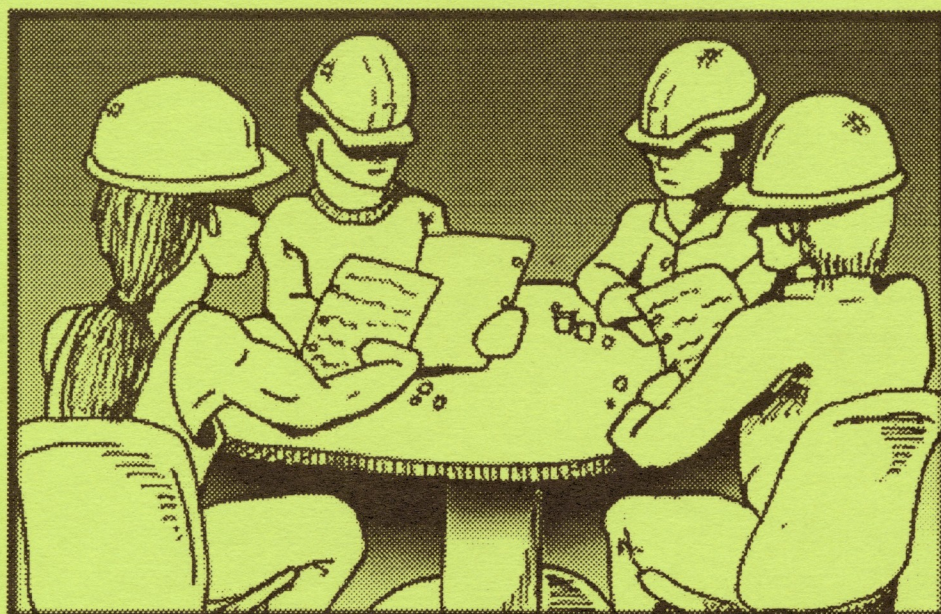


HexaCon 11

Arizona's Largest Gaming Convention
July 27-29, 2001



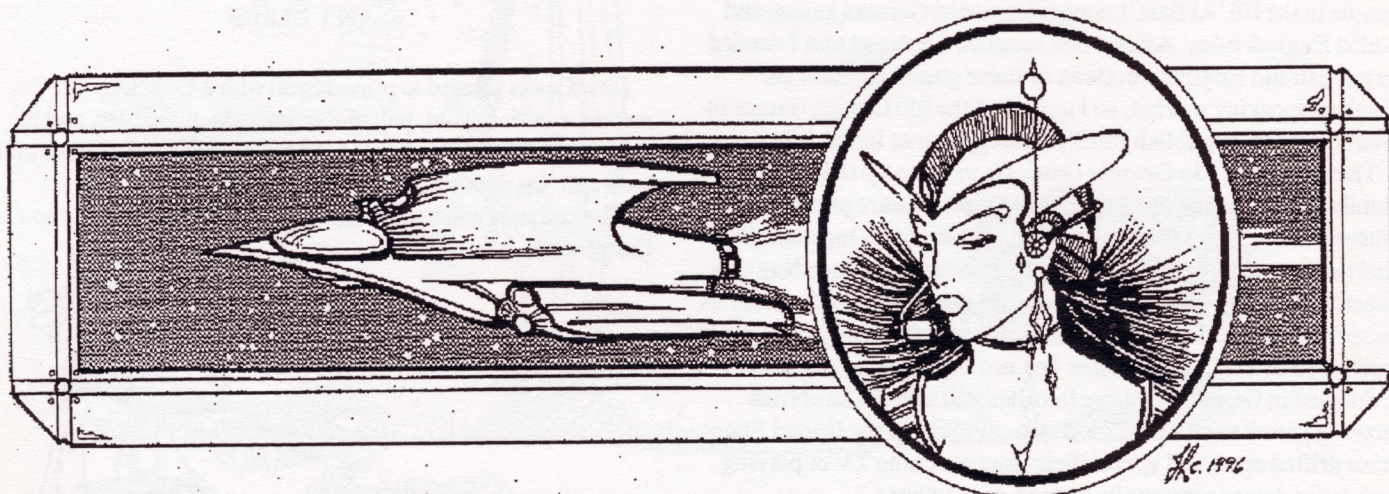
Holiday Inn SunSpree Resort
Scottsdale, AZ

HexaCon 11

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Chairman's Message

Hello, and welcome to the 11th HexaCon.

I'm Mark Boniece, chairman. Since I am a last minute replacement for our original chair, Bob LaPierre, let me first say "thank you" to Bob for all his hard work on HexaCon while I welcome you to Arizona's premiere gaming convention.

I want to share something with all of you. Most of the people who love this convention enough to work it don't get to play during it, but we still work it so you can play. Everything doesn't always go perfectly, but we try our best. None of the staff or committee is paid to be here, in fact some of us are crazy enough to pay the convention so we can work all weekend to try and provide the best gaming Arizona can have. If you enjoy yourself this weekend please stop and say "thanks" to one of the people wearing a committee or staff ribbon, without them we wouldn't be able to provide this convention for your enjoyment.

Our guest this year is Jay Tummelson of Rio Grande Games. What can I say about a man who has almost single handedly resurrected board-gaming from obscurity. Rio Grande Games sells about 20% of the titles found in any game store. Be sure to join Jay at his table this weekend and play one of the many fines games he has brought to HexaCon for your enjoyment.

I leave you with one question. What do you want to play? If we don't have it write it down and give it to someone with a red ribbon. They will get it to me and we will see if we can get it set up, if not this year then maybe next. We really want input, we don't get to play so we want to know what you want to play.

Mark Boniece

Guest of Honor Jay Tummelson Rio Grande Games

I first started thinking of starting Rio Grande Games in 1997. I was a big fan of family strategy games such as are produced in Germany and wanted to find ways to make them available to people in the US. At first, I simply imported German games and added English rules. After a few months, I decided that I needed to publish full English versions of these games to reach the English-speaking market, so I launched the Rio Grande Games in March of 1998 to publish family strategy games in English.

The mission of Rio Grande Games is to promote the playing of family strategy games in the United States. We are particularly interested in getting families playing these games together. We feel that too many families have gotten away from spending time together. Playing good games together is a great way for families to spend social time together. Unfortunately, the quality of games published in the United States has not kept pace with those published in Germany, where families still spend a lot of time playing games together. As a result, families in the United States have drifted apart and spend their time watching TV or playing computer games separately instead of together.

As most of the really good family strategy games are designed and produced in Germany, Rio Grande Games works with the

German publishers to publish English versions of these great games. To make the games we produce truly English, we translate all components into English: box, board, cards, rules, etc. We select games for their great mechanisms and for the high quality of their components. Our games, like the Germans, use wood and Plexiglas for many of the pieces, have gutterless boards that lie flat, and use linen paper to wrap the boards and boxes. To keep our quality high and our costs down, we produce our versions with the German versions using the same printers and, thus, the same quality components.

By working together with the German publishers, I can bring these great family strategy games to the United States at reasonable prices and often at the same time they are released in Germany. This allows those who have been fans of these games to get English versions as quickly as they could get German version shipped across the ocean.

My first games were released in May of 1998. Since that time, the games have won numerous awards from magazine, newspapers, and others in the United States. Five of my games were selected for Games Magazine's Games 100 for 1999, including Fossil as the Game of the Year. For 2000, Games Magazine select 23 Rio Grande Games for the Games 100, including Torres as Game of the Year. And for 2001, another 23 games made the Games 100, including Aladdin's Dragons as Game of the Year. In 2000, Mensa chose Zertz as one of their Mensa Select games. Lost Cities and Tikal received Gamers Choice awards in 2000. Ido, Ta Yü, and many other games have been chosen by newspapers as their favorites in their holiday buyer's sections.

