

HEXACON 9

Arizona's Gaming Convention

July 9 - 11, 1999 Sunspree Resort, Scottsdale



HEXA CON 9

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COMMITTEE

Chairman	Mark Boniece
Banker	Jeff George
Assistant to the Chair	Stephanie L Bannon
Guest Liaison	Stephanie L Bannon
Publications	Stephanie L Bannon
Game Auction	David Hungerford III
	Angel Hungerford
Miniature Painting Contest	David Hungerford III
	Angel Hungerford
Computer Room	Tannon Weber
Consuite & Staff Lounge	Lori LaPierre
	Ramona Mackey
Dealer's Room	Craig L. Dyer
Gaming Coordinator	Robert Barber
Assistant Coordinator	Bob LaPierre
Battletech	Bill Hall
Battletech Assistant	John Bard
Collectible Card Games	Russ Stanley
LARP	Larime Taylor
RPGA	Brandon Kavanagh
USCF	Myron Lieberman
	Rachel Lieberman
	Stephanie L. Bannon
Hotel Liaison	
Logistics	
Registration	David Rood
Robots	John Kittlesrud
Robots Assistant	Robert Pitzer
Security/Ops	Craig L Dyer
Video Room	Max Sanders

WHAT IS HEXACON?

HexaCon is Arizona's largest gaming convention with a nine year tradition of bringing you the best in gaming. Contact us at HexaCon, PO Box 62613, Phoenix, AZ 85082

We wish to thank
Rainbo Bread
for their generous
donation to our Consuite

WHAT IS CASFS?

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

CHAIRMAN'S MESSAGE

Welcome to HexaCon 9. We have worked hard to assemble the best selection of games, tournaments and demos for your enjoyment. If you have any suggestions for next year be sure to let us know. -
Mark Boniece

GUEST OF HONOR DEREK PEARCY

Derek Patton Percy lives in Austin, Texas and loves it. He wrote *In Nomine*, a modern role playing game in which the players take the part of celestial beings — angels and demons — as they struggle for control of humanity and themselves. The celestials, powerful though they may be, are merely pawns in a much larger game being played by their Superiors, the Archangels and Demon Princes.

Derek wrote two short stories, "*A Bright Dream*" and "*A Dark Dream*," which became part of *In Nomine*. They jointly received an Origins Award nomination for "Best Short Fiction" in 1998.

Art is something Derek has always been interested in and he has a degree in art — graphic design, actually, though telling stories and creating worlds is what he lives for. He has colored black and white art for *Illuminati: New World Order* (and its *Assassins* supplement), *Pyramid Magazine*, *Dino Hunt* and *In Nomine*. In 1998, *In Nomine* was honored with an Origins Award nomination for Best Graphic Design, and won.

He is currently working on a novel, "*The Electron Waltz*," and an adaptation of another French role playing game. He is available through e-mail at dpercy@io.com, his web page can be found at <http://www.io.com/~dpercy/> and starting in May, you'll be able to see his most recent work at RADIOFREE.NET

CON SUITE

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

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

DEALER'S ROOM

The Dealer's Room will have lots of local dealers and demonstrations and will be open Friday 10AM to 8PM, Saturday 9AM to 8PM, and 9AM to 3PM on Sunday. The dealers will have lots of special deals, so be sure to stop in and check them out.

GAME INFORMATION

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

HEXACON 9 PRESENTS FOR YOUR ENJOYMENT:

Friday-Sunday: Booster Draft Magic Tournaments by Michael Bauerlein of Michael's Magic CCG. Eight players per tournament. Cost of Booster Pack to enter. Prizes awarded.

Friday & Saturday at 6PM to ?: White Wolf with David Martin.

Bring your own characters. Due to the Adult theme of this game, no children will be allowed to participate.

Friday & Saturday at 10PM-2AM: Fading Sun with John Higginbotham. Introductory Level with Pregenerated characters.

