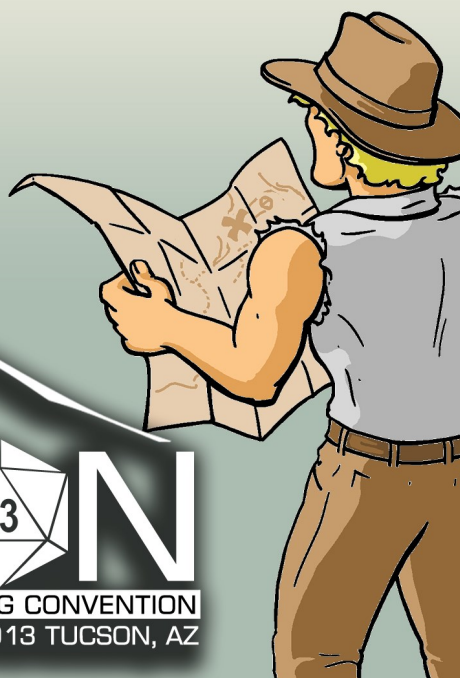




# EVENT PROGRAM

AND THE  
MAP OF THE  
CONVENTION HALL



# RINCON

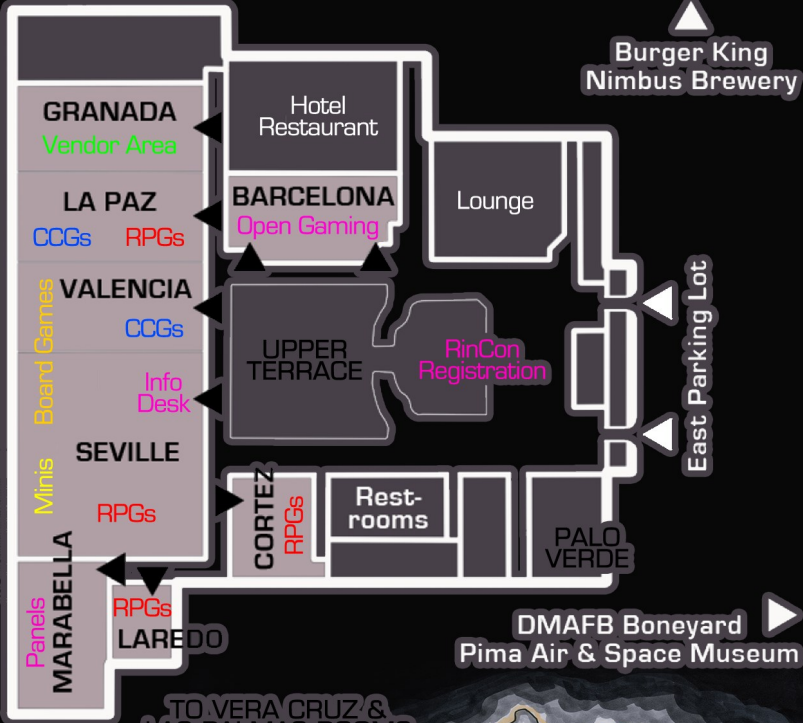
SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION  
RINCON 2013 TUCSON, AZ

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**RINCON**  
SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION  
RINCON 2013 TUCSON, AZ

**WELCOMES  
YOU!**

# RINCON

SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION  
RINCON 2013 TUCSON, AZ

## WELCOME!

Welcome to RinCon 2013, Southern Arizona's Premiere Gaming Convention! Before anything else, we want to thank you for attending this event and helping us create a bigger and better celebration of gaming than last year. We couldn't have done this without YOU!

There's a great weekend in store for you, no matter what flavor of gaming gets you moving, you're sure to find your favorites and something new.

If you have any questions, or suggestions for how we can improve the RinCon experience for everyone, please let us know! But most of all have fun and get those RinCoins!

Thank you, and enjoy the show!

-RinCon 2013 Staff

**Holiday Inn Tucson Airport**  
4550 S. Palo Verde Rd.  
Tucson, AZ 85714

**OCTOBER 4-6, 2013**

**- HOURS OF OPERATION -**

Start: Friday @ 12pm  
End: Sunday @ 6pm

**- VENDOR AREA HOURS -**

Friday 12pm-6pm  
Saturday 9am-6pm  
Sunday 9am-4pm



[WWW.RINCONGAMES.COM](http://WWW.RINCONGAMES.COM)

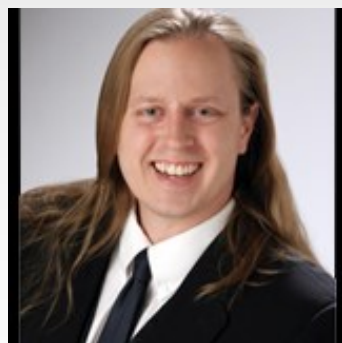


**BRENNAN TAYLOR** is a game designer and writer living in rural New Jersey (yes, such a place exists). He has written several role-playing games, including *Mortal Coil*, *How We Came to Live Here*, and *Bulldogs!* He has edited several other role-playing and fiction products, including *Kingdom of Nothing*, *Blood Red Sands*, and *Redwings' Gambit*. He is the founder and owner of Galileo Games, a small publisher of role-playing games and sci-fi and fantasy fiction. He is also one of the original founders of Indie Press Revolution, an online store created to help self-publishers sell role-playing games. He lives with his wife and two teen children, and can be found haunting East Coast game conventions.

## DAVID NIECIKOWSKI

is a published game designer and recognized expert on using traditional games with families and students. Since 2000 over two dozen of his board games, role-playing supplements, books, and articles have been published.

David has also worked as a freelance marketing and event consultant with scores of industry companies such as Alliance Game Distributors, Gen Con, Wizards of the Coast, Upper Deck, Mayfair, Rio Grande, AEG, and Out of the Box. Soon David will be entering the dissertation stage as a University of Arizona Ph.D. student where his interests include advocacy and research in traditional game literacy.





