

RINCON



SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION

RINCON 2014 TUCSON, AZ

EVENT PROGRAM

AND
**THE CASE
OF THE
MALTESE MEEPLE**



THE CASE OF THE MALTESE MEEPLE

RINCON
SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION
RINCON 2014 TUCSON, AZ



**The Maltese Meeple is missing...
Help Our Hero and Leading Lady crack the case!**

**Four master thieves tried to commit this crime,
each with their own method, motive, and stash location.**

**Quotes overheard and details from the police file are found on
the playing cards distributed to the citizens of Old Pueblo.
Your role is to answer these 4 questions:**

**Who stole the Maltese Meeple?
Where did they stash it?
How did they do it?
And why?**

Penny Press

no.203.078

All the News That's Fit to Print, And Then Some

- Since 2012

Maltese Meeple Stolen from Granada Museum

The city of Old Pueblo is still reeling from the theft of the Maltese Meeple, two

Hero and Leading Lady have been hired to work with Old Pueblo law

goings-on in the vicinity of the museum on Wednesday is encouraged to visit our

WELCOME TO



SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION
RINCON 2014 TUCSON, AZ

Holiday Inn Tucson Airport
4550 S. Palo Verde Rd.

Tucson, AZ 85714

OCTOBER 10 - 12, 2014

- HOURS OF OPERATION -

Start: Friday @ 12pm

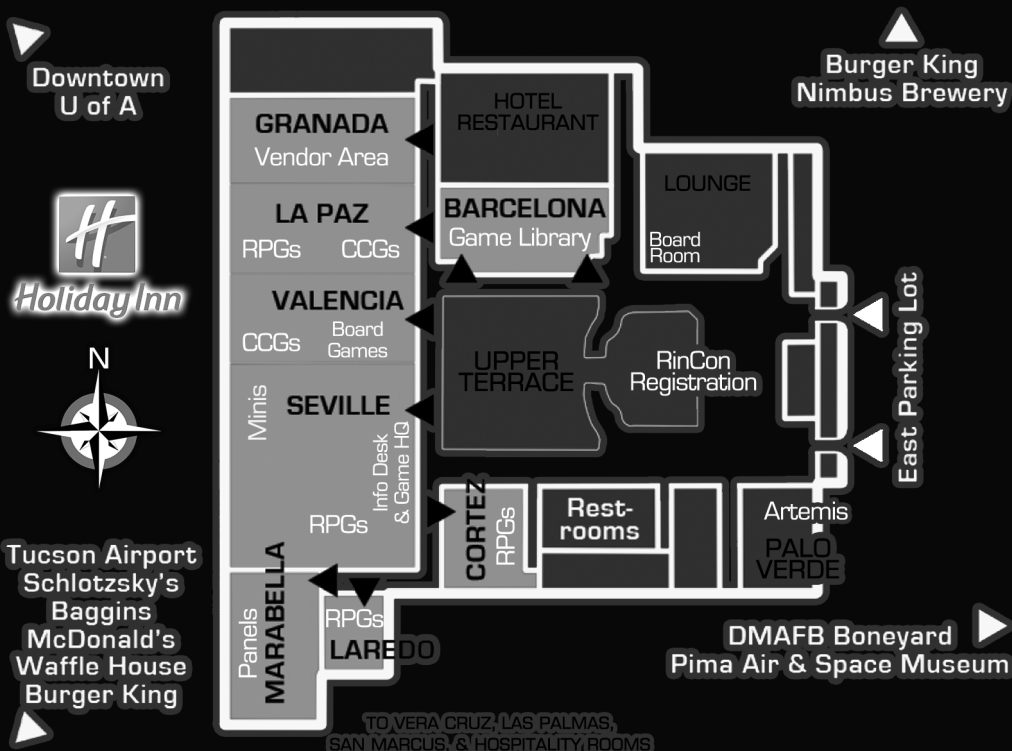
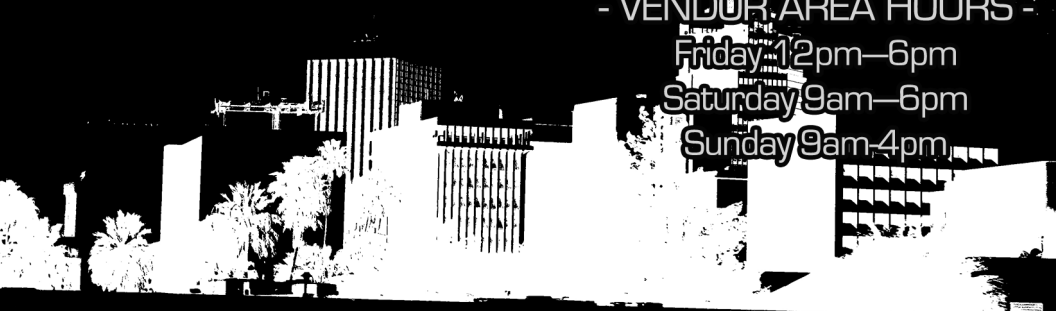
End: Sunday @ 6pm