Saturday 10AM-2PM: Hell on Earth with John Higginbotham. Introductory Level with Pregenerated characters.

ARIZONA WARGAMERS GROUP PRESENTS:

Friday

6PM-?: Totaler Kreig with Ken Keller.

Saturday

1AM-Till it's Over: Advanced Civilization with Steve Cabral.

Noon-8PM: Avalon Hill Classics with Bill Banks.

2PM-?: Totaler Kreig with Ken Keller.

Sunday

10AM-4PM: Civil War Miniatures Demo with Bill Banks.

THE CHESS FESTIVAL AT HEXACON

Friday

Beginning at 7PM Chess Master James Todd takes on 36 opponents in a Simultaneous Chess Exhibition. Match your skills at Chess against a Master of the USCF. Thirty-six positions are available on a first come first served basis. As opponents are defeated they may be replaced with new players but to insure your place at the event you should sign up as soon as possible. All participants will receive copies of "Chess Life" magazine and other materials. Tables #1-18.

Saturday

Starting at 10AM Five Round Swiss System USCF Rated and Non-Rated Tournament. Rounds scheduled for 10AM, Noon, 2PM, 4PM, 6PM. In the Swiss System Tournament your final placement is determined by playing ALL five rounds. How well you do in each round will determine whom you play in the next round. Membership in the USCF is required for play in the Rated section of the Tournament and is available on site at the USCF Directors Table. No membership other than HexaCon 9 membership is needed to play in the Non-Rated portion of the Tournament. Please be sure to register in the proper section of the tournament. Participation limited to the first 72 members to sign up. Chess clocks not provided. Noise level may be distracting!!! Tables #1-18

Sunday is Chess for Fun Day!

Speed Chess and "Kriegspiel" among the Fun. Speed Chess and Chess at time odds, require the use of chess clocks. Please bring your own clock if you plan to participate. "Kriegspiel" involves the use of three boards and a referee. The players sit at a board that only shows their own pieces and can not see their opponent's pieces. A referee controls the game from the third board where all pieces are present but out of view of the players. As much fun for the spectators as for the players!



William M. Sanders II

Owner and Manager.

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Home:

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COLLECTIBLE CARD GAMES/ MAGIC

The following Sanctioned Magic Tournaments are planned:

Saturday 9AM Sealed Deck

Sunday 9AM Type 2 Standard Tournament

In addition, Booster Draft tournaments will be scattered throughout the course of the weekend.

There should also be a Highlander Tournament either Saturday or Sunday, and Great Dalmuti will be running all weekend and hopefully we will have a Legends of the 5 Rings tournament, as well as a Star Wars card game tournament.

HEXACON 9 IS PROUD TO
PRESENT AT "TABLE 13" LISA
KENISON

Friday

8PM-Midnight: Deadlands: "Steamship Titanic"

Join your fellow enthusiasts on the Titanic's maiden voyage, a three-hour tour of the Great Maze. All players welcome, rules taught and characters provided.

Saturday

8AM-Noon: Deadlands: "Everybody loves Zombies!" You are bound for the town of Nacodoches, as freelancers for the Confederacy's most feared military

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JAPANESE ANIMATION

branch, escorting an unexpected traveling companion is just a simple mission, right? All players welcome, rules taught and characters provided.

2PM-6PM: The Phoenix System: "Invasion!"

Human heroes have invaded your village and you must fight to retake your home. Play the "monsters" in this fantasy adventure against the heroes. This is a home-brewed system used for several years. Check it out. All players welcome, rules taught and characters provided.

10PM-2AM: Call of Cthulhu: "In the Shadows of Death." "Monstrous things abide in the shadows of death, lurking and waiting to seize the souls of those who meddle with forbidden things."

Visiting a friend at his newly inherited mansion sets the stage for a series of haunting encounters, culminating in the monstrous legacy of a blasphemous experiment. All players welcome, rules taught and characters provided.