Through the end of 2000, Rio Grande Games has published 73 games and promises many more for 2001.

For more information on Rio Grande Games, contact Jay Tummelson at cafejay@aol.com.

Anime

We are pleased to bring you a great selection of Anime for your viewing pleasure. Be sure to drop in between games and check out what we have to offer - **Tom Perry**

Con Suite

HexaCon is pleased to provide you with a Con Suite for members to sit around, talk and enjoy soda, munchies, and the con guests. We will have chips (Poore Brothers - #1 finest kind!), soda and lots of other munchies.

The con suite will be open from 8:30 am to 12:00 pm or so - **Gary Swaty**



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Please join
Jay Tummelson
throughout the
weekend at his demo
table in the dealer's
room for demos of some
of Rio Grande Games
finest board games

Dealer's Room

The following dealers are scheduled to be in our Dealer's Room at this time: **Pop Culture Classics**, **Game Depot**, **Flying Buffalo**, **Imperial Outpost Games**, **Michael's Magic**, **J.J. Moore Len Sippel (Master Gamer)**, and **Decision Games**. Be sure to stop by and check out their merchandise.

Additionally, there will be ongoing demos in the dealer's room, stop by and see if that new game you are interested in is being demonstrated.

Hours:

Friday: 10AM to 8PM
Saturday: 10AM to 8PM
Sunday: 10AM to 5PM



Game Information

(The following gaming schedules are subject to change. Check the update board in Game Central for any last minute changes or additions)

Game Central

Game Central will be open in the main gaming area (Apache Ballroom) to assist you from 9AM Friday until 3PM Sunday.

HexaCon 11 Presents:
(Game Schedules)

Chess Club at HexaCon 11

This year Ann Marie Rosas will do the simultaneous exhibition at **1:00PM on Saturday**.

Ann Marie Rosas is among the strongest players in Arizona and anyone who thinks that girls can't play chess is in for a big

surprise. Ann Marie will play as many games simultaneously as space will allow. Parti-cipation is on a first come first served basis. There is, of course, no charge other than Hexacon admission.

USCF rated as well as non_rated games will be played. Anyone who would like to participate in a USCF rated tournament (as opposed to single games) should contact me in advance if possible (for scheduling purposes).

Bughouse will also be available for those who want to play.

Collectible Card Games & Magic Sanctioned Tournaments

Registration for the CCGs will be handled in the Card Game area. Please follow signs to the appropriate area.

Decipher Games

FRIDAY

6:00pm – **Star Wars** — Swiss Event 4 Games TD - Brian Garrison
7:00pm - **YJCCG** Swiss Event 6 Games TD - Enrique Huerta

SATURDAY

11:00am – **Star Wars** — Swiss Event 6 Games TD - Enrique Huerta
11:30am – **Young Jedi** — Swiss Event 6 Games TD - William Schmidt
3:00pm – **Jedi Knight** — Demos - William Schmidt
4:30pm - **Jedi Knight** — Swiss Event 4 Games TD - William Schmidt

SUNDAY

12:00pm – **Young Jedi** — Swiss Event 6 Games TD - Brian Garrison
1:00pm — **Star Wars** — Swiss Event 4 Games TD - Jared Arthur

Magic: the Gathering

ALL THESE EVENTS ARE DCISANCTIONED.

Judges present will include two DCI Level 3 judges, Ray Powers and Michael Bahr.

Judge certification testing will be available, scheduled based on time and capacity. (Essentially, in between drafts or major events we'll be happy to test candidates.)

FRIDAY

FRIDAY: Starting at 7pm, running continuously until midnight:
FORMAT: Invasion-Planeshift-Apocalypse booster draft
PRICE: \$9 per player
PLAYERS: Each draft has 8 players & is single-elimination
PRIZES: 5 boosters to 1st, 3 boosters to 2nd

SATURDAY

SATURDAY: Starting at 2pm, running continuously until night:
FORMAT: Invasion-Planeshift-Apocalypse booster draft
PRICE: \$9 per player
PLAYERS: Each draft has 8 players & is single-elimination
PRIZES: 5 boosters to 1st, 3 boosters to 2nd

Starting at 1pm, **ARIZONA MASTERS TOURNAMENT #4**
FORMAT: Constructed Standard Type 2.
PRICE: \$10 per player
PLAYERS: Unlimited.
PRIZES: \$100 & Trophy to 1st, \$50 to 2nd, packs 3rd-4th.

Starting at 7pm, **ARIZONA MASTERS TOURNAMENT #5**
FORMAT: Constructed Classic Type 1!!!
PRICE: \$5 per player
PLAYERS: Unlimited.
PRIZE: Entire cash pot from player entry fees for AMT#5, with a minimum guarantee of \$50 to 1st.

SUNDAY

SUNDAY: Starting at 2pm, running continuously until close:
FORMAT: Invasion-Planeshift-Apocalypse booster draft
PRICE: \$9 per player
PLAYERS: Each draft has 8 players & is single-elimination
PRIZES: 5 boosters to 1st, 3 boosters to 2nd

Starting at 1pm, **GRAND PRIX TRIAL: DENVER**
FORMAT: Constructed Invasion Block.
PRICE: \$15 per player
PLAYERS: Unlimited.
PRIZES: 3 byes at Grand Prix: Denver, many boosters.

PLUS: Other events to be scheduled as player demand, time, and playing space permit! Come play Magic: the Gathering at Hexacon 2001!!!

Live Action Role Playing (LARP)

Pokémon LARP Road to Veridian City

Friday 6pm

Saturday 9am

Saturday 4pm

Gym Leaders, Trainers, and Pokémon have all come to Veridian City. Could it be for the upcoming Veridian City gym or the tournament on Sunday? Veridian City and its surrounding territories (Hexacon 11), become the place of action and intrigue for Pokémon Live Action 2. Like the previous Pokémon Live Action, players may play in the background of the convention. The system is additionally expanded from the original. Roles for Gym Leaders, Trainers and Pokémon will be available for kids and adults of all ages.

Pokémon LARP
Road to Viridian City (Finals)

Sunday 9am

The conclusion of the Road to Viridian City.

Miniatures

Mage Knight Tournament

1301 Saturday 2pm – 8pm

This will be a Swiss style tournament for up to 16 players. There will also be demos in the dealer's room as time permits.

BattleTech

1302 Saturday 1pm – 7pm

Scenario TBD.

Mordheim

Friday through Sunday at various times.

Cars Wars

1303 Saturday 5pm

Demolition Derby with a twist!!! This is not for the faint of heart. Open up to 10 players. Preference given to mature and experienced players. Vehicles provided-you drive. Length; 6 hours.

RPGA Sponsored Games

Dungeons & Dragons
Cowboy Diplomacy
Living City

1101 Friday 2 p.m. to 6 p.m.

1102 Saturday 2 p.m. to 6 p.m.

A merchant is concerned about the recent disappearance of his well-armed caravan. Can you find out what happened to them and save the deal? An adventure for characters levels 1-12.

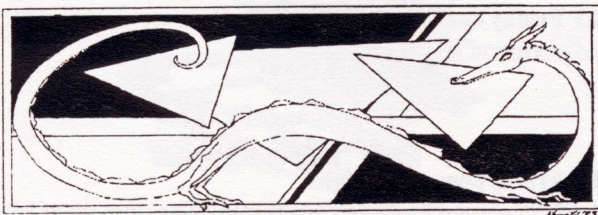
Dungeons & Dragons
Back street Justice
Living City

1103 Friday 7 p.m. to 11 p.m.

1104 Saturday 9 a.m. to 1 p.m.

1105 Sunday 9 a.m. to 1 p.m.

In the backstreets justice hides beneath the faces of the abandoned, hurtful, and jaded peoples of Ravens Bluff. Whether these acts are good or evil does not matter as long as justice or vengeance is served. These folks' justice does not follow the laws of Ravens Bluff—it has rules all its own. An adventure for characters of levels 1-8.



