

RED LION PORTLAND, OR | MARCH 30-APRIL 2

GAMESTORM 19



ORYCON 39

November 17th to 19th, 2017

Oregon's premier
Science Fiction and
Fantasy convention
welcomes

Guests of Honor:

Timothy Zahn

Sarah Clemens

David Boop

Brichibi Cosplays

Illustration by Sarah Clemens

Titled: Tiny Little Dragons

Copy Right 2016

Orycon.org

Facebook.com/orycon

Twitter.com/@orycon

Red Lion Hotel on the River, Jantzen Beach

ORYCON is a product of OSFCI, a nonprofit, tax-exempt corporation.

Cover Art:

Artist: Jesse Jennings, Graphic Artist, Trash Mob Minis



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MESSAGE FROM THE CHAIR

Greeting, GameStormers! It's been an exciting and challenge-filled year as we've prepared to move to a new hotel after 8 years at the Hilton in Vancouver. Figuring out how to match our unique needs to the available facilities is quite the puzzle game in its own right!

Since my first GameStorm in 2003, the convention has grown threefold. We've changed hotels 5 times, and committee members have come and gone. The constant thread through all of this has been the community of gamers that we continue to build.

Each of us has a membership in the convention. We don't use tickets because this isn't entertainment provided to a passive audience. Whether you spend the weekend working with one of the many departments, run events as a GM, or simply play games, you are part of what makes GameStorm happen. You are a member.

So, whether this is your first GameStorm or your 19th, I hope you have a great weekend with your fellow gamers. With your support, we will continue to grow and thrive through whatever challenges we may face.

BEVERLY "PHOENIX" BLOCK

Chair, GameStorm 19

GAMESTORM WANTS YOU



Volunteering to help out is another way to have fun at GameStorm.

Have an hour or two free between games?

Want to help out?

Just come to the Info Desk (Main Lobby), or Hospitality (Hayden) to volunteer.

What's in it for you?

- Learn about the Mysterious Inner Workings of the convention.
- Get GameStorm Bucks, redeemable for cool stuff.
- Join us at the Sunbreak Party and meet the ConCom on Sunday at 7 P.M. in the Large Event Suite (206) for treats and serious relaxation.

Join the Conversation!



Share your
experience!

Use
hashtag
#GS19



Stay Connected Year Round

-  facebook.com/GameStormCon
-  twitter.com/GameStormCon
-  tumblr.GameStorm.org
-  lists.GameStorm.org



OREGON SCIENCE FICTION CONVENTIONS, INC.

(OSFCI) CODE OF CONDUCT

OSFCI does not tolerate discrimination or harassment of any kind, including but not limited to physical assault, battery, deliberate intimidation, stalking, inappropriate language or unwelcome physical contact. This policy applies to any attendee's interactions with fellow con-goers, program participants, hotel employees, and guests of the hotel, including panel discussions.

Be respectful of and courteous towards others. Attendees are expected to understand that one needs to ask before touching and that "no" means "no". If someone says "no" or "go away", an attendee's business with that person is done.

Violation of this policy can result in action by the convention committee ranging from warnings to having the violator's badge revoked with no refund, and the decision of the event chair is final. Action by the convention in no way precludes the injured individual or the hotel from pursuing whatever remedies, civil or criminal, they see fit.

After the event, OSFCI may take further action, including banning the violator from further events.

Please note that other behaviors, including but not limited to destruction of hotel property, can also result in the actions described above.

A copy of the procedures for enforcement of this code are available on the OSFCI web site at <http://osfci.org/code.html>.

OSFCI STATEMENT OF INCLUSIVENESS

OSFCI is committed to creating a safe and inviting space that is inclusive of all fans, gamers, families, and members, regardless of race, ethnicity, age, orientation, or gender identity. We take security and anti-harassment policies very seriously to ensure safety and respect for all attendees of all of our sponsored events.

POLICIES

Badge

Badges are to be worn and visible by convention attendees at all times.

Until the end of the convention, badges remain the property of GameStorm.

Children

All children ages 10 and under must be actively supervised by a responsible adult at all times. If a child age 10 or under is found unsupervised, both the child and parent/guardian may have their memberships revoked, and no refunds will be issued. Badges for children 10 and under will be identified by a red triangle.

All children ages 14 and under must have a registered parent or legal guardian (or an adult designated by the parent or guardian in writing on the waiver form) attending the convention at all times that the child is attending.

Children ages 15-17 may attend the convention unsupervised.

A completed waiver signed by a parent or legal guardian is required for all children ages 17 and under. The waiver form must include contact information for the parent/guardian (plus contact information for a designated adult supervisor, if any), which will only be used in relation to care of the child. Badges for children ages 11-17 will be identified by a yellow triangle.

POLICIES (CONTINUED)

Code of Conduct

The Code of Conduct ("Oregon Science Fiction Conventions, Inc. (OSFCI) Code of Conduct") on previous page exists to provide guidance to all GameStorm convention members. It is to help ensure that the behavior of one individual does not adversely affect the rest of the members. It applies to all pre-con, at con, and post-con activities that are related to GameStorm.

All members are encouraged to read this Code and ask questions about anything that they do not understand.

GameStorm is prepared to deal with any violations of the code as legally, rapidly, and efficiently as possible. We hope that all members will help to make GameStorm an enjoyable experience for all, by respecting the rights of all attendees.

GameStorm reserves the right to revoke membership and eject any individual at any time from GameStorm. No refunds will be provided.

Failure to adhere to the code of conduct may result in: Mediation by the Con Chair and Convention Operations talking to all parties involved in an incident; Verbal warnings; Turning the individual in to hotel or hotel security; Revocation of membership and ejection from GameStorm; Contacting local law enforcement.

Hotel Interactions

We ask that you follow any and all rules set by the convention hotel.

The person in whose name a guest room is rented is solely responsible for the conduct of all individuals in the room and the condition of the room.

Excessive trash, any act of vandalism, deliberate or excessive damage to hotel room and its contents, or any negative interference with hotel staff that may present a hazard to said hotel staff will result in the hotel taking control of the situation.

Individuals, regardless of whose name the room is rented in, will be billed for said damages by the hotel. In addition, individuals may be evicted from the hotel and/or the convention and may also face criminal charges.

Food

Outside food is not permitted in the function space of the hotel. Function space includes the hotel lobbies, the Dealer's Room, and all gaming/activity spaces, including hotel suites used for gaming. Feel free to visit the GameStorm Hospitality Room in Hayden for a quick snack between events, but do not remove food or drink from Hospitality. The hotel also has a coffee bar and a restaurant. Food from the hotel coffee bar and restaurant may be brought into function spaces.

Personal Interaction

We ask that you respect others so that everyone is comfortable and feels safe while attending GameStorm.

Harassment of others will not be tolerated and is a violation of the Code of Conduct. See page 4 for more details.

If someone asks you to leave them alone or tells you no, you walk away, and you do not approach them again. Your business with them is done. There is no reason for you to have any further interaction with them. Note that falsely reporting harassing behavior is, itself, a harassing behavior under this Code of Conduct.

Discrimination of any sort is not tolerated and is a violation of the Code of Conduct.



INFO DESK

The GameStorm Info Desk is located in the Main Lobby. Hours are:

Thursday: Noon — 8 P.M.
 Friday: 9 A.M — 8 A.M.
 Saturday: 9 A.M — 8 A.M.
 Sunday: 9 A.M — 3 P.M.

Lost and Found items will be taken to the Info Desk. When the Info Desk is closed they may be taken to and retrieved from the Office, located in Lovejoy.

If you have any questions about any GameStorm-related issues, the Info Desk is the place to ask!

EVENT SIGN UP

Signup sheets for all board gaming events are inside the Grand Ballroom. For other areas, find out which room your event is in. In most cases signup sheets will be on a table inside the room, or near the door.

Signup sheets will be arranged in order by starting time. Some areas may not have all sheets for the weekend; if the event you're looking for isn't there yet, look back later. Sheets should be out, at a minimum, 6 hours before the event starts.

Once you find the signup sheet for the game you want to play, put your badge number in the first available slot. If a game you want to play is full, sign up as an alternate. If you signed up online, your name should be listed at the top.

Five to ten minutes before the game starts, the Game Master who is running your event will take the sheet.

Be ready to show him or her your badge to confirm your space.

Many games fill up, so be sure to sign up early! If you have any questions about the game sign up system, ask at the Info Desk (Main Lobby) or the Game Library (just inside the Grand Ballroom).

FINDING AN OPEN TABLE

Many tables within the Grand Ballroom are available for open gaming and are designated by a red tablecloth. If you don't see an open table in the Grand Ballroom, you are welcome to play on any vacant table, but be aware that if there's a scheduled game starting before you finish you will have to move. Each table will have a schedule for the weekend either on the wall above it or attached to the table. Be sure to check that there's enough time for you to finish your game.

GAME LIBRARY

Come on down to the Game Library and check out a game! We have hundreds of games available to checkout at the library just inside the Grand Ballroom. Scan the games on the shelf (from your side of the table please) or ask Game Library staff for recommendations. Find an old classic or learn a new game. Check out the game, take it to an Open Gaming table, and get started.

Thursday: Noon — Midnight

Friday: 7 A.M. — 2 A.M.

Saturday: 7 A.M. — 2 A.M.

Sunday: 7 A.M. — 4 P.M.

Note that scheduled events have priority at regular gaming tables. If the Open Gaming tables are full, please check the schedule at each table to find a good location for your game.

Return the game when you are finished playing. **All games must be returned by 4 P.M. Sunday.**

GameStorm and OSFCI thank the many companies and people who have donated games to the Game Library: Aaron Curtis, Antonia Cabal, Beverly "Phoenix" Block, Carey Grayson, Cheapass Games, Eagle/Gryphon Games, Funagain.com, Gut Bustin' Games, James Ernest, Lone Shark Games, Mike Selinker, Pair-of-Dice Games, Paizo Publishing, Richard Garfield, Rio Grande Games, D. Stephen Raymond, Sunriver Games, Tasty Minstrel Games, Third World Games, Wattsapoag, Wizards of the Coast, and Z-Man Games.

Thank you!

HOSPITALITY

GameStorm Hospitality is located in Hayden, next to the main Lobby and is open to all members.

We'll be serving food from::

Thursday: 6 P.M. — 10 P.M.

Friday: 7 A.M. — 10 P.M.

Saturday: 7 A.M. — 10 P.M.

Sunday: 7 A.M. — 4 P.M.

We will offer soda, coffee, hot cocoa and tea. In the mornings we will have juice and milk.

While hospitality is included in your membership, donations are encouraged and greatly appreciated.

Suggest donations: \$5 per person per day.

Should you find yourself between games, please feel free to volunteer!

— Ice Cream Social in Hospitality — 8PM Saturday!

Come and enjoy Sunday fixings on Saturday! An assortment of Ice cream will be served with all the Sunday fixings your heart could desire! Open to all! Suggested donation: \$5 per person.



SWAG AND GAMESTORM BUCKS

This year's fabulous Game Master and volunteer appreciation swag will once again be distributed using GameStorm Bucks (provided by Tinderbox Entertainment), which GMs will receive when they turn in their completed sign-up sheets to the Info Desk. Volunteers will get slips from the person for whom they are working and exchange them for GameStorm Bucks at Info Desk. Game Masters turn in your game sheets at the Info Desk during the hours listed (see Info Desk section).

There are new and exciting items this year being raffled like a Marvel Captain America lunch pail, 100-pack of gel pens, a crock-pot and much, much more! Although these will not be given away until Sunday morning, there will be several drawings per night for other gaming items. It only costs 2 Gamer Bucks per ticket with no limit.

Need something to spend your 1 Gamer Buck on? We have lots of items to choose from including fans, toys, buttons and candy! Choose your lollipop with a chance to win a free raffle ticket to boot! (Limit 2 per person/per visit).

GameStorm Bucks can be redeemed at the following times:

Thursday: 5 P.M. — 10 P.M.

Friday: 8 A.M. — 2 P.M. & 4 P.M. — 10 P.M.

Saturday: 8 A.M. — 2 P.M. & 4 P.M. — 10 P.M.

Sunday: 8 A.M. — Noon & 1 P.M. — 4 P.M (or until supplies last)

Supporters: The GSB Program would like to thank the following persons for their generous contributions:

Phoenix • Heather McLaughlin • Angel May of Guardian Games • Michael and Fiora Birkes • Logan Britadesco • Steve Jackson Games • Rainy Day Games • SlugFest Games • Flying Buffalo, Inc. • AEG • The Bostick Coalition • Looney Labs • Games Plus and especially Tinderbox Entertainment for providing this year's awesome GameStorm Bucks. Merchandise

REGISTRATION AND BADGE PICKUP

Registration is located on the East side of the Main Lobby. Memberships may be purchased at the main Registration booth, located under the GameStorm banner.

There is a separate Pre-registration booth for badge pickup by those who have obtained their memberships prior to the convention.

Thursday: Noon — 8 P.M.

Friday: 8 A.M. — 8 P.M.

Saturday: 8 A.M. — 6 P.M.

Sunday: 8 A.M. — 4 P.M.

GameStorm 20 pre-sales start at 10am on Sunday

Government-issued photo ID will be required to pick up your badge, or to buy a membership (for proof of age). No one else can pick up your badge for you.

All members under 18 must have a signed waiver before they will be given a badge. For more details, please see the Children Policy on page 4.

If you don't plan to keep your badge, please drop off your lanyard and badge-pouch in the recycling container at the main Registration booth as you leave the convention. Thanks.

OPEN STORY GAMING WITH INDIE HURRICANE!

Looking for a new roleplaying experience? Come join an Open Story Gaming circle at 10am, 2pm, and 8pm every day of the con! No pre-sign up necessary. We'll bring some games we're stoked about, and you're invited to do the same. We'll pitch the options, and everyone can decide what they want to play! Also, be sure to check the Indie Hurricane whiteboard downstairs for up-to-date postings of games beginning soon, and come by the Indie Hurricane table in the Dealer's Room to try demos of locally produced creator-owned games.

WHAT ARE THOSE ORANGE CONES?

Not sure what to play? Look for an orange cone. Game tables with an orange cone have room for another player.

When starting a game, please grab an orange cone to encourage people to join you. Remember to return the orange cone when your game is full or when it's too late for players to join, so you don't misinform other members. Please do not use orange cones to mark boundaries, as decorations or as game components.

JOHN ANDREWS MEMORIAL WORLDCON SCHOLARSHIP

The late John Andrews was one of the founding members of OSFCI, sponsor of GameStorm. Without his efforts, it is quite possible that neither would exist today. He was also very active in and devoted to Worldcon, the World Science Fiction Convention, which is held in a different city every year.

In his memory, OSFCI provides a scholarship to send one person to Worldcon every year. The scholarship comprises a membership for the Convention and a cash grant to help cover expenses. The 2018 Worldcon will be in San Jose, California.

In order to be eligible, an applicant must have been active in OSFCI sponsored functions (including GameStorm and OryCon) for at least 2 years, and may not have attended a Worldcon for at least 5 years.

Applications for the scholarship to the 2018 Worldcon, must be received by January 14th, 2018. The recipient will be announced at the OSFCI Annual General Meeting, scheduled for February 5th, 2018.

To apply, please download the application form from
<http://osfci.org/andrews> and email it to
scholarship@osfci.org or send it by US Mail to:

OSFCI Scholarship Fund

PO Box 5703

Portland, OR 97228-5703

For information about the 2018 Worldcon, go to <http://www.worldcon76.org>



Jeremy Crawford

Jeremy Crawford is the lead rules developer and managing editor of *Dungeons & Dragons* at Wizards of the Coast. He was the co-lead designer of fifth edition D&D, the lead designer of the *Player's Handbook*, and one of the leads on the *Dungeon Master's Guide*. He also gives official answers to D&D rules questions on Twitter (@JeremyECrawford) and in the Sage Advice column on the D&D website.

Since coming to Wizards of the Coast in 2007, he has worked on numerous books for D&D, including the fourth edition *Player's Handbook*, *Player's Handbook 2*, and *Rules Compendium*. Before that, he wrote for the roleplaying games *Blue Rose*, *Warhammer Fantasy Roleplay*, and *Mutants & Masterminds*. He lives in Seattle.

GUEST OF HONOR



Paul Peterson

Paul Peterson started his career as a game designer in the card mines of Wizards of the Coast in 1994. There he worked on almost a dozen collectible card games including Magic: the Gathering, Pokemon, and Harry Potter. It is also where his first card game, Guillotine was published. Since then he has bounced back and forth between the worlds of electronic and tabletop gaming, and his credits include games for PC, mobile, and Facebook as well as numerous card and board games such as Smash Up, Unexploded Cow, and as one of the designers for the Pathfinder Adventure Card Game.

BoardConSM West

2017 Board Game Cruise



featuring
**The GenCon
Game Library!**

What?

Play board games with other gamers while cruising to Alaska on the Norwegian Cruise Lines Pearl.

Where?

Roundtrip departing from Seattle, WA to Skagway, Ketchikan, and other ports.

When?

Sept 17 - 24, 2017 (7 nights)

Cost?

Cabins from \$1170.74 per person. Taxes, fees, and two free amenities included.

Games Provided?

Absolutely! Featuring a selection of games from the GenCon game library.

*Flights, pre/post-cruise hotel stays, shore excursions,
and travel insurance also available.*

How do I Register?

Visit www.TimelessJourneysTravel.com/group/boardcon2017
or call 866-464-9421.



CRUISE PLANNERS[®]

YOUR LAND AND CRUISE EXPERTS

CONSOLE\LAN\VIDEO GAMING

Video gaming, sponsored by Kumoricon. We offer a mix of newer generation consoles and some old favorites in Glisan, and LAN computer gaming in Flanders.

Thursday: 4 P.M. — 10 P.M.
Friday: 10 A.M. — 10 P.M.
Saturday: 10 A.M. — 10 P.M.
Sunday: 10 A.M. — 4 P.M.

Come try out video gaming for the first time, try out different games or play old favorites. If you are unsure as to what you might like, feel free to ask our gaming staff for recommendations. We will have a good mix of old and new games, including multi-player games so you can play with a group of friends or strangers. We might decide to stay up a bit past our closing times some nights, so feel free to stop by anytime to see what's going on.

KIDS ACTIVITIES

Kids Activities is located in the Jantzen Room. We have plenty of fun things for kids 14 and under to enjoy (with their parent or guardian, per GameStorm age guidelines). Drop in anytime that we're open for kids-appropriate games like Batman Fluxx and Munchkin Treasure Hunt. Kids Activities also has coloring and crafts to do. The times that Kids Activities is open are:

Thursday: 3P.M. — 7 P.M.
Friday: 10 A.M. — 7 P.M.
Saturday: 10 A.M. — 7 P.M.
Sunday: 10 A.M. — 2 P.M.



DEALERS HALL

Welcome to the Dealers Hall at GameStorm 19! The Dealers Hall will be open to the public:

Friday: 12 P.M. — 7 P.M.
 Saturday: 9 A.M. — 7 P.M.
 Sunday: 9 A.M. — 1 P.M.

Welcome to Oregon where the dealers are not required to collect sales tax. Enjoy the change! Come check out our fully stocked dealers hall on Friday Saturday and Sunday to pick up your con mementos, official GameStorm merchandise, LARP gear, Geek Memorabilia, T-shirts, Dice, Books, and Games. We have it all and so much more.

Weapons Policy Reminder:

Any weapons purchased in the Dealer's Hall must be securely wrapped and transported expediently to your vehicle or room.

The Committee realizes that most people who would like to carry and wear weapons are sensible and careful individuals. However, the safety of convention members has to be our overriding consideration.

Because of present liability laws, the risk of weapons causing accident or distress, and to preserve relationships with convention hotels, we have adopted this policy.

Please support our dealers; their support helps us make GameStorm better every year!

Art by Faina

Faina Loran is a Russian-born author and oil painter based in Portland, Or. Her unique style combines fantastical dreamscapes, Victorian elegance, and Russian fairy tales.

Attention Span Games

Leather, caffeinated Marshmallows, Gaming, and all the art

Awesome Anime

Stuffies from Studio Ghibli, Sonic, Mario, many others. Cosplay items, wallets, necklaces & sets.

Breaking Games

The best party, strategy, and family games for whatever you're into.

CardLords

CardLords is a game design and publishing company with a passion for game design and high quality artwork. We will be running demos of our games BattleGoats and Take the Gold!

Chaosium Inc

Chaosium is the publisher of Call of Cthulhu RPG. "Best RPG of All Time" according to Geek & Sundry. Stop by to see the latest edition and tons of settings and scenarios.

Chronos Games & Gifts

Plush, Pokemon, Anime key chains, pocket watches, misc, hats.

Crafty Games / Postworld Games

Local publishers of board games and RPGs, including Brandon Sanderson's Mistborn: House War and other family-friendly games. Come by for a demo!

Daily Magic Games

Daily Magic Games is a Seattle-based independent tabletop game publisher with a growing catalog of fun and engaging games like: Valeria: Card Kingdoms, Villages of Valeria, Quests of Valeria, ManaSurge, and Swinging Jivecat Voodoo Lounge

Dark Ages Games

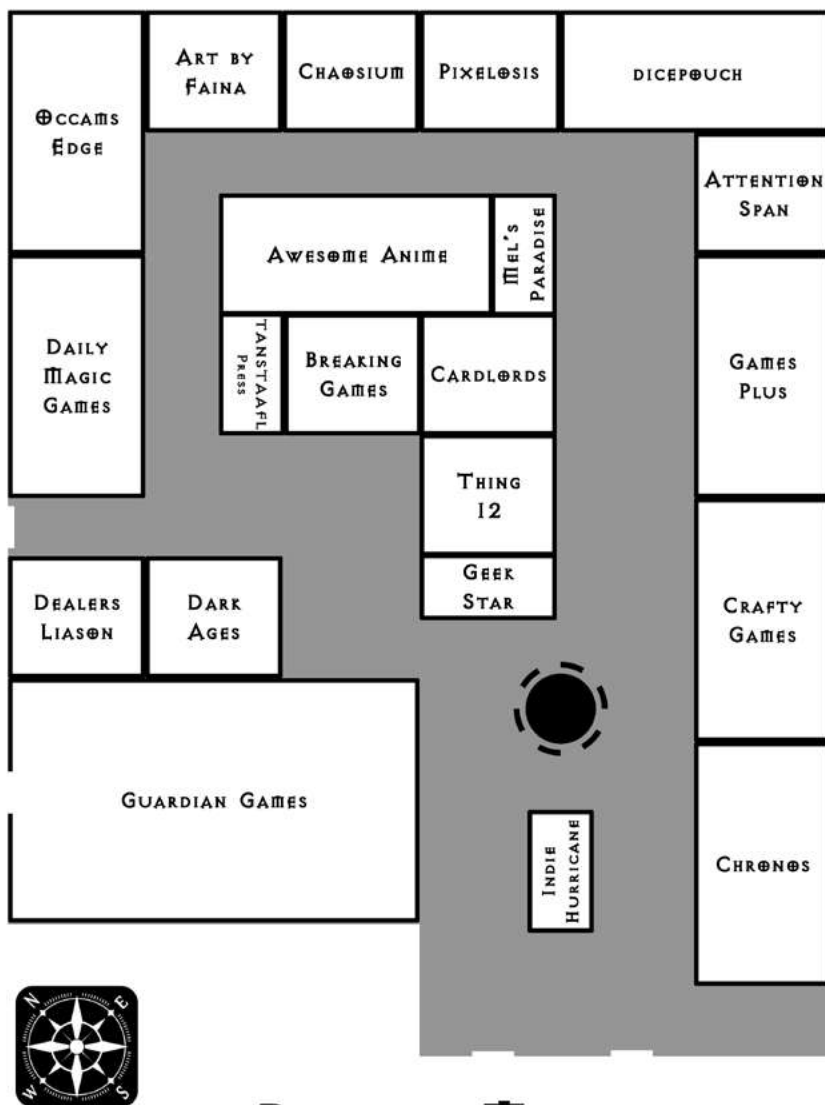
Medieval games from around the world. Board games played in the middle ages screen-printed on leather that draws up into a pouch to carry the pieces.

dicepouch

Makers of custom embroidered pouches for dice, card, and all your geeky needs! Also offering embroidered towels, ornaments, and Chessex Dice.

Games Plus

Games Plus returns for its 16th year at GameStorm. A GameStorm fixture, Don brings the latest in board games, card games, dice, and media trinkets



DEALERS MAP

Geek Star Costuming

GeekStar Costuming provides spectacular geeky accessories from cat ears to goggles to laser cut jewelry. Always had designed and made.

Guardian Games

Portland's Grandest game store! Games. Dice. RPGs. We got what you need!

Indie Hurricane

Locally designed indie games for people looking to play outside the box. Join Indie Hurricane for open story gaming at 10am, 2pm, and 8pm or visit gamestogather.org for gameplay and design year round!

Mel's Paradise

Mel's Paradise is your one stop shop for all things pixelated ad cute! Home of Mel's Sushi Shack!

Occams Edge

A blade for every occasion! We carry historical, fantasy, collectible and daily use weaponry for everyone.

Pixelosis

Handmade pixel art accessories created by weaving glass beads together one by one with a needle and thread and more!

TANSTAAFL Press

TANSTAAFL Press is a publisher of exceptional SciFi, Cyberpunk, Urban Fantasy and more. www.tanstaaflpress.com

Thing 12 Games

Come check out the award-winning game – Dice of Crowns! Roll the Dice! Backstab Friends! Seize the Crown! A fast-paced blend of luck and strategy for 2-6 players.



GAMESTORM.ORG

CREATOR-

**owned Indie Games
that will blow your mind
and expectations.**

Play with some awesome people
and make new friends.

**Meet and play
with the designers.**

**Get Blown Away With
INDIE HURRICANE**

at Gamestorm 19 - March 30 to April 2

Games at 10AM, 2PM, and 8PM • Red Lion Janzen Beach - Lower Lobby

NEW WAYS TO GAME. NEW GAMES TO PLAY. NEW IDEAS TO EXPLORE.

INDIE HURRICANE!

Indie Hurricane! is a self-published gaming expo which takes place within GameStorm. Indie Hurricane! promotes, sells and runs self-published RPGs, holds panel discussions challenging ideas about what RPGs can be, and offers self-publishers booth space to sell their games, plus an organizing banner under which to run amazing, sometimes unconventional game sessions. Indie Hurricane! is the GameStorm delegation of Play Out Loud, Portland's self-published tabletop game community, dedicated to continually exploring the outer limits of play and design, and having a rocking good time in the process!

Indie games are creator owned. The designer has control of all creative and publishing decisions, starting with game mechanics but continuing on to physical format, printing, pricing, marketing, and distribution. Because of this freedom, Indie games are uniquely poised to push the boundaries of subject matter and gameplay with groundbreaking and unique designs. Above all, Indie games are labors of love.

Indie Hurricane! events are listed in the schedule as a separate track. Find scheduled Indie Hurricane! games on the Lower Level Lobby around the elevator, including Open Indie Gaming sessions at 2 P.M. and 7 P.M. each day of the con. Visit our table in the Dealer hall to purchase Indie games, meet local designers and try demos of creator-owned games!

To join our community for play and design feedback year round, visit us on Facebook: <http://www.facebook.com/playoutloudpdx>

Portland stores that carry Indie games:

- Guardian Games 345 SE Taylor St, Portland OR
- Red Castle Games 6416 SE Foster Road, Portland OR
- Rainy Day Games 18105 SW TV Hwy, Aloha OR

To find Indie RPGs online, visit: The Indie RPGs Un-Store <http://theunstore.com/>

Indie Press Revolution <http://www.indiepressrevolution.com>

MINI PAINTING CONTEST

Come show off your painting skills! Win prizes! Pick up your awesome mini from the Info Desk Thursday to Saturday. Return it before noon on Sunday. Judging takes place Sunday at 12:30 P.M. Please note: Limited minis are available. Come, paint, win!

PLAY AND WIN

P.A.W stands for Play and Win! And that's exactly what you'll do – play the games on our list of eligible games and enter for a chance to win them. The PAW Team will be running demo sessions in the Grand Ballroom on Thursday, Friday and Saturday or you can check an eligible game out of the Game Library. Then just fill out an entry form available at the Game Library or the PAW HQ Table.

On Sunday come to the Play and Win Game Giveaway Session at 2 PM in the Clackamas Room. You, or a representative, must be present to win. An attendee who has won a game will not be eligible to win another. For full P.A.W. Program Rules please visit: <https://sites.google.com/view/gspawprogram/home>

MUNCHKIN®

Cheating for Charity

All Proceeds will go to the Charity of the Convention Chair's Choice.

5.00 Buy in. This will get you 5.00 in 'chips' to use at the table.

Game will end at 4 hours, regardless

Buy in authorizes use of 1 promotional item.

Additional promo item usage may be purchased for 1.00 per promo

Below are samples of purchases that can be made.
You do NOT have to be playing to influence the game.

1.00 Purchases:

Reroll your own Die

1 Door Card

1 Face up Treasure

Adjust results of Spin by 1

2.00 Purchases

Reroll someone else's Die

1 Facedown Treasure

Spinwheel for Random Bonus/Penalty

5.00 Purchases

Attempt a Thief Roll when not a Thief.

Add a wandering monster without a card.

10.00 Purchase:

Up Game to Epic (level 20)



Stop by our area in the Grand Ballroom to donate before or during the Tournament.

STEVE JACKSON GAMES

Out of the shadows and back to the front, The Steve Jackson Men In Black (MIB) team will be on site throughout the convention near the game library. Come try your hand at one of the many Munchkin variations. We will also have tables of Illuminati, Castellen, and more.

This year, in addition to our Cheating for Charity event Saturday night with even (more ways to interfere for both players and other attendees, we will be featuring a few special games of Beat the MIB, a special variation on Munchkin where our on staff MIB will use every (legal) trick in the book and give you a chance to use all of your resources and win some of our fantastic prizes.

Several new games will be running, including Simon's Cat and the latest edition of Ogre.

Up late for the Werewolf games? come try I Hate Zombies! every night from 11 to 12. Humans Vs Zombies in an epic game of supremacy.

We will also have our entire library of current print games, with a few old school games, just waiting to be checked out. If you want to learn a version, please ask one of the helpful MIB on site.

Come join us to try anything we have available even if its not running. We will also be on hand all day to answer any questions the secret masters have allowed us to share.

Fnord!

ROLE PLAYING

Organized Role Playing

Organized Roleplaying Campaigns are roleplaying games with organized ongoing, or interactive adventures. They offer a great opportunity to build and play a character that can grow through multiple scenarios and events! The four organizations running events at GameStorm are Shadowrun Missions, Living Arcanis, Pathfinder Society, and the D&D Adventurers League. Each group has something unique to offer, and some sessions are geared to beginners, so please come check us out even if you've never played before!

Fateful Friday - Friday 7pm - Overton Room

Raise your dice and lift your pencils and prepare for ACTION, because FATEFUL Friday has returned. 4th annual event featuring FATE, FAE, Dresden Files RPG, and Fudge games of all varieties. FATE is a system where the action and story drive the dice and not the other way around. Never given FATE a try and want to? A FATE Fan wanting to try another one shot in a different setting? You will find all of that here.

With Sponsorship and Prize Support by Evil Hat Publishing.

Come! Make Your Own FATE!!

Savage Saturday Night - Saturday 7pm - Overton Room

Savage Saturday Night is an event held on Saturday night where multiple tables of Savage Worlds are run simultaneously, a tradition began by Shane Lacy Hensley, himself. We want to carry on the tradition in our neck of the woods and strive to host the best event that we can. Be there for the 5th annual Savage Saturday Night at GameStorm 19!

GAME LAB

The Game Designer's Laboratory

PLAY - TEST - WIN

For the ninth year, GameStorm is partnering with Game Lab to present its own program track for game designers, artists, prototype builders, and people who enjoy playtesting brand new, unpublished tabletop games. There will be more than 100 events in this track!

For 2017, we welcome our Guests of Honor and Industry Guests who will be participating in Game Lab playtesting, showing their own games, and consulting with new designers through workshops, social events and game design-related Gamestorm Panels.

DESIGNERS --

If you're thinking about designing your first game, or just want to learn more about "how games get from idea to the store shelf," feel free to stop by and check out any of our events. We have teaching workshops, access to industry professionals, problem solving sessions and many opportunities for game designers to playtest new games and get valuable feedback.

Are you a designer with a completed game, perhaps getting ready for a Kickstarter campaign? This year we will offer DEMO sessions in addition to regular playtests. If you need to shoot video with people enjoying your game or play through segments, this is the place to do it.

The scope of knowledge that can be accessed through Game Lab's guests, staff and participants spans much of what one needs to know in order to successfully design, pitch, publish, and market their own game.

Latecomer Designers: there will be opportunities this year to sign up to run playtests, even if you missed the original submittal deadlines. OPEN sessions on the print schedule will be available for designer signup starting Thursday.

Even Latercomers: we will also have some space set aside for "overflow" playtests. You may sign up for a playtest session up to 36 hours ahead of time, and we will fill your session if we have extra players beyond what's needed for our pre-scheduled play tests.

PLAYERS --

Think of sitting down, trying a game out that's new to you, and later telling the game's designer exactly what you thought about it, good or bad. That's what we have for players, and opportunities to win games.

If you're interested in seeing new games and playing with us, stop on by! You will earn one "raffle ticket" per game played, and the drawings are ONLY for people participating in Game Lab, so chances to win something are pretty good!

Prizes include a large array of published games (value up to \$150), game creation bits and fun stuff. If you just play one game, it's still an opportunity for you to help a new designer out with their game.

Hours of operation:

Thursday:	2 P.M. — 9 P.M.
Friday:	9 A.M. — 9 P.M.
Saturday:	9 A.M. — 9 P.M.
Sunday:	9 A.M. — 3 P.M.

Join us, and... PLAY - TEST - WIN!

2017 GAME LAB SPONSORS:

FunAgain Games
 AdMagic Print and Play Games
 Improbable Objects
 Wattsapoag Games
 Guardian Games
 Sunriver Games
 Tinderbox Entertainment
 Gut-Bustin' Games
 Rainy Day Games



10TH ANNIVERSARY CELEBRATION

Help us celebrate with expanded programming,
additional prizes, merch, and special guests at
GameStorm 2018!