Sunday

10AM-2PM: AD&D, 1st Edition: "Eye of the Serpent." You and your friends are captured by a pair of Rocs as food for their young. You must escape the nest and journey down the mountain. However, you are drawn by the far off glint of the Serpent's Eye. The

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TOURNAMENTS

Fri. - Magic Sealed Deck Tourney.
\$11 entry fee, 5 pm.

Pokemon Constructed Tourney.
\$3 entry fee, 6 pm.

Sat. - Type 2 Tourney.
\$4 entry fee, 3 pm.

Pizza League.
\$5 entry fee, 7 pm

Sun. - Battletech Club meets at noon.

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journey will be perilous and unforgiving, but fate has left you little choice. All players welcome, rules taught and characters provided.

**LIVE ACTION ROLE PLAYING
ROARING TWENTIES STYLE!**

"Pier's End By Night: Part 1 - The 5 Aces" is the first story in a Chronicle of White Wolf Live Actions to be held at Arizona Conventions, starting here at HexaCon 9. "The 5 Aces" is a two night event running Friday and Saturday nights from 6:30 til midnight and features Vampires, Werewolves, Mages and Changelings in the biggest cross-over ever at an Az Con! Set in the fictional Mobland Metropolis of Pier's End, the curtain rises on the Chronicle shortly after the death of Don Octavio Giovanni, Prince of Pier's End and Don of the local crime scene. His five Skippers have been duking it out for the title of Don ever since in a bloody war that has spilled over into the streets. War, however, is bad for business, so the five Skippers, the Brujah Vinny "The Bull" Angelino, the Ventruel "Prettyboy" Jaime Violetta, the Werewolf Marcello "Two Fangs" Faraducci, the Mage Elliot "Torches" Sinclair and the Changeling Mickey "The Rat" Valentine have agreed to meet at Valentine's Cabaret in the heart of the redlight district, universally recognized as neutral ground. There, they hope, they and their top goons can etch out a deal and put an end to the turf war that has been ravaging the streets for months. Underneath all this, lurking in the shadows, is a dark conspiracy of Infernal and Diabolical intent, an evil in the city that threatens to swallow it whole... will anyone notice in time? So whether you've always loved old mobster flicks, are a big Lovecraft fan, or have dreamed of being a flapper at the heart of the Roaring 20's, dancing the night away, join us for "The 5 Aces" on Friday and Saturday night.

Larime Taylor

**BRANDON KAVANAGH, GRAND
MASTER OF THE RPGA AND THE
LIVING CAMPAIGNS.**

Friday

Noon-4PM: "Living" Character Generation

Create your own character to adventure with in the Living City, Living Jungle, and Living Death cam-

paigns. Gain fame and wealth as you go from adventure to adventure with your own unique character rising in experience levels and magic items. Trade your magic items with other players and share the stories of how you obtained them. Required for play in any of the "Living" adventures.

"Task of the Red Death." Part 1. A Two-Round Ravenloft Adventure by Ramon Delgado

The mercenary group known as Red Death specializes in search and rescue. But this time the search has lead to Ravenloft and rescue is what they will be needing the most. A classic style RPGA adventure with six pre-generated characters. The top two or three players will advance to the second round championship round on Saturday night or Sunday.

"Musketeers for the Queen." Part 1. A Two-Round Adventure for Six Musketeers by Tom and Theresa Prusa

Your musketeers have been called upon to protect the honor of the Queen from an indiscretion of the past. Civil war could be the result if you fail. Can you prevent it and help the Queen keep her head? A classic style RPGA adventure with six pre-generated characters. The top two or three players will advance to the second round championship round on Saturday night or Sunday.

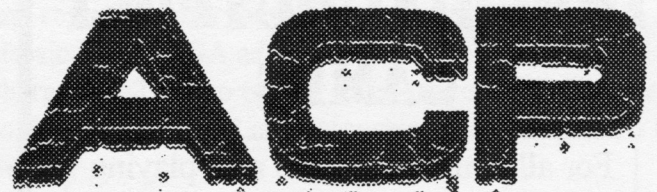
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"Legends" A One Round Adventure in the Living City by Ramon Delgado.