Dungeons & Dragons
The Good, the Undead and the Ugly
Living City

1106 Friday 2 p.m. to 6 p.m.

1107 Friday 7 p.m. to 11 p.m.

1108 Saturday 9 a.m. to 1 p.m.

Hanging around Ravens Bluff and getting paid for it is nice, but what is it the city wants you for now? Guarding strangers is one thing, but saving the Zhentarim from curses? Part three of the Flight of Arrows series. An adventure for characters levels 1-12.

Dungeons & Dragons
Festival Knight
Living Grayhawk

1109 Friday 9 a.m. to 1 p.m.

1110 Saturday 7 p.m. to 11 p.m.

1111 Sunday 9 a.m. to 1 p.m.

It's the Festival of the Fallen Knights! There'll be games, food, drink, and a morbid parade as the Flanaess remembers those who died to save it. Keep an eye out, though... you never know which monsters are simply wearing masks, and which are all too real. This is an adaptable scenario for characters levels 1-6

Dungeons & Dragons
Answering the Call
Living Grayhawk

1112 Friday 7 p.m. to 11 p.m.

1113 Saturday 2 p.m. to 6 p.m.

The priesthood of Pholtus needs help to rebuild it's churchs. Will you follow the path and help the church regain it's proper place in Almor? This scenario is for character level 1-6.

Dungeons & Dragons
Cattle Call
Living Grayhawk

1114 Saturday 9 a.m. to 1 p.m.

1115 Saturday 7 p.m. to 11 p.m.

It seemed a nice day to be working on the road. Well, won't you know it, adventure seems to have found you today. It seems to be walking on four legs and mooing... This scenario is for characters level 1-6.

Dungeons & Dragons
Short People's Tree
Characters Provided

1116 Saturday 2 p.m. to 6 p.m.

1117 Sunday 9 a.m. to 1 p.m.

Members of the Short People Adventuring Company reunite to save a Dryad's beloved tree, and find out the reason for spider attacks in the Green Woods. Could it be that an old nemesis has come back to haunt them? An adventure for characters levels 8-10, characters provided.

Dungeons & Dragons
Cat's Meow
Characters Provided

1118 Friday 9 a.m. to 1 p.m.

Children of merchants of Waterdeep are being turned into zombies as they sleep. Ransom demands have been made. Is it a nefarious

HexaCon 12

Arizona' Largest Gaming Convention

July 26-28, 2002

Embassy Suites North, Phoenix

We have a new, **LARGER** site and plan to have all our regular features plus as many new events as we can think of. We'll have special events on Thursday for our pre-registered members and a prize drawing from among those who both pre-register with the convention and get a hotel room.

Memersership Rates:	Location Info	Contact Info
\$10 at HexaCon 11 \$15 July 30 - Dec 31, 2001 \$20 Jan 1 - June 30, 2002 \$25 thereafter and at the door	Embassy Suites North 2577 W. Greenway Rd; 602-375-1777 Standard: \$74 S/D Boardroom Suite \$74 S/D/T/Q Executive Suite \$94 S/D/T/Q Rooms INCLUDE a full breakfast and Happy Hour	HexaCon 12 PO Box 62613 Phoenix AZ 85083 Email: Hex12chair@casfs.org Phone: 602-973-2341

plot or just the usual rivalry between merchants? An adventure for characters of approximately 7th level, characters provided.

Dungeons & Dragons Magic School Characters Provided

1119 Saturday 7 p.m. to 11 p.m.

After a little "independent study," the three newest students at Soredomo Magic Academy return to find the entire school kidnapped! Together with three other area kids, can they discover the truth behind the sinister actions of the Cabal? An adventure for 1st level characters, characters provided. (Converted from 2nd edition AD&D, old scenario has same name)

Star Wars

Eye of the Sun Pt 1: Cularin Presence Living Force

1120 Friday 7 p.m. to 11 p.m.

1121 Sunday 9 a.m. to 1 p.m.

The Metatheran Cartel has maintained a presence in the Cularin system for years, but recently their presence has become much more... defined. Shipments have gone missing from several non-Cartel trading houses, and rumors point to some sort of conspiracy that threatens the well-being of the system and all her inhabitants. Are the citizens of Cularin ready to become the heroes they must be, to survive? An adventure for beginning Living Force PCs. Play before Eye of the Sun parts 2 and 3.

Other RPG Games

FRIDAY

Boot Hill Double Blind

1201 Friday 2pm - 6pm

Western shootout between to rival outlaw gangs. Using true hidden movement and simultaneously combat. Open to up to 12 players, any age, rules taught, characters provided. Length; 4 hours.

Dawn Patrol Dawn Patrol 101

1202 Friday 2pm - 6pm

A very basic scenario involving late war German and Allied fighters.

Palladium No Title

1203 Friday 4pm - midnight

No description given.

Dungeons & Dragons Skinwalker

1204 Friday 6pm to midnight

a D&D 3rd edition Ravenloft adventure. The domain of Manic is

cursed to never know peace. When the characters are hired to find out why the telegraph lines are down between Fort Mercy and the Mission of San Ignacio De Toro they can only assume the worst. 6 players – Characters provided.

**Delta Force
Operation Desert Sun**

1205 Friday 6pm – 11pm+

Modern day military strike against enemy nuclear threats. Alternity combat system to be used. open to up to 8 players, mature group preferred, rules taught, characters provided. Length; 4+ hours.

**Dawn Patrol
No Title**

1206 Friday 6pm – 10pm

Early war scenario.

**Call of Cthulhu RPG
“Horror 101: Jamaica Me Crazy!”
Run by Lisa Kenison**

1207 Friday 8:00 p.m. to 12:00 midnight

You are students and faculty of Miskatonic University. You have been recruited due to your various backgrounds to travel to Jamaica to assist in an underwater archeological dig in cooperation with the US Navy at Port Royal, the notorious English pirate city that sank in the 17th century from a devastating earthquake. Curious artifacts and objects have been located and point to a connection with the famous Innsmouth “incident.” You are to assist in investigating these curious ruins...

A role-playing game for six to eight players, any level of experience with the rules and system, beginner to expert. Rules will be explained and taught. Characters will be provided.

**Dawn Patrol
Flying High Again**

1208 Friday 10pm –

Allied 2-seaters run into Central powers 2-seaters also on a ssion.

SATURDAY

**Dawn Patrol
Retreat Hell, we just got here!**

1209 Saturday 10am – 2pm

American aircraft in first action against Central Powers.

**Deadlands RPG
“Worms! Sometimes you eat the worm,
sometimes the worm eats you...”
Run by Lisa Kenison**

1210 Saturday 10:00 a.m. to 2:00 p.m.

You weren't looking for trouble when you arrived in the small town of Hilton Springs, Nevada. But then the local population of Mohave Rattles begin getting restless and local townsfolk begin disappearing at an alarming rate. However, these worms are up to something unspeakably unnatural and evil. Can you save the town and yourselves?

HexaCon 11

Boot Hill

HIGH NOON Double Blind

1210 Saturday Noon

Western shootout between to rival outlaw gangs. Using true hidden movement and simultaneously combat. Open to up to 12 players, any age, rules taught, characters provided. Length; 4 hours.