- VENDOR AREA HOURS -

Friday 12pm-6pm

Saturday 9am-6pm

Sunday 9am-4pm





BEN WOERNER, by day, is a mild-mannered husband, father, and marketing manager for his family's business. By night he's a game designer. Having run games for over a quarter century he finally began to design them. In August of 2014, he published *World of Dew*, a samurai noir roleplaying game and sequel to *John Wick's Blood & Honor*. He's also written for *John Wick Presents in Blood & Honor* and *Wield*, as well writing for *Call of Cacthulhu*.

He's currently working on the first supplement to *World of Dew* called *The Sound of Water*. It is full of chapters from some of the industry's hottest authors and artists. It should arrive in December of 2014. After that he's thinkin' of moseying over to the Old West for a bit, and then later download his avatar into a cyberpunk world. Maybe one day he'll get to write about magical kung-fu kids who can save the world.

He's a big fan of mitigated success and aspects in game design. He is an even bigger fan of his soccer playing daughter (she's a keeper), his gruff, adorable, little man, and the loveliest of all women, his wife, Emily.



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. David is now in the dissertation stage as a University of Arizona Ph.D. student where his interests include advocacy and research in traditional game literacy. David will be documenting RinCon for his educational YouTube channel on gaming.



For the last 20 years, **JOHN WICK** has designed over 20 games including Legend of the Five Rings, 7th Sea, Wicked Fantasy, Orkworld, Cat and Houses of the Blooded. He still lives in Phoenix and still collects orks.



MARISSA KELLY grew up in New Mexico with roleplaying as a favorite hobby. From a young age, she was inspired to draw the characters and scenes from these stories and as an adult, MK finds herself illustrating modern RPGs as well as designing them.

With her partner, Mark Diaz Truman, she founded Magpie Games in early 2011 and currently serves as Magpie's Sr Art Director and one of its designers.



MARK DIAZ TRUMAN is the co-owner of Magpie Games, founded in 2011 with his partner, Marissa Kelly. Mark is a passionate roleplayer and designer, and the author of two Kickstarter-funded RPGs: The Play's The Thing and Our Last Best Hope. In addition to his work on indie RPGs, Mark is also the Systems Lead for the new Firefly RPG from Margaret Weis Productions and the President of the Indie Game Developer Network.



games Darksiders II and Warhammer 40K: Regicide.

ROSS WATSON is an award-winning game designer with more than 50 credited titles, including work as Lead Developer for the Warhammer 40K Roleplay line and on the Accursed setting for Savage Worlds, design work on Star Wars: Edge of the Empire, Shadowrun 5th Edition, and more. He is the host and producer of the Gamer's Tavern podcast, and he is the Managing Director for Evil Beagle Games, publishers of the Shaintar setting for Savage Worlds. He also wrote the storylines for the video



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) just came out a couple of months ago, and a second one is in the works.

Seth has also done extensive development work on many TMG titles including Belfort, Ground Floor, Kings of Air and Steam, and Captains of Industry as well as (Belfort: The Expansion Expansion), the upcoming Bomb Squad, and the World Fair expansion to Kings of Air and Steam.

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, a game convention in Tucson, AZ in October.



SEAN PATRICK FANNON (aka "Big Irish" or SPF) has been professionally involved in tabletop RPGs, computer games, and entertainment for over a quarter century. His dozens of projects have included Hero Games' Champions product line; both West End's and Fantasy Flight's Star Wars RPGs; various World of Darkness books; and the Savage Worlds Epic High Fantasy setting, Shaintar.

He was the Events Coordinator for GAMA (helping run both Origins and GTS), and chronicled the entire roleplaying game hobby and industry in *The Fantasy Roleplaying Gamer's Bible*, which sold over 10,000 copies. He worked for DriveThruRPG & RPGNow as the Marketing and Communications Director.

Sean now focuses on his own gaming company, Evil Beagle Games ("Bad Dog. Good Games"), as well as some freelancing and consulting with other companies.



