



HEXA CON S

JULY 10-12, 1998

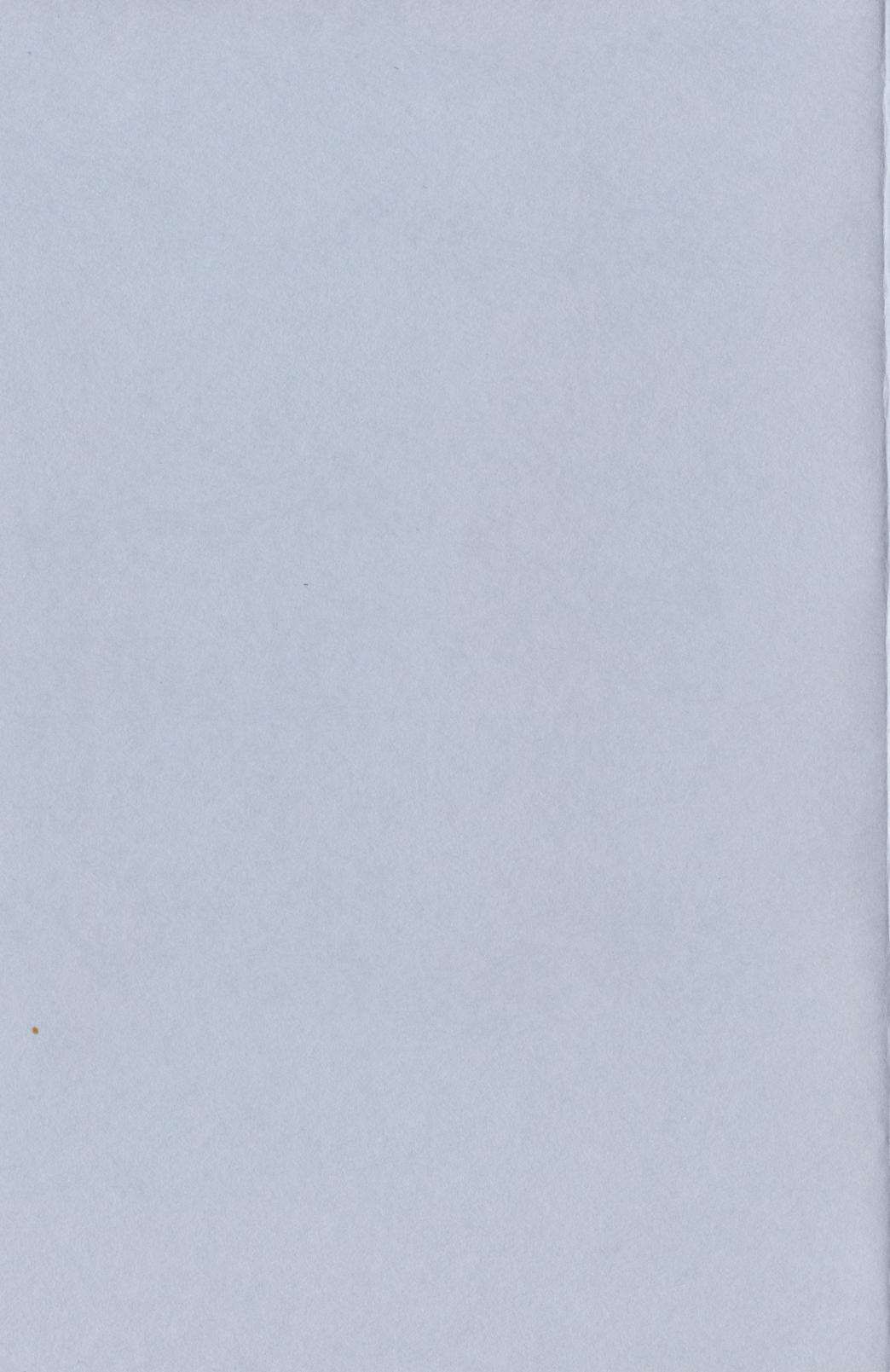


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WHAT IS HEXACON? - In the deep recesses of a dank dungeon beyond the mists of time (actually a Chinese restaurant nine years ago) a group of Phoenix gamers gathered to discuss the future of gaming in the area. "They have game conventions in other cities - why not here?"

Ideas flowed thick and fast, but when several folks checked their wallets and calculated the tip, the real problem became obvious - money! Money and support were the largest obstacles so the happy and inspired gamers took the idea to CASFS. Thus was born the original HexaCon.