**Dungeons & Dragons
A Day of Classics**

1211 Saturday noon to 6pm+

The keep on the Borderlands and the Sinister Secret of Saltmarsh have been spruced up for 3rd edition. Do you dare take the challenge? Up to 8 players – Bring your own characters.

**Dawn Patrol
No Title**

1212 Saturday 2pm – 6pm

TBD.

**Call of Cthulhu RPG
“Insanity 102: China, the Plateau of Leng”
Run by Lisa Kenison**

1213 Saturday 2:00 p.m. to 6:00 p.m.

You are students and faculty of Miskatonic Univeristy. You have been recruited by an esteemed professor to travel to China to meet a Chinese professor there and investigate his claims of the discovery of a heretofore unrevealed race of primitive people. A role-playing game for six to eight players, any level of experience with the rules and system, beginner to expert. Rules will be explained and taught. Characters will be provided.

**HERO (4th) Fantasy
The Mystery of Cardinal House**

1214 Saturday 2pm – 6pm

You have come a small town in answer to a call for adventurers to root out a gang of goblins that have taken up residence in a nearby, supposedly haunted, mansion. The pay is good and the job doesn't seem that hard but goblins aren't the only things waiting for you inside the venerable house. 6 players with 100 pts + up to 50 pts of disadvantages, pregenerated.

**Nightspawn
No Title**

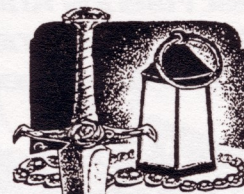
1215 Saturday 4pm – midnight

No description given.

**Dawn Patrol
Balloon's Galore**

1216 Saturday 6pm – 10pm

A.K.A. Kills galore, this mission pits two balloons on each side over a narrow front.



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Author Guest: Julian May

Local Author: Diana Gabaldon

at
CopperCon 21

Annual Science Fiction & Fantasy Convention

September 7-9, 2001

Artist Guest: Mark Roland

Music Guest: Heather Alexander

CURRENTLY SCHEDULED PARTICIPANTS FOR
COPPERCON 21:

DAVE DUNCAN, MEL GILDEN, SEAN
MCMULLEN, YVONNE NAVARRO, JANINE ELLEN
YOUNG, LIV MARGARETH ALVER, JANET
BERLINER-GLUCKMAN, JOE BETHANCOURT,
LARRY DiTILLIO, STEPHEN GOLDIN, FRANCIS
HAMIT, THEA HARDY, PETER J. HECK, DAVID M.
HONIGSBERG, MICHAEL JOHNSON, KATHERINE
LAWRENCE, TERRY MCGARRY, STEVE MILLER,
GERALD DAVID NORDLEY, ANDREW POLLACK,
IRENE RADFORD, GARY RAHAM, RAY
VUKCEVICH, SARA WRENCH, WILLIAM F. WU,
CHARLENE C. HARMON, LAURA J. MIXON-
GOULD, HENRY VANDERBILT (ALL PARTICIPANTS
SUBJECT TO CHANGE)

PLUS

Art Show Art Demos Art Prints
Panels Consuite Dealers Room
Anime Video Coning
LARP Filking Masquerade
Meet the Pros And MORE
Auction to benefit Reading is Fundamental
(RIF) and Best Friends Animal Sanctuary
Surprise Thursday evening (Sept 6) events for
our pre-registered members

Check out our Website at:
WWW.CASFS.ORG / CUCON

MEMBERSHIP RATES:
\$35 AUGUST 26, 2001
\$40 AT THE DOOR
KIDS 7-12 HALF PRICE
KIDS 6 AND UNDER - FREE
WITH PAID ADULT MEMBERSHIP
LIMIT OF 2 HALF-PRICE CHILD
MEMBERSHIPS PER 1 PAID ADULT

LOCATION INFO

HOLIDAY INN SUNSPREE
7601 E INDIAN BEND ROAD,
SCOTTSDALE, AZ 85205
(602)991-2400
STANDARD ROOM: \$67 S/D/T/Q
SUITE: \$125 S/D/T/Q
THERE WILL BE A PRIZE DRAWING FOR
THOSE WHO PRE-REGISTER WITH THE
CONVENTION AND RESERVE A HOTEL
ROOM BY AUGUST 26, 2001
THE SUNSPREE IS A NO PETS HOTEL.

FOR MORE INFORMATION WRITE:
COPPERCON 21
PO Box 62613
PHOENIX, AZ 85082
OR CALL (602)973-2341
EMAIL TO: LEIGH@CASFS.ORG

Call of Cthulhu RPG
"Terror 103: The Tomb, Adventures in Cairo"

Run by Lisa Kenison

1217 Saturday 8:00 p.m. to 12:00 midnight

You are students and faculty of Miskatonic University. You have been recruited due to your various backgrounds to travel to Cairo, Egypt to investigate the discovery made by an esteemed professor and his archaeology group from your University as well as their subsequent disappearance.

A role-playing game for six to eight players, any level of experience with the rules and system, beginner to expert. Rules will be explained and taught. Characters will be provided.

Dawn Patrol
Random Event

1218 Saturday 10pm -

Random scenario using mission charts.

Dungeons & Dragons
The Haunted Quilt

1219 Saturday midnight to 4am+

A D&D 3rd edition Ravenloft adventure. The characters acquire a quilt with a terrible secret. Can they free the hauntingly beautiful spirit that is trapped in it? 4 Players - Characters provided with the option of 4 pickups (Make your own)

Dungeons & Dragons
Dwarven Pride

1220 Sunday, 10am to close.

5th Level classic Dungeon crawl. Where the Dwarven host try to reclaim pride. Open up to 10 players. Rules experience preferred, characters provided or bring your 5th level Dwarf for approval. Length; 6+ hours.

Call of Cthulhu RPG
"The Sanatorium"

Run by Lisa Kenison

1221 Sunday 10:00 a.m. to 2:00 p.m.

You have been invited by an old friend to visit for a few days on an offshore island where he runs an exclusive sanatorium and it seems like the ideal way to relax after your recent expeditions with your Miskatonic University associates. But not all vacations turn out as one would wish...

A role-playing game for six- eight players, any level of experience with the rules and system, beginner to expert. Rules will be explained and taught. Characters will be provided.

Dawn Patrol
Random Event

1222 Sunday 11am -

Random scenario using mission charts.

Steve Jackson
Sponsored Games

FRIDAY

Car Wars: The Card Game
Officially Sponsored by Steve Jackson Games
Demonstrated by Jessie D. Foster (MiB)
FRIDAY 10:00 a.m. to 12:00 p.m.

We're bringing back this old favorite as the first salvo of our Car Wars relaunch! *Car Wars: The Card Game* is an easy-to-learn introduction to the wild world of autoduellling, played entirely with cards. *Car Wars: The Card Game* is complete in one box (no collecting!), and features all-new graphics and packaging.

A board game for up to six players.

Munchkin
Officially Sponsored by Steve Jackson Games
Demonstrated by Jessie D. Foster (MiB)
FRIDAY 12:00 am to 4:00 p.m.

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it.

This new 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 . . .

A card game for up to five players.

Toon
Officially Sponsored by Steve Jackson Games
And now for something completely silly.
by Chuck French (MiB)
FRIDAY 5:00 p.m. to 9:00 p.m.

Remember when Saturday morning cartoons were *fun* to watch? When silliness and harmless mayhem were the order of the day? Well, now you can role-play the kinds of cartoons you still love to watch. Toon's simple character-creation system lets you get started right away, and the rules (which include silly places, items, gimmicks, Shticks, sight gags and sound effects) keep the action going fast and furious.

A roleplaying game for up to six players of any experience level. No previous Toon experience necessary. Characters will be provided.