**IAN STEDMAN** is a board game designer, developer, and part-time gaming journalist. He and his wife Trish founded and currently run G.U. Games, their game design company. His most recent project, *Magnum Opus* was signed by Clever Mojo Games and is being produced by Game Salute. After a recently successful Kickstarter campaign the game is currently in the manufacturing process and will be available in early 2014.

Aside from *Magnum Opus*, Ian has been designing and developing board and card games since early childhood. Most of which were for personal use, but he has released several small projects, such as *RoboRiot*, during his tenure as a member of The Game Crafter of which he was one of the original beta adopters. It is difficult to say which of his current projects he will slate for release next, but he will have plenty of new things on hand to test and play with at RinCon.

He is the chief writer and content producer for [www.gamersuniversity.com](http://www.gamersuniversity.com), a blog on which he reviews and discusses all things gaming-related. He has also done compensated playtest work and reviewing for other designers and developers, as well as two well-known projects from Fantasy Flight games for which his playtest input was credited. His board-gaming related endeavors can be found at [www.gugames.net](http://www.gugames.net)

## JAMES ERNEST

is best known as the founder of Cheapass Games, a tiny little game company in Seattle. He is an award-winning tabletop game designer with more than 150 published games, and a member of the Origins Awards Hall of Fame.

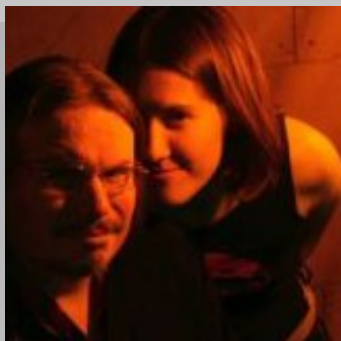
James got started in gaming in 1993, doing technical writing for *Wizards of the Coast*. In 1996 he launched his own company, Cheapass Games, with six original games. *Kill Doctor Lucky*, one of the first Cheapass titles, won an Origins Award for best abstract board game.



From 1996 to 2006, Cheapass Games published more than 100 games, including award winners *Give Me the Brain*, *The Great Brain Robbery*, *Button Men*, *BRAWL*, and *Diceland*. During the same period James also designed games for many other publishers, including *Wizards of the Coast*, Hasbro, Fleer, *GAMES Magazine*, Microsoft, and Steve Jackson Games.

In 2004, James Ernest and Mike Selinker founded Lone Shark Games, an entertainment studio responsible for board and card games, including *Pirates of the Spanish Main* (Wizkids), *Gloria Mundi* (Rio Grande), and *Lords of Vegas* (Mayfair). James and Mike are also co-authors of two poker books, *Dealer's Choice* (with Phil Foglio) and *The Art of Texas Hold 'Em*, and they are contributors to the Origins Award-winning *Kobold Guide to Board Game Design*.

In 2011, James Ernest began to release many popular Cheapass Games as free PDFs. In 2013, Cheapass Games returned to game publishing with a full-color deluxe reprint of *Unexploded Cow*. Also new in 2013 are two small boxed games, *Fish Cook* and *Veritas*, and an upgrade of the 2005 game *Captain Treasure Boots*. You can learn all about James Ernest's latest adventures by following Cheapass Games on Facebook and Twitter, or by visiting [www.cheapass.com](http://www.cheapass.com).



## JOHN AND RO WICK

John was the Legend of the Five Rings Lead Story Designer, the co-creator of 7th Sea and author of over twenty-five other roleplaying games. He has won many awards and is currently developing his epic sword and sorcery RPG, Houses of the Blooded, into a television series. He collects orks.

## MARISSA KELLY

grew up with roleplaying as a favorite hobby; her father often made up house rules for classic roleplaying games, spinning epic tales of bravery and heart. From a young age, Marissa was inspired to draw the characters and scenes from these stories, her imagination spilling out on to the page. As she grew older, she kept roleplaying, enjoying systems of all types and always drawing what she saw in her mind's eye.



As an adult, she now finds herself drawn to tweaking and changing systems in order to bring those kinds of experiences to a new generation of roleplayers. With her partner, Mark Diaz Truman, she founded Magpie Games in early 2011 and has been instrumental in developing and illustrating Magpie Games' first two releases, The Play's The Thing and Our Last Best Hope.

In addition to her work with Magpie Games ([www.magpiegames.com](http://www.magpiegames.com)), Marissa is an outspoken advocate for minority and female gamers. She hopes to see the gaming industry become larger and more diverse over the next few years, and her art and efforts reflect a desire to create an inclusive gaming community.



**MARK DIAZ TRUMAN** is the lead game designer for Magpie Games ([www.magpiegames.com](http://www.magpiegames.com)), an indie roleplaying game studio that he founded in 2011 with his partner, Marissa Kelly.

To date, Magpie Games has released two games via Kickstarter: *The Play's The Thing* and *Our Last Best Hope*. In addition to Mark's work with Magpie he is also a regular developer for FATE (FATE Systems Toolkit, *Do: Fate of the Flying Temple*, *Wicked Fate*) and was recently hired as the Systems Lead for the upcoming *Firefly RPG* from Margaret Weiss Productions. He's passionate about telling amazing stories, building inclusive communities, and generally making gaming a good time for all.

## SETH JAFFEE

is a published game designer and developer, but is probably best known for his affiliation with Michael Mindes and Tasty Minstrel Games. Seth was a behind the scenes supporter of TMG from the beginning and is now an official member of the TMG team, discovering games, developing them, and helping to usher them through the production process.



Seth's first published title was *Terra Prime*, a somewhat obscure but solid euro style game. His best known title is *Eminent Domain*, the first big kickstarter success, and the first game to use the deckbuilding mechanism in a game that's not just about deck building. The first expansion to *Eminent Domain* (*Eminent Domain: Escalation*) is due out in a couple of months, and there will be an advance copy or two floating around at Rincon.

Seth has also done extensive development work on many TMG titles including *Belfort*, *Ground Floor*, and *Kings of Air and Steam*. Advance copies of the first expansion to *Belfort* (*Belfort: The Expansion Expansion*) will also be at Rincon, as well as *Ground Floor* designer David Short, and potentially a preview of an upcoming *World Fair* expansion to *Kings of Air and Steam*. The latest project Seth has developed is the upcoming *Captains of Industry*, on Kickstarter right now.