The war goes badly for Ravens Bluff and the citizens have lost heart. The Circle of Priests has need of an ancient tome which is rumored to restore the spirits of the crestfallen and to give hope to the oppressed. Your mission is to find this tome amid the terror and horror of the war and bring it back across the battlefield to Ravens Bluff. Not for the faint of heart or faithless soul. A character generated in the character generation session or that has played in a previous Living City adventure is required.

"Task of the Red Death." Part 1. A Two-Round Ravenloft Adventure by Ramon Delgado



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8:00-Midnight, "Good Evening Ladies and Gentlemen." A One Round Living City Adventure by Jean Rabe

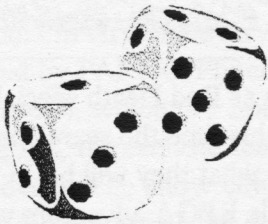
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"Mantu's Sacrifice" A One Round Living Jungle adventure.

Learn what it means to live by the law of the jungle. A character generated in the character generation session or that has played in a previous Living Jungle adventure is required.

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8PM-Midnight: “Task of the Red Death.” Part 2 Championship Round.

“Musketeers for the Queen.” Part 2 Championship Round.

“Murder in the Ozarks.” A One Round Living Dead Adventure.

Who says you can't take it with you and keep it in the family. A character generated in the character generation session or that has played in a previous Living Dead adventure is required.



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Sunday

**10AM-2PM: "Task of the Red Death." Part 2
Championship Round.**

**"Musketeers for the Queen." Part 2 Championship
Round.**

ARIZONA BOTBASH(TM) 4 1999

BotBash(tm) is a technical robotic extravaganza that occurs in Arizona every year. The spectacle is organized by PAREX (Phoenix Area Robotics eXperimenters), which is a non-profit organization in Phoenix, AZ, to promote technical hobbies, especially to students. The show consists of events in which inventors from all over the country build a variety of different kinds robots to compete in multiple demonstrations. The main event is a show in which builders construct metallic warriors of mass destruction to do combat with robots in their same class; 5Kg, 12.5Kg and 23Kg weight groups. The fights between robots are usually to the death, of the robot, and provide a spectacular visual presentation for the participating audience. Other events include a maze competition where robots have to find their way through the maze on their own. The main event starts at 10AM July 10th. For more information, the web page is <http://www.botbash.com> or send info requests to botbash@att.net

SOUTHWEST GAMERS ASSOCIATION PRESENTS:

Friday

**6PM-Midnight: GURPS FANTASY with Luke
Porter**

Fresh from their first mission, the retainers of Prince Harun are all set to enjoy a pleasant month of recuperating, but the charming manse where they are vacationing holds a dreary secret. A secret that could be worth a hundredweight of gold, if it doesn't kill them all first. No experience needed. Characters provided.

Saturday

**Noon-5:00 PM: GURPS FANTASY with Kenneth
New**

Over 200 years ago, the mage Kalaino Odynophora withdrew from human society, taking with her the location of her magical tower, which was reputed to

hold many fabulous treasures. Now, a merchant claims to have spotted it. The problem is that he's spread his story far and wide. If you want the treasure, you'll have to be quick, before anyone else can beat you to it. No experience needed. Characters provided.

6PM-Midnight: GURPS Traveller with John Niska

Adventure into the great unknown of space in quest of glory and quick Credits! No experience needed. Characters provided.

METRO PHOENIX FREELANCERS TO PERFORM DEMOS OF WARZONE AND CHRONOPIA.