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4 Way Nightmare Chess
Officially Sponsored by Steve Jackson Games
Demonstrated by Jon Bonnell (MiB)
FRIDAY 7:00 p.m. to 11:00 p.m.

This is chess... with a difference! The goal remains the same, to checkmate your opponent's king. But the moves may be a bit unusual. Use the cards of Nightmare Chess to modify the traditional rules of the game in a surprisingly different way. Add to this a 4-way battlefield and the outcome is anyone's guess.

A board game for four players. Familiarity with traditional chess rules is recommended.

GURPS Traveller
Officially Sponsored by Steve Jackson Games
Title withheld, FNORD!
By Kenneth New (MiB)
FRIDAY 7:00 p.m. to 11:00 p.m.

(Description withheld, Fnord!)

A role-playing game for up to six players. Characters will be provided.

Frag
Officially Sponsored by Steve Jackson Games
Demonstrated By Zachary Johnson (MiB)
FRIDAY 8:00 p.m. to 12:00 a.m.

Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Whoa, there's another one. Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again!

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!

Easy to learn. fast-moving, fun . . .

A board game for four to six players.

Car Wars
Officially Sponsored by Steve Jackson Games
Division 5 Prequalifier
Demonstrated by Loup DeVault
FRIDAY 8:00 p.m. to 12:00 a.m.

Drive the freeways of the future — where the right of way goes to the biggest guns. Car Wars players choose their vehicles — complete with weapons, armor, power plants, suspension and even body style. Then they take them out on the road... to come home as aces, or to crash and burn. If a driver survives, his abilities improve, and he can earn money to buy bigger and better cars. Advanced rules let players design their own customized cars, trucks, and cycles.

A board game for up to eight players. Division 5 cars will be provided.

Deluxe Illuminati
Officially Sponsored by Steve Jackson Games
Demonstration by Kenneth New (MiB)
FRIDAY 11:00 p.m. to 3:00 a.m.

The Phone Company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS! Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is too devious, no stratagem too low, as you scheme your way to victory.

A board game for up to six players.

SATURDAY

Car Wars: The Card Game
Officially Sponsored by Steve Jackson Games
Demonstrated by Jessie D. Foster (MiB)
SATURDAY 10:00 a.m. to 12:00 p.m.

We're bringing back this old favorite as the first salvo of our Car Wars relaunch! *Car Wars: The Card Game* is an easy-to-learn introduction to the wild world of autoduelling, played entirely with cards. *Car Wars: The Card Game* is complete in one box (no collecting!), and features all-new graphics and packaging.

A board game for up to six players.

Dino Hunt
Officially Sponsored by Steve Jackson Games
Demonstrated by Kenneth New (MiB)
SATURDAY 10:00 a.m. to 12:00 p.m.

Dino Hunt is a family game for two or more players, age 8 and up. In *Dino Hunt*, you travel through time, visiting the different eras where the dinosaurs lived, to capture them for your modern-day zoo. But the other players have cards that can make your hunt harder - and watch out for that charging *T. Rex!* Simple to learn and easy to play, *Dino Hunt* carries the Dinosaur Society Seal of Approval - all dinosaur information and art in the game conforms to current scientific knowledge.

A card game for two to six players. No experience necessary.

GURPS Fantasy
Officially Sponsored by Steve Jackson Games
Ambassador's Daughter
by Zachary Johnson
SATURDAY 10:00 a.m. to 2:00 p.m.

A newly formed group of Mercenaries has been hired as additional protection for the Ambassador's eighteen-year old daughter, while he conducts diplomatic meetings in a neighboring land. This is the first time the daughter has not accompanied him, and the first time he has requested 'Mercs' for protection. They will work with the castle guards for the four-day assignment. Seems easy enough, right?

A roleplaying game for six beginning to intermediate GURPS players. Players will need to know at least GURPS Lite. Characters will be provided.

Munchkin

Officially Sponsored by Steve Jackson Games

Demonstrated by Jon Bonnell (MiB)

SATURDAY 11:00 am to 3:00 p.m.

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it.

This new 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 . . .

A card game for up to five players.

OGRE

Officially Sponsored by Steve Jackson Games

Demonstration by Chuck French (MiB)

SATURDAY 12:00 p.m. to 4:00 p.m.

Ogre is a tactical ground combat game set in the next century. In 2085 AD, armored warfare is faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nukes. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre.

One player has a force of infantry and armor, and a command post he must defend. The other has only one unit – but it's an Ogre. It's an even match.

A board/wargame for two players. No previous experience necessary.

Car Wars

Officially Sponsored by Steve Jackson Games

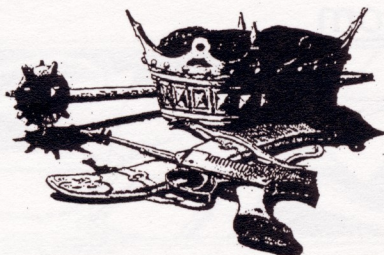
Division 5 Prequalifier

Demonstrated by Loup DeVault

SATURDAY 12:00 p.m. to 4:00 p.m.

Drive the freeways of the future — where the right of way goes to the biggest guns. Car Wars players choose their vehicles — complete with weapons, armor, power plants, suspension and even body style. Then they take them out on the road... to come home as aces, or to crash and burn. If a driver survives, his abilities improve, and he can earn money to buy bigger and better cars. Advanced rules let players design their own customized cars, trucks, and cycles.

A board game for up to eight players. Division 5 cars will be provided.



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Tribes

Officially Sponsored by Steve Jackson Games

Demonstrated by Jessie D. Foster (MiB)

SATURDAY 4:00 p.m. to 8:00 p.m.

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.

A roleplaying board game for two, four or six players. No previous experience necessary.

In Nomine

Officially Sponsored by Steve Jackson Games

Title withheld, FNORD!

By Jon Bonnell (MiB)

SATURDAY 4:00 p.m. to 8:00 p.m.

(description withheld, FNORD!)

A roleplaying game for six beginning In Nomine players. No previous In Nomine experience necessary. Characters will be provided.

Frag

Officially Sponsored by Steve Jackson Games

Haunted Frag

Demonstrated By Zachary Johnson (MiB)

SATURDAY 4:00 p.m. to 8:00 p.m.

You, a haunted house, zombies with chainsaws, what more could you ask for? How about a portable nuke! See 'Frag' listing for basic game description.

A board game for four to six players.

GURPS Steampunk

Officially Sponsored by Steve Jackson Games

Title withheld, FNORD!!

By Jessie D. Foster (MiB)

SATURDAY 10:00 p.m. to 2:00 a.m.

(description withheld, FNORD!)

A roleplaying game for six players. No experience necessary.

GURPS Haunted House

Officially Sponsored by Steve Jackson Games

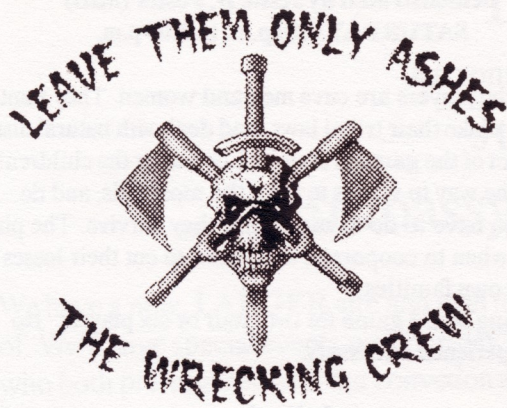
House of a Thousand Hexes

By Jon Bonnell (MiB)

SATURDAY 10:00 p.m. to 2:00 a.m.

Can you survive? Will you want to?

A roleplaying game for up to six players. No experience necessary.