In addition to his work on game design, development, and publishing with TMG, Seth may also be known as the president of the Southern Arizona Gamers Association (SAGA), the organization that puts on Rincon.

You can follow Seth on twitter (@sedjtroll), and you can read his occasional, rambling game design thoughts on his game design blog.



## SHANE HENSLEY

is a freelance writer, game designer, game store owner, publisher, novelist, computer game designer, business consultant, and entrepreneur. He's also served as a lead on massively multiplayer online games such as City of Heroes / City of Villains, and was an Executive Producer on such titles as Cryptic Studios Dungeons & Dragons: Neverwinter MMO RPG, and Trion Worlds and Petroglyph's End of Nations. He was also the Studio Head for Dust Devil (Zombie Pirates video game) and even a Deadlands MMO RPG (the parent company went under due to other projects unfortunately).

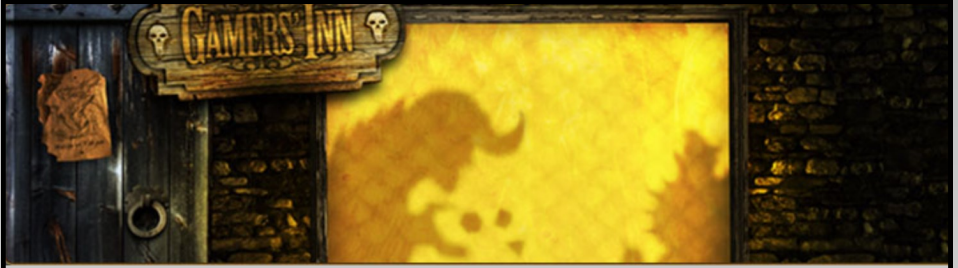
Shane is best known for founding Pinnacle Entertainment Group, where he created Deadlands and the Savage Worlds game system. He's licensed his properties for television, books, comics, toys, and even other game systems. He's a frequent guest at conventions around the world and loves seeing the different way people play games in places like Poland, Australia, Ireland, England, and more.

Shane currently lives in Chandler, Arizona where he loves to run in the hottest part of the day (some say he's part-lizard) and play games with his beautiful wife Michelle and their two sons, Caden and Ronan.

## W. DAVID MACKENZIE

David founded Clever Mojo Games in Edmonds, WA USA in 2009 and Alien Frontiers is CMG's best selling game. Game Salute purchased the CMG production label in 2012 and hired David as their "Game Shepherd", a task that covers everything from new game evaluation and development advice to production planning, crowdfundiung, and manufacturer liaising. In 2014, Clever Mojo Games will be releasing Magnum Opus, by local AZ designer Ian Stedman; and Princes of the Dragon Throne, by local AZ designer Fred MacKenzie.





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- Pattern Recognition
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- PvP Combat



## BEYOND KICKSTARTER

MARABELLA ROOM, SATURDAY 6-7 PM  
WITH: MICHAEL MINDES, MARK DIAZ TRUMAN, BRENNAN TAYLOR, SHANE HENSLEY, AND JAMES ERNEST

KICKSTARTER HAS TAKEN THE GAMING WORLD BY STORM AND REPRESENTS A REVOLUTION IN GAME FUNDING AND PUBLISHING, BUT IS IT THE ONLY WAY? LISTEN TO OUR PANEL FROM ACROSS THE INDUSTRY AND LEARN BOTH WHAT IT TAKES TO SUCCEED AT KICKSTARTER AND WHAT OTHER OPTIONS ARE OUT THERE.

## INCLUSIVENESS IN GAMING

MARABELLA ROOM, SATURDAY 9-10 AM  
WITH: MARK DIAZ TRUMAN, MARISSA KELLY

WANT TO CREATE SAFE AND INCLUSIVE SPACES FOR MINORITIES AND WOMEN AT YOUR GAMING TABLE? JOIN US FOR A DISCUSSION THAT WILL HELP YOU MAKE YOUR CAMPAIGN, CONVENTION, OR GAMING CREATION MORE ACCESSIBLE TO OUR DIVERSE AND INTERESTING COMMUNITY.

## BOARD GAME DESIGN

MARABELLA ROOM, SATURDAY 1-2 PM  
WITH: JAMES ERNEST, SETH JAFFEE, DAVID SHORT, DAVID NIECIKOWSKI, IAN STEDMAN

GET THE OPPORTUNITY TO CHAT WITH BOARD GAME DESIGNERS ABOUT THE PROCESS OF DESIGN AND LEARN SOME TIPS FOR DESIGNING YOUR OWN.

## GM CONFERENCE & STORY GAMES DUNGEON

MARABELLA ROOM, SATURDAY 11AM-1PM  
WITH: MARK DIAZ TRUMAN, MARISSA KELLY, GUESTS & LOCAL GMS TBA

COME JOIN OUR GUESTS AND LOCAL GMS FOR A SERIES OF SHORT TALKS AND DISCUSSIONS ABOUT ROLEPLAYING GAMES AND HOW TO ADD THAT LITTLE EXTRA SOMETHING TO YOUR CAMPAIGN!

ALSO JOIN MAGPIE GAMES' OWNERS FOR A JOURNEY INTO THE DARKEST DUNGEONS OF STORY GAME ROLEPLAYING GAMES. WE'LL COLLECTIVELY EXPLORE A UNIQUE DUNGEON WHILE DEMONSTRATING THE TECHNIQUES THAT HAVE MADE GAMES LIKE FIASCO, APOCALYPSE WORLD, AND MANY OTHERS SO POPULAR.

## SKYLINE SOLO WORLD TOUR CHALLENGE!

(SEE HQ) FRIDAY: 2PM - 6PM

THE QUICK DICE GAME SKYLINE WILL BE SET UP AS A SOLO GAME MOST OF THE WEEKEND (TO ALLOW PLAYERS TO PLAY WHENEVER IT'S CONVENIENT DURING THE CONVENTION). CHALLENGERS WILL BE ASKED TO COMPETE IN ONE OR MORE CITY SCENARIOS. PLAY AS OFTEN AS YOU LIKE, BUT ONLY YOUR BEST SCORE WILL COUNT. PRIZES WILL BE GIVEN FOR THE BEST SCORE IN EACH CITY SCENARIO, AS WELL AS FOR THE OVERALL BEST SCORE FOR THE WORLD TOUR.