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.



PULP GAMER MEDIA

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 available all convention long.

**Demo Table
Schedule**
(in vendor area)

Friday

2-4 Kkosmaster
4-6 Marvel Dice Masters

Saturday

12-2 Lords of Waterdeep
2-4 Cardfight!! Vanguard
4-6 Love Letter

7-10 MTG Duel Deck Derby
(in CCG area)

Sunday

9-11 Marvel Dice Masters
11-1 Kkosmaster



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Palo Verde room, All Weekend, Hourly. 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.

KICKSTARTER AND PUBLISHING PANEL

Saturday, 6pm-7pm, Marabella, With: Shane Hensley, Seth Jaffee, Mark Diaz Truman

Kickstarter has quickly become a big part of the game industry, especially for small publishers and independent creators. See what it takes to run a successful Kickstarter game project, and also what other options exist for getting your game out there.

RPG DESIGN PANEL

Friday, 6pm-7pm, Marabella, With: Shane Hensley, Marissa Kelly, Mark Diaz Truman, John Wick, and Ben Woerner

Want to start creating your own RPGs or simply interested in learning more of the process behind the games? 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 World of Dew, to Epyllion) discuss tips and tricks for creating your own RPG.

GM'S CONFERENCE

Saturday, 10am-1pm, Marabella, With: Sean Patrick Fannon, Marissa Kelly, Mark Diaz Truman, Ross Watson, John Wick, and Ben Woerner

This RinCon 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!

INCLUSIVENESS IN GAMING PANEL

Saturday, 9am-10am, Marabella, With: Marissa Kelly, and Mark Diaz Truman,

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.

WORLDBUILDING PANEL

Sunday, 1pm-2pm, Marabella, With: Sean Patrick Fannon, Ross Watson, and Ben Woerner

While rules may make a game work, it's the setting that really makes a good game come to life. Interested in creating a brand new campaign world or adding that extra kick to your existing one? Get some tips from creators of published Savage Worlds (and other) settings on creating your own worlds, whether in advance or on the fly.

BOARD GAME DESIGN PANEL

Saturday, 1pm-2pm, Marabella, With: Seth Jaffee, David Niecikowski, (and who knows who else might show up!)

Get the opportunity to chat with board game designers about the process of design and learn some tips for designing your own.

GAME DESIGN WORKSHOP

Friday, 7pm-9pm, Board Game Zone, With: David Niecikowski

Do you have an idea for a new board or card game or do you want to learn how to design a game? Learn this process by play testing designs from attendees and a published game designer; a process that has been used by thousands of students across the country. All prototype materials are provided except dice.

GAME FLEA MARKET

Saturday, Noon-2pm, Upper Terrace, Moderator: Michael Tunison

One of the highlights for many gamers during RinCon, this is a great opportunity to meet up with local folks to buy, sell, or trade your games or any other gaming related gear. We will have several tables available, so bring in a pile of games priced to sell or ready for trade, or just show up with some cash and hunt for some awesome deals.

All sellers/traders are responsible for their own merchandise and sales throughout the event. Please inventory any used items ahead of time and provide accurate information regarding their condition and completeness. Also keep in mind that this event is intended for individuals selling a few items. Businesses or vendors should work with RinCon staff to reserve a vendor booth in the main hall throughout the convention. Tables are not available to reserve prior to the event so individuals primarily looking to sell are welcome to show up a few minutes early to set up their items. With that in mind, please try to be respectful of others by not taking up more table space than you need.



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 FOR MORE INFO**

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 A FEW GOOD GAMERS.

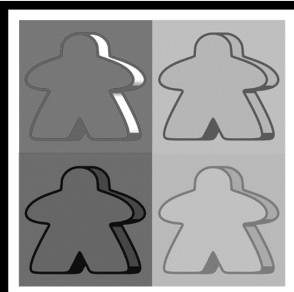


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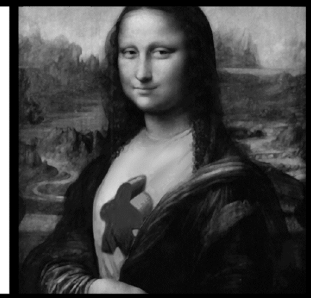
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FLIGHT NIGHT - TUESDAYS **MAGIC, FREE PLAY** - TUESDAYS

STAR WARS & NETRUNNER - WEDNESDAYS

D&D ENCOUNTERS - WEDNESDAYS

FRIDAY NIGHT MAGIC,

HEROCLIX - FRIDAYS

PAINTING DEMOS - MOST SATURDAYS

RPG DAY - 1ST SUNDAYS **OPEN GAMING**- 2ND & 4TH SUNDAYS

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Hours: M-Th 10am-8pm, F-Sa 10am-10pm, Su 12pm-6pm

Who's Going to TusCon 41?



