HeXaCon 14

TEMPE MISSION PALMS
07/29/2004 - 08/01/2004

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Committee Members

Chairman	Joanne Dimenstein
Banker	Stephanie Bannon
Gaming Coordinator	Ivan C. Erickson
Anime Room	Samurai Otaku Anime Club
Board Gaming	Jason Sato
Chess	Myron & Rachel Lieberman
Console Gaming	Kevin O'Connor
ConSuite	Susan Uttke
Cover Artwork	Lance Dworshak
Hotel Liaison / Contracts	Mike Willmoth
Logistics	Darkyr
Merchant Liaison	Sean Mieth
Miniatures Battletech	Brain Walrath
Miniatures Warhammer / Other	Sean Mieth
Miniature Painting Contest	Gus Talbot
Operations (Room 4038)	Kim Martin
Publicity	Lee Whiteside
Program Book	Ivan C. Erickson
Registration	Rick Andrews
RPGA	Russ Stanley
Security (Room 4038)	Rick Andrews
Staff Lounge	Stephanie Bannon
Steve Jackson Games	Jessie Foster
White Wolf	David Martin
Used Game Auction	Mark Boniece
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 HexaCon 14 happen. We would like to express our sincere gratitude to the following sponsors and contributors to HexaCon 14: Barry Bard, 13th Heavy Metal Legion, Mechforce USA Tucson, Amtgard/ Barony of Ardent Sands/Shire Of Amoonalyn, Arizona Wargamers, Benedict MIB #2945, Big Jim Bauer, Brian C. Walrath, Bryan Seminara, Caliban Loreseeker, Chris C. Culver, CHUD, Clash of Steel, Cristos, Dan Manookin, Dano McArdle, David Alvis, Desert Rats, Domino Arcane, Edheltaur, Elizabeth Woodward, Experimental Diversions, Experimental Diversions, FanPro Commando #83, Fantasy Makers Industries LLC, Felice Larsen, Flight in the Skies Society, Flight in the Skies Society, Flying Buffalo Inc, Game Crazy!, Game Depot, Giddoen, Gomai, Gus Talbot, HexaCon 14 Miniature Painting Contest, Ivan C. Erickson, Jacob M, Jason Sato, Jason Youngdale, Jim Chaney, Joel47, JustJessie, Keith Faulkner, Kevin O`Connor, Knights of Blackrook, Krimmson Scurge, Levi Davis, Loup DeVault AZMIB 5687, Marcus Black, Mark Boniece, Mark D. Saint CYR, Mark DiBlasi, Mark Stone, Mary Erickson, Men in Black/Steve Jackson Games, Men in Black/Steve Jackso Games, Michael K Prator, Michael Morfeld, Myron Lieberman, Patrick M Halpin, Paul, Paul Moody, Peter Couleur, Railstar, Randy Patchett, Reality Simulations, Inc. (RSI), Rick Loomis, Rob Guyton, RPGA, Shield of Almor Gaming, RPGGuru, Scooter, Scott, Scott Staples, Sean Mieth, Spare Brains Games, Stephen Fischer, Tali AZMIB #8254, Tannerz, The Reality Engine, The Wrecking Crew (White Wolf Demo Team), Tithe of Souls Events, Tricuspa, Tricuspa Figment Live Action Systems (TFLAS), US Chess Federation (USCF), Wayne Zombie, White Wolf Demo Team, Wulfgarand, & Youngdale Productions. **We hope we haven't missed anyone – if so, please accept our apologies and our thanks!**

Hours of Operation

Anime Room (Wind Flower)

Got Anime? The Samurai Anime Club does! And we'll be showing it all weekend in the Anime room. There will be a wide variety of anime being shown, from your classic favorites, to the newest releases. If you're an anime fan you won't want to miss stopping by. If you're not a fan, stop in and see why anime is becoming so popular in America. Plus we'll have giveaways and door prizes throughout the weekend!

-Sponsored by Samurai Comics.

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

ConSuite (Room 2038)

HexaCon 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 to take over the world before your next game. Open 24 hours for all you late night gamers.

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

Console Gaming (Campanile)

Our good friends at Game Crazy have been busy working with us to bring you the very best in Console Gaming. Tournaments are being scheduled every few hours. So if the dice just don't seem to be working for you stop by and put your skills to the test.
The tournament coordinator has told me that he can handle anything we throw down, so grab all your friends and make everyone earn the winning titles of best console player at the convention. Prizes will be given out, and were donated by Game Crazy.

-Sponsored by Game Crazy.

Console Gaming Hours:
Thursday: 13:00 - 20:00
Friday: 10:00 - 22:00
Saturday: 10:00 - 22:00
Sunday: 10:00 - 18:00

Dealer's Room (Abbey)

Be sure to stop by and check out their merchandise. Please do not bring food and Drinks into the Dealer's Room as accidents do happen and you may not want to buy everything a drink could get spilled onto.

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.

Dealer's Room Hours:
Thursday: 12:00 to 19:00
Friday: 10:00 to 19:00
Saturday: 10:00 to 19:00
Sunday: 10:00 to 15:00

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. 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.**

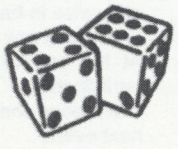
Special Events (Everywhere)

Painting Contest: Entries on Display in Dealer Room **Location:** Abbey
Barry Bard Presents: Thursday 20:00 **Location:** Palm Ballroom C
Barry Bard Presents: Sunday 10:00 **Location:** Palm Ballroom C
Used Game Auction: Sunday 13:00 **Location:** Palm Ballroom C
Reality Simulations Inc: Friday - Sunday **Location:** Palm Ballroom E
Freebie / Information Tables: All Con **Location:** Main Foyer

USCF Chess Club (Joshua Tree)

The format is that of a chess club where you are free to come and go as you please during those hours. While you can simply stop by for friendly games of chess and some of its variations, there will be some featured activities as well. "Chess Life" magazine and other chess information will be available to all at no cost.

Arizona State Chess Champion
Ten time Arizona State Chess Champion Bob Rowley will be at the Chess

GAME DAZE

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Ph: 480-317-9181 Fax: 480-317-9186
2140 E. 5th St. #11 Tempe, AZ 85281
www.gamedaze.com

Club at Hexacon 14 at 11:00 AM on Saturday, July 31, to play one or more games of blindfold chess.

Win a Chess Computer
Back by popular demand is competition to win an Excalibur chess computer. When you get a chance, simply stop at the Chess Club at Hexacon 14 and play a game of chess against anyone. USCF membership is not required. Play as many games as you want, throughout the weekend and report the results after each game. Each win counts as a point. Only one win per day can count. Sunday morning the computer will be awarded to the player with the most points. Congratulations to Jeff Hintz, who won a computer at Hexacon XIII.

Chess Room Hours:
Friday: 19:00 - 22:00
Saturday: 10:00 - 20:00
Sunday: 08:00 - 12:00

Game Central (Palm Ballroom E)

Game central is back and ready to handle all your gaming needs. Stop by and sign up for the events. I believe at the time this book went to print there are 313 events here at HexaCon 14. So there should be plenty to do for everyone.

Game signup sheets are put out 6 hours before the Event. This is done due to the issues of tracking 300+ pieces of paper at a time. One half hour before the closing of Game Central we will have available the signup sheets from the games beginning before noon the next day.

Also to note for you Pre-Registered members showing up on Thursdays you can talk to the Game Central Staff and have them sign you up for any event you want through out the Convention.

Event Coordinators don't forget to pick up your sign in sheets, before your game begins. We will send floor managers around to collect them. Please also remember the following Standards:

Event Coordinator Standards

1. I will begin and end the event I volunteered to run at the times assigned.
2. Only persons with valid badges will play in my event.
3. Players that have pre-registered for an event will be admitted first. If there is still room at the official start time to your event others may be admitted.
4. I will not collect payment of any kind from any players. The Only Exceptions to this are pre-approved events that are listed in the Program Book with a Cost associated with playing the event.
5. I will permit others to observe my event quietly and will be polite in responding to any questions they may have.
6. I will be courteous, patient and polite to all players. I will not use language that may be considered foul, provocative, insulting or otherwise in bad taste.
7. I will direct any complaints to the HexaCon 14 staff.
8. At the end of the session I will thank the players for their participation.
9. I will leave the area neat and tidy for the arrangement of the next event.
10. Should some unavoidable circumstance arise that prevents me from performing my agreed event, I will immediately contact the Game Central staff.
11. I'm an independent contractor, providing temporary voluntary services to HexaCon 14. I am in no way an employee of HexaCon 14.

Players be sure to fill out our feedback forms. We want to hear from you the players. Survey forms available 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.

Open Gaming don't like time tables, want the ability to do want you want whenever you want (within reason security still may stop you.); we have the room for you. Cloister has been dedicated to what ever your little minds can come up with. Please do not rearrange the room too much as isle ways are needed to navigate the terrain. Blank Signup sheets will be on a table to the southeast of the room to help you drum up players.

We also have tables available inside the main function space that are designated as open gaming space. You will know them as they will have an off color table cloth to help distinguish them from other tables in the room.

Table Information Sheets have been printed and placed on all normal tables. Please make sure that your event does not run over into another scheduled games time. If you find your table is being occupied please inform game central and allow us to fix the issue, taking another table will only lead to a snow ball effect and a lot more disruption when the time comes to fix the issue.

- Ivan C. Erickson

Game Central Hours:
Thursday: 13:00 - 21:00*
Friday: 09:00 - 22:00*
Saturday: 09:00 - 22:00*
Sunday: 09:00 - 19:00

*Shutdown may be later based on demand.

Operations / Security / Office (Room 4038)

As always we want everyone to have fun. You're here to game and have a good time and we want that to happen for everyone. Most problems can be avoided by being courteous and using common sense. If a behavior will get you in trouble in the real world, it will probably get you in trouble here. Also please remember there will be non-gamers around the hotel during the convention and they also have a right to enjoy their time at the hotel.

Convention Security and Operations are located in Room #4038. Someone will be on duty at all times during the convention to assist you if needed. We would like to remind you of a few, simple guidelines for behavior this weekend:

Security Rules for HexaCon 14

1. No real or realistic firearms are allowed. All edged weapons MUST be peace bonded and in a hard sheath. Zip ties will be available in Security / Con Ops or from your friendly security person (look for the red "Security" badge). All weapons must be carried in a responsible and safe manner; no horseplay is allowed with any weapon. Security reserves the right to ban any and all weapons deemed inappropriate.
2. All room parties must be registered with security. This allows us to prevent problems and act as an intermediary between you and the hotel. Non-registered parties may be shut down. To register your party, come to Security / Operations and fill out the form. The person(s) registering the party and renting the room are responsible for what occurs during the party. Any party, registered or not, will be shut down if it is out of control of the responsible parties.
3. Please keep glass out of the pool area and other areas where breakage could pose a hazard to anyone. Please keep noise levels appropriate for the time of day you are enjoying the pool. Remember non-convention members will also be using the pool.
4. The badge remains the property of the convention until the convention ends. Membership may be revoked at the discretion of the convention. We reserve the right to refuse membership.

The goal is to have fun gaming all weekend. Enjoy yourselves! If you have any questions or concerns during the convention, please feel free to stop by and discuss it with security or operations in Room 4038.

- Rick Andrews.

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

Used/Collector Game Auction

Hexacon 14 will continue the tradition of providing the largest and best used game auction in Arizona. Last year over $3,000 in used games changed hands including local and out-of-state buyers present. The auction will be held next to the Hexacon 14 dealer's room, allowing dealers to keep their tables open while participating in the auction process.

1. All buyers and sellers will be given a copy of these rules, and will also HEAR the rules at the beginning of the auction, and at several points within the auction. All participants in the auction are consenting to such rules by their involvement in the auction process.

2. All items intended for sale at this year's auction must be grouped into lots of no more than five (5) items. Cards and/or gaming pieces will 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.

3. All items must be brought to the auction control table in the DEALER'S ROOM before the area closes on Saturday. No late submissions will be accepted. No Sunday submissions will be accepted. The seller fills out a control sheet and paperwork for each lot. Descriptions and seller information will be reviewed for completeness. Complete address information is required on all sellers. You must be a member of the convention to sell any items at the auction.

4. The auction will start around NOON on Sunday. All buyers will need to visit the control table and pick up their bidder number. Complete Address information is required on all Buyers. You must be a member of the convention to register for a bidder number.

5. The convention assumes no responsibility for the accuracy of the item descriptions, and/or any claims made by the seller. This specifically refers, but is not limited to claims as to completeness, condition, or merchantability. All transactions are final. Any monies paid to the convention will not be refunded. Unfulfilled expectations about an item pertaining to description, completeness, condition, etc. will not be a basis for refunds or with holding payment of sums due.

6. In other words, buyers are fully responsible to know exactly what they are bidding on. If you don't know, or have questions, shout them out during the bidding, and we will try to address them. If you are in doubt about the item DON'T BID ON IT!

7. All decisions of the auctioneer pertaining to the sale of an item are final. It is the responsibility of the bidder to ensure that his or her intentions are known to the auctioneer. That means if the auctioneer doesn't see you, because he's looking in the wrong direction, talking, or just not paying attention, you need to stand up, shout out, wave your arms, do what you need to do to make sure your intentions are known. Once an item is SOLD, we will move on to the next item immediately.

8. All amounts due the auction will be payable immediately on the convention premises after the auction ends. NO LATE PAYMENTS will be accepted. Buyers may check out at any time after the start of the auction. Buyers may pay with cash or check (with proper ID).

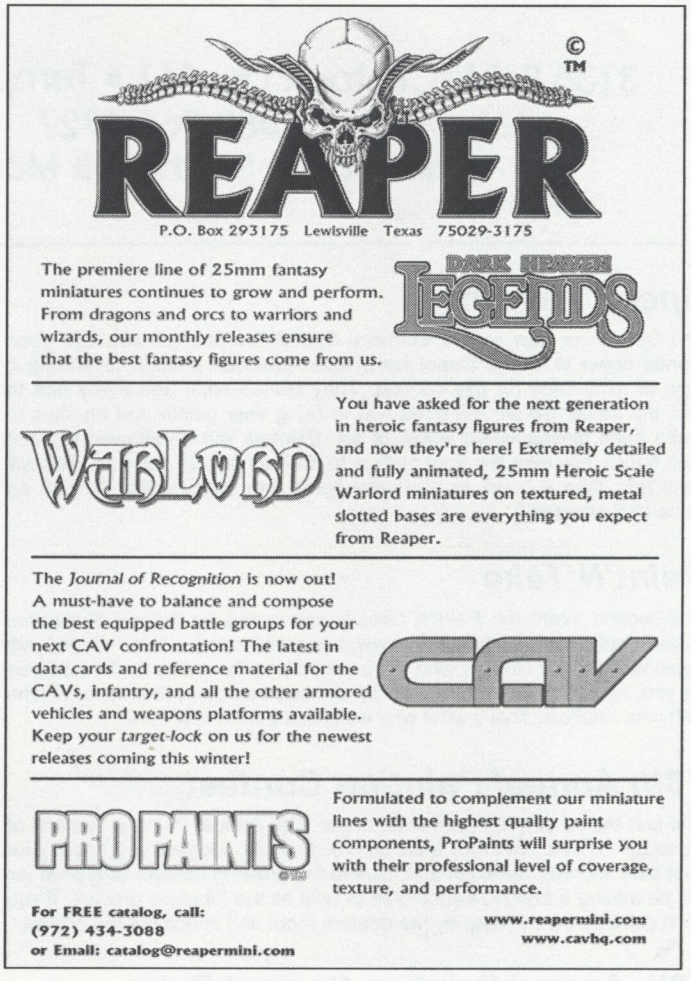
9. NO post dated or third party checks will be accepted. There will be a $25 fee added to returned checks; in addition the buyer will no longer be permitted to pay by check in the future. Credit card payments will be accepted. When you pay with a credit card a three percent (3%) processing fee will be added.

10. The convention will receive ten percent (10%) of the auction proceeds. This amount will be deducted from any monies paid to the seller. Sellers will be paid by CHECK ONLY. Seller checks will be sent via US MAIL TEN (10) BUSINESS DAYS after the auction day. Sellers will not be allowed to check out until all auction lots have been processed after the end of the auction.

11. 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.

12. Remember when you bid on an item it is your responsibility to get the auctioneer's attention with your bid. And when you win the bid on an item, hold up your bidder card high so the auctioneer can see it, and read it off for the records.

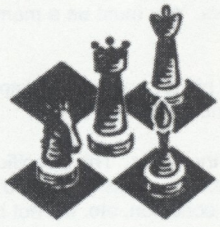
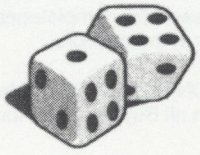
We will need volunteers to help with the auction process. Anybody wanting to participate can volunteer at the Auction control table. We hope to see you all there at the Hexacon Used/Collector Game Auction!



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 HexaCon we are giving you more miniatures than ever before. Not only do we have our classic miniature-painting contest. We are also proud to highlight two new miniature events that will be fun for the artists of renown from past competitions, as well as the newly forming painters that are entering items for the first time this year.

GAME DEPOT
"for the games people play"

3136 S. McClintock Dr., #11 • Tempe, Arizona 85282
480-966-4727
(NW Corner Southern & McClintock)

Speed Painting

The first of our new events will be a Speed Painting contest. Our good friends down at Game Depot have been gracious enough to donate a slew of miniatures for this contest. They cloned each and every one to look the same. So we will need you to bring your paints and brushes to make them distinguished works of art. Painters will be allowed to paint their figure, however the goal here is to do it as fast as you can. You will have less than 4 hours to turn your figure into the greatest work of art since Michelangelo.

Paint'N'Take

The second event the Paint'N'Take is sponsored by Reaper Miniatures (Check out there Website at www.reapermini.com). Game Depot will again host this for Reaper who will be supplying the paints and miniatures for you. All you need to do is stop by and paint a figure, then take it home with you. That's it. That's what why we called it a Paint'N'Take.

13th Annual Painting Contest

And last but so very far from least is the 13th Annual Painting Contest at HexaCon. If you have not tried before, I would suggest you enter your best stuff into this years contest. Due to the growing number of entries we will be adding a second 6-foot case to hold all the fabulous artwork. If you don't paint be sure to stop by the dealers room and check out the entries.

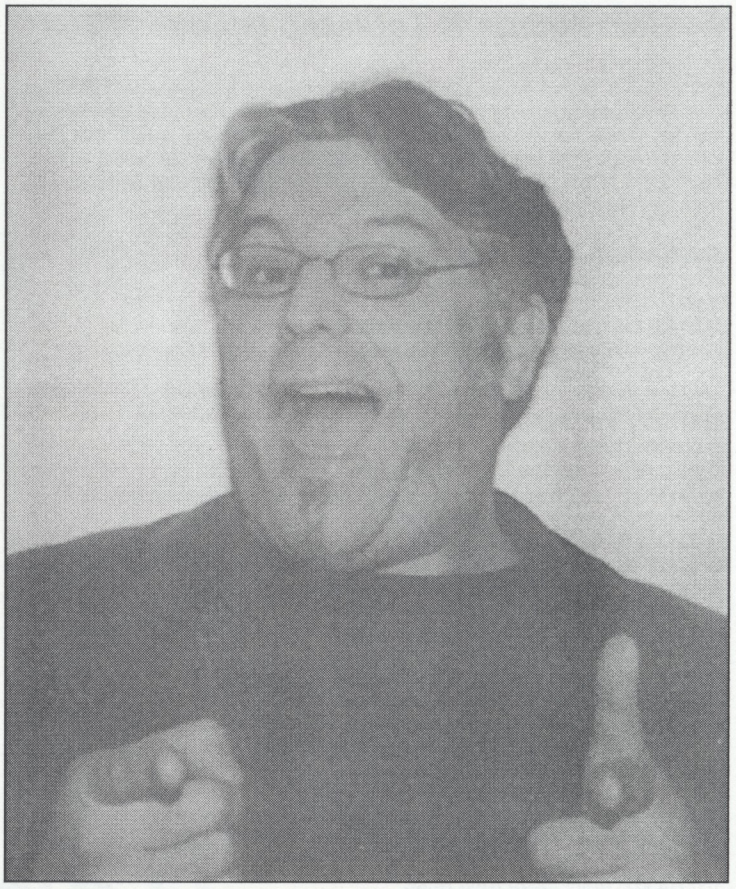
13th Annual Painting Contest Rules

1. The contest will open on Friday morning inside the dealer's room. Contestants have the opportunity to submit their miniatures during the hours the dealers room 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 reasonability 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 HexaCon 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

The Tony DiGerolamo Bio

written by: Mark Mammon AKA: Fix



What can I say about a man who spells as well as a third grader and takes cheese steaks as an advance? My industrious biographer, Tony, is, to say the least, prolific.