Follow us for updates throughout the year on open play game
days, playtesting events, workshops, and other great
opportunities for gamers and game designers alike!

www.gamelaboregon.com



facebook.com/GameLabOregon/



[@GameLabOregon](https://twitter.com/GameLabOregon)

GAMESTORM 19
 THURSDAY, MARCH 30TH

SCHEDULE

Time	Event	Location	Track
12:00 PM-1:00 PM	Lanterns Demo	Grand Ballroom 23	Board Games
12:30 PM-2:00 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 08	Organized RPG Campaigns
12:30 PM-2:00 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 04	Organized RPG Campaigns
12:30 PM-2:00 PM	D&D Learn-to-Play: DDEX02-01 City of Danger	Clark 06	Organized RPG Campaigns
12:30 PM-2:00 PM	D&D Learn-to-Play: DDEX03-01 Harried in Hillsfar	Clark 07	Organized RPG Campaigns
12:30 PM-2:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
1:00 PM-1:30 PM	Escalation	Grand Ballroom 95	Board Games
1:00 PM-2:00 PM	Castles of Caladale Demo	Grand Ballroom 23	Board Games
1:00 PM-2:00 PM	Fairy Tale	Grand Ballroom 16	Board Games
1:00 PM-2:00 PM	GL: Playtest #2 (open)	Grand Ballroom 80	Game Lab
1:00 PM-2:00 PM	GL: Welcome to Game Lab	Grand Ballroom 92	Game Lab
1:00 PM-2:00 PM	Hotel Tour	Lovejoy	Special Events
1:00 PM-2:00 PM	Kingdom Builder + All Expansions	Grand Ballroom 26	Board Games
1:00 PM-2:30 PM	Glen More	Grand Ballroom 45	Board Games
1:00 PM-2:30 PM	Ys	Grand Ballroom 17	Board Games
1:00 PM-3:00 PM	Age of Discovery	Grand Ballroom 25	Board Games
1:00 PM-3:00 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 02	Organized RPG Campaigns
1:00 PM-3:00 PM	GL: Playtest #1 (open)	Grand Ballroom 74	Game Lab
1:00 PM-3:00 PM	Kingsburg	Grand Ballroom 91	Board Games
1:00 PM-3:00 PM	Legenday: A Mervel Deck-building Game	Grand Ballroom 14	Board Games
1:00 PM-3:00 PM	Mystic Vale: Vale of Magic	Grand Ballroom 13	Board Games
1:00 PM-3:30 PM	Feast For Odin	Grand Ballroom 15	Board Games
1:00 PM-4:00 PM	Caylus	Grand Ballroom 31	Board Games
1:00 PM-4:00 PM	Terraforming Mars	Grand Ballroom 68	Board Games
1:00 PM-5:00 PM	#3-25: Storming the Diamond Gate	Washington 09	Organized RPG Campaigns
1:00 PM-5:00 PM	#5-08: The Confirmation	Washington 06	Organized RPG Campaigns
1:00 PM-5:00 PM	#6-99: True Dragons of Absalom	Washington 10	Organized RPG Campaigns
1:00 PM-5:00 PM	#8-09: Forged in Flame, Part 1: The Cindersworn Pact	Washington 11	Organized RPG Campaigns
1:00 PM-5:00 PM	Pathfinder Adventure Card Game	Washington 05	Organized RPG Campaigns
1:00 PM-6:00 PM	Battlestar Galactica	Grand Ballroom 73	Board Games
1:00 PM-7:00 PM	1862 Railway Mania in Eastern Counties	Grand Ballroom 02	Board Games
1:30 PM-2:30 PM	say bye to the villains	Grand Ballroom 95	Board Games
1:30 PM-3:30 PM	DDAL 05-12 Bad Business in Parnast	Clark 03	Organized RPG Campaigns

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THURSDAY, MARCH 30TH

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Time	Event	Location	Track
2:00 PM-3:00 PM	BANG! The Dice Game	Grand Ballroom 44	Board Games
2:00 PM-3:00 PM	Ca\$h 'n Guns	Grand Ballroom 06	Board Games
2:00 PM-3:00 PM	Forbidden Desert	Grand Ballroom 04	Board Games
2:00 PM-3:00 PM	GL: Playtest #3 (open)	Grand Ballroom 75	Game Lab
2:00 PM-3:00 PM	Learn Rome: City of Marble	Grand Ballroom 27 Grand Ballroom 28	Board Games
2:00 PM-3:30 PM	Covert Demo	Grand Ballroom 23	Board Games
2:00 PM-3:30 PM	The Necropolis	Overton 01	Role Playing
2:00 PM-3:30 PM	Villages of Valleria	Grand Ballroom 16	Board Games
2:00 PM-4:00 PM	[MIB] Chez Geek	Grand Ballroom 64	Board Games
2:00 PM-4:00 PM	[MIB] Revolution	Grand Ballroom 61	Board Games
2:00 PM-4:00 PM	Aliens Movie vs Alien Queen	Grand Ballroom 78	Board Games
2:00 PM-4:00 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 04	Organized RPG Campaigns
2:00 PM-4:00 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 08	Organized RPG Campaigns
2:00 PM-4:00 PM	Dalmutti	Grand Ballroom 32	Board Games
2:00 PM-4:00 PM	First Taste	Clark 11	Organized RPG Campaigns
2:00 PM-4:00 PM	First Taste of Anarchy	Clark 12	Organized RPG Campaigns
2:00 PM-4:00 PM	GL: Arch Nemesis	Grand Ballroom 79	Game Lab
2:00 PM-4:00 PM	Raiders of the North Sea	Grand Ballroom 35	Board Games
2:00 PM-4:00 PM	Valeria Card Kingdoms	Grand Ballroom 05	Board Games
2:00 PM-4:00 PM	Vast: The Crystal Caverns	Grand Ballroom 37	Board Games
2:00 PM-4:30 PM	Play Epic Tiny Kingdoms	Grand Ballroom 36	Board Games
2:00 PM-4:30 PM	Space Cadet: Away Missions	Grand Ballroom 60	Board Games
2:00 PM-5:00 PM	Dead of Winter+	Grand Ballroom 83	Board Games
2:00 PM-5:00 PM	La Granja	Grand Ballroom 24	Board Games
2:00 PM-5:00 PM	Mobile Frame Zero: Firebrands	Lower Lobby 05	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	Arkham Horror	Grand Ballroom 03	Board Games
2:00 PM-6:00 PM	Broke Down in KC	Washington 03	Organized RPG Campaigns
2:00 PM-6:00 PM	Broke Down in KC	Washington 03	Organized RPG Campaigns
2:00 PM-6:00 PM	DDAL05-17 Hartkiller's Horn	Clark 07	Organized RPG Campaigns
2:00 PM-6:00 PM	DDAL05-18 Eye of Xxiphu Part 1	Clark 06	Organized RPG Campaigns
2:00 PM-6:00 PM	Elder Sign	Grand Ballroom 63	Board Games
2:00 PM-6:00 PM	Open Story Gaming: Afternoon Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	Scythe	Grand Ballroom 88	Board Games
2:00 PM-6:00 PM	SRM 07-01: The Deck Job	Washington 02	Organized RPG Campaigns

GAMESTORM 19
 THURSDAY, MARCH 30TH

Time	Event	Location	Track
2:00 PM-6:00 PM	The Testimony	Large Events Suite	Indie Hurricane (Indie RPG)
2:00 PM-6:30 PM	Road Rage	Overton 04	Role Playing
2:00 PM-6:30 PM	STRAFFAR GATAN 39	Pettygrove 07	Role Playing
2:00 PM-9:00 PM	Chaosium Demos	Overton 02	Role Playing
2:30 PM-3:30 PM	Witch Trial	Grand Ballroom 95	Board Games
2:30 PM-4:00 PM	The Pillars of the Earth	Grand Ballroom 17	Board Games
2:30 PM-5:30 PM	Battlestar Galactica	Grand Ballroom 98	Board Games
3:00 PM-4:00 PM	Ca\$h 'n Guns	Grand Ballroom 06	Board Games
3:00 PM-4:00 PM	GL: Yo, Ho, Ho	Grand Ballroom 80	Game Lab
3:00 PM-4:00 PM	San Juan (Second Edition)	Grand Ballroom 26	Board Games
3:00 PM-4:00 PM	StreetPass Hour	Flanders 02	Console Gaming
3:00 PM-4:30 PM	Rome: City of Marble	Grand Ballroom 27 Grand Ballroom 28	Board Games
3:00 PM-5:00 PM	D&D Learn-to-Play: DDAL05-01 Treas- ure of the Broken Horde	Clark 01	Organized RPG Campaigns
3:00 PM-5:00 PM	GL: Industry Guest Session #1	Grand Ballroom 92	Game Lab
3:00 PM-5:00 PM	Ragami	Grand Ballroom 45	Board Games
3:00 PM-5:30 PM	Ad Astra	Grand Ballroom 44	Board Games
3:00 PM-5:30 PM	Conflict of Heroes: Guadalcanal	Grand Ballroom 34	Board Games
3:00 PM-5:30 PM	Orcs Must Die!: Order - The Boardgame	Grand Ballroom 25	Board Games
3:00 PM-6:30 PM	Lewis & Clark	Grand Ballroom 46	Board Games
3:00 PM-6:30 PM	The Pursuit of Happiness (2015)	Grand Ballroom 47	Board Games
3:00 PM-7:30 PM	Dominant Species	Grand Ballroom 33	Board Games
3:00 PM-9:00 PM	Gaming With GeekDad	Grand Ballroom 91	Board Games
3:30 PM-4:30 PM	Clank! Demo	Grand Ballroom 23	Board Games
3:30 PM-5:30 PM	D&D Learn-to-Play: DDAL05-01 Treas- ure of the Broken Horde	Clark 02	Organized RPG Campaigns
3:30 PM-6:30 PM	Pax Porfiriana Collector's Edition	Grand Ballroom 16	Board Games
4:00 PM-4:30 PM	Circus Flohcati - PAW	Grand Ballroom 10	Play & Win, Board Games
4:00 PM-4:30 PM	Pickle Letter - PAW	Grand Ballroom 29	Play & Win, Board Games
4:00 PM-5:00 PM	3 Seeds - PAW	Grand Ballroom 40	Play & Win, Board Games
4:00 PM-5:00 PM	Castle Panic(+ expansions)	Grand Ballroom 05	Board Games
4:00 PM-5:00 PM	Corrupted Kingdoms	Grand Ballroom 04	Board Games
4:00 PM-5:00 PM	GL: Playtest #9 (open)	Grand Ballroom 75	Game Lab
4:00 PM-5:00 PM	Gravwell: Escape from the 9th Dimen- sion	Grand Ballroom 15	Board Games
4:00 PM-5:00 PM	Hotel Tour	Lovejoy	Special Events
4:00 PM-5:00 PM	How to Sell and Market Your Games on DriveThruRPG and it's Sister Web- Stores	Pendleton	Panels
4:00 PM-5:00 PM	La Granja: No Siesta - PAW	Grand Ballroom 30	Play & Win, Board Games

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THURSDAY, MARCH 30TH

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Time	Event	Location	Track
4:00 PM-5:00 PM	The Dragon & Flagon - PAW	Grand Ballroom 21	Play & Win, Board Games
4:00 PM-5:00 PM	Vye: The Card Game of Capture and Control	Grand Ballroom 26	Board Games
4:00 PM-5:30 PM	Explorers of the North Sea	Grand Ballroom 35	Board Games
4:00 PM-5:30 PM	Free Play - PAW	Grand Ballroom 22	Play & Win, Board Games
4:00 PM-6:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
4:00 PM-6:00 PM	[MIB] Ogre	Grand Ballroom 62	Board Games, Miniatures
4:00 PM-6:00 PM	Ascension War of Shadows	Grand Ballroom 14	Board Games
4:00 PM-6:00 PM	Build-A-Runner Workshop	Clark 11	Organized RPG Campaigns
4:00 PM-6:00 PM	Council of Blackthorn	Grand Ballroom 78	Board Games
4:00 PM-6:00 PM	Evolution	Grand Ballroom 06	Board Games
4:00 PM-6:00 PM	First Taste of Anarchy	Clark 12	Organized RPG Campaigns
4:00 PM-6:00 PM	GL: Playtest #8 (open)	Grand Ballroom 74	Game Lab
4:00 PM-6:00 PM	Lords of Vegas	Grand Ballroom 31	Board Games
4:00 PM-6:00 PM	The Best of Chronology	Grand Ballroom 32	Board Games
4:00 PM-6:00 PM	Ticket to Ride Asia	Grand Ballroom 68	Board Games
4:00 PM-8:00 PM	DDAL05-16 Parnast Under Siege	Clark 03	Organized RPG Campaigns
4:00 PM-8:00 PM	Merchants and Marauders	Grand Ballroom 17	Board Games
4:00 PM-8:00 PM	The Dreaming Ward	Overton 01	Role Playing
4:00 PM-10:00 PM	Drop-In Console Gaming	Glisan 01	Console Gaming
4:00 PM-10:00 PM	Drop-In LAN Gaming	Flanders 01	Console Gaming
4:30 PM-5:00 PM	Circus Flohcati - PAW	Grand Ballroom 10	Play & Win, Board Games
4:30 PM-5:00 PM	Pickle Letter - PAW	Grand Ballroom 29	Play & Win, Board Games
4:30 PM-5:30 PM	Castles of Caladale Demo	Grand Ballroom 23	Board Games
4:30 PM-6:00 PM	Blazing Inferno	Grand Ballroom 13	Board Games
4:30 PM-6:30 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 04	Organized RPG Campaigns
4:30 PM-6:30 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 08	Organized RPG Campaigns
4:30 PM-8:30 PM	The Disappearance at Enoth	Overton 12	Role Playing
5:00 PM-1:00 AM	Outpost	Grand Ballroom 01	Board Games
5:00 PM-5:30 PM	Boomtown Bandits - PAW	Grand Ballroom 21	Play & Win, Board Games
5:00 PM-5:30 PM	Dungeon Busters - PAW	Grand Ballroom 11	Play & Win, Board Games
5:00 PM-6:00 PM	Dominion 2E + All Expansions	Grand Ballroom 26	Board Games
5:00 PM-6:00 PM	GL: Escape the Dungeon	Grand Ballroom 80	Game Lab
5:00 PM-6:30 PM	Shadow Hunters	Grand Ballroom 24	Board Games
5:00 PM-7:00 PM	[MIB] Ninja Burger	Grand Ballroom 65	Board Games

GAMESTORM 19
 THURSDAY, MARCH 30TH

Time	Event	Location	Track
5:00 PM-7:00 PM	GL: Playtest #11 (open)	Grand Ballroom 79	Game Lab
5:00 PM-8:00 PM	Castles of Burgundy	Grand Ballroom 45	Board Games
5:00 PM-9:00 PM	Argent: the Consortium	Grand Ballroom 27	Board Games
5:00 PM-9:00 PM	Spartacus	Grand Ballroom 37	Board Games
5:00 PM-10:00 PM	Dice Masters - Open Play & Trade	Crown Zellerbach 01	Collectible Card Games (CCG)
5:00 PM-10:00 PM	LCG's - Open Play	Crown Zellerbach 02	Collectible Card Games (CCG)
5:00 PM-10:00 PM	Magic the Gathering - Open Play & Trade	Crown Zellerbach 03	Collectible Card Games (CCG)
5:00 PM-10:00 PM	Pokemon - Open Play & Trade	Crown Zellerbach 04	Collectible Card Games (CCG)
5:30 PM-6:00 PM	Boomtown Bandits - PAW	Grand Ballroom 21	Play & Win, Board Games
5:30 PM-6:00 PM	Dungeon Busters - PAW	Grand Ballroom 11	Play & Win, Board Games
5:30 PM-6:00 PM	Gruff: Clash of the Battle Goats - PAW	Grand Ballroom 12	Play & Win, Board Games
5:30 PM-6:00 PM	The Game (On Fire) - PAW	Grand Ballroom 40	Play & Win, Board Games
5:30 PM-6:30 PM	Lanterns Demo	Grand Ballroom 23	Board Games
5:30 PM-7:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
5:30 PM-8:30 PM	Klask Tournament - Heat A	Grand Ballroom 95 Grand Ballroom 98	Board Games
6:00 PM-12:00 AM	mechwarrior solaris 7 style(origins based)	Grand Ballroom 38	Miniatures
6:00 PM-6:30 PM	Gruff: Clash of the Battle Goats - PAW	Grand Ballroom 12	Play & Win, Board Games
6:00 PM-6:30 PM	Machi Koro - PAW	Grand Ballroom 22	Play & Win, Board Games
6:00 PM-6:30 PM	The Game (On Fire) - PAW	Grand Ballroom 40	Play & Win, Board Games
6:00 PM-7:00 PM	[MIB] Bill & Ted	Grand Ballroom 64	Board Games
6:00 PM-7:00 PM	Chrononauts	Grand Ballroom 05	Board Games
6:00 PM-7:00 PM	GL: Gold Rush	Grand Ballroom 75	Game Lab
6:00 PM-7:00 PM	GL: Playtest #13.5 (open)	Grand Ballroom 74	Game Lab
6:00 PM-7:00 PM	Hungry Hungry Hippos - LARP size	Multnomah	Live Action Role Playing (LARP)
6:00 PM-7:30 PM	Healthy Heart Hospital - PAW	Grand Ballroom 30	Play & Win, Board Games
6:00 PM-8:00 PM	[MIB] Munchkin	Grand Ballroom 70	Board Games
6:00 PM-8:00 PM	Colt Express	Grand Ballroom 06	Board Games
6:00 PM-8:00 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 02	Organized RPG Campaigns
6:00 PM-8:00 PM	Mines of Zavandor	Grand Ballroom 35	Board Games
6:00 PM-8:00 PM	Palaces of Carrara	Grand Ballroom 15	Board Games
6:00 PM-9:00 PM	Arkham Horror: The Card Game	Grand Ballroom 13	Board Games

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THURSDAY, MARCH 30TH

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Time	Event	Location	Track
6:00 PM-9:00 PM	Terraforming Mars	Grand Ballroom 04	Board Games
6:00 PM-9:00 PM	The New Science	Grand Ballroom 60	Board Games
6:00 PM-10:00 PM	#4-03: The Golemworks Incident	Washington 07	Organized RPG Campaigns
6:00 PM-10:00 PM	#6-10: The Wounded Wisp	Washington 06	Organized RPG Campaigns
6:00 PM-10:00 PM	#7-99: Through Maelstrom Rift	Washington 08	Organized RPG Campaigns
6:00 PM-10:00 PM	#8-08: Tyranny of Winds, Part 1: The Sandstorm Prophecy	Washington 10	Organized RPG Campaigns
6:00 PM-10:00 PM	#8-11: Forged in Flame, Part 2: Cleansed With Fire	Washington 11	Organized RPG Campaigns
6:00 PM-10:00 PM	A2SP11: Night of A Thousand Screams	Clark 09	Organized RPG Campaigns
6:00 PM-10:00 PM	Conflict of Heroes: Guadalcanal	Grand Ballroom 34	Board Games
6:00 PM-10:00 PM	DDAL05-17 Hartkiller's Horn	Clark 07	Organized RPG Campaigns
6:00 PM-10:00 PM	DDAL05-18 Eye of Xxiphu Part 1	Clark 06	Organized RPG Campaigns
6:00 PM-10:00 PM	Elder Sign	Grand Ballroom 63	Board Games
6:00 PM-10:00 PM	Pathfinder Adventure Card Game	Washington 05	Organized RPG Campaigns
6:00 PM-10:00 PM	Quest: Honor's Echo	Washington 09	Organized RPG Campaigns
6:00 PM-10:00 PM	Signal Lost	Weyerhaeuser	Live Action Role Playing (LARP)
6:00 PM-11:00 PM	Dune	Grand Ballroom 73	Board Games
6:30 PM-7:00 PM	Don't Mess with Cthulhu - PAW	Grand Ballroom 10	Play & Win, Board Games
6:30 PM-7:00 PM	Garbage Day - PAW	Grand Ballroom 11	Play & Win, Board Games
6:30 PM-7:00 PM	Machi Koro - PAW	Grand Ballroom 22	Play & Win, Board Games
6:30 PM-7:30 PM	Clank! Demo	Grand Ballroom 23	Board Games
6:30 PM-7:30 PM	Dastardly Dirigibles - PAW	Grand Ballroom 29	Play & Win, Board Games
6:30 PM-8:00 PM	Ascension: Chronicle AND Return	Grand Ballroom 44	Board Games
6:30 PM-8:30 PM	Stone Age	Grand Ballroom 25	Board Games
7:00 PM-7:30 PM	Don't Mess with Cthulhu - PAW	Grand Ballroom 10	Play & Win, Board Games
7:00 PM-7:30 PM	Garbage Day - PAW	Grand Ballroom 11	Play & Win, Board Games
7:00 PM-7:30 PM	Grippers - PAW	Grand Ballroom 12	Play & Win, Board Games
7:00 PM-7:30 PM	Roar-a-Saurus - PAW	Grand Ballroom 40	Play & Win, Board Games
7:00 PM-8:00 PM	[MIB] Bill & Ted	Grand Ballroom 64	Board Games
7:00 PM-8:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games

GAMESTORM 19
 THURSDAY, MARCH 30TH

Time	Event	Location	Track
7:00 PM-8:00 PM	Codenames	Grand Ballroom 88	Board Games
7:00 PM-8:00 PM	GL: Narrativo	Grand Ballroom 80	Game Lab
7:00 PM-8:00 PM	Hotel Tour	Lovejoy	Special Events
7:00 PM-8:00 PM	Takenoko +expansion	Grand Ballroom 16	Board Games
7:00 PM-8:30 PM	Compounded - PAW	Grand Ballroom 21	Play & Win, Board Games
7:00 PM-8:30 PM	Lanterns	Grand Ballroom 31	Board Games
7:00 PM-8:30 PM	Small World	Grand Ballroom 83	Board Games
7:00 PM-8:30 PM	Villages of Valleria	Grand Ballroom 05	Board Games
7:00 PM-9:00 PM	[MIB] Revolution	Grand Ballroom 61	Board Games
7:00 PM-9:00 PM	Artemis Spaceship Bridge Simulator - Novice	Flanders 02	Console Gaming
7:00 PM-9:00 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 04	Organized RPG Campaigns
7:00 PM-9:00 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 08	Organized RPG Campaigns
7:00 PM-9:00 PM	First Taste	Clark 10	Organized RPG Campaigns
7:00 PM-9:00 PM	GL: Delve	Grand Ballroom 74	Game Lab
7:00 PM-9:00 PM	GL: Industry Guest Session #2	Grand Ballroom 92	Game Lab
7:00 PM-9:00 PM	Marco Polo and Friends	Grand Ballroom 36	Board Games
7:00 PM-9:00 PM	Zendo	Grand Ballroom 32	Board Games
7:00 PM-10:30 PM	Marvel Heroes!	Grand Ballroom 14	Board Games
7:00 PM-10:30 PM	Tower in the Mist	Overton 04	Role Playing
7:00 PM-11:00 PM	Iron Dragon	Grand Ballroom 26	Board Games
7:00 PM-11:00 PM	OST: Officer Training School	Grand Ballroom 50	Miniatures
7:00 PM-11:00 PM	SRM 07-02: Collective Action	Washington 02	Organized RPG Campaigns
7:00 PM-11:00 PM	The Farmer's Daughter	Washington 03	Organized RPG Campaigns
7:00 PM-11:00 PM	The Farmer's Daughter	Washington 03	Organized RPG Campaigns
7:00 PM-11:30 PM	Ave Roma	Grand Ballroom 46	Board Games
7:00 PM-11:30 PM	Fall of von HÃ¶lle'	Pettygrove 07	Role Playing
7:00 PM-11:30 PM	Savage Worlds: A Fantasy Story	Overton 09	Role Playing
7:00 PM-11:30 PM	Vinhos Deluxe Edition (2016)	Grand Ballroom 47	Board Games
7:30 PM-8:00 PM	Good Cop Bad Cop - PAW	Grand Ballroom 10	Play & Win, Board Games
7:30 PM-8:00 PM	Grifters - PAW	Grand Ballroom 12	Play & Win, Board Games
7:30 PM-8:00 PM	Roar-a-Saurus - PAW	Grand Ballroom 40	Play & Win, Board Games
7:30 PM-8:30 PM	Lanterns Demo	Grand Ballroom 23	Board Games
8:00 PM-12:00 AM	Glory to Rome	Grand Ballroom 45	Board Games
8:00 PM-12:00 AM	Open Story Gaming: Evening Session	Lower Lobby 01	Indie Hurricane (Indie RPG)

WWW.GAMESTORM.ORG

THURSDAY, MARCH 30TH

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Time	Event	Location	Track
8:00 PM-1:00 AM	Arkham Horror with expansions	Grand Ballroom 68	Board Games
8:00 PM-8:30 PM	AssassinCon - PAW	Grand Ballroom 30	Play & Win, Board Games
8:00 PM-8:30 PM	Good Cop Bad Cop - PAW	Grand Ballroom 10	Play & Win, Board Games
8:00 PM-8:30 PM	New York Slice - PAW	Grand Ballroom 29	Play & Win, Board Games
8:00 PM-9:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
8:00 PM-9:00 PM	Apples to Apples	Grand Ballroom 03	Board Games
8:00 PM-9:00 PM	Claim It! - PAW	Grand Ballroom 11	Play & Win, Board Games
8:00 PM-9:00 PM	GL: Playtest #19 (open)	Grand Ballroom 75	Game Lab
8:00 PM-9:00 PM	Harbour - PAW	Grand Ballroom 22	Play & Win, Board Games
8:00 PM-9:00 PM	Innovation	Grand Ballroom 88	Board Games
8:00 PM-9:00 PM	King of Tokyo / King of New York	Grand Ballroom 15	Board Games
8:00 PM-9:00 PM	Nerf Zombies	Multnomah	Live Action Role Playing (LARP)
8:00 PM-9:30 PM	Cheaty Mages	Grand Ballroom 44	Board Games
8:00 PM-9:30 PM	Sailing Toward Osiris	Grand Ballroom 06	Board Games
8:00 PM-9:30 PM	What's in the Cellar?	Overton 01	Role Playing
8:00 PM-10:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
8:00 PM-10:00 PM	[MIB] Ogre	Grand Ballroom 62	Board Games, Miniatures
8:00 PM-10:00 PM	Alien Legendary Encounter Expansion	Grand Ballroom 78	Board Games
8:00 PM-10:00 PM	D&D Learn-to-Play: DDAL05-01 Treas- ure of the Broken Horde	Clark 01	Organized RPG Campaigns
8:00 PM-10:00 PM	Elder Sign	Grand Ballroom 24	Board Games
8:00 PM-10:00 PM	GL: Eridu	Grand Ballroom 79	Game Lab
8:30 PM-9:00 PM	AssassinCon - PAW	Grand Ballroom 30	Play & Win, Board Games
8:30 PM-9:00 PM	New York Slice - PAW	Grand Ballroom 29	Play & Win, Board Games
8:30 PM-9:30 PM	Flip City - PAW	Grand Ballroom 12	Play & Win, Board Games
8:30 PM-9:30 PM	Castle Panic - PAW	Grand Ballroom 40	Play & Win, Board Games
8:30 PM-10:00 PM	The Networks - PAW	Grand Ballroom 10	Play & Win, Board Games
8:30 PM-10:30 PM	D&D Learn-to-Play: DDAL05-01 Treas- ure of the Broken Horde	Clark 02	Organized RPG Campaigns
9:00 PM-12:00 AM	PowerGrid	Grand Ballroom 04	Board Games
9:00 PM-9:30 PM	Go Cuckoo! - PAW	Grand Ballroom 40	Play & Win, Board Games
9:00 PM-10:30 PM	New Bedford - PAW	Grand Ballroom 21	Play & Win, Board Games
9:00 PM-11:00 PM	Build-A-Runner Workshop	Clark 10	Organized RPG Campaigns

GAMESTORM 19
 THURSDAY, MARCH 30TH

SCHEDULE

Time	Event	Location	Track
9:00 PM-11:00 PM	DDAL05-02 The Black Road	Clark 03	Organized RPG Campaigns
9:00 PM-11:00 PM	Panamax	Grand Ballroom 35	Board Games
9:00 PM-11:00 PM	Puerto Rico	Grand Ballroom 83	Board Games
9:30 PM-10:00 PM	Jeju Island - PAW	Grand Ballroom 30	Play & Win, Board Games
9:30 PM-10:30 PM	Ambyria: Shroud of the Shadow Demon - PAW	Grand Ballroom 11	Play & Win, Board Games
9:30 PM-11:00 PM	Free Play - PAW	Grand Ballroom 22	Play & Win, Board Games
9:30 PM-11:30 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 04	Organized RPG Campaigns
9:30 PM-11:30 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 08	Organized RPG Campaigns
10:00 PM-12:00 AM	[MIB] I hate Zombies	Grand Ballroom 64	Board Games
10:00 PM-2:00 AM	DDAL05-17 Hartkiller's Horn	Clark 07	Organized RPG Campaigns
10:00 PM-2:00 AM	DDAL05-19 Eye of Xxiphu Part 2	Clark 06	Organized RPG Campaigns
10:00 PM-2:00 AM	Mansions of Madness Second Edition	Grand Ballroom 24	Board Games
10:00 PM-2:00 AM	Prey for Daylight: Ground Zero	Multnomah	Live Action Role Playing (LARP)
10:00 PM-2:00 AM	Star Wars: Rebellion	Grand Ballroom 06	Board Games
10:00 PM-3:00 AM	Mansions of Madness, 2nd Edition	Clackamas 07	Board Games
10:00 PM-10:30 PM	Jeju Island - PAW	Grand Ballroom 30	Play & Win, Board Games
10:00 PM-10:30 PM	Lift-It! Deluxe - PAW	Grand Ballroom 40	Play & Win, Board Games
10:00 PM-11:30 PM	Joking Hazard	Large Events Suite	Board Games
10:30 PM-12:30 AM	D&D Learn-to-Play: DDEX03-01 Harried in Hillsfar	Clark 01	Organized RPG Campaigns
10:30 PM-11:00 PM	Lift-It! Deluxe - PAW	Grand Ballroom 40	Play & Win, Board Games
10:30 PM-1:30 AM	Nothing to See Here	Pendleton	Board Games
11:00 PM-1:00 AM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 02	Organized RPG Campaigns
11:00 PM-2:00 AM	TIME Stories	Grand Ballroom 05	Board Games
11:00 PM-3:30 AM	Talisman (4th ed) for Beginners	Clackamas 01	Board Games
11:30 PM-1:30 AM	DDAL05-02 The Black Road	Clark 03	Organized RPG Campaigns
11:45 PM-1:45 AM	Are You A Werewolf?	Weyerhaeuser	Live Action Role Playing (LARP)
11:45 PM-1:45 AM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 04	Organized RPG Campaigns

FRIDAY, MARCH 31ST

Time	Event	Location	Track
12:00AM-1:30 AM	Betrayal at House on the Hill with Widow's Walk expansion	Grand Ballroom 26	Board Games
7:00 AM-7:00 PM	18OE - Orient Express	Clackamas 04	Board Games
8:00 AM-9:00 AM	Ca\$h 'n Guns	Grand Ballroom 06	Board Games
8:00AM-10:00 AM	[MIB] Play SJ Games	Grand Ballroom 65	Board Games
8:00AM-10:00 AM	Valeria Card Kingdoms	Grand Ballroom 04	Board Games
8:00AM-10:30 AM	Steam Time	Grand Ballroom 24	Board Games
8:00AM-11:00 AM	Amerika	Grand Ballroom 14	Board Games
8:00AM-11:00 AM	Lewis & Clark	Grand Ballroom 68	Board Games
8:00 AM-12:00 PM	#6-99: True Dragons of Absalom	Washington 09	Organized RPG Campaigns
8:00 AM-12:00 PM	#7-10: The Consortium Compact	Washington 06	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-04: Wardens of Sulfur Gulch	Washington 08	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky	Washington 10	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-14: To Seal the Shadow	Washington 07	Organized RPG Campaigns
8:00 AM-12:00 PM	Pathfinder Adventure Card Game	Washington 05	Organized RPG Campaigns
8:00 AM-1:00 PM	Arkham Horror with expansions	Grand Ballroom 78	Board Games
8:00 AM-5:00 PM	Module: The Midnight Mirror	Washington 11	Organized RPG Campaigns
9:00AM-10:00 AM	[MIB] Dice Games	Grand Ballroom 64	Board Games
9:00AM-10:00 AM	Ca\$h 'n Guns	Grand Ballroom 06	Board Games
9:00AM-10:00 AM	GL: Welcome to Game Lab	Grand Ballroom 92	Game Lab
9:00AM-10:00 AM	GL: Yo, Ho, Ho	Grand Ballroom 80	Game Lab
9:00AM-10:30 AM	Roll For The Galaxy: Ambition	Grand Ballroom 34	Board Games
9:00AM-10:30 AM	Villages of Valleria	Grand Ballroom 05	Board Games
9:00AM-11:00 AM	Build-A-Runner Workshop	Clark 12	Organized RPG Campaigns
9:00AM-11:00 AM	First Taste	Clark 11	Organized RPG Campaigns
9:00AM-11:00 AM	First Taste of Anarchy	Clark 10	Organized RPG Campaigns
9:00AM-11:00 AM	Galactic Strike Force	Grand Ballroom 25	Board Games
9:00AM-11:00 AM	GL: Eridu	Grand Ballroom 74	Game Lab
9:00 AM-12:00 PM	Brewcrafters	Grand Ballroom 83	Board Games
9:00 AM-12:00 PM	Martians: A Game of Civilization	Grand Ballroom 13	Board Games
9:00 AM-12:00 PM	Torg Eternity Sneak Peek and Demo	Pettygrove 05	Role Playing
9:00 AM-1:00 PM	SRM 07-03: Special Investigation Unit	Washington 02	Organized RPG Campaigns
9:00 AM-1:00 PM	Talisman: All the Things	Grand Ballroom 73	Board Games
9:00 AM-1:00 PM	Today Isn't Your Day, Tomorrow Isn't Looking Good Either	Washington 03	Organized RPG Campaigns