October 31–Nov 2, 2014

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Plus: Panel Discussions •
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LAN Gaming • Themed Parties •
Anime • ConSuite

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HOW TO UNDERSTAND THE 2014 SCHEDULE:

[BG, 2Hrs] Kobble (W/Creator) |

DURATION

Each event will begin at the timeslot shown in the event listing, this tag shows how long the event is estimated to take, in hours. (Some events do not last a full hour and will show a decimal)

OTHER NOTES

Any other important details about the event will appear in parentheses after the event name. If you have any questions about what they mean, help can be found at Game HQ

EVENT NAME

The name of the thing happening at the time and the place

CATEGORY

Each event is assigned a category, use this tag to easily find the event location.

[BG] = Board Games, Most often found in Valencia & Seville Rooms

[CCG] = Collectible Card Games, found typically in the La Paz Room

[RPG] = Role Playing Games, found typically in Seville and Cortez Rooms

[MINI] = Miniatures Games, found typically in Seville

[LARP] = Live Action Roleplay, Check for location @ Info Desk

[PANEL] = Discussion Panels, Located in the Marabella room (the one that looks like a theater inside)

[SPECIAL] = Anything else that doesn't exactly fit into any of the above categories or have a strictly-defined location

IF YOU GET LOST, GAME HQ WILL HAVE DETAILED INFORMATION ABOUT EVERY EVENT. GAME HQ CAN BE FOUND IN THE VALENCIA/SEVILLE BALLROOM

12:00 PM VENDOR ROOM OPENS

[Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

1:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

2:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[BG, 1Hr] Charon Inc.

[BG, 3.5Hrs] Firefly: the board game

[BG, 2Hrs] Kemet

[BG, 1.5Hrs] Legendary Encounters (Aliens)

[BG, 4Hrs] Munchkin Quest

[BG, 2Hrs] Russian Railroads

[BG, 2.5Hrs] Terra Mystica

[BG, 1Hr] The Palaces of Carrara

[BG, 9Hrs] Twilight Imperium 3rd Ed.

[CCG, 2Hrs] Casual Magic: The Gathering Intros

[MINI, 4Hrs] All Quiet on the Martian Front Demo

[MINI, 2Hrs] Krosmaster: Arena

[RPG, 4Hrs] A World of Dew (W/Creator)

[RPG, 4Hrs] Broken Earth

[RPG, 4Hrs] Case of the Walking Dead Contagion

[RPG, 4Hrs] Castles and Crusades

[RPG, 3Hrs] Dungeon World: The Castle's The Key

[RPG, 4Hrs] Fiasco: In a Nice Southern Town

[RPG, 4Hrs] Pathfinder Society Scenario #6-05

[RPG, 4Hrs] PFS #6-03: The Technic Siege (Levels 5-9)

[RPG, 4Hrs] Shaintar: Justice and Life (W/Creator)

[RPG, 4Hrs] The Searing Sands of Sacrahan

[RPG, 4Hrs] The Shab Al-Hiri Roach

3:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

4:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[BG, 2Hrs] A Study in Emerald

[BG, 2Hrs] Francis Drake

[BG, 1Hr] King of Tokyo

[BG, 2Hrs] Kobble (W/Creator)

[BG, 2Hrs] Marvel Dice Masters

[BG, 2Hrs] Monsters Menace America

[BG, 2Hrs] Pandemic x2 (one plus exp)

[BG, 2.5Hrs] Trajan

[CCG, 2Hrs] Hero's Path: Hydra Double-Header

[MINI, 2Hrs] Hard Vacuum (Learn to Play)

5:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

6:00 PM VENDOR ROOM CLOSES

[Special, 1Hr] End of Days Intro (@Upper Terrace)

[Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[PANEL, 1Hr] RPG Design

7:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[Special, 2Hrs] Game Design Workshop (Process, Design & Playtesting)

[BG, 1.5Hrs] Shadows Over Camelot

[BG, 1Hrs] Survivors

[BG, 2.5Hrs] Letters from Whitechapel

[BG, 2.5Hrs] Power Grid

[BG, 2Hrs] Dungeon Roll (Tournament)

