel staff that ok'd all our strange decorating requests! - Margie



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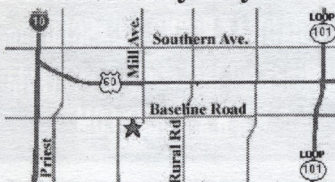
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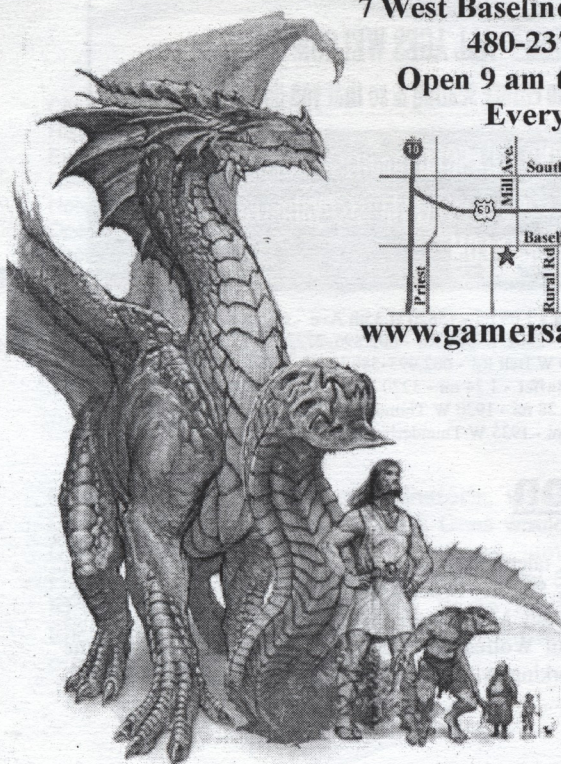
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 Wednesday - D&D Evil Campaign
 Thursday - Xcrawl
 Friday - CCG Free Play
 D&D Good Campaign
 Saturday - CCG Free Play
 RPGA Games
 Sunday - Vampire: Masquerade

(See our website for exact schedule)