Starting in high school, he made short films and convinced his teachers he was an auteur in the making. And, even though this did not garner him any awards, he did manage to elude taking Physics and "adjust" the school computer, so he would graduate 3rd in his class.

During his stint at Ithaca College, he was part of the award-winning comedy show, The Nothing Special. The skills he learned there were to come in handy during his one-year stint as an obnoxious pizza delivery driver after graduation.

From then on, he was a freelance scriptwriter, receiving rejections from TV shows like Moonlighting, Star Trek and Saturday Night Live. He eventually landed a joke-writing job on Politically Incorrect with Bill Maher and was the screenwriter for a horror movie called The Evil Within and a Mafia movie starring Leo Rossi called The Father, The Son.... The film he is most proud of is an award-winning short called Ten Cents a Minute. (More details about the film!) Tony likes to spend his free time performing improv comedy with The Ninjas in Philadelphia.

But his big break was when he produced/hosted a local TV show in Philadelphia called The Comic Book Show. The show aired for about 2 years and afterwards, Tony embarked on his publishing career, making comic books at his own imprint, South Jersey Rebellion Productions. He currently writes and publishes Jersey Devil, based on the 300 year-old legend and Rodney: The Alien That Smoked Pot. He also created and writes The Travelers, a fantasy/comedy comic book, which was published at Kezner & Company and Wingnut Games. He writes my comic, The Fix and my biography, Fix in Overtime. Tony wrote Volumes 1 thru 8 of the Hacklopedia of Beasts and Slaughterhouse Indigo for the Hackmaster RPG adventure. He currently writes Everknights for Kenzer & Co and writes for The Simpsons and Bart Simpson comic books at Bongo.

Tony's current project is Tony DiGerolamo's Complete Mafia for d20 which will be published by Living Room Games (www.lrgames.com) in November 2004. His disgraceful website is at www.thefixsite.com.

Tony is 38 years old and currently lives with his parents (loser) and hopes you will buy his comics and books so he can finally move out or at least buy a cheesesteak.

Tony's Publishing Company

Notes: Other Credits:

Kenzer & Company; Hacklopedia of Beasts Vol 1 thru 8 (Hackmaster RPG);Slaughterhouse Indigo (Hackmaster RPG adventure); Lookin' at Comics (Comics review column in KODT); Everknights #-3, 1 thru current (series writer); The Travelers (writer/creator); issues #0 thru #3 (SJRP); issues #4 thru #20 (Kenzer & Company); issues #21 thru current (Wingnut Games); The Fix (writer/creator); Jersey Devil (writer/creator); writer for The Simpsons comic book and Bart Simpson comic book

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

14:00 (2091) Old School Axis & Allies
19:00 (1111) Axis and Allies
20:00 (3421) Frag! Double Blind Tournament Qualifier
20:00 (2141) Greed Quest the Board Game
22:00 (3491) Greed Quest the Board Game

Starting on Friday

10:00 (1041) Axis and Allies
10:00 (2151) Greed Quest the Board Game
10:00 (4331) Le Grand Jeu Du Novanon / The Great Game of the Novanon
10:00 (2311) UberPlay: The best games youve never heard of.
12:00 (2161) Ninja Burger
14:00 (2171) Strange Synergy
16:00 (1141) Axis and Allies - Beginner Game 1
16:00 (1131) Axis and Allies - Novice Game 1
16:00 (3431) Frag! Double Blind Tournament Qualifier
16:00 (1591) Settlers of Catan - Seafarers Scenario
18:00 (3441) Frag! Double Blind Tournament Qualifier
18:00 (2881) Greed Quest the Board Game
18:00 (3501) Greed Quest the Board Game
19:00 (2521) Chess Club: Chess Clinic
19:00 (2431) Chess Club: Chess Madness (Chess Room is Open)
19:00 (1601) Settlers of Catan - Team Catan
20:00 (2461) Chess Club: Rated/Unrated Chess
20:00 (4301) Frag! - AVP (Bug Hunt)
21:00 (2601) Chess Club: Last Call

Starting on Saturday

10:00 (1951) Axis and Allies
10:00 (1611) Carcassone
10:00 (2531) Chess Club: Chess Clinic
10:00 (2441) Chess Club: Chess Madness (Chess Room is Open)
10:00 (3131) Dawn Patrol: Fast Planes
10:00 (4341) Le Grand Jeu Du Novanon / The Great Game of the Novanon
10:00 (2341) UberPlay: The best games youve never heard of.
11:00 (2751) Blind Fold Chess: Bob Rowley
11:00 (2471) Chess Club: Rated/Unrated Chess
12:00 (2541) Chess Club: Chess Clinic
12:00 (3141) Dawn Patrol: Deep Sea Fishing
13:00 (2481) Chess Club: Rated/Unrated Chess
14:00 (2551) Chess Club: Chess Clinic
14:00 (3151) Dawn Patrol: Balloons Galore!
14:00 (4321) Frag! - AVP (Bug Hunt)
15:00 (2491) Chess Club: Rated/Unrated Chess
16:00 (1151) Axis and Allies - Expert Game 1
16:00 (1161) Axis and Allies - Novice Game 2
16:00 (2561) Chess Club: Chess Clinic
16:00 (3471) Frag! Double Blind Tournament Qualifier
16:00 (1631) German Board Games (Kohle, Kie, & Knete OR Adel Verpflichtet)
16:00 (2101) Strange Synergy
17:00 (2501) Chess Club: Rated/Unrated Chess
17:00 (3161) Dawn Patrol: Fokker Fodder
18:00 (2571) Chess Club: Chess Clinic
18:00 (3461) Frag! Double Blind Tournament Qualifier
18:00 (3601) Greed Quest the Board Game
19:00 (2611) Chess Club: Last Call
19:00 (3171) Dawn Patrol: ACES High
20:00 (4311) Frag! Double Blind Tournament Qualifier
21:00 (3181) Dawn Patrol: Flesh is Good, but Metals Better!

Starting on Sunday

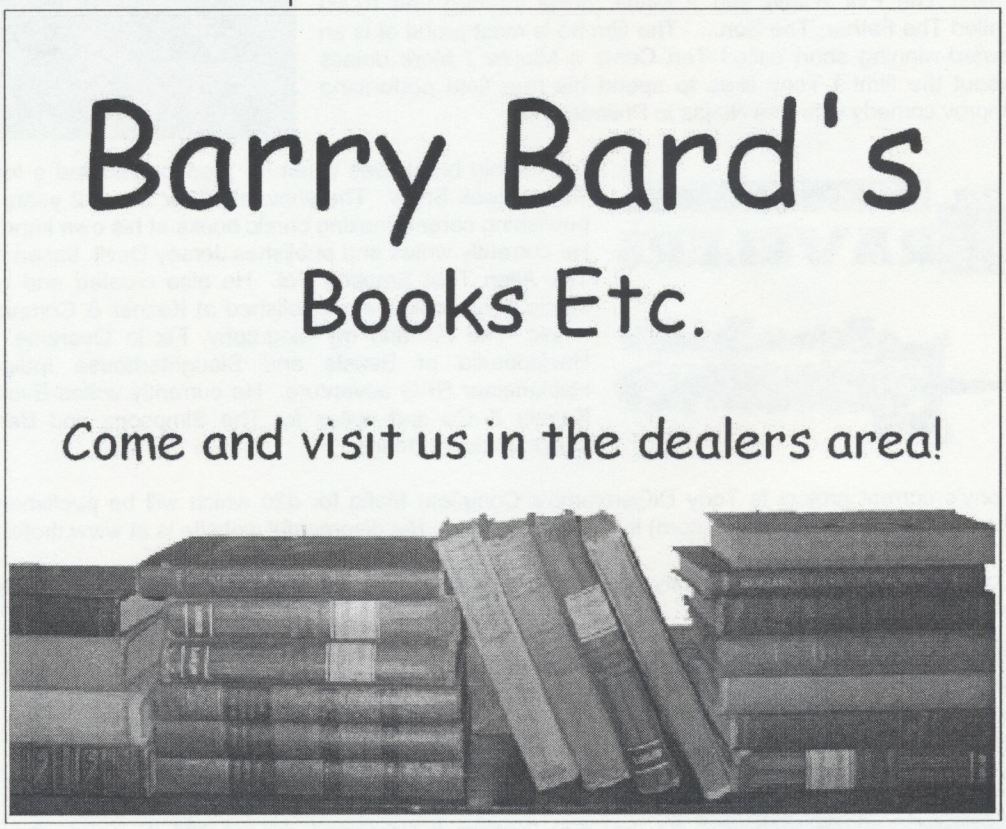
08:00 (2581) Chess Club: Chess Clinic
08:00 (2451) Chess Club: Chess Madness (Chess Room is Open)
09:00 (2511) Chess Club: Rated/Unrated Chess
10:00 (1961) Axis and Allies
10:00 (2591) Chess Club: Chess Clinic
10:00 (3451) Frag! Double Blind Tournament Qualifier
10:00 (4351) Le Grand Jeu Du Novanon / The Great Game of the Novanon
11:00 (2621) Chess Club: Last Call
12:00 (3481) Frag! Finals

- Computer / Console Games (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 Thursday

13:00 (4027) Game Cube Free For All
13:00 (4147) PS2 Free for All
13:00 (4247) X-Box Free For ALL
16:00 (4067) Halo
16:00 (4207) Tekken Tag



Starting on Friday

10:00 (4037) Game Cube Free For All
10:00 (4157) PS2 Free for All
10:00 (4257) X-Box Free For ALL
12:00 (4127) Need for Speed: Underground
14:00 (4187) Star Wars Rouge Squadron III: Rebel Strike

15:00 (2263) Amtgard - Game Demo
16:00 (2843) Life-Size Greed Quest
17:00 (2273) Amtgard - Game Demo
18:00 (1923) Honor and Darkness (Part 2)
18:00 (3543) Vampire by Gaslight
18:00 (1753) Voyage of Shadows (Part 2)
19:00 (2283) Amtgard - Game Demo

Starting on Sunday
09:00 (2743) Pokemon Live Action 4 (part 2) (Pokemon Contest)
15:00 (2293) Amtgard - Game Demo
17:00 (2303) Amtgard - Game Demo

16:00 (4197) Soul Caliber 2
16:00 (4217) Tekken Tag
18:00 (4107) Mario Kart DoubleDash
20:00 (3987) Armored Core 2: Another Age
20:00 (4077) Halo

Starting on Saturday
10:00 (4047) Game Cube Free For All
10:00 (4167) PS2 Free for All
10:00 (4267) X-Box Free For ALL
12:00 (4117) Marvel vs. Capcom 2
12:00 (4227) You Dont Know Jack
14:00 (4007) Crimson Skies: High Road to Revenge
16:00 (3997) Armored Core 2: Another Age
18:00 (4237) Wario Ware Inc
20:00 (4087) Halo
20:00 (4097) Lethal Skies II

Starting on Sunday
10:00 (4057) Game Cube Free For All
10:00 (4177) PS2 Free for All
10:00 (4277) X-Box Free For ALL
14:00 (4137) NES Old School
16:00 (4017) Dragon Ball Z

- Live Action Roleplaying (LARP) Game or Interactive

Live Action Roleplaying (LARP) Game or Interactive – LARPs are roleplaying games where the players interact as much as possible in character, and often dress in costumes, sort of like improvisational theater, but with rules governing the player's actions.

Starting on Friday
10:00 (3533) Changeling The Dreaming
16:00 (2693) Pokemon Live Action 4 (part 1)
18:00 (1763) Honor and Darkness (Part 1)
18:00 (1583) Voyage of Shadows (Part 1)
19:00 (2233) Amtgard - Game Demo
18:00 (4373) Vampire the Masquerade

Starting on Saturday
08:00 (3553) Life-Size Greed Quest
10:00 (1683) Diagon Alley Live
10:00 (3563) Life-Size Greed Quest
11:00 (2243) Amtgard - Game Demo
12:00 (3573) Life-Size Greed Quest
13:00 (2253) Amtgard - Game Demo
14:00 (3583) Life-Size Greed Quest

- 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
09:00 (1944) Warhammer Rogue Trader
11:00 (2674) Mech Grinder
15:00 (3004) Astral Conflict Open Tournament
15:00 (2774) Chaotic Ops Demo
17:00 (2054) Warmachine Demo
18:00 (1084) Battletech - King of the Hill
18:00 (2784) Chaotic Ops Demo
18:00 (2364) Gamers Inn D&D Minis 200 pt Constructed
19:00 (1694) Solaris VII Steiner Colliseum, Unlimited
20:00 (1724) Big Hunt
20:00 (2064) Warmachine Demo

Starting on Saturday
09:00 (1934) Warhammer 40,000 Rogue Trader
10:00 (2034) Big Hunt
10:00 (2794) Chaotic Ops Demo
10:00 (1074) Mech Grinder
11:00 (3774) Sealed Heroclix Tournament
12:00 (1104) Boot Hill Double Blind
12:00 (3514) Pirates of the Spanish Main-demo
12:00 (2074) Warmachine Tourney - Heated Confrontation
15:00 (3764) MLB Sportsclix Draft
16:00 (1734) Big Hunt
18:00 (3754) Ancient Warfare 1000 B.C. to 1500 A.D.
18:00 (2804) Chaotic Ops Demo
18:00 (2354) Gamers Inn D&D Minis Giants
18:00 (1094) Kurita vs Ghost Bear - Research & Development
19:00 (1704) Project Phoenix Faceoff:
22:00 (2044) Big Hunt

Starting on Sunday
00:00 (2084) Warmachine Tourney - Midnight Mangled Metal Madness
10:00 (2684) Battletech Capture the Flag
10:00 (1064) Classic Battle Tech 3025
10:00 (2374) Gamers Inn D&D Minis 200 pt Constructed
12:00 (1194) Boot Hill Double Blind
13:00 (2814) Chaotic Ops Demo
15:00 (2824) Chaotic Ops Demo

- 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
17:00 (3376) Game Masters Round-Table
19:00 (3386) D20 Book Camp 2271
20:00 (3966) Barry Bards: Movie Previews and Giveaways

Starting on Friday
09:00 (1036) Miniature Sculpting/Conversion Contest
10:00 (3916) Master-Class Painting: Single Figure Fantasy
10:00 (3936) Master-Class Painting: Single Figure Sci-Fi
10:00 (3866) Miniature Painting: Diorama / Vignettes
10:00 (3826) Miniature Painting: Group / Unit
10:00 (3806) Miniature Painting: Single Figure (Large)
10:00 (3786) Miniature Painting: Single Figure Fantasy
10:00 (3886) Miniature Painting: Single Figure Sci-Fi
10:00 (3846) Miniature Painting: Transportation
12:00 (1016) Speed Painting Contest
13:00 (1026) REAPER Miniatures Presents: Paint-n-Take
14:00 (4286) Speed Painting Contest
15:00 (4296) REAPER Miniatures Presents: Paint-n-Take
16:00 (3366) Game Masters Round-Table
17:00 (2206) Amtgard - Information Table

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19:00 (3086) RSI: Duel II
20:00 (3056) RSI: Orcs vs. Dwarfs

Starting on Saturday
08:00 (3066) RSI: Orcs vs. Dwarfs
09:00 (3096) RSI: Duel II
10:00 (2216) Amtgard - Information Table
10:00 (3926) Master-Class Painting: Single Figure Fantasy
10:00 (3946) Master-Class Painting: Single Figure Sci-Fi
10:00 (3876) Miniature Painting: Diorama / Vignettes
10:00 (3836) Miniature Painting: Group / Unit
10:00 (3816) Miniature Painting: Single Figure (Large)
10:00 (3796) Miniature Painting: Single Figure Fantasy
10:00 (3896) Miniature Painting: Single Figure Sci-Fi
10:00 (3856) Miniature Painting: Transportation

Starting on Sunday
08:00 (3076) RSI: Orcs vs. Dwarfs
09:00 (3106) RSI: Duel II
10:00 (3976) Barry Bards: Movie Previews and Giveaways
12:00 (3126) RSI: Duel II (Matchoffs)
13:00 (3956) Used Game Auction
14:00 (2226) Amtgard - Information Table

- 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 though 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
18:00 (2905) Lost Worlds Combat Picture Book Tournament (Preliminary Round)
19:00 (1775) Vampire Requiem Demo

Starting on Friday
10:00 (2995) While the Cats Away
11:00 (2915) Lost Worlds Combat Picture Book Tournament (Preliminary Round)
13:00 (2925) Lost Worlds Combat Picture Book Tournament (Preliminary Round)
13:00 (2705) Marshals and Myrmidons Presentation
14:00 (1645) Saving Lives
14:00 (1785) Snatch and Grab
14:00 (3655) X-Crawl - Phoenix Crawl XXVII (Level 1)
14:00 (2835) X-Crawl: Memphis Crawl XV!!! (Level 1)
15:00 (1795) A Walk in the Park...
15:00 (2935) Lost Worlds Combat Picture Book Tournament (Preliminary Round)
16:00 (1815) Creatures in the night
16:00 (1805) Dear journal
17:00 (1825) Milk, eggs, and cheese...
18:00 (1125) HERO: Save the World
18:00 (2945) Lost Worlds Combat Picture Book Tournament (Final Round)
18:00 (2715) Marshals and Myrmidons Presentation
19:00 (2955) Escape the Hangman
19:00 (1835) Party Crashers Wanted
19:00 (1175) Soft Target
19:00 (1715) The Wurld of Hack
19:00 (3395) While the Mechs, Away the Techs Will Play
20:00 (1845) Two if by Sea Haven...