[BG, 2Hrs] Francis Drake

[BG, 2Hrs] Kobble (W/Creator)

[BG, 2Hrs] Snowdonia

[BG, 3Hrs] Fortune and Glory

[CCG, 2Hrs] Casual Magic: The Gathering Intros

[RPG, 2.5Hrs] Dungeon World: Slave-Pit of Drazhu

[RPG, 3Hrs] Fiasco

[RPG, 3Hrs] Fiasco - Pick your Playset

[RPG, 3Hrs] Pathfinder #0-06: Black Waters

[RPG, 3Hrs] Pathfinder #5-25: Vengeance at Sundered Crag

[RPG, 3Hrs] Pathfinder #5-99: The Paths We Choose

[RPG, 3Hrs] Savage Worlds: East Texas University (W/Creator)

[RPG, 3Hrs] Star Wars: Rebel Scum

[RPG, 4Hrs] Accursed (W/Creator)

[RPG, 4Hrs] Urban Shadows w/ Creator! (2 sessions)

[RPG, 4Hrs] Wield - w/ Creator!

8:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

9:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[BG, 2Hrs] Cards Against Humanity (18+ Only)

[BG, 2Hrs] Kobble (W/Creator)

[BG, 1.5Hrs] Rum & Pirates

[CCG, 2Hrs] Hero's Path: Hydra Double-Header

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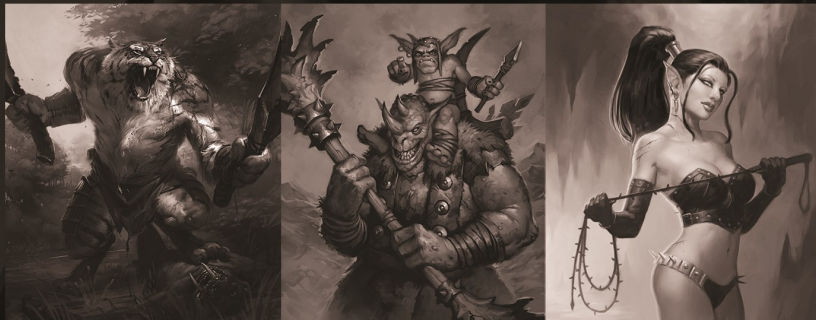


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9:00 AM VENDOR ROOM OPENS

- [BG, Special, 4Hrs] 2-Player Tabletop Game Pentathlon
- [BG, 2Hrs] Agricola (WM Deck)
- [BG, 1Hr] Arctic Scavengers
- [BG, 4Hrs] ATTACK!
- [BG, 8Hrs] Diplomacy
- [BG, 2Hrs] Francis Drake
- [BG, 1Hr] Mahta Mahti (W/Creator)
- [BG, 3Hrs] Railroad Tycoon
- [BG, 4Hrs] Robo Rally Stacked
- [BG, 2Hrs] Santiago
- [BG, 1Hr] Slapshot Qualifier 1
- [BG 1.5Hrs] Zong Shi
- [PANEL, 1Hr] Inclusiveness in Gaming
- [RPG, 4Hrs] Apocalypse World
- [RPG, 4Hrs] Call of Cthulhu - LA Diabolical
- [RPG, 4Hrs] Hulks & Horrors - The Lost Derelict
- [RPG, 4Hrs] Pathfinder Society #6-02: The Silver Mount Collection
- [RPG, 4Hrs] Pathfinder Society #6-04
- [RPG, 4Hrs] Pathfinder Society #6-05
- [RPG, 14Hrs] The Cheese Grinder

- 10:00 AM** [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
[BG, 1Hr] Mahta Mahti (W/Creator)
[PANEL, 3Hrs] GM's Conference

- 11:00 AM** [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
[BG, 4Hrs] Battlestar Galactica
[BG, 0.5Hrs] For Sale
[BG, 1Hr] Gangster Dice
[BG, 1.5Hrs] Lost Legends
[BG, 1Hr] Mahta Mahti (W/Creator)
[BG, 8Hrs] Memoir '44 D-Day Landings
[BG, 2Hrs] Munchkin Cthulhu
[BG, 1Hr] Skyline (W/Creator)
[BG, 1Hrs] Slapshot Qualifier 2
[CCG, 3Hrs] Android: Netrunner
[CCG, 0.75Hrs] M:TG Commander Star Game
[CCG, 4Hrs] Star Wars LCG Multiplayer Challenge Decks
[MINI, 8Hrs] DUST Tactics - Battlefield
[MINI, 2Hrs] Pulp City: Supreme Edition
[RPG, 14Hrs] Pathfinder - Meat Grinder

12:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
 [Special, 4Hrs] Game Flea Market (@ Upper Terrace)
 [BG, 1Hr] Mahta Mahti (W/Creator)

1:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
 [BG, 3Hrs] Formula DEATH!
 [PANEL, 1Hr] Board Game Design Panel

2:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
 [BG, 2Hrs] Compounded w/Chemical Chaos
 [BG, 2Hrs] Fresco
 [BG, 1.5Hrs] Gangster Dice
 [BG, 3Hrs] Ground Floor (W/Creator)
 [BG, 2Hrs] Luna
 [BG, 1Hr] Mahta Mahti (W/Creator)
 [BG, 2.5Hrs] Nothing Personal
 [BG, 1Hr] Slapshot Qualifier 3
 [BG, 4Hrs] The Fury of Dracula
 [BG, 3Hrs] War of the Roses: Lancaster vs. York
 [CCG, 2Hrs] Cardfight!!
 [CCG, 2Hrs] Casual Magic: The Gathering Intros
 [CCG, 4Hrs] Conspiracy Draft (M:TG) (No purchase necessary)
 [MINI, 4Hrs] Hard Vacuum - Babylon 5
 [MINI, 6Hrs] Ogre Miniatures
 [MINI, 3Hrs] X-Wing
 [RPG, 4Hrs] A World of Dew (W/Creator)
 [RPG, 4Hrs] Accursed (W/Creator)
 [RPG, 4Hrs] Eyllion (W/Creator)
 [RPG, 4Hrs] Firefly W/Creator)
 [RPG, 3Hrs] Kagematsu
 [RPG, 4Hrs] Pathfinder #2-14: The Chasm of Screams
 [RPG, 4Hrs] Pathfinder #56: The Jester's Fraud
 [RPG, 4Hrs] Pathfinder #6-01: Trial By Machine (Two sessions)
 [RPG, 4Hrs] Primetime Adventures: Off-Season Pilot
 [RPG, 4Hrs] Shiantar: Justice and Life (W/Creator)
 [RPG, 4Hrs] Wicked Fantasy (W/Creator)

3:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
 [BG, 1Hr] Mahta Mahti (W/Creator)

4:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
 [BG, 2.5Hrs] Caverna
 [BG, 2Hrs] Concordia
 [BG, 2Hrs] El Grande

4:00 PM[BG, 2Hrs] Love Letter

CONT'D[BG, 1Hr] Oltre Mare

[BG, 1Hr] Planes (Preview, W/Creator)

[BG, 2Hrs] Revolution

[BG, 1.25Hrs] Santiago

[BG, 1Hr] Slapshot Championship

[BG, 2Hrs] Thebes

[CCG, 2Hrs] Hero's Path: Hyrda and Horde

[CCG, 2Hrs] Star Wars LCG

5:00 PM[Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

6:00 PM VENDOR ROOM CLOSES

[Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[Special, 1Hr] SCA Fighting Demo (@Outside Near Pool)

[PANEL, 1Hr] Kickstarter and Publishing Panel

7:00 PM[Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[Special, 2Hrs] SCA Demo @ Marabella

[BG, 3Hrs] A Game of Thrones Boardgame

[BG, 1Hr] Cypher (Preview, W/Creator)

[BG, 3Hrs] Eclipse

[BG, 2Hrs] Francis Drake

[BG, 1.5Hrs] Smash Up!

[BG, 2Hrs] Steam

[BG, 2Hrs] Tobago

[BG, 3Hrs] Zombicide

[CCG, 2Hrs] Casual Magic: The Gathering Intros

[CCG, 3Hrs] M:TG - Duel Deck Derby

[LARP, 4Hrs] Houses of the Blooded (W/Creator)

[MINI, 4Hrs] Podracing: Boonta Eve Classic

[RPG, 4Hrs] A World of Dew (W/Creator)

[RPG, 4Hrs] Accursed (W/Creator)

[RPG, 4Hrs] Delta Green Playtest Rules - No Return Ticket

[RPG, 4Hrs] Pathfinder #6-00: Legacy of the Stonelords

[RPG, 4Hrs] Savage Worlds: East Texas University (W/Creator)

[RPG, 4Hrs] Seven Goblins

[RPG, 4Hrs] Shiantar: Justice and Life (W/Creator)

[RPG, 4Hrs] Teenage Mutant Ninja Turtles RPG - Cat Got Your Tongue?