GameStorm 19
FRIDAY, MARCH 31ST

SCHEDULE

Time	Event	Location	Track
9:00 AM-1:00 PM	Unexpected Adventure- 5th Edition D & D	Pettygrove 06	Role Playing
9:00 AM-1:30 PM	Book Hunt	Pettygrove 09	Role Playing
9:00 AM-1:30 PM	STRAFFAR GATAN 39	Pettygrove 07	Role Playing
9:00 AM-2:00 PM	A Feast for Crows	Grand Ballroom 37	Board Games
9:00 AM-3:00 PM	1822	Grand Ballroom 01	Board Games
9:00 AM-9:00 PM	Chaosium Demos	Overton 02	Role Playing
9:00 AM-9:00 PM	Civilization	Grand Ballroom 02	Board Games
9:00 AM-9:00 PM	Warhammer 30k	Grand Ballroom 09	Miniatures
9:30AM-10:00 AM	Camel Up	Grand Ballroom 03	Board Games
10:00AM-10:30 AM	AssassinCon - PAW	Grand Ballroom 10	Play & Win, Board Games
10:00AM-11:00 AM	Flip City - PAW	Grand Ballroom 40	Play & Win, Board Games
10:00AM-10:30 AM	Machi Koro - PAW	Grand Ballroom 11	Play & Win, Board Games
10:00AM-10:30 AM	New York Slice - PAW	Grand Ballroom 29	Play & Win, Board Games
10:00AM-11:00 AM	[MIB] Dice Games	Grand Ballroom 64	Board Games
10:00AM-11:00 AM	Arch Rival	Grand Ballroom 88	Board Games
10:00 AM-11:00 A	Bear Valley	Grand Ballroom 95	Board Games
10:00AM-11:00 AM	Corrupted Kingdoms	Grand Ballroom 04	Board Games
10:00AM-11:00 AM	GL: Bug Hunt	Grand Ballroom 79	Game Lab
10:00AM-11:00 AM	GL: Do or Dice	Grand Ballroom 75	Game Lab
10:00AM-11:00 AM	Hanabi	Grand Ballroom 33	Board Games
10:00AM-11:00 AM	Harbour - PAW	Grand Ballroom 30	Play & Win, Board Games
10:00AM-11:00 AM	Hungry Hungry Hippos - LARP size	Weyerhaeuser	Live Action Role Playing (LARP)
10:00AM-11:00 AM	Rifktwalker: A Storm Hollow Card Game	Clackamas 09	Board Games
10:00AM-11:30 AM	Betrayal at House on the Hill	Grand Ballroom 47	Board Games
10:00AM-11:30 AM	Blazing Inferno	Grand Ballroom 26	Board Games
10:00AM-11:30 AM	Coal Baron: The Great Card Game - PAW	Grand Ballroom 12	Play & Win, Board Games
10:00AM-11:30 AM	Escape the Room: Secret of Dr Grave-ly's Retreat	Grand Ballroom 03	Board Games
10:00 AM-12:00 PM	[MIB] Munchkin-Learn to Play	Grand Ballroom 69	Board Games
10:00 AM-12:00 PM	[MIB] Nanuk	Grand Ballroom 70	Board Games
10:00 AM-12:00 PM	[MIB] Revolution	Grand Ballroom 61	Board Games
10:00 AM-12:00 PM	51st State: Master set	Grand Ballroom 17	Board Games
10:00 AM-12:00 PM	CCC-BG01 Bleeding Gate Part 1: Pan-demonium	Clark 04	Organized RPG Campaigns
10:00 AM-12:00 PM	CCC-BG01 Bleeding Gate Part 1: Pan-demonium	Clark 08	Organized RPG Campaigns
10:00 AM-12:00 PM	Conan: In the Clutches of the Picts	Grand Ballroom 27	Board Games

FRIDAY, MARCH 31ST

Time	Event	Location	Track
10:00 AM-12:00 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
10:00 AM-12:00 PM	Free Play - PAW	Grand Ballroom 22	Play & Win, Board Games
10:00 AM-12:00 PM	Open Story Gaming: Morning Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
10:00 AM-12:00 PM	Relentless	Grand Ballroom 63	Board Games
10:00 AM-12:00 PM	Village	Grand Ballroom 15	Board Games
10:00 AM-12:30 PM	Dynasties	Grand Ballroom 06	Board Games
10:00 AM-1:00 PM	At Arm's Length	Large Events Suite	Indie Hurricane (Indie RPG)
10:00 AM-1:00 PM	Create a History for Your Campaign	Lower Lobby 03	Indie Hurricane (Indie RPG)
10:00 AM-1:00 PM	Scythe with Invaders from Afar 7P	Grand Ballroom 98	Board Games
10:00 AM-1:00 PM	Xia: Legends of a Drift System	Grand Ballroom 60	Board Games
10:00 AM-2:00 PM	DDAL05-17 Hartkiller's Horn	Clark 07	Organized RPG Campaigns
10:00 AM-2:00 PM	DDAL05-18 Eye of Xxiphu Part 1	Clark 06	Organized RPG Campaigns
10:00 AM-2:00 PM	The Dreaming Ward	Overton 01	Role Playing
10:00 AM-5:00 PM	Warmachine/Hordes Battlegroup plus colossal/gargantuan event	Grand Ballroom 38	Miniatures
10:00 AM-10:00 PM	Drop-In Console Gaming	Glisan 01	Console Gaming
10:00 AM-10:00 PM	Drop-In LAN Gaming	Flanders 01	Console Gaming
10:30AM-11:00 AM	AssassinCon - PAW	Grand Ballroom 10	Play & Win, Board Games
10:30AM-11:00 AM	Machi Koro - PAW	Grand Ballroom 11	Play & Win, Board Games
10:30AM-11:00 AM	New York Slice - PAW	Grand Ballroom 29	Play & Win, Board Games
10:30 AM-12:00 PM	The Village Crone	Grand Ballroom 34	Board Games
10:30 AM-12:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 02	Organized RPG Campaigns
11:00AM-11:30 AM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
11:00 AM-12:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
11:00 AM-12:00 PM	Codenames	Grand Ballroom 04	Board Games
11:00 AM-12:00 PM	Exposed - PAW	Grand Ballroom 21	Play & Win, Board Games
11:00 AM-12:00 PM	Game Lab Teaching Session 1	Game Lab Suite	Game Lab
11:00 AM-12:00 PM	GL: Bug Hunt	Grand Ballroom 79	Game Lab
11:00 AM-12:00 PM	GL: Escape the Dungeon	Grand Ballroom 80	Game Lab
11:00 AM-12:00 PM	Lanterns Demo	Grand Ballroom 23	Board Games
11:00 AM-12:00 PM	Quests of Valeria	Grand Ballroom 88	Board Games
11:00 AM-12:00 PM	Vye: The Card Game of Capture and Control	Grand Ballroom 36	Board Games
11:00 AM-12:30 PM	Star Trek The Next Generation: Interactive VCR Game "A Klingon Challenge"	Small Events Suite	Board Games

GameStorm 19
Friday, March 31st

Time	Event	Location	Track
11:00 AM-1:00 PM	Ascension War of Shadows	Grand Ballroom 14	Board Games
11:00 AM-1:00 PM	Build-A-Runner Workshop	Clark 11	Organized RPG Campaigns
11:00 AM-1:00 PM	Capital	Grand Ballroom 16	Board Games
11:00 AM-1:00 PM	DDAL05-07 Chelimber's Descent	Clark 03	Organized RPG Campaigns
11:00 AM-1:00 PM	First Taste	Clark 12	Organized RPG Campaigns
11:00 AM-1:00 PM	First Taste of Anarchy	Clark 10	Organized RPG Campaigns
11:00 AM-1:00 PM	GL: Industry Guest Session #3	Grand Ballroom 92	Game Lab
11:00 AM-1:00 PM	Maximum Burn	Grand Ballroom 05	Board Games
11:00 AM-2:00 PM	Conflict of Heroes: Awakening the Bear	Grand Ballroom 44	Board Games
11:00 AM-2:00 PM	Scoville (base game)	Grand Ballroom 91	Board Games
11:00 AM-3:00 PM	OST: Officer Training School	Grand Ballroom 50	Miniatures
11:30 AM-12:00 PM	Boomtown Bandits - PAW	Grand Ballroom 40	Play & Win, Board Games
11:30 AM-12:00 PM	Jeju Island - PAW	Grand Ballroom 30	Play & Win, Board Games
11:30 AM-12:00 PM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
11:30 AM-12:30 PM	Baron Munchausen	Overton 12	Role Playing
11:30 AM-12:30 PM	Cheaty Mages - Card Game	Grand Ballroom 26	Board Games
11:30 AM-12:30 PM	Flip City - PAW	Grand Ballroom 11	Play & Win, Board Games
11:30 AM-1:00 PM	Compounded - PAW	Grand Ballroom 10	Play & Win, Board Games
11:30 AM-1:30 PM	Elder Sign	Grand Ballroom 03	Board Games
11:30 AM-1:30 PM	Storm Hollow: A Storyboard Game	Overton 09	Role Playing
11:30 AM-3:00 PM	Tower in the Mist	Overton 08	Role Playing
11:30 AM-3:30 PM	Adventures in the World of Eiracken	Overton 07	Role Playing
11:30 AM-3:30 PM	Dragonlance: Vingaard Keep Definance	Overton 04	Role Playing
11:30 AM-3:30 PM	Return to Horicon Marsh (Horror Rules)	Overton 10	Role Playing
12:00 PM-12:30 PM	A Fistful of Penguins	Grand Ballroom 33	Board Games
12:00 PM-12:30 PM	Boomtown Bandits - PAW	Grand Ballroom 40	Play & Win, Board Games
12:00 PM-12:30 PM	Jeju Island - PAW	Grand Ballroom 30	Play & Win, Board Games
12:00 PM-12:30 PM	StarFall - PAW	Grand Ballroom 12	Play & Win, Board Games
12:00 PM-1:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
12:00 PM-1:00 PM	7 Wonders All Expansions	Grand Ballroom 04	Board Games
12:00 PM-1:00 PM	GL: Work Days	Grand Ballroom 75	Game Lab
12:00 PM-1:00 PM	Sustainable Event Planning	Pendleton	Panels
12:00 PM-1:00 PM	The Grimm Forest	Grand Ballroom 25	Board Games
12:00 PM-2:00 PM	Stone Age	Grand Ballroom 17	Board Games

FRIDAY, MARCH 31ST

Time	Event	Location	Track
12:00 PM-2:00 PM	Conan: In the Heart of Darkness	Grand Ballroom 27	Board Games
12:00 PM-2:00 PM	Deck Builders - DC Deckbuilding	Crown Zellerbach 01	Collectible Card Games (CCG)
12:00 PM-2:00 PM	GL: Citizen Heroes	Grand Ballroom 74	Game Lab
12:00 PM-2:00 PM	"LCG's - Netrunner		
12:00 PM-2:00 PM	Mare Nostrum: Empires	Grand Ballroom 47	Board Games
12:00 PM-2:00 PM	Rampage (Terror in Meeple City)	Grand Ballroom 68	Board Games
12:00 PM-3:00 PM	Castles of Burgundy	Grand Ballroom 13	Board Games
12:00 PM-3:00 PM	Conquest of Planet Earth	Grand Ballroom 46	Board Games
12:00 PM-3:00 PM	Guardians	Multnomah	Live Action Role Playing (LARP)
12:00 PM-3:00 PM	Magic the Gathering - Commander Open Play	Crown Zellerbach 03	Collectible Card Games (CCG)
12:00 PM-3:30 PM	Imperial 2030	Grand Ballroom 24	Board Games
12:00 PM-4:00 PM	Mage Knight: Relic Hunt	Grand Ballroom 45	Board Games
12:00 PM-4:30 PM	Guardians' Chronicles	Grand Ballroom 63	Board Games
12:00 PM-11:00 PM	Games You've (Probably) Never Heard Of	Grand Ballroom 18	Miniatures
12:30 PM-1:00 PM	Here, Kitty, Kitty! -PAW	Grand Ballroom 21	Play & Win, Board Games
12:30 PM-1:00 PM	StarFall - PAW	Grand Ballroom 12	Play & Win, Board Games
12:30 PM-1:00 PM	Tides of Madness - PAW	Grand Ballroom 22	Play & Win, Board Games
12:30 PM-1:30 PM	Dastardly Dirigibles - PAW	Grand Ballroom 29	Play & Win, Board Games
12:30 PM-2:30 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 04	Organized RPG Campaigns
12:30 PM-2:30 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 08	Organized RPG Campaigns
12:30 PM-2:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
1:00 PM-1:30 PM	Here, Kitty, Kitty! -PAW	Grand Ballroom 21	Play & Win, Board Games
1:00 PM-1:30 PM	Tides of Madness - PAW	Grand Ballroom 22	Play & Win, Board Games
1:00 PM-1:30 PM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
1:00 PM-2:00 PM	[MIB] Castellan	Grand Ballroom 64	Board Games
1:00 PM-2:00 PM	Castles of Caladale Demo	Grand Ballroom 23	Board Games
1:00 PM-2:00 PM	Channel A (House Rules)	Grand Ballroom 04	Board Games
1:00 PM-2:00 PM	Dominion 2E + All Expansions	Grand Ballroom 36	Board Games
1:00 PM-2:00 PM	GL: Welcome to Game Lab	Grand Ballroom 92	Game Lab
1:00 PM-2:00 PM	Hotel Tour	Lovejoy	Special Events
1:00 PM-2:00 PM	Marvel Dice Masters: Age of Ultron - PAW	Grand Ballroom 11	Play & Win, Board Games
1:00 PM-2:00 PM	Randomness and Probability in Game Design	Pendleton	Panels

GAMESTORM 19
 FRIDAY, MARCH 31ST

SCHEDULE

Time	Event	Location	Track
1:00 PM-2:00 PM	Shame: Daytime TV Game	Grand Ballroom 33	Board Games
1:00 PM-2:30 PM	Catastrophe	Grand Ballroom 26	Board Games
1:00 PM-2:30 PM	Quantum	Grand Ballroom 15	Board Games
1:00 PM-2:30 PM	Roll For The Galaxy: Ambition	Grand Ballroom 34	Board Games
1:00 PM-2:30 PM	Sailing Toward Osiris	Grand Ballroom 83	Board Games
1:00 PM-3:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
1:00 PM-3:00 PM	[MIB] Ogre	Grand Ballroom 62	Board Games, Miniatures
1:00 PM-3:00 PM	7 Days of Westerplatte	Grand Ballroom 16	Board Games
1:00 PM-3:00 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 02	Organized RPG Campaigns
1:00 PM-3:00 PM	GL: Press Gang	Grand Ballroom 79	Game Lab
1:00 PM-3:00 PM	GL: Space Game	Grand Ballroom 80	Game Lab
1:00 PM-3:30 PM	Washington's War	Grand Ballroom 35	Board Games
1:00 PM-4:00 PM	Arkham Horror: The Card Game	Grand Ballroom 14	Board Games
1:00 PM-4:00 PM	Torg Eternity Sneak Peek and Demo	Overton 06	Role Playing
1:00 PM-5:00 PM	#5-08: The Confirmation	Washington 06	Organized RPG Campaigns
1:00 PM-5:00 PM	#7-99: Through Maelstrom Rift	Washington 09	Organized RPG Campaigns
1:00 PM-5:00 PM	#8-12: Tyranny of Winds, Part 3: Caught in the Eclipse	Washington 10	Organized RPG Campaigns
1:00 PM-5:00 PM	#8-13: What Sleeps in Stone	Washington 07	Organized RPG Campaigns
1:00 PM-5:00 PM	A2SP12: The Chosen	Clark 09	Organized RPG Campaigns
1:00 PM-5:00 PM	Quest: Honor's Echo	Washington 05	Organized RPG Campaigns
1:30 PM-2:00 PM	Roar-a-Saurus - PAW	Grand Ballroom 40	Play & Win, Board Games
1:30 PM-2:00 PM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
1:30 PM-2:30 PM	Pit	Grand Ballroom 03	Board Games
1:30 PM-3:00 PM	Pirate's Cove	Grand Ballroom 25	Board Games
1:30 PM-3:30 PM	DDAL05-04 In Dire Need	Clark 03	Organized RPG Campaigns
2:00 PM-2:30 PM	AssassinCon - PAW	Grand Ballroom 30	Play & Win, Board Games
2:00 PM-2:30 PM	Pickle Letter - PAW	Grand Ballroom 29	Play & Win, Board Games
2:00 PM-2:30 PM	Roar-a-Saurus - PAW	Grand Ballroom 40	Play & Win, Board Games
2:00 PM-2:30 PM	StarFall - PAW	Grand Ballroom 22	Play & Win, Board Games
2:00 PM-3:00 PM	[MIB] Castellan	Grand Ballroom 64	Board Games
2:00 PM-3:00 PM	Aye Dark Overlord	Grand Ballroom 37	Board Games
2:00 PM-3:00 PM	Castle Panic - PAW	Grand Ballroom 21	Play & Win, Board Games

FRIDAY, MARCH 31ST

Time	Event	Location	Track
2:00 PM-3:00 PM	GL: Gerrymander	Grand Ballroom 75	Game Lab
2:00 PM-3:00 PM	How to Design a Pure Abstract - TAK	Pendleton	Panels
2:00 PM-3:00 PM	Kingdom Builder + All Expansions	Grand Ballroom 36	Board Games
2:00 PM-3:00 PM	Mall of Horror	Grand Ballroom 60	Board Games
2:00 PM-3:00 PM	Salem	Grand Ballroom 98	Board Games
2:00 PM-3:00 PM	Touria - PAW	Grand Ballroom 12	Play & Win, Board Games
2:00 PM-3:30 PM	Covert Demo	Grand Ballroom 23	Board Games
2:00 PM-3:30 PM	Tavarua - PAW	Grand Ballroom 10	Play & Win, Board Games
2:00 PM-3:30 PM	The Necropolis	Overton 01	Role Playing
2:00 PM-3:30 PM	Villages of Valleria	Grand Ballroom 05	Board Games
2:00 PM-4:00 PM	[MIB] Revolution	Grand Ballroom 61	Board Games
2:00 PM-4:00 PM	Adrenaline	Grand Ballroom 44	Board Games
2:00 PM-4:00 PM	Build-A-Runner Workshop	Clark 12	Organized RPG Campaigns
2:00 PM-4:00 PM	Build-A-Runner Workshop	Clark 10	Organized RPG Campaigns
2:00 PM-4:00 PM	Deck Builders - Star Realms	Crown Zellerbach 01	Collectible Card Games (CCG)
2:00 PM-4:00 PM	First Taste	Clark 11	Organized RPG Campaigns
2:00 PM-4:00 PM	GL: Industry Guest Session #4	Grand Ballroom 92	Game Lab
2:00 PM-4:00 PM	LCG's - Arkham Horror	Crown Zellerbach 02	Collectible Card Games (CCG)
2:00 PM-4:00 PM	Lords of Waterdeep	Grand Ballroom 88	Board Games
2:00 PM-4:00 PM	Pandemic: Iberia	Grand Ballroom 17	Board Games
2:00 PM-4:00 PM	Rome: Rise to Power	Grand Ballroom 47	Board Games
2:00 PM-4:00 PM	The New Science	Grand Ballroom 04	Board Games
2:00 PM-4:00 PM	"Weiss Schwartz - Learn to Play - Open Play		
2:00 PM-4:00 PM	Zendo	Grand Ballroom 68	Board Games
2:00 PM-5:00 PM	Don't Die: Disaster Movie Survival RPG	Pettygrove 05	Role Playing
2:00 PM-5:00 PM	The Deep Forest	Lower Lobby 06	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	Arkham Horror	Grand Ballroom 73	Board Games
2:00 PM-6:00 PM	Battlestar Galactica (with Daybreak)	Grand Ballroom 06	Board Games
2:00 PM-6:00 PM	DDAL05-17 Hartkiller's Horn	Clark 07	Organized RPG Campaigns
2:00 PM-6:00 PM	DDAL05-19 Eye of Xxiphu Part 2	Clark 06	Organized RPG Campaigns
2:00 PM-6:00 PM	Humanitarian Aid	Pettygrove 04	Role Playing
2:00 PM-6:00 PM	Mage Without A Face	Washington 03	Organized RPG Campaigns
2:00 PM-6:00 PM	Magic the Gathering - Sealed Deck Builders Toolkit	Crown Zellerbach 04	Collectible Card Games (CCG)

GAMESTORM 19
 FRIDAY, MARCH 31ST

SCHEDULE

Time	Event	Location	Track
2:00 PM-6:00 PM	Open Story Gaming: Afternoon Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	Psi-punk: Data Gods	Overton 05	Role Playing
2:00 PM-6:00 PM	Secret Hitler	Large Events Suite	Board Games
2:00 PM-6:00 PM	SRM 07-04: Do No Harm	Washington 02	Organized RPG Campaigns
2:00 PM-6:00 PM	The Morrow Project	Overton 12	Role Playing
2:00 PM-6:00 PM	Theatre Arcanos presents SECRET AGENTS	Weyerhaeuser	Live Action Role Playing (LARP)
2:00 PM-6:00 PM	UnCONventional Warfare	Washington 04	Organized RPG Campaigns
2:00 PM-6:30 PM	Fall of von HÃ¶lle'	Overton 09	Role Playing
2:00 PM-6:30 PM	Fudge: StarHunter	Pettygrove 08	Role Playing
2:00 PM-7:00 PM	Beneath a Metal Sky	Lower Lobby 02	Indie Hurricane (Indie RPG)
2:00 PM-7:00 PM	Bluebeards Bride	Lower Lobby 05	Indie Hurricane (Indie RPG)
2:00 PM-7:00 PM	Home by Dark	Lower Lobby 04	Indie Hurricane (Indie RPG)
2:00 PM-7:00 PM	Mekanika: Dreams of the Machine	Pettygrove 09	Role Playing
2:00 PM-7:00 PM	Newbie D&D 5E Lvl 3 Adventure	Pettygrove 06	Role Playing
2:00 PM-7:00 PM	To the Mechs!	Pettygrove 07	Role Playing
2:00 PM-8:00 PM	Gaming With GeekDad	Grand Ballroom 91	Board Games
2:30 PM-3:00 PM	AssassinCon - PAW	Grand Ballroom 30	Play & Win, Board Games
2:30 PM-3:00 PM	Pickle Letter - PAW	Grand Ballroom 29	Play & Win, Board Games
2:30 PM-3:00 PM	StarFall - PAW	Grand Ballroom 22	Play & Win, Board Games
2:30 PM-3:30 PM	Deception: Murder in Hong Kong	Grand Ballroom 03	Board Games
2:30 PM-4:00 PM	Beowulf: The Legend	Grand Ballroom 15	Board Games
2:30 PM-4:00 PM	Gold is for the Greedy	Grand Ballroom 26	Board Games
2:30 PM-4:30 PM	Star Trek Panic - PAW	Grand Ballroom 11	Play & Win, Board Games
3:00 PM-3:30 PM	Don't Mess with Cthulhu - PAW	Grand Ballroom 21	Play & Win, Board Games
3:00 PM-3:30 PM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
3:00 PM-4:00 PM	[MIB] Bill & Ted	Grand Ballroom 64	Board Games
3:00 PM-4:00 PM	Flip City - PAW	Grand Ballroom 40	Play & Win, Board Games
3:00 PM-4:00 PM	Inn-Fighting	Grand Ballroom 60	Board Games
3:00 PM-4:00 PM	StreetPass Hour	Flanders 02	Console Gaming
3:00 PM-4:30 PM	Race for the Galaxy	Grand Ballroom 37	Board Games
3:00 PM-4:30 PM	Red Dragon Inn	Grand Ballroom 25	Board Games
3:00 PM-4:30 PM	Sailing Toward Osiris	Grand Ballroom 83	Board Games
3:00 PM-5:00 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 04	Organized RPG Campaigns

FRIDAY, MARCH 31ST

Time	Event	Location	Track
3:00 PM-5:00 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 08	Organized RPG Campaigns
3:00 PM-5:00 PM	Citadels	Grand Ballroom 13	Board Games
3:00 PM-5:00 PM	Conan: The Cursed Mirrors	Grand Ballroom 27	Board Games
3:00 PM-5:00 PM	D&D Learn-to-Play: DDIA-VOLO In Volo's Wake	Clark 01	Organized RPG Campaigns
3:00 PM-5:00 PM	GL: Maximum Burn	Grand Ballroom 74 Grand Ballroom 80	Game Lab
3:00 PM-5:00 PM	Golden Guidelines of Game Design	Pendleton	Panels
3:00 PM-5:30 PM	Gloomhaven	Grand Ballroom 78	Board Games
3:00 PM-6:00 PM	Fallout: Equestria	Grand Ballroom 49	Miniatures
3:00 PM-6:30 PM	Euphoria	Grand Ballroom 33	Board Games
3:00 PM-6:30 PM	Russian Railroads: American Railroads (2016)	Grand Ballroom 34	Board Games
3:00 PM-7:00 PM	Magic the Gathering - Sealed Deck Standard Chaos	Crown Zellerbach 03	Collectible Card Games (CCG)
3:00 PM-9:00 PM	18XX	Grand Ballroom 01	Board Games
3:00 PM-9:00 PM	Assault of the Giants	Grand Ballroom 46	Board Games
3:30 PM-4:00 PM	Don't Mess with Cthulhu - PAW	Grand Ballroom 21	Play & Win, Board Games
3:30 PM-4:00 PM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
3:30 PM-4:30 PM	Adventure Land - PAW	Grand Ballroom 30	Play & Win, Board Games
3:30 PM-4:30 PM	Clank! Demo	Grand Ballroom 23	Board Games
3:30 PM-4:30 PM	Imhotep - PAW	Grand Ballroom 22	Play & Win, Board Games
3:30 PM-4:30 PM	The Resistance: Avalon	Grand Ballroom 03	Board Games
3:30 PM-5:00 PM	Healthy Heart Hospital - PAW	Grand Ballroom 12	Play & Win, Board Games
3:30 PM-5:00 PM	Legendary Encounters Alien	Grand Ballroom 98	Board Games
3:30 PM-5:00 PM	Tavarua - PAW	Grand Ballroom 10	Play & Win, Board Games
3:30 PM-5:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 02	Organized RPG Campaigns
4:00 PM-4:30 PM	Circus Flohcati - PAW	Grand Ballroom 29	Play & Win, Board Games
4:00 PM-4:30 PM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
4:00 PM-5:00 PM	[MIB] Bill & Ted	Grand Ballroom 64	Board Games
4:00 PM-5:00 PM	GL: Leaf	Grand Ballroom 75	Game Lab
4:00 PM-5:00 PM	GL: Narrativo	Grand Ballroom 79	Game Lab
4:00 PM-5:00 PM	Three-Dragon Ante: Emperor's Gambit	Grand Ballroom 60	Board Games
4:00 PM-5:00 PM	"YuGiOh - Open Play - Learn to Play	"	Crown Zellerbach 05
4:00 PM-5:30 PM	What's in the Cellar?	Overton 01	Role Playing
4:00 PM-6:00 PM	[MIB] Beat the Men in Black	Grand Ballroom 70	Board Games
4:00 PM-6:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
4:00 PM-6:00 PM	[MIB] Ninja Burger	Grand Ballroom 61	Board Games

GameStorm 19
FRIDAY, MARCH 31ST

SCHEDULE

Time	Event	Location	Track
4:00 PM-6:00 PM	Ascension War of Shadows	Grand Ballroom 14	Board Games
4:00 PM-6:00 PM	Build-A-Runner Workshop	Clark 11	Organized RPG Campaigns
4:00 PM-6:00 PM	Copycat	Grand Ballroom 17	Board Games
4:00 PM-6:00 PM	DDAL05-03 Uninvited Guests	Clark 03	Organized RPG Campaigns
4:00 PM-6:00 PM	Deck Builders - Machi Koro	Crown Zellerbach 01	Collectible Card Games (CCG)
4:00 PM-6:00 PM	First Taste	Clark 12	Organized RPG Campaigns
4:00 PM-6:00 PM	First Taste	Clark 10	Organized RPG Campaigns
4:00 PM-6:00 PM	Manhattan Project: ENERGY EMPIRE	Grand Ballroom 88	Board Games
4:00 PM-6:00 PM	The Best of Chronology	Grand Ballroom 68	Board Games
4:00 PM-6:00 PM	Tokaido	Grand Ballroom 95	Board Games
4:00 PM-6:30 PM	After The Empire DEMO	Grand Ballroom 47	Board Games
4:00 PM-6:30 PM	Signorie	Grand Ballroom 15	Board Games
4:00 PM-6:30 PM	Wir sind das Volk	Grand Ballroom 36	Board Games
4:00 PM-7:00 PM	Hearts and Minds: Vietnam 1965-1975	Grand Ballroom 35	Board Games
4:00 PM-7:00 PM	La Granja	Grand Ballroom 24	Board Games
4:00 PM-7:00 PM	Tzolk'in: The Mayan Calendar	Grand Ballroom 16	Board Games
4:00 PM-9:00 PM	Dystopia Rising	Multnomah	Live Action Role Playing (LARP), Play & Win
4:30 PM-5:00 PM	Circus Flohcati - PAW	Grand Ballroom 29	Play & Win, Board Games
4:30 PM-5:00 PM	Lift-It! Deluxe - PAW	Grand Ballroom 21	Play & Win, Board Games
4:30 PM-5:00 PM	Wreck-a-Mecha	Grand Ballroom 28	Board Games
4:30 PM-5:30 PM	Citadels - Card Game	Grand Ballroom 45	Board Games
4:30 PM-5:30 PM	Lanterns Demo	Grand Ballroom 23	Board Games
4:30 PM-5:30 PM	Red Dragon Inn: 1-3	Grand Ballroom 03	Board Games
4:30 PM-5:30 PM	San Juan (Second Edition)	Grand Ballroom 44	Board Games
4:30 PM-6:00 PM	Citadels (2016 edition)	Grand Ballroom 04	Board Games
4:30 PM-6:30 PM	Free Play - PAW	Grand Ballroom 40	Play & Win, Board Games
4:30 PM-7:30 PM	Torg Eternity Sneak Peek and Demo	Overton 11	Role Playing
5:00 PM-5:30 PM	Lift-It! Deluxe - PAW	Grand Ballroom 21	Play & Win, Board Games
5:00 PM-6:00 PM	3 Seeds - PAW	Grand Ballroom 29	Play & Win, Board Games
5:00 PM-6:00 PM	GL: ChronoCity	Grand Ballroom 80	Game Lab
5:00 PM-6:00 PM	GL: Industry Short Session 1	Grand Ballroom 92	Game Lab
5:00 PM-6:00 PM	GL: Playtest #19 (open)	Grand Ballroom 79	Game Lab
5:00 PM-6:00 PM	Harbour - PAW	Grand Ballroom 30	Play & Win, Board Games
5:00 PM-6:30 PM	Pondora	Grand Ballroom 26	Board Games

FRIDAY, MARCH 31ST

Time	Event	Location	Track
5:00 PM-7:00 PM	Buffy the Vampire Slayer	Grand Ballroom 60	Board Games
5:00 PM-7:00 PM	"Cardfight Vanguard - Learn to Play - Open Play		
5:00 PM-7:00 PM	Colt Express with Both Expansions	Grand Ballroom 98	Board Games
5:00 PM-7:00 PM	Medieval Merchant	Grand Ballroom 83	Board Games
5:00 PM-7:00 PM	New Bedford w/Rising Tide	Grand Ballroom 05	Board Games
5:00 PM-7:00 PM	Pandemic Cthulhu	Grand Ballroom 13	Board Games
5:00 PM-7:00 PM	Thief's Market	Grand Ballroom 25	Board Games
5:00 PM-7:30 PM	Mechs vs. Minions	Grand Ballroom 07	Miniatures
5:00 PM-8:00 PM	Magic the Gathering - Commander Open Play	Crown Zellerbach 06	Collectible Card Games (CCG)
5:00 PM-8:30 PM	Empires: Age of Discovery	Grand Ballroom 37	Board Games
5:30 PM-6:30 PM	Castles of Caladale Demo	Grand Ballroom 23	Board Games
5:30 PM-6:30 PM	Colony - PAW	Grand Ballroom 10	Play & Win, Board Games
5:30 PM-7:30 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 04	Organized RPG Campaigns
5:30 PM-7:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
5:30 PM-8:00 PM	Gloomhaven	Grand Ballroom 78	Board Games
5:30 PM-9:00 PM	Game Lab Designers Forum 1	Game Lab Suite	Game Lab
6:00 PM-12:00 AM	Battlestar Galactica w/Expansions	Grand Ballroom 03	Board Games
6:00 PM-12:00 AM	old games dont die, just need to keep being played/ Nancy Quade birthday celebration	Grand Ballroom 38	Miniatures
6:00 PM-6:30 PM	4 the Birds - PAW	Grand Ballroom 21	Play & Win, Board Games
6:00 PM-6:30 PM	Holmes Sherlock and Mycroft	Grand Ballroom 17	Board Games
6:00 PM-6:30 PM	Swipe Out! - PAW	Grand Ballroom 11	Play & Win, Board Games
6:00 PM-7:00 PM	Ambyria: Shroud of the Shadow Demon - PAW	Grand Ballroom 22	Play & Win, Board Games
6:00 PM-7:00 PM	GL: Big Top Brawl	Grand Ballroom 75	Game Lab
6:00 PM-7:30 PM	The Necropolis	Overton 01	Role Playing
6:00 PM-7:30 PM	Ulm - PAW	Grand Ballroom 12	Play & Win, Board Games
6:00 PM-8:00 PM	[MIB] Ogre	Grand Ballroom 62	Board Games, Miniatures
6:00 PM-8:00 PM	[MIB] The Stars are Right	Grand Ballroom 61	Board Games
6:00 PM-8:00 PM	Deck Builders - Dice Masters	Crown Zellerbach 01	Collectible Card Games (CCG)
6:00 PM-8:00 PM	Flash Point: Fire Rescue	Grand Ballroom 88	Board Games
6:00 PM-8:00 PM	GL: Epoch : The Awakening	Grand Ballroom 74	Game Lab
6:00 PM-8:00 PM	LCG's - Pathfinder Card Game	Crown Zellerbach 02	Collectible Card Games (CCG)
6:00 PM-9:00 PM	Mare Nostrum: Empires	Grand Ballroom 27	Board Games
6:00 PM-9:00 PM	Scythe	Grand Ballroom 06	Board Games