Starting on Saturday
10:00 (3705) Fantasy Makers Industries Presents
10:00 (1985) HERO Character Workshop
10:00 (2725) Marshals and Myrmidons Presentation
10:00 (1655) Rescue Operation
11:00 (3645) Vampire Requiem Demo
11:00 (3635) You Logged Onto What?
12:00 (3715) Fantasy Makers Industries Presents
13:00 (1855) Half a pound of topney rice...
14:00 (2965) Awakening of the Sleeping City
14:00 (3725) Fantasy Makers Industries Presents
14:00 (1625) Hack Master Intro Tournament
14:00 (1975) HERO: Save the World
14:00 (1865) The Happiest Place on Earth
14:00 (3665) X-Crawl - Phoenix Crawl XXVII (Level 2)
14:00 (3025) X-Crawl: Memphis Crawl XV!!! (Level 2)
15:00 (2735) Marshals and Myrmidons Presentation
15:00 (1875) Pawn Takes Bishop ... Check.
16:00 (3735) Fantasy Makers Industries Presents
16:00 (2195) GURPS: Finders Fee (4th Edition)
16:00 (1885) To the highest bidder...
18:00 (3745) Fantasy Makers Industries Presents
19:00 (2985) Dying for Daughter
19:00 (1185) Soft Target
19:00 (1905) To Pluck the Eyes of the Dragon
20:00 (1205) Masters of Evil

20:00 (1895) Race you to Tijuana
21:00 (2125) GURPS Survival Horror

Starting on Sunday
10:00 (1665) Mapping the Palace
10:00 (4365) The Rescue Of Princess Lucky
11:00 (1915) Oh what tangled webs
12:00 (3675) X-Crawl - Phoenix Crawl XXVII (Level 3)
12:00 (3035) X-Crawl: Memphis Crawl XV!!! (Level 3)
14:00 (2135) GURPS CthuhluPunk

- RPGA Event (RPGA)

Roleplaying Gameers Association (RPGA) – These events are those sponsored by the Role-Playing Gamers Association, an international orginization 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
14:00 (1409) LA: Silence, Silver and Secrets
14:00 (1299) LG: Heironeous Assumptions
14:00 (1219) LG: Introduction Module
19:00 (1429) LA: Hatalfl - A Game of Fox and Geese
19:00 (1259) LG: Baby Steps
19:00 (1499) LS: Where the Lion Sleeps Tonight

Starting on Friday
09:00 (1449) LA: Whispers in the Dark
09:00 (1309) LG: Heironeous Assumptions
09:00 (1229) LG: Introduction Module
14:00 (1469) LA: Virtues Crypt
14:00 (1539) LF: Dorumaas Children
14:00 (1269) LG: Baby Steps
14:00 (1339) LG: Open Market
14:00 (1559) Living XXX: PC Creation
19:00 (1419) LA: Silence, Silver and Secrets
19:00 (1359) LG: He Loves Me, He Loves Me Not
19:00 (1319) LG: Heironeous Assumptions
19:00 (1519) LS: Winter of Discontent

Starting on Saturday
09:00 (1439) LA: Hatalfl - A Game of Fox and Geese
09:00 (1279) LG: Baby Steps
09:00 (1379) LG: Endgame
09:00 (1349) LG: Open Market
09:00 (1569) Living XXX: PC Creation
14:00 (1489) LA: Marketplace
14:00 (1369) LG: He Loves Me, He Loves Me Not
14:00 (1239) LG: Introduction Module
14:00 (1509) LS: Where the Lion Sleeps Tonight
19:00 (1399) LG: Interactive - Incursion into the Bone March II
19:00 (1579) Living XXX: Free Gaming Slot

Starting on Sunday
09:00 (1459) LA: Whispers in the Dark
09:00 (1289) LG: Baby Steps
09:00 (1389) LG: Endgame
09:00 (1249) LG: Introduction Module
09:00 (1529) LS: Winter of Discontent
14:00 (1479) LA: Virtues Crypt
14:00 (1549) LF: At Your Service
14:00 (1329) LG: Heironeous Assumptions

- 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
19:00 (2382) Munchkin Qualifier for finals on Sunday

Starting on Friday
01:00 (3202) Intro to Illuminati: Crime Lords
03:00 (3232) Introduction to Deluxe Illuminati
09:00 (2862) Weapons of Mass Destruction
14:00 (3262) Chez Goth
14:00 (2972) Killer Bunnies
14:00 (2632) Spare Brains Games -- help test games in development!
16:00 (3322) Ninja Burger
16:00 (2892) Spooks the Card game
18:00 (3272) Chez Goth
20:00 (2392) Munchkin Qualifier for finals on Sunday
22:00 (3682) Munchkin Qualifier for finals on Sunday

Starting on Saturday
00:00 (3242) Deluxe Illuminati
02:00 (3212) Illuminati Crime Lords
11:00 (2852) Weapons of Mass Destruction
12:00 (3312) Chez Geek
12:00 (2402) Munchkin Fu Qualifier for finals on Sunday
12:00 (2642) Spare Brains Games -- help test games in development!
12:00 (2182) Spooks
14:00 (2872) Nuclear War Card Game Tournament
16:00 (3282) Chez Goth
16:00 (2762) NeoPets TCG Tournament
18:00 (3222) Illuminati Crime Lords
18:00 (2112) Ninja Burger
19:00 (1742) Deluxe Illuminati
20:00 (3252) Deluxe Illuminati

Starting on Sunday
00:00 (3292) Chez Goth
04:00 (3302) Chez Goth
06:00 (3332) Ninja Burger
08:00 (3342) Chez Dork
10:00 (3692) Munchkin Qualifier for finals on Sunday
11:00 (2422) Single Deck Partnership Pinochle
13:00 (2412) Munchkin Finals (Epic Munchkin)

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 interchangable 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 uncertanty 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.)

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

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

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

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

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

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

RP 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

Event 1000+

1016 1 E
Speed Painting Contest
Time: Friday 12:00 **Length:** 0:45
Location: Sand Lotus (Whole Room)
Description: Last year, we discovered four hours is too long for a speed painting contest. This year, we decided to make it a real challenge! You'll be given a miniature, a brush, a couple of paints, and ONE hour to make Michelangelo drool. Think you're up to the challenge?
Capacity: From 15 to 20 people.
Other: Items needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Mary Erickson

1026 1 E
REAPER Miniatures: Paint-n-Take
Time: Friday 13:00 **Length:** 0:45
Location: Sand Lotus (Whole Room)
Description: From Miniatures to Paints REAPER has what it takes. There line continues to grow each month with new releases in there 3 lines. "Dark Haven: Legends" 25mm fantasy contains all the wizards and warriors you need. "Warlord" 25mm Heroic Scale with extreme detailed fully animated figures. And "CAV" when you need that armored weapon platform. Come join REAPER and the Game Depot in the Paint'N'Take, brushes, paints, and miniatures are being supplied by REAPER. If you have ever wanted to try painting, or simply wanted to look at another line of figures for you miniature armies, Now is that time.
Capacity: From 15 to 20 people.
Limits: Miniatures must be painted at the convention during the Paint'n'Take.
Other: Items needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Mary Erickson

1036 1 E
Miniature Sculpting / Conversion Contest
Time: Friday 09:00 **Length:** 0:45
Location: Sand Lotus (Whole Room)
Description: Fancy yourself a master sculptor? Bring your best piece and find out how your skills fair.
Capacity: From 1 to 60 people.
Limits: 1. Sculpt must be at least 50% original work. The sculpt must not be painted in order to verify the original work. 2. Cast pieces are not eligible. Only original sculpts are eligible to enter. 3. Sculpt must not be larger than 3"x 3"x3". 25mm/28mm scale preferred. 4. Sculptor is limited to two pieces.
Your pieces need to be entered in the miniature painting contest. See Painting Contest rules for more information on this.
Other: Items needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Ivan C. Erickson

1041 1 E
Axis and Allies
Time: Friday 10:00 **Length:** 5:45
Location: Palm B (B-02)
System: boardgame (old)
Capacity: From 3 to 4 people.
Group: Arizona Wargamers
Website: www.axisandallies.org
Coordinator: Peter Couleur

1064 2 E
Classic Battle Tech 3025
Time: Sunday 10:00 **Length:** 3:45
Location: Palm F (F-16)
System: Battletech
Capacity: From 6 to 12 people.
Group: Knights of Blackrook
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Randy Patchett

1074 1 T
Mech Grinder
Time: Saturday 10:00 **Length:** 7:45
Location: Palm F (F-15)
System: Classic Battletech
Capacity: From 2 to 16 people.
Group: FanPro Commando #83
Website: www.agee-hyland.com/joel/gaming/battletech/scenarios/Grinder.htm
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Joel47

1084 2 T
Battletech - King of the Hill
Time: Friday 18:00 **Length:** 5:45
Location: Palm F (F-15)
System: Classic Battletech
Capacity: From 3 to 10 people.
Group: FanPro Commando #83
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Joel47

1094 2 T
Kurita vs Ghost Bear - Research & Development
Time: Saturday 18:00 **Length:** 5:45
Location: Palm F (F-15)
System: Classic Battletech
Capacity: From 2 to 12 people.
Group: FanPro Commando #83
Website: www.agee-hyland.com/joel/gaming/battletech/scenarios/Research_and_Development.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 5000BV points.
Coordinator: Joel47

1104 1 T
Boot Hill Double Blind
Time: Saturday 12:00 **Length:** 3:45
Location: Palm B (B-11)
System: Boot Hill (3rd ed) 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 8 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

1111 1 T
Axis and Allies
Time: Thursday 19:00 **Length:** 5:45
Location: Palm B (B-11)
System: (2004 ed.) by Hasbro
Capacity: From 7 to 9 people.
Group: Desert Rats
Coordinator: Chris C. Culver

1125 1 T
HERO: Save the World
Time: Friday 18:00 **Length:** 3:45
Location: Palm A (A-09)
System: HERO - Champions
Capacity: From 4 to 8 people.
Website: www.herogames.com
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 350 pt and level 500 pt.
Coordinator: Patrick M Halpin

1131 2 T
Axis and Allies - Novice Game 1
Time: Friday 16:00 **Length:** 4:45
Location: Palm B (B-01)
System: by Avalon Hill
Capacity: From 3 to 5 people.
Coordinator: Bryan Seminara

1141 1 T
Axis and Allies - Beginner Game 1
Time: Friday 16:00 **Length:** 4:45
Location: Palm B (B-02)
Repeated: See Event **1131** for details.

1151 3 T
Axis and Allies - Expert Game 1
Time: Saturday 16:00 **Length:** 4:45
Location: Palm B (B-01)
Repeated: See Event **1131** for details.

1161 3 T
Axis and Allies - Novice Game 2
Time: Saturday 16:00 **Length:** 4:45
Location: Palm B (B-02)
Repeated: See Event **1131** for details.

1175 1 M
Soft Target
Time: Friday 19:00 **Length:** 5:45
Location: Palm B (B-11)
System: Millennium's End (v2.0) by Chameleon Ecletric (v2.0)
Capacity: From 4 to 6 people.
Limits: Millenniums End is a modern day role-playing game using a gritty,realistic, and fast paced combat system. The characters are high end investigators in Miami Fa, who are trying to solve a Columbian drug lords sons murder. All minatures, characters. and dice are provived with all rules taught. Due to violent themes and and adult materials,participants should be over 17 years of age. Flip off the safety of your P90 and jump in!
Group: Desert Rats
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Chris C. Culver

Event 1185+

1185 1 M

Soft Target

Time: Saturday 19:00 **Length:** 5:45
Location: Palm B (B-11)
System: Millennium's End (v2.0) by Chameleon Ecletric (v2.0)
Capacity: From 4 to 6 people.
Limits: Millenniums End is a modern day role-playing game using a gritty,realistic, and fast paced combat systom. The characters are high end investigators in Miami Fa, who are trying to solve a Columbian drug lords sons murder. All minatures, characters. and dice are provived with all rules taught. Due to violent themes and and adult materials,participants should be over 17 years of age. Flip off the safety of your P90 and jump in!
Group: Desert Rats
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Chris C. Culver

1194 1 T

Boot Hill Double Blind

Time: Sunday 12:00 **Length:** 3:45
Location: Palm B (B-11)
System: Boot Hill (3rd ed) 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 8 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

1205 1 M

Masters of Evil

Time: Saturday 20:00 **Length:** 7:45
Location: Colonnade (M2-05)
System: Mutants & Masterminds
Description: The Masters of Eveil are after a acient relic that may have the power to control time itself! Your job is to stop them if you can!!! - Bring your favorite hero mini to represent your hero, on a 32mm base.
Capacity: From 6 to 8 people.
Website: www.mutantsandmasterminds.com/
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: Giddoen

1219, 1229, 1239, 1249 1 E LG: Introduction Module

1219 - Time: Thursday 14:00 **Length:** 3:45
1229 - Time: Friday 09:00 **Length:** 3:45
1239 - Time: Saturday 14:00 **Length:** 3:45
1249 - Time: Sunday 09:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: LG 1 - Intro Mod Flying Pigs (Level 1 only) It is a time of strange occurrences and ominous portents. The stars and heavenly bodies in the sky are in a precise alignment that has never been duplicated before. Gods, old and new, feel unique and wholly unfamiliar feelings and the people of Gollump are worried although not for any of these reasons. People are turning up dead, and the Sheriff doesnt know what to do. As brave heroes, can you stop the death before this one horse town disappears altogether? or A High Price to Pay (Level 1 only) The youngest son of a wealthy merchant house has been kidnapped, and his family wants you to find out why, and by whom, and above all, safely return him home. Can you find out the who and why before the kidnapping destabilizes the delicate balance of power in Oldred, and an innocent life is lost? This is a Role Playing intensive introductory LG scenario for new characters.
Capacity: From 4 to 6 people.
Limits: For 1st Level Characters Only.
Group: RPGA, Shield of Almor Gaming
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1259, 1269, 1279, 1289 2 E LG: Baby Steps

1259 - Time: Thursday 19:00 **Length:** 3:45
1269 - Time: Friday 14:00 **Length:** 3:45
1279 - Time: Saturday 09:00 **Length:** 3:45
1289 - Time: Sunday 09:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: The circus has come to town bringing with it the usual merriment, excitement, and wonder. But this season the sideshow has brought something that crosses the boundary between right and wrong. A long journey must be undertaken to save an exploited soul.
Capacity: From 4 to 6 people.
Limits: A one-round LG, Nyrond and Her Environs Metaregional adventure for APL 2 - 12.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1299, 1309, 1319, 1329 2 E

LG: Heironeous Assumptions

1299 - Time: Thursday 14:00 **Length:** 3:45
1309 - Time: Friday 09:00 **Length:** 3:45
1319 - Time: Friday 19:00 **Length:** 3:45
1329 - Time: Sunday 14:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: Who knows what the future holds... Apparently the Lord inquisitor does. The priests of Hextor have been causing many problems throughout the kingdom and now the Lord Inquisitor of the church of Heironeous has a mission for you... As well as a dire prediction if you fail.
Capacity: From 4 to 6 people.
Limits: A one-round LG module for APLs 2-12
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1339, 1349 2 E

LG: Open Market

1339 - Time: Friday 14:00 **Length:** 3:45
1349 - Time: Saturday 09:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: Trade in rare and powerful items--some of them magical--is a fact of life in Greyhawk. In the course of their violent--and often brief--lives, adventurers come into contact with a lot of them. Once they've found these items, there's another challenge: selling them.
Capacity: From 4 to 6 people.
Limits: A LG Nyrond and Her Environs Metaregional adventure set in the Theocracy of the Pale for APLs 2-14.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1359, 1369 2 E

LG: He Loves Me, He Loves Me Not

1359 - Time: Friday 19:00 **Length:** 3:45
1369 - Time: Saturday 14:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: It is the biggest event in Nyrond a Royal Wedding is to take place! In celebration you are invited to participate in a special costume ball on the eve of the grand nuptials.
Capacity: From 4 to 6 people.
Limits: A Royal Adventure for characters of 5th to 14th level. Part Four of the Scavenger Hunt series.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1379, 1389 2 E

LG: Endgame

1379 - Time: Saturday 09:00 **Length:** 8:45
1389 - Time: Sunday 09:00 **Length:** 8:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: After a long, exhaustive search you believe you have finally found the key that will lead you to what you need to defeat the Ethers. Unfortunetly that path leads back to Tenh, to the hive of the enemy. Tools in hand, you go to put an end to the threat for once and for all. Yet, there are other forces at play in this deadly game, some long forgotten.
Capacity: From 4 to 6 people.
Limits: Part 5, the Conclusion of the Ether Threat plot arc. A two-round scenario for characters levels 6-14
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1399 3 E

LG: Interactive - Incursion into the Bone March II

Time: Saturday 19:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: Incursion into the Bone March II (Nyrond Strikes Back) The king's agents have received word that goblin and orc forces are gathering near the Nyrond/Bone March border. It would be politically and strategically unwise to send the Nyrond Army in for a pre-emptive strike, but perhaps a few adventurers.
Capacity: From 4 to 6 people.
Limits: All Levels
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1409, 1419 1 M

LA: Silence, Silver and Secrets

1409 - Time: Thursday 14:00 **Length:** 3:45
1419 - Time: Friday 19:00 **Length:** 3:45
Location: Colonnade (Mature Room 2)
System: Advanced Dungeon & Dragons (3.5)
Description: LA: Silence, Silver and Secrets
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 7th level.
Website: www.rpga.com
Coordinator: Cristos

1429, 1439 1 M

LA: Hatalfl-A Game of Fox & Geese

1429 - Time: Thursday 19:00 **Length:** 3:45
1439 - Time: Saturday 09:00 **Length:** 3:45
Location: Colonnade (Mature Room 2)
System: Advanced Dungeon & Dragons (3.5)
Description: LA: Hatalfl - A Game of Fox and Geese
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 7th level.
Website: www.rpga.com
Coordinator: Cristos

1449, 1459 2 M

LA: Whispers in the Dark

1449 - Time: Friday 09:00 **Length:** 3:45
1459 - Time: Sunday 09:00 **Length:** 3:45
Location: Colonnade (Mature Room 2)
System: Advanced Dungeon & Dragons (3.5)
Description: LA: Between Candle and the Light
Capacity: From 4 to 6 people.
Limits: Unknown
Website: www.rpga.com
Coordinator: Cristos

1469, 1479 2 M

LA: Virtues Crypt

1469 - Time: Friday 14:00 **Length:** 3:45
1479 - Time: Sunday 14:00 **Length:** 3:45
Location: Colonnade (Mature Room 2)
System: Advanced Dungeon & Dragons (3.5)
Description: LA: Virtues Crypt
Capacity: From 4 to 6 people.
Limits: Unknown
Website: www.rpga.com
Coordinator: Cristos

1489 1 M

LA: Marketplace

Time: Saturday 14:00 **Length:** 3:45
Location: Colonnade (Mature Room 2)
System: Advanced Dungeon & Dragons (3.5)
Description: An opportunity to purchase and/or create magic item certificates for LA characters.
Capacity: From 4 to 6 people.
Limits: All Levels
Website: www.rpga.com
Coordinator: Cristos

1499, 1509 2 E

LS: Where the Lion Sleeps Tonight

1499 - Time: Thursday 19:00 **Length:** 3:45
1509 - Time: Saturday 14:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: An ambassador's daughter has been kidnapped in the small African nation of Namibia and the agents are sent in to retrieve her before the area sparks into open warfare. What dangers lurk in the farthest reaches of the Dark Continent, who is behind the kidnapping, and what do they hope to gain? What happens when a superspy finds himself a fish out of water? Find out in this unique LS experience that takes your agents to the very edge of civilization, and beyond!
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 16th level.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1519, 1529 2 E

LS: Winter of Discontent

1519 - Time: Friday 19:00 **Length:** 3:45
1529 - Time: Sunday 09:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: When a nuclear power station's workers go on strike, the Agency sends a team undercover to keep the site safe. Yet even the most prepared team may find itself in over its head as the area explodes into a cutthroat game of double-cross and covert mayhem!
Capacity: From 4 to 6 people.
Limits: For Characters 1st to 16th level.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1539 2 E

LF: Dorumaas Children

Time: Friday 14:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: Two years ago, the last of the Leviathans of Dorumaa gave birth to a pair of calves. These two giant children have played in the moons ocean, attracting a great deal of attention. Some of it, from a man named Rufus Trammel, they could have done without. Now, one of the calves has disappeared. Can the heroes of Culain find it before its too late?
Capacity: From 4 to 6 people.
Limits: An adventure for heroes levels 1-9. This scenario is a stand-alone episode.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1549 2 E

LF: At Your Service

Time: Sunday 14:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: The Wookiee-run Comet Broom service helps to keep the path through Culains Comet Cloud clear, so that traffic can travel through safely. Now, though, something has gone wrong, and its up to the heroes of Culain to find out what - or who - is behind it.
Capacity: From 4 to 6 people.
Limits: A standalone adventure for heroes levels 1-9.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1559, 1569 1 E

Living XXX: PC Creation

Time: Friday 14:00 **Length:** 3:45
Time: Saturday 09:00 **Length:** 3:45
Location: Palm D
System: Advanced Dungeon & Dragons (3.5)
Description: PC C
Capacity: From 4 to 6 people.
Limits: None
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1579 2 E

Living XXX: Free Gaming Slot

Time: Saturday 19:00 **Length:** 3:45
Location: Palm D
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: As per actual game limits.
Website: www.rpga.com
Coordinator: Caliban Loreseeker

1583 2 M

Voyage of Shadows (Part 1)

Time: Friday 18:00 **Length:** 5:45
Location: Sand Lotus (Whole Room + Pool Area)
System: Hunter: The Reckoning White Wolf LARP (Modified)
Description: A group of Imbued Hunters take a luxury ocean cruise seeking their prey. Soon, strange events throw these Imbued into a dangerous alliance with unlikely allies. They must work together and investigate the mysteries of the cruise ship or sail forever into the shadows...
Capacity: From 5 to 25 people.
Group: The Reality Engine
Other: This event has the following Optional Costume Theme: Cruise Ship Attire. Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Marcus Black