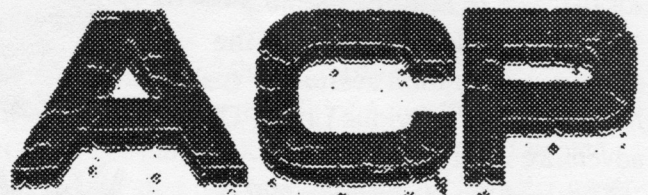
Saturday, 10AM-6PM Demonstrations of the Miniatures games Warzone and Chronopia will be presented for your enjoyment and participation by the Metro Phoenix Freelancers.

MINIATURES PAINTING COMPETITION

Entries will be accepted all day Friday and Saturday at a table in the Dealer's Room. Judging will take place at a time to be determined by the judges, based on the entries received, but no earlier than Saturday evening. Prizes will be awarded immediately following.

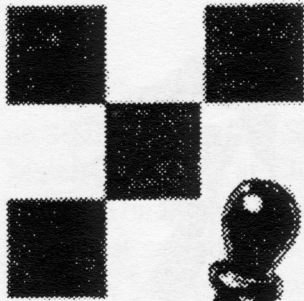
DEFINITIONS: There are two classes and seven categories per class in this competition. Classes refer to the entrant, categories refer to the miniatures. **CLASSES:** An entrant must be either one or the other of the two classes; they may split their entries between the two classes. The two classes are:

(1) Master Class. Those people who have won two first place ribbons or Best-of-Show prizes in previous miniatures competitions. Also included are people who have painted miniatures professionally, or



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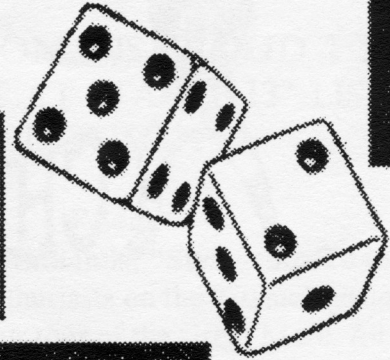
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who, in the opinion of the judges, display Master Class quality in their work. Anyone who wishes may enter as a Master.

(2) **Open Class.** All those entrants who do not fall in the Master Class.

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

The seven categories are:

(1) **Single figure, small.** Any single figure whose largest dimension does not exceed three inches. BattleTech figures and vehicles are judged separately from this one.

(2) **Single figure, large.** Any single figure which exceeds three inches in any dimension. (BattleTech figures and vehicles are judged in separate categories from this one.)

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

(4) **Vehicles.** Any war machine for science fiction, fantasy, or historical wargaming that is not associated with BattleTech. Elaborate vehicles involving three or

more other miniatures (Drivers, passengers, etc.) may be classified as a diorama at the judge's discretion.

(5) **Vignettes and Dioramas.** Two or more individual figures on a common scenic base.

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

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

Entering Miniatures: Miniatures must be submitted to HexaCon staff who will make an initial determination of class and category. Only members of the convention will be allowed to enter, including staff, guests, and merchants. All work must be the work of the named entrant. All miniatures entered will be placed on display. The entrant's name will be hidden for fairness in judging. No previous winning entry will be allowed.

Judging: Judges are appointed by HexaCon. Judges will award all prizes for which there are suitable entries. The judges have the final say on acceptance or rejection of figures for the competition. The judges have the final say on the appropriate category for an entry. Judges may exercise these choices at any time



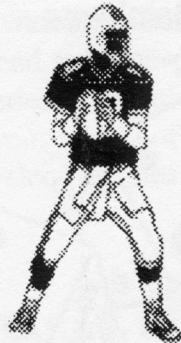
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prior to the awarding of prizes. There will also be a choice for Fan Favorite.

Prizes: Prizes will be awarded in each of the seven categories for each class. Second Place and First Place for each category in each class will receive ribbons. Best of Show in each class will receive ribbons. Additional prizes may be awarded to these winners at the discretion of HexaCon.

Retrieving Entries: Entrants should pick up their miniatures after the awards are given. This will be announced publicly. Only the person submitting the entry will be allowed to pick it up unless other arrangements are made ahead of time by the entrant.