## RPG DESIGN

MARABELLA ROOM, FRIDAY 6-7 PM  
WITH: JOHN WICK, MARK TRUMAN,  
BRENNAN TAYLOR, AND SHANE  
HENSLY

LISTEN TO OUR DIVERSE PANEL OF RPG DESIGNERS (THE MINDS BEHIND GAMES RANGING FROM SAVAGE WORLDS, TO HOUSES OF THE BLOODED, TO OUR LAST BEST HOPE, TO BULLDOGS) DISCUSS TIPS AND TRICKS FOR CREATING YOUR OWN RPG.

## ARTEMIS

PALO VERDE ROOM, ALL WEEKEND  
COME FLY YOUR OWN STAR SHIP!! ARTEMIS SIMULATES A SPACESHIP BRIDGE BY NETWORKING SEVERAL COMPUTERS TOGETHER. ONE COMPUTER RUNS THE SIMULATION AND THE "MAIN SCREEN", WHILE THE OTHERS SERVE AS WORKSTATIONS FOR THE NORMAL JOBS A BRIDGE OFFICER MIGHT DO, LIKE HELM, COMMUNICATION, ENGINEERING, AND WEAPON CONTROL. ARTEMIS IS A SOCIAL GAME WHERE SEVERAL PLAYERS ARE TOGETHER IN ONE ROOM ("BRIDGE"), AND WHILE THEY ALL WORK TOGETHER, ONE PLAYER PLAYS THE CAPTAIN, A PERSON WHO SITS IN THE MIDDLE, DOESN'T HAVE A WORKSTATION, AND TELLS EVERYONE WHAT TO DO.

## GAME FLEA MARKET

UPPER TERRACE, SATURDAY 12-2 PM  
BUY, SELL, AND TRADE WITH OTHER RINCON GAMERS! TABLES WILL BE AVAILABLE TO DISPLAY ANY GAMES OR GAMING ACCESSORIES YOU'RE INTERESTED IN SELLING OR TRADING. DON'T HAVE ANYTHING TO TRADE? BRING SOME CASH AND SHOP FOR SOME GREAT DEALS!  
KEEP IN MIND THAT THIS EVENT IS INTENDED TO PROVIDE AN OPPORTUNITY FOR SELLING AND TRADING, BUT EACH ATTENDEE WILL BE RESPONSIBLE FOR THEIR OWN ITEMS AND TRANSACTIONS. ALSO, PLEASE MAKE SURE YOU ARE ABLE TO PROVIDE ACCURATE INFORMATION FOR YOUR ITEMS IN REGARD TO CONDITION AND COMPLETENESS.

## THE PULP GAMER MEDIA GAME LIBRARY

BARCELONA ROOM, ALL WEEKEND  
WITH: MARK DIAZ TRUMAN, MARISSA KELLY, GUESTS & LOCAL GMS TBA

PULP GAMER MEDIA PRODUCES A WIDE ARRAY OF VIDEO ENTERTAINMENT FOR GAMERS. COME PLAY ONE OF THE HUNDREDS OF BOARD GAMES THAT HAVE BEEN FEATURED IN PULP GAMER PRODUCTIONS IN OUR FREE OPEN LIBRARY.

## A NIGHT OF HEX-BASED BOARD GAMES

SEVILLE, SAT 6:00PM TO MIDNIGHT

YOU'VE PLAYED TWILIGHT IMPERIUM AND ECLIPSE, BUT NOW IT'S TIME TO TRY A FEW LESSER KNOWN HEX BASED SPACE GAMES. GAMES FOR THE NIGHT INCLUDE

DISASTER LOOMS, PHANTOM LEAGUE, AND EMPIRES OF THE VOID

## BOARDGAMES IN BETA

SEVILLE ROOM, ALL WEEKEND

WITH: ANY AND ALL LOCAL GAME DESIGNERS

DO YOU ENJOY PLAY TESTING GAMES? WOULD YOU LIKE TO SEE THE NEXT BIG GAME BEFORE ITS RELEASE? ARE YOU A GAME DESIGNER WITH A PROTOTYPE HANDY? IF YOU ANSWERED "YES" TO ANY OF THESE QUESTIONS, BOARDGAMES IN BETA IS FOR YOU! COME DEMO AND/OR PLAY THE LATEST IN UNPUBLISHED GAMES FROM SOME OF TODAY'S FINEST AND UP-AND-COMING GAME DESIGNERS. THIS EVENT IS FOR PEOPLE WITH UNPUBLISHED GAMES WHO WOULD LIKE TO PUT THEM IN FRONT OF MORE PEOPLE OR FOR PLAYERS WHO WANT A SNEAK PEEK AT THE NEXT BIG THING! OFFER OR COLLECT FEEDBACK. WHO KNOWS, MAYBE YOU'LL GET CREDIT IN THE RULEBOOK FOR YOUR INPUT!

## PLAY WITH THE CREATOR

VARIOUS LOCATIONS, ALL WEEKEND

THIS IS YOUR CHANCE TO PLAY BOARD GAMES AND RPGS WITH THE MINDS BEHIND THEM AND OUR SPECIAL GUESTS!

KEEP AN EYE ON THE SCHEDULE FOR EVENTS MARKED "PLAY WITH THE CREATOR" IT IS ALSO WORTH MENTIONING THAT MOST "BOARDGAMES IN BETA" ARE "PLAY WITH THE CREATOR" AS WELL!