[RPG, 4Hrs] The Sinister Secret of Saltmarsh

[RPG, 4Hrs] TimeWatch: A Very Different Second World War

[RPG, 4Hrs] Traveller

[RPG, 4Hrs] Urban Shadows (W/Creator)

8:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

9:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

[BG, 2.5Hrs] Asgard

[BG, 1Hr] Machi Koro

[BG, 1Hr] Ticket To Ride Pro

[BG, 1Hr] Treasures and Traps

[CCG, 2Hr] Hero's Path: Hyrda and Horde

10:00 PM n/a

11:00 PM [RPG, 5Hrs] D&D Expeditions: Shadows Over the Moonsea



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- SUNDAY -

#RINCON14



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9:00 AM VENDOR ROOM OPENS

- [BG, 4Hrs] Axis & Allies: One of a Few Versions
- [BG, 2Hrs] Cutthroat Caverns
- [BG, 3Hrs] Eclipse
- [BG, 2Hrs] Elder Sign
- [BG, 2Hrs] Marvel Dicemasters
- [BG, 1Hr] Nika
- [CCG, 2Hrs] Hero's Path: Hydra, Horde, & Gods
- [MINI, 4Hrs] Firestorm Armada
- [RPG, 4Hrs] A World of Dew (W/Creator)
- [RPG, 4Hrs] Epyllion (W/Creator)
- [RPG, 4Hrs] Escape from Sarnok X
- [RPG, 4Hrs] Firefly (W/Creator)
- [RPG, 4Hrs] Pathfinder #0-05: Mists of Mwangi
- [RPG, 4Hrs] Pathfinder #4-26: The Waking Rune
- [RPG, 4Hrs] Pathfinder #51: The City of Strangers - Part I
- [RPG, 4Hrs] Pathfinder #6-02: The Silver Mount Collection (2 Sessions)
- [RPG, 4Hrs] Robotech Macross
- [RPG, 4Hrs] Wicked Fantasy (W/Creator)

10:00 AM n/a

11:00 AM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

- [BG, 5Hrs] Die Macher
- [BG, 0.75Hrs] Dragon Slayer the Dice Game
- [BG, 2Hrs] Munchkin
- [BG, 1.5Hrs] Rococo
- [BG, 3.5Hrs] WAR! Age of Imperialism
- [BG, 3.5Hrs] Yedo
- [CCG, 2Hrs] Hero's Path: Hydra Double-Header, Twin Gods
- [MINI, 4Hrs] Dust Battlefield
- [MINI, 2Hrs] Krosmaster Arena

12:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator

1:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
[PANEL, 1Hr] Worldbuilding

2:00 PM [Special, 1Hr] ARTEMIS Spaceship Bridge Simulator
[BG, 1.5Hrs] Capcom Street Fighter Deckbuilding Game
[BG, 1.5Hrs] Compounded
[BG, 2Hrs] Kingsburg
[BG, 2Hrs] Munchkin Zombies
[BG, 1Hr] Pandemic
[BG, 2Hrs] The Stars are Right
[CCG, 2Hrs] Hero's Path: Hyda, Horde, and Gods
[RPG, 4Hrs] A Dirty World - Love, Death, and the Red Chicken
[RPG, 4Hrs] Case of the Maltese Fae
[RPG, 4Hrs] Savage Worlds - East Texas University (w/ Creator)
[RPG, 4Hrs] Our Last Best Hope (W/Creator)
[RPG, 4Hrs] Pathfinder #3-21: the Temple of Empyrean Enlightenment
[RPG, 2Hrs] Pathfinder #52: The City of Strangers - Part II
[RPG, 4Hrs] Pathfinder #6-03: The Technic Siege
[RPG, 1.5Hrs] Skew
[RPG, 4Hrs] Wield (W/Creator)

3:00 PM n/a

4:00 PM VENDOR ROOM CLOSES

[CCG, 2Hrs] Hero's Path: Hydra Double-Header, Twin Gods

5:00 PM n/a

6:00 PM RinCon 2014 Concludes – See you next year!

YOUR AD HERE!

CONTACT EXHIBITOR@RINCONGAMES.COM TO

RESERVE YOUR AD SPACE IN THE

RINCON 2015 PROGRAM BEFORE IT'S TOO LATE!

RinCon is dedicated to providing a harassment-free conference experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age or religion. We do not tolerate harassment of convention participants in any form. Convention participants violating these rules may be sanctioned or expelled from the convention without a refund at the discretion of the convention organizers.