1591 2 E

Settlers of Catan - Seafarers

Time: Friday 16:00 **Length:** 2:45
Location: Palm B (B-03)
System: Settlers of Catan, Seafarers of Catan, Cities & Knights of Catan (Most)
Description: Scenario will be from the Seafarers set. Game will use all of the sets.
Capacity: From 4 to 4 people.
Coordinator: Mark DiBlasi

1601 3 E

Settlers of Catan - Team Catan

Time: Friday 19:00 **Length:** 2:45
Location: Palm B (B-03)
System: Settlers of Catan, Seafarers of Catan, Cities & Knights of Catan (Most)
Description: Team based scenarios for 3 teams, of 2 players each. Rules available from http://www.dallasgames.com/catan_tourney
Capacity: From 4 to 4 people.
Website: www.coolgames.com/mfg-cat/soc/0483-00.htm
Coordinator: Mark DiBlasi

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Event 1611+

1611

Carcassone

Time: Saturday 10:00 **Length:** 1:45
Location: Palm B (B-05)
System: Basic, Inns & Cathedrals, Traders & Builders, King & Scout (Current)
Description: A quick, easy to learn, very fun tile placement game. We'll be using all of the sets, with integrated rules from the sets. We should be able to get a few games in during the 2 hour time block. Check out the Board Game Geek site, or Rio Grand Games site for info on the games.
Capacity: From 4 to 4 people.
Website: www.boardgamegeek.com/game/822
Coordinator: Mark DiBlasi

1625

Hack Master Intro Tournament

Time: Saturday 14:00 **Length:** 4:45
Location: Palm A (A-04, A-05, & A-07)
System: Hack Master (4th ed.)
Description: Tired of run-of-the-mill RPG's? Want something different? Come try HackMaster, a combination of old-school RPG mixed with an updated gaming system and a personality as quirky as your own. HackMaster, where the only true limitation is your imagination.
Capacity: From 3 to 18 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 1 and level 3.
Coordinator: Dan Manookin

1631

German Board Games (Kohle, Kie, & Knete OR Adel Verpflichtet)

Time: Saturday 16:00 **Length:** 1:45
Location: Palm B (B-04)
System: German Board Games
Description: Rarely is a game broken down to its bare essense as cleanly as this game is. Up to sixteen deals can be made over the course of the game, and a player who successfully makes a deal is given a certain amount of money. In order to close the deal, however, he will need to seek help from the other players in exchange for a piece of the payoff. Complicating matters quite bit, each player has a hand of action cards which can be used to derail negotiations. After ten deals have been made, a die is rolled each turn to determine if the game is over, with the victory going to whoever has the biggest bankroll.
Capacity: From 4 to 6 people.
Limits: Each game is about 60 minutes in length.
Website: www.boardgamegeek.com
Coordinator: Michael K Prator

1645

Saving Lives

Time: Friday 14:00 **Length:** 3:45
Location: Palm A (A-04)
System: Gamma World (D20 Modern)
Description: An android, Mika, asks for your help in finding a stepford android and stopping it before it goes berserk. And then getting ten small vials it has that will save Mika's human friends. And Mika will reward you well.
Capacity: From 4 to 8 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 3 and level 4.
Coordinator: Elizabeth Woodward

1655

Rescue Operation

Time: Saturday 10:00 **Length:** 3:45
Location: Palm A (A-04)
System: D&D (3.5)
Description: Rescue the daughter of a wealthy merchant. Paying you to rescue her is cheaper than paying a 4 million gp ransom. And bringing the kidnappers back to stand trial is optional, ie only if you don't kill them all. (No evil PCs allowed)
Capacity: From 4 to 8 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 5 and level 6.
Coordinator: Elizabeth Woodward

1665

Mapping the Palace

Time: Sunday 10:00 **Length:** 3:45
Location: Palm A (A-04)
System: D&D (3.5)
Description: How hard can making a map of the royal palace be? Just map 50 rooms. Payment is 1000gp and magic item to each survivor. This may not be as easy as you thought. But they will raise you if you get killed.
Capacity: From 4 to 8 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 2 and level 4.
Coordinator: Elizabeth Woodward

1683

Diagon Alley Live

Time: Saturday 10:00 **Length:** 7:45
Location: Executive Board Room (Whole Room + East Courtyard)
System: HLA (1.?)
Description: Diagon Alley Live takes place after the school year of Hogwarts Live Action, "The Thieves of Time" (HLA1). This interlude will tie up a few loose ends and perhaps start a few new ones before next year's HLA2.
Capacity: From 2 to 32 people.
Group: Tricuspa Figment Live Action Systems (TFLAS)
Website:
www.geocities.com/azrazzie/HogwartsLiveAction.htm
Other: This event has the following Requested Costume Theme: Harry Potter Contemporary Wizard/Witches and Muggles. Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tricuspa

1694

Solaris VII Steiner Colliseum, Unlimited

Time: Friday 19:00 **Length:** 3:45
Location: Palm F (F-16)
System: Classic Battletech (Level 3)
Description: Classic Battletech 3067: Level 3 Rules (modified). Solaris VII Steiner Colliseum, Unlimited Class Tournament: 1 Battlemech of any tonnage per Player (Customs designs allowed on Heavy Metal Pro Sheets Only). Bring your own mechs or use what is brought. 3d Geohex terrain. Game start 7:00 pm (Allowing 1 hour setup and 1 hour teardown time)
Capacity: From 0 to 12 people.
Group: 13th Heavy Metal Legion, Mechforce USA Tucson
Website: www.classicbattletech.com##
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Brian C. Walrath

1704

Project Phoenix Faceoff:

Time: Saturday 19:00 **Length:** 3:45
Location: Palm F (F-16)
System: Classic Battletech (Level 3)
Description: Classic Battletech 3067: Level 3 Rules (modified). Project Phoenix Faceoff: Equal forces by BattleValue of the newest battlemechs fight it out in the heart of a City. All Mechs and sheets provided. Game starts 7:00 pm (Allows 1 hour setup and 1 hour teardown time).
Capacity: From 0 to 12 people.
Group: 13th Heavy Metal Legion, Mechforce USA Tucson
Website: www.classicbattletech.com
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Brian C. Walrath

1715

The Wurld of Hack

Time: Friday 19:00 **Length:** 4:45
Location: Palm A (A-04, A-05, & A-07)
System: HackMaster (4th ed.)
Description: Tired of playing RPG's that all seem alike? Want something different? Come try HackMaster, the RPG designed for lifelong gamers by lifelong gamers. The game that is as quirky as you are!
Capacity: From 4 to 18 people.
Website: www.kenzerco.com
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 1 and level 3.
Coordinator: Dan Manookin

1724, 1734

Big Hunt

1724 - Time: Friday 20:00 **Length:** 3:45
1734 - Time: Saturday 16:00 **Length:** 3:45

Location: Palm B (B-10)
System: G.A.S.L.I.G.H.T. (2)
Description: You are a fearless hunter on an expedition to be the best from your lodge.With your team of bearers you will strive to be the first to return to the lodge with the most points,(or just arrive alive).Happy Hunting!!
Capacity: From 3 to 6 people.
Limits: Every thing needed will be supplied. This event uses a lot of custom made figures, the mediator request you respect there figures else you will be asked not to play.
Group: Desert Rats
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Paul Moody

1742

Deluxe Illuminati

Time: Saturday 19:00 **Length:** 2:45
Location: Palm B (B-04)
System: Illuminati
Description: Deluxe Illuminati (not to be confused with the trading-card version, INWO) is back in print! This new edition features full-color cards and improved money chits ... but it's the same game you know and fear, of secret conspiracies battling

for world control. 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. This is a great
Capacity: From 2 to 8 people.
Website: www.sjgames.com/illuminati/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Mark Stone

1753 2 M

Voyage of Shadows (Part 2)

Time: Saturday 18:00 **Length:** 5:45
Location: Courtyard (West Courtyard + Stairs 1st & 2nd Floor, 2nd Floor Landing)
Repeated: See Event **1583** for details.

1763 1 T

Honor and Darkness (Part 1)

Time: Friday 18:00 **Length:** 5:45
Location: Executive Board Room (Whole Room + West Courtyard)
System: Legend of the 5 Rings (1)
Description: An independent Legend of the 5 Rings larp designed by independents. A world where the power of honor is greater than any mighty sword. A warrior must uphold the ideals of his society while battling dark demons who would tear down the empire. You must keep your honor clean as you work into the darkest pits of the Legends of the 5 Rings society.
Capacity: From 5 to 30 people.
Limits: This is part one of a two part event.
Other: This event has the following Optional Costume Theme: Feudal Japan. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Keith Faulkner

1775 3 M

Vampire Requiem Demo

Time: Thursday 19:00 **Length:** 4:45
Location: Cavetto (MR-03)
System: White Wolfs World of Darkness (Mixed)
Description: Since time immemorial, the Kindred - vampires - have stalked their prey, unseen by the mortal masses. Their world is a xenophobic nightmare, populated by tyrannical despots, wildeyed heretics, bloodthirsty rogues and scheming manipulators, all unified by the mysterious curse of vampirism. And you would join them? You would live forever? To play the lusts of mortals like a violinist plays the strings? Then beware, the price is steep to enter the neofeudal hell that the Damned have wrought. Welcome to Undeath
Capacity: From 4 to 6 people.
Limits: Come and see Requiem for yourself what this new system has to offer before it even comes out. This game will be set in a wicked modern New Orleans. Pregenerated characters will be provided with prizes given for quality role-playing. As this is a White Wolf demo event you must be 16 to participate.
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: White Wolf Demo Team

1785 2 M

Snatch and Grab

Time: Friday 14:00 **Length:** 3:45
Location: Cavetto (MR-03)
System: White Wolfs World of Darkness (Mixed)
Description: For too long you and those who believe as you have suffered under the yoke of those who proclaim themselves Elders. Well tonight you and yours will teach them a lesson. The Toreador Melissa Eastbrook is hosting this years Grand Harpy Gathering at the Sea Crest Resort. It is said that she is the most powerful Camarilla Elder west of the Mississippi. It is rumored that not only does she have the ear of the Inner Counsel but also it is said that she has Media influence worldwide. Well that won't help her Childer now. It is three nights from the opening of the Gathering where Melissa will reveal her first childer in 400 years. She will have to meet our demands or we will deliver her Childer's head to the Gathering.
Capacity: From 4 to 6 people.
Limits: This will be a mid level Vampire the Masquerade tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1795 2 M

A Walk in the Park...

Time: Friday 15:00 **Length:** 3:45
Location: Cavetto (MR-01)
System: White Wolfs World of Darkness (Mixed)
Description: The Prince has formally invited you to a meeting, as paranoia claws in the back of your brain, what does he want? He asks you to do a small favor for him. He assures that you will be well compensated. He has even booked a private plane. Surely, this will be a walk in the park.
Capacity: From 4 to 6 people.
Limits: This will be a mid level Vampire the Masqueraded tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1805 3 M

Dear journal

Time: Friday 16:00 **Length:** 3:45
Location: Cavetto (MR-06)
System: White Wolfs World of Darkness (Mixed)
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 6 people.
Limits: This will be an advanced Hunter the Reckoning tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1815 1 M

Creatures in the night

Time: Friday 16:00 **Length:** 3:45
Location: Cavetto (MR-02)
System: White Wolfs World of Darkness (Mixed)
Description: The town of Splendor Falls has had recent rash of unsolved deaths. The police think it's a serial killer - but you know better - this serial killer is a Vampire. The question is, are you utterly committed enough to put it down like the mad dog that it is?
Capacity: From 4 to 6 people.
Limits: This will be an "Old School" Hunters Hunted game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1825 1 M

Milk, eggs, and cheese...

Time: Friday 17:00 **Length:** 3:45
Location: Cavetto (MR-07)
System: White Wolfs World of Darkness (Mixed)
Description: You're memories aren't all that clear right now, something about stopping to get some milk, eggs, and cheese The only thing you're sure of is that you're head REALLY hurts. Now some guy is preaching to you that you are the Sword of Cain and you WILL strike down the puppets of the Antediluvians! Also for some asinine reason, you're inclined to believe him, HELL YOU WANT TO STRIKE DOWN THE PUPPETS OF THE ANTIWHOEVERS!
Capacity: From 4 to 6 people.
Limits: This will be an entry level Sabbat game focusing on the first wave of the Sabbat siege on Seattle. As the shovel heads you are the first wave! HOOOO RAH! Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

Event 1835+

1835 3

Party Crashers Wanted

Time: Friday 19:00 **Length:** 6:45
Location: Cavetto (MR-03)
System: White Wolfs World of Darkness (Mixed)
Description: The Sabbat in a bold and telling strike have taken Kristoff Valchek. They brag that they will put him through the Creation Rite as the culmination of Pella Grande. This can not be allowed. Kristoff has been involved in some of the most successful assaults against the Sabbat. If turned he would be a devastating weapon against the Camarilla. The Justicare Lucind is calling for those who would answer the call - to infiltrate Mexico City and return with Kristoff.
Capacity: From 4 to 6 people.
Limits: This will be an advanced Vampire the Masquerade tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: White Wolf Demo Team

1845 2

Two if by Sea Haven...

Time: Friday 20:00 **Length:** 7:45
Location: Cavetto (MR-01)
System: White Wolfs World of Darkness (Mixed)
Description: You sit cross-legged by your campfire. Exhaustion clouds your mind.the unnatural mist surrounding your camp swirls around your the coils of some great serpent. You know that your weariness comes not only from the packs actions of the day; it is the weariness of life. Your time in the Tellurium is almost over; grinning, you imagine what it will be like to return once more to loving embrace of mother Gaia. Thoughts of your unfulfilled duty bring you back to reality. New guardians must be found! Already the sacred stones have felt to touch of the Wyrm. You let loose with a pleading howl. Gaia willing the new guardians will arrive in time. Spent, you drift off into a restless sleep. The serpent's coils constrict a little tighter…
Capacity: From 6 to 10 people.
Limits: This will be a mid-level Werewolf the Apocalypse tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1855 1

Half a pound of topney rice...

Time: Saturday 13:00 **Length:** 3:45
Location: Cavetto (MR-03)
System: White Wolfs World of Darkness (Mixed)
Description: You just love playing old children's games and making kids dream, it makes you feel so alive. But no one wants to play today, they are all having nightmares and so are you. So what do you do when "pop goes the weasel" turns into "out comes the evil?"
Capacity: From 4 to 6 people.
Limits: This will be a beginning level Changeling the Dreaming tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1865 2

The Happiest Place on Earth

Time: Saturday 14:00 **Length:** 3:45
Location: Cavetto (MR-01)
System: White Wolfs World of Darkness (Mixed)
Description: Wilderness Parks America invites your family to come and enjoy the wild outdoors with us at our newest location: Adventure Park Washington! 400 genetically improved acres in the heart of Washington's oldest and most pristine forest, here we offer your family all the excitement and adventure of the wild outdoors in our controlled, sanitized, and above all safe environment. Our newest park offers the latest in animatronics; so advanced that 4 out of 5 zoologists can't tell the difference! Whether you take the plunge into Bucktooth Beaver's Wild Rapids or take a stroll through Lumberjack Park we guarantee that your family will have the time of their lives or your money back! So please, let our family entertain your family at Adventure Park Washington!
Capacity: From 4 to 6 people.
Limits: This will be a mid-level Werewolf the Apocalypse tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1875 2

Pawn Takes Bishop ... Check.

Time: Saturday 15:00 **Length:** 3:45
Location: Cavetto (MR-07)
System: White Wolfs World of Darkness (Mixed)
Description: The Sabbat Templar known as Hendrik the Aggressor is traveling to the Northwest to aid in the war against the Camarilla. The good news; the Camarilla knows he's coming. The bad news; no one is available to stop him - except you.
Capacity: From 4 to 6 people.
Limits: This will be a mid level Vampire the Masqueraded tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1885 2

To the highest bidder...

Time: Saturday 16:00 **Length:** 3:45
Location: Cavetto (MR-06)
System: White Wolfs World of Darkness (Mixed)
Description: Once so not so long ago our numbers were great - so great that the Wyrm trembled at our collective howl.and now there are precious few of us left. The events in Seattle are yet another sign that the apocalypse is nigh. The great warriors of the Northwest have fallen. Ancient and powerful Caerns have been leveled. What's more, in the wake of the destruction, several powerful artifacts have gone unaccounted for. Now rumors like the stench of carrion have found our attention. Someone claims to sell these - our most precious heirlooms. The problem is this some one is going to sell these relics to the highest bidder. We must retrieve these artifacts - before more of our heritage, falls to the Wyrm. As the remaining cubs you must rise up and reclaim your inheritance.
Capacity: From 4 to 6 people.
Limits: This will be a mid-level Werewolf the Apocalypse tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1895 3

Race you to Tijuana

Time: Saturday 20:00 **Length:** 7:45
Location: Cavetto (MR-01)
System: White Wolfs World of Darkness (Mixed)
Description: The Shadow Lord Elder's face is covered in panic and foreboding as he addresses the tattered remnants of the Sept of the Evergreen. Her name is Arial Blackstone. She is 5'4" 113 lbs. with black hair and green eyes - she is my kin and SHE HAS BEEN TAKEN! I call upon the Sept's aid in retrieving her. She carries the blessing and the birthright of Grandfather Thunder. Two hours ago those thrice damned Black Spiral Dancers slew four of ours and kidnapped her. That was 3 hours ago now you and your pack are hot on their trail - but will you be enough?
Capacity: From 6 to 10 people.
Limits: This will be an advanced Werewolf the Apocalypse tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1905 3

To Pluck the Eyes of the Dragon

Time: Saturday 19:00 **Length:** 6:45

Location: Cavetto (MR-03)
System: White Wolfs World of Darkness (Mixed)
Description: It has been said that to stop a Dragon one must first "Pluck the Eyes." The Asian Kindred have advanced seemingly unchecked on the West Coast. This is about to change. A band of capable and motivated operators have been picked to strike deep in to the heart of the thrice damned Kindred of the East.
Capacity: From 4 to 6 people.
Limits: This will be an extended advanced World of Darkness table top game. This is an opportunity for you to play your favorite character in a game that will require planning as well as ferocity.
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1915 2 M

Oh what tangled webs

Time: Sunday 11:00 **Length:** 3:45
Location: Cavetto (MR-03)
System: White Wolfs World of Darkness (Mixed)
Description: You have all been invited to the ball of the great southern prince Agganon as he prepares for his accent to his fathers throne. But where is his sister? You can't help but wonder what a prince would be willing to do for you if you found her and brought her back alive.
Capacity: From 4 to 6 people.
Limits: This will be a mid level Exalted tabletop game set in David Martin's Seattle campaign. Players of all experience welcome, pregenerated characters will be provided; however since this official White Wolf Demo players must be at least 16 years old. Prizes will be awarded to the best roll players. Questions contact David at the_wreckingcrew@hotmail.com
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

1923 1 T

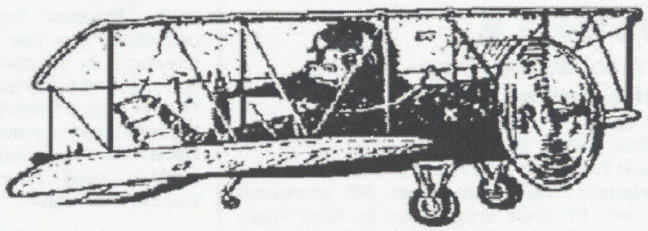
Honor and Darkness (Part 2)

Time: Saturday 18:00 **Length:** 5:45
Location: Sand Lotus (Whole Room + Pool Area)
Repeated: See Event **1763** for details.