GAMESTORM 19
FRIDAY, MARCH 31ST

SCHEDULE

Time	Event	Location	Track
6:00 PM-9:00 PM	Scythe: Invaders from Afar	Grand Ballroom 04	Board Games
6:00 PM-10:00 PM	[MIB] Illuminati	Grand Ballroom 70	Board Games
6:00 PM-10:00 PM	DDAL05-17 Hartkiller's Horn	Clark 03	Organized RPG Campaigns
6:00 PM-10:00 PM	DDAL05-18 Eye of Xxiphu Part 1	Clark 02	Organized RPG Campaigns
6:00 PM-10:00 PM	Mage Knight: Distress Letter	Grand Ballroom 45	Board Games
6:00 PM-11:00 PM	Samurai Swords	Grand Ballroom 63	Board Games
6:15 PM-8:15 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 07	Organized RPG Campaigns
6:30 PM-7:00 PM	4 the Birds - PAW	Grand Ballroom 21	Play & Win, Board Games
6:30 PM-7:00 PM	Swipe Out! - PAW	Grand Ballroom 11	Play & Win, Board Games
6:30 PM-7:00 PM	Tides of Madness - PAW	Grand Ballroom 30	Play & Win, Board Games
6:30 PM-7:30 PM	Rhein: River Trade	Grand Ballroom 17	Board Games
6:30 PM-8:00 PM	Covert Demo	Grand Ballroom 23	Board Games
6:30 PM-8:00 PM	The Downfall of Pompeii	Grand Ballroom 36	Board Games
6:30 PM-9:00 PM	After The Empire DEMO	Grand Ballroom 47	Board Games
7:00 PM-12:00 AM	#8-00: The Cosmic Captive	Washington 01 Washington 02 Washington 03 Washington 04 Washington 05 Washington 06 Washington 07 Washington 08 Washington 09 Washington 10 Washington 11	Organized RPG Campaigns
7:00 PM-12:00 AM	Fateful Friday! - Fudge: An ANIME Spoof	Pettygrove 09	Role Playing
7:00 PM-1:00 AM	Sid Meier's Civilization (FFG) with expansions	Clackamas 04	Board Games
7:00 PM-1:00 AM	Torchwood: Seattle	Overton 09	Role Playing
7:00 PM-7:30 PM	Good Cop Bad Cop - PAW	Grand Ballroom 10	Play & Win, Board Games
7:00 PM-7:30 PM	Tides of Madness - PAW	Grand Ballroom 30	Play & Win, Board Games
7:00 PM-8:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
7:00 PM-8:00 PM	GL: These Cats Hate Peas!	Grand Ballroom 80	Game Lab
7:00 PM-8:00 PM	Roll for the Galaxy	Grand Ballroom 95	Board Games
7:00 PM-8:00 PM	Superfight!	Grand Ballroom 25	Board Games
7:00 PM-8:00 PM	The Dragon & Flagon - PAW	Grand Ballroom 40	Play & Win, Board Games
7:00 PM-8:00 PM	YuGiOh - Open Play - Learn to Play	Crown Zellerbach 04	Collectible Card Games (CCG)

FRIDAY, MARCH 31ST

Time	Event	Location	Track
7:00 PM-8:30 PM	Meduris: Der Ruf der Gotter - PAW	Grand Ballroom 21	Play & Win, Board Games
7:00 PM-9:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
7:00 PM-9:00 PM	Artemis Spaceship Bridge Simulator - Novice	Flanders 02	Console Gaming
7:00 PM-9:00 PM	Build-A-Runner Workshop	Clark 11	Organized RPG Campaigns
7:00 PM-9:00 PM	Elixir: This Game is Crazy	Grand Ballroom 16	Board Games
7:00 PM-9:00 PM	First Taste	Clark 10	Organized RPG Campaigns
7:00 PM-9:00 PM	First Taste of Anarchy	Clark 12	Organized RPG Campaigns
7:00 PM-9:00 PM	GL: Industry Guest Session #5	Grand Ballroom 92	Game Lab
7:00 PM-9:00 PM	GL: Knights of Valeria	Grand Ballroom 79	Game Lab
7:00 PM-9:00 PM	Puerto Rico	Grand Ballroom 68	Board Games
7:00 PM-9:00 PM	TransAmerica/Europa	Grand Ballroom 83	Board Games
7:00 PM-9:30 PM	Mombasa	Grand Ballroom 15	Board Games
7:00 PM-10:00 PM	Battle Star Galactica	Grand Ballroom 05	Board Games
7:00 PM-10:00 PM	Compounded: Better Gaming Through Chemistry	Grand Ballroom 73	Board Games
7:00 PM-10:30 PM	Giant Slayer (RPGs for kids)	Overton 06	Role Playing
7:00 PM-10:30 PM	Tower in the Mist	Overton 08	Role Playing
7:00 PM-11:00 PM	A2SP15: Dance Amidst the Bones	Clark 09	Organized RPG Campaigns
7:00 PM-11:00 PM	Fateful Friday! - Survival of the Able	Pettygrove 08	Role Playing
7:00 PM-11:00 PM	Fateful Friday! - Who is the Big Bad Wolf?	Pettygrove 07	Role Playing
7:00 PM-11:00 PM	HAMMERCRAWL! Flame Princess meets Warhammer meets DCC	Overton 05	Role Playing
7:00 PM-11:00 PM	LA-HP2-2: That Which Lies Beneath	Clark 05	Organized RPG Campaigns
7:00 PM-11:00 PM	Magic the Gathering - Chaos Draft	Crown Zellerbach 03	Collectible Card Games (CCG)
7:00 PM-11:00 PM	SRM 07-01: The Deck Job	Clark 06	Organized RPG Campaigns
7:00 PM-11:00 PM	SRM 07-05: A Little Wetwork	Clark 07	Organized RPG Campaigns
7:00 PM-11:00 PM	The French Conniption	Overton 04	Role Playing
7:00 PM-11:00 PM	The Project Q Conflict - What is Project Q?	Pettygrove 06	Role Playing
7:00 PM-11:00 PM	The Spark	Overton 07	Role Playing
7:00 PM-11:00 PM	The Void: Miranda	Overton 12	Role Playing
7:00 PM-11:00 PM	Turn of the Card: Star Trek: Decision at Midnight	Overton 10	Role Playing
7:00 PM-11:00 PM	Two is a Crowd	Weyerhaeuser	Live Action Role Playing (LARP)
7:00 PM-11:30 PM	The Gallerist (2015)	Grand Ballroom 34	Board Games

GAMESTORM 19
 FRIDAY, MARCH 31ST

SCHEDULE

Time	Event	Location	Track
7:00 PM-11:30 PM	Trickerion	Grand Ballroom 33	Board Games
7:30 PM-8:00 PM	Garbage Day - PAW	Grand Ballroom 22	Play & Win, Board Games
7:30 PM-8:00 PM	Good Cop Bad Cop - PAW	Grand Ballroom 10	Play & Win, Board Games
7:30 PM-8:00 PM	Holmes Sherlock and Mycroft	Grand Ballroom 17	Board Games
7:30 PM-8:30 PM	Harry Potter: Hogwarts Battle - PAW	Grand Ballroom 11	Play & Win, Board Games
7:30 PM-10:30 PM	Blackbeard: The Golden Age of Piracy	Grand Ballroom 35	Board Games
8:00 PM-12:00 AM	Diamonds - 2017 Oregon State Cham- pionship	Grand Ballroom 31 Grand Ballroom32 Grand Ballroom 42 Grand Ballroom 43	Board Games
8:00 PM-12:00 AM	Mansions of Madness Second Edition	Grand Ballroom 24	Board Games
8:00 PM-12:00 AM	Roborally: Mandantory Overtime	Grand Ballroom 98	Board Games
8:00 PM-1:00 AM	Arkham Horror with expansions	Grand Ballroom 78	Board Games
8:00 PM-8:30 PM	Garbage Day - PAW	Grand Ballroom 22	Play & Win, Board Games
8:00 PM-9:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
8:00 PM-9:00 PM	Adventure Land - PAW	Grand Ballroom 30	Play & Win, Board Games
8:00 PM-9:00 PM	Booze Barons - PAW	Grand Ballroom 29	Play & Win, Board Games
8:00 PM-9:00 PM	Rhein: River Trade	Grand Ballroom 17	Board Games
8:00 PM-9:30 PM	What's in the Cellar?	Overton 01	Role Playing
8:00 PM-10:00 PM	CCC-BG02 Bleeding Gate Part 2: Amal- gamation	Clark 04	Organized RPG Campaigns
8:00 PM-10:00 PM	D&D Learn-to-Play: DDAL05-01 Trea- sure of the Broken Horde	Clark 01	Organized RPG Campaigns
8:00 PM-10:00 PM	"Deck Builders - Marvel Legendary		
8:00 PM-10:00 PM	Geek Podcasting	Pendleton	Panels
8:00 PM-10:00 PM	"GL: Shattered Empire not in 031017_15_57"	Grand Ballroom 75	Game Lab
8:00 PM-10:00 PM	"LCG's - Star Wars the Card Game		
8:00 PM-10:00 PM	Open Story Gaming: Evening Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
8:00 PM-11:00 PM	Hansa Teutonica: East Expansion	Grand Ballroom 13	Board Games
8:00 PM-11:00 PM	Scythe	Grand Ballroom 36	Board Games
8:30 PM-9:30 PM	Harry Potter: Hogwarts Battle - PAW	Grand Ballroom 12	Play & Win, Board Games
8:30 PM-9:30 PM	La Granja: No Siesta - PAW	Grand Ballroom 21	Play & Win, Board Games
8:30 PM-10:00 PM	Dixit	Grand Ballroom 37	Board Games
8:30 PM-10:30 PM	CCC-BG01 Bleeding Gate Part 1: Pan- demonium	Clark 07	Organized RPG Campaigns
9:00 PM-12:00 AM	Cthulhu Wars	Grand Ballroom 06	Board Games
9:00 PM-12:00 AM	PowerGrid	Grand Ballroom 04	Board Games

FRIDAY, MARCH 31ST

Time	Event	Location	Track
9:00 PM-1:00 AM	Dead of Winter - A Clash of Colonies	Grand Ballroom 02	Board Games
9:00 PM-9:30 PM	A Fistful of Penguins - PAW	Grand Ballroom 10	Play & Win, Board Games
9:00 PM-10:00 PM	Claim It! - PAW	Grand Ballroom 22	Play & Win, Board Games
9:00 PM-10:00 PM	Crazy Karts - PAW	Grand Ballroom 40	Play & Win, Board Games
9:00 PM-10:00 PM	The Resistance: The Plot Thickens	Grand Ballroom 01	Board Games
9:00 PM-10:30 PM	Mysterium	Grand Ballroom 95	Board Games
9:00 PM-11:00 PM	Build-A-Runner Workshop	Clark 10	Organized RPG Campaigns
9:00 PM-11:00 PM	First Taste	Clark 11	Organized RPG Campaigns
9:00 PM-11:00 PM	First Taste of Anarchy	Clark 12	Organized RPG Campaigns
9:00 PM-11:00 PM	Free Play - PAW	Grand Ballroom 11	Play & Win, Board Games
9:30 PM-10:00 PM	A Fistful of Penguins - PAW	Grand Ballroom 10	Play & Win, Board Games
9:30 PM-10:00 PM	The Game (On Fire) - PAW	Grand Ballroom 29	Play & Win, Board Games
9:30 PM-11:00 PM	New Bedford - PAW	Grand Ballroom 30	Play & Win, Board Games
10:00 PM-12:00 AM	[MIB] I hate Zombies	Grand Ballroom 64	Board Games
10:00 PM-12:00 AM	Betrayal at House on the Hill	Grand Ballroom 91	Board Games
10:00 PM-12:00 AM	Ghost Court!	Pendleton	Indie Hurricane (Indie RPG)
10:00 PM-12:00 AM	The Dead Boarder	Overton 01	Role Playing
10:00 PM-2:00 AM	Call of Cthulhu: The Wild West	Multnomah	Live Action Role Playing (LARP)
10:00 PM-2:00 AM	DDAL05-17 Hartkiller's Horn	Clark 03	Organized RPG Campaigns
10:00 PM-2:00 AM	DDAL05-19 Eye of Xxiphu Part 2	Clark 02	Organized RPG Campaigns
10:00 PM-3:00 AM	Mansions of Madness: 2nd Edition	Clackamas 07	Board Games
10:00 PM-10:30 PM	Grifters - PAW	Grand Ballroom 12	Play & Win, Board Games
10:00 PM-10:30 PM	Gruff: Clash of the Battle Goats - PAW	Grand Ballroom 21	Play & Win, Board Games
10:00 PM-10:30 PM	The Game (On Fire) - PAW	Grand Ballroom 29	Play & Win, Board Games
10:00 PM-11:00 PM	Dirty Minds	Grand Ballroom 05	Board Games
10:30 PM-12:30 AM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
10:30 PM-12:30 AM	DDAL05-04 In Dire Need	Clark 04	Organized RPG Campaigns
10:30 PM-2:30 AM	DDEX3-09 The Waydown - Tier 2	Clark 08	Organized RPG Campaigns

GAMESTORM 19
 FRIDAY, MARCH 31ST

Time	Event	Location	Track
10:30 PM-11:00 PM	Grifters - PAW	Grand Ballroom 12	Play & Win, Board Games
10:30 PM-11:00 PM	Gruff: Clash of the Battle Goats - PAW	Grand Ballroom 21	Play & Win, Board Games
11:00 PM-1:30 AM	Powergrid	Grand Ballroom 36	Board Games
11:00 PM-2:00 AM	TIME Stories	Grand Ballroom 05	Board Games
11:45 PM-1:45 AM	Are You A Werewolf?	Weyerhaeuser	Live Action Role Playing (LARP)
Saturday, April 1st			
12:00 AM-2:00 AM	Cards Against Humanity	Large Events Suite	Board Games
7:00 AM-7:30 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
7:00 AM-9:00 AM	Machi Koro	Grand Ballroom 28	Board Games
7:00 AM-3:00 PM	18CO: Rock & Stock	Grand Ballroom 02	Board Games
7:30 AM-8:00 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
8:00 AM-8:30 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
8:00 AM-9:00 AM	Ca\$h 'n Guns	Grand Ballroom 06	Board Games
8:00 AM-9:00 AM	Thief's Market	Grand Ballroom 04	Board Games
8:00 AM-10:00 AM	[MIB] Play SJ Games	Grand Ballroom 61	Board Games
8:00 AM-10:30 AM	1775: Rebellion	Grand Ballroom 24	Board Games
8:00 AM-12:00 PM	#6-10: The Wounded Wisp	Washington 05	Organized RPG Campaigns
8:00 AM-12:00 PM	#6-99: True Dragons of Absalom	Washington 09	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-04: Wardens of Sulfur Gulch	Washington 08	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-08: Tyranny of Winds, Part 1: The Sandstorm Prophecy	Washington 10	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-09: Forged in Flame, Part 1: The Cindersworn Pact	Washington 11	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-14: To Seal the Shadow	Washington 06	Organized RPG Campaigns
8:00 AM-12:00 PM	#8-15: Hrethnar's Throne	Washington 07	Organized RPG Campaigns
8:00 AM-1:00 PM	Arkham Horror with expansions	Grand Ballroom 73	Board Games
8:30 AM-9:00 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
9:00 AM-9:30 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
9:00 AM-9:30 AM	Zombie Princess - Dexterity Game	Grand Ballroom 46	Board Games
9:00 AM-10:00 AM	[MIB] Dice Games	Grand Ballroom 64	Board Games
9:00 AM-10:00 AM	Corrupted Kingdoms	Grand Ballroom 04	Board Games
9:00 AM-10:00 AM	Fluxx	Grand Ballroom 88	Board Games
9:00 AM-10:00 AM	GL: Good Kitty!	Grand Ballroom 75	Game Lab
9:00 AM-10:00 AM	GL: Preppers	Grand Ballroom 80	Game Lab
9:00 AM-10:00 AM	GL: Welcome to Game Lab	Grand Ballroom 92	Game Lab
9:00 AM-10:00 AM	Tsuro of the Seas	Grand Ballroom 47	Board Games
9:00 AM-10:30 AM	Villages of Valleria	Grand Ballroom 05	Board Games

SATURDAY, APRIL 1ST

Time	Event	Location	Track
9:00 AM-11:00 AM	Build-A-Runner Workshop	Washington 04	Organized RPG Campaigns
9:00 AM-11:00 AM	First Taste of Anarchy	Washington 03	Organized RPG Campaigns
9:00 AM-11:00 AM	Flash Point: Fire Rescue	Grand Ballroom 68	Board Games
9:00 AM-11:00 AM	GL: Arch Nemesis	Grand Ballroom 79	Game Lab
9:00 AM-11:00 AM	OG, the caveman LARP	Weyerhaeuser	Live Action Role Playing (LARP)
9:00 AM-11:00 AM	Sentinels of the Multiverse	Grand Ballroom 15	Board Games
9:00 AM-11:30 AM	Shadowrift 2nd Edition	Clackamas 05	Board Games
9:00 AM-12:00 PM	Game of Throne LCG Multiplayer	Grand Ballroom 83	Board Games
9:00 AM-1:00 PM	A2SP19: Dagger in the Shadows	Clark 09	Organized RPG Campaigns
9:00 AM-1:00 PM	Deadly Footprints (Horror Rules)	Pettygrove 09	Role Playing
9:00 AM-1:00 PM	Elder Sign	Grand Ballroom 06	Board Games
9:00 AM-1:00 PM	LA-HP2-3: Ancient Battles Unfinished	Washington 01	Organized RPG Campaigns
9:00 AM-1:00 PM	Leaving Earth	Grand Ballroom 63	Board Games
9:00 AM-1:00 PM	More Adventures in the World of Eiracken	Pettygrove 05	Role Playing
9:00 AM-1:00 PM	Nevermore - 2017 Oregon State Championship	Grand Ballroom 31 Grand Ballroom 32 Grand Ballroom 42 Grand Ballroom 43	Board Games
9:00 AM-1:00 PM	Return to Celebrity Island	Pettygrove 07	Role Playing
9:00 AM-1:00 PM	SRM 07-02: Collective Action	Washington 02	Organized RPG Campaigns
9:00 AM-1:00 PM	SRM 07-06: Windy City Chaos	Clark 10	Organized RPG Campaigns
9:00 AM-1:30 PM	Rescue and Escape	Pettygrove 06	Role Playing
9:00 AM-3:00 PM	Die Macher	Grand Ballroom 60	Board Games
9:00 AM-5:00 PM	Twilight Imperium 3rd Ed	Grand Ballroom 03	Board Games
9:00 AM-9:00 PM	Arcadia Quest WHOLE CAMPAIGN	Grand Ballroom 01	Board Games
9:00 AM-9:00 PM	Chaosium Demos	Overton 02	Role Playing
9:00 AM-9:00 PM	Crit Games	Pettygrove 01	Role Playing
9:00 AM-9:00 PM	Warhammer 30k	Grand Ballroom 09	Miniatures
9:30 AM-10:00 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
10:00 AM-10:30 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
10:00 AM-10:30 AM	Wreck-a-Mecha	Grand Ballroom 33	Board Games
10:00 AM-11:00 AM	[MIB] Dice Games	Grand Ballroom 64	Board Games
10:00 AM-11:00 AM	Arch Rival	Grand Ballroom 17	Board Games
10:00 AM-11:00 AM	Game Lab Teaching Session 2	Game Lab Suite	Game Lab
10:00 AM-11:00 AM	GL: In the Afterward	Grand Ballroom 80	Game Lab
10:00 AM-11:00 AM	Harbour - PAW	Grand Ballroom 30	Play & Win, Board Games
10:00 AM-11:00 AM	Harry Potter: Hogwarts Battle - PAW	Grand Ballroom 11	Play & Win, Board Games

GAMESTORM 19
 SATURDAY, APRIL 1ST

SCHEDULE

Time	Event	Location	Track
10:00 AM-11:00 AM	Imhotep - PAW	Grand Ballroom 22	Play & Win, Board Games
10:00 AM-11:00 AM	La Granja: No Siesta - PAW	Grand Ballroom 12	Play & Win, Board Games
10:00 AM-11:00 AM	Storytelling Warm Ups	Pendleton	Panels
10:00 AM-11:00 AM	Sushi Go Party	Grand Ballroom 47	Board Games
10:00 AM-11:30 AM	AD Astra	Grand Ballroom 88	Board Games
10:00 AM-11:30 AM	Sailing Toward Osiris	Grand Ballroom 34	Board Games
10:00 AM-11:30 AM	The Necropolis	Overton 01	Role Playing
10:00 AM-12:00 PM	[MIB] Chez Geek	Grand Ballroom 65	Board Games
10:00 AM-12:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
10:00 AM-12:00 PM	[MIB] Ogre	Grand Ballroom 62	Board Games, Miniatures
10:00 AM-12:00 PM	Conan: Hunting the Tigress	Grand Ballroom 25	Board Games
10:00 AM-12:00 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
10:00 AM-12:00 PM	Deck Builders - Cthulhu Realms	Crown Zellerbach	Collectible Card Games (CCG)
10:00 AM-12:00 PM	Deck Builders - Machi Koro	Crown Zellerbach 02	Collectible Card Games (CCG)
10:00 AM-12:00 PM	Discworld: Ankh-Morpork	Grand Ballroom 28	Board Games
10:00 AM-12:00 PM	GL: Mountains of the Moon	Grand Ballroom 74	Game Lab
10:00 AM-12:00 PM	Habitats	Grand Ballroom 26	Board Games
10:00 AM-12:00 PM	Open Story Gaming: Morning Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
10:00 AM-12:00 PM	Play with the Designer - Paul Peterson Games	Crown Zellerbach 06	Collectible Card Games (CCG)
10:00 AM-12:00 PM	Speculation	Grand Ballroom 04	Board Games
10:00 AM-12:00 PM	Star Trek Panic - PAW	Grand Ballroom 21	Play & Win, Board Games
10:00 AM-12:00 PM	Steam: Rails to Riches	Grand Ballroom 44	Board Games
10:00 AM-12:00 PM	Super City!	Grand Ballroom 27	Board Games
10:00 AM-12:30 PM	Lorenzo il Magnifico	Grand Ballroom 35	Board Games
10:00 AM-1:00 PM	Magic the Gathering - Commander Open Play	Crown Zellerbach 04	Collectible Card Games (CCG)
10:00 AM-1:00 PM	Scythe	Grand Ballroom 36	Board Games
10:00 AM-2:00 PM	DDAL05-17 Hartkiller's Horn	Clark 06	Organized RPG Campaigns
10:00 AM-2:00 PM	DDAL05-18 Eye of Xxiphu Part 1	Clark 07	Organized RPG Campaigns
10:00 AM-2:00 PM	Magic the Gathering - Booster Draft Kaladesh Block	Crown Zellerbach 03	Collectible Card Games (CCG)
10:00 AM-2:00 PM	Mega Man Board Game	Grand Ballroom 37	Board Games
10:00 AM-2:00 PM	The Line	Large Events Suite	Indie Hurricane (Indie RPG)
10:00 AM-4:00 PM	Gaming With GeekDad	Grand Ballroom 91	Board Games
10:00 AM-6:00 PM	Drop-In LAN Gaming	Flanders 01	Console Gaming

SATURDAY, APRIL 1ST

Time	Event	Location	Track
10:00 AM-10:00 PM	Drop-In Console Gaming	Glisan 01	Console Gaming
10:30AM-11:00 AM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
10:30AM-11:00 AM	Wreck-a-Mecha	Grand Ballroom 33	Board Games
10:30 AM-12:00 PM	King of Tokyo	Grand Ballroom 05	Board Games
10:30 AM-12:00 PM	Tokaido	Grand Ballroom 14	Board Games
10:30 AM-12:30 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 04	Organized RPG Campaigns
10:30 AM-12:30 PM	CCC-BG01 Bleeding Gate Part 1: Pandemonium	Clark 08	Organized RPG Campaigns
10:30 AM-12:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 02	Organized RPG Campaigns
10:30 AM-1:30 PM	German Railroads	Grand Ballroom 45	Board Games
10:30 AM-1:30 PM	Klask Tournament - Heat B - Finals	Grand Ballroom 95 Grand Ballroom 98	Board Games
11:00 AM-11:30 AM	Lift-It! Deluxe - PAW	Grand Ballroom 10	Play & Win, Board Games
11:00 AM-11:30 AM	Roar-a-Saurus - PAW	Grand Ballroom 40	Play & Win, Board Games
11:00AM-11:30 AM	The Game (On Fire) - PAW	Grand Ballroom 29	Play & Win, Board Games
11:00AM-11:30 AM	Wreck-a-Mecha	Grand Ballroom 33	Board Games
11:00 AM-12:00 PM	A Gamers Guide to the Resistance	Pendleton	Panels
11:00 AM-12:00 PM	Flip City	Grand Ballroom 13	Board Games
11:00 AM-12:00 PM	GL: Take the Gold	Grand Ballroom 75	Game Lab
11:00 AM-1:00 PM	[MIB] Tile Chess	Grand Ballroom 64	Board Games
11:00 AM-1:00 PM	Ascension War of Shadows	Grand Ballroom 15	Board Games
11:00 AM-1:00 PM	DDAL05-06 Beneath the Fetid Chelimer	Clark 03	Organized RPG Campaigns
11:00 AM-1:00 PM	First Taste	Washington 04	Organized RPG Campaigns
11:00 AM-1:00 PM	First Taste of Anarchy	Washington 03	Organized RPG Campaigns
11:00 AM-1:00 PM	GL: Industry Guest Session #6	Grand Ballroom 92	Game Lab
11:00 AM-1:00 PM	LCG's - Arkham Horror	Crown Zellerbach 05	Collectible Card Games (CCG)
11:00 AM-1:00 PM	Splendor	Grand Ballroom 24	Board Games
11:00 AM-3:00 PM	Harry Potter - OWLs?	Multnomah	Live Action Role Playing (LARP)
11:00 AM-3:00 PM	OST: Officer Training School	Grand Ballroom 50	Miniatures
11:00 AM-8:00 PM	Battletech DCMS invades more Fed Suns	Grand Ballroom 38	Miniatures
11:30 AM-12:00 PM	Lift-It! Deluxe - PAW	Grand Ballroom 10	Play & Win, Board Games
11:30 AM-12:00 PM	Roar-a-Saurus - PAW	Grand Ballroom 40	Play & Win, Board Games
11:30 AM-12:00 PM	StarFall - PAW	Grand Ballroom 22	Play & Win, Board Games

GAMESTORM 19
 SATURDAY, APRIL 1ST

SCHEDULE

Time	Event	Location	Track
11:30 AM-12:00 PM	The Game (On Fire) - PAW	Grand Ballroom 29	Play & Win, Board Games
11:30 AM-12:00 PM	Wreck-a-Mecha	Grand Ballroom 33	Board Games
11:30 AM-12:30 PM	Adventure Land - PAW	Grand Ballroom 30	Play & Win, Board Games
11:30 AM-12:30 PM	Harry Potter: Hogwarts Battle - PAW	Grand Ballroom 12	Play & Win, Board Games
11:30 AM-12:30 PM	Marvel Dice Masters: Age of Ultron - PAW	Grand Ballroom 11	Play & Win, Board Games
11:30 AM-2:30 PM	Introduction to WÄ¼rm, the RPG of the Ice Age	Overton 11	Role Playing
11:30 AM-3:30 PM	Demons, Cats and Cavemen	Overton 04	Role Playing
11:30 AM-3:30 PM	The Disappearance at Enoth	Overton 06	Role Playing
11:30 AM-3:30 PM	The Lost Colony	Pettygrove 04	Role Playing
11:30 AM-3:30 PM	The Morrow Project	Pettygrove 08	Role Playing
11:30 AM-4:30 PM	A Dragon's Appetite	Overton 08	Role Playing
11:30 AM-5:30 PM	Jungles of Mars	Overton 09	Role Playing
12:00 PM-12:30 PM	Checkpoint Charlie	Grand Ballroom 17	Board Games
12:00 PM-12:30 PM	StarFall - PAW	Grand Ballroom 22	Play & Win, Board Games
12:00 PM-12:30 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
12:00 PM-12:30 PM	Wreck-a-Mecha	Grand Ballroom 33	Board Games
12:00 PM-1:00 PM	Flip City	Grand Ballroom 13	Board Games
12:00 PM-1:00 PM	GL: Work Days	Grand Ballroom 80	Game Lab
12:00 PM-1:00 PM	La Vita Zombie	Weyerhaeuser	Live Action Role Playing (LARP)
12:00 PM-1:00 PM	Making: How to make a living making games	Pendleton	Panels
12:00 PM-1:30 PM	What's in the Cellar?	Overton 01	Role Playing
12:00 PM-2:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
12:00 PM-2:00 PM	Conan: In the Name of Ibis	Grand Ballroom 25	Board Games
12:00 PM-2:00 PM	"Deck Builders - Star Wars Destiny Dice		
12:00 PM-2:00 PM	GL: Stranded	Grand Ballroom 79	Game Lab
12:00 PM-2:00 PM	Math Trade	Clackamas	Board Games
12:00 PM-2:00 PM	Mega Monopoly	Grand Ballroom 05	Board Games
12:00 PM-2:00 PM	Sentinels of the Multiverse	Grand Ballroom 83	Board Games
12:00 PM-2:00 PM	"Weiss Schwartz - Learn to Play - Open Play		
12:00 PM-2:30 PM	Glass Road	Grand Ballroom 26	Board Games
12:00 PM-2:30 PM	Mechs vs. Minions	Grand Ballroom 07	Miniatures
12:00 PM-3:00 PM	Zombicide - Beginner	Grand Ballroom 39	Miniatures
12:00 PM-6:00 PM	Here I stand	Grand Ballroom 68	Board Games
12:00 PM-11:00 PM	Games You've (Probably) Never Heard Of	Grand Ballroom 18	Miniatures
12:30 PM-1:00 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
12:30 PM-1:00 PM	Wreck-a-Mecha	Grand Ballroom 33	Board Games

SATURDAY, APRIL 1ST

Time	Event	Location	Track
12:30 PM-1:30 PM	Adventure Land - PAW	Grand Ballroom 21	Play & Win, Board Games
12:30 PM-1:30 PM	Flip City - PAW	Grand Ballroom 40	Play & Win, Board Games
12:30 PM-2:00 PM	Barcelona: The Rose of Fire	Grand Ballroom 17	Board Games
12:30 PM-2:30 PM	D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde	Clark 01	Organized RPG Campaigns
12:30 PM-2:30 PM	Legendary: A Mervel Deck-building Game	Grand Ballroom 14	Board Games
1:00 PM-1:30 PM	Here, Kitty, Kitty! -PAW	Grand Ballroom 29	Play & Win, Board Games
1:00 PM-1:30 PM	Jeju Island - PAW	Grand Ballroom 30	Play & Win, Board Games
1:00 PM-1:30 PM	Machi Koro - PAW	Grand Ballroom 22	Play & Win, Board Games
1:00 PM-1:30 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
1:00 PM-2:00 PM	Ask the Sage: Chat with Jeremy Crawford about D&D	Pendleton	Panels
1:00 PM-2:00 PM	Castle Panic - PAW	Grand Ballroom 12	Play & Win, Board Games
1:00 PM-2:00 PM	Cheeky Monkey	Grand Ballroom 88	Board Games
1:00 PM-2:00 PM	GL: Fox Goose Corn	Grand Ballroom 75	Game Lab
1:00 PM-2:00 PM	GL: Welcome to Game Lab	Grand Ballroom 92	Game Lab
1:00 PM-2:00 PM	Guillotine	Grand Ballroom 13	Board Games
1:00 PM-2:00 PM	Mall of Horror	Grand Ballroom 04	Board Games
1:00 PM-2:00 PM	The Grimm Forest	Grand Ballroom 27	Board Games
1:00 PM-2:00 PM	Tongiaki	Grand Ballroom 73	Board Games
1:00 PM-2:30 PM	Captain's Wager - Learn how to play	Grand Ballroom 46	Board Games
1:00 PM-2:30 PM	Star Trek The Next Generation: Interactive VCR Game "A Klingon Challenge"	Small Events Suite	Board Games
1:00 PM-2:30 PM	The Networks - PAW	Grand Ballroom 10	Play & Win, Board Games
1:00 PM-3:00 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 04	Organized RPG Campaigns
1:00 PM-3:00 PM	CCC-BG02 Bleeding Gate Part 2: Amalgamation	Clark 08	Organized RPG Campaigns
1:00 PM-3:00 PM	D&D Learn-to-Play: DDIA-VOLO In Volo's Wake	Clark 02	Organized RPG Campaigns
1:00 PM-3:00 PM	GL: After The Empire	Grand Ballroom 74	Game Lab
1:00 PM-3:00 PM	LCG's - Pathfinder Card Game	Crown Zellerbach 04	Collectible Card Games (CCG)
1:00 PM-3:30 PM	Great Western Trail	Grand Ballroom 35	Board Games
1:00 PM-3:30 PM	Powergrid	Grand Ballroom 36	Board Games
1:00 PM-4:00 PM	Archipelago	Grand Ballroom 34	Board Games
1:00 PM-4:00 PM	Arkham Horror: The Card Game	Grand Ballroom 15	Board Games
1:00 PM-4:00 PM	Automobile	Grand Ballroom 44	Board Games