Harassment includes verbal comments that reinforce social structures of domination related to gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, religion; deliberate intimidation, stalking, following, harassing photography or recording; sustained disruption of talks or other events; inappropriate physical contact; and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.

If a participant engages in harassing behavior, the convention organizers may take any action they deem appropriate, including warning the offender or expulsion from the convention with no refund. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of convention staff immediately. Convention staff can be identified by RinCon staff vests.

Convention staff will be happy to help participants contact hotel security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the convention. We value your attendance.

In the event that you require assistance, please feel free to utilize the following resources:

- ~ To make a confidential report about any incident, any RinCon Staff (in the burgundy vests) can direct you to the appropriate party to speak with in a safe place; alternatively you may contact us directly at SECURITY@RINCONGAMES.COM or call 520-975-2688
- ~ Tucson Police Dept. Non Emergency line: 520-791-4444 (8am to 10pm) or 9-1-1 at other times.
- ~ 24-Hr SACASA Sexual Assault Crisis Line: 520-327-7273
- ~ Orange Cab Taxi: 520-884-7900
- ~ Jeannie's Taxi Cab service: 520-889-8294 or 520-886-8294

We expect participants to follow these rules at all convention venues and convention-related social events, and we want to thank everyone for their cooperation.

EVENT PRIZES

Scheduled RPGs, board games, boardgame tournaments, CCG tournaments, and Minis tournaments are eligible for Rincoins as player prizes as long as the event is not canceled. Rincoin prizes for scheduled events will be as follows:

* 1-off board games: 1 Rincoin

* Prepared RPGs or tournaments: 1 Rincoin for each 4 players (or part thereof)

For example, a 6 player RPG that runs in a 4 hour slot would have 2 Rincoins as prize. A 16 player Settlers of Catan tournament would have 4 Rincoins as prize. A 1-off game of Railroad Tycoon would have 1 Rincoin as prize.

This prize is to be distributed to the winners/players of the events, NOT to be kept by the GM of the event. For RPGs, games without clear winners, and tournaments with multiple Rincoin prizes it is up to the GM to determine, at the beginning of the event how to distribute the prize pool. For example, in a 16 player Settlers of Catan tournament, perhaps 1st place will get 3 Rincoins, and 2nd place will get 1 Rincoin. For a 6 player RPG, perhaps the GM will award the Rincoins to 2 of the players based on their contribution to the game.

RINCOIN USEAGE:

Rincoins may be accepted at vendor booths as \$1 toward a purchase at the discretion of the vendors.

Rincoins may be redeemed for raffle tickets at the Registration desk on a 1 for 1 basis. Raffle tickets are good for the regular prize drawings that will be happening all con long.

Rincoins may be used in combination with super-preregistration for Rincon 2015! The super-prereg (SPR) price is \$40, less \$2 per Rincoin (in other words, Rincoins are worth \$2 toward next year's badge when used this way).

#RinCon14

Keep it social! Use hashtag #rincon14 to keep people up to date on what you're doing at Rincon and follow it to keep yourself up to date as well!

LIABILITY STATEMENT:

The purchase of a Rincon badge admits one person to all basic activities and exhibits at Rincon during regularly scheduled hours for the day(s) it is purchased. Some designated activities may require payment of a separate, additional fee. In accepting this badge and in consideration for being admitted to Rincon, the holder consents to being recorded (by audio and/or visual means) for exhibition and exploitation by any means in all media, including without limitation the Internet, worldwide in perpetuity.

The badge holder releases SAGA from any liability for loss or damage to persons or property, infringement of any right, or any other claim or course of action of any kind; authorizes and permits SAGA and its designees which includes but is not limited to all sponsors, exhibitors and contractors to use and authorize the use of his/her name, voice, likeness and all reproductions thereof by any means and in all media now and hereafter known, including without limitation the Internet, for all purposes worldwide in perpetuity; and agrees to comply with all the rules and regulations of the Event.

SAGA management reserves the right to deny entry or remove from the Event facilities any person who in SAGA management's sole and absolute discretion, is behaving or threatening to behave in a manner which SAGA management reasonably considers to be disruptive of the Event.

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CONVENTION STAFF: RON BLESSING, TONY EWING, KAREN ARNOLD EWING, PAUL

HLAVACEK, LEIGHTON ING, EISEN MONTALVO, MATTHEW NIELSEN, JONATHAN PERRINE, BRIAN POE, ALEX SCHROCK

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PROGRAM ILLUSTRATIONS: ERIC CARTER

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