

RINCON



SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION

RINCON 2015 TUCSON, AZ



EVENT PROGRAM

WELCOME TO RINCON

SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION
RINCON 2015 TUCSON, AZ

Clarion Hotel
& Conference Center
Tucson Airport
4550 S. Palo Verde Rd.
Tucson, AZ 85714
OCTOBER 2 – 4, 2015

CONVENTION HOURS:
FRIDAY @ NOON - SUNDAY @ 6PM
VENDOR ROOM HOURS:
FRIDAY: 12PM - 6PM
SATURDAY: 9AM - 6PM
SUNDAY: 9AM - 4PM



MAROOINED ON RINCONICUS V

ROCKETS, RAYGUNS, AND REPAIRS

You and the intrepid crew of the galactic exploration vessel Catalina have crash-landed on a strange and alien world called Rinconicus V. The ship sustained a great deal of damage to all systems, and you need to make extensive repairs before she is spaceworthy again. You will need four things if you are to survive in the meantime: a location to set up base camp, the chryстите that your ship uses as fuel, a native food source that won't kill you with an alien poison, and potable water.

♣ The first thing you need is to find a location to hunker down while you're repairing the Catalina, one where the environmental extremes are within human tolerances. Temperatures should stay between an overnight reading of no lower than -30 C and a daytime high of no more than 50 C . Radioactive ores present on the planet's surface are also a danger; regulations require that the

dosage be no more than 3000 millirems. Four sites are under consideration: an arroyo, a bluff, a cave, and some dunes. The sensors were able to collect good readings on each of them, but the data got scrambled by electromagnetic interference while being transmitted. Overnight low temperature readings were 10 C , 3 C , -35 C , and -40 C , daytime high temperature readings were 32 C , 37 C , 45 C , and 67 C , and the radiation sensors read 2250, 2700, 4250, and 5700 millirems, but we don't know which reading goes with which site. Only one is safe, and you need to figure out which one it is.

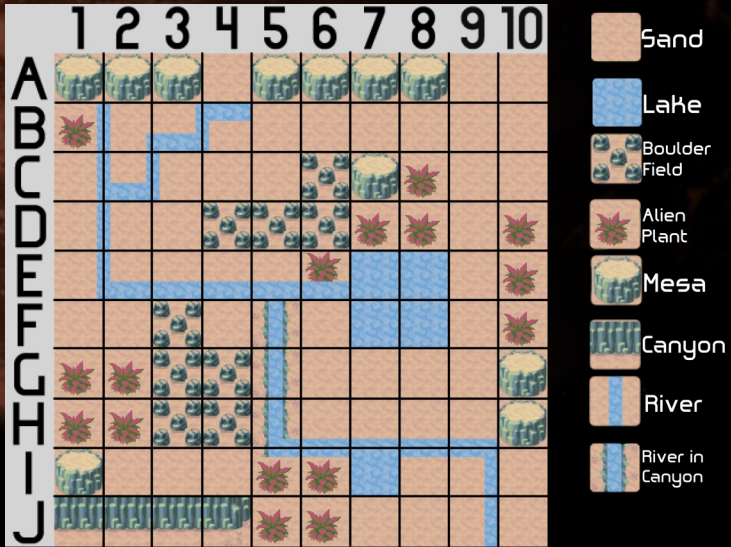


SOUTHERN ARIZONA'S PREMIERE GAMING CONVENTION
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♦ (see map) Long range scans from orbit indicated that the chrystite you need is somewhere in this map quadrant. You've sent PAIGE (Passive-Aggressive Independent Geologic Explorer), the rover-bot, to find it. PAIGE starts facing inward somewhere at the map edge, and moves at a constant speed, one graph square per 15 minutes, no matter what terrain she's passing through. She only moves orthogonally (north, south, east, or west, not on the diagonal). Her search path is a single closed loop, starting and ending in the same spot, but doesn't cover every square on the map. PAIGE uses time-stamped Squawks (much more than 140 characters) to chronicle her journey. She did find the chrystite, but she's petulant enough to make you deduce where it is.