## PATHFINDER SOCIETY ORGANIZED PLAY

VERA CRUZ & LAS PALMAS ROOMS (BEYOND THE POOL), ALL WEEKEND  
PATHFINDER SOCIETY ORGANIZED PLAY IS A WORLDWIDE FANTASY ROLEPLAYING CAMPAIGN THAT PUTS YOU IN THE ROLE OF AN AGENT OF THE PATHFINDER SOCIETY, A LEGENDARY LEAGUE OF EXPLORERS, ARCHAEOLOGISTS, AND ADVENTURERS DEDICATED TO DISCOVERING AND CHRONICLING THE GREATEST MYSTERIES AND WONDERS OF AN ANCIENT WORLD BESET BY MAGIC AND EVIL.

## THE ADVENTURES OF SILVER AND BRASS

MARABELLA ROOM, SATURDAY 9:30PM  
WITH: MARK DIAZ TRUMAN, MARISSA KELLY, GUESTS & LOCAL GMs TBA

MEET THE CAST AND CREW BEHIND THE SCENES AND WATCH AS CAPTAIN SILVER AND PENNY BRASS MUST FIND AND CAPTURE THE VILLAINOUS ROB STEEL IN THIS SILENT STEAMPUNK ADVENTURE STARRING JONATHAN STROOTMAN, ALLEGRA BLAIR BREEDLOVEAND, AND ERIC SCHUMACHER. THE ADVENTURES OF SILVER AND BRASS IS PRODUCED BY PULP GAMER MEDIA AND PART OF THE PULP GAMER MEDIA NETWORK.

## THE BOB & ANGUS SHOW

MARABELLA ROOM, SATURDAY 8:30PM

MEET THE CAST AND CREW BEHIND THE SCENES AND WATCH AS NEWS SHEEP ANGUS AND BOB TALK ABOUT BOARD GAMES, GEEK CULTURE AND OVINE LIFE STYLE. THIS WEB SERIES IS BY MAYFAIR GAMES AND STARS DEAN STEEVES AND DREW KALLEN. THE BOB & ANGUS SHOW IS PRODUCED BY PULP GAMER MEDIA AND PART OF THE PULP GAMER MEDIA NETWORK.

## ZHON: THE ALIEN INTERVIEWS

MARABELLA ROOM, SATURDAY 7:30PM

MEET THE CAST AND CREW BEHIND THE SCENES AND WATCH AS A MAN CLAIMING TO BE AN ALIEN TURNS HIMSELF IN TO THE US SECRET SERVICE FOR INTERROGATION - STARRING ROBERT LINDEN AND ERIC SCHUMACHER. ZHON: THE ALIEN INTERVIEWS IS PRODUCED BY ROB-ERIC MEDIA AND PART OF THE PULP GAMER MEDIA NETWORK.



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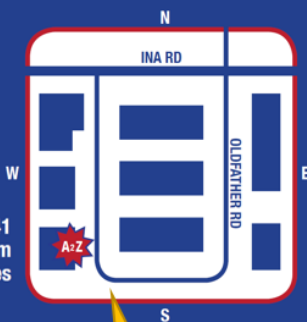
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## Weekly Tournaments

### Magic: The Gathering

Tuesday

6:30pm: Standard

Friday

6:30pm: FNM Standard

6:30pm: Casual Play

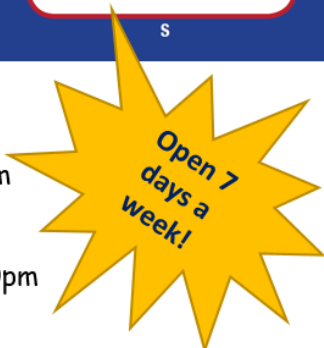
8:30pm: Draft

### Yu-Gi-Oh

Thursday 5:00pm

### HeroClix

Wednesday 6:30pm



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#RINCON13

- FRIDAY -

	NOON	12:30	1:00	1:30	2:00	2:30	3:00	3:30				
GRANADA	VENDORS OPEN				VENDORS OPEN							
BARCELONA	GAME LIBRARY / RAFFLES				GAME LIBRARY / RAFFLES							
PALO VERDE							ARTEMIS					
MARABELLA												
SEVILLE	BOARDGAMES IN BETA (OPEN)				BOARDGAMES IN BETA (OPEN)							
UPPER TERRACE	OPEN GAMING	OPEN GAMING		OPEN GAMING	OPEN GAMING							
<p>SEE HQ / INFO DESK IN SEVILLE FOR SPECIFIC LOCATION; CATEGORY IS IN [BRACKETS] AND TYPICAL LOCATIONS FOR EACH OF THOSE CATEGORIES ARE SHOWN ON THE MAP ON THE INSIDE FRONT COVER</p>	MAGNUM OPUS [BG]	KING'S FORGE [BG]		FORMULA E [BG]	MAGNUM OPUS [BG]							
					SKYLINE SOLO WORLD TOUR							
					CASTLES AND CRUSADES A							
					D&D NEXT [RPG]							
					DUNGEON WORLD [RPG]							
					FORMULA DEATH [BG]							
					STAR WARS LCG [CCG]							
					THE MANHATTAN PROJECT [BG]							
					WICKED FANTASY (PLAY W/							
					BORA BORA [BG]							
					SUBURBIA [BG]							
									WARHAMMER FANTASY			
									HOW WE CAME TO LIVE			