Since then, HexaCon has been held various places in the Phoenix area and has become a tradition. If you would like to be involved with the planning of Hexacon 9 please contact Mark Boniece at 949-0415 or in the Dealer's Room during Hexacon 8.

WHAT IS CASFS? - CASFS is a charitable, non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. We currently meet at the JB's Restaurant at 2560 W Indian School Rd in Phoenix. The meetings begin at 8PM and are held on the last Friday of the month Jan- Sept. and on the second Friday of the month Oct- Dec. Membership rates are \$12/year plus an initial \$3 application fee and rates are pro-rated for the amount of the year remaining. For more info Call: Stephanie L. Bannon (602)973-2341

FROM THE CHAIR

It's that time again... HexaCon 8... I am sitting here reflecting on the changes from HexaCon 1 till today. The con has traveled from a sleazy hotel to public meeting halls and now is at a very nice hotel. We have gone from a small con suite to no con suite to a fairly nice con suite. We have gone from 700 or so flyers to a web page, 2500 flyers, advertising in two national magazines, and enough e-mail traffic to make my computer twitch. Game registration has gone from stacks and stacks of paper to an instant printout of the most current schedule immediately at hand

One thing, however, has not changed, and hopefully never will. At Hex 1, I was using the 'porcelain facility' and as I sat there, I heard a group of gamers start up a game and decide to go find a table to continue! HexaCon is a place to go to game and meet people. It has been, and always will be a time to share your hobby with others. The staff has been chosen to make this happen for you.

Our job as staff is to bring you a place to gather and to make it as pleasant an experience as possible. Your job is to enjoy yourselves by gaming... if you don't see a game on the schedule, sign up to run one. If you have constructive comments, tell anyone in a HexaCon beret, they'll point me out and I'll listen to your comments. If it can be implemented immediately, we'll do it. If not, the idea will be passed on to the chairman for next year. If we can't do it, I will tell you why. (Dancing girls in the Con Suite has been suggested - I just need volunteers!)

Earn your beret! Volunteer and become one of the few, the proud, the demented! Better munchies, select 'goodies' and the knowledge that your efforts have helped make this HexaCon go better, and next year's will be even better - what more reward is there? (I'm still looking for dancing girls for the Con Suite....)

Read the rules, they are pretty simple, then go have fun!! --- Ozzie



AUTHOR GUEST OF HONOR

Derek Percy wrote a VERY strange game, In Nomine. Steve Jackson Games published it. This is the reason he is coming here....what more can I say? If you ask him nicely, we may be able to get him to run a game for us.

COMPANY GUEST OF HONOR

Decision Games, Inc. produces a wide selection of historical board games and has a CD they will be showing here at HexaCon. If you read Strategy and Tactics or MOVE. these are the people to talk to say 'Thanks'. Let's make them welcome! Look for them in the dealer's room or the Con Suite...they are good folks to talk to and will be bringing lots of good information.

FAN GUEST OF HONOR

Fan Guest of Honor this year is Wally Sanville, a long-time member of R.A.W. Games, Wally will not be with us this year, but he will be missed by friends and fellow gamers. As to why he will not be with us, catch me during the con and I'll explain. It's enough to know that a glass will be raised to the time when he can make another HexaCon.

DA RULES

- 1> Common sense will always prevail!
- 2> We are sharing this hotel with others.
 - A. Weapons, real or simulated, will freak out the mundanes - not a good thing.
 - B. Glass containers, especially near the pool are not a good thing. This also includes beer bottles - come to the Con Suite for a paper cup, if you need one.
 - C. Staking a vampire in front of a silver-haired old lady has not yet happened, but...
- 3> At this con, we are introducing a new 'rule' - if you need a question answered, anyone wearing a Hex 8 beret can give you at least an interim

answer, and will refer you to the correct person for a 'permanent' answer.
4> Problems will be dealt with at the lowest possible level on the chain of command. Since each problem is individual (and I've seen some weird problems) most of them will be handled by my competent staff.
5> See rule 1

CON SUITE

HexaCon is pleased to provide you with a Con Suite for members to sit around, talk and enjoy soda, munchies, and the con guests. We will have chips (Poore Brothers - #1 finest kind!) Kalil soda, and lots of other munchies. We also have a deal with Little Caesar's where we can order pizzas from the con suite and have them deliver it to the con suite. You can then take it back to your gaming area and eat at your table or room. If you want to bring food into the con suite or to your table the only restriction is "Clean up your mess!"

The con suite will be open from 8:30 am to 12:00 pm or so (It may stay open later, if a lot of folks are there, but 12:00 for sure.)