GAMESTORM 19
 SATURDAY, APRIL 1ST

SCHEDULE

Time	Event	Location	Track
1:00 PM-5:00 PM	#7-10: The Consortium Compact	Washington 06	Organized RPG Campaigns
1:00 PM-5:00 PM	#7-99: Through Maelstrom Rift	Washington 09	Organized RPG Campaigns
1:00 PM-5:00 PM	#8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky	Washington 10	Organized RPG Campaigns
1:00 PM-5:00 PM	#8-11: Forged in Flame, Part 2: Cleansed With Fire	Washington 11	Organized RPG Campaigns
1:00 PM-5:00 PM	#8-13: What Sleeps in Stone	Washington 08	Organized RPG Campaigns
1:00 PM-5:00 PM	#8-15: Hrethnar's Throne	Washington 07	Organized RPG Campaigns
1:00 PM-5:00 PM	A2SP19: Thief in the Library	Washington 01	Organized RPG Campaigns
1:00 PM-5:00 PM	A2SP20: Deep Roads	Clark 09	Organized RPG Campaigns
1:00 PM-5:00 PM	Letter Tycoon - 2017 Oregon State Championship	Grand Ballroom 31 Grand Ballroom 32 Grand Ballroom 42 Grand Ballroom 43	Board Games
1:00 PM-5:00 PM	Quest: Honor's Echo	Washington 05	Organized RPG Campaigns
1:30 PM-2:00 PM	Here, Kitty, Kitty! -PAW	Grand Ballroom 29	Play & Win, Board Games
1:30 PM-2:00 PM	Jeju Island - PAW	Grand Ballroom 30	Play & Win, Board Games
1:30 PM-2:00 PM	Machi Koro - PAW	Grand Ballroom 22	Play & Win, Board Games
1:30 PM-2:00 PM	Swipe Out! - PAW	Grand Ballroom 11	Play & Win, Board Games
1:30 PM-2:00 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
1:30 PM-3:30 PM	DDAL05-07 Chelimber's Descent	Clark 03	Organized RPG Campaigns
1:30 PM-4:00 PM	Black Orchestra	Grand Ballroom 63	Board Games
2:00 PM-2:30 PM	Checkpoint Charlie	Grand Ballroom 17	Board Games
2:00 PM-2:30 PM	Swipe Out! - PAW	Grand Ballroom 11	Play & Win, Board Games
2:00 PM-2:30 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
2:00 PM-3:00 PM	Crowd Funding - Journey Stories	Pendleton	Panels
2:00 PM-3:00 PM	GL: ChronoCity	Grand Ballroom 80	Game Lab
2:00 PM-3:00 PM	Jump Drive	Grand Ballroom 25	Board Games
2:00 PM-3:00 PM	Shadow Hunters	Grand Ballroom 88	Board Games
2:00 PM-3:00 PM	YuGiOh - Open Play - Learn to Play	Crown Zellerbach 02	Collectible Card Games (CCG)
2:00 PM-3:30 PM	Catastrophe	Grand Ballroom 33	Board Games
2:00 PM-3:30 PM	Pandemic: Iberia	Grand Ballroom 13	Board Games
2:00 PM-3:30 PM	Sailing Toward Osiris	Grand Ballroom 83	Board Games
2:00 PM-3:30 PM	Villages of Valleria	Grand Ballroom 05	Board Games

SATURDAY, APRIL 1ST

Time	Event	Location	Track
2:00 PM-4:00 PM	[MIB] Car Wars the Card Game	Grand Ballroom 64	Board Games
2:00 PM-4:00 PM	[MIB] Munchkin	Grand Ballroom 70	Board Games
2:00 PM-4:00 PM	[MIB] Ogre	Grand Ballroom 62	Board Games, Miniatures
2:00 PM-4:00 PM	Build-A-Runner Workshop	Washington 03	Organized RPG Campaigns
2:00 PM-4:00 PM	Build-A-Runner Workshop	Washington 02	Organized RPG Campaigns
2:00 PM-4:00 PM	"Deck Builders - Ascension		
2:00 PM-4:00 PM	First Taste	Washington 04	Organized RPG Campaigns
2:00 PM-4:00 PM	GL: Industry Guest Session #7	Grand Ballroom 92	Game Lab
2:00 PM-4:00 PM	Lords of Vegas	Grand Ballroom 95	Board Games
2:00 PM-4:00 PM	St. Petersburg	Grand Ballroom 45	Board Games
2:00 PM-4:00 PM	The Dead Boarder	Overton 01	Role Playing
2:00 PM-4:00 PM	Xia: Legends of a Drift System	Grand Ballroom 24	Board Games
2:00 PM-4:30 PM	GEV: Storming the Castle	Grand Ballroom 48	Miniatures
2:00 PM-4:30 PM	Loyalty	Grand Ballroom 16	Board Games
2:00 PM-5:30 PM	New Recruits and Rebel Guns (RPGs for kids)	Overton 10	Role Playing
2:00 PM-5:30 PM	Spartacus!	Grand Ballroom 06	Board Games
2:00 PM-6:00 PM	Auctions Speak Louder	Pettygrove 09	Role Playing
2:00 PM-6:00 PM	Broke Down in KC	Clark 10	Organized RPG Campaigns
2:00 PM-6:00 PM	DDAL05-17 Hartkiller's Horn	Clark 06	Organized RPG Campaigns
2:00 PM-6:00 PM	DDAL05-19 Eye of Xxiphu Part 2	Clark 07	Organized RPG Campaigns
2:00 PM-6:00 PM	Gattaibushido:FUSION! - First Contact	Pettygrove 06	Role Playing
2:00 PM-6:00 PM	Moon Cake Mayhem	Overton 05	Role Playing
2:00 PM-6:00 PM	Open Story Gaming: Afternoon Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	Still More Adventures in the World of Eiracken	Overton 12	Role Playing
2:00 PM-6:00 PM	Super Smash Bros WiiU Tournament	Glisan 02	Console Gaming
2:00 PM-6:00 PM	The Wreck of the HMS Ginga	Weyerhaeuser	Live Action Role Playing (LARP)
2:00 PM-6:00 PM	Torchbearer: The Dread Crypt of Skogenby	Lower Lobby 05	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	Turn of the Card: Revolution!	Pettygrove 05	Role Playing
2:00 PM-6:00 PM	UnCONventional Warfare	Clark 12	Organized RPG Campaigns
2:00 PM-7:00 PM	D&D 5e (Future/Space): The Last Orlos	Overton 07	Role Playing
2:00 PM-7:00 PM	Kingdom Death: Monster Introduction	Large Events Suite	Board Games
2:00 PM-7:00 PM	Xia: Legends of a Drift System	Grand Ballroom 98	Board Games
2:30 PM-3:00 PM	Checkpoint Charlie	Grand Ballroom 17	Board Games
2:30 PM-3:00 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games

GAMESTORM 19
 SATURDAY, APRIL 1ST

SCHEDULE

Time	Event	Location	Track
2:30 PM-3:00 PM	Zombie Princess - Dexterity Game	Grand Ballroom 46	Board Games
2:30 PM-3:30 PM	Ambyria: Shroud of the Shadow De- mon - PAW	Grand Ballroom 22	Play & Win, Board Games
2:30 PM-3:30 PM	Exposed - PAW	Grand Ballroom 29	Play & Win, Board Games
2:30 PM-3:30 PM	La Granja: No Siesta - PAW	Grand Ballroom 12	Play & Win, Board Games
2:30 PM-3:30 PM	Rifktwalker: A Storm Hollow Card Game	Clackamas 09	Board Games
2:30 PM-4:00 PM	Coal Baron: The Great Card Game - PAW	Grand Ballroom 30	Play & Win, Board Games
2:30 PM-4:00 PM	Meduris: Der Ruf der Gotter - PAW	Grand Ballroom 21	Play & Win, Board Games
3:00 PM-3:30 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
3:00 PM-4:00 PM	Cultural, Ethnic, and Gender Factors in Geek Culture	Pendleton	Panels
3:00 PM-4:00 PM	Flip City - PAW	Grand Ballroom 11	Play & Win, Board Games
3:00 PM-4:00 PM	GL: Leaf	Grand Ballroom 75	Game Lab
3:00 PM-4:00 PM	GL: Wizard Battle!	Grand Ballroom 79	Game Lab
3:00 PM-4:00 PM	Salmon Run	Grand Ballroom 04	Board Games
3:00 PM-4:00 PM	StreetPass Hour	Flanders 02	Console Gaming
3:00 PM-4:00 PM	The Dragon & Flagon - PAW	Grand Ballroom 40	Play & Win, Board Games
3:00 PM-4:00 PM	The Last Spike - PAW	Grand Ballroom 10	Play & Win, Board Games
3:00 PM-5:00 PM	Cardfight Vanguard - Learn to Play - Open Play	Crown Zellerbach	Collectible Card Games (CCG)
3:00 PM-5:00 PM	Castle Panic	Grand Ballroom 88	Board Games
3:00 PM-5:00 PM	Conan: The Conspiracy in Khauran	Grand Ballroom 25	Board Games
3:00 PM-5:00 PM	D&D Learn-to-Play: DDAL05-01 Trea- sure of the Broken Horde	Clark 01	Organized RPG Campaigns
3:00 PM-5:00 PM	LCG's - Arkham Horror	Crown Zellerbach 03	Collectible Card Games (CCG)
3:00 PM-6:00 PM	Fallout: Equestria	Grand Ballroom 49	Miniatures
3:00 PM-6:00 PM	Magic the Gathering - Commander Open Play	Crown Zellerbach 04	Collectible Card Games (CCG)
3:00 PM-6:00 PM	Zombicide -Intermediate	Grand Ballroom 39	Miniatures
3:00 PM-7:00 PM	Eclipse	Grand Ballroom 02	Board Games
3:00 PM-7:00 PM	Ground Floor	Grand Ballroom 37	Board Games
3:30 PM-4:00 PM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
3:30 PM-5:00 PM	Gold is for the Greedy	Grand Ballroom 33	Board Games
3:30 PM-5:30 PM	CCC-BG01 Bleeding Gate Part 1: Pan- demonium	Clark 04	Organized RPG Campaigns
3:30 PM-5:30 PM	D&D AL with Jeremy Crawford?	Clark 08	Organized RPG Campaigns
3:30 PM-5:30 PM	D&D Learn-to-Play: DDIA-VOLO In Volo's Wake	Clark 02	Organized RPG Campaigns

SATURDAY, APRIL 1ST

Time	Event	Location	Track
3:30 PM-6:00 PM	Power Struggle	Grand Ballroom 14	Board Games
4:00 PM-4:30 PM	Garbage Day - PAW	Grand Ballroom 22	Play & Win, Board Games
4:00 PM-4:30 PM	Good Cop Bad Cop - PAW	Grand Ballroom 29	Play & Win, Board Games
4:00 PM-5:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
4:00 PM-5:00 PM	GL: Big Top Brawl	Grand Ballroom 79	Game Lab
4:00 PM-5:00 PM	GL: Crush Rush	Grand Ballroom 80	Game Lab
4:00 PM-5:30 PM	Game Design Discussion Groups	Pendleton	Panels
4:00 PM-5:30 PM	The Necropolis	Overton 01	Role Playing
4:00 PM-6:00 PM	[MIB] Chez Geek	Grand Ballroom 64	Board Games
4:00 PM-6:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
4:00 PM-6:00 PM	Ascension War of Shadows	Grand Ballroom 15	Board Games
4:00 PM-6:00 PM	Build-A-Runner Workshop	Washington 04	Organized RPG Campaigns
4:00 PM-6:00 PM	DDEX2-05 Flames of Kythorn - Tier 1	Clark 03	Organized RPG Campaigns
4:00 PM-6:00 PM	Deck Builders - Star Realms	Crown Zellerbach 01	Collectible Card Games (CCG)
4:00 PM-6:00 PM	First Taste	Washington 03	Organized RPG Campaigns
4:00 PM-6:00 PM	First Taste	Washington 02	Organized RPG Campaigns
4:00 PM-6:00 PM	GL: Epoch : The Awakening	Grand Ballroom 74	Game Lab
4:00 PM-6:00 PM	Puerto Rico	Grand Ballroom 73	Board Games
4:00 PM-7:00 PM	Archipelago	Grand Ballroom 34	Board Games
4:00 PM-7:00 PM	Orleans	Grand Ballroom 26	Board Games
4:00 PM-7:00 PM	Pax Renaissance	Grand Ballroom 83	Board Games
4:00 PM-7:30 PM	Kanban	Grand Ballroom 24	Board Games
4:00 PM-9:00 PM	Indonesia	Grand Ballroom 60	Board Games
4:30 PM-5:00 PM	Garbage Day - PAW	Grand Ballroom 22	Play & Win, Board Games
4:30 PM-5:00 PM	Good Cop Bad Cop - PAW	Grand Ballroom 29	Play & Win, Board Games
4:30 PM-5:30 PM	Castle Panic - PAW	Grand Ballroom 12	Play & Win, Board Games
4:30 PM-5:30 PM	Imhotep - PAW	Grand Ballroom 11	Play & Win, Board Games
4:30 PM-5:30 PM	Tavarua - PAW	Grand Ballroom 40	Play & Win, Board Games
4:30 PM-7:00 PM	OGRE: Shin Kaiju	Grand Ballroom 48	Miniatures
5:00 PM-5:30 PM	4 the Birds - PAW	Grand Ballroom 21	Play & Win, Board Games
5:00 PM-5:30 PM	Dungeon Busters - PAW	Grand Ballroom 30	Play & Win, Board Games
5:00 PM-6:00 PM	[MIB] Simons Cat	Grand Ballroom 65	Board Games

GAMESTORM 19
 SATURDAY, APRIL 1ST

SCHEDULE

Time	Event	Location	Track
5:00 PM-6:00 PM	Colony - PAW	Grand Ballroom 29	Play & Win, Board Games
5:00 PM-6:00 PM	Deception: Murder in Hong Kong	Grand Ballroom 03	Board Games
5:00 PM-6:00 PM	GL: Do or Dice	Grand Ballroom 75	Game Lab
5:00 PM-6:00 PM	GL: Industry Short Session 2	Grand Ballroom 92	Game Lab
5:00 PM-6:00 PM	GL: These Cats Hate Peas!	Grand Ballroom 80	Game Lab
5:00 PM-6:30 PM	Mysterium	Grand Ballroom 91	Board Games
5:00 PM-7:00 PM	"LCG's - Netrunner		
5:00 PM-7:30 PM	After The Empire DEMO	Grand Ballroom 47	Board Games
5:00 PM-7:30 PM	The Manhattan Project: Energy Empire	Grand Ballroom 13	Board Games
5:00 PM-8:00 PM	Compounded: Better Gaming Through Chemistry	Grand Ballroom 05	Board Games
5:00 PM-8:00 PM	Game of 49 - 2017 Oregon State Championship	Grand Ballroom 31 Grand Ballroom 32 Grand Ballroom 42 Grand Ballroom 43	Board Games
5:00 PM-8:00 PM	Merchant of Venus (1988)	Grand Ballroom 95	Board Games
5:00 PM-9:00 PM	Railroad Tolkoon	Grand Ballroom 45	Board Games
5:00 PM-9:00 PM	Theatre Arcanos presents BLOOD MONEY	Multnomah	Live Action Role Playing (LARP)
5:30 PM-6:00 PM	4 the Birds - PAW	Grand Ballroom 21	Play & Win, Board Games
5:30 PM-6:00 PM	A Fistful of Penguins - PAW	Grand Ballroom 10	Play & Win, Board Games
5:30 PM-6:00 PM	Dungeon Busters - PAW	Grand Ballroom 30	Play & Win, Board Games
5:30 PM-9:00 PM	Game Lab Designers Forum 2	Game Lab Suite	Game Lab
6:00 PM-2:00 AM	Battlestar Galactica 4 Destination Game	Clackamas 01	Board Games
6:00 PM-6:30 PM	A Fistful of Penguins - PAW	Grand Ballroom 10	Play & Win, Board Games
6:00 PM-7:00 PM	GL: Hex Raiders	Grand Ballroom 75	Game Lab
6:00 PM-7:00 PM	GL: Mob Jobs	Grand Ballroom 79	Game Lab
6:00 PM-7:00 PM	You Have Died of Dysentery	Grand Ballroom 06	Board Games
6:00 PM-7:30 PM	Citadels (2016 edition)	Grand Ballroom 04	Board Games
6:00 PM-7:30 PM	Tanctics	Grand Ballroom 33	Board Games
6:00 PM-7:30 PM	What's in the Cellar?	Overton 01	Role Playing
6:00 PM-8:00 PM	[MIB] Chez Geek	Grand Ballroom 65	Board Games
6:00 PM-8:00 PM	[MIB] Ogre	Grand Ballroom 62	Board Games, Miniatures
6:00 PM-8:00 PM	Deck Builders - Dice Masters	Crown Zellerbach 01	Collectible Card Games (CCG)
6:00 PM-8:00 PM	Elder Sign: Omens of the Deep	Grand Ballroom 03	Board Games
6:00 PM-9:00 PM	Kanban: Automotive Revolution	Grand Ballroom 44	Board Games
6:00 PM-9:00 PM	RoboRally	Grand Ballroom 78	Board Games
6:00 PM-10:00 PM	#8-13: What Sleeps in Stone	Washington 11	Organized RPG Campaigns

SATURDAY, APRIL 1ST

Time	Event	Location	Track
6:00 PM-10:00 PM	#8-14: To Seal the Shadow	Washington 09	Organized RPG Campaigns
6:00 PM-10:00 PM	#8-15: Hrethnar's Throne	Washington 10	Organized RPG Campaigns
6:00 PM-10:00 PM	Artemis Spaceship Bridge Simulator - War Server	Flanders 01	Console Gaming
6:00 PM-10:00 PM	Magic the Gathering - Sealed Deck Kaladesh	Crown Zellerbach 03	Collectible Card Games (CCG)
6:00 PM-11:00 PM	DDEP05-02 The Ark of the Mountains - Tier 1	Clark 02	Organized RPG Campaigns
6:00 PM-11:00 PM	DDEP05-02 The Ark of the Mountains - Tier 2	Clark 06	Organized RPG Campaigns
6:00 PM-11:00 PM	DDEP05-02 The Ark of the Mountains - Tier 3	Clark 10	Organized RPG Campaigns
6:30 PM-7:00 PM	StarFall - PAW	Grand Ballroom 12	Play & Win, Board Games
6:30 PM-8:00 PM	Free Play - PAW	Grand Ballroom 11	Play & Win, Board Games
6:30 PM-8:00 PM	Ulm - PAW	Grand Ballroom 22	Play & Win, Board Games
6:30 PM-8:30 PM	Star Trek Panic - PAW	Grand Ballroom 21	Play & Win, Board Games
6:30 PM-8:30 PM	Tetris Attack Tournament	Glisan 02	Console Gaming
7:00 PM-12:00 AM	Casters & Cantrips	Pettygrove 08	Role Playing
7:00 PM-12:00 AM	Savage Saturday! - Hammon's Heist	Overton 12	Role Playing
7:00 PM-12:00 AM	Savage Saturday! - Mustache Force - Manhunt	Overton 09	Role Playing
7:00 PM-12:00 AM	Savage Saturday! - Space Marines vs. Space ISIS Zombies In Space	Overton 04	Role Playing
7:00 PM-12:00 AM	Secrets of the Lost Tomb: Evening Expedition	Grand Ballroom 88	Board Games
7:00 PM-7:30 PM	StarFall - PAW	Grand Ballroom 12	Play & Win, Board Games
7:00 PM-7:30 PM	Tides of Madness - PAW	Grand Ballroom 30	Play & Win, Board Games
7:00 PM-8:00 PM	Crazy Karts - PAW	Grand Ballroom 40	Play & Win, Board Games
7:00 PM-8:00 PM	GL: Mob Jobs	Grand Ballroom 79	Game Lab
7:00 PM-8:00 PM	GL: Nocturnal	Grand Ballroom 80	Game Lab
7:00 PM-8:00 PM	Roll for the Galaxy	Grand Ballroom 91	Board Games
7:00 PM-8:00 PM	Superfight!	Grand Ballroom 25	Board Games
7:00 PM-8:00 PM	The Last Spike - PAW	Grand Ballroom 10	Play & Win, Board Games
7:00 PM-8:00 PM	"YuGiOh - Open Play - Learn to Play	"	Crown Zellerbach 04
7:00 PM-8:30 PM	Sailing Toward Osiris	Grand Ballroom 98	Board Games
7:00 PM-9:00 PM	Build-A-Runner Workshop	Washington 02	Organized RPG Campaigns

GAMESTORM 19
 SATURDAY, APRIL 1ST

Time	Event	Location	Track
7:00 PM-9:00 PM	Evolution with Climate Expansion	Grand Ballroom 06	Board Games
7:00 PM-9:00 PM	First Taste	Washington 04	Organized RPG Campaigns
7:00 PM-9:00 PM	First Taste of Anarchy	Washington 03	Organized RPG Campaigns
7:00 PM-9:00 PM	GL: Delve	Grand Ballroom 74	Game Lab
7:00 PM-9:00 PM	"LCG's - Lord of the Rings		
7:00 PM-9:00 PM	Manhattan Project: ENERGY EMPIRE	Grand Ballroom 02	Board Games
7:00 PM-10:00 PM	Yedo	Grand Ballroom 34	Board Games
7:00 PM-10:30 PM	Tower in the Mist	Pettygrove 07	Role Playing
7:00 PM-11:00 PM	A2SP21: The Act of Execration	Washington 01	Organized RPG Campaigns
7:00 PM-11:00 PM	A3AP1: Ripples of Fate	Washington 05	Organized RPG Campaigns
7:00 PM-11:00 PM	DUNE: SHADOWS OF THE LANDS-RAAD	Weyerhaeuser	Live Action Role Playing (LARP)
7:00 PM-11:00 PM	Prize Trophy	Pettygrove 09	Role Playing
7:00 PM-11:00 PM	Psi-punk: Running Amok	Pettygrove 05	Role Playing
7:00 PM-11:00 PM	Savage Saturday! - Crimson Blossoms: The Hanafuda Run	Overton 08	Role Playing
7:00 PM-11:00 PM	Savage Saturday! - Graduation Day	Overton 03	Role Playing
7:00 PM-11:00 PM	Savage Saturday! - Planet of Fire	Overton 10	Role Playing
7:00 PM-11:00 PM	Savage Saturday! - The Project Q Conflict - Temptation of Temperance	Overton 11	Role Playing
7:00 PM-11:00 PM	Scythe	Grand Ballroom 63	Board Games
7:00 PM-11:00 PM	SRM 07-04: Do No Harm	Washington 07	Organized RPG Campaigns
7:00 PM-11:00 PM	The Farmer's Daughter	Washington 06	Organized RPG Campaigns
7:00 PM-11:00 PM	The Morrow Project	Pettygrove 04	Role Playing
7:00 PM-11:00 PM	Troubled Waters	Pettygrove 06	Role Playing
7:00 PM-11:00 PM	UnCONventional Warfare	Washington 08	Organized RPG Campaigns
7:00 PM-11:30 PM	Turn of the Card: Colonial Dark Hearts "The Dark Elm"	Overton 05	Role Playing
7:30 PM-8:00 PM	Tides of Madness - PAW	Grand Ballroom 30	Play & Win, Board Games
7:30 PM-10:00 PM	Crisis	Grand Ballroom 13	Board Games
8:00 PM-12:00 AM	[MIB] Munchkin: Cheating for Charity	Grand Ballroom 69 Grand Ballroom 70	Board Games
8:00 PM-12:00 AM	Battlestar Galactica (with Daybreak)	Grand Ballroom 37	Board Games
8:00 PM-12:00 AM	Home by Dark	Lower Lobby 06	Indie Hurricane (Indie RPG)
8:00 PM-12:00 AM	Open Story Gaming: Evening Session	Lower Lobby 01	Indie Hurricane (Indie RPG)

SATURDAY, APRIL 1ST

Time	Event	Location	Track
8:00 PM-12:00 AM	Skull King - 2017 Oregon State Championship	Grand Ballroom 31 Grand Ballroom 32 Grand Ballroom 42 Grand Ballroom 43	Board Games
8:00 PM-12:00 AM	The Dreaming Ward	Overton 01	Role Playing
8:00 PM-12:00 AM	Wizards Quest Hardcore mode	Grand Ballroom 04	Board Games
8:00 PM-1:00 AM	Arkham Horror with expansions	Grand Ballroom 73	Board Games
8:00 PM-8:30 PM	AssassinCon - PAW	Grand Ballroom 29	Play & Win, Board Games
8:00 PM-9:00 PM	Harry Potter: Hogwarts Battle - PAW	Grand Ballroom 12	Play & Win, Board Games
8:00 PM-9:00 PM	Splendor	Grand Ballroom 26	Board Games
8:00 PM-9:30 PM	Race for the Galaxy	Grand Ballroom 91	Board Games
8:00 PM-10:00 PM	Deck Builders - DC Deckbuilding	Crown Zellerbach 01	Collectible Card Games (CCG)
8:00 PM-10:00 PM	Elder Sign	Grand Ballroom 24	Board Games
8:00 PM-10:00 PM	Flash Back	Lower Lobby 04	Indie Hurricane (Indie RPG)
8:00 PM-10:00 PM	GL: Industry Guest Session #8	Grand Ballroom 92	Game Lab
8:00 PM-10:00 PM	GL: Stranded	Grand Ballroom 75	Game Lab
8:00 PM-10:00 PM	GL: The Order	Grand Ballroom 80	Game Lab
8:00 PM-11:00 PM	Magic the Gathering - Commander Open Play	Crown Zellerbach 04	Collectible Card Games (CCG)
8:00 PM-11:00 PM	Spartacus	Grand Ballroom 83	Board Games
8:00 PM-11:00 PM	What the Bullet Sang	Large Events Suite	Indie Hurricane (Indie RPG)
8:30 PM-9:00 PM	AssassinCon - PAW	Grand Ballroom 29	Play & Win, Board Games
8:30 PM-9:30 PM	3 Seeds - PAW	Grand Ballroom 21	Play & Win, Board Games
8:30 PM-9:30 PM	Booze Barons - PAW	Grand Ballroom 10	Play & Win, Board Games
8:30 PM-9:30 PM	Castle Panic - PAW	Grand Ballroom 40	Play & Win, Board Games
8:30 PM-9:30 PM	Touria - PAW	Grand Ballroom 11	Play & Win, Board Games
9:00 PM-11:00 PM	Buffy the Vampire Slayer!	Grand Ballroom 60	Board Games
9:00 PM-11:00 PM	Build-A-Runner Workshop	Washington 04	Organized RPG Campaigns
9:00 PM-11:00 PM	First Taste	Washington 02	Organized RPG Campaigns
9:00 PM-11:00 PM	First Taste of Anarchy	Washington 03	Organized RPG Campaigns
9:00 PM-11:00 PM	Free Play - PAW	Grand Ballroom 22	Play & Win, Board Games
9:00 PM-11:00 PM	"LCG's - A Game of Thrones		
9:00 PM-11:00 PM	"Weiss Schwartz - Learn to Play - Open Play		

GAMESTORM 19
 SATURDAY, APRIL 1ST

Time	Event	Location	Track
9:00 PM-11:00 PM	wings of war vs king kong	Grand Ballroom 38	Miniatures
9:30 PM-10:30 PM	6 nimmt!	Grand Ballroom 68	Board Games
9:30 PM-10:30 PM	The Dragon & Flagon - PAW	Grand Ballroom 29	Play & Win, Board Games
10:00 PM-12:00 AM	[MIB] I hate Zombies	Grand Ballroom 64	Board Games
10:00 PM-12:00 AM	Betrayal at House on the Hill	Grand Ballroom 98	Board Games
10:00 PM-1:00 AM	Fury of Dracula	Grand Ballroom 78	Board Games
10:00 PM-2:00 AM	Mansions of Madness Second Edition	Grand Ballroom 24	Board Games
10:00 PM-2:00 AM	Prey for Daylight: Ground Zero	Multnomah	Live Action Role Playing (LARP)
10:00 PM-3:00 AM	Mansions of Madness: 2nd Edition	Clackamas 07	Board Games
10:00 PM-10:30 PM	Good Cop Bad Cop - PAW	Grand Ballroom 40	Play & Win, Board Games
10:00 PM-11:00 PM	Ca\$h 'n Guns	Grand Ballroom 06	Board Games
10:00 PM-11:00 PM	Tavarua - PAW	Grand Ballroom 10	Play & Win, Board Games
10:00 PM-11:00 PM	That "Dirty" (blank)ing Card Game	Grand Ballroom 05	Board Games
10:30 PM-1:30 AM	Into the Woods	Pendleton	Board Games
11:00 PM-12:00 AM	Joking Hazard	Large Events Suite	Board Games
11:00 PM-12:00 AM	Two Rooms and a Boom	Washington	Board Games
11:30 PM-1:30 AM	Storm Hollow: A Storyboard Game	Pettygrove 04	Role Playing
11:45 PM-1:45 AM	Are You A Werewolf?	Weyerhaeuser	Live Action Role Playing (LARP)
Sunday, April 2nd			
12:00 AM-2:00 AM	Cards Against Humanity	Large Events Suite	Board Games
7:00 AM-3:00 PM	1822 The Railways of Great Britian	Grand Ballroom 01	Board Games
8:00 AM-8:30 AM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
8:00 AM-9:00 AM	What the Food?	Grand Ballroom 03	Board Games
8:00 AM-9:30 AM	Kingsburg	Grand Ballroom 13	Board Games
8:00 AM-10:00 AM	[MIB] Play SJ Games	Grand Ballroom 61	Board Games
8:00 AM-10:00 AM	Marco Polo and Friends	Grand Ballroom 15	Board Games
8:00 AM-12:00 PM	Bora Bora	Grand Ballroom 25	Board Games
8:30 AM-9:00 AM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
9:00 AM-9:30 AM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
9:00 AM-10:00 AM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
9:00 AM-10:00 AM	Fiah Cook	Grand Ballroom 83	Board Games
9:00 AM-10:00 AM	GL: Escape the Dungeon	Grand Ballroom 80	Game Lab
9:00 AM-10:00 AM	GL: Good Kitty!	Grand Ballroom 75	Game Lab
9:00 AM-10:00 AM	GL: Welcome to Game Lab	Grand Ballroom 92	Game Lab
9:00 AM-10:00 AM	Run, Fight or Die!	Grand Ballroom 03	Board Games
9:00 AM-10:00 AM	Sunday Morning Worship	Pendleton	Panels
9:00 AM-10:00 AM	Unexploded Cow	Grand Ballroom 45	Board Games
9:00 AM-10:30 AM	Hoity Toity	Grand Ballroom 04	Board Games
9:00 AM-10:30 AM	Villages of Valleria	Grand Ballroom 05	Board Games
9:00 AM-11:00 AM	[MIB] Munchkin	Grand Ballroom 69	Board Games

SUNDAY, APRIL 2ND

Time	Event	Location	Track
9:00 AM-11:00 AM	Build-A-Runner Workshop	Washington 04	Organized RPG Campaigns
9:00 AM-11:00 AM	Coal Baron	Grand Ballroom 44	Board Games
9:00 AM-11:00 AM	First Taste of Anarchy	Clark 11	Organized RPG Campaigns
9:00 AM-11:00 AM	GL: Mountains of the Moon	Grand Ballroom 74	Game Lab
9:00 AM-11:00 AM	Ogre	Grand Ballroom 14	Board Games
9:00 AM-11:00 AM	Pax Pamir	Grand Ballroom 91	Board Games
9:00 AM-12:00 PM	Fabled Fruit Forever (almost)	Grand Ballroom 98	Board Games
9:00 AM-12:00 PM	Keyflower	Grand Ballroom 47	Board Games
9:00 AM-12:00 PM	PanzerBlitz / Panzer Leader	Grand Ballroom 02	Board Games
9:00 AM-12:00 PM	The Barrow of Ghastly Doom	Pettygrove 06	Role Playing
9:00 AM-12:00 PM	Vegas Showdown	Grand Ballroom 26	Board Games
9:00 AM-12:30 PM	Sunday Morning Apocalypse	Pettygrove 09	Role Playing
9:00 AM-1:00 PM	#6-99: True Dragons of Absalom	Washington 09	Organized RPG Campaigns
9:00 AM-1:00 PM	#7-99: Through Maelstrom Rift	Washington 07	Organized RPG Campaigns
9:00 AM-1:00 PM	#8-12: Tyranny of Winds, Part 3: Caught in the Eclipse	Washington 10	Organized RPG Campaigns
9:00 AM-1:00 PM	#8-13: What Sleeps in Stone	Washington 08	Organized RPG Campaigns
9:00 AM-1:00 PM	#8-14: To Seal the Shadow	Washington 06	Organized RPG Campaigns
9:00 AM-1:00 PM	#8-15: Hrethnar's Throne	Washington 11	Organized RPG Campaigns
9:00 AM-1:00 PM	Quest: Honor's Echo	Washington 05	Organized RPG Campaigns
9:00 AM-1:00 PM	SRM 07-05: A Little Wetwork	Washington 03	Organized RPG Campaigns
9:00 AM-1:00 PM	Today Isn't Your Day, Tomorrow Isn't Looking Good Either	Washington 02	Organized RPG Campaigns
9:00 AM-1:30 PM	From the Sky!	Pettygrove 04	Role Playing
9:00 AM-2:00 PM	Arkham Horror with expansions	Grand Ballroom 73	Board Games
9:00 AM-4:00 PM	Chaosium Demos	Overton 02	Role Playing
9:00 AM-4:00 PM	Diplomacy	Grand Ballroom 06	Board Games
9:00 AM-4:00 PM	Warhammer 30k	Grand Ballroom 09	Miniatures
9:30 AM-10:00 AM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
9:30 AM-11:00 AM	Shadows Over Camelot	Grand Ballroom 63	Board Games
10:00 AM-10:30 AM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
10:00 AM-11:00 AM	[MIB] Bill & Ted	Grand Ballroom 61	Board Games
10:00 AM-11:00 AM	[MIB] Simons Cat	Grand Ballroom 65	Board Games
10:00 AM-11:00 AM	Arch Rival	Grand Ballroom 68	Board Games
10:00 AM-11:00 AM	Simon's Cat	Grand Ballroom 03	Board Games
10:00 AM-11:00 AM	Starbase Jeff	Grand Ballroom 83	Board Games
10:00 AM-11:00 AM	The Resistance: Avalon	Grand Ballroom 46	Board Games