# - FRIDAY NIGHT -

#RINCON13



4:00	4:30	5:00	5:30	6:00	6:30	7:00	7:30	8:00	8:30
VENDORS OPEN				CLOSED				CLOSED	
GAME LIBRARY / RAFFLES				GAME LIBRARY / RAFFLES				GAME LIBRARY	
ARTEMIS		ARTEMIS		ARTEMIS		ARTEMIS		ARTEMIS	
				RPG DESIGN PANEL					
BOARDGAMES IN BETA (OPEN)				BOARDGAMES IN BETA (OPEN)				B. I. B. (OPEN)	
OPEN GAMING		OPEN GAMING		OPEN GAMING		OPEN GAMING		OPEN GAMING	
KING'S FORGE [BG]						CALL OF CTHULHU - REVELATIONS [RPG]			
CHALLENGE [BG]									
KNIGHTS FALL [RPG]				MAGIC DEMOS / INTRO LEAGUE [CCG]					
								DEADLANDS NOIR (PWTC) [RPG]	
								ETERNITY: THE VAST KNOW NO LIMITS (PWTC) [RPG]	
								FIASCO: IN A NICE SOUTHERN TOWN	
								FORTUNE AND GLORY [BG]	
								HOUSES OF THE BLOODED KIRSTACON EVENT (PWTC) [LARP]	
THE CREATOR) [RPG]								KAGEMATSU [RPG]	
NOTHING PERSONAL [BG]									
								NUMENARA [RPG]	
MEGABATTLE [MINIS]									
HERE (PLAY W/ THE CREATOR) [RPG]					ON THE RUN : SHADOWRUN [RPG]				
KEYFLOWER [BG]					ONE IF BY LAND... [RPG]				
VILLAGE WITH VILLAGE INN [BG]					EMINENT DOMAIN: ESCALATION [BG]				
GET LUCKY (PLAY W/ THE CREATOR) [BG]					SKYLINE: LANDMARKS EXPANSION				
KAIJUDO DEMO [CCG]					GAME DESIGN WORKSHOP (PART 1, PROCESS & DESIGN)				
DEAD HEAT - THE GAME OF PROFESSIONAL ZOMBIE RACING [MINIS]					JAMES ERNEST'S SECRET MYSTERY SURPRISE (PLAY W/ THE CREATOR) [BG]				
THE CHARGE OF THE LIGHT BRIGADE [MINIS]					KARESANSUI (PLAY W/ THE CREATOR) [BG]				
BELFORT W/ THE EXPANSION EXPANSION [BG]					FANTASY FRONTIER (PLAY W/ THE CREATOR) [BG]				

	9:00	9:30	10:00	10:30	11:00
<b>GRANADA</b>	CLOSED		CLOSED		
<b>BARCELONA</b>	GAME LIBRARY		GAME LIBRARY / RAFFLES		
<b>PALO VERDE</b>					
<b>MARABELLA</b>					
<b>SEVILLE</b>	B. I. B. (OPEN)		BOARDGAMES IN BETA		
<b>UPPER TERRACE</b>	OPEN GAMING		OPEN GAMING		
<p>SEE HQ / INFO DESK IN SEVILLE FOR SPECIFIC LOCATION; CAT- EGORY IS IN [BRACKETS] AND TYPICAL LOCATIONS FOR EACH OF THOSE CATEGORIES ARE SHOWN ON THE MAP ON THE INSIDE FRONT COVER</p>	CALL OF CTHULHU - REVELATIONS [RPG]				
	DEADLANDS NOIR (PWTC) [RPG]				
	ETERNITY: THE VAST KNOW NO LIMITS (PWTC) [RPG]				
	FIASCO: IN A NICE SOUTHERN TOWN				
	FORTUNE AND GLORY [BG]				
	HOUSES OF THE BLOODED KIRSTACON EVENT (PWTC) [LARP]				
	KAGEMATSU [RPG]				
	NUMENARA [RPG]				
	ON THE RUN : SHADOWRUN [RPG]				
	ONE IF BY LAND... [RPG]				
	BELFORT W/ THE EXPANSION EXPAN- SION [BG]				



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	9:00A	9:30A	10:00A	10:30A	11:00A	11:30A	NOON	
GRANADA	VENDORS OPEN							
BARCELONA	GAME LIBRARY / RAFFLES							
PALO VERDE			ARTEMIS		ARTEMIS		ARTEMIS	
MARABELLA	INCLUSIVENESS IN GAMING PANEL	GM CONFERENCE & STORY GAMES DUNGEON						
SEVILLE	BOARDGAMES IN BETA (OPEN)							
UPPER TERRACE	OPEN GAMING	OPEN GAMING	OPEN GAMING	OPEN GAMING	OPEN GAMING	OPEN GAMING	GAME	
SEE HQ / INFO DESK IN SEVILLE FOR SPECIFIC LOCATION; CATEGORY IS IN [BRACKETS] AND TYPICAL LOCATIONS FOR EACH OF THOSE CATEGORIES ARE SHOWN ON THE MAP ON THE INSIDE FRONT COVER	FLAMES OF WAR TOURNAMENT [MINIS]							
	DEAD HEAT - THE GAME OF PROFESSIONAL ZOMBIE RACING [MINIS]							
	SKYLINE SOLO WORLD TOUR CHALLENGE [BG]							
	THE CHARGE OF THE LIGHT BRIGADE [MINIS]							
	WARHAMMER 40K ROGUE TRADER REGIONALS [MINIS]							
	A DIRTY WORLD: THE DANGERS OF FRATERNIZATION [RPG]							
	DUNGEON WORLD [RPG]							
	STAR WARS LCG [CCG]							
	THE MANHATTAN PROJECT [BG]							
	VIRO (PLAY W/ THE CREATOR) [BG]							
	BELFORT W/ THE EXPANSION EXPANSION [BG]					LEGEND OF THE FIVE		
	BIOSHOCK INFINITE: SIEGE OF COLOMBIA [BG]					ROBORALLY		
	IL VECCHIO [BG]					THE MYSTERY OF		
	PATHFINDER ADVENTURE CARD GAME [CCG]					BATMAN: GOTHAM CITY		
			KING'S FORGE [BG]		FORMULA E [BG]		MAGNUM	
	JAMES ERNEST'S SECRET MYSTERY SURPRISE (PLAY W/ THE CREATOR) [BG]						GAME DESIGN WORKSHOP	
	PRIVATEER PRESS RUMBLE [MINIS]							
	HEROCLIX DEMOS [MINIS]							
ANDROID NETRUNNER [CCG]					CARDFIGHT			
VILLAGE WITH								