♥ The next thing you will need to find to ensure your survival is a set of food sources that, together, contain all the essential amino acids that humans cannot synthesize and need to ingest, but that won't kill you. The previous survey team for this planet completed a preliminary analysis and identified 13 likely native plant,

animal, or fungoid species from which they can be extracted, and the lab notebook of their xenobiochemist indicates that each sample, except one, contains one essential amino acid. That one bad sample contained a poison instead, and should be avoided at all costs, but she didn't specify which one it was. The data on the 13 species consist of an encoding for 1) each sample, 2) what was extracted from each one, and 3) what remained after the extraction. Unfortunately, during the crash, the analysis computer went a bit... strange. It apparently mixed up which remainders went with which samples, and then ran the letters of each remainder code through a crossword program instead of printing them out. You need to determine which sample goes with which remainder, and figure out which sample contains a poison rather than an essential amino acid, so that we don't



eat that one and all die a horrible death.

♠ With a little ingenuity, maybe you can adapt your equipment to help you find out which one of the 13 water samples is safe to drink. By testing samples from different water sources, your equipment will give you a value. The higher the value, the more likely the water is safe to drink. However, your equipment is temperamental since the crash - it won't seem to give you a reading unless you combine 2 different sources to test! To complicate matters further, your equipment is calibrated for terrestrial water, so you'll have to modify the output value based on field tests of each sample. To get an accurate reading, apply the modifiers from each field test to the output value in the chart. Some field tests will require you to add a multiple of the original output value, others will just require simple

addition or subtraction. For example, testing samples 7 & 3 would yield $9 + [-3] + [2 \times 9] = 24$. Testing the samples will allow you to figure out which four different water sources are MOST LIKELY safe to drink. NOTE: Since the equipment may not be 100% accurate, you'd better be on the safe side: from the set of safe samples, only drink from the single most unique water source!

Hints to play the game:

Clues can come from many sources: library, registration desk, games HQ, vendors, and most importantly, other crew members.

If you'd like to borrow a laminated copy of the map or the water sample chart and a dry-erase marker to work on the chrystite or water puzzles, we have some available at games HQ. Please be courteous and return them as soon as possible.

Answers should be turned in at games HQ on an answer slip by 12:00 noon on Sunday.

Winner will be drawn at random from all correct entries on Sunday at 12:30 PM, and need not be present to win. Winner will be posted on the raffle prize board, and needs to pick up their swag at the registration desk before 4:00, or a new winner will be drawn.

		TEST OUTPUT												
A														
2	4	0-24: DANGEROUS												
3	4	4	25-49: PARTIALLY SAFE											
4	5	5	5	50+: SAFE										
5	6	8	8	10										
6	5	6	6	12	20									
7	6	9	9	10	25	20								
8	4	5	5	10	20	13	20							
9	7	9	9	10	25	25	25	20						
10	4	5	5	5	20	12	20	15	20					
J	3	4	4	6	5	7	7	7	6	5				
Q	5	7	7	10	25	20	25	15	20	15	5			
K	10	10	10	13	45	45	45	45	45	40	10	45		
		A	2	3	4	5	6	7	8	9	10	J	Q	K

What? No printed program??

We are sorry for any inconvenience, but we have decided not to print physical event programs this year. Rincon 2015 marks the first year of our green initiative, where we have decided to make our event program digital and help prevent the waste of ink and paper. We want to thank all of our advertisers, vendors, sponsors, guests, and attendees for their understanding and encouragement as we take this small step toward sustainability. Thank you!!



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.



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.



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.



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.