DEALER'S ROOM

The Dealer's Room will have lots of local dealers and demonstrations and will be open Friday 12:00 to 8:00, Saturday 9:00 to 8:00, and 10:00 to 3:00 on Sunday. The dealers will have lots of special deals, so be sure to stop in and check them out. (Note: Shoplifters make me very grumpy - not a pretty sight!)

GAMING INFORMATION

This year we will be trying a new system to help prevent some of the scheduling problems we have had in the past, with people signing up for games and not showing up to play. Please bear with us if this does not work as well as we hope it will. You will notice that you will receive 4 cards with your badge number when you get your badge. You can sign up for any game on the schedule at the master computer by giving the operator your name and one card with your badge number on it. This will limit you to be signed up for up to 4 games at one time, but when you

show up to play, you will get your card back. If you are a no-show, you lose that card. This is an experimental procedure, but we think it will work out well. If you have comments, let us know.

Game Masters will be eligible for "Hexabucks", ask for details. These can be traded in at the Dealer's Room or Registration for goodies. These are not 'pay' or 'compensation', but our way to thank GM's for helping. (Note: I don't like this system, but it's what I have for now... the fan who comes up with a better idea will have a pleasant surprise at next year's HexaCon)

Games will be blocked in 4 hour blocks, and will start on time (more or less)

FROM KAISER BOB

Welcome to HexaCon 8 from Game Central!!! It's been over nine years since Dave Babbitt got me to get up and talk to CASFS about doing a gamers con, and a lot has changed in that time. At HexaCon 1, I had a year to plan and two solid gaming clubs behind me. This year with only three months and a few old friends to help, I have carried on the struggle that was started so long ago. Organizing the gaming at a gaming con is a thankless task at best, filled with people wanting things from you, prizes for the games, free passes for running an event, and recognition for their efforts. When the con happens you spend all your time trying to coordinate events, fill in holes in the schedule, replace people at the last minute, and make some kind of sense out of the chaos, all the time being told by those attending how to do it better next time and what you did wrong this time. You have to be a Bozo to do this year after year and always come back for more. Lucky for you all, I am a Bozo and I figure there must be a lot more like me out there because I always manage to find people to run events for me. So, I figure it is time to form a Bozo Brigade, Kaiser Bob's Bozo Brigade! If you want to tell me how to run it better next time or complain about your favorite game not being played this time, then join up and help me out! I can guarantee there is **NO MONEY, NO GLORY AND NO RESPECT FOR THOSE WHO JOIN!!!** In other words, **IT'S PERFECT FOR ALL GAMERS!!! JOIN TODAY!!!** Fill out a card at Game Central and **BE THE FIRST ON YOUR BLOCK** to be a member of **KAISER BOB'S BOZO BRIGADE!!!** Get in on the long hours of planning and complaining for absolutely no money and all the gripes you

SECURITY RULES

- 1> Common sense will always prevail.
- 2> Stay away from the mundanes... particularly the grey haired little old ladies, they're dangerous when provoked and will bite if cornered.
- 3> Alcohol should be kept in your room and definitely out of convention function space.
- 4> Weapons make mundanes nervous and may cause accidents - not good things. Keep them peace bonded.
- 5> A glass container broken by the pool may cost several thousand dollars for pool cleaning - or big bucks for sewing cuts back together - not good things. Replace that glass container with a cup from the Con Suite.
- 6> Your badge verifies you have paid your membership. Please wear it at all times.
- 7> If there is any question, see someone with a security badge or a radio... see also rule #1.

In summation, someone without a badge running by the pool who trips on his sword and breaks his beer bottle into the swimming pool MAY HAVE A PROBLEM - can you guess why?

VIDEO/JAPANIMATION

Max has put together a great schedule for the video room - films, TV stuff, Japanimation and other stuff. Stop into the video room and check out their schedule - this is a 24 hour room, so enjoy it in your spare time.

FILKING

Filking spoken here. If you don't know what filking is, follow the signs and enjoy. If you do know what filking is, follow the signs and enjoy. Simple, isn't it?