IT IS A WORLD OF DARKNESS, WHERE PEOPLE LIVE IN DENIAL EVERYDAY. IT IS NOT UNLIKE OUR OWN, BUT IT IS FAR MORE THAN THE MORTALS CAN BELIEVE.

At HexaCon 2001, White Wolf's demo team, The Wrecking Crew, will host a World of Darkness Tournament.

- Bring your Mages
- Bring your Werewolves
- Bring your Wraiths
- Bring your Changelings
- Bring your Vampires

Whether you have never played or are a long time resident of the World of Darkness, this is a great opportunity to play the popular White Wolf Storyteller Series. You can learn the rules and have your questions answered by a team of experienced players. For more information contact David Martin at davidshome@mindspring.com



Deluxe Illuminati
Officially Sponsored by Steve Jackson Games
Demonstration by Kenneth New (MiB)
SATURDAY 11:00 p.m. to 3:00 a.m.

The Phone Company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS! Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is too devious, no stratagem too low, as you scheme your way to victory.

A board game for up to six players.

SUNDAY

Tile Chess
Officially Sponsored by Steve Jackson Games
Demonstrated by Jon Bonnell (MiB)
SUNDAY 10:00 a.m. to 12:00 p.m.

In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you'll have to think outside the board . . .

A board game for up to six players. No previous experience necessary. Knowledge of traditional chess is a plus.

Dino Hunt
Officially Sponsored by Steve Jackson Games
Demonstrated by Kenneth New (MiB)
SUNDAY 10:00 a.m. to 12:00 p.m.

Dino Hunt is a family game for two or more players, age 8 and up. In *Dino Hunt*, you travel through time, visiting the different eras where the dinosaurs lived, to capture them for your modern-day zoo. But the other players have cards that can make your hunt harder - and watch out for that charging *T. Rex!* Simple to learn and easy to play, *Dino Hunt* carries the Dinosaur Society Seal of Approval - all dinosaur information and art in the game conforms to current scientific knowledge.

A card game for two to six players. No experience necessary.

Chez Geek
Officially Sponsored by Steve Jackson Games
Demonstrated by Zachary Johnson (MiB)
SUNDAY 10:00 a.m. to 2:00 p.m.

Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends — for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. What other game gives you points for sleeping?

A card game for three to six players. No experience necessary.



Car Wars
Officially Sponsored by Steve Jackson Games
Division 20 Final
Demonstrated by Loup DeVault
SUNDAY 10:00 a.m. to 2:00 p.m.

Drive the freeways of the future — where the right of way goes to the biggest guns. Car Wars players choose their vehicles — complete with weapons, armor, power plants, suspension and even body style. Then they take them out on the road... to come home as aces, or to crash and burn. If a driver survives, his abilities improve, and he can earn money to buy bigger and better cars. Advanced rules let players design their own customized cars, trucks, and cycles.

A board game for six players. You must qualify in one of the prequalifier rounds to play in this round. You will need to supply your own Division 20 car.

White Wolf

As a Hurricane batters the shores of Norfolk, a threat to the Masquerade entrenches him self in a military base. At the same time five teams of scavengers will race across the U.S. to prevent the keys of Set from falling into the wrong hands. This is the yearlong conclusion to House of Sand. This will be an open game where Vampire, werewolf, Wraith, Mage, or Changeling are welcome. Bring your own character or use a pregen. *Open* GameGame put on by the White Wolf Demo Team THE WRECKING CREW.

Miniatures Painting
Competition

Due to the overwhelming popularity of last year's contest, the miniature painting competition is back! Miniatures will be accepted until the close of the Dealers' Room on Saturday. Judging will take place immediately afterwards, and prizes will be awarded at 12:00 noon on Sunday before the Used Game Auction.

CLASSES:

Master Class: Those people who have won two first-place ribbons or Best-of-Show prizes in previous miniatures competitions. Also included are people who have painted miniatures professionally, or who, in the opinion of the judges, display Master Class quality in their work. Anyone who wishes may enter as a Master.

Open Class: All those entrants who do not fall in the Master Class.

CATEGORIES:

All entries must be in 25mm scale or less, the scales most commonly used in wargaming or fantasy gaming. Each entrant may enter no more than two entries per category. The seven categories are:

Single figure, small. Any single figure whose largest dimension does not exceed three inches.

Single figure, large. Any single figure which exceeds three inches in any dimension.

BattleTech. Any figure associated with BattleTech, including but not limited to Mechs, Aerospace, and Tanks.

Vehicles. Any war machine for science fiction, fantasy, or historical wargaming that is not associated with BattleTech. Elaborate vehicles involving three or more other miniatures (Drivers, passengers, etc.) may be classified as a diorama at the judge's discretion.

Vignettes and Dioramas. Two or more individual figures on a common scenic base.

Units, small. Multiple figures in 20mm scale or less on a common non-scenic base, for use in wargaming.

Units, large. Multiple figures in 25mm scale that form a common wargaming unit.

Only members of the convention will be allowed to enter, including staff, guests, and merchants. All work must be the work of the named entrant. All miniatures entered will be placed on display. The entrant's name will be hidden for fairness in judging. No previous winning entry will be allowed.

Judges are appointed by HexaCon. Judges will award all prizes for which there are suitable entries. The judges have the final say on acceptance or rejection of figures for the competition. The judges have the final say on the appropriate category and class. All prizes in each class in each class may not be awarded.

Registration

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 convention center. See you there - **Angel Hungerford**

Hours:

Friday: 9AM-8PM

Saturday: 9AM-8PM

Sunday: 9AM-2PM

Security

The Security staff is present to help make your convention experience as pleasant and safe as possible. We act as a buffer between you and the hotel security staff but we are not a police force and will not be acting as one. Please use common sense and we will all have an enjoyable weekend.

The Rules:

1. No real or realistic firearms will be allowed.
2. All bladed weapons must be peace bonded.
3. No glass containers around the pool area. Plastic cups are available from the Consuite.
4. All parties must be registered with Security prior to 8PM on Friday or Saturday.
5. The badge remains the property of the convention until the convention ends.

6. Membership may be revoked at the discretion of the convention.

7. We reserve the right to refuse membership.

As always, we will need volunteers to help with security. If you are interested please contact the head of Security. - **Craig L Dyer**

Used Game Auction

HexaCon 11 will continue the tradition of providing the largest and best used game auction in Arizona. Last year, over \$2,000 in used games changed hands, with both local and out-of-state buyers present. The auction was held in HexaCon 10's Dealer's Room, which allowed the dealer's freedom to bid in the auction, while running their tables. This made for a lot of happy dealer's and auction patrons, and will be done again this year.

All items intended for sale at this year's auction must be grouped into lots of not more than three items. Cards and/or gaming pieces will be regarded collectively as an item, as long as they are grouped (packaged) together. Items must be packaged securely, so that there is no opportunity for small pieces to be lost. The convention assumes no responsibility for the accuracy of the item descriptions, and/or any claims made by the seller.

All items must be brought to the Auction Control Table in the Dealer's Room before 7PM on Saturday. The seller fills out a control sheet and paperwork for each lot. Item descriptions and seller information will be reviewed for completeness. Address information is required on all sellers. Late submissions will not be accepted. You must be a member of the convention to sell any items at the auction.

The auction will start at noon on Sunday. All buyers need to visit the Control Table to fill out paperwork and pick up their bidder number. You must be a member of the convention to register for a bidder number.

All decisions by the auctioneer pertaining to the sale of an item are final. It is the responsibility of the bidder to ensure that his/her intentions are known to the auctioneer.