1934 2 E

Warhammer 40,000 Rogue Trader

Time: Saturday 09:00 **Length:** 8:45
Location: Palm F (F-01 -- F-06)
System: Warhammer 40K (3)
Description: Warhammer tournament rules The general rules for the Rogue Trader Tournament are straightforward. You must use the same army for each game, and the models must be painted Citadel Miniatures. The latest edition of the rules must be used. Furthermore,contestants should know that Rogue Trader Tournaments are for fun, and that poor sportsmanship will not be tolerated in any way.
Capacity: From 16 to 20 people.
Website:
www.conevents.com/page/h14/rouge_trader.asp
Other: This event is a tournament which lasts 3 rounds. Miniatures needed to participate in this event will be supplied by the Players. Army size needs to fall between 2000 points and 2000 points.
Coordinator: Sean Mieth



Flying Buffalo

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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.

We also publish role playing game books, such as Tunnels & Trolls, Mercenaries, Spies and PrivateEyes, and the Catalyst generic role playing books, such as the Citybooks and Grim tooth's Traps.

1944 2 E

Warhammer Rogue Trader

Time: Friday 09:00 **Length:** 8:45
Location: Palm F (F-01 -- F-06)
System: Warhammer (3)
Description: Warhammer tournament rules The general rules for the Rogue Trader Tournament are straightforward. You must use the same army for each game, and the models must be painted Citadel Miniatures. The latest edition of the rules must be used. Furthermore,contestants should know that Rogue Trader Tournaments are for fun, and that poor sportsmanship will not be tolerated in any way.
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Other: This event is a tournament which lasts 3 rounds. Miniatures needed to participate in this event will be supplied by the Players. Army size needs to fall between 2000 points and 2000 points.
Coordinator: Sean Mieth

1951, 1961 1 E

Axis and Allies

1951 - Time: Saturday 10:00 **Length:** 5:45
1961 - Time: Sunday 10:00 **Length:** 5:45
Location: Palm B (B-02)
Repeated: See Event **1041** for details.

1975 1 T

HERO: Save the World

Time: Saturday 14:00 **Length:** 3:45
Location: Palm A (A-12)
Repeated: See Event **1125** for details.

1985 1 T

HERO Character Workshop

Time: Saturday 10:00 **Length:** 3:45
Location: Palm A (A-12)
Repeated: See Event **1125** for details.

2034, 2044 1 M

Big Hunt

2034 - Time: Saturday 10:00 **Length:** 3:45
2044 - Time: Saturday 22:00 **Length:** 3:45
Location: Palm B (B-10)
System: G.A.S.L.I.G.H.T. (Original)
Description: You are a fearless hunter on an expedition to be the best from your lodge.With your team of bearers you will strive to be the first to return to the lodge with the most points,(or just arrive alive).Happy Hunting!!
Capacity: From 3 to 9 people.
Limits: Every thing needed will be supplied. This event uses a lot of custom made figures, the mediator request you respect there figures else you will be asked not to play.
Group: Desert Rats
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Jim Chaney

2054 1 E

Warmachine Demo

2054 - Time: Friday 17:00 **Length:** 1:45
2064 - Time: Friday 20:00 **Length:** 1:45
Location: Palm F (F-09)
System: Warmachine by Privateer Press
Description: Take command of your powerful battle-mage -the Warcaster- and a battlegroup of Warjacks - ash-hurling, steam belching, iron giants! So bring it on...if you've got the metal.
Capacity: From 1 to 2 people.
Website: www.ikwarmachine.com
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator.
Coordinator: CHUD

Event 2074+

2074 1 E

Warmachine Tourney - Heated Confrontation

Time: Saturday 12:00 **Length:** 5:45
Location: Palm F (F-09 -- F-14)
System: Warmachine by Privateer Press
Description: This is an official, PP sponsored event with PP prize support run by local Press Ganger CHUD. It will be a swiss style tournament to determine the overall winner, with additional prizes for Best Faction, Best Sportsmanship & Best Paint. It will last 5 rounds or until we have only 1 undefeated player.
Capacity: From 4 to 24 people.
Website: www.ikwarmachine.com
Other: This event is a tournament which lasts 5 rounds. Miniatures needed to participate in this event will be supplied by the Players. Army size needs to be less than 750 points.
Coordinator: CHUD

2084 1 E

Warmachine Tourney - Midnight Mangled Metal Madness

Time: Sunday 00:00 **Length:** 3:45
Location: Palm F (F-09 -- F-14)
System: Warmachine
Description: This is an official, PP sponsored event with PP prize support run by local Press Ganger CHUD. It will be a swiss style tournament to determine the overall winner, with additional prizes for Best Faction, Best Sportsmanship & Best Paint. It will last 4 rounds or until we have only 1 undefeated player.
Capacity: From 4 to 16 people.
Website: www.ikwarmachine.com
Other: This event is a tournament which lasts 4 rounds. Miniatures needed to participate in this event will be supplied by the Players. Army size needs to be less than 500 points.
Coordinator: CHUD

2091 1 E

Old School Axis & Allies

Time: Thursday 14:00 **Length:** 2:45
Location: Palm B (B-03)
System: Axis & Allies
Description: Basic Axis and Allies with a few modifications possible depending upon player interest
Capacity: From 2 to 5 people.
Coordinator: Scott

2101 1 E

Strange Synergy

Time: Saturday 16:00 **Length:** 1:45
Location: Palm B (B-05)
System: Strange Synergy Board Game
Description: In a place beyond time, teams of super-powered fighters battle to the death. For universal mastery? For glory? Or just because there's nothing on TV? Enough of that stuff. You didn't sign up for this game to read a story. You want to pick powers and kick butt. Let's go.
Capacity: From 2 to 4 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/strangesynergy/
Coordinator: Paul

2112 1 E

Ninja Burger

Time: Saturday 18:00 **Length:** 1:45
Location: Palm C (C-09)
System: Ninja Burger Card Game
Description: You are ninja, the master of the night. Whatever the obstacles, whatever the opposition, you can deliver a burger and fries anywhere. In 30 minutes or less. You will bring honor to your franchise. Failure is not an option.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/ninjaburger/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Paul

2125 1 M

GURPS Survival Horror

Time: Saturday 21:00 **Length:** 3:45
Location: Palm A (A-06)
System: GURPS
Description: The End of the World is Nigh... A new day has dawned and the world has seemingly gone mad. The streets are filled with packs of humans with glazed hungry yellow eyes hunting for those untainted. Hunting for you. You and a small group of others have managed to find temporary safety but where will you go from here, and how will you escape?
Capacity: From 3 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/gurps/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Paul

2135 2 T

GURPS CthuhluPunk

Time: Sunday 14:00 **Length:** 3:45
Location: Palm A (A-06)
System: GURPS
Description: Welcome to your Dark Future. You are an Edgerunner plying your specialized trade in the fringes and shadows of a world of ferroconcrete and stainless steel. This latest job looks like everything you could ask for, money, low risk, a big score. So whats the catch?
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Paul

2141, 2151 1 E

Greed Quest the Board Game

2141 - Time: Thursday 20:00 **Length:** 1:45
2151 - Time: Friday 10:00 **Length:** 1:45
Location: Palm B (B-05)
System: Greed Quest (1.0)
Description: Greed Is Good! ... and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it ... but everyone else is between you and the exit! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack ... but some cards will change the rules when you least expect it! This is a fast, unpredictable game, easy to learn and fun for all ages, with lots of quick replay value. And it's illustrated by Phil Foglio!
Capacity: From 3 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/greedquest
Coordinator: JustJessie

2161 1 E

Ninja Burger

Time: Friday 12:00 **Length:** 1:45
Location: Palm B (B-05)
System: Ninja Burger (1.0)
Description: The twisted minds that brought you Chez Geek and Munchkin are back. Based on the popular website at www.ninjaburger.com, this hilarious card game, designed by Steve Jackson, pits you against your fellow trainees in a new Ninja Burger store. Hone your skills. Learn the secrets of stealth, swordsmanship, and customer service. Fight for honor, respect, big tips, and that coveted promotion ...
Capacity: From 3 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/ninjaburger
Coordinator: JustJessie

2171 1 E

Strange Synergy

Time: Friday 14:00 **Length:** 3:45
Location: Palm B (B-05)
System: Strange Synergy (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? No two games are the same. How many ways can you make four different teams of three warriors, out of 100 powers? The mind boggles, and the fun never ends!
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/strangesynergy
Coordinator: JustJessie

2182 1 C

Spooks

Time: Saturday 12:00 **Length:** 1:45
Location: Palm B (B-05)
System: Spooks (1.0)
Description: In this fast-moving game, you play your cards by matching numbers and suits. The first player to empty his hand wins ... and the spooks get everybody else! Each suit (Spiders, Ghosts, Goblins, Skeletons, and Bats) has a special rule, and the top card in each suit has a special power ... so you don't know who will be first to escape the haunted house until the final card is played. Spooks is a great quick party game ... kids will enjoy it, too!
Capacity: From 3 to 8 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/spooks
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: JustJessie

2195 2 T

GURPS: Finders Fee (4th Edition)

Time: Saturday 16:00 **Length:** 3:45
Location: Palm A (A-06)
System: GURPS (4th Ed. Lite)
Description: A GURPS 4th Edition Fantasy adventure by Jessie D. Foster. Agamar is an old, crazy alchemist. His many experiments and concotions need some of the most bizarre ingredients. Of course, he's too busy to go hunting for such things himself. That is where you come in. You are one of the few, the expendable, the minions of Agamar. It is your job to find and collect the ingredients your employer needs, in the time and quantity needed.
Capacity: From 3 to 6 people.
Limits: This is a low-powered introductory GURPS 4th Edition Fantasy adventure intended for beginning through advanced GURPS players. Characters are provided.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/gurps

Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level 100 and level 150.
Coordinator: JustJessie

2206, 2216, 2226 1 E

Amtgard - Information Table

2206 - Time: Friday 17:00 **Length:** 4:45
2216 - Time: Saturday 10:00 **Length:** 9:45
2226 - Time: Sunday 14:00 **Length:** 3:45
Location: Palm Ballroom Foyer
System: Amtgard INC. Live Action (6.0)
Description: Fighters and wizards Wanted! Amtgard a nonprofit organization needs new members to come out and join the fun we are looking for anyone over the age 14 to pick a safe padded weapon and be the hero or druid of your dreams We are safe and have chapters all thought the states and some in other countries come joins us and be apart of the Dream known as Amtgard.
Capacity: From 0 to 300 people.
Limits: Information Table to answer all your questions about our Group. We will have short 2 hour demos all weekend. Come join the Fun.
Group: Amtgard/ Barony of Ardent Sands/Shire Of Amoonalyn
Website: www.amtgard.com
Other: Items needed to participate in this event will be supplied by the Both.
Coordinator: Jacob M

2233, 2243, 2253, 2263, 2273, 2283, 2293, 2303 1 T

Amtgard - Game Demo

2233 - Time: Friday 19:00 **Length:** 1:45
2243 - Time: Saturday 11:00 **Length:** 1:45
2253 - Time: Saturday 13:00 **Length:** 1:45
2263 - Time: Saturday 15:00 **Length:** 1:45
2273 - Time: Saturday 17:00 **Length:** 1:45
2283 - Time: Saturday 19:00 **Length:** 1:45
2293 - Time: Sunday 15:00 **Length:** 1:45
2303 - Time: Sunday 17:00 **Length:** 1:45
Location: Palm Ballroom Foyer
System: Amtgard INC. Live Action (6.0)
Description: Fighters and wizards Wanted! Amtgard a nonprofit organization needs new members to come out and join the fun we are looking for anyone over the age 14 to pick a safe padded weapon and be the hero or druid of your dreams We are safe and have chapters all thought the states and some in other countries come joins us and be apart of the Dream known as Amtgard.
Capacity: From 10 to 10 people.
Group: Amtgard/ Barony of Ardent Sands/Shire Of Amoonalyn
Website: www.amtgard.com
Other: This event has the following Optional Costume Theme: Fantasy. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 1 and level 6.
Coordinator: Jacob M

2311, 2341 1 E

UberPlay: The best games youve never heard of.

2311 - Time: Friday 10:00 **Length:** 3:45
2341 - Time: Saturday 10:00 **Length:** 3:45
Location: Palm B (B-03, B-04)
System: Uberplay (Mixed)
Description: This is an open demo for UberPlay games, some of the best games around. Including Alhambra (Germanys Game of the Year 2003), New England (GAMES Magiazine 2004 game of the year), Wild Life (GAMES Magazine Advanced Stratagy Game of the Year 2004) and many more.
Capacity: From 0 to 8 people.
Website: www.uberplay.com/
Coordinator: Jason Sato

2354 1 E

Gamers Inn D&D Minis Giants

Time: Saturday 18:00 **Length:** 5:45
Location: Palm F (F-09 to F14)
System: D&D Miniatures (Skirmish)
Description: Description: Sealed box format. Each player receives one Giants of Legend and one Archfiends booster to create either a 350 or 450 point warband. Swiss rounds lead to single elimination finals. Winner recieves a Giants Booster, runner-up an Archfiends booster. All entrants receive a $5 gift certificate to Gamers' Inn. Entry fee $25.
Capacity: From 4 to 16 people.
Other: This event is a tournament which lasts 4 rounds. Miniatures needed to participate in this event will be supplied by the Event Mediator. Army size needs to fall between 350 points and 450 points.
Cost: $25.00
Coordinator: Scooter

2364, 2374 2 E

Gamers Inn D&D Minis 200 pt Constructed

2364 - Time: Friday 18:00 **Length:** 4:45
2374 - Time: Sunday 10:00 **Length:** 4:45
Location: Palm F (F-11 to F-14)
System: D&D Miniatures (Skirmish)
Description: 200 point constructed warbands. Tournament legal bands, including terrain, markers, and map boards. DCI sanctioned. Winner gets a Giants of Legend booster, runner-up gets an Archfiends booster. Each participant gets a $5 gift certificate to Gamers' Inn. $5 entry fee.
Capacity: From 4 to 8 people.
Other: This event is a tournament which lasts 3 rounds. Miniatures needed to participate in this event will be supplied by the Players. Army size needs to fall between 200 points and 200 points.
Cost: 5
Coordinator: Scooter

2382, 2392 1 T

Munchkin Qualifier finals Sunday

2382 - Time: Thursday 19:00 **Length:** 1:45
2392 - Time: Friday 20:00 **Length:** 1:45
Location: Palm B (B-04)
System: Munchkin (Orignal)
Description: Come play in the Munchkin tourney!!! The is part of weekend long tournament with the finals on Sunday. Tournament structure and rules to be explained at table. Open to all skill levels.
Capacity: From 3 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjg.com
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tali AZMIB #8254

2402 1 T

Munchkin Fu Qualifier for finals on Sunday

Time: Saturday 12:00 **Length:** 1:45
Location: Palm B (B-01)
Repeated: See Event **2382** for details.

2412 1 T

Munchkin Finals (Epic Munchkin)

Time: Sunday 13:00 **Length:** 3:45
Location: Palm B (B-05)
System: Munchkin (Epic)
Description: This the Munchkin Finals. You need to have played in a Munchkin qualifier and qualified to play in this. To be qualified you must be one of the top 6 players out of all the qualifing Munchkin games. Based on point value.
Capacity: From 0 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tali AZMIB #8254

2422 1 RP

Single Deck Partnership Pinochle

Time: Sunday 11:00 **Length:** 1:45
Location: Palm B (B-03)
System: Pinochle Cards (Classic)
Description: similar to Spades and Hearts
Capacity: From 4 to 4 people.
Limits: Pinochle Deck, 48 cards
Group: Desert Rats
Website: www.pagat.com
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Felice Larsen

2431 1 E

Chess Club: Chess Madness (Chess Room is Open)

2431 - Time: Friday 19:00 **Length:** 0:45
2441 - Time: Saturday 10:00 **Length:** 0:45
2451 - Time: Sunday 08:00 **Length:** 0:45
Location: Joshua Tree (JT-All)
System: Modern Chess ((USCF))
Description: Open Chess Gaming Available ALL DAY! Regular Chess and many variation games will be available including Kriegspiel, Bughouse, and Crazyhorse.
Capacity: From to 0 people.
Limits: The USCF rating system, developed by statistician Arpad Elo in the early 60s, rates the performance of chessplayers in sanctioned tournaments. Most ratings fall between 400 and 2600, with an average of about 1350. The highest rated active member in the US is Grandmaster Gregory Kaidanov, rated 2742 as of October 2002. In 1970, the World Chess Federation adopted the USCF rating method for international events. In 1993, World Champion Gary Kasparov achieved the highest international rating ever, 2805, breaking Bobby Fischer's 1972 record of 2785. GM Kasparov is now rated 2838, and remains the highest rated chessplayer internationally.
Group: US Chess Federation (USCF)
Website: www.uschess.org/
Coordinator: Myron Lieberman

2461, 2471, 2481, 2491, 2501, 2511 1 E

Chess Club: Rated/Unrated Chess

Time: Friday 19:00 to Close
Time: Saturday 10:00 to Close
Time: Sunday 08:00 to Close
Location: Joshua Tree (JT-All)
System: Modern Chess ((USCF))
Description: Time stands for none. Kingdoms rise & fall. Realms are conquered, in a lifetime, in a heartbeat. Legends are born. Your King, Your People, Your Valor are only as strong as Your Minds Eye. Come join us for this spell binding classic, Traditional Chess and many other variations of chess will be available from the Chess Club at HexaCon XIII. Rated games must be paid for. Please join us for Open Chess at HexaCon - Myron and Rachel Lieberman.

www.hexacon.org

HexaCon 15

Arizona's Largest Gaming Convention

Aug 4* - 7, 2005

Tempe Mission Palms, Tempe, AZ

Arizona's Largest Annual Science Fiction and Fantasy Gaming Convention will be back in Tempe for the 2005 edition. We will be returning to the Tempe Mission Palms in downtown Tempe with lots of room and tons of nearby restaurants and shopping.

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* Special events and activities are planned for pre-registered members on August 4th

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Bughouse
Crazyhouse

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Limits: The USCF rating system, developed by statistician Arpad Elo in the early 60s, rates the performance of chessplayers in sanctioned tournaments. Most ratings fall between 400 and 2600, with an average of about 1350. The highest rated active member in the US is Grandmaster Gregory Kaidanov, rated 2742 as of October 2002. In 1970, the World Chess Federation adopted the USCF rating method for international events. In 1993, World Champion Gary Kasparov achieved the highest international rating ever, 2805, breaking Bobby Fischer's 1972 record of 2785. GM Kasparov is now rated 2838, and remains the highest rated chessplayer internationally.
Group: US Chess Federation (USCF)
Website: www.uschess.org/
Coordinator: Myron Lieberman

2521, 2531, 2541, 2551, 2561, 2571, 2581, 2591

Chess Club: Chess Clinic

Time: Friday 19:00 to Close
Time: Saturday 10:00 to Close
Time: Sunday 08:00 to Close
Location: Joshua Tree (JT-All)
System: Modern Chess ((USCF))
Description: Is there a doctor in the house? Does your game lack that tactical advantage? Do you want to know how to play better? We have the program for you, it will Analyze your game at what ever level you play and give you help even while you're playing. So come on down and see the doctor.
Capacity: From 2 to 2 people.
Limits: The Chess Club is open for gaming when you are. Stop on in and see the doctor, or play open chess anytime. - Myron and Rachel Lieberman.
Group: US Chess Federation (USCF)
Website: www.uschess.org/
Coordinator: Myron Lieberman

2601

Chess Club: Last Call

2601 - Time: Friday 21:00 **Length:** 0:45
2611 - Time: Saturday 19:00 **Length:** 0:45
2621 - Time: Sunday 11:00 **Length:** 0:45
Location: Joshua Tree (JT-All)
System: Modern Chess ((USCF))
Description: The Chess Club will be closing for the night in 1 hour. This is your last chance to get in a finnal game for the evening. So run on over and play some chess. Regular Chess and many variation games will be available including Kriegspiel, Bughouse, and Crazyhorse.
Capacity: From to 0 people.
Limits: 1 more Hour of Chess today. Quick hurry in and to play any of our open chess games. - Myron and Rachel Lieberman.
Group: US Chess Federation (USCF)
Website: www.uschess.org/
Coordinator: Myron Lieberman

2632, 2642

Spare Brains Games -- help test games in development!