REGISTRATION

Registration will be open Thursday evening from 6PM to 9PM, Friday and Saturday from 9AM to 9PM, and Sunday from 9AM to Noon.

The usual disclaimer applies: "The membership badge remains the property of HexaCon 9 until the end of the convention. This means the badge and membership can be revoked for just cause." Lost or forgotten

HexaCon 9

badges will be replaced for full at the door price.

SECURITY

The Rules

1. Common sense will always prevail!
2. We are sharing this hotel with others.
 - A. Weapons, real or simulated, will not be allowed.
 - 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.

USED GAME AUCTION

Once again, we have our ever popular used game auction. This event will occur Sunday, at 12 Noon in the Dealer's Room (Navajo 1&2). There's just a few rules, here they are:

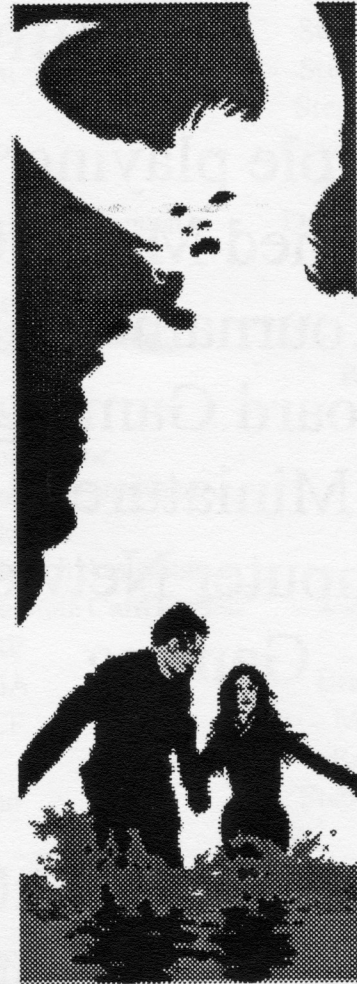
For Old Owners/Sellers: Bring your used games to Gaming Central any time Friday or Saturday. You will be given an Owner's lot form to fill out. On it, please list your games and your desired minimum bid.

Minimum bids must be in increments of \$1.00. HINT: Place your minimum bid as low as you are willing to accept for the game. \$1.00 to \$5.00 is the most common range. A minimum bid higher than \$20.00 has never sold. You will not be allowed to change your mind once the bidding starts. Bundle your magazines together in groups of 10, gaming modules and similar items together in groups of 5. Single issues of magazines never sell, and slow down the auction. A small, honest description of your games condition (unpunched, brand-new, pieces missing, etc.) would greatly be appreciated, and increase the chance that it will be bid on. Your items will be safeguarded and brought to the auction. When all payments due the auction have been received, you will receive the sum of your sales, minus the 10% commission to HexaCon.

For New Owners/Bidders: Items for auction will be on display an hour before the auction. Please do not take your own game items you are using that day to the display area. All persons wishing to bid should receive a bid number (if you only come to watch, you'll end up buying something, so get a bid number anyway!). Bids will only be accepted in increments of \$1.00 (that's U.S.), and all items must be paid for right after the auction. No IOUS, or holding items beyond that day. Property not paid for by the end of the convention will be returned to the owner, who will decide if he wishes to keep it or honor your bid (or sell it to someone who actually has money). Naturally, all items are sold as is and no refunds are available, but of course we will make a good faith effort to describe the condition of the game, and will even let you examine it depending on the tempo of the bidding.