The convention will receive 10% of the auction proceeds. This amount will be deducted from any monies paid to the seller. **Sellers will be paid by check only.** Sellers will not be allowed to check out until all auction lots have been processed. Buyers may check out at any time after the start of the auction. Buyers may pay with cash or check (with proper ID). No post dated or third party checks will be accepted. There will be \$25 fee added to returned checks. Credit card payments may be accepted, check prior to the auction for availability of credit card charges.

In order to complete the auction in a timely manner, the event will run continuously until all items have been dispositioned. No breaks will be taken.

We will need volunteers to help with the auction process. Anybody wanting to participate can volunteer at the Control Table.

We hope to see you all there at the HexaCon 11 Used/Collector Game Auction! - **Mark Boniece**

What is HexaCon?

HexaCon is Arizona's largest gaming convention with a ten year tradition of bringing you the best in gaming. Contact us at HexaCon, PO Box 62613, Phoenix, AZ 85082 for information or if you would like to help with HexaCon 12

What is CASFS?

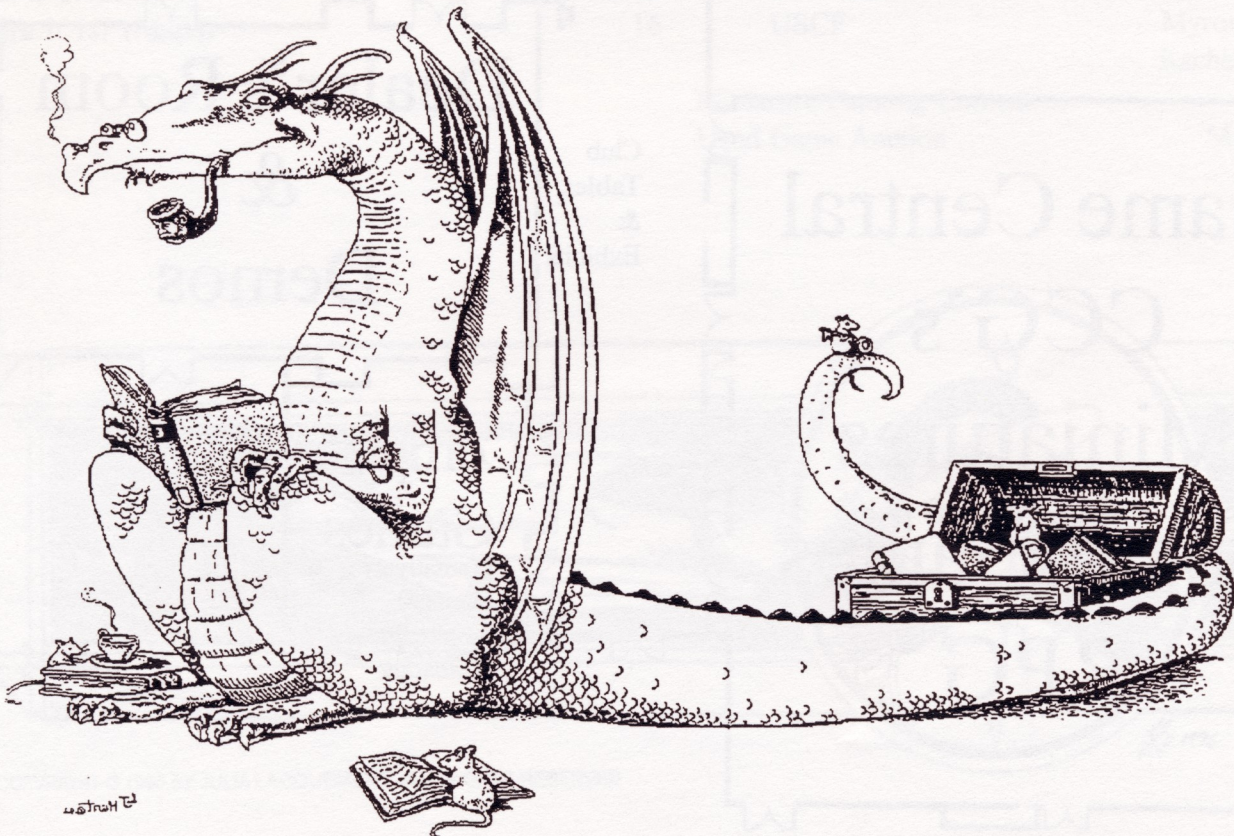
What is really behind putting on a convention? What are the funds raised by a convention used for? Why not attend a meeting and find out? We're the sponsor of ConNotations, CopperCons, HexaCons, SmerfCons and other conventions. We are a charitable, non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. CASFS currently meets at the JB's Restaurant at 2560 W Indian School Rd in Phoenix (NW corner of I-17 and Indian School). The meetings begin at 8PM and are held on the last Friday of the month Jan. Through Sept. And on the second Friday of the month Oct through Dec. Everyone is invited to attend two meetings as a guest (non-member). Membership rates are \$12/year plus an initial \$3 application fee and rates are pro-rated for the amount of the year remaining. For more info Call: Stephanie L. Bannon (602)973-2341 Webpage: www.casfs.org Email: casfs@casfs.org

HexaCon 11
wishes to thank the following
companies for their generous
donations & assistance:

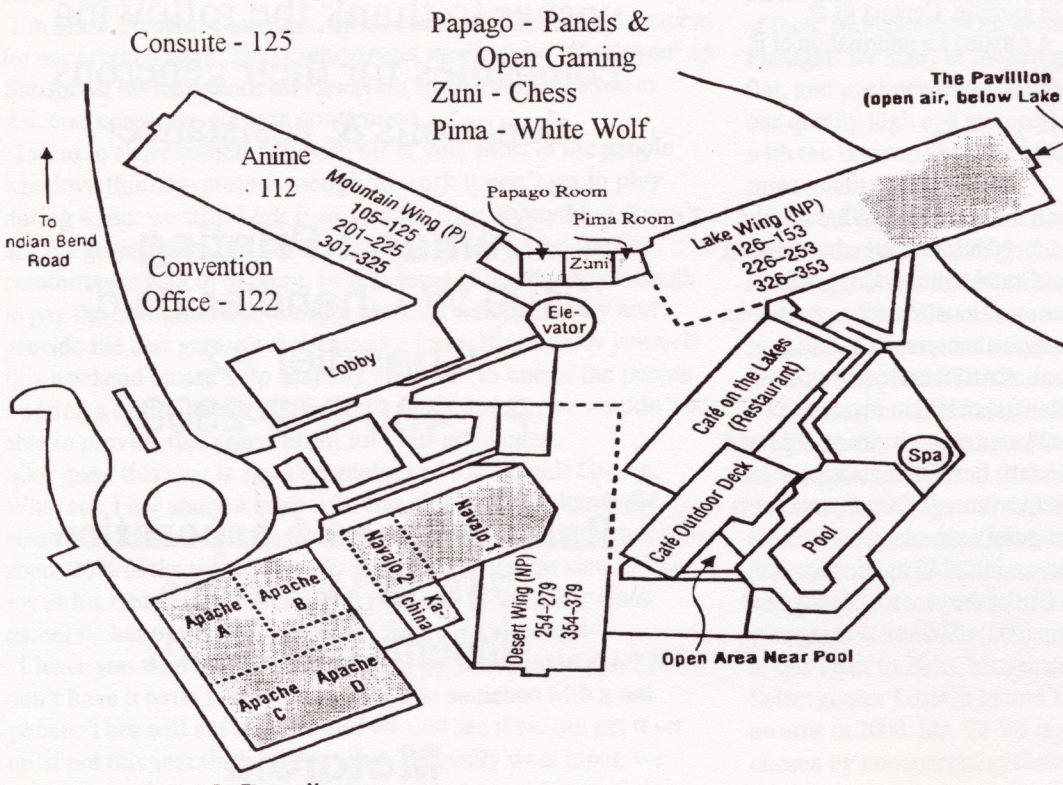
Demand Printing
2100 W Chandler Blvd.
Chandler AZ
Ph: 480-917-2300