2632 - Time: Friday 14:00 **Length:** 3:45
2642 - Time: Saturday 12:00 **Length:** 3:45
Location: Palm C (C-03 & C-04)
System: various (Beta)
Description: Featuring the slightly ghoulish Zombie Cafe, the noisy and smelly Trash of the Gladiators, the ominous-sounding Lemmingrad, and perhaps the snooty Garcon. Possibly one or two others too early to mention here.
Capacity: From 5 to 20 people.
Limits: Bring boosters from any CCG that you like, we won't do anything with them, but you might have some fun with them. Who knows, we most certainly don't!
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 Zombie

2674

Mech Grinder

Time: Friday 11:00 **Length:** 5:45
Location: Palm F (F-15)
System: Classic Battletech (BMRr)
Description: The Grinder is an all-day tourney for beginners and experts. Each player starts with a light mech. When that is destroyed, they move onto the map on the next turn in a medium mech. This repeats with heavy and assault mechs.
Capacity: From 2 to 16 people.
Website: www.agee-hyland.com/joel/gaming/battletech/scenarios/Grinder.htm
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Joel47

2684

Battletech Capture the Flag

Time: Sunday 10:00 **Length:** 5:45
Location: Palm F (F-15)
System: Classic Battletech (BMRr)
Description: Teams of mechs try to capture other teams' flags and return them to base.
Capacity: From 2 to 16 people.
Website: www.agee-hyland.com/Joel/Gaming/battletech/scenarios/Capture_the_flag.htm
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Joel47

2693

Pokemon Live Action 4 (part 1)

Time: Friday 16:00 **Length:** 3:45
Location: Executive Board Room (Whole Room (First 2 Hours) + East Courtyard (Whole Time))
System: PLA (3.0)
Description: This is a prelude to Pokemon Live Action 5. The game takes place in the Hoeun regions with trainers searching around to find Pokemon and ready them for Sunday's Pokemon contest.
Capacity: From 2 to 32 people.
Website: www.geocities.com/azrazzie/Pokemon/PLA.htm
Other: This event has the following Optional Costume Theme: Kids, Caps, Shorts, Funky Hair Style, Pokemon, whatever!. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Tricuspa

2705, 2715, 2725, 2735,

Marshals and Myrmidons Presentation

2705 - Time: Friday 13:00 **Length:** 2:45
2715 - Time: Friday 18:00 **Length:** 2:45
2725 - Time: Saturday 10:00 **Length:** 2:45
2735 - Time: Saturday 15:00 **Length:** 2:45
Location: Palm A (A-08)
System: Marshals and Myrmidons (1.0)
Description: Marshals & Myrmidons is a role-playing game made for a small group of two persons or more. Instead of using dice, we utilize Adventure Wheels to generate our characters, situations, combat, and other events.
Capacity: From 1 to 10 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: David Alvis

2743

Pokemon Live Action 4 (part 2) (Pokemon Contest)

Time: Sunday 09:00 **Length:** 4:45
Location: Executive Board Room (Whole Area + East Courtyard + Palm Foyer)
System: PLA (3.0)
Description: This is a prelude to Pokémon Live Action 5. The games takes place in Hoeun regions with trainers searching around to find Pokémon and ready them for the Pokémon contest on Sunday.
Capacity: From 2 to 32 people.
Website: www.geocities.com/azrazzie/Pokemon/PLA.htm
Other: This event has the following Optional Costume Theme: Kids, Caps, Shorts, Funky Hair Style, Pokemon, whatever!. Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Tricuspa

2751

Blind Fold Chess: Bob Rowley

Time: Saturday 11:00 **Length:** 0:45
Location: Joshua Tree (JT-All)
System: Modern Chess ((USCF))
Description: Ten time Arizona State Chess Champion Bob Rowley will be at the Chess Club at Hexacon 14 at 11:00 AM on Saturday to play one or more games of blindfold chess.
Capacity: From to 0 people.
Limits: Blindfold chess is played using the standard rules of chess except that Bob Rowley will not have the convenience of looking at the chessboard. His opponent will be seated at a board and have full view of the board. His opponent will make a move which is then called out for him to hear. He will reply by announcing his move, which will be played on his opponent's board. This procedure is followed for the entire game.
Group: US Chess Federation (USCF)
Website: www.uschess.org/
Coordinator: Myron Lieberman

2762

NeoPets TCG Tournament

Time: Saturday 16:00 **Length:** 3:45
Location: Palm C (C-03 & C-04)
System: NeoPets TCG
Capacity: From 4 to 20 people.
Limits: Constructed deck must contain a minimum of 40 cards and the NeoPet stack must contain a minimum of 10 Basic NeoPets. No maximum deck/stack sizes, howeever, you must be able to shuffle your deck with no assistance. A players deck/stack may not contain more than three copies of any individual card.
Website: www.wizards.com/default.asp?x=neopets
Other: This event is a tournament which lasts 4 rounds. Cards needed to participate in this event will be supplied by the Players.
Coordinator: Mark DiBlasi

Event 2774+

2774, 2784 1 T

Chaotic Ops Demo

2774 - Time: Friday 15:00 **Length:** 1:45
2784 - Time: Friday 18:00 **Length:** 1:45
Location: Palm F (F-10)
System: Chaotic Ops (1)
Description: Chaotic Ops is a 1/35th scale, Ultra-modern, skirmish level, table miniatures battle game based on todays Special Forces and the enemies they face. Game Mechanics will be demonstrated. Demo games take approx. 30 mins.
Capacity: From 0 to 8 people.
Group: Experimental Diversions
Website: www.experimentaldiversions.com
Other: Miniatures needed to participate in this event will be supplied by the Event Mediator. Army size needs to fall between 0 points and 0 points.
Coordinator: Experimental Diversions

2794 1 T

Chaotic Ops Demo

Time: Saturday 10:00 **Length:** 1:45
Location: Palm F (F-09)
Repeated: See Event **2774** for details.

2804 1 T

Chaotic Ops Demo

Time: Saturday 18:00 **Length:** 1:45
Location: Palm F (F-02)
Repeated: See Event **2774** for details.

2814, 2824 1 T

Chaotic Ops Demo

2814 - Time: Sunday 13:00 **Length:** 1:45
2824 - Time: Sunday 15:00 **Length:** 1:45
Location: Palm F (F-09)
Repeated: See Event **2774** for details.

2835 2 T

X-Crawl: Memphis Crawl XV! (Lvl 1)

Time: Friday 14:00 **Length:** 3:45
Location: Palm A (A-06)
System: X-Crawl (1.0)
Description: Imagine if magic were real and the modern day was dominated by empires, dragons and the Roman gods. In X-Crawl, dungeon crawling is a televised pay-per-view bloodsport and the players are the contestants. Cash! Prizes! Glory! But if you die...YOU DIE!!! (Uses D&D 3.5 rules with modifications)
Capacity: From 5 to 8 people.
Limits: This will be the first level of the Memphis Crawl, do you have what it takes?
Website: www.pandahead.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level 3 and level 5.
Coordinator: Dano McArdle

2843 1 T

Life-Size Greed Quest

Time: Saturday 16:00 **Length:** 1:45
Location: Sand Lotus (Whole Room)
System: Greed Quest
Description: Play GreedQuest, only BIGGER! Steve Jackson Games New board game gets a new twist. Brought to you by your Arizona MIBs.
Capacity: From 3 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com
Other: This event has the following N/A Costume Theme: N/A. Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tali AZMIB #8254

2852 1 T

Weapons of Mass Destruction

Time: Saturday 11:00 **Length:** 1:45
Location: Palm C (C-01 & C-02)
System: WMD (basic)
Description: Demonstration of the new expansion for Nuclear War: Weapons of Mass Destruction. (WMD) Easy game - can be learned in 5 minutes, played in 45 minutes.
Capacity: From 2 to 20 people.
Limits: none
Group: Flying Buffalo Inc
Website: www.flyingbuffalo.com/wmd.htm
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Rick Loomis

2862 1 T

Weapons of Mass Destruction

Time: Friday 09:00 **Length:** 1:45
Location: Palm C (C-03 & C-04)
Repeated: See Event **2852** for details.

2872 1 T

Nuclear War CG Tournament

Time: Saturday 14:00 **Length:** 2:45
Location: Palm C (C-01 & C-02)
System: Nuclear War (Basic)
Description: Official tournament refereed by Rick Loomis. Rules will be taught. Multiple rounds, every player plays every round, points awarded, prizes for winners.
Capacity: From 2 to 20 people.
Limits: Basic Game only. Bring a copy of the game if you can.
Group: Flying Buffalo Inc
Website: www.flyingbuffalo.com/nucwar.htm
Other: This event is a tournament which lasts 4 rounds. Cards needed to participate in this event will be supplied by the Event Mediator or Players may bring there own.
Coordinator: Rick Loomis

2881 1 E

Greed Quest the Board Game

Time: Friday 18:00 **Length:** 1:45
Location: Palm B (Cancelled)
System: Greed Quest
Description: Greed Is Good! ... and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it ... but everyone else is between you and the exit! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack ... but some cards will change the rules when you least expect it! This is a fast, unpredictable game, easy to learn and fun for all ages, with lots of quick replay value. And it's illustrated by Phil Foglio!
Capacity: From 0 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com
Coordinator: Tali AZMIB #8254

2892 1 E

Spooks the Card game

Time: Friday 16:00 **Length:** 1:45
Location: Palm B (B-04)
System: Spooks
Description: Come and play in Spooks the Series!!! It's a longer game than just one hand of Spooks.
Capacity: From 3 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tali AZMIB #8254

2905 1 E

Lost Worlds Combat Picture Book Tournament (Preliminary Round)

2905 - Time: Thursday 18:00 **Length:** 0:45
2915 - Time: Friday 11:00 **Length:** 0:45
2925 - Time: Friday 13:00 **Length:** 0:45
2935 - Time: Friday 15:00 **Length:** 0:45
Location: Abbey (Dealer Room Table 24)
System: Lost Worlds (basic)
Description: Multiple rounds - join any round. Winners of each round compete in the finals for prizes. Rules will be taught. If you join all rounds you get four chances to be in the finals.
Capacity: From 2 to 20 people.
Group: Flying Buffalo Inc
Website: www.flyingbuffalo.com/lostw.shtml
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 0 and level 0.
Coordinator: Rick Loomis

2945 1 E

Lost Worlds Combat Picture Book Tournament (Final Round)

Time: Friday 18:00 **Length:** 0:45
Location: Abbey (Dealer Room Table 24)
System: Lost Worlds (basic)
Description: Multiple rounds - join any round. Winners of each round compete in the finals for prizes. Rules will be taught. If you join all rounds you get four chances to be in the finals.
Capacity: From 2 to 20 people.
Group: Flying Buffalo Inc
Website: www.flyingbuffalo.com/lostw.shtml
Other: Characters needed to participate in this event will be supplied by the Event Mediator or Players may bring there own. Character levels need to fall between level 0 and level 0.
Coordinator: Rick Loomis

2955 2 M

Escape the Hangman

Time: Friday 19:00 **Length:** 3:45
Location: Colonnade (M2-04)
System: Skull & Bones D20 Pirates and Vodoo
Description: Arrr, that bloody dog, Captain Jonathan Cook ye promised ye all he'd see ye swing'n in a noose. If'n ye all had not drunk the night away ye wouldn' got caught sleep on the deck and ol' Bloody Cook wouldn' take'n the Midnight Star without a fight. Now here ye set in Port Royal dungeon waiting for sun up and the hangman. What a limely sham in what says is a fair trail. Ye crew is not pirates, ye had a letter of Marquis from the Dutch. Ye can't help it these English dogs don't like da Dutch. Da light of day is a coming, waz ye going to do?
Capacity: From 4 to 8 people.
Website: www.Greenronin.com
Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level 6th and level 7th.
Coordinator: RPGGuru

www.coppercon.org

CopperCon 24

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Paypal: **payment@casfs.org**

Event 2965+

2965 2 M

Awakening of the Sleeping City

Time: Saturday 14:00 **Length:** 3:45
Location: Colonnade (M2-04)
System: Conan D20 (Mongoose)
Description: Finally after months of routine boarder patrol you and your squad of mercenary's under the flag of the Princess of Turan are giving a mission. Seems pretty simple sneak across the river Styx into Stygia and find evidence that the evil Priests of Set are backing the rebels and creating uprisings in the Princess newly conquered territory in western Turan. The mission to the rive Styx has been uneventful, but something in the back of your mind tells you it can't be this easy. Join this very fast paced Conan D20 game. Characters of 7th level will be provided.
Capacity: From 4 to 8 people.
Website: www.mongoose.com
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: RPGGuru

2972 1 E

Killer Bunnies

Time: Friday 14:00 **Length:** 2:45
Location: Palm B (B-08 & B-09)
System: Killer Bunnies and the Quest for the Magic Carrot (all)
Description: Bunnies is a fast paced action filled card game, in which you must try to keep as many bunnies alive as possible, while eliminating your opponents bunnies....The problem, your opponents can be heavily armed, Vengeful and throw bad Puns..
Capacity: From 5 to 8 people.
Limits: Cards will be supplied
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Domino Arcane

2985 2 M

Dying for Daughter

Time: Saturday 19:00 **Length:** 3:45
Location: Colonnade (M2-04)
System: Deadlands (Orginal)
Description: Howdy Pardner! Don't ya feel that heat, welcome to Tucson in da summer of 1875. Whoa, what a summer, before I get the horse out'a the barn, here's the low down. Why would da wealthiest Cattle King in da area runs off last winter leaving daughter all alone to run the Empire? Some say Ghost Fever, some say he just got lost, or as some say maybe he fell victim to injun's or worst bad mojo. What does the Bayou Vermillion have to do with it and why do the Chiken Men seem so interested in Daughter? Why would'n a rail road want ta work with the Empire? Speak'n of injun's why da they hate the rail road, who blew up the rail road, and what is the rumor of the river being damed up? Who would want to cut off the water supply to Tucson? As the Prospector, I still gota no answers, but I know who does. You need to find Daughter. She will let you in on the happens in Tucson. Y'all might be able to help if y'all think you are up to it?
Capacity: From 4 to 8 people.
Website: www.peginc.com
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: RPGGuru

2995 2 T

While the Cats Away

Time: Friday 10:00 **Length:** 3:45
Location: Palm A (A-05)
System: D20 Modern + Mecha
Description: The year is 2271 and the life of a Mech Pilot is a constant adventure, full of action and glory within a 50-ton engine of destruction! Too bad you're stuck as a repair technician back at the base. But it doesn't take much for fate to show that a hero is simply someone who does what is needed, when they can.
Capacity: From 3 to 6 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Gomai

3004 1 T

Astral Conflict Open Tournament

Time: Friday 15:00 **Length:** 1:45
Location: Palm F (F-16)
System: Astral Conflict (Wargaming in the Far Reaches of Space) (1.0)
Description: Come down and play in the first ever Astral Conflict tournament! Prizes awarded to the last player standing and best sportsman! Each player can field one or two spacecraft, with a total War Value of 200. Pick up the rules for a buck at rpgnow.com or on the website. Rules will also be taught before game begins. Spaceship miniatures provided, or bring your own if you like.
Capacity: From 2 to 8 people.
Group: Youngdale Productions
Website: www.clashofsteel.biz
Other: This event is a tournament which lasts 1 rounds. Miniatures needed to participate in this event will be supplied by the Event Mediator. Army size needs to fall between 50 points and 200 points.
Coordinator: Wulfgar

3025 2 T

X-Crawl: Memphis Crawl XV! (Lvl 2)

Time: Saturday 14:00 **Length:** 3:45
Location: Palm A (A-09)
System: X-Crawl (1.0)
Description: Imagine if magic were real and the modern day was dominated by empires, dragons and the Roman gods. In X-Crawl, dungeon crawling is a televised pay-per-view bloodsport and the players are the contestants. Cash! Prizes! Glory! But if you die...YOU DIE!!! (Uses D&D 3.5 rules with modifications)
Capacity: From 5 to 8 people.
Limits: This will be an additional level of the Memphis Crawl, do you have what it takes? Players do not need to have been in the prior level, but it is not discouraged either.
Website: www.pandahead.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level 3 and level 5.
Coordinator: Dano McArdle

3035 2 T

X-Crawl: Memphis Crawl XV! (Lvl 3)

Time: Sunday 12:00 **Length:** 3:45
Location: Palm A (A-08)
Limits: Your don't need to play all 3, but it helps.
Repeated: See Event **3025** for details.

3056 1 E

RSI: Orcs vs. Dwarfs

3056 - Time: Friday 20:00 **Length:** 3:45
3066 - Time: Saturday 08:00 **Length:** 15:45
3076 - Time: Sunday 08:00 **Length:** 5:45
Location: Palm E (RSI Table)
System: Play by Email Demo
Description: In Orcs vs Dwarfs you take on the role of leader in a band of nobel 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)

3086 1 E

RSI: Duelmaster

3086 - Time: Friday 19:00 **Length:** 5:45
3096 - Time: Saturday 09:00 **Length:** 15:45
3106 - Time: Sunday 09:00 **Length:** 2:45
Location: Palm E (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? Duel II 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)

3126 1 E

RSI: Duel II (Matchoffs)

Time: Sunday 12:00 **Length:** 2:45
Location: Palm E (RSI Table)
Repeated: See Event **3086** for details.

3131 1 E

Dawn Patrol: Fast Planes

Time: Saturday 10:00 **Length:** 1:45
Location: Palm B (B-08 & B-09)
System: TSR's Dawn Patrol (7th Ed.)
Description: 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 Anoress. Original game was published as "Flight in the skies".

Capacity: From 4 to 8 people.
Limits: Sep 18, British Camel 150 vs. Central Fokker D.VIIs. A good beginner's scenario.
Group: Flight in the Skies Society
Website: www.dawnpatrol.org
Coordinator: Scott Staples

3141 1 E

Dawn Patrol: Deep Sea Fishing

Time: Saturday 12:00 **Length:** 1:45
Location: Palm B (B-08 & B-09)
System: TSR's Dawn Patrol (7th Ed.)
Description: Dawn Patrol is a W.W.I. Aerial Combat game.
Capacity: From 4 to 8 people.
Limits: Late War, British Dolphins escorting Short 184 Torpedo Bombers vs. German Albatros.
Group: Flight in the Skies Society
Website: www.dawnpatrol.org
Coordinator: Stephen Fischer

3151 1 E

Dawn Patrol: Balloons Galore!

Time: Saturday 14:00 **Length:** 2:45
Location: Palm B (B-08 & B-09)
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! Dawn Patrol is a W.W.I. Aerial Combat game.
Capacity: From 4 to 8 people.
Limits: A perrenial favorite, 2 baloons on each side over a narrow front.
Group: Flight in the Skies Society
Website: www.dawnpatrol.org
Coordinator: Scott Staples

3161 1 E

Dawn Patrol: Fokker Fodder

Time: Saturday 17:00 **Length:** 1:45
Location: Palm B (B-08 & B-09)
System: TSR's Dawn Patrol (7th Ed.)
Description: Dawn Patrol is a W.W.I. Aerial Combat game.
Capacity: From 4 to 8 people.
Limits: Vickers Fighting Bi-planes and DeHavilland 2s vs. the German's vaunted E.III Eindeckers. Quantity vs. Quality. 2 F.B. 5s & 2 D.H. 2s vs. 2 E.IIIs.
Group: Flight in the Skies Society
Website: www.dawnpatrol.org
Coordinator: Mark D. Saint CYR

3171 1 E

Dawn Patrol: ACES High

Time: Saturday 19:00 **Length:** 1:45
Location: Palm B (B-08 & B-09)
System: TSR's Dawn Patrol (7th Ed.)
Description: Dawn Patrol is a W.W.I. Aerial Combat game.
Capacity: From 4 to 8 people.
Limits: September 1918 Base Altitude 7500, no wind, no clouds, no surprise All players at the table will write down the name of a rated ACE that they fly for each side. Then sides will be rolled for. For each level of ACE that a player will fly, add 100 feet to their base altitude at start. Non Ace pilots will be at the base altitude, and will further take a 1 point initative penalty, on the first turn only.
Group: Flight in the Skies Society
Website: www.dawnpatrol.org
Coordinator: Mark D. Saint CYR

3181 1 E

Dawn Patrol: Flesh is Good, but Metals Better!