GAMESTORM 19
 SUNDAY, APRIL 2ND

SCHEDULE

Time	Event	Location	Track
10:00 AM-11:30 AM	Covert Demo	Grand Ballroom 23	Board Games
10:00 AM-11:30 AM	Sailing Toward Osiris	Grand Ballroom 37	Board Games
10:00 AM-11:30 AM	The Necropolis	Overton 01	Role Playing
10:00 AM-12:00 PM	[MIB] Ninja Burger	Grand Ballroom 64	Board Games
10:00 AM-12:00 PM	Boffer Free For All	Multnomah	Live Action Role Playing (LARP)
10:00 AM-12:00 PM	GL: American Legend	Grand Ballroom 79	Game Lab
10:00 AM-12:00 PM	GL: Industry Guest Session #9	Grand Ballroom 92	Game Lab
10:00 AM-12:00 PM	GL: Space Game	Grand Ballroom 75	Game Lab
10:00 AM-12:00 PM	Golden Sky Stories	Lower Lobby 05	Indie Hurricane (Indie RPG)
10:00 AM-12:00 PM	Open Story Gaming: Morning Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
10:00 AM-12:00 PM	Star Trek Panic	Grand Ballroom 24	Board Games
10:00 AM-1:00 PM	Fallout: Equestria	Grand Ballroom 49	Miniatures
10:00 AM-1:00 PM	Kemet	Grand Ballroom 45	Board Games
10:00 AM-2:00 PM	Battlestar Galactica	Grand Ballroom 95	Board Games
10:00 AM-2:00 PM	Dimension - 2017 Oregon State Championship	Grand Ballroom 31 Grand Ballroom 32 Grand Ballroom 42 Grand Ballroom 43	Board Games
10:00 AM-2:00 PM	Free Play - Envoy	Grand Ballroom 10	Board Games
10:00 AM-2:00 PM	Free Play - Envoy	Grand Ballroom 33	Board Games
10:00 AM-2:00 PM	Free Play - Envoy	Grand Ballroom 29	Board Games
10:00 AM-2:00 PM	Free Play - Envoy	Grand Ballroom 40	Board Games
10:00 AM-2:00 PM	LA HP 2-13: We do What We Must (1st round)	Clark 09	Organized RPG Campaigns
10:00 AM-2:00 PM	Summiteers	Grand Ballroom 60	Board Games
10:00 AM-4:00 PM	Battletech kill it keep it, bring in the assaults	Grand Ballroom 38	Miniatures
10:00 AM-4:00 PM	Drop-In Console Gaming	Glisan 01	Console Gaming
10:00 AM-4:00 PM	Drop-In LAN Gaming	Flanders 01	Console Gaming
10:30 AM-11:00 AM	Take the Gold Game Demos	Grand Ballroom 78	Board Games
10:30 AM-3:30 PM	DDEP05-01 The Iron Baron - Tier 1	Clark 02	Organized RPG Campaigns
10:30 AM-3:30 PM	DDEP05-01 The Iron Baron - Tier 2	Clark 06	Organized RPG Campaigns
11:00 AM-12:00 PM	[MIB] Bill & Ted	Grand Ballroom 61	Board Games
11:00 AM-12:00 PM	Asara	Grand Ballroom 16	Board Games
11:00 AM-12:00 PM	Ask the Sage: Chat with Jeremy Crawford about D&D	Pendleton	Panels
11:00 AM-12:00 PM	Game Lab Teaching Session 3	Game Lab Suite	Game Lab
11:00 AM-12:00 PM	GL: Take the Gold	Grand Ballroom 80	Game Lab
11:00 AM-12:00 PM	Gravwell: Escape from the 9th Dimension	Grand Ballroom 14	Board Games
11:00 AM-12:00 PM	La Vita Zombie	Weyerhaeuser	Live Action Role Playing (LARP)

SUNDAY, APRIL 2ND

Time	Event	Location	Track
11:00 AM-12:00 PM	Valeria: Card Kingdoms	Grand Ballroom 28	Board Games
11:00 AM-12:00 PM	Zombie Dice	Grand Ballroom 03	Board Games
11:00 AM-12:00 PM	Zombinion	Grand Ballroom 15	Board Games
11:00 AM-1:00 PM	[MIB] Munchkin	Grand Ballroom 69	Board Games
11:00 AM-1:00 PM	Ascension War of Shadows	Grand Ballroom 13	Board Games
11:00 AM-1:00 PM	"Cardfight Vanguard - Learn to Play - Open Play		
11:00 AM-1:00 PM	Deck Builders - Dice Masters	Crown Zellerbach 02	Collectible Card Games (CCG)
11:00 AM-1:00 PM	First Taste	Washington 04	Organized RPG Campaigns
11:00 AM-1:00 PM	First Taste of Anarchy	Clark 11	Organized RPG Campaigns
11:00 AM-1:00 PM	"LCG's - Netrunner		
11:00 AM-1:00 PM	Magic the Gathering - Pack Wars	Crown Zellerbach 05	Collectible Card Games (CCG)
11:00 AM-2:00 PM	Compounded: Better Gaming Through Chemistry	Grand Ballroom 04	Board Games
11:00 AM-2:00 PM	Escape from Colditz	Grand Ballroom 27	Board Games
11:00 AM-2:00 PM	Magic the Gathering - Commander Open Play	Crown Zellerbach 04	Collectible Card Games (CCG)
11:00 AM-2:00 PM	Progress: Evolution of Technology	Grand Ballroom 21	Board Games
11:00 AM-3:00 PM	Babylon 5: Shadow Struggle	Grand Ballroom 88	Board Games
11:00 AM-3:00 PM	Eclipse with Rise of the Ancients	Grand Ballroom 91	Board Games
11:00 AM-3:00 PM	Euphoria	Grand Ballroom 83	Board Games
11:30 AM-12:00 PM	Zombie Princess - Dexterity Game	Grand Ballroom 17	Board Games
11:30 AM-3:00 PM	Double Crossbones! (RPGs for Kids)	Overton 07	Role Playing
11:30 AM-3:00 PM	Tower in the Mist	Overton 03	Role Playing
11:30 AM-3:30 PM	Bonethorne Port	Overton 06	Role Playing
11:30 AM-3:30 PM	Survival of the Able	Overton 12	Role Playing
11:30 AM-3:30 PM	The Morrow Project	Overton 05	Role Playing
11:30 AM-4:30 PM	GURPS: SWAT - Cavemen of Mt. Tabor	Overton 04	Role Playing
11:30 AM-4:30 PM	Low Life - Bowls of the Oith	Overton 09	Role Playing
12:00 PM-12:30 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
12:00 PM-1:00 PM	A Radio Geekly: The KBOO Radio Hour	Pendleton	Panels
12:00 PM-1:00 PM	Castles of Caladale Demo	Grand Ballroom 23	Board Games
12:00 PM-1:00 PM	Chrononauts	Grand Ballroom 25	Board Games
12:00 PM-1:00 PM	GL: Fox Goose Corn	Grand Ballroom 75	Game Lab
12:00 PM-1:00 PM	The Grimm Forest	Grand Ballroom 24	Board Games
12:00 PM-1:30 PM	Betrayal at House on the Hill: Widow's Walk	Grand Ballroom 02	Board Games
12:00 PM-2:00 PM	Stone Age	Grand Ballroom 15	Board Games
12:00 PM-2:00 PM	[MIB] Chez Geek	Grand Ballroom 65	Board Games
12:00 PM-2:00 PM	GL: After The Empire	Grand Ballroom 74	Game Lab
12:00 PM-2:00 PM	Tammany Hall	Grand Ballroom 44	Board Games

GAMESTORM 19
 SUNDAY, APRIL 2ND

SCHEDULE

Time	Event	Location	Track
12:00 PM-2:30 PM	Mechs vs. Minions	Grand Ballroom 07	Miniatures
12:00 PM-2:30 PM	Primordial Soup	Grand Ballroom 63	Board Games
12:00 PM-2:30 PM	Ygdrasil	Grand Ballroom 98	Board Games
12:00 PM-3:00 PM	Millenium Blades	Grand Ballroom 28	Board Games
12:00 PM-3:00 PM	Scythe	Grand Ballroom 37	Board Games
12:00 PM-4:00 PM	Battlestar Galactica (with Daybreak)	Grand Ballroom 17	Board Games
12:00 PM-4:00 PM	The Dreaming Ward	Overton 01	Role Playing
12:30 PM-1:00 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
12:30 PM-1:30 PM	Salem	Grand Ballroom 05	Board Games
1:00 PM-1:30 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
1:00 PM-2:00 PM	Codex (introduction)	Grand Ballroom 26	Board Games
1:00 PM-2:00 PM	GL: Switchback	Grand Ballroom 80	Game Lab
1:00 PM-2:00 PM	Lanterns Demo	Grand Ballroom 23	Board Games
1:00 PM-2:00 PM	Pandemic	Grand Ballroom 16	Board Games
1:00 PM-2:30 PM	Edo	Grand Ballroom 03	Board Games
1:00 PM-3:00 PM	[MIB] Beat the Men in Black	Grand Ballroom 70	Board Games
1:00 PM-3:00 PM	"Deck Builders - Star Wars Destiny Dice		
1:00 PM-3:00 PM	First Taste of Anarchy	Clark 12	Organized RPG Campaigns
1:00 PM-3:00 PM	GL: Industry Guest Session #10	Grand Ballroom 92	Game Lab
1:00 PM-3:00 PM	GL: The Order	Grand Ballroom 79	Game Lab
1:00 PM-3:00 PM	"LCG's - A Game of Thrones		
1:00 PM-3:00 PM	"Weiss Schwartz - Learn to Play - Open Play		
1:00 PM-3:30 PM	five tribes	Grand Ballroom 45	Board Games
1:00 PM-3:30 PM	Prospectus	Grand Ballroom 25	Board Games
1:00 PM-4:00 PM	Concordia	Grand Ballroom 68	Board Games
1:00 PM-5:00 PM	Friendship Is Tragic	Clark 11	Organized RPG Campaigns
1:00 PM-5:00 PM	Mage Without A Face	Washington 02	Organized RPG Campaigns
1:00 PM-5:00 PM	Maria	Grand Ballroom 14	Board Games
1:00 PM-5:00 PM	SRM 07-06: Windy City Chaos	Washington 03	Organized RPG Campaigns
1:00 PM-5:00 PM	UnCONventional Warfare	Clark 10	Organized RPG Campaigns
1:00 PM-5:00 PM	UnCONventional Warfare	Washington 04	Organized RPG Campaigns
1:30 PM-2:00 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
2:00 PM-2:30 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
2:00 PM-3:00 PM	Castles of Caladale Demo	Grand Ballroom 23	Board Games
2:00 PM-3:00 PM	Codex (introduction)	Grand Ballroom 26	Board Games
2:00 PM-3:00 PM	GL: Nocturnal	Grand Ballroom 75	Game Lab
2:00 PM-3:00 PM	Nerf Zombies	Weyerhaeuser	Live Action Role Playing (LARP)

SUNDAY, APRIL 2ND

Time	Event	Location	Track
2:00 PM-3:30 PM	La Granja: No Siesta	Grand Ballroom 46	Board Games
2:00 PM-3:30 PM	Villages of Valleria	Grand Ballroom 05	Board Games
2:00 PM-4:00 PM	Firefly Legendary Encounters	Grand Ballroom 04	Board Games
2:00 PM-4:00 PM	Game Giveaway Session - PAW	Clackamas	Play & Win
2:00 PM-4:00 PM	Raiders of the North Sea	Grand Ballroom 24	Board Games
2:00 PM-4:00 PM	The Visiting Room	Large Events Suite	Indie Hurricane (Indie RPG)
2:00 PM-4:30 PM	Play Epic Tiny Kingdoms	Grand Ballroom 15	Board Games
2:00 PM-4:30 PM	Power Grid	Grand Ballroom 60	Board Games
2:00 PM-4:30 PM	Shadowrift 2nd Edition	Grand Ballroom 13	Board Games
2:00 PM-6:00 PM	Kagematsu	Lower Lobby 05	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	LA HP 2-13: We do What We Must (2nd round)	Clark 09	Organized RPG Campaigns
2:00 PM-6:00 PM	Open Story Gaming: Afternoon Session	Lower Lobby 01	Indie Hurricane (Indie RPG)
2:00 PM-6:00 PM	Swing Vote	Pettygrove 04	Role Playing
2:00 PM-7:00 PM	Home by Dark	Lower Lobby 06	Indie Hurricane (Indie RPG)
2:00 PM-7:00 PM	Nightvale: How is Believe?	Pettygrove 09	Role Playing
2:30 PM-3:00 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
2:30 PM-5:00 PM	After The Empire DEMO	Grand Ballroom 47	Board Games
3:00 PM-3:30 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
3:00 PM-4:00 PM	Clank! Demo	Grand Ballroom 23	Board Games
3:00 PM-4:00 PM	Codex (introduction)	Grand Ballroom 26	Board Games
3:00 PM-4:00 PM	Fleet	Grand Ballroom 27	Board Games
3:00 PM-4:00 PM	GL: 2017 Feedback	Grand Ballroom 92	Game Lab
3:00 PM-4:00 PM	StreetPass Hour	Flanders 02	Console Gaming
3:00 PM-4:00 PM	The Resistance: Avalon	Grand Ballroom 02	Board Games
3:00 PM-5:00 PM	First Taste of Anarchy	Clark 12	Organized RPG Campaigns
3:30 PM-4:00 PM	BattleGoats Game Demos	Grand Ballroom 78	Board Games
4:00 PM-6:00 PM	Physical Games Buffet	Lower Lobby 02	Indie Hurricane (Indie RPG)

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GameStorm 19

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**PAX WEST-FALL, 2017
SEATTLE, WASHINGTON**

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PORTLAND, OREGON**

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PORTLAND, OREGON**

**ORYCON-NOVEMBER 17TH-19TH
PORTLAND, OREGON**

**GAMESTORM 20-APRIL 5-8TH
PORTLAND, OREGON**

GAMESTORM 19
 BOARD AND CARD GAMES

1775: Rebellion

Sat 8:00 AM-10:30 AM
 Grand Ballroom 24
 Ethan Medley

1775 is a fairly light war game focused on the American Revolution. Players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Gameplay is controlled by cards and dice.

1822

Fri 9:00 AM-3:00 PM
 Grand Ballroom 01
 Paul Work

Build a rail empire in England, Scotland and Wales. Become the richest rail baron of the 19th Century!

1822 The Railways of Great Britian

Sun 7:00 AM-3:00 PM
 Grand Ballroom 01
 Michael Monical

1822 is a game in the 18xx series, based on the growth of the Railways through the age of steam. It is based on a map of most of Great Britain, excluding north Wales and the Scottish Highlands.

1862 Railway Mania in Eastern Counties

Thu 1:00 PM-7:00 PM
 Grand Ballroom 02
 Michael Monical

1862: Railway Mania in the Eastern Counties is an 18xx game, set in East Anglia, England. It features a company-packed board, where 16 of 20 companies are randomly selected for use on a board containing only 37 hexes.

18CO: Rock & Stock

Sat 7:00 AM-3:00 PM
 Grand Ballroom 02
 Michael Monical

In 18CO, three to five players compete to earn money and build the best stock portfolio by investing in and operating railroad corporations within the state of Colorado.

18OE - Orient Express

Fri 7:00 AM-7:00 PM
 Clackamas 04
 Michael Monical

18OE: On the Rails of the Orient Express is a monster 18xx game covering entire European continent. There are five types of companies - Private, Minor, Regional, Major, and National.

18XX

Fri 3:00 PM-9:00 PM
 Grand Ballroom 01
 Paul Work

Undecided at this point which game in the 18XX series to play. Possibilities include 18NY, 1835, 1856, or something else.

51st State: Master set

Fri 10:00 AM-12:00 PM
 Grand Ballroom 17
 Rob Carpenter

The world you know no longer exists. There is no government. No army. No civilization. The United States has collapsed, and now thirty years after the war started, new powers finally try to take control over the ruined country, try to establish a new order, try to control others and create a new country, a new state: the 51st State.

6 nimmt!

Sat 9:30 PM-10:30 PM
 Grand Ballroom 68
 Sharan Hams-LaDuca

In 6 nimmt! you want to score as few points as possible. To play the game, you shuffle the 104 number cards, lay out four cards face-up to start the four rows, then deal ten cards to each player. Each turn, players simultaneously choose and reveal a card from their hand, then add the cards to the rows, with cards being placed in ascending order based on their number.

7 Days of Westerplatte

Fri 1:00 PM-3:00 PM
 Grand Ballroom 16
 Clayton Baisch

7 Days of Westerplatte is a cooperative war game. The players incorporate the roles of Polish commanders, who work together to confront the German army and win the game. To hold back the attacking German forces, players must use land mines, mortars and rifles, while also remembering to rebuild the defensive structures and keep their morale high.

7 Wonders All Expansions

Fri 12:00 PM-1:00 PM
 Grand Ballroom 04
 Tyler Walls

The Fantastic 7 Wonders game with all the expansions!

A Feast for Crows

Fri 9:00 AM-2:00 PM
 Grand Ballroom 37
 Sean Wade

Game of Thrones 2nd edition board game, with both expansions for 4 or 6 players.

A Fistful of Penguins

Fri 12:00 PM-12:30 PM

Terry Bohach

Grand Ballroom 33

A Fistful of Penguins is a quick, engaging family dice game of gathering animals to add to your zoo. After three rounds, the person who has made the most money displaying animals wins.

Ad Astra

Thu 3:00 PM-5:30 PM

Mike McCarrig

Grand Ballroom 44

Sat 10:00 AM-11:30 AM

Charles Lindsay

Grand Ballroom 88

Ever play Settlers of Catan and felt the dice were a little too chaotic? Enter Ad Astra. Humans have evolved into five different races, each of them adapted to life in different planetary conditions. Guide one of the five human factions in its exploration of the galaxy, while exploiting resources, terraforming planets and creating advanced space colonies.

Adrenaline

Fri 2:00 PM-4:00 PM

Paul Powell

Grand Ballroom 44

As ridiculous as it sounds, Adrenaline is a first-person shooter Euro. Your character runs around a crowded board, picking up weapons and ammo, and attacking other players.

After The Empire

Fri 4:00 PM-6:30 PM

Ryan Mauk

Grand Ballroom 47

Fri 6:30 PM-9:00 PM

Ryan Mauk

Grand Ballroom 47

Sat 5:00 PM-7:30 PM

Ryan Mauk

Grand Ballroom 47

Sun 2:30 PM-5:00 PM

Ryan Mauk

Grand Ballroom 47

After The Empire is a worker placement/resource management game set in the middle ages. Players alternate using worker tokens (peons) to take actions, such as gathering resources, building advanced buildings, recruiting refugees and preparing defenses. Once all peons have been committed, players harvest food from their surrounding lands and prepare for combat!

Age of Discovery

Thu 1:00 PM-3:00 PM

Martin Lamssies

Grand Ballroom 25

Players supply famous expeditions of well-known explorers like Columbus and Magellan with their ships. Players purchase ships and cleverly direct them to the most successful expeditions. The players receive income by accepting trade assignments with their ships. The player who received the most victory points by assigning ships to expeditions and fulfilling his special contract wins the game.

Alien Legendary Encounter Expansion

Thu 8:00 PM-10:00 PM

David Peterson

Grand Ballroom 78

"ALien Legendary Encounters with Expansion. This is a deck-building game. We will be going through a new story from the expansion. I will take on the role of the Alien Queen. The players will be working cooperatively to defeat aliens and objectives and then take on the Alien Queen. Willing to teach to new players. Due to the subject matter this is not recommended for children under 18."

Aliens Movie vs Alien Queen

Thu 2:00 PM-4:00 PM

David Peterson

Grand Ballroom 78

"ALien Legendary Encounters with Expansion. This is a deck-building game. We will be going through the plot of the Aliens movie. I will take on the role of the Alien Queen. The players will be working cooperatively to defeat aliens and objectives and then take on the Alien Queen."

Amerika

Fri 8:00 AM-11:00 AM

Clayton Baisch

Grand Ballroom 14

"AMERIKA is an ""alternate time-line"" board game in which the Axis forces of Germany and Japan are invading North America against the US and Commonwealth defenders. Similar in style to Axis and Allies commanders playing AMERIKA have a large variety of miniature units to choose from including infantry to super weapons."

Apples to Apples

Thu 8:00 PM-9:00 PM

Andrea Oxman

Grand Ballroom 03

We're not comparing apples to oranges... We're comparing apples to APPLES! Apples to Apples is the challenging and enjoyable party game that has everyone comparing red apple cards to green apple cards. You'll get creative -- and a little silly, too.

Arcadia Quest WHOLE CAMPAIGN

Sat 9:00 AM-9:00 PM

Paul Powell

Grand Ballroom 01

This will be an entire Arcadia Quest campaign. We haven't decided yet whether or not we'll be doing the expansion (probably), or just the basic campaign.

Arch Rival

Fri 10:00 AM-11:00 AM

Jennifer Johnson

Grand Ballroom 88

Sat 10:00 AM-11:00 AM

Jennifer Johnson

Grand Ballroom 17

Sun 10:00 AM-11:00 AM

Jennifer Johnson

Grand Ballroom 68

If you like Jenga, you may enjoy Arch Rival. Players take turns putting putting small neon playing pieces into the various compartments of the arch, one by one, until the combination of the weight and gravity makes it fall.

GAMESTORM 19
 BOARD AND CARD GAMES

Archipelago

Sat 1:00 PM-4:00 PM	Steven Flannigan	Grand Ballroom 34
Sat 4:00 PM-7:00 PM	Steven Flannigan	Grand Ballroom 34

In Archipelago, players are Renaissance European powers competing in the exploration of a tropical archipelago. They will explore territories, harvest resources, use those resources in markets both internal and foreign, build markets, harbors, cities and temples, and negotiate among themselves (and maybe betray each other) – all this to complete their secret objectives.

Argent: the Consortium

Thu 5:00 PM-9:00 PM	Doug Bloomer	Grand Ballroom 27
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The head of the University has retired. Who will take over? Well it depends on who can survive the most fireballs. Oh, did I not mention that it is a magical university?

Arkham Horror

Thu 2:00 PM-6:00 PM	Philip Chester	Grand Ballroom 03
Fri 2:00 PM-6:00 PM	Philip Chester	Grand Ballroom 73

The classic Cthulhu Mythos co-op adventure game. Join up to 8 players, take up the role of investigator, and seal the eldritch Rifts appearing across the town of Arkham... before the Ancient One awakens and dooms you all.

Arkham Horror with expansions

Thu 8:00 PM-1:00 AM	Keith Myers	Grand Ballroom 68
Fri 8:00 AM-1:00 PM	Keith Myers	Grand Ballroom 78
Fri 8:00 PM-1:00 AM	Keith Myers	Grand Ballroom 78
Sat 8:00 AM-1:00 PM	Keith Myers	Grand Ballroom 73
Sat 8:00 PM-1:00 AM	Keith Myers	Grand Ballroom 73
Sun 9:00 AM-2:00 PM	Keith Myers	Grand Ballroom 73

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the war to end all wars. Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time,

Arkham Horror: The Card Game

Thu 6:00 PM-9:00 PM	Dale Braun	Grand Ballroom 13
Fri 1:00 PM-4:00 PM	Dale Braun	Grand Ballroom 14
Sat 1:00 PM-4:00 PM	Dale Braun	Grand Ballroom 15

Come learn the new FFG cooperative Living Card Game, Arkham Horror: The Card Game. I'll teach the mechanics and we'll play the first scenario from the Night of the Beast campaign.

Asara

Sun 11:00 AM-12:00 PM	Jana Grote	Grand Ballroom 16
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Player takes on the role of a wealthy builder and competes to build the largest and most ornate towers to gain the most prestige points.

Ascension War of Shadows

Thu 4:00 PM-6:00 PM	Amber Seward	Grand Ballroom 14
Fri 11:00 AM-1:00 PM	Amber Seward	Grand Ballroom 14
Fri 4:00 PM-6:00 PM	Amber Seward	Grand Ballroom 14
Sat 11:00 AM-1:00 PM	Amber Seward	Grand Ballroom 15
Sat 4:00 PM-6:00 PM	Amber Seward	Grand Ballroom 15
Sun 11:00 AM-1:00 PM	Amber Seward	Grand Ballroom 13

New dual-cost Heroes and Constructs require players to use both resources to acquire them, but have incredible power! As the balance between Light and Dark shifts, cards gain additional powers depending on whether it's Night or Day!

Ascension: Chronicle AND Return

Thu 6:30 PM-8:00 PM	Mike McCarrig	Grand Ballroom 44
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FIRST CORE SET PLUS FIRST EXPANSION. Ascension: Deckbuilding Game revolves around a Center Deck containing Heroes, Constructs, and Monsters. Players take turns recruiting Heroes or Constructs for their decks or defeating Monsters to earn honor and ultimate victory.

Assault of the Giants

Fri 3:00 PM-9:00 PM	Dean Pool	Grand Ballroom 46
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"Assault of the Giants is a new Dungeons & Dragons board game designed by Andrew Parks that challenges players to command one of six types of giants and claim the right to rule over all giantkind. Command giants and assault settlements to score points and secure important resources, including food, treasure, ore, and runes."

Automobile

Sat 1:00 PM-4:00 PM	Cindy Hachtel	Grand Ballroom 44
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Automobile is set in the early days of automobile production. Players choose an early automobile innovator, use their special power, build automobile factories, build and sell cars, and try to anticipate the demand.

Ave Roma

Thu 7:00 PM-11:30 PM

Laurie Myers

Grand Ballroom 46

Ave Roma is a worker placement game with some unique mechanisms. You can build buildings, support wars, convince patrons, obtain influence in territories, get money and resources, and so on. It's a complex game with several mechanisms and components. This game is best for players who are already experienced strategy board gamers.

Aye Dark Overlord

Fri 2:00 PM-3:00 PM

Brad Poser

Grand Ballroom 37

Your team failed the mission for the dark master. One of his OTHER lowly servants obviously messed up. Explain why it was their fault, while you desperately shovel away the blame. Competitive storytelling with cards and a fantasy twist.

Babylon 5: Shadow Struggle

Sun 11:00 AM-3:00 PM

Mike McCarrig

Grand Ballroom 88

ALL CARDS PROVIDED in this fan-tweaked LCG modification. Each player chooses a different Race (Narn, Centauri, Minbari, Human, etc.) and is in control of the ambassador of this race. With this ambassador you will build a Faction, then set an Agenda for your Faction to pursue. By fulfilling your Faction's Agenda and accumulating Power, you will lead your race to victory!

BANG! The Dice Game

Thu 2:00 PM-3:00 PM

Mike McCarrig

Grand Ballroom 44

In the U.S. wild west, the eternal battle between the law and the outlaws keeps heating up. Suddenly, a rain of arrows darken the sky. It's an Indian attack! Are you bold enough to keep up with the Indians? Do you have the courage to challenge your fate?

Barcelona: The Rose of Fire

Sat 12:30 PM-2:00 PM

Adam Growden

Grand Ballroom 17

The players take turns using cards to build their influence by constructing buildings (tiles) in the new city, outside the old medieval walls.

Battle Star Galactica

Fri 7:00 PM-10:00 PM

Greg Gaston

Grand Ballroom 05

Battlestar Galactic with all expansions!

BattleGoats Games

Sat 7:00 AM-7:30 AM

Tucker Smedes

Grand Ballroom 78

Sat 7:30 AM-8:00 AM

Tucker Smedes

Grand Ballroom 78

Sat 8:00 AM-8:30 AM

Tucker Smedes

Grand Ballroom 78

Sat 8:30 AM-9:00 AM

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Grand Ballroom 78

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Tucker Smedes

Grand Ballroom 78

Sun 2:00 PM-2:30 PM

Tucker Smedes

Grand Ballroom 78

Sun 2:30 PM-3:00 PM

Tucker Smedes

Grand Ballroom 78

Sun 3:00 PM-3:30 PM

Tucker Smedes

Grand Ballroom 78

Sun 3:30 PM-4:00 PM

Tucker Smedes

Grand Ballroom 78

Ongoing demo - Sign-up not required. BattleGoats is a goat-filled modern combination of classic card games like Memory and War.

Battlestar Galactica

Thu 1:00 PM-6:00 PM

Craig Cowley

Grand Ballroom 73

Thu 2:30 PM-5:30 PM

Nick Hartel

Grand Ballroom 98

Sun 10:00 AM-2:00 PM

James Jones

Grand Ballroom 95

Battlestar Galactica is a cooperative game taken from the series that ran from 2004-2009. My plan would be to play with several of the expansions.

Battlestar Galactica (with Daybreak)

Fri 2:00 PM-6:00 PM

Matthew Gaffney

Grand Ballroom 06

Sat 8:00 PM-12:00 AM

Matthew Gaffney

Grand Ballroom 37

Sun 12:00 PM-4:00 PM

Matthew Gaffney

Grand Ballroom 17

Battlestar Galactica is an exciting game of mistrust, intrigue, and the struggle for survival. Each character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Please sign up only if you have played at least the base game at least once.

GAMESTORM 19
 BOARD AND CARD GAMES

Battlestar Galactica 4 Destination Game

Sat 6:00 PM-2:00 AM
 David Peterson
 Clackamas 01
 Battlestar Galactica is a board game based on the SyFy tv show of the same name. This is a fan-made scenario in which we will be doing all 4 endings with a short time between each. Total distance will be 13. Elements a player may not be familiar with from an expansion will be explained, but knowledge of at least the base game is required for this event.

Battlestar Galactica w/Expansions

Fri 6:00 PM-12:00 AM
 David Peterson
 Grand Ballroom 03
 Battlestar Galactica is a board game based on the SyFy tv show of the same name. Players will take on the role of a character from the show. This game is a cooperative game, but there are traitors (Cylons). People won't know who the Cylons are and the Cylons won't know who their fellow Cylon is.

Bear Valley

Fri 10:00 AM-11:00 AM
 Robert Beachler
 Grand Ballroom 95
 In Bear Valley, you must be the first to survive the treacherous wilderness and escape to the safety of the camp at the end of the valley. Players start as 2-6 campers along the Bear River and must navigate the wilderness, avoiding bears and trying to not get lost.

Beowulf: The Legend

Fri 2:30 PM-4:00 PM
 Nick Hartel
 Grand Ballroom 15
 An underrated Knizia classic; a mixture of bidding and push your luck, the game covers the saga of the Norse epic in an innovative and relatively thematic fashion.

Betrayal at House on the Hill

Fri 10:00 AM-11:30 AM
 Dennis Walters
 Grand Ballroom 47
 Fri 10:00 PM-12:00 AM
 Robert Beachler
 Grand Ballroom 91
 Sat 10:00 PM-12:00 AM
 Robert Beachler
 Grand Ballroom 98
 Explore a spooky haunted house to discover the terrible things within, beware what it turns your friends into as well!

Betrayal at House on the Hill with Widow's Walk expansion

Fri 12:00 AM-1:30 AM
 Sleep Souther
 Grand Ballroom 26
 Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late!

Betrayal at House on the Hill: Widow's Walk

Sun 12:00 PM-1:30 PM
 Dennis Walters
 Grand Ballroom 02
 For players who are familiar with the original Betrayal at House on the Hill, but may be new to Widow's Walk.

Black Orchestra

Sat 1:30 PM-4:00 PM
 Clayton Baisch
 Grand Ballroom 63
 "In Black Orchestra, each player plays a historic figure involved in the conspiracy against Hitler. On a turn, players may take three actions at the risk of attracting the suspicion of the gestapo. To win, players must fulfill and execute a plot card with all necessary requirements listed. "

Blackbeard: The Golden Age of Piracy

Fri 7:30 PM-10:30 PM
 Steven Flannigan
 Grand Ballroom 35
 Blackbeard is a card driven game, highlighting player interaction, with almost no down time. You play individual pirates, gaining Victory Points by amassing booty and earning Notoriety for their dastardly deeds. Your goal is to retire in style.

Blazing Inferno

Thu 4:30 PM-6:00 PM
 Nathan Monger
 Grand Ballroom 13
 Fri 10:00 AM-11:30 AM
 Nathan Monger
 Grand Ballroom 26
 This is a forest fire game where you are: 1. trying to save your family, house, and wildlife 2. trying to put out the fire 3. And/Or burning out your neighbors the choice is yours...

Bora Bora

Sun 8:00 AM-12:00 PM
 Nathan Meininger
 Grand Ballroom 25
 "Bora Bora is a heavy Euro-style worker placement game in which you play the leader of your own islander tribe, striving to be the best on the island through expansion, building, populating your huts, and more. All are welcome, but experience with basic worker-placement games is preferred."

Brewcrafters

Fri 9:00 AM-12:00 PM
 Shawn Findley
 Grand Ballroom 83
 You & your friends decide to start breweries. Find out who is the best after 3 years. Uses a lot of the same mechanics as Agricola. We will be playing the basic game. No prior experience necessary, but look on line to see how it is played.

Buffy the Vampire Slayer

Fri 5:00 PM-7:00 PM
Sat 9:00 PM-11:00 PM

Clayton Baisch
David Finn

Grand Ballroom 60
Grand Ballroom 60

Help Buffy and her friends stop the spread of Evil in Sunnydale in this aged but well loved classic! Which villain and his minions will plague the town? The Master? The Judge? The Mayor? Each game recreates one of Buffy's most exciting challenges... use your own strength and skill to outwit them all!

Ca\$h 'n Guns

Thu 2:00 PM-3:00 PM
Thu 3:00 PM-4:00 PM
Fri 8:00 AM-9:00 AM
Fri 9:00 AM-10:00 AM
Sat 8:00 AM-9:00 AM
Sat 10:00 PM-11:00 PM

Chris Truebe
Chris Truebe
Chris Truebe
Chris Truebe
Chris Truebe
Chris Truebe

Grand Ballroom 06
Grand Ballroom 06
Grand Ballroom 06
Grand Ballroom 06
Grand Ballroom 06
Grand Ballroom 06

You've robbed the bank, made it back safely, now it's time to divvy up the loot. Be the top gangster by taking more of the pie for yourself.

Camel Up

Fri 9:30 AM-10:00 AM

Michiel Nankman

Grand Ballroom 03

In Camel Up, up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid.

Capital

Fri 11:00 AM-1:00 PM

Nicholas Noe

Grand Ballroom 16

In Capital, players jointly build Warsaw over six epochs, from when Warsaw first became the capital at the end of the 16th century through modern times. Each player creates their own district of the city. At the end of each of the six epochs, districts give income and victory points to their owners. After six rounds, whoever has the most points wins.

Captain's Wager - Learn how to play

Sat 1:00 PM-2:30 PM

Jonathan Hager

Grand Ballroom 46

Learn how to play from the Designer. In Captain's Wager, players take on the roles of rogue airship captains sending their pirate crews off on adventures in search of treasure. Problematically, several captains often show up for the same adventure. So how shall we figure out who gets what loot? We'll gamble for it of course. That's the pirate way!

Cards Against Humanity

Sat 12:00 AM-2:00 AM
Sun 12:00 AM-2:00 AM

Benjamin Venable
Benjamin Venable

Large Events Suite
Large Events Suite

Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card.