Rainbo Bread Corporation
738 W Van Buren
Phoenix, AZ 85007

Motorola
Scottsdale, AZ



Area Maps



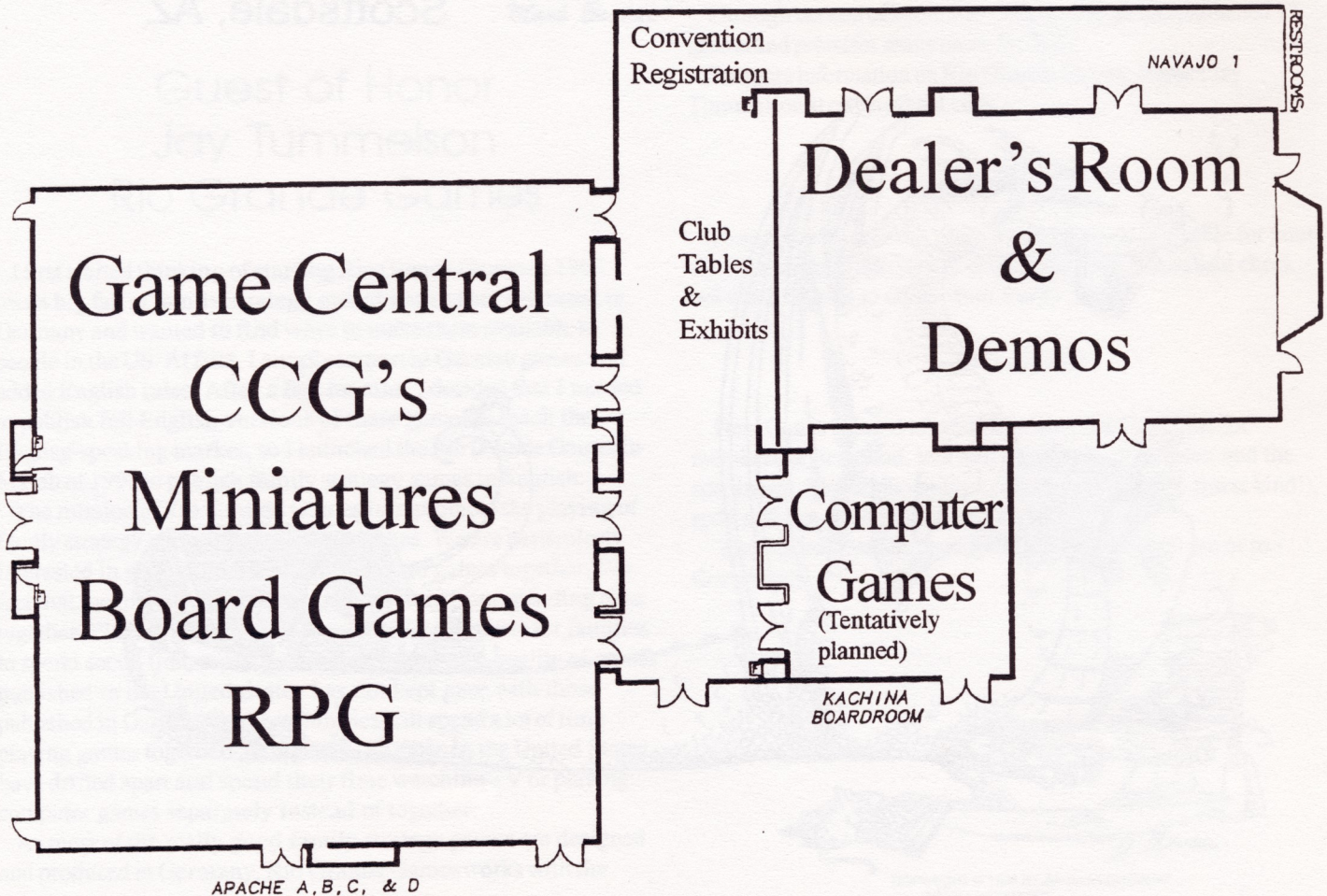
Hours:

Gaming
Friday 9AM
to
Sunday 3PM

Consuite
Friday: 9AM- Midnight
Saturday: 9AM- Midnight
Sunday: 9AM - ?

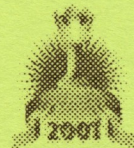
Registration
Friday: 9AM - 8PM
Saturday: 9AM - 8PM
Sunday: 9AM - 2PM

Dealer's Room
Friday: 10AM - 8PM
Saturday: 10AM - 8PM
Sunday: 9AM - 5PM



APACHE A, B, C, & D

Award-winning boardgames from Rio Grande Games



Game of the year!



Aladdin's Dragons

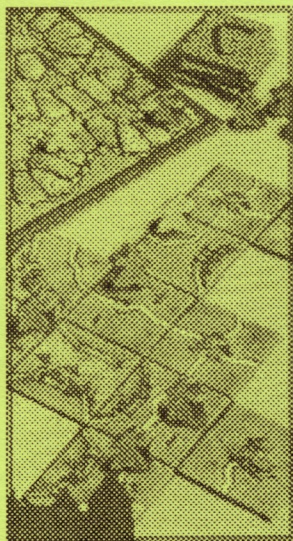
Long before the sun rises in our lands, Aladdin and his friends are already busy, searching the Dragons' caves for treasures. Treasures they will take to the city to buy the magical artifacts available only in the Caliph's palace. Along the way, they may haggle with traders in the market and visit the magician to acquire his arcane spells. Although the rules for playing the game are simple, the strategies for winning are not. On every turn, a player must decide whether to concentrate on taking treasures, getting spells, or visiting the Caliph to barter for his artifacts.

"Both casual and serious gamers will treasure this game for years to come." - Games Magazine

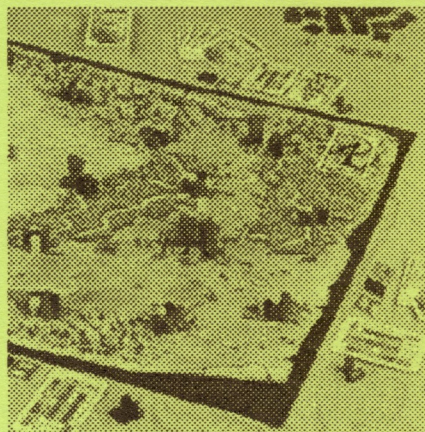
Elfenland

In Elfenland, young elves must pass a very special test as part of their passage into the adult world. All young elves receive a map of Elfenland, and they try to visit all the towns in Elfenland. They travel using the types of transportation common to their special land: ferries, rafts, giant pigs, elfcycles, unicorns, dragons, troll wagons, and magic clouds. These types of transportation are available in limited numbers and can only be used in specific regions. The one to visit the most towns wins the game!

"Elfenland looks beautiful, is challenging to play, and is easy to learn. It is great fun for the family!"



German game of the year!



German game of the year!

Carcassonne

The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The rules are simple: play a tile and then maybe play a follower on a road, field, city, or cloister on the tile. The challenge is to place the followers in the places that will bring the most value and play tiles to enhance the value of your followers already placed. The skills of the players to develop the area and use their thieves, knights, farmers, and monks will determine who is victorious. Carcassonne has been chosen as Spiel des Jahres this year (Game of the Year in Germany).

"Carcassonne is easy to learn, plays quickly, is never the same, and challenges with each replay - all in all, a great game!"