Time: Saturday 21:00 **Length:** 1:45
Location: Palm B (B-08 & B-09)
System: TSR's Dawn Patrol (7th Ed.)
Description: Dawn Patrol is a W.W.I. Aerial Combat game.
Capacity: From 4 to 8 people.
Limits: October 18 no wind, no clouds, Germans on contact patrol mission Junkers flight (D.I, J.I, CL.I) vs. French S.P.A.D. XVIIs.
Group: Flight in the Skies Society
Website: www.dawnpatrol.org
Coordinator: Stephen Fischer

3202 1 M

Intro to Illuminati: Crime Lords

Time: Friday 01:00 **Length:** 1:45
Location: Palm B (B-05)
System: Illuminati
Description: Rival mobs battle for control of the city. Take over the rackets, rake in the dough, and rub out the opposition. It's the American dream. You'll start with a few gangsters and some cash. Recruit more crooks and take control of income-producing operations like bordellos, chop shops, and loan sharks. The police and the Feds are after you, but your biggest threats are your fellow mob bosses. Scheme, negotiate, backstab. You can share a victory, but it's much more satisfying to sa
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/illuminati/crimelords
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3212, 3222 2 M

Illuminati Crime Lords

3212 - Time: Saturday 02:00 **Length:** 1:45
3222 - Time: Saturday 18:00 **Length:** 1:45
Location: Palm B (B-05)
System: Illuminati
Description: Rival mobs battle for control of the city. Take over the rackets, rake in the dough, and rub out the opposition. It's the American dream. You'll start with a few gangsters and some cash. Recruit more crooks and take control of income-producing operations like bordellos, chop shops, and loan sharks. The police and the Feds are after you, but your biggest threats are your fellow mob bosses. Scheme, negotiate, backstab. You can share a victory, but it's much more satisfying to sa
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/illuminati/crimelords
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3232 1 T

Introduction to Deluxe Illuminati

Time: Friday 03:00 **Length:** 1:45
Location: Palm B (B-05)
System: Illuminati
Description: They're all around us. Secret conspiracies are everywhere, and where can you find the only truth? Certainly not in the game of Illuminati. Fnord. By popular demand, Deluxe Illuminati (not to be confused with the trading-card version, INWO) is back in print! This new edition features full-color cards and improved money chits ... but it's the same game you know and fear, of secret conspiracies battling for world control. 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.
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/illuminati
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3242, 3252 2 T

Deluxe Illuminati

3242 - Time: Saturday 00:00 **Length:** 1:45
3252 - Time: Saturday 20:00 **Length:** 1:45
Location: Palm B (B-05)
System: Illuminati
Description: They're all around us. Secret conspiracies are everywhere, and where can you find the only truth? Certainly not in the game of Illuminati. Fnord. By popular demand, Deluxe Illuminati (not to be confused with the trading-card version, INWO) is back in print! This new edition features full-color cards and improved money chits ... but it's the same game you know and fear, of secret conspiracies battling for world control. 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

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E-mail: gamemaster_games@yahoo.com
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powerful groups and increase their wealth and power. No ploy is too devious, no stratagem too low, as you scheme your way to victory.
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/illuminati
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3262, 3272 1 T

Chez Goth

3262 - Time: Friday 14:00 **Length:** 1:45
3272 - Time: Friday 18:00 **Length:** 1:45
Location: Palm A (A-12)
System: Chez System
Description: Angst. Nookie. Roommates. Just another Friday night at Chez Goth. This stand-alone game puts a new spin on the award-winning (and all too realistic) Chez Geek. You're still living with a bunch of roommates ... but now you're a Goth! Work at your dreary job. Spend your hard-earned money and precious time to accumulate Slack points ... or collect Gloom when life turns against you. As it will! You can earn Slack for buying Clothes, Shinies, and Booze ... or you can just Cough, Complain, or even Faint Dramatically, especially if you have an audience. And if you get very lucky, there might be some Graveyard Nookie in your future.
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/chezgoth/
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3282 1 T

Chez Goth

Time: Saturday 16:00 **Length:** 1:45
Location: Palm A (B-03)
System: Chez System
Description: Angst. Nookie. Roommates. Just another Friday night at Chez Goth. This stand-alone game puts a new spin on the award-winning (and all too realistic) Chez Geek. You're still living with a bunch of roommates ... but now you're a Goth! Work at your dreary job. Spend your hard-earned money and precious time to accumulate Slack points ... or collect Gloom when life turns against you. As it will! You can earn Slack for buying Clothes, Shinies, and Booze ... or you can just Cough, Complain, or even Faint Dramatically, especially if you have an audience. And if you get very lucky, there might be some Graveyard Nookie in your future.
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/chezgoth
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3292, 3302 1 T

Chez Goth

3292 - Time: Sunday 00:00 **Length:** 1:45
3302 - Time: Sunday 04:00 **Length:** 1:45
Location: Palm B (B-05)
Repeated: See Event **3282** for details.

3312 1 T

Chez Geek

Time: Saturday 12:00 **Length:** 1:45
Location: Palm A (A-06)
System: Chez System
Description: 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. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping? Just look out for the car alarm. Drink, party, and sleep late as you pursue Slack points to win the game. Just remember, when your roommate and his S.O. keep you up all night: You can't throw them out. They live here.
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/chezgeek
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3322 1 E

Ninja Burger

Time: Friday 16:00 **Length:** 1:45
Location: Palm A (A-12)
Description: The twisted minds that brought you Chez Geek and Munchkin are back. Based on the popular website at www.ninjaburger.com, this hilarious card game, designed by Steve Jackson, pits you against your fellow trainees in a new Ninja Burger store. Hone your skills. Learn the secrets of stealth, swordsmanship, and customer service. Fight for honor, respect, big tips, and that coveted promotion ...
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/ninjaburger
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3332 1 E

Ninja Burger

Time: Sunday 06:00 **Length:** 1:45
Location: Palm B (B-05)
Repeated: See Event **3322** for details.

3342 1 E

Chez Dork

Time: Sunday 08:00 **Length:** 1:45
Location: Palm B (B-05)
System: Chez System
Description: Welcome to Chez Dork! In this stand-alone card game, you and your friends (up to 6 people) enter the world of John Kovalic's award-winning Dork Tower. Matt, Igor, Carson, and their friends compete to feed their fannish obsessions and collect the games, cards, and other geeky treasures they can't live without. The object of Chez Dork is to get more Stuff, faster, than all your friends. But your particular Obsessions determine what you think is neat at any given time. And a gamer's obsessions can change ...
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/chezdork
Other: Cards needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Benedict MIB #2945

3366 1 T

Game Masters Round-Table

Time: Friday 16:00 **Length:** 1:45
Location: Sand Lotus (Whole Room)
System: Various RPGs
Description: Want to learn some of the basics on how to run a good RPG? Want to toss around your thoughts on what turns a decent gaming session into a memorable one? Or just want to hear what some veteran Game Masters have to say? Come by and find out!
Capacity: From 3 to 30 people.
Limits: Only that members of the audience follow basic rules of courtesy and do not speak while another person is talking.
Coordinator: Gomai

3376 1 T

Game Masters Round-Table

Time: Thursday 17:00 **Length:** 1:45
Location: Palm E (E-01 to E-04)
Repeated: See Event **3366** for details.

3386 1 T

D20 Book Camp 2271

Time: Thursday 19:00 **Length:** 3:45
Location: Palm A (A-12)
System: D20 Modern (1.0)
Description: Curious to find out what all those RPG geeks are doing? Heard about the D20 system but never gotten to give it a try? Just want to get a friend interested in a good RPG? Nothing like you, your dice, and a 50 ton death machine to learn the ropes with!
Capacity: From 1 to 6 people.
Limits: This event is designed to familiarize players with the basics of the D20 systerm. Players who have never role-played before are encouraged to come.
Other: Items needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Gomai

3395 2 T

While the Mechs, Away the Techs Will Play

Time: Friday 19:00 **Length:** 3:45
Location: Palm A (A-06)
System: D20 Modern (1.0)
Description: The year: 2271. The Mecha: A 50+ ton engine of death and destruction, that only the best of the best get to pilot! You: Stuck on base with all the other shmucks who couldn't hack it as a pilot.
Capacity: From 3 to 6 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Gomai

3421 1 T

Frag! 2xBlind Tournament Qualifier

Time: Thursday 20:00 **Length:** 1:45
Location: Palm B (B-01)
System: Frag! (FireZone)
Description: This is a qualifying round for the Frag! tournament. Players with the highest score throughout the convention will be invited to play in the finals on Sunday, to compete for the HexaCon 04 Grand Champion title.
Capacity: From 4 to 6 people.
Group: Men in Black/Steve Jackson Games
Other: This event is a tournament which lasts 1 rounds.
Coordinator: Loup DeVault AZMIB 5687

3431, 3441 1 T

Frag! 2xBlind Tournament Qualifier

3431 - Time: Friday 16:00 **Length:** 1:45
3441 - Time: Friday 18:00 **Length:** 1:45
Location: Palm A (A-11)
Repeated: See Event **3421** for details.

Event 3451+

3451 1 T

Frag! 2xBlind Tournament Qualifier

Time: Sunday 10:00 **Length:** 1:45
Location: Palm B (B-01)
Repeated: See Event **3421** for details.

3461 1 T

Frag! 2xBlind Tournament Qualifier

3461 - Time: Saturday 18:00 **Length:** 1:45
3471 - Time: Saturday 16:00 **Length:** 1:45
Location: Palm C (A-12)
Repeated: See Event **3421** for details.

3481 2 T

Frag! Finals

Time: Sunday 12:00 **Length:** 1:45
Location: Palm B (B-01)
System: Frag! (FireZone)
Description: This is the FINAL round for the Frag! tournament. ONLY Players with the highest score throughout the convention will be INVITED to play. You must have qualified earlier to play in this event.
Capacity: From 0 to 6 people.
Group: Men in Black/Steve Jackson Games
Other: This event is a tournament which lasts 1 rounds.
Coordinator: Loup DeVault AZMIB 5687

3491 1 E

Greed Quest the Board Game

Time: Thursday 22:00 **Length:** 1:45
Location: Palm B (B-03)
System: Greed Quest
Description: GreedQuest is the new boardgame from Steve Jackson Games. This open demo is your chance to learn the game before the Life Size events later, throughout the convention. It's fast, fun, and open to all.
Capacity: From 2 to 6 people.
Group: Men in Black/Steve Jackson Games
Coordinator: Loup DeVault AZMIB 5687

3501 1 E

Greed Quest the Board Game

Time: Friday 18:00 **Length:** 1:45
Location: Palm B (B-04)
Repeated: See Event **2881** for details.

3514 1 E

Pirates of the Spanish Main-demo

Time: Saturday 12:00 **Length:** 1:45
Location: Palm F (F-16)
System: POTSM- wizkids (1)
Description: Wizkids new Pirates of the Spanish Main - constructable card game. Demo it out and see what all the talk is about...
Capacity: From 2 to 4 people.
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 na points and na points.
Coordinator: Tannerz

3533 1 T

Changeling The Dreaming

Time: Saturday 10:00 **Length:** 3:45
Location: Sand Lotus (Whole Room + 2nd Flr Halls / Stairway Area)
System: White Wolf MET
Description: An evil wizard plans to slay an innocent in order to drain all of the galmour out of the City of Phoenix. Join us as the Fae try to foil his plans.
Capacity: From 5 to 15 people.
Other: This event has the following Optional Costume Theme: may wear costumes if they would like. Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tithe of Souls Events

3543 1 M

Vampire by Gaslight

Time: Saturday 18:00 **Length:** 3:45
Location: Executive Board Room (Whole Room + East Courtyard)
System: White Wolf MET
Description: The year is 1870. The place Hayden's Ferry. Ever wonder how the Vampires of the Wild West entrenched themselves in the City of Phoenix? Join us as the Sabbat, the Camarilla and the Independants make it happen.
Capacity: From 5 to 30 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tithe of Souls Events

3553, 3563, 3573, 3583 2 T Life-Size Greed Quest

3553 - Time: Saturday 08:00 **Length:** 1:45
3563 - Time: Saturday 10:00 **Length:** 1:45
3573 - Time: Saturday 12:00 **Length:** 1:45
3583 - Time: Saturday 14:00 **Length:** 1:45
Location: Sand Lotus (Whole Room)
System: Greed Quest
Description: Play GreedQuest, only BIGGER! Steve Jackson Games New board game gets a new twist. Brought to you by your Arizona MIBs.
Capacity: From 3 to 6 people.
Group: Men in Black/Steve Jackson Games
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Loup DeVault AZMIB 5687

3601 1 E

Greed Quest the Board Game

Time: Saturday 18:00 **Length:** 1:45
Location: Palm B (B-03)
Repeated: See Event **2881** for details.

3635 2 M

You Logged Onto What?

Time: Saturday 11:00 **Length:** 3:45
Location: Cavetto (MR-02)
System: White Wolfs World of Darkness (Mixed)
Description: For some time now poisoned information has spewed into the Digital Web corroding all that it touches, none are safe. The Rogue Council has deemed it necessary to send your cabal to isolate the threat in Seattle, Washington and take "the appropriate actions" to stop it. Plug in, and see what Reality 2.0 has to offer.
Capacity: From 4 to 6 people.
Limits: This will be a Mage game for 3-6 people using the Mage: The Ascension system. All experience levels are welcome. Pregenerated characters will be provided with prizes given for quality role-playing. As this is a White Wolf demo event you must be 16 to participate.
Group: The Wrecking Crew (White Wolf Demo Team)
Website: www.white-wolf.com/
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: White Wolf Demo Team

3645 2 M

Vampire Requiem Demo

Time: Saturday 11:00 **Length:** 3:45
Location: Cavetto (MR-02)
Repeated: See Event **1775** for details.

3655 2 T

X-Crawl - Phoenix Crawl XXVII Lvl 1

Time: Friday 14:00 **Length:** 3:45
Location: Palm A (A-07)
System: X-Crawl (1.0)
Description: In the world of X-Crawl there are DJs who like to entertain and DJs who like to kill. Then there are the DJs who are just out for a buck. Do you have what it takes to beat DJ Kachina and his dungeon full monsters? Honor! Glory! A New VCR! But if you die...YOU DIE!
Capacity: From 5 to 8 people.
Limits: This will be the first level of the Phoenix Crawl, do you have what it takes?
Website: www.pandahead.com
Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level 5 and level 7.
Coordinator: Railstar

3665 2 T

X-Crawl - Phoenix Crawl XXVII Lvl 2

Time: Saturday 14:00 **Length:** 3:45
Location: Palm A (A-10)
Limits: Your don't need to play all 3, but it helps.
Repeated: See Event **3655** for details.

3675 2 T

X-Crawl - Phoenix Crawl XXVII Lvl 3

Time: Sunday 12:00 **Length:** 3:45
Location: Palm A (A-09)
Limits: Your don't need to play all 3, but it helps.
Repeated: See Event **3655** for details.

3682, 3692 1 T

Munchkin Qualifier finals Sunday

3682 - Time: Friday 22:00 **Length:** 1:45
3692 - Time: Sunday 10:00 **Length:** 1:45
Location: Palm B (B-05)
Repeated: See Event **2382** for details.

3705, 3715, 3725, 3735, 3745 1 E Fantasy Makers Industries Presents

3605 - Time: Saturday 10:00 **Length:** 1:45
3615 - Time: Saturday 12:00 **Length:** 1:45
3625 - Time: Saturday 14:00 **Length:** 1:45
3635 - Time: Saturday 16:00 **Length:** 1:45
3645 - Time: Saturday 18:00 **Length:** 1:45
Location: Palm A (A-11)
System: Talarius Gaming System (Theta)
Description: Introduction to the World of the Talarius Gaming System and the new Fantasy Genere Game Legends of Kralis
Capacity: From 2 to 10 people.
Group: Fantasy Makers Industries, LLC
Website: www.fantasymakersindustries.com
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Levi Davis

3754 1 E

Ancient Warfare 1000B.C.-1500A.D.

Time: Saturday 18:00 **Length:** 5:45
Location: Palm F
System: Armati (1.0)
Description: Introductory Games using the Armati Rules System. A series of 15-25 point games will

be provided. Game-Master will provide figures for Roman, Greek, European Medieval, Arabs, and Byzantines.
Capacity: From 2 to 6 people.
Website: www.novatech-group.com/Armati/contents.html
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 15 points and 25 points.
Coordinator: Rob Guyton

3764 2 E

MLB Sportsclix Draft

Time: Saturday 15:00 **Length:** 5:45
Location: Palm C
System: MLB Sportsclix
Description: MLB Sportsclix Draft Rules. 3 sealed Booster packs will be provided at the event for $20.00. Players must bring 3 players worth a total of 300 points or less.
Capacity: From 4 to 16 people.
Group: Game Depot
Website: www.wizkidgames.com
Other: This event is a tournament which lasts 5 rounds. Miniatures needed to participate in this event will be supplied by the Event Mediator.
Cost: $20.00
Coordinator: Michael Morfeld

3774 2 E

Sealed Heroclix Tournament

Time: Saturday 11:00 **Length:** 5:45
Location: Palm C
System: Heroclix
Description: Heroclix Tournament Rules. 3 sealed Ultimates Booster packs will be provided at the event for $24.00.
Capacity: From 4 to 16 people.
Limits: 3 Sealed Ultimates Booster Packs are needed, will have on hand if needed at the Event.
Group: Game Depot
Website: www.wizkidgames.com
Other: This event is a tournament which lasts 5 rounds. Miniatures needed to participate in this event will be supplied by the Event Mediator.
Cost: $24.00
Coordinator: Michael Morfeld

3786, 3796 1 E

Painting: Single Figure Fantasy

3786 - Time: Friday 10:00 **Length:** 7:45
3796 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
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 0 to 64 people.
Limits: Figure should not exceed 2 inches an any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

3806, 3816 1 E

Painting: Single Figure (Large)

3806 - Time: Friday 10:00 **Length:** 7:45
3816 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
Description: General Painting, Single Figure Fantasy. This is for all large single figure miniatures of a Fantasy, Medieval, and Ancient Theme. Oversized figures, Monsters, Dragons, and other large figures from 25mm scale thru 54mm figures are grouped here.
Capacity: From 0 to 64 people.
Limits: Figure should not exceed 6 inches an any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

3826, 3836 1 E

Painting: Group / Unit

3826 - Time: Friday 10:00 **Length:** 7:45
3836 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
Description: Miniature Painting: Groups, Units, Squads. A fighting force a party of adventures, an assault squad will all battle it out here. This is for small groups of figures that form a coherent group. The figures should be of a standard miniature scale ranging from 25mm to 32mm.
Capacity: From 0 to 64 people.
Limits: A groups of miniatures not to exceed 10 figures, nor be less than 5 figures in number. For best results these figures should be based on a movement tray or display stand. Limit 2 units per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

3846, 3856 1 E

Painting: Transportation

3846 - Time: Friday 10:00 **Length:** 7:45
3856 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
Description: Miniature Painting: From an Ass to a Stallion; from the Scooter to the Assult Grav Fast Attack Bike. If you ride in, on, behind, or in front of a vehicle this is the categorie for you. All chariots, starships, battlemechs, tanks, ships, or cars belong to this group.
Capacity: From 0 to 64 people.
Limits: Figure should not exceed 6" inches an any direction, limit 2 entries per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

3866 1 E

Painting: Diorama / Vignettes

3866 - Time: Friday 10:00 **Length:** 7:45
3876 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
Description: Miniature Painting: For the true miniature artist. The abiltiy to create the whole scene. For best results these figures should be based on a movement tray or display stand.
Capacity: From 0 to 64 people.
Limits: Diorama's should not exceed 12"x12"x6", Vignettes should not exceed 4"x4"x6". Limit 2 entries per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