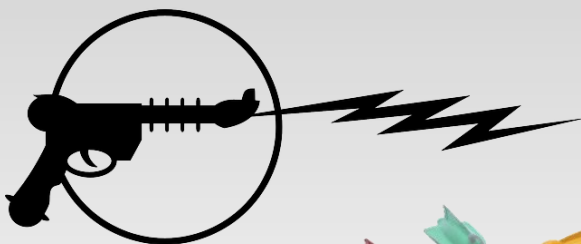


MARK DIAZ TRUMAN is the co-owner of Magpie Games, founded in 2011 with his partner, Marissa Kelly. Mark is a passionate roleplayer and designer, and the author of two Kickstarter-funded RPGs: *The Play's The Thing* and *Our Last Best Hope*. In addition to his work on indie RPGs, Mark is also the Systems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



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 Cthulhu*.

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 SHORT, resides in Tucson with his wife, Eileen, and their two children. He's loved board games his entire life, and started designing them in 2008. In 2012, his first game was published - the successful worker placement euro *Ground Floor*. Since then he has had five more games published, with his newest creation, *Automobiles*, releasing this month at *Spiel in Essen*, Germany. In 2016, he has five more games

slated for publication. He hopes his games are a great excuse to gather friends and family around the table for an enjoyable time.



Seth Jaffee is a published game designer and developer, but is best known for his affiliation with Tasty Minstrel Games. Seth has been a behind the scenes supporter of TMG from the beginning, discovering games, developing them, and helping to usher them through the production process.

Seth's first published title is [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 deck building mechanism in a game that's not just about deck building.

The first expansion to Eminent Domain ([Eminent Domain: Escalation](#)) has been very popular, and a 2nd expansion ([Eminent Domain: Exotica](#)) recently funded on Kickstarter.

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

In addition to his work on game design, development, and publishing with TMG, Seth is also the president of the Southern Arizona Gamers Association (SAGA), the organization that hosts [Rincon](#), a game convention in Tucson, AZ in October.

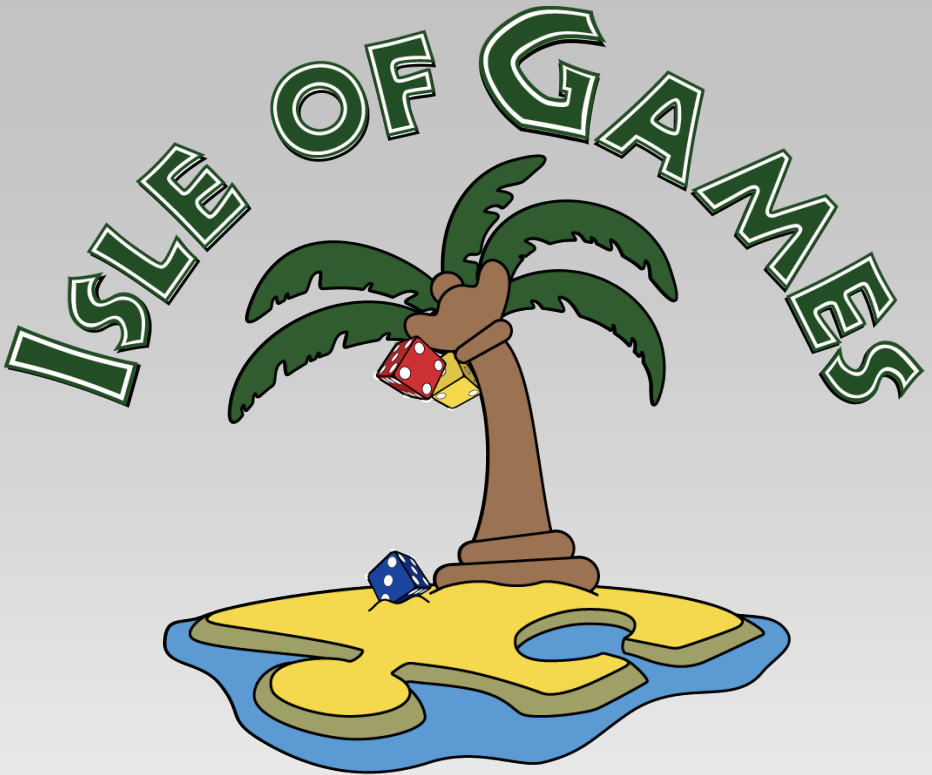
You can follow Seth on twitter (@sedjtroll), and you can read his occasional, rambling game design thoughts on his [game design blog](#).