Castle Panic

Sat 3:00 PM-5:00 PM

Robert Beachler

Grand Ballroom 88

The forest is filled with all sorts of monsters. They watched and waited as you built your castle and trained your soldiers, but now they've gathered their army and are marching out of the woods. You will all win or lose together, but in the end only one player will be declared the Master Slayer!

Castle Panic(+ expansions)

Thu 4:00 PM-5:00 PM

Charles Lindsay

Grand Ballroom 05

The forest is filled with all sorts of monsters. They watched & waited as you built your castle & trained your soldiers, but now they've gathered their army & are marching out of the woods. Can you work with your friends to defend your castle against the horde, or will the monsters tear down your walls and destroy the precious castle towers? Castle Panic is a cooperative game for ages 10 and up.

Castles of Burgundy

Thu 5:00 PM-8:00 PM
Fri 12:00 PM-3:00 PM

Mark Daley
Sharan Hams-LaDuca

Grand Ballroom 45
Grand Ballroom 13

Live the medieval high life as you manage the growth of you lands in this tile placement game. Will you pursue animal husbandry, or would you prefer to develop your towns? Choose wisely, as the other nobles are making choices you might not like in your quest for princely status!

Castles of Caladale

Thu 1:00 PM-2:00 PM
Thu 4:30 PM-5:30 PM
Fri 1:00 PM-2:00 PM
Fri 5:30 PM-6:30 PM
Sun 12:00 PM-1:00 PM
Sun 2:00 PM-3:00 PM

Bert Hui
Bert Hui
Bert Hui
Bert Hui
Bert Hui
Bert Hui

Grand Ballroom 23
Grand Ballroom 23
Grand Ballroom 23
Grand Ballroom 23
Grand Ballroom 23
Grand Ballroom 23

In a forgotten time when magic could move mountains, the Kingdom of Caladale was home to people of all kinds, living in castles of unimaginable beauty — but on one fateful night, an ancient spell of great power was cast by one unable to control it. By daybreak, all of the castles were destroyed, their walls and towers torn apart, twisted together and scattered across the land.

GAMESTORM 19
 BOARD AND CARD GAMES

Catastrophe

Fri 1:00 PM-2:30 PM	Nathan Monger	Grand Ballroom 26
Sat 2:00 PM-3:30 PM	Nathan Monger	Grand Ballroom 33

This is a Co-op game: each of you is being tested with superpowers to see if you'd make a good superhero and a good superhero team. Can you be a super hero?

Caylus

Thu 1:00 PM-4:00 PM	Nicholas Noe	Grand Ballroom 31
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Come help build a castle! Caylus is the first major worker placement game, and still a classic. Well balanced and deep gameplay, with interesting (and somewhat cutthroat) player interaction. If you've played Lords of Waterdeep, come try the inspiration

Channel A (House Rules)

Fri 1:00 PM-2:00 PM	Samantha Blazier	Grand Ballroom 04
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The Anime pitch party game! With my "house rules" (which is basically we don't keep score and just have fun)

Cheaty Mages

Thu 8:00 PM-9:30 PM	Mike McCarrig	Grand Ballroom 44
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The card game Cheaty Mages puts you in the role of a wizard who has come to watch and bet on monsters fighting in an arena. Of course, you have all of your spells to help the monsters you've bet on win (or harm the monsters fighting against yours) – but then again, so do all of the other players, too!

Cheaty Mages - Card Game

Fri 11:30 AM-12:30 PM	Dennis Walters	Grand Ballroom 26
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Cheaty Mages puts you in the role of a wizard who has come to watch & bet on monsters fighting in an arena. Of course, you have all of your spells to help the monsters you've bet on win (or harm the monsters fighting against yours) – but then again, so do all of the other players, too! What's more, there are judges to contend with during combat! Who will walk away with the largest pile of gold?

Checkpoint Charlie

Sat 12:00 PM-12:30 PM	Adam Growden	Grand Ballroom 17
Sat 2:00 PM-2:30 PM	Adam Growden	Grand Ballroom 17
Sat 2:30 PM-3:00 PM	Adam Growden	Grand Ballroom 17

Checkpoint Charlie is a game of observation, deduction, and mental agility. It is set during the cold war, and the subject of detectives and spies is applied using cartoon-stylized dogs and cats.

Cheeky Monkey

Sat 1:00 PM-2:00 PM	Terry Bohach	Grand Ballroom 88
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The push-your-luck game Cheeky Monkey includes eight sets of animals – three elephants, four seals, and so on up to ten monkeys – with a plastic chip representing each animal. To start the game, you place all the chips in a bag.

Chrononauts

Thu 6:00 PM-7:00 PM	Philip Chester	Grand Ballroom 05
Sun 12:00 PM-1:00 PM	Philip Chester	Grand Ballroom 25

You are a time traveler. Explore the timeline, collect artifacts, and change history, but don't make too many changes or you'll create a paradox!

Citadels (2016 edition)

Fri 4:30 PM-6:00 PM	Jeremy Chaney	Grand Ballroom 04
Sat 6:00 PM-7:30 PM	Jeremy Chaney	Grand Ballroom 04

In Citadels, players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects their eighth building. Players then tally their points, and the player with the highest score wins.

Citadels

Fri 3:00 PM-5:00 PM	Mike McCarrig	Grand Ballroom 13
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In Citadels, players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects his/her eighth building. Players then tally their points, and the player with the highest score wins.

Citadels - Card Game

Fri 4:30 PM-5:30 PM	Dennis Walters	Grand Ballroom 45
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In Citadels, players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects his/her eighth building. Players then tally their points, and the player with the highest score wins.

Civilization

Fri 9:00 AM-9:00 PM	Craig Cowley	Grand Ballroom 02
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An epic multi-player board game. Lead your people from the dawn of history to the age of the civilized state. Settle land, build cities, trade and war with others; always gaining new knowledge and abilities as you choose your way forward. (In the form of Mega Civilization if we have five or more to play; Avalon Hill's Advanced Civilization if fewer players.)

Clank!

Thu 3:30 PM-4:30 PM	Bert Hui	Grand Ballroom 23
Thu 6:30 PM-7:30 PM	Bert Hui	Grand Ballroom 23
Fri 3:30 PM-4:30 PM	Bert Hui	Grand Ballroom 23
Sun 3:00 PM-4:00 PM	Bert Hui	Grand Ballroom 23

Coal Baron

Sun 9:00 AM-11:00 AM	Cindy Hachtel	Grand Ballroom 44
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Return to the days when coal was king. You are the owner of a coal mine. Buy coal cars, mine for coal, and fill your orders.

Codenames

Thu 7:00 PM-8:00 PM	Jana Grote	Grand Ballroom 88
Fri 11:00 AM-12:00 PM	Jana Grote	Grand Ballroom 04

Two spymasters know the secret codenames of 25 operatives. Giving one word clues, can your team find all of the operatives that work for your team before the other team finds their agents?

Codex (introduction)

Sun 1:00 PM-2:00 PM	Mark Daley	Grand Ballroom 26
Sun 2:00 PM-3:00 PM	Mark Daley	Grand Ballroom 26
Sun 3:00 PM-4:00 PM	Mark Daley	Grand Ballroom 26

This event is an introductory play for Codex, a new card game from Sirlin Games. It is intended to allow many players to get an initial experience of the game. I intend to play or assist other players in trying the game out.

Colt Express

Thu 6:00 PM-8:00 PM	Paul Powell	Grand Ballroom 06
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In this game, players take on the role of a train robber, trying to get as much loot as they can before the game ends. The game is played on a 3-D train, players are shooting, punching, running on the roof of the train, and sending the marshal on the train at their fellow train robbers. At the end of 5 rounds, whoever has the most loot wins.

Colt Express with Both Expansions

Fri 5:00 PM-7:00 PM	Jeremy Conser	Grand Ballroom 98
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Colt express with both main expansions, we will play with all 8 players, too, so it will be an epic game.

Compounded: Better Gaming Through Chemistry

Fri 7:00 PM-10:00 PM	Aaron Padilla	Grand Ballroom 73
Sat 5:00 PM-8:00 PM	Aaron Padilla	Grand Ballroom 05
Sun 11:00 AM-2:00 PM	Aaron Padilla	Grand Ballroom 04

Compounded is a game about building chemical compounds through careful management of elements, a fair bit of social play and trading, and just a bit of luck.

Conan: Hunting the Tigress

Sat 10:00 AM-12:00 PM	David Abel	Grand Ballroom 25
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Conan is a semi-cooperative miniatures board game in which Conan and his companions try to defeat the Overload and his evil minions. Each game/scenario plays out in approximately an hour. The two-hour time frame will be enough to teach the game and complete the chosen scenario. This session's scenario will be: Hunting the Tigress. Boats, pirates and arrows, oh my.

Conan: In the Clutches of the Picts

Fri 10:00 AM-12:00 PM	David Abel	Grand Ballroom 27
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Conan is a semi-cooperative miniatures board game where Conan and his companions try to defeat the Overload and his evil minions. Each game/scenario plays out in approximately an hour. The two-hour time frame will be enough to teach the game and complete the chosen scenario. This session's scenario will be: In the Clutches of the Picts. Rescue the princess, easier said than done.

Conan: In the Heart of Darkness

Fri 12:00 PM-2:00 PM	David Abel	Grand Ballroom 27
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Conan is a semi-cooperative miniatures board game where Conan and his companions try to defeat the Overload and his evil minions. Each game/scenario plays out in approximately an hour. The two-hour time frame will be enough to teach the game and complete the chosen scenario. This session's scenario will be: In the Heart of Darkness. Quick, kill the necromancer.

Conan: In the Name of Ibis

Sat 12:00 PM-2:00 PM	David Abel	Grand Ballroom 25
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Conan is a semi-cooperative miniatures board game in which Conan and his companions try to defeat the Overload and his evil minions. Each game/scenario plays out in approximately an hour. The two-hour time frame will be enough to teach the game and complete the chosen scenario. This session's scenario will be: In the Name of Ibis. The necromancer Skulthus returns, this time with friends

GAMESTORM 19
 BOARD AND CARD GAMES

Conan: The Conspiracy in Khauran

Sat 3:00 PM-5:00 PM
 David Abel
 Grand Ballroom 25
 Conan is a semi-cooperative miniatures board game in which Conan and his companions try to defeat the Overload and his evil minions. Each game/scenario plays out in approximately an hour. The two-hour time frame will be enough to teach the game and complete the chosen scenario. This session's scenario will be: The Conspiracy in Khauran. Have fun storming the Inn.

Conan: The Cursed Mirrors

Fri 3:00 PM-5:00 PM
 David Abel
 Grand Ballroom 27
 Conan is a semi-cooperative miniatures board game where Conan and his companions try to defeat the Overload and his evil minions. Each game/scenario plays out in approximately an hour. The two-hour time frame will be enough to teach the game and complete the chosen scenario. This session's scenario will be: The Cursed Mirrors. Belit and Hadrathus have a run-in with Witch Hunters.

Concordia

Sun 1:00 PM-4:00 PM
 Peter Drake
 Grand Ballroom 68
 The ancient Roman economy thrived and gave rise to mighty dynasties as they expanded throughout the numerous cities. Guide one of these dynasties and send colonists to the remote realms of the Empire; develop your trade network; and appease the ancient gods for their favor all to gain the chance to emerge victorious!

Conflict of Heroes: Awakening the Bear

Fri 11:00 AM-2:00 PM
 Ethan Medley
 Grand Ballroom 44
 This is a Eastern Front WWII squad level game. The particular scenario we run will depend on the number and experience of participants.

Conflict of Heroes: Guadalcanal

Thu 3:00 PM-5:30 PM
 Steven Flannigan
 Grand Ballroom 34
 Thu 6:00 PM-10:00 PM
 Steven Flannigan
 Grand Ballroom 34
 Conflict of Heroes: Guadalcanal – Pacific Ocean 1942 recreates the island invasion, including gorgeous beach and jungles maps of the South Pacific, amphibious landing craft, the USMC, Japanese Banzai Charges, and night combat. This is a tactical game, controlling individual units in single battles.

Conquest of Planet Earth

Fri 12:00 PM-3:00 PM
 Robert Beachler
 Grand Ballroom 46
 Work together as aliens trying to take over the Earth versus the human resistance.

Copycat

Fri 4:00 PM-6:00 PM
 Nicholas Noe
 Grand Ballroom 17
 Copycat is a deck-building, worker placement, drafting, race game about becoming the next president. The game cleverly mixes all these elements together and pokes fun at the process while doing so. May the best candidate win.

Corrupted Kingdoms

Thu 4:00 PM-5:00 PM
 Chris Truebe
 Grand Ballroom 04
 Fri 10:00 AM-11:00 AM
 Chris Truebe
 Grand Ballroom 04
 Sat 9:00 AM-10:00 AM
 Chris Truebe
 Grand Ballroom 04
 Be a lobbyist for one of the power hungry fantasy corporations to gain laws that help further your evil plans. Fight, deal, and backstab others to wrest as much influence as you can to be the ultimate evil corporation.

Council of Blackthorn

Thu 4:00 PM-6:00 PM
 Martin Lamssies
 Grand Ballroom 78
 Council of Blackthorn is a board game for 2 to 6 players. Each player assumes the role of a member of the Council of Blackthorn. There are several different council member characters to play. Each player must build influence with the kingdom's political factions by playing ally and building cards.

Covert

Thu 2:00 PM-3:30 PM
 Bert Hui
 Grand Ballroom 23
 Fri 2:00 PM-3:30 PM
 Bert Hui
 Grand Ballroom 23
 Fri 6:30 PM-8:00 PM
 Bert Hui
 Grand Ballroom 23
 Sun 10:00 AM-11:30 AM
 Bert Hui
 Grand Ballroom 23
 Control your network of spies, gather intel, and break codes in Covert, a game of tactical dice placement, set collection, and timing set in Cold War Europe. Players race to complete high risk Missions by deploying their agents and acquiring the necessary

Crisis

Sat 7:30 PM-10:00 PM
 Ryan Falls
 Grand Ballroom 13
 CRISIS is a turn-based game for 1-5 players, each of whom assumes the roles of businessmen, trying to rebuild their businesses and create value at a particularly challenging time. By skillfully placing their managers in position to invest in companies, trade resources, and navigate the local bureaucracy and regulations, they can thrive and prosper in a time when others might struggle and decline.

Cthulhu Wars

Fri 9:00 PM-12:00 AM

Scott Rose

Grand Ballroom 06

Humanity's war against the Elder Gods has ended with the Elder Gods in charge. Now, the real struggle begins as the spoils are fought for. Each player takes on the role of one of the Elder Gods, fighting for dominance in a very brutal and violent struggle

Dalmutti

Thu 2:00 PM-4:00 PM

Jeffry Fisher

Grand Ballroom 32

A light card game, in which players gain status (table position) by disposing of their cards before their opponents. Rules are simple enough to explain to those who haven't played before. The entire deck is dealt out to all players, and the object is to get rid of your cards as fast as possible.

Dead of Winter - A Clash of Colonies

Fri 9:00 PM-1:00 AM

Greg Moore

Grand Ballroom 02

Two colonies compete for survival during the zombie apocalypse against the undead and each other. Game uses Dead of Winter and Dead of Winter - the Long Night combined in a modification of a special scenario by Frank Calcagno.

Dead of Winter+

Thu 2:00 PM-5:00 PM

Greg Gaston

Grand Ballroom 83

Dead of Winter with Dead of Winter: Long Night

Deception: Murder in Hong Kong

Fri 2:30 PM-3:30 PM

Jeremy Chaney

Grand Ballroom 03

Sat 5:00 PM-6:00 PM

Jeremy Chaney

Grand Ballroom 03

Deception: Murder in Hong Kong is a game of deduction and deception for 4-12 players that plays in about 20 minutes. In the game, players take on the roles of investigators attempting to solve a murder case – but there's a twist. The killer is one of the investigators!

Diamonds - 2017 Oregon State Championship

Fri 8:00 PM-12:00 AM

Grand Ballroom 31, 32, 42, 43

This Stronghold game by Mike Fitzgerald is a trick-taking card game in which players collect Diamonds - not cards bearing that suit, mind you, but rather actual "Diamond Crystals".

Die Macher

Sat 9:00 AM-3:00 PM

Craig Cowley

Grand Ballroom 60

Chart the course of your national political party through 5-7 local elections. Apply limited resources to achieve the best possible result. This classic game of electoral politics has been called "the perfect game." It's surprisingly elegant.

Dimension - 2017 Oregon State Championship

Sun 10:00 AM-2:00 PM

Grand Ballroom 31, 32, 42, 43

Dimension is a fast-paced, innovative puzzle game that takes place in three dimensions with 60 colorful spheres. All of the players play at the same time. Everybody tries to position the spheres on their trays to earn as many points as possible.

Diplomacy

Sun 9:00 AM-4:00 PM

Craig Cowley

Grand Ballroom 06

Diplomacy is an intensely interactive multi-player board game. Each European power seeks to expand, to claim resources, and ultimately to dominate the other powers; yet no one is strong enough to advance without the cooperation of others. Alliances will form and dissolve as promises are kept and broken. The best players will strike the right balance between cooperation and conflict.

Dirty Minds

Fri 10:00 PM-11:00 PM

Danny Oxman

Grand Ballroom 05

Some people say a dirty mind is a terrible thing to waste. Use yours to play DIRTY MINDS. But remember...NOTHING is as DIRTY as it seems! Players get to take home used clues.

Discworld: Ankh-Morpork

Sat 10:00 AM-12:00 PM

Marcus Evenstar

Grand Ballroom 28

Can your cunning & guile fulfill your plan to control the proudest & most pestilent city of the Disc? Enlist minions, bury the competition, and extort money but beware of random magic and nefarious actions.

Dixit

Fri 8:30 PM-10:00 PM

Heather Drake

Grand Ballroom 37

Give your strategic brain a rest. The beautiful, dream-like card art in this simple storytelling game will inspire you to exercise your creativity.

Dominant Species

Thu 3:00 PM-7:30 PM

Matthew Gaffney

Grand Ballroom 33

Another titanic struggle for global supremacy has unwittingly commenced between the varying animal species. Each player will assume the role of one of six major animal classes: mammal, reptile, bird, amphibian, arachnid, or insect. Each begins the game more or less in a state of natural balance in relation to one another. But that won't last: it is indeed "survival of the fittest"

GAMESTORM 19
 BOARD AND CARD GAMES

Dominion 2E + All Expansions

Thu 5:00 PM-6:00 PM	Aaron Jensen	Grand Ballroom 26
Fri 1:00 PM-2:00 PM	Aaron Jensen	Grand Ballroom 36

Play a random kingdom built from Dominion 2nd edition, Dominion: Intrigue 2nd edition, and all other expansions.

Dune

Thu 6:00 PM-11:00 PM	Craig Cowley	Grand Ballroom 73
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Each player, with unique strengths and weaknesses, competes to control the supply of essential spice from an inhospitable desert planet. Resources are limited, treachery abounds, and the fate of the universe may turn on the tiniest detail.

Dynasties

Fri 10:00 AM-12:30 PM	Cole Munro-Chitty	Grand Ballroom 06
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Card Selection, Area Control, I Split-You Choose, Renaissance Era

Eclipse

Sat 3:00 PM-7:00 PM	Matthew Gaffney	Grand Ballroom 02
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A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. Please sign up only if you have played at least once.

Eclipse with Rise of the Ancients

Sun 11:00 AM-3:00 PM	Jeremy Conser	Grand Ballroom 91
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Eclipse: Rise of the Ancients, the first full-size expansion for Eclipse, introduces several new additions to the base game, such as Rare Technologies, Developments, Alliances, Ancient Homeworlds and Warp Portals.

Edo

Sun 1:00 PM-2:30 PM	Thomas Dillon	Grand Ballroom 03
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In Edo, you are a daimyo in 16th century Japan trying to curry favor with the emperor as you develop an obscure fishing village into the nation’s capital. It is a Medium economic game with an innovative action programming mechanic.

Elder Sign

Thu 2:00 PM-6:00 PM	Andy Tauber	Grand Ballroom 63
Thu 6:00 PM-10:00 PM	Andy Tauber	Grand Ballroom 63
Thu 8:00 PM-10:00 PM	Philip Chester	Grand Ballroom 24
Fri 11:30 AM-1:30 PM	Charles Lindsay	Grand Ballroom 03
Sat 9:00 AM-1:00 PM	Andy Tauber	Grand Ballroom 06
Sat 8:00 PM-10:00 PM	Philip Chester	Grand Ballroom 24

It is 1926, and the museum’s extensive collection of exotic curios and occult artifacts poses a threat to the barriers between our world and the elder evils lurking between dimensions. Gates to the beyond begin to leak open, and terrifying creatures of increasing strength steal through them. Animals, the mad, and those of more susceptible minds are driven to desperation by the supernatural forces.

Elder Sign: Omens of the Deep

Sat 6:00 PM-8:00 PM	Dale Braun	Grand Ballroom 03
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The murky depths of the Pacific ocean conceal untold horrors in Omens of the Deep, a new expansion for Elder Sign, the cooperative dice game steeped in the lore of H.P. Lovecraft’s terrifying mythos. Players can now venture forth from the confines of the museum and board The Ultima Thule to combat the Ancient Ones that have begun to stir in the depths of the Pacific.

Elixir: This Game is Crazy

Fri 7:00 PM-9:00 PM	Mike McCarrig	Grand Ballroom 16
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Players collect ingredients cards in order to cast spells, and the first player to get rid of all of their spells wins the game. So far so good. The bad news is the cards require between 1 and 4 ingredients. Spells requiring 3 or 4 ingredients might actually help you win the game. Spells requiring 1 or 2 ingredients have only minor game or social player effects.

Empires: Age of Discovery

Fri 5:00 PM-8:30 PM	Ronald Mansolilli	Grand Ballroom 37
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Join in on Glenn Drover’s classic (and epic game) of conquering the New World. It’s not too hard to learn (and I will teach the novices and refresh the veterans), but it will be easier if one takes a few minutes to look at the rules or a view an online t

Escalation

Thu 1:00 PM-1:30 PM	Nicholas Lauman	Grand Ballroom 95
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Quick fun game of not taking cards

Escape from Colditz

Sun 11:00 AM-2:00 PM	Robert Beachler	Grand Ballroom 27
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Colditz Castle - World War II. An impregnable fortress. An inescapable prison. Until now. Escape From Colditz is the iconic game of careful planning and nerves of steel.

FURLANDIA

1929: PROSPERITY

MAY 26TH - 28TH 2017

SHERATON PORTLAND AIRPORT HOTEL
235 NORTHEAST AIRPORT WAY
PORTLAND, OR



FURLANDIA.ORG/2017

anna
pika

HOTEL

MAIN

Grand Ballroom

Board Games,
Miniatures
& PAW

Dealers

Large Events
Suite (206)

Entrance

LOWER

Jantzen

White Stage

Pendleton

Mult

Kids

LARP

Panels

LA

CCGs

LARP

Crown Zellerback Weyerhaeuser

Fitness
Center

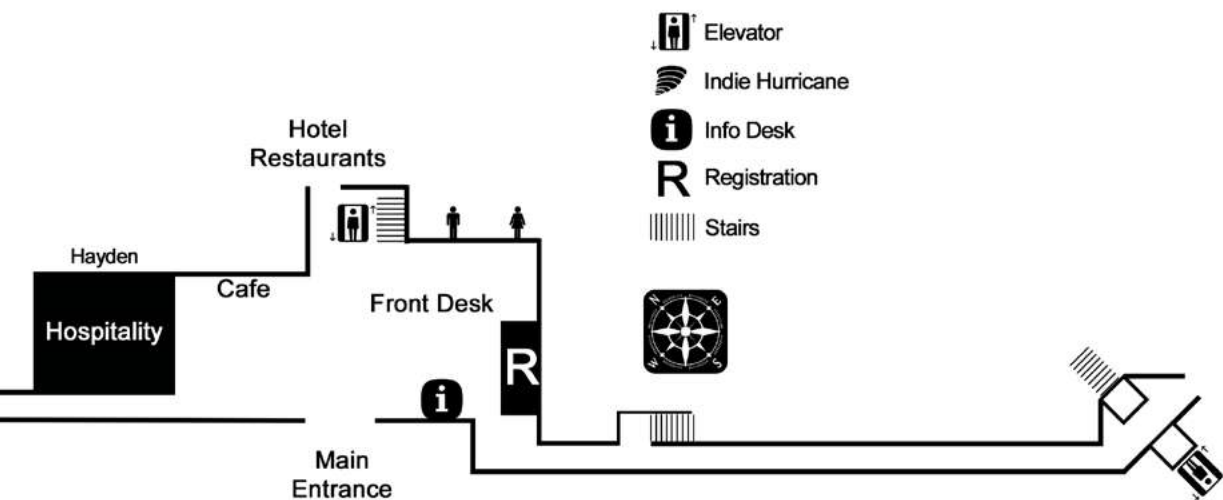
Console
& LAN
Flanders

Console
& LAN
Glisan

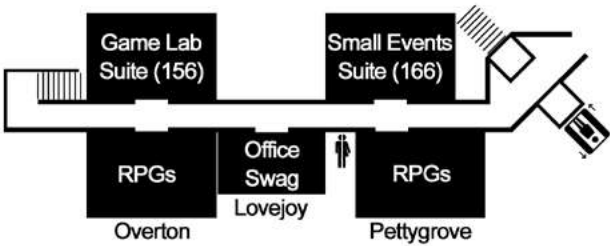
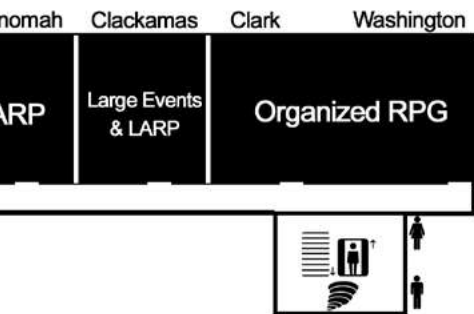
HOTEL

MAP

LEVEL



LEVEL



HOTEL

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Escape the Room: Secret of Dr Gravely's Retreat

Fri 10:00 AM-11:30 AM

Dale Braun

Grand Ballroom 03

It is 1913. You are the lucky winner of a free stay at Foxcrest Retreat, where the famed Dr. Gravely has improved upon the latest in spa treatments and relaxation for those of high social standing. Upon your arrival, however, you and your fellow guests may find the "health retreat" is not what it seems..

Euphoria

Fri 3:00 PM-6:30 PM

Laurie Myers

Grand Ballroom 33

Sun 11:00 AM-3:00 PM

Marcus Evenstar

Grand Ballroom 83

What are willing to sacrifice to build a better dystopia? Exploit your workers, abuse your elites, restrict personal freedoms and make your mark on the world, all with a smile on your face.

Evolution

Thu 4:00 PM-6:00 PM

Peter Drake

Grand Ballroom 06

In Evolution, players adapt their species in a dynamic ecosystem where food is scarce and predators lurk. Traits like Hard Shell and Horns will protect your species from Carnivores, while a Long Neck will help them get food that others cannot reach. With over 4,000 ways to evolve your species, every game becomes a different adventure.

Evolution with Climate Expansion

Sat 7:00 PM-9:00 PM

Greg Moore

Grand Ballroom 06

A cutthroat game of survival. Your species must survive in competition with the other players by feeding on an uncertain food supply each turn. The climate expansion adds more cards and climate effects as a major additional factor to deal with.

Explorers of the North Sea

Thu 4:00 PM-5:30 PM

Chris Wero

Grand Ballroom 35

Be a brave viking explorer! Discover new lands to settle, build outposts for control, battle pirates, and fulfill your secret objective.

Fabled Fruit Forever (almost)

Sun 9:00 AM-12:00 PM

Chad Urso McDaniel

Grand Ballroom 98

Note: Each game is about a half hour long and players can drop in and out between games. Fabled Fruit is Friedemann Friese's simple legacy-style game. Fruit changes as it is played during a game and continues that way through the next time it's played.

Fairy Tale

Thu 1:00 PM-2:00 PM

Dave Eggleston

Grand Ballroom 16

Long before 7 Wonders and Sushi Go, Fairy Tale brought card drafting to the casual gamer. Players pass and pick fantasy-themed cards to create the largest scoring combinations, while simultaneously trying to deny your opponents the cards they desperately

Feast For Odin

Thu 1:00 PM-3:30 PM

Cole Munro-Chitty

Grand Ballroom 15

Worker Placement, Vikings

Fiah Cook

Sun 9:00 AM-10:00 AM

Nicholas Mincks

Grand Ballroom 83

Fish cook is a recipe-making card game with a dice controlled fish market. Whoever has the most money at the end of 3 to 5 rounds wins. You can read the rules here: <http://cheapass.com/fish-cook/>

Firefly Legendary Encounters

Sun 2:00 PM-4:00 PM

David Peterson

Grand Ballroom 04

Firefly Legendary Encounters is a cooperative deck builder. Players take on the role of one of the characters from the Firefly TV series The game will take on the challenges of 3 of the episodes from the show. Willing to teach the game.

Five tribes

Sun 1:00 PM-3:30 PM

Matthew Rivera

Grand Ballroom 45

The old Sultan is dead, and the city of Naqala is up for grabs. Work with the tribes, influence the djinn and help build the city.

Flash Point: Fire Rescue

Fri 6:00 PM-8:00 PM

Robert Beachler

Grand Ballroom 88

Sat 9:00 AM-11:00 AM

Peter Drake

Grand Ballroom 68

Flash Point: Fire Rescue is a cooperative game of fire rescue. You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger.

Fleet

Sun 3:00 PM-4:00 PM

Glen Zulaski

Grand Ballroom 27

Ready to own a fishing fleet in north eastern Canada? In Fleet, you'll acquire licenses, launch boats, and fish the great briny blue. The player who best manages his resources and acquires the most VP via fish, licenses, and boats will build the strongest fleet and lead his crew to victory!

GAMESTORM 19
BOARD AND CARD GAMES

Flip City

Sat 11:00 AM-12:00 PM	Heather Drake	Grand Ballroom 13
Sat 12:00 PM-1:00 PM	Heather Drake	Grand Ballroom 13

Players compete to build a showcase city in this simple deck building card game. If you don't push your luck, another developer will beat you to victory.

Fluxx

Sat 9:00 AM-10:00 AM	Terry Bohach	Grand Ballroom 88
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Fluxx is a card game in which the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win. Your choice of version

Forbidden Desert

Thu 2:00 PM-3:00 PM	Charles Lindsay	Grand Ballroom 04
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Gear up for a thrilling adventure to recover a legendary flying machine buried deep in the ruins of an ancient desert city. You'll need to coordinate with your teammates and use every available resource if you hope to survive the scorching heat and relentless sandstorm. Find the flying machine and escape before you all become permanent artifacts of the forbidden desert!

Free Play - Envoy

Sun 10:00 AM-2:00 PM	Ben Cornell	Grand Ballroom 33
Sun 10:00 AM-2:00 PM	Colin Phelps	Grand Ballroom 40
Sun 10:00 AM-2:00 PM	Devin Bruno	Grand Ballroom 29
Sun 10:00 AM-2:00 PM	Jacob Smith	Grand Ballroom 10

This table is available for convention members to reserve and check out the various Play And Win or Envoy game titles if they have not had a chance to over the weekend.

Fury of Dracula

Sat 10:00 PM-1:00 AM	Matthew Rivera	Grand Ballroom 78
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Dracula has come to plague humanity once more. Four hunters have put their lives on the line to destroy the Count. Can you find Dracula and stop his plans for the world?

Galactic Strike Force

Fri 9:00 AM-11:00 AM	Justin Lowmaster	Grand Ballroom 25
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Galactic Strike Force is a cooperative, deck-building game in which two to six players each take control of a ship and a crew in defense of the galaxy! Dangerous opposition forces threaten to overrun the entire galaxy, and the players must not only build up their ships, but also work together tactically to stop them!

Game of 49 - 2017 Oregon State Championship

Sat 5:00 PM-8:00 PM		Grand Ballroom 31, 32, 42, 43
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Starting with \$49 apiece, players in The Game of 49 bid to buy spaces on the 49-square (7-by-7) game board. Randomly drawn number cards are auctioned one at a time, with the highest bidder placing a chip on the matching board space.

Game of Throne LCG Multiplayer

Sat 9:00 AM-12:00 PM	Doug Bloomer	Grand Ballroom 83
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Game of Thrones LCG Multiplayer is a totally different experience. I'll bring the decks. You bring the political manipulation and treachery.

Gaming With GeekDad

Thu 3:00 PM-9:00 PM	Jonathan Liu	Grand Ballroom 91
Fri 2:00 PM-8:00 PM	Jonathan Liu	Grand Ballroom 91
Sat 10:00 AM-4:00 PM	Jonathan Liu	Grand Ballroom 91

Come play games with GeekDad Jonathan Liu! I'll bring some of my favorites, plus I may have prototypes of recent and upcoming Kickstarter games to try out. I'll have games ongoing throughout the entire time slot and will teach games based on player count

German Railroads

Sat 10:30 AM-1:30 PM	Ronald Mansollili	Grand Ballroom 45
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It's a Euro AND a train game (woohoo!). German Railroads is the add-on to the epic Russian Railroads, and it's fantastic. It's fairly complex, but not too hard to learn (and I will teach the novices and refresh the veterans), but it will be easier if one takes a few minutes to look at the rules or a view an online tutorial.

Glass Road

Sat 12:00 PM-2:30 PM	Sharan Hams-LaDuca	Grand Ballroom 26
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Each player has an identical set of fifteen specialist cards, each has two abilities. At the beginning of each of the four building periods, players chooses a hand of five specialists. Playing a specialist no other player has remaining in his hand yields more abilities. Exploiting these abilities lets you collect resources and build a variety of buildings.

Glen More

Thu 1:00 PM-2:30 PM	Glen Zulaski	Grand Ballroom 45
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Ready to lead a 17th century Scottish clan looking to expand its territory and its wealth? The success of your clan depends on your ability to make the correct decision at the opportune time, be it by establishing a new pasture for your livestock, growing grain for the production of whisky, selling your goods on the various markets, or investing in special places such as lochs and castles.

Gloomhaven

Fri 3:00 PM-5:30 PM
Fri 5:30 PM-8:00 PM

Ryan Falls
Ryan Falls

Grand Ballroom 78
Grand Ballroom 78

Gloomhaven is a game of Euro-inspired tactical combat in a persistent world of shifting motives. Players will take on the role of a wandering adventurer with their own special set of skills and their own reasons for travelling to this dark corner of the world. Players must work together out of necessity to clear out menacing dungeons and forgotten ruins.