3886 1 E

Painting: Single Figure Sci-Fi

3886 - Time: Friday 10:00 **Length:** 7:45
3896 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
Description: General Painting, Single Figure Fantasy. This is for all single figure miniatures of a Modern, Future, and Sci-Fi Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm.
Capacity: From 0 to 64 people.
Limits: Figure should not exceed 2 inches an any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

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Event 3916+

3916 1

Master-Class: Single Figure Fantasy

3916 - Time: Friday 10:00 **Length:** 7:45
3926 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
Description: Master Class 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 0 to 64 people.
Limits: Figure should not exceed 2 inches an any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

3936, 3946 1

Master-Class: Single Figure Sci-Fi

3936 - Time: Friday 10:00 **Length:** 7:45
3946 - Time: Saturday 10:00 **Length:** 7:45
Location: Abbey (Dealer Room Table 10)
Description: Master Class Painting, Single Figure Science Fiction. This is for all single figure miniatures of a Modern, Future, and Sci-Fi Theme. This figure should be of a standard miniature scale ranging from 25mm to 32mm.
Capacity: From 0 to 64 people.
Limits: Figure should not exceed 2 inches an any direction, limit 2 figures per contestant. Entries need to be received by closing of the dealers room on Saturday Night.
Group: HexaCon 14 Miniature Painting Contest
Other: Items needed to participate in this event will be supplied by the Players.
Coordinator: Gus Talbot

3956 1

Used Game Auction

Time: Sunday 13:00 **Length:** 4:45
Location: Palm C (Entire Area)
Description: Hexacon 14 will continue the tradition of providing the largest and best used game auction in Arizona. Last year over $3,000 in used games changed hands, with both local and out-of-state buyers present.
Capacity: From 0 to 0 people.
Limits: See Game Auction Rules. Bring your stuff to the dealers room prior to Saturday 12:00 in order to have it auctioned off.
Coordinator: Mark Boniece

3966, 3976 1

Barry Bards: Movies & Giveaways

3966 - Time: Thursday 20:00 **Length:** 2:45
3976 - Time: Sunday 10:00 **Length:** 2:45
Location: Palm C (Entire Area)
Description: Barry Bard will be here showing the latest movie previews. Check them out to insure you stay up on what's going on in the world of movie's. After the Previews stick around for free promotional items beyond description.
Capacity: From 0 to 0 people.
Limits: You have to be here to be present!
Group: Barry Bard Presents!
Coordinator: Barry Bard

3987 2

Armored Core 2: Another Age

3987 - Time: Friday 20:00 **Length:** 1:45
3997 - Time: Saturday 16:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: PS2
Description: Armored Core 2: Another Age - remains a solid, thoroughly playable mech-combat simulator, with enough tools and options to please any fan of the genre. (Simulation) (Sci-Fi) (Mech)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4007 1

Crimson Skies: High Road Revenge

Time: Saturday 14:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: X-Box
Description: Crimson Skies: High Road to Revenge - a Flight Simulator that takes the hot action to the skies for some furious dogfighting. (Action) (Shooter) (Third-Person) (Historic)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4017 1

Dragon Ball Z

Time: Sunday 16:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: PS2
Description: Dragon Ball Z - In case you've been a recluse for the past few years, Dragon Ball Z follows the adventures of a group of superpowered fighters from across the universe, most of whom want nothing more than to be the single most powerful fighter anywhere. (Action) (Fighting) (3D)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4027, 4037, 4047, 4057 1

Game Cube Free For All

4027 - Time: Thursday 13:00 **Length:** 2:45
4037 - Time: Friday 10:00 **Length:** 1:45
4047 - Time: Saturday 10:00 **Length:** 1:45
4057 - Time: Sunday 10:00 **Length:** 3:45
Location: Campanile (Whole Room)
System: Game Cube
Description: Game Cube Free For All - Play any of the following titles: Mario Kart Doubledash, NES Old School Games, Wario Ware Inc. Get in that much needed practice before the tournaments start later today!
Capacity: From 1 to 16 people.
Limits: Tournaments begin every few hours, Open Game play each morning to get you ready for the day. Signup sheets available in Game Central. Note if you and your friends all join the same open slot, you can all fight in a team !
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4067 1

Halo

4067 - Time: Thursday 16:00 **Length:** 3:45
4077 - Time: Friday 20:00 **Length:** 1:45
4087 - Time: Saturday 20:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: X-Box
Description: Halo - Not only is this easily the best of the Xbox launch games, but it's easily one of the best shooters ever, on any platform. (Action) (Shooter) (First-Person) (Sci-Fi)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4097 1

Lethal Skies II

Time: Saturday 20:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: PS2
Description: Lethal Skies II - From top to bottom, Lethal Skies II is a well-crafted, entirely satisfactory arcade-style flight combat game. (Simulation) (Flight) (Modern Jet)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4107 1

Mario Kart DoubleDash

Time: Friday 18:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: Game Cube
Description: Mario Kart DoubleDash - The GameCube edition of the Mario Kart series will see each driver joined by a copilot responsible for the power-ups and weapons in the game. (Driving) (Racing) (Kart)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4117 1

Marvel vs. Capcom 2

Time: Saturday 12:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: X-Box
Description: Marvel vs. Capcom 2 - Marvel vs. Capcom 2 takes the series' long-running brand of

fighting insanity a step or two further, making for Capcom's flashiest 2D fighter to date. (Action) (Fighting) (2D)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4127 1 E

Need for Speed: Underground

Time: Friday 12:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: X-Box
Description: Need for Speed: Underground - At first glance, Need for Speed may seem like your typical arcade racer, but the moment you mash down on the accelerator you'll notice something different: these cars drive like the real thing. (Driving) (Racing) (Arcade)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4137 1 E

NES Old School

Time: Sunday 14:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: Game Cube
Description: NES Old School - Nintendo has invited gamers to scratch that old school itch with this collection of classic NES games that have been faithfully ported to the Game Cube.
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4147, 4157, 4167, 4177

1 T

PS2 Free for All

4147 - Time: Thursday 13:00 **Length:** 2:45
4157 - Time: Friday 10:00 **Length:** 1:45
4167 - Time: Saturday 10:00 **Length:** 1:45
4177 - Time: Sunday 10:00 **Length:** 3:45
Location: Campanile (Whole Room)
System: PS2
Description: PS2 Free for All - Play any of the following titles: Armored Core 2: Another Age, Dragon Ball Z, Lethal Skies II, Tekken Tag, or You Don't Know Jack. Get in that much needed practice before the tournaments start later today!
Capacity: From 1 to 16 people.
Limits: Tournaments begin every few hours, Open Game play each morning to get you ready for the day. Signup sheets available in Game Central. Note if you and your friends all join the same open slot, you can all fight in a team match or Head to Head!
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4187 1 T

Star Wars Rouge Squadron III: Rebel Strike

Time: Friday 14:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: Game Cube
Description: Star Wars Rouge Squadron III: Rebel Strike - Save the Galaxy, feel the force! (Action) (Shooter) (Third-Person) (Sci-Fi)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4197 1 T

Soul Caliber 2

Time: Friday 16:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: X-Box
Description: Soul Caliber 2 - On its own terms, Soul Calibur II is by all means a great fighting game, and Namco has done a fine job of making each respective console version equally enticing. (Action) (Fighting) (3D)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4207, 4217 1 T

Tekken Tag

4207 - Time: Thursday 16:00 **Length:** 3:45
4217 - Time: Friday 16:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: PS2
Description: Tekken Tag - If you've stayed away from the Tekken series for a long time, Tekken Tag is a very warm homecoming, delivering the same solid gameplay that Tekken fans crave in large doses. (Action) (Fighting) (3D)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4227 1 E

You Dont Know Jack

Time: Saturday 12:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: PS2
Description: You Don't Know Jack - You Don't Know Jack Volume 2 brings back everything that was exciting and fun about the original. (Miscellaneous) (Trivia / Game Show)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4237 1 E

Wario Ware Inc

Time: Saturday 18:00 **Length:** 1:45
Location: Campanile (Whole Room)
System: Game Cube
Description: Wario Ware Inc - This GameCube update is largely the same as last year's Game Boy Advance game, right down to the GBA-quality graphics used in the minigames themselves. (Miscellaneous) (Puzzle)
Capacity: From 1 to 16 people.
Limits: I've been told if you show up for a tournament, they will fit you in, so make the winner earn it. Stop by 10 to 15 minutes before a tournament is scheduled to start to be part of it. Bring your memory card to unlock your custom configurations.
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4247, 4257, 4267, 4277

1 T

X-Box Free For ALL

4247 - Time: Thursday 13:00 **Length:** 2:45
4257 - Time: Friday 10:00 **Length:** 1:45
4267 - Time: Saturday 10:00 **Length:** 1:45
4277 - Time: Sunday 10:00 **Length:** 3:45
Location: Campanile (Whole Room)
System: X-Box
Description: X-Box Free for All - Play any of the following titles: Crimson Skies: High Road to Revenge, Halo, Need for Speed, or Soul Calibur 2. Get in that much needed practice before the tournaments start later today!
Capacity: From 1 to 16 people.
Limits: Tournaments begin every few hours, Open Game play each morning to get you ready for the day. Signup sheets available in Game Central. Note if you and your friends all join the same open slot, you can all fight in a team match or Head to Head!
Group: Console Gaming from Game Crazy!
Website: www.gamecrazy.com/
Coordinator: Kevin O`Connor

4286 1 E

Speed Painting Contest

Time: Friday 14:00 **Length:** 0:45
Location: Sand Lotus (Whole Room)
Repeated: See Event **1016** for details.

4296 1 E

REAPER Miniatures: Paint-n-Take

Time: Friday 15:00 **Length:** 0:45
Location: Joshua Tree (Whole Room)
Repeated: See Event **1026** for details.

4301 1 T

Frag! - AVP (Bug Hunt)

Time: Friday 20:00 **Length:** 1:45
Location: Palm C
System: Frag (Bug Hunt)
Description: Frag Bug Hunt represents a basic clash between the Colonial Marines and a hive of Aliens. Each player controls their own Marine

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character plus a random number of Aliens each turn, the goal being to Frag as many Aliens as you can whilst preventing the other Marine players from doing the same.
Capacity: From 4 to 6 people.
Limits: Frag Bug Hunt is based on the original Frag rules and Jeremehovah's Aliens Vs Predator variant.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/frag/
Coordinator: Edheltaur

4311 1 T

Frag! 2xBlind Tournament Qualifier

Time: Saturday 20:00 **Length:** 1:45
Location: Palm C
System: Frag (Special)
Description: This is a qualifying round for the Frag! tournament. Players with the highest score throughout the convention will be invited to play in the finals on Sunday, to compete for the HexaCon 04 Grand Champion title.
Capacity: From 4 to 8 people.
Group: Men in Black/Steve Jackson Games
Website: www.sjgames.com/frag/
Coordinator: Edheltaur

4321 2 T

Frag! - AVP (Bug Hunt)

Time: Saturday 14:00 **Length:** 1:45
Location: Palm C
Repeated: See Event **4301** for details.

4331 1 E

Le Grand Jeu Du Novanon / The Great Game of the Novanon

4331 - Time: Friday 10:00 **Length:** 2:45
4341 - Time: Saturday 10:00 **Length:** 2:45
4351 - Time: Sunday 10:00 **Length:** 2:45
Location: Palm A (A-07)
System: Home-Made Game (1.2)
Description: We are proud to welcome back for the third year, Mr. Gary F. Goodman and his home-made game "The Novanon," for 4 - 9 players. This is a new game, unlike any you have ever played before! It is not a shooter, not a "buy and sell" game, not a war game, and not a variant of Uno, or even Parchisi. It is a Sentence Game, but to say this does not capture the full flavor of The Novanon, which is rich, rich, rich!
Capacity: From 4 to 9 people.
Limits: INSTRUCTION and MANUALS will be provided, and there will be PRIZES! Mr. Goodman is not in this convention to market the game, but only to play it, test it in the "real" world, and improve it -- all for the intellectual pleasure of it. (There is also a Game Mystery, but this will be discussed when you play the game.) Come one, come all, to The Novanon, the newest game in town!!!
Coordinator: Big Jim Bauer

4365 2 T

The Rescue Of Princess Lucky

Time: Sunday 10:00 **Length:** 3:45
Location: Palm A (A-05)
System: D&D (1.0)
Description: Your team is hired by the king to find his beloved daughter. Lost while rideing in the woods near the castle. Your Company has a reputation for succeding in difficult conditions. So you have been summoned to court and commanded to find the missing princess. See if you can rescue the princess from the tall tower of swamp castle where the darkest of fates await the helples princess.
Capacity: From 4 to 6 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator. Character levels need to fall between level ? and level 12.
Coordinator: Krimmson Scurge

4373 1 M

Vampire the Masquerade

Time: Friday 20:00 **Length:** 3:45
Location: Palm Ballroom Foyer
System: White Wolf
Description: It vampire, it's a LARP.
Capacity: From 5 to 30 people.
Other: Characters needed to participate in this event will be supplied by the Event Mediator.
Coordinator: Tithe of Souls Events

Last Minute Changes

Things Happen, we will have a list of last minute changes and cancellations posted at Game Central Please check there for any last minute updates to the program book.

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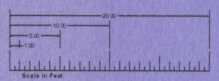
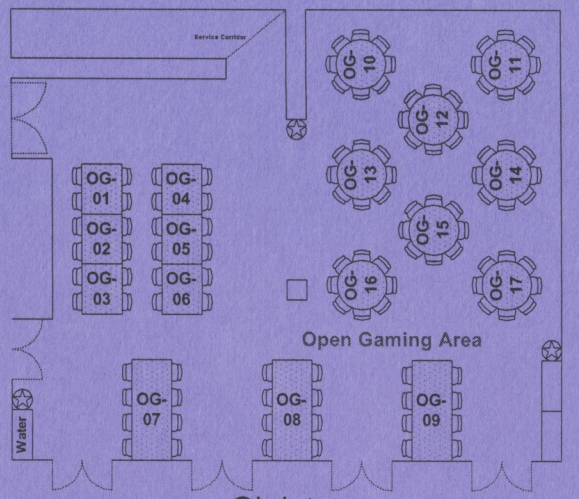
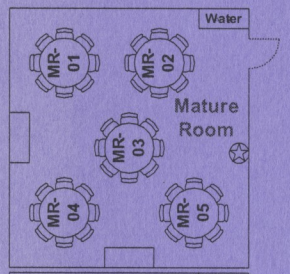
Room Layouts Hex 14

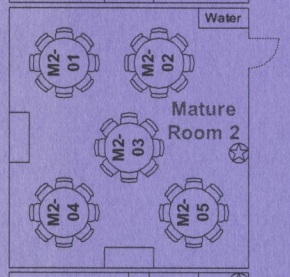


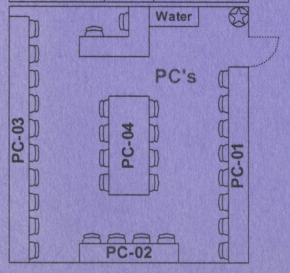


Cloister

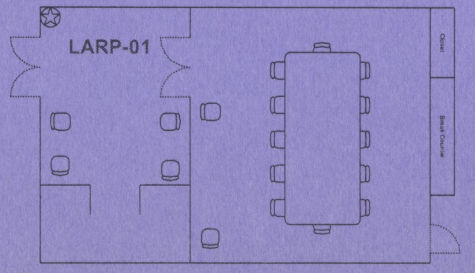
Colonnade / Cavetto





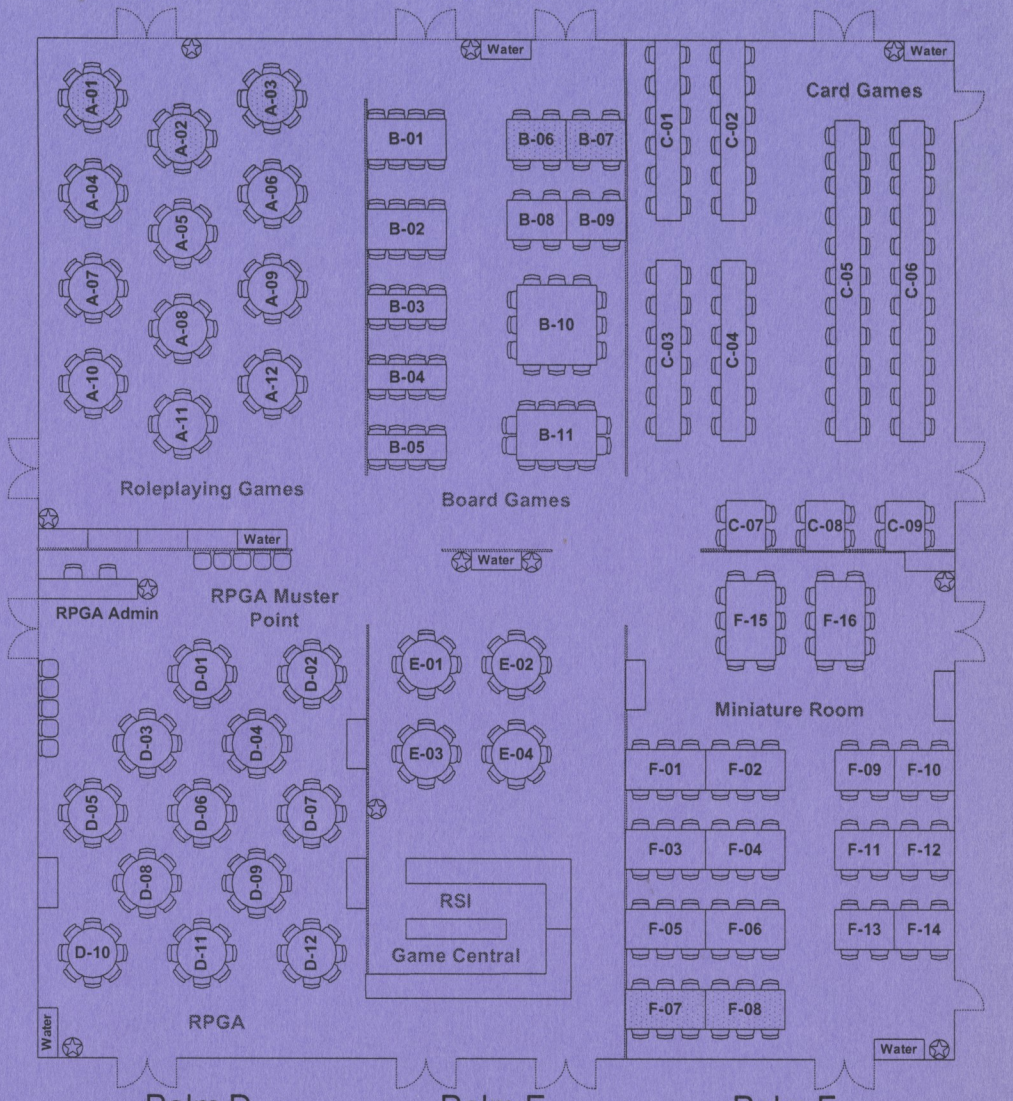


Campanile

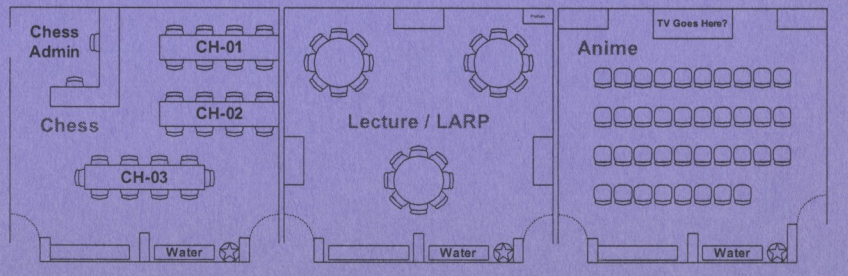


Executive Boardroom

Palm A Palm B Palm C



Palm D Palm E Palm F



Joshua Tree Sand Lotus Wind Flower