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(cell)480-735-9482



Palo Verde room, All Weekend, Hourly.
Sponsored by: **Arizona Artemis Events & Magic Meeple Games**

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 instructs the rest of the crew.

GIANT Ice House

Friday, 7-9pm

Come play Ice House with Giant Ice House pieces.

This game doesn't use turns, or rounds, or anything else to break up the action. Players place their pieces as quickly or slowly as they like, in attacking or defending positions. Only when everyone's used up all their pieces is the game scored, with people getting points for their safe defenders and successful attackers.



GIANT Catan

Saturday, 10-1pm & 1-4pm

Come play the classic Catan on a 12 foot board.

In Catan (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game.

Podcast Against Humanity

Sunday, 2-4pm

Well, actually Cards against Humanity but we'll be adding a few expansions and podcasting the whole game, so if you want to come by, say hi and shamelessly plug something cool like a Con, Game or just say Hi to your mom. Come on over even if it's just for one round of the game and have some laughs! Dirty jokes and Filthy minds appreciated!

Play Dirty Seminar

Saturday 9-10pm, Marabella
With: John Wick

Want to learn the most underhanded, devious, dastardly, crooked, ruinous, monstrous and wicked GM techniques of all time? Guaranteed to make your players love to hate you! Join John Wick as he answers questions, solves problems and gives his infamous "play dirty" GM advice seminar.

Kickstarter: Is it still a thing?

Sunday, 1-2pm, Marabella
With: Seth Jaffee

Is Kickstarter Still A Thing? Obviously it's still going strong as a funding platform, but in many ways Kickstarter has changed, come hear our panelists discuss how it's changed, in what ways it's still useful, and how to navigate the current Kickstarter environment.



Slapshot Tournament

Qualifiers: Saturday 11am-Noon & 2-3pm. Championship Round: Sat. 4-5pm

Slapshot is a wheeling, dealing game for hockey fans. Each player assumes the role of team manager. The object is to manage your team into the playoffs and win the championship. During the regular season you improve your team with drafts and trades, but injuries can upset the best of plans. Ultimately, your skill as manager determines if your team wins or loses.

Slapshot includes 54 zany hockey players like Slash Gordon, Puck Rogers, Ian Jury, Cheap Shot, Le Goon, and Jack the Tripper. Slapshot is fast, furious, fun, and simple to play.

Texas Hold'em WITH ZOMBIES

Friday 7-8:30pm & Saturday 7-8:30pm,

Texas Hold'em W/ Zombies and the Underworld Series of Poker, is everything that Traditional Texas Hold'em is, only nastier, more cut-throat, and strategic. Players bet their lives on poker cards, some-of-which double as zombies.

Better defend yourself, or these zombies will cut into your chip stack faster than an all-you-can-eat brain buffet. Whether they're handled thru force of might and firepower, cunning traps and armor, or lured against other players, you will need to deal with the undead before they deal with you.

Dexterity Triathlon

Saturday 9-10:30pm

Come play three fast and fun dexterity games. We'll be playing:

Crokinole
Tumblin' Dice
Konexi

Inclusiveness in Gaming

Friday, 9-10am, Marabella

With: Marissa Kelly & 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.

Obsidian Gate Amtgard

Saturday 2-6pm

With: Victora Gilmore

Live action role play fighter demonstration with foam weapons for ages 14+. We want to demonstrate our group and allow people to try out our game.

Rockets & Rayguns: Space/ Sci-Fi Board Game Panel

Friday, 6-7pm, Marabella

With: Seth Jaffee

Come hear about our panelists favorite space themed board games. Why do they like them and how do they make the space theme?

Worldbuilding

Saturday, 6-7pm, Marabella

With: Shane Hensley & 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.