Glory to Rome

Thu 8:00 PM-12:00 AM

Matthew Gaffney

Grand Ballroom 45

Glory to Rome is a card-based city building and resource management game with a novel mechanism. Each card may act as a building, a client, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used. As this is a short game, multiple games will be played in the session.

Gold is for the Greedy

Fri 2:30 PM-4:00 PM
Sat 3:30 PM-5:00 PM

Nathan Monger
Nathan Monger

Grand Ballroom 26
Grand Ballroom 33

Your Adventure Party has just made it to the treasure room at the bottom of a 20 leveled dungeon. But you find another adventure Party taking off with your GOLD! Are you going to let them have it? This is an original dice fighting game, created and developed for GameStorm over the last 6 or 7 years.

Gravwell: Escape from the 9th Dimension

Thu 4:00 PM-5:00 PM
Sun 11:00 AM-12:00 PM

Jonathan Olson
Jonathan Olson

Grand Ballroom 15
Grand Ballroom 14

Command spaceships that have been pulled through a black hole, transporting them into a different dimension. With each ship lacking fuel to get home, each player must collect basic elements from surrounding asteroids, using the gravity of the dimension and what little resources they have in order to reach the warp gate that will take them home.

Great Western Trail

Sat 1:00 PM-3:30 PM

Cole Munro-Chitty

Grand Ballroom 35

Hand Management, Area Control, Set Collection

Ground Floor

Sat 3:00 PM-7:00 PM

Mark Daley

Grand Ballroom 37

Exercise your entrepreneurial spirit as you build your way up to the corner office in Ground Floor!

Guardians' Chronicles

Fri 12:00 PM-4:30 PM

David Finn

Grand Ballroom 63

This is a thematic dungeon-crawl type of game, scenario based, and superhero themed with custom board configurations and miniatures. You play as members of the Liberty Patrol against your host who is playing the group's archnemesis, Professor Skarov. This edition was a mod approved by the developer that has the dynamic campaign, where new missions reflect your teams successes or failures!

Guillotine

Sat 1:00 PM-2:00 PM

Mike McCarrig

Grand Ballroom 13

The French Revolution is famous in part for the use of the guillotine to put nobles to death, and this is the macabre subject of this light card game. As executioners pandering to the masses, the players are trying to behead the least popular nobles. Each day the nobles are lined up and players take turns killing the ones at the front of the line until all the nobles are gone.

Habitats

Sat 10:00 AM-12:00 PM

Nicholas Noe

Grand Ballroom 26

Habitats is a great new tile laying game, in which players each build a wildlife park. Animals must be near to their required habitats in order to score points, so it's important to lay out your park carefully. After three seasons, the player with the most points wins!

Hanabi

Fri 10:00 AM-11:00 AM

Terry Bohach

Grand Ballroom 33

Hanabi—named for the Japanese word for “fireworks”—is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order.

Hansa Teutonica: East Expansion

Fri 8:00 PM-11:00 PM

Sharan Hams-LaDuca

Grand Ballroom 13

The players act as traders trying to get victory points for building a network of offices, controlling cities, collecting bonus markers or for other traders using the cities they control. This is the first major expansion to the base game.

Hearts and Minds: Vietnam 1965-1975

Fri 4:00 PM-7:00 PM

Steven Flannigan

Grand Ballroom 35

Hearts and Minds is a CDG covering the American buildup of troops and arms in Southeast Asia until troop withdrawal. Although nominally a combat game, the mechanisms actually revolve around both sides occupying South Vietnamese provinces for propaganda purposes. The heart of the game is political influence.

GAMESTORM 19
BOARD AND CARD GAMES

Here I stand

Sat 12:00 PM-6:00 PM James Jones Grand Ballroom 68

Here I Stand is a card-driven game covering the period from 1517-1555, in which players take control of one of the major powers of the period: the Hapsburgs, England, France, Ottomans, Protestants and Papacy. The game models both the military and religious struggle of the period using cards to drive the action and recreate important events of the time.

Hoity Toity

Sun 9:00 AM-10:30 AM Heather Drake Grand Ballroom 04

You will do anything to assemble the most valuable art collection: spend down the family fortune, swipe money from the auction house, even steal your peer's paintings if you can get away with it. Klaus Teuber won the 1990 Spiel de Jahres for this addictive rock-paper-scissors style game.

Holmes Sherlock and Mycroft

Fri 6:00 PM-6:30 PM Adam Growden Grand Ballroom 17
Fri 7:30 PM-8:00 PM Adam Growden Grand Ballroom 17

A game of Holmes: Sherlock & Mycroft lasts seven turns (days of investigation). At the beginning of each day, famous characters extracted from the books of Arthur Conan Doyle appear in London.

Imperial 2030

Fri 12:00 PM-3:30 PM Ronald Mansolilli Grand Ballroom 24

Imperial 2030 is one of Mac Gerdts greatest games and is a reimplementa-tion of the original (and epic) Imperial. It's not too hard to learn (and I will teach the novices and refresh the veterans), but it will be easier if one takes a few minutes to look at the rules or a view an online tutorial. If you are prone to analysis paralysis, this might not be the game for you!

Indonesia

Sat 4:00 PM-9:00 PM Craig Cowley Grand Ballroom 60

Help shape an economy. As the game unfolds, basic agriculture develops into early industry. Players become wealthy by producing and delivering goods to growing cities, and by acquiring and merging companies at just the right time and for just the right price.

Inn-Fighting

Fri 3:00 PM-4:00 PM Jana Grote Grand Ballroom 60

A Dungeons and Dragons Dice Game that is a light hearted recreation of what may occur in a tavern brawl in any town in the D&D world.

Innovation

Thu 8:00 PM-9:00 PM Jana Grote Grand Ballroom 88

Innovation is a card-based game of civilization building focused on technologies and innovations from the Stone Age to present times.

I o t e W s

Sat 10:30 PM-1:30 AM Pendleton

T e c t o f t e w s s t e c n f l o o r , i t u n g g t r n s . R e t e m k a n d g n e y .

Iron Dragon

Thu 7:00 PM-11:00 PM Sleep Souther Grand Ballroom 26

Iron Dragon is a crayon rail game in a fantasy world. What is a crayon rail game? You will move desperately needed supplies, such as dragons, wine and sheep, from city to city while building up your railroad empire across 2 continents. You must plan ahead and carefully manage your money or all your hopes could end in ruin. Best of all you get to draw all over the game board with crayons!

Joking Hazard

Thu 10:00 PM-11:30 PM William Staab Large Events Suite
Sat 11:00 PM-12:00 AM William Staab Large Events Suite

From the creators of Cyanide & Happiness comes a card game where players compete to finish an awful comic strip. How to play: Draw 7 cards. The deck plays the first card, select a Judge to play the second, then everyone selects a third card to create a three panel comic strip. The Judge picks a winner. Repeat until everyone has a good time.

Jump Drive

Sat 2:00 PM-3:00 PM Aaron Jensen Grand Ballroom 25

Race for the Galaxy: Jump Drive is a fast-paced card game that introduces players to the Race for the Galaxy universe. Games are fast, so we'll probably play three to four times in an hour.

Kanban

Sat 4:00 PM-7:30 PM Jeff Isom Grand Ballroom 24

The setting for the game Kanban: Automotive Revolution is an assembly line. The players are ambitious managers who are trying to impress the board of directors in order to achieve as high a position as possible in the company and secure their careers.

Kanban: Automotive Revolution

Sat 6:00 PM-9:00 PM

Cindy Hachtel

Grand Ballroom 44

Kanban is played in an automotive factory. Design new cars, pick up raw materials to build them, build the cars, and test them. Watch out - the boss moves from department to department to evaluate your progress.

Kemet

Sun 10:00 AM-1:00 PM

Matthew Rivera

Grand Ballroom 45

Kemet is a tactical war game with variable power upgrades to enhance your army and take over Egypt. Take control of monsters and see if you can lead your forces to victory.

Keyflower

Sun 9:00 AM-12:00 PM

Nicholas Noe

Grand Ballroom 47

Keyflower is an economic euro game with a unique blend of tile laying, worker placement and auction mechanics.

King of Tokyo

Sat 10:30 AM-12:00 PM

Nick Hartel

Grand Ballroom 05

Giant monsters battle for control of Tokyo; the classic Yahtzee-esque monster game from Richard Garfield. In this time slot, we'll be should be able to play a few rounds.

King of Tokyo / King of New York

Thu 8:00 PM-9:00 PM

Paul Powell

Grand Ballroom 15

Both games: Each player is a Kaiju monster, trying to either defeat all the other monsters, or to gain 20 fame points. Note: if there is an objection to playing the more complex King of New York, we'll instead be playing King of Tokyo. To see the description of each individual game, see the long description.

Kingdom Builder + All Expansions

Thu 1:00 PM-2:00 PM

Aaron Jensen

Grand Ballroom 26

Fri 2:00 PM-3:00 PM

Aaron Jensen

Grand Ballroom 36

Kingdom Builder, including all three expansions: Nomads, Crossroads, and Marshlands.

Kingdom Death: Monster Introduction

Sat 2:00 PM-7:00 PM

Valerie Kinman

Large Events Suite

Heard about Kingdom Death, but haven't had a chance to play it? Here's your chance to check out a sampler of the first couple "years" of the campaign. In this boutique horror Board/Mini/RPG hybrid game, you control survivors that most likely will go insane, die, or be horribly maimed while fighting for their lives in a perpetually dark world populated by beautifully gruesome creatures. 21+ ONLY

Kingsburg

Thu 1:00 PM-3:00 PM

Matthew Rivera

Grand Ballroom 91

Sun 8:00 AM-9:30 AM

Charles Lindsay

Grand Ballroom 13

In Kingsburg, players are Lords sent from the King to administer frontier territories. Resources to build structures & train troops are collected by influencing the advisers of the King. Each adviser will award different resources or allocate soldiers, victory points, & other advantages to the player who was able to influence them. The player to most please the King is the winner.

Klask Tournament - Heat A

Thu 5:30 PM-8:30 PM

Mike Vander Veen

Grand Ballroom 95, 98

Win a free copy of Klask! Come learn in 5 minutes. First hour and a half is free play, followed by an hour and a half of tournament play. Sign up is for tournament play. Klask is a fast playing, two player, air hockey style game that adds hazards players need to avoid. Scoring a goal still earns you a point. Hazards will give a point to your opponent. First to 6 points instantly wins the game.

Klask Tournament - Heat B - Finals

Sat 10:30 AM-1:30 PM

Mike Vander Veen

Grand Ballroom 95, 98

Win a free copy of Klask! Learn in 5 minutes. First hour is free play, followed by an hour and a half of tournament play, then FINALS! Sign up is for tournament play. Klask is a fast playing, two player, air hockey style game that adds hazards players need to avoid. Scoring a goal still earns you a point. Hazards will give a point to your opponent. First to 6 points instantly wins the game.

La Granja

Thu 2:00 PM-5:00 PM

Jeff Isom

Grand Ballroom 24

Fri 4:00 PM-7:00 PM

Jeff Isom

Grand Ballroom 24

In La Granja, players control small farms by the Alpich pond near the village of Esporles on the island of Mallorca. Over time, the players develop their farms and deliver goods to the village. Players are vying to earn the title of "La Granja" for their country estate!

La Granja: No Siesta

Sun 2:00 PM-3:30 PM

Jeff Isom

Grand Ballroom 46

The players need to collect resources to cross them off on their scoring sheet in order to get the most victory points. They can hire helpers to use their special effects. They build a barn to store goods and sometimes they need to have a little time off and have a Siesta!

GAMESTORM 19
 BOARD AND CARD GAMES

Lanterns

Thu 7:00 PM-8:30 PM	Matthew Rivera	Grand Ballroom 31
Thu 12:00 PM-1:00 PM	Bert Hui	Grand Ballroom 23
Thu 5:30 PM-6:30 PM	Bert Hui	Grand Ballroom 23
Thu 7:30 PM-8:30 PM	Bert Hui	Grand Ballroom 23
Fri 11:00 AM-12:00 PM	Bert Hui	Grand Ballroom 23
Fri 4:30 PM-5:30 PM	Bert Hui	Grand Ballroom 23
Sun 1:00 PM-2:00 PM	Bert Hui	Grand Ballroom 23

The harvest is in, and the artisans are hard at work preparing for the upcoming festival. Decorate the palace lake with floating lanterns and compete to become the most honored artisan when the festival begins.

Learn Rome: City of Marble

Thu 2:00 PM-3:00 PM	David Hill	Grand Ballroom 27, Grand Ballroom 28
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Learn to play the Rome: City of Marble, a low-randomness, open-handed, and IMHO underappreciated Eurogame. This will have sample rounds and qualify you as Familiar for the full game, so do both if you can!

Leaving Earth

Sat 9:00 AM-1:00 PM	Greg Moore	Grand Ballroom 63
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A game of the space race from 1956 till 1986. Includes the Mercury and Outer Planets expansions. Players will research rockets and capsules and assemble launch missions competing to be the first to accomplish randomly drawn goals in space, while hoping their hardware functions correctly.

Legendary Encounters Alien

Fri 3:30 PM-5:00 PM	Robert Beachler	Grand Ballroom 98
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Players must cooperate in order to survive against hordes of aliens in different missions as the threats get deadlier and deadlier!

Legenday: A Marvel Deck-building Game

Thu 1:00 PM-3:00 PM	Jonathan Olson	Grand Ballroom 14
Sat 12:30 PM-2:30 PM	Jonathan Olson	Grand Ballroom 14

In Legenday, build your deck with heroes from the Marvel Universe, to fight Masterminds and foil their evil Schemes!

Letter Tycoon - 2017 Oregon State Championship

Sat 1:00 PM-5:00 PM		Grand Ballroom 31, 32, 42, 43
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Players take turns forming a word using a seven-card hand and a three-card community card pool, scoring money and stock rewards, based on their word.

Lewis & Clark

Thu 3:00 PM-6:30 PM	Laurie Myers	Grand Ballroom 46
Fri 8:00 AM-11:00 AM	Heather Drake	Grand Ballroom 68

In this race from St. Louis to the Pacific Ocean, you must recruit helpful party members and precisely manage your resources. Dead weight will only slow you down -- and there's no glory for second place.

Lords of Vegas

Thu 4:00 PM-6:00 PM	Paul Powell	Grand Ballroom 31
Sat 2:00 PM-4:00 PM	Andy Geier	Grand Ballroom 95

Ready for a game of a little luck, some chance and a whole lotta fun?! Well step right up to Lords of Vegas. Every game is a blast...of hot Nevada air. Bring your visor, a cool drink and a seat belt because this game is a wild ride. Think you're gonna win? Think again! Come join me for Lords of Vegas!

Lords of Waterdeep

Fri 2:00 PM-4:00 PM	Matthew Rivera	Grand Ballroom 88
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Play as a Lord of Waterdeep, send out adventurers to complete quests, so that you can gain control of this magnificent city.

Lorenzo il Magnifico

Sat 10:00 AM-12:30 PM	Cole Munro-Chitty	Grand Ballroom 35
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Card Drafting, Worker Placement, Resource Management, Renaissance Era

Loyalty

Sat 2:00 PM-4:30 PM	Edward Kendrick	Grand Ballroom 16
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Loyalty is a semi-cooperative strategy game for 3-6 players set in early medieval Europe. Through diplomacy, maneuvering, and economic prowess, each player seeks to join forces with one other player in the game to take control the other players' castles.

Machi Koro

Sat 7:00 AM-9:00 AM	Marcus Evenstar	Grand Ballroom 28
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A fast-paced, lighthearted economic game that depends on planning and bit of luck.

Mage Knight: Distress Letter

Fri 6:00 PM-10:00 PM

Dave Perry

Grand Ballroom 45

Come learn to play the Mage Knight Board Game in this introductory scenario. In this game, players control a Mage Knight who explores the land in a quest to expand his or her power. Fight wandering monsters, delve into dungeons in search of spells and art

Mage Knight: Relic Hunt

Fri 12:00 PM-4:00 PM

Dave Perry

Grand Ballroom 45

In this game, players control a Mage Knight who explores the land in a quest to expand his or her power. Fight wandering monsters, delve into dungeons in search of spells and artifacts, visit a town or monastery to recruit allies. In the Relic Hunt scenario, players cooperate to recover fragments of a lost relic from the lairs of powerful dragons.

Mall of Horror

Fri 2:00 PM-3:00 PM

Christopher Cericola

Grand Ballroom 60

Sat 1:00 PM-2:00 PM

Christopher Cericola

Grand Ballroom 04

The goal is not to kill the greatest number of zombies, but simply to survive. You must flee from place to place, while zombies try to devour the inhabitants of the mall.

Manhattan Project: ENERGY EMPIRE

Fri 4:00 PM-6:00 PM

Scott Rose

Grand Ballroom 88

Sat 7:00 PM-9:00 PM

Scott Rose

Grand Ballroom 02

With the conclusion of the Second World War, the world shifted focus away from war to developing energy infrastructure. To win, players will learn to develop efficient energy production, while keeping the effect on the environment to be minimal.

Mansions of Madness Second Edition

Thu 10:00 PM-2:00 AM

Philip Chester

Grand Ballroom 24

Fri 8:00 PM-12:00 AM

Philip Chester

Grand Ballroom 24

Sat 10:00 PM-2:00 AM

Philip Chester

Grand Ballroom 24

Thu 10:00 PM-3:00 AM

Dale Braun

Clackamas 07

Fri 10:00 PM-3:00 AM

Dale Braun

Clackamas 07

Sat 10:00 PM-3:00 AM

Dale Braun

Clackamas 07

All expansions and in-app scenarios; choice of adventure depends on the group. Fully cooperative, app-driven board game of horror and mystery for 1-5 players in the HP Lovecraft universe, through the veiled streets of Innsmouth and the haunted corridors of Arkham's cursed mansions. It will take more than just survival to conquer the evils terrorizing this town.

Marco Polo and Friends

Thu 7:00 PM-9:00 PM

Dave Perry

Grand Ballroom 36

Sun 8:00 AM-10:00 AM

Dave Perry

Grand Ballroom 15

In The Voyages of Marco Polo, players recreate his journey to the Far East, with each player having a different character. Each character has a special power that completely changes the way they approach the game.

Mare Nostrum: Empires

Fri 12:00 PM-2:00 PM

Martin Lamssies

Grand Ballroom 47

Fri 6:00 PM-9:00 PM

Doug Bloomer

Grand Ballroom 27

Trade and expand in the ancient Med. Build great wonders. A civ game in (relatively) short time. This is your chance to get your glory!

Maria

Sun 1:00 PM-5:00 PM

Steven Flannigan

Grand Ballroom 14

MARIA is a 3 faction game: Austria -- France plus Bavaria -- Prussia plus the Pragmatic Army. Subtle maneuvers, seizure of fortresses, prudent retreats, and Machiavellian politics are the keys to victory. Whoever uses his Tactical Cards unwisely in battle can suddenly find himself not on the highway to glory but on the road to ruin.

Martians: A Game of Civilization

Fri 9:00 AM-12:00 PM

Greg Moore

Grand Ballroom 13

A game of civilization building on Mars in the near future. Players must provide essential supplies to keep their colonists alive, while helping to build a colony on Mars. Researching technologies, gathering resources and building new facilities will all be goals for success.

Marvel Heroes!

Thu 7:00 PM-10:30 PM

David Finn

Grand Ballroom 14

A game set in the Marvel Universe. Players take control of a group of Super Heroes (X-Men, Fantastic Four, Marvel Knights or Avengers) as well as the Nemesis of another player's group (Magneto, Dr. Doom, Kingpin or Red Skull). During the game, each player battles villains, solves events, finds allies, enemies and power-ups, and faces the menacing Super Villains controlled by the other players.

Math Trade

Sat 12:00 PM-2:00 PM

Ben Stephenson

Clackamas

Trade Event: <http://trade.abecorn.com/#/trade/58b1fa6728f2fe003a771723> This is the GameStorm 19 no-ship math trade.

GAMESTORM 19
 BOARD AND CARD GAMES

Maximum Burn

Fri 11:00 AM-1:00 PM
 Peter Drake
 Grand Ballroom 05
 “Maximum Burn is a tactical space combat game featuring realistic Newtonian movement (in 1.5 dimensions) and innovative combat and ship design systems. Control ships ranging from tiny fighters to massive arbiters. You can design your own fleet for the second battle. New players are welcome, but reading the rules online, or participating in the earlier Game Lab blind test, will speed things up.”

Medieval Merchant

Fri 5:00 PM-7:00 PM
 Martin Lamssies
 Grand Ballroom 83
 The players represent trading firms building trade empires in Medieval Europe. They use their contacts to open cities to trade. Once open, players acquire trade privileges and open branches in these cities. By expanding into new cities and regions and by adding branches in cities where they already have them, players increase their trade influence in Europe.

Mega Man Board Game

Sat 10:00 AM-2:00 PM
 Philip Chester
 Grand Ballroom 37
 Face off against Dr. Wily and his eight Robot Masters in this board game adaptation of the iconic video game series!

Mega Monopoly

Sat 12:00 PM-2:00 PM
 Lisa Goodwin
 Grand Ballroom 05
 Monopoly: The Mega Edition is a special variant of the popular board game, Monopoly. The game board is larger than that of regular Monopoly (30% bigger). The game now includes \$/£1,000 bills, and it includes an option to build skyscrapers and train depots

Merchant of Venus (1988)

Sat 5:00 PM-8:00 PM
 Tom Harrison
 Grand Ballroom 95
 The classic space trading game. Players explore a sector of space, starting from the same spot, discovering civilizations. Players make their fortunes trading between these civilizations, competing for trade goods and space ports, and upgrading their ships, which balance speed against capacity.

Merchants and Marauders

Thu 4:00 PM-8:00 PM
 Nathan Meininger
 Grand Ballroom 17
 Arrrrrh! Join me on the high seas for adventure, treasure, and glory! Merchants and Marauders is a thematic sandbox adventure game in which you become the captain of a ship on the Caribbean sea. All are welcome, but there is a fair amount of reading and dice rolling. I also have the Seas of Glory modular expansion, which we can add in, depending on the experience and skill levels of the players.

Millenium Blades

Sun 12:00 PM-3:00 PM
 Doug Bloomer
 Grand Ballroom 28
 Millennium Blades is a game of the experience of a year of competitive CCG play. Players will acquire cards, sell, and trade, and then use their cards in tournaments to win reputation.

Mines of Zavandor

Thu 6:00 PM-8:00 PM
 Thomas Dillon
 Grand Ballroom 35
 In Mines of Zavandor, players are dwarves vying to be the new regent by... you guessed it, digging for treasure. It is a Medium-Light auction game full of interesting decisions and gemstones.

Mombasa

Fri 7:00 PM-9:30 PM
 Cole Munro-Chitty
 Grand Ballroom 15
 Card Play, Action Selection, Card Drafting, Area Control

Mysterium

Fri 9:00 PM-10:30 PM
 Debra Stansbury
 Grand Ballroom 95
 Sat 5:00 PM-6:30 PM
 Debra Stansbury
 Grand Ballroom 91
 Are you Psychic enough to figure out who the ghost is? This cooperative game lets you put your intuition to the test!

Mystic Vale: Vale of Magic

Thu 1:00 PM-3:00 PM
 Dale Braun
 Grand Ballroom 13
 This event will include the expansion, Vale of Magic. In Mystic Vale, 2 to 4 players take on the role of druidic clans trying to cleanse the curse upon the land. Each turn, you play cards into your field to gain powerful advancements and useful vale cards. Use your power wisely, or decay will end your turn prematurely. Score the most victory points to win the game!

Nevermore - 2017 Oregon State Championship

Sat 9:00 AM-1:00 PM
 Grand Ballroom 43
 Grand Ballroom 31, Grand Ballroom 32, Grand Ballroom 42,
 This game from Smirk & Dagger is a casual-style, card-drafting game in which you quickly build your hand each round, collecting cards you want and poisoning your opponent’s hand by passing along cards you think they can’t use.

New Bedford w/Rising Tide

Fri 5:00 PM-7:00 PM
 Justin Lowmaster
 Grand Ballroom 05
 Set in the mid-1800s, the golden age of whaling, New Bedford gives you the chance to build the Massachusetts town of the same name into a thriving whaling community. Gather resources to add buildings with new actions and launch ships to go whaling. Go out longest for the best choice, but wait too long and the whales become harder to catch. And don’t forget to pay your crew when ships return!

Nothing to See Here

Thu 10:30 PM-1:30 AM

Pendleton

You'd better have your papers on you and be prepared to choose a side. Bannoid the Wise has dispatched the Bigly Hands to find and detain all who refuse to submit before the Grate Orangelon of Werds.

Ogre

Sun 9:00 AM-11:00 AM

Peter Drake

Grand Ballroom 14

In 2085 A.D., hovercraft, tanks and infantry slug it out with tactical nuclear devices. But the most feared weapon of all needs no human guidance. It's a giant cybernetic tank called the OGRE. The basic OGRE game gives one player a force of infantry and armor, and a command post he must defend. The other player has only one unit - but it's an OGRE. It's an even match.

Orcs Must Die!: Order - The Boardgame

Thu 3:00 PM-5:30 PM

William Staab

Grand Ballroom 25

Orcs Must Die: The Boardgame dares you to preserve your stronghold sieged by orcs. You have traps & weapons galore, and can team up with your friends to obliterate the nasty orcs and their grotesque allies. Build an exciting fortress using a tile-based system, then watch as swarms of baddies plunge through your defenses to abolish your Rift.

Orleans

Sat 4:00 PM-7:00 PM

Sharan Hams-LaDuca

Grand Ballroom 26

During the medieval goings-on around Orléans, you must assemble a following of farmers, merchants, knights, monks, etc. to gain supremacy through trade, construction and science. You will always want to take more actions than possible, and there are many paths to victory. The challenge is to combine all elements the best way possible with regard to your strategy.

Outpost

Thu 5:00 PM-1:00 AM

Aaron Deline

Grand Ballroom 01

Outpost is a bidding game in which the most points at the end of the game wins.

Palaces of Carrara

Thu 6:00 PM-8:00 PM

Cole Munro-Chitty

Grand Ballroom 15

Action selection, Set collection, Build palaces, Race game

Panamax

Thu 9:00 PM-11:00 PM

Thomas Dillon

Grand Ballroom 35

In Panamax, you are the director of a company shipping cargo through the Panama Canal. It is a Medium-Heavy economic game with novel mechanics that force players to balance self interest and mutual advantage.

Pandemic

Sun 1:00 PM-2:00 PM

Jana Grote

Grand Ballroom 16

Can you protect humanity from an outbreak of virulent diseases that have broken out across the globe?

Pandemic Cthulhu

Fri 5:00 PM-7:00 PM

Elias Stinson

Grand Ballroom 13

"Beings of ancient and bizarre intelligence, known as Old Ones, are stirring within their vast cosmic prison. If they awake into the world, it will unleash an age of madness, chaos, and destruction upon the very fabric of reality. Everything you know and love will be destroyed. You will fend off cultists and terrifying creatures in order to find clues to stop the Old Ones."

Pandemic: Iberia

Fri 2:00 PM-4:00 PM

Elias Stinson

Grand Ballroom 17

Sat 2:00 PM-3:30 PM

Mike McCarrig

Grand Ballroom 13

Welcome to the Iberian Peninsula! Set in 1848, you will need to travel by carriage, by boat, or by train to help the Iberian populace. While doing so, distributing purified water and developing railways will help you slow the spread of diseases in this new version of Pandemic.

PanzerBlitz / Panzer Leader

Sun 9:00 AM-12:00 PM

Greg Moore

Grand Ballroom 02

Will have a variety of original scenarios ready to play for the Avalon Hill classic tactical wargames from the 70's. Come and get your tank on.

Pax Pamir

Sun 9:00 AM-11:00 AM

Ethan Medley

Grand Ballroom 91

In Pax Pamir, two to five players assume the role of Afghan tribal leaders navigating the winds of colonial power in "The Great Game". If either the Russian, British Empire, or Afghan is able to achieve supremacy, the player with the most influence in that empire wins.

Pax Porfiriana Collector's Edition

Thu 3:30 PM-6:30 PM

Joe Waller

Grand Ballroom 16

Pax Porfiriana refers to the 33-year reign of dictator Porfirio Díaz, who ruled Mexico with an iron hand until toppled by the 1910 Revolution. As a rich businessman in the turbulent pre-revolutionary borderlands of the U.S. and Mexico, players compete to build business empires of ranches, mines, rails, troops, and banks while subverting opponents with banditos, Indians, and lawsuits.

GAMESTORM 19
 BOARD AND CARD GAMES

Pax Renaissance

Sat 4:00 PM-7:00 PM
 Doug Bloomer
 Grand Ballroom 83
 Pax Renaissance is a weird wild and woolly romp through the history of Europe. The game is conveyed entirely by a deck of cards and features five possible victory conditions. Can you ride the changes and circumstances to triumph?

Pirate’s Cove

Fri 1:30 PM-3:00 PM
 Dennis Walters
 Grand Ballroom 25
 Come aboard & sail to Pirate’s Cove, the legendary hideaway of thieving pirates & cutthroat buccaneers. The tales of those legendary pirates of old who’ve fought & survived these mysterious waters still haunt all those who yearn for a life at sea. Armed with a secret map & starting with a modestly outfitted sloop, you set sail to Pirate’s Cove, eyes filled with visions of treasure & fame.

Pit

Fri 1:30 PM-2:30 PM
 Charles Lindsay
 Grand Ballroom 03
 Pit is an open-outcry (all play at once) commodity trading game. The first edition was in 1903. Players offer trades by crying out the number of cards they want to swap (“One! One! One!”, or “Three! Three! Three!”) but not their identity. The winner of the hand is the first to collect all of one commodity.

Play Epic Tiny Kingdoms

Thu 2:00 PM-4:30 PM
 Valerie Kinman
 Grand Ballroom 36
 Sun 2:00 PM-4:30 PM
 Valerie Kinman
 Grand Ballroom 15
 Come play this fun resource management, kingdom building, and conquering game, all packaged in a box the size of a deck of cards. New players welcome. We’ll be playing multiple game rounds within the allotted time-frame, allowing people to try out multiple factions if they choose, each faction with their unique tech tree.

Pondora

Fri 5:00 PM-6:30 PM
 Nathan Monger
 Grand Ballroom 26
 A game of jumping your frog across a moving pond to reach your soulmate. But of course you block or move the pond around to keep other frogs from getting across first. Simple concept, but hard to master. A game of skill, my the best frog win...

Power Struggle

Sat 3:30 PM-6:00 PM
 Mike McCarrig
 Grand Ballroom 14
 In this corporation-themed game, players compete to be the first to acquire four out of six possible victory points. You earn a point by reaching certain numbers along tracks, such as at least 7 on the influence track or 8 on the majority track. You also may earn a point by beating your secretly assigned archenemy on three specified tracks.

PowerGrid

Thu 9:00 PM-12:00 AM
 Chris Ballowe
 Grand Ballroom 04
 Fri 9:00 PM-12:00 AM
 Chris Ballowe
 Grand Ballroom 04
 Fri 11:00 PM-1:30 AM
 Donald Freel
 Grand Ballroom 36
 Sat 1:00 PM-3:30 PM
 Donald Freel
 Grand Ballroom 36
 Sun 2:00 PM-4:30 PM
 Nick Hartel
 Grand Ballroom 60
 Friedmann Friese’ classic game of industry. Provide power to the United States, while attempting to stay one step ahead of your competitors. My copy has player boards to cut down on the fiddly paper money.

Primordial Soup

Sun 12:00 PM-2:30 PM
 Jonathan Olson
 Grand Ballroom 63
 Take charge of a ‘tribe’ of amoebas in a struggle for survival! Move, eat, and defecate your way to the top. Sprout tentacles, or spikes, or grow a brain (completely useless)! Who will survive the Soup?

Progress: Evolution of Technology

Sun 11:00 AM-2:00 PM
 Donald Freel
 Grand Ballroom 21
 Progress: Evolution of Technology is a card game about researching technologies. Each player takes his civilization from early antiquity and learns various technologies, moving progressively to the Middle Ages, the Industrial Revolution, and Modern Times

Prospectus

Sun 1:00 PM-3:30 PM
 Dale Braun
 Grand Ballroom 25
 In Prospectus, players are mages trying to earn the most money by trading potions in the Kriztus potion exchange. As mages, players can of course see into the market futures to gain an edge in their trading. The game makes use of a unique and eye-catching crystal ball mechanism (inspired by the cube tower in Wallenstein, Shogun, and Amerigo) ensuring no market prediction is a sure bet!

Puerto Rico

Thu 9:00 PM-11:00 PM
 Aaron Jensen
 Grand Ballroom 83
 Fri 7:00 PM-9:00 PM
 Jana Grote
 Grand Ballroom 68
 Sat 4:00 PM-6:00 PM
 Aaron Jensen
 Grand Ballroom 73
 We’ll play just the base Puerto Rico. No expansions.

Quantum

Fri 1:00 PM-2:30 PM
 Cole Munro-Chitty
 Grand Ballroom 15
 Dice as Ships, Special Player Powers, Area Movement, Race, Combat

Quests of Valeria

Fri 11:00 AM-12:00 PM

Ryan Falls

Grand Ballroom 88

In Quests of Valeria, you play the role of a Guild Master, recruiting and dispatching Citizens to complete quests posted in a tavern in the Capital City of Valeria to earn Victory Points. The player with the most Victory Points at the end of the game wins

Race for the Galaxy

Fri 3:00 PM-4:30 PM

Aaron Jensen

Grand Ballroom 37

Sat 8:00 PM-9:30 PM

Aaron Jensen

Grand Ballroom 91

We'll play with The Gathering Storm, Rebel vs Imperium, and The Brink of War expansions. Experienced players only, please.

Ragami

Thu 3:00 PM-5:00 PM

Dennis Walters

Grand Ballroom 45

In all cultures, there are mythical characters that protect people and help them to solve their problems. Those characters often take the human form with wings and we call them Guardian Angels or RAGAMI.

Raiders of the North Sea

Thu 2:00 PM-4:00 PM

Chris Wero

Grand Ballroom 35

Sun 2:00 PM-4:00 PM