12:30	1:00	1:30	2:00	2:30	3:00	3:30	4:00
VENDORS OPEN							
GAME LIBRARY / RAFFLES							
	ARTEMIS		ARTEMIS		ARTEMIS		ARTEMIS
	BOARD GAME DESIGN PANEL						
BOARDGAMES IN BETA (OPEN)							
FLEA MARKET			OPEN GAMING				
	DUST TACTICS DEMO [MINIS]						MALIFAUX
	DUST WARFARE DEMO [MINIS]						X-WING
			ACTIVE EXPLOITS DICELESS RPG [RPG]				
			DEADLANDS NOIR (PLAY W/ THE CREATOR) [RPG]				
			DRIVE THEM BACK (PLAY W/ THE CREATOR) [BG]				
RINGS CCG TOURNAMENT [CCG]							
STACKED [BG]							
THE KING ANDREW MINE [MINIS]							
STRATEGY GAME [BG]				2-PLAYER TABLETOP GAME PENTATHLON [BG]			
OPUS [BG]				PRINCES OF THE DRAGON THRONE [BG]			
(PART 2, PLAYTESTING)				ETERNITY: THE VAST KNOW NO LIMITS (PLAY W/ THE CREATOR) [RPG]			
!! VANGUARD DEMOS [CCG]						FIASCO [RPG]	
VILLAGE INN [BG]		GURPS MERCENARIES: EXPENDABLES STYPE [RPG]					
						HOUSES OF THE BLOODED (PWTC) [LARP]	
						OGRE MINIATURES [MINIS]	
						ON THE RUN: SHADOWRUN [RPG]	
						PATHFINDER ADVENTURE CARD GAME [CCG]	
						PURE STEAM RPG: MISFORTUNE IN GREENBILL [RPG]	
						STAR WARS AGE OF REBELLION [RPG]	
						VIRO (PLAY W/ THE CREATOR) [BG]	
						X-WING MINIATURES [MINIS]	
						COLONY ZERO (PWTC) [BG]	
						EMINENT DOMAIN ESCALATION [BG]	
						GET LUCKY (PLAY W/ THE CREATOR) [BG]	
						GROUND FLOOR [BG]	
						POKEMON DEMO [CCG]	

	4:30	5:00	5:30	6:00	6:30	7:00	7:30	
<b>GRANADA</b>	VENDORS OPEN			CLOSED				
<b>BARCELONA</b>	GAME LIBRARY / RAFFLES							
<b>PALO VERDE</b>	ARTEMIS	ARTEMIS		ARTEMIS		ARTEMIS		
<b>MARABELLA</b>				BEYOND KICKSTARTER PANEL			ZHON: THE INTER	
<b>SEVILLE</b>	BOARDGAMES IN BETA (OPEN)							
<b>UPPER TERRACE</b>	OPEN GAMING		OPEN GAMING		OPEN GAMING			
SEE HQ / INFO DESK IN SEVILLE FOR SPECIFIC LOCATION; CATEGORY IS IN [BRACKETS] AND TYPICAL LOCATIONS FOR EACH OF THOSE CATEGORIES ARE SHOWN ON THE MAP ON THE INSIDE FRONT COVER	FLAMES OF WAR TOURNAMENT CONT'D							
	DEAD HEAT CONT'D			KAIJUDO DEMO [CCG]				
	SKYLINE CONT'D					BULLDOGS! (PLAY		
	THE CHARGE... CONT'D					DEADLANDS NOIR		
	WARHAMMER 40K CONT'D					DELTA GREEN		
	MALIFAUX RUMBLE [MINIS] CONT'D							
	X-WING DOGFIGHT OPEN GAMING [MINIS] CONT'D							
	ACTIVE EXPLOITS CONT'D					HOUSES OF THE		
	DEADLANDS CONT'D					STAR WARS BOONTA		
	DRIVE THEM BACK CONT'D					STAR WARS		
	7 WONDERS [BG]					TERRA MYSTICA		
	BOMB SQUAD [BG]					AEROPLANES: [BG]		
	DIXIT JOURNEY [BG]					CAYLUS		
	2-PLAYER PENTATHLON CONT'D					HARD VACUUM		
	DRUM ROLL [BG]					JAMES ERNEST'S SURPRISE (PLAY W/		
	ETERNITY CONT'D					KAREANSUI (PLAY W/ THE CREATOR)		
	PRIVATEER PRESS CONT'D							
	DUST TACTICS [MINIS]							
	FIASCO CONT'D					A NIGHT OF		
	GURPS MERCS. CONT'D							
	HOTB LARP CONT'D							
	OGRE MINIS CONT'D							
	SHADOWRUN CONT'D							
	PATHFINDER CCG CONT'D							
	PURE STEAM CONT'D							
	STAR WARS CONT'D							
VIRO CONT'D								
X-WING MINIS CONT'D								
MAGIC:TG DEMOS /INTRO LEAGUE [CCG]								
DUST WARFARE [MINIS]								

8:00	8:30	9:00	9:30	10:00	10:30	11:00	11:30
CLOSED				CLOSED			
GAME LIBRARY / RAFFLES				GAME LIBRARY / RAFFLES			
ARTEMIS		ARTEMIS					
ALIEN VIEWS	THE BOB & ANGUS SHOW	THE ADVENTURES OF SILVER & BRASS				THE WAR [SCREENING]	
BOARDGAMES IN BETA (OPEN)							
OPEN GAMING		OPEN GAMING		OPEN GAMING		OPEN GAMING	
MAGIC THE GATHERING THEROS DRAFT [CCG]							
W/ THE CREATOR) [BG]							
(PLAY W/ THE CREATOR) [RPG]							
[RPG]							
MALIFAUZ RUMBLE [MINIS] CONT'D							
X-WING MINIS CONT'D							
BLOODED (PLAY W/ THE CREATOR) [LARP]							
EVE CLASSIC POD RACE [MINIS]							
STARFALL [RPG]							
[BG]							
AVIATION ASCENDANT				CO2 [BG]			
[BG]				LEARN TO PLAY TENTACLE BENTO! [BG]			
[MINIS]				ORA ET LABORA [BG]			
SECRET MYSTERY THE CREATOR) [BG]							
[BG]							