GM's Conference

Saturday, 10am-1pm

With: Shane Hensley, Marissa Kelly, Mark Diaz Truman, & 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!

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#RINCON15



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HOW TO UNDERSTAND THE 2015 SCHEDULE:

1:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
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START TIME

EVENT NAME

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

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)

CATEGORY

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

These event codes are colored to match their location on the site map.

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

MINIs = 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 = Special events and anything else that doesn't exactly fit into any of the above categories

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

- FRIDAY -

#RINCON15



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	0.5Hrs	Boss Monster
	BG	1.5Hrs	Evolution
	BG	1.5Hrs	Eisle of Skye: From Chieftain to King
	BG	1.5Hrs	Villains & Henchmen!
	BG	2Hrs	Asking for Trobils
	BG	2Hrs	Axis & Allies: D-Day
	BG	2Hrs	Galaxy Trucker
	BG	2Hrs	Kraftwagen
	BG	2Hrs	Legendary Encounters: Alien Deck Building Game
	BG	2Hrs	Love Letter
	BG	2Hrs	Mars Attacks
	BG	2Hrs	Splendor
	BG	2Hrs	Stone Age
	CCG	2Hrs	Kobble (w/ Creator)
	MINIs	2.5Hrs	Overdue Book Hunt
	BG	3Hrs	Pulp City Demo
	BG	3hrs	Terra Mystica
	BG	3.5Hrs	Yedo
	MINIs	4Hrs	Bolt Action Demo
	RPG	4Hrs	DCC - The Tower Out of time
	RPG	4Hrs	Grand Tourney of Pendragon
	RPG	4Hrs	Lego Star Wars RPG
	RPG	4Hrs	PFS - School of Spirits
	RPG	4Hrs	PFS - Six Seconds to Midnight
RPG	4Hrs	PFS - Trouble in Tamran	
RPG	4Hrs	Shadowrun 4th Ed.	
RPG	4Hrs	PFS - True Dragons of Absalom	
BG	5Hrs	[BG, 5Hrs] Through the Ages	
3:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator

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GAMELYN GAMES

4:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	BG	1Hr	Monster Crush!
	BG	1.5Hrs	Gold West
	BG	1.5Hrs	The Stars are Right
	BG	2Hrs	King of New York
	BG	2Hrs	Munchkin Adventure Time
	BG	2Hrs	Revolution Anarchy
	BG	2Hrs	Scoville
	BG	2Hrs	Takenoko
	BG	2Hrs	The Voyages of Marco Polo
	BG	2Hrs	Trajectory
	CCG	2Hrs	Kobble (w/ Creator)
	MINIs	2Hrs	Malifaux Demo
	RPG	2Hrs	Derbalan Shuffle
	BG	3.5Hrs	Firefly
5:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
6:00 PM	→	→	VENDOR ROOM CLOSSES
	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Panel	1Hr	Rockets & Rayguns: Space/Sci-fi Board Game Panel
	BG	2Hrs	Smash Up
	BG	2Hrs	Snowtails
7:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	1.5Hrs	Texas Hold'em WITH ZOMBIES
	Special	2Hrs	GIANT Ice House
	BG	0.75Hrs	Camel Up
	BG	0.75Hrs	AGES
	BG	1Hr	Epic Tales
	BG	1Hr	Flick 'Em Up
	BG	1Hr	Space Cadets Dice Duel
	BG	1.25Hrs	Jamaica
	BG	1.25Hrs	Marvel Legendary Villains
	BG	1.5Hrs	Villains & Henchmen!
	BG	2Hrs	Car Wars: the Card Game
	BG	2Hrs	Castellan
	BG	2Hrs	Murano
	BG	2Hrs	Temple of Elemental Evil
	BG	2.5Hrs	Aquasphere
	BG	2.5Hrs	Kanban; Automotive Revolution
	BG	2.5Hrs	Viticulture
MINIs	2.5Hrs	Things that go Bump in the Night	
BG	3Hrs	Barbarossa	