VIDEO

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



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HexaCon 10

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Miniatures
Computer Network
Gaming
LARP

'Bot Bash
Miniatures Painting
Contest
Dealer's Room
Game Auction
Video room
Full Consuite

Gaming starts at 10:00 AM on Friday, July 14 and runs
NON-STOP until Sunday, July 16 at 3PM

Membership Rates: \$15 until 5/31/00 \$20 at the door

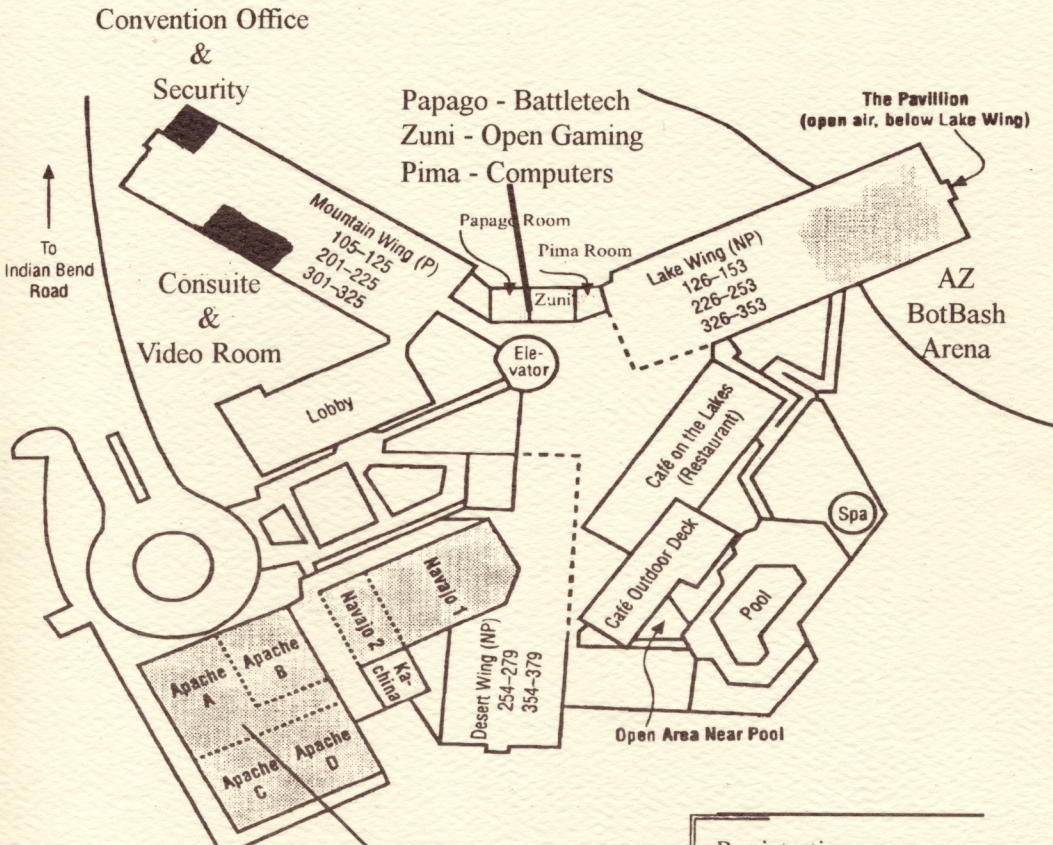
Hotel Information:

Holiday Inn Sunspree
7601 E Indian Bend Rd
Scottsdale, AZ
(602) 991-2400
Room: \$65 S/D/T/Q
Suite: \$100 S/D/T/Q

Contact Information:

HexaCon 10
PO Box 62613
Phoenix AZ 85082
Phone/FAX (602)973-2341
Email: dyer@maricopa.edu
Webpage: www.casfs.org

AREA MAPS



HOURS:

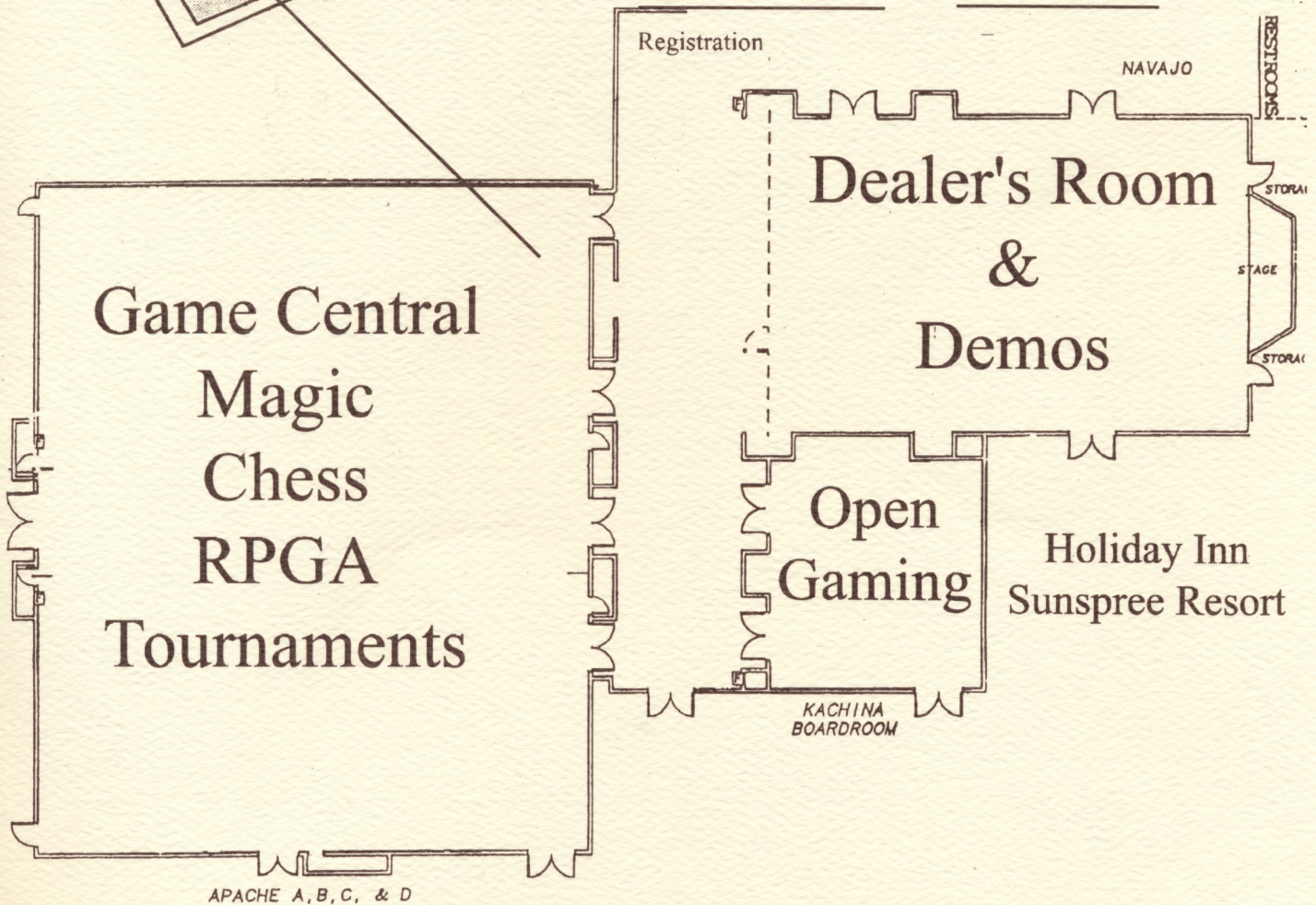
GAMING
 Friday 9AM
 to
 Sunday 3PM

CONSUIITE

Friday: 3PM- Midnight
 Saturday: 9AM- Midnight
 Sunday: 9AM - ?

DEALER'S ROOM

Friday: 10AM - 9PM
 Saturday: 9AM - 8PM
 Sunday: 9AM - 3PM



APACHE A, B, C, & D

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