HEX-BASED BOARD GAMES



#RINCON13

- SUNDAY MORNING -

	9:00A	9:30A	10:00A	10:30A	11:00A	11:30A	NOON	12:30	
GRANADA	VENDORS OPEN				VENDORS OPEN				
BARCELONA	GAME LIBRARY / RAFFLES								
PALO VERDE							ARTEMIS		
MARABELLA									
SEVILLE	BOARDGAMES IN BETA (OPEN)				BOARDGAMES IN BETA (OPEN)				
UPPER TERRACE	OPEN GAMING		MINIATURES PAINT & TAKE						
SEE HQ / INFO DESK IN SEVILLE FOR SPECIFIC LOCATION; CATEGORY IS IN [BRACKETS] AND TYPICAL LOCATIONS FOR EACH OF THOSE CATEGORIES ARE SHOWN ON THE MAP	BETTER ANGELS [RPG]								
	BOLT ACTION DEMOS [MINIS]								
	DEAD HEAT - THE GAME OF PROFESSIONAL ZOMBIE RACING [MINIS]								
	EPLLION (PLAY W/ THE CREATOR) [RPG]								
	FIREFLY (PLAY W/ THE CREATOR) [RPG]								
	FLAMES OF WAR DEMOS [MINIS]								
	KINGDOM BUILDER TOURNAMENT [BG]								
	REX: FINAL DAYS OF AN EMPIRE [BG]								
	THE CHARGE OF THE LIGHT BRIGADE [MINIS]								
	ARCTIC SCAVENGERS [BG]				TALISMAN 4TH EDITION [BG]				
				FORMULA E [BG]		MAGNUM OPUS [BG]		KING'S FORGE [BG]	
	JAMES ERNEST'S SECRET MYSTERY SURPRISE (PLAY W/ THE CREATOR) [BG]				TERRA MYSTICA [BG]				
	KARESANSUI (PLAY W/ THE CREATOR) [BG]				GET LUCKY (PWTC) [BG]				
	PANDEMIC [BG]				PULP CITY [MINIS]				
							CARDFIGHT!! VANGUARD DEMO [CCG]		MTG DEMOS/INTRO

# - SUNDAY AFTERNOON - #RINCON13



1:00	1:30	2:00	2:30	3:00	3:30	4:00	4:30	5:00	5:30
VENDORS OPEN						CLOSED			
GAME LIBRARY / RAFFLES									
ARTEMIS		ARTEMIS		ARTEMIS					
OLD SCHOOL RE-VIVAL TALK									
BOARDGAMES IN BETA (OPEN)				BOARDGAMES IN BETA (OPEN)					
MINIATURES PAINT & TAKE				OPEN GAMING		OPEN GAMING		OPEN GAMING	
		DUNGEON WORLD [RPG]							
		ETERNITY: THE VAST KNOW NO LIMITS (PLAY W/ THE CREATOR) [RPG]							
		HOUSES OF THE BLOODED KRISTACON EVENT (PLAY W/ THE CREATOR) [LARP]							
		ON THE RUN: SHADOWRUN [RPG]							
		SHANGHAI TRADER [BG]							
		X-WING MINIATURES [MINIS]							
		ANDROID NETRUNNER DEMO [CCG]				EMINENT DOMAIN: ESCALATION			
		HOMESTEADERS [BG]							
		THE STARS ARE RIGHT [BG]							
LEAGUE [CCG]									



#RINCON13

- EXTRA STUFF! -

## SEARCH FOR THE GOLDEN MEEPLE

WHEN YOU ARRIVED YOU RECEIVED A LIST OF CLUES (YOU CAN OBTAIN ANOTHER AT REGISTRATION IF NEED BE) - FOLLOW THE DIRECTIONS AND GET PHOTOGRAPHIC EVIDENCE, AND YOU MAY WIN THE GOLDEN MEEPLE! YOUR QUEST WILL INCLUDE PHOTOGRAPHING VARIOUS THINGS AROUND THE CONVENTION, BUT REMEMBER - YOU WILL NOT NEED TO MOVE, REMOVE, OR DAMAGE ANY PART OF THE HOTEL IN ORDER TO FIND WHAT YOU'RE LOOKING FOR! SCORE POINTS BY FINDING EVIDENCE AND CLUES (TAKING PICS OF THE THINGS ON THE LIST). SCORE THE MOST POINTS AND YOU'LL FIND THE GOLDEN MEEPLE!

## RINCOINS

EARN RINCOINS BY PARTICIPATING IN LARGE GAMING EVENTS. THESE RINCONS CAN BE USED IN SEVERAL WAYS:

- CHECK OUT THE VENDORS - THEY MAY ACCEPT RINCOINS AS CASH TOWARD PURCHASES!
- VISIT THE RAFFLE HQ (IN SEVILLE) AND TURN YOUR RINCOINS INTO RAFFLE TICKETS!
- CASH IN RINCOINS FOR A \$2 DISCOUNT ON SUPER-PRE-REGISTRATION FOR RINCON 2014!

## LIVING RAFFLE

SEVERAL PRIZES WILL BE ON DISPLAY IN THE BARCELONA ROOM. EACH OF THOSE PRIZES WILL HAVE A BIN FOR RAFFLE TICKETS. IF YOU LIKE THE PRIZE ON DISPLAY, SIMPLY DEPOSIT RAFFLE TICKETS INTO ITS BIN! EVERY FEW HOURS (ON A POSTED SCHEDULE) THERE WILL BE A DRAWING, AND THE WINNING TICKETS WILL BE POSTED - YOU DO NOT NEED TO BE PRESENT TO WIN. VISIT THE RAFFLE HQ (IN SEVILLE) TO CLAIM YOUR PRIZE, OR TO PURCHASE ADDITIONAL RAFFLE TICKETS (\$1 OR 1 RINCOIN APIECE) FOR A BETTER CHANCE TO WIN!

## #RINCON13

KEEP IT SOCIAL! USE HASHTAG #RINCON13 TO KEEP PEOPLE UP TO DATE ON WHAT YOU'RE DOING AT RINCON AND FOLLOW IT TO KEEP YOURSELF UP TO DATE AS WELL!

WE WOULD LIKE TO THANK THE FOLLOWING FOR THEIR SUPPORT



THANK YOU FOR ATTENDING  
RINCON 13!



SEE YOU NEXT YEAR!



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