7:00 PM CONT'D	BG	3Hrs	Fortune and Glory
	MINIs	3Hrs	X-Wing Miniatures Tournament
	RPG	3Hrs	Galaxy XXX (w/ Creator)
	RPG	4Hrs	#DeadInTucson
	RPG	4Hrs	PFS - Between the Lines
	RPG	4Hrs	PFS - Serpent's Rise
	RPG	4Hrs	PFS - The Bronze House Reprisal
	RPG	4Hrs	Primetime Adventures 3e
	RPG	4Hrs	Shadowrun 4th Ed.
	RPG	4Hrs	The Elvish Hustle: A Dark Sun Elfsploitation Tale
	RPG	4Hrs	The Last Parsec - Omariss Death Worm
	RPG	4Hrs	A World of Dew (w/ Creator)
	RPG	4Hrs	Epyllion (w/ Creator)
	RPG	4Hrs	Fate 70s Horror (w/ Creator)
8:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
9:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	BG	1Hr	Dark Moon
	BG	1Hr	Lanterns: The Harvest Festival
	BG	1Hr	Monster Crush!
	BG	1Hr	Rum & Pirates
	BG	1.5Hrs	Elysium
	BG	2Hrs	Elder Sign: Gates of Arkham
	BG	2.75Hrs	Steam Works
	BG	4Hrs	PFS - True Dragons of Absalom
	BG	5.5Hrs	Forge Wars



Twists and Turns

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Play at showdown Use once

AMMO
 Combine this card with any ammo-based item card. Ammo allows ammo-based item cards to be fired against an enemy.

HERMAN WOLF

Play pre-deal Use upcard

ZOMBIE LURE
 Place this card in front of another player. During the round that it is in play, ALL zombies won at showdown are attracted to the player. Only 1 Lure can be in play.

- SATURDAY -

#RINCON15



9:00 AM	→	→	VENDOR ROOM OPENS
	Panel	1Hr	Inclusiveness in Gaming
	BG	1Hr	Isle of Trains
	BG	1Hr	Pandemic - On The Brink
	BG	1Hr	Villains & Henchmen!
	BG	2Hrs	Acquire
	BG	2Hrs	Five Tribes
	BG	2Hrs	Medieval Academy
	BG	2Hrs	Rococo
	BG	2Hrs	Zombie Dice
	BG	2Hrs	RoboRally
	BG	2.5Hrs	La Granja
	MINIs	2.5Hrs	Overdue Book Hunt
	BG	3Hrs	Terra Mystica
	MINIs	3Hrs	Firestorm Armada
	RPG	4Hrs	Hollow Earth Expedition: The Lost Legion
	RPG	4Hrs	Melt Down of the Century!
	RPG	4Hrs	Nebin Pendlebrook's Perilous Pantry
	RPG	4Hrs	Night City Stories: Monsters of K-Pop
	RPG	4Hrs	PFS - Six Seconds to Midnight
	RPG	4Hrs	PFS - The Ironbound Schism
	RPG	4Hrs	Trouble in Tamran
	RPG	4Hrs	Shadowrun 4th Ed.
BG	6Hrs	Imperial Assault - Twin Shadows Mini-Campaign	
BG	8Hrs	Here I Stand: Wars of the Reformation	
10:00 AM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	3Hrs	GIANT Catan
	Panel	3Hrs	GMs' Conference
	BG	2Hrs	Automobiles Preview
11:00 AM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	1Hr	Slapshot (Qualifier)
	BG	1Hr	Monster Crush!
	BG	2Hrs	Concordia
	BG	2Hrs	Libertalia
	BG	2Hrs	Lords of Waterdeep
	BG	2Hrs	Munchkin Steampunk
	BG	3Hrs	RoboRally - Stacked
	BG	4Hrs	Gangster Dice
	RPG	4Hrs	GURPS: Troll Hunters Wanted
MINIs	7Hrs	Dust Battlefield	

12:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	1Hr	Giant Cypher (two games: 12:00 and 12:30)
1:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	2Hrs	GIANT Catan
	BG	2Hrs	Doomtown Deputy Event!
	BG	2Hrs	King of New York
2:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	1Hr	Slapshot (Qualifier)
	BG	2Hrs	Dice Hate Me - Rabbit Games
	BG	1.5Hrs	Villains & Henchmen!
	BG	2Hrs	(2-Fer:) Roll Through the Ages & Nations the Dice Game
	BG	2Hrs	Agricola
	BG	2Hrs	Dead of Winter
	BG	2Hrs	Elysium
	BG	2Hrs	League of Six: Loyal Retinue
	BG	2Hrs	Munchkin Legends
	MINIs	2.5Hrs	Overdue Book Hunt
	BG	3Hrs	Planes, Trains, and Automobiles
	RPG	3Hrs	City of Thieves (w/ Creator)
	BG	4Hrs	Dune
	LARP	4Hrs	Obsidian Gate Amtgard
	RPG	4Hrs	DCC RPG Peasant Funnel Tournament
	RPG	4Hrs	Isle of the Dead
	RPG	4Hrs	PFS - Between the Lines
	RPG	4Hrs	PFS - School of Spirits
	RPG	4Hrs	The Bronze House Reprisal
	RPG	4Hrs	PFS - To Judge of Soul, Part 1
	RPG	4Hrs	Primetime Adventures 3e
	RPG	4Hrs	Superhero Life on the C-List
	RPG	4Hrs	Trail of Cthuluhu-Bryson Springs
	RPG	4Hrs	A World of Dew (w/ Creator)
	RPG	4Hrs	Bluebeard's Bride (w/ Creator)
	RPG	4Hrs	Urban Shadows (w/ Creator)
MINIs	7Hrs	Bolt Action Tournament	
RPG	8Hrs	Grand Tourney of Pendragon	
3:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	BG	1Hr	Gaming 101: 7 Wonders
	BG	2Hrs	Abyss
	BG	2Hrs	Grawwell

- SATURDAY -

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4:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	2Hrs	Slapshot (Championship Round)
	BG	1	Monster Crush!
	BG	2Hrs	(2-Fer:) Artificium & Medieval Academy
	BG	2Hrs	7 Wonders Tournament
	BG	2Hrs	Munchkin Zombies
	BG	2Hrs	Revolution Anarchy
	BG	3Hrs	Archon: Glory and Machination
	BG	4Hrs	Forbidden Stars
	BG	4Hrs	Relic
5:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	BG	2Hrs	D&D Attack Wing
	BG	2Hrs	Firefly Shiny Dice
6:00 PM	→	→	VENDOR ROOM CLOSSES
	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Panel	1Hr	Worldbuilding
7:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	1.5Hrs	Texas Hold'em WITH ZOMBIES
	BG	1Hr	Ticket to Ride
	BG	1.5Hrs	Villains & Henchmen!
	BG	2Hrs	Defenders of the Realm
	BG	2Hrs	Euphoria
	BG	2Hrs	Five Tribes
	BG	2Hrs	Historia
	BG	2Hrs	Steve Jackson Dice Games
	BG	2Hrs	Tile Chess
	MINIs	2.5Hrs	Things that go Bump in the Night
	BG	3Hrs	Barbarossa
	BG	3Hrs	Battlestar Galactica
	BG	3Hrs	Railroad Tycoon
	BG	4Hrs	Duel of Ages II
	RPG	4Hrs	East Texas University: the Siege of Whitehall
	RPG	4Hrs	Fiasco - Go Team Superscience
	RPG	4Hrs	[RPG, 4Hrs] Goblins of Anarchy: Second Cousins of Mayhem
	RPG	4Hrs	[RPG, 4Hrs] Shadowrun 4th Ed.
	RPG	4Hrs	[RPG, 4Hrs] Vampira: The Requiem - Suddenly
RPG	4Hrs	[RPG, 4Hrs] Epyllion (w/ Creator)	
RPG	4Hrs	[RPG, 4Hrs] Fate 70's Horror (w/ Creator)	
RPG	4Hrs	[RPG, 4Hrs] Playtest a New Game (w/ Creator)	
RPG	4Hrs	[RPG, 4Hrs] PFS - The Sky Key Solution	

8:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
9:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Special	1.5Hrs	Dexterity Triathlon!
	Panel	1Hr	Play Dirty Seminar
	BG	1Hr	Monster Crush!
	BG	1Hr	Pandemic - In The Lab
	BG	1.5Hrs	World's Fair 1893
	BG	2Hrs	Cards Against Humanity (18+ Only)



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- SUNDAY -

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Tasty Minstrel Games

9:00 AM	→	→	VENDOR ROOM OPENS
	BG	1.5Hrs	Villains & Henchmen!
	BG	2Hrs	Acquire!
	BG	2Hrs	Deus
	BG	2Hrs	Double Feature
	BG	2Hrs	Puerto Rico
	BG	2Hrs	Splendor
	BG	2Hrs	Vegas Showdown
	RPG	4Hrs	Force and Destiny : Imperial Invasion of Alderaan
	RPG	4Hrs	Night's Black Agents - Night of the Bat
	RPG	4Hrs	PFS - Serpent's Rise
	RPG	4Hrs	PFS - The Bronze House Reprisal
	RPG	4Hrs	PFS - The Ironbound Schism
	RPG	4Hrs	PFS - Trouble in Tamran
	RPG	4Hrs	Shadowrun 4th Ed.
RPG	4Hrs	Oracle Playtest (w/ Creator)	
BG	8Hrs	Virgin Queen: Wars of Religion	
10:00 AM	→	→	n/a
11:00 AM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	BG	1Hr	King of New York
	BG	1Hr	Love Letter
	BG	1Hr	Monster Crush!
	BG	1Hr	Kings of Israel
	BG	2Hrs	Smash Up
	BG	2Hrs	The Castles of Burgundy
	BG	2Hrs	The Manhattan Project
	BG	2Hrs	The Stars are Right
	BG	2Hrs	Munchkin Steampunk
	BG	3Hrs	Splendor Tournament (w/ Prizes)
	BG	3.5Hrs	The Lord of the Ice Garden
	BG	4Hrs	Arcadia Quest
	MINIs	4Hrs	Firestorm Armada
	MINIs	4Hrs	Star Wars Armada
RPG	4Hrs	Nebin Pendlebrook's Perilous Pantry	

12:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	BG	2Hrs	Sheriff of Nottingham
	BG	2Hrs	Snowtails
1:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	Panel	1Hr	Kickstarter: Is It Still A Thing?
	BG	2Hrs	Munchkin Pathfinder
2:00 PM	Special	1Hr	ARTEMIS Spaceship Bridge Simulator
	BG	1Hr	Eminent Domain
	BG	1.5Hrs	Carcassonne
	BG	1.5Hrs	Villains & Henchmen!
	BG	2Hrs	Podcast Against Humanity (Cards Against Humanity, Recorded Live)
	RPG	4Hrs	Grand Tourney of Pendragon
	RPG	4Hrs	PFS - Between the Lines
	RPG	4Hrs	PFS - School of Spirits
	RPG	4Hrs	PFS - Six Seconds to Midnight
	RPG	4Hrs	PFS - To Judge a Soul, Part 1
	RPG	4Hrs	Shadowrun 4th Ed.
	RPG	4Hrs	The Play's The Thing - The Scottish Play
	RPG	4Hrs	Bluebeard's Bride (w/ Creator)
	RPG	4Hrs	Cartel (w/ Creator)
RPG	4Hrs	Playtest a New Game (w/ Creator Ben Woerner)	
3:00 PM	→	→	n/a
4:00 PM	→	→	VENDOR ROOM CLOSES
5:00 PM	→	→	n/a
6:00 PM	→	→	RinCon 2015 Concludes - See you next year!

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RINCON 2016 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 USAGE:

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 2016! 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).

#RinCon15

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