Hexacon 8

GAME SCHEDULE

FRIDAY, JULY 10TH

- 9AM-1PM Test Game-Fantasy Setting "The Invasion" Lisa Kenison
GM Noon-? White Wolf "The Prince's Investment is Missing" David
Martin Story Teller
Noon-5PM Frontier & Empire Tournament "Range War" Mike Duckett
GM
2PM-6PM Deadlands "Outlaw Kip Fontaine" Lisa Kenison GM
4PM- ? Heavy Gear Tactical Box Manual Ramiriz Referee
6PM-? Axis & Allies Game "Random Initiative Free for All" Tourna-
ment Russell Moulton Referee
6PM-10PM Shadow Run Game Conrad Zimmerman GM
6PM-10PM AD&D "An Introductory Adventure" Ray & Ramona
Mackey GM's
7PM-11PM Battletech Standard Scenarios 8 players per side Jeff Plaine
10PM-2AM Modern Cthulhu "Bounded in a Nutshell" Lisa Kenison GM
As Available in Dealers Room "Lost Worlds" Lisa Walker Referee

SATURDAY, JULY 11TH

- 8AM-Noon 1920's Cthulhu "You Too Can Cthulhu" Beginners Game
Lisa Kenison GM
10AM-2PM White Wolf Anthony Glenn GM
10AM-2PM GURPS Jessie Foster GM
10AM-2PM AD&D "Beyond the Borderlands" Introductory Level Bob
LaPeirre
10AM-2PM Babylon 5 Collectible Card Game Ray & Ramona Mackey
Referees
10AM-4PM Battletech Standard Scenarios 8 players per side Jeff Plaine
10AM-6PM Warhammer Fantasy Chris Woodward GM Open
Enrollment
10AM-6PM Demos of Chronopia and Warzone by Freelancers for Heart-
breakers Hobby and Games.
11AM-3PM Axis & Allies Tournament Jeremy Harder Referee
Simultaneous Axis and Allies: This version of Axis and Allies is done in a
simul-taneous fashion with two boards and a referee. Teams are com-
posed of three per side. Each side has a starting amount of points per
nation and can buy and place any military force in their realm of influ-

ence. All movement is designated with twist ties and movement/combat resolved simultaneously.

Noon-? WW1 Air Combat "Dawn Patrol" Russell Moulton Referee

Noon-4PM Planescape "Mission To the Abyss" Andrea Maitland GM --
Character level 8-10

Noon-4PM "The Great Rail Wars" Demo Mike Kenison Referee

Noon-4PM Battletech 3025 Intro Game Bob & Leaf Munson Referees --
Mechs and rules provided for play

2PM-6PM 1920's Cthulhu "Your Aunt's House" Lisa Kenison GM

2PM-6PM Deadlands Game Conrad Zimmerman GM

4PM-7PM Legends of the Five Rings Matthew Gaul GM

4PM-8PM Star Wars RPG "Last Mission to Telbor 9" Mike Majors GM
Characters will be provided, and experience range is mid to veteran.

The alliance has been smuggling the survivors of Telbor 9, out of Imperial space. But on the last trip in, a small alliance group discovers what the Empire was really interested in. And when they discover one of their own has a different agenda, they may never make it back.

5PM-9PM Advanced Civilization Steve Cabral Referee

5PM-10PM Frontier & Empire Tournament "Range War"
Mike Duckett GM

6PM-8PM "Settlers of Catan" Ken Keller Referee

6PM- Midnight Empire of the Petal Throne Kevin King Referee

8PM-12PM Ray's Game of Questionable Parentage for Superhero
Characters of 25 (natural) Strength or Better to Play. Ray Mackey GM

10PM-2AM R. Talsorian "Bubblegum Crisis" David Knudsen GM

10PM-2AM Modern Cthulhu "Invitation to Play" Beginners Welcome
Lisa Kenison GM

As Available from the Dealers Room "Lost Worlds" Lisa Walker Referee

SUNDAY, JULY 12TH

10AM-2PM "The Great Rail Wars" Demo Mike Kenison Referee

10AM-2PM 1920's Cthulhu "The Black Ziggerat" Lisa Kenison GM

Noon-4PM The Rocky and Bullwinkle Game "Ozzie" Osman GM

Check in Game Central for any updates and changes.



HEXACON 9

July 9-11, 1999

Sunsree Resort, Scottsdale, AZ

24 Hour Non-Stop Gaming

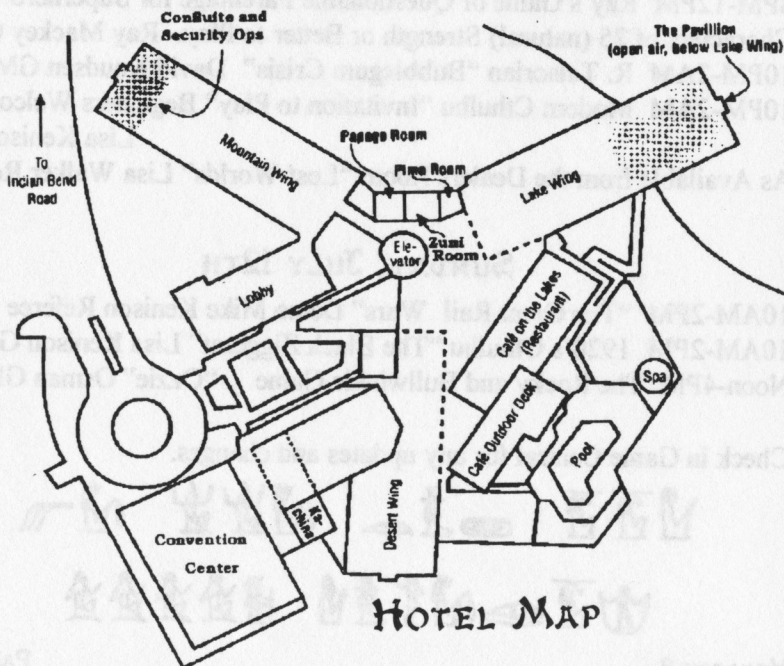
Dealer's Room

Tournaments

Demos

24 hour Non-Stop Gaming

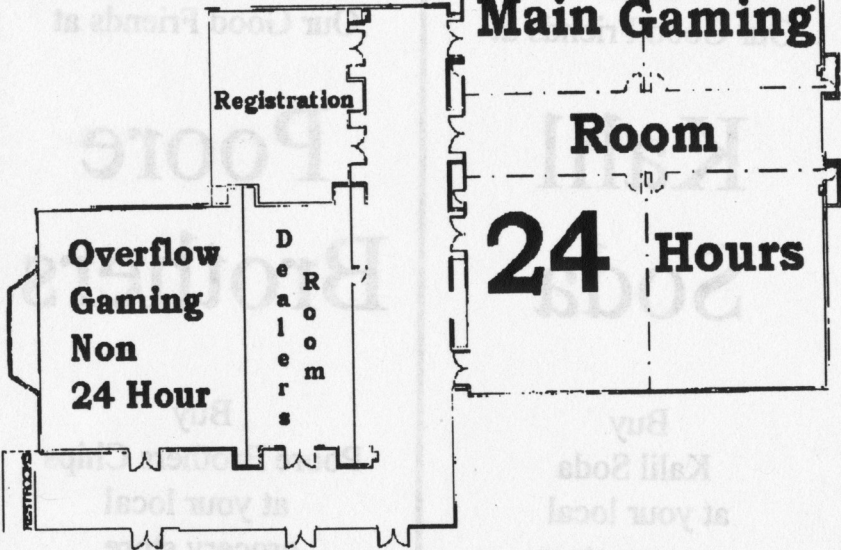
For more information on memberships or running a game contact Mark Boniece c/o Hexacon 9, P.O. Box 62613, Phoenix, AZ 85082-2613 Check out our webpage for updates: <http://members.aol.com/boniece/index.html>



HOTEL MAP

GAMING AREA

(CONVENTION CENTER)



DEALER'S ROOM	NAVAJO 2	GAMES LEFT IN PROGRESS	PAPAGO
Friday Hours	Noon-8PM	Friday Hours	Noon-?
Saturday Hours	9AM-8PM	Saturday Hours	9AM-?
Sunday hours	10AM-3PM	Sunday Hours	9AM-3PM

GAMING OVERFLOW	NAVAJO 1	TABLE GAMES & MINIATURES	PIMA
Friday Hours	Noon-8PM	Friday Hours	Noon-?
Saturday Hours	9AM-8PM	Saturday Hours	9AM-?
Sunday hours	10AM-3PM	Sunday Hours	9AM-3PM

MAIN GAMING AREA	APACHE A-D	VIDEO/JAPANIMATION	ZUNI
Friday Open	Noon	Friday Hours	Noon-?
Sunday Close	3PM	Saturday Hours	9AM-?
		Sunday Hours	9AM-3PM

REGISTRATION	KACHINA	CONSUIE	MOUNTAIN WING
Friday Hours	9AM-9PM	Friday Hours	Noon-Midnight
Saturday Hours	9AM-9PM	Saturday Hours	9AM-Midnight
Sunday Hours	9AM-Noon	Sunday Hours	9AM-3PM

The soda in Consuite is
from
Our Good Friends at

Kalil Soda

Buy
Kalil Soda
at your local
grocery store

The chips in Consuite are
from
Our Good Friends at

Poore Brothers

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at your local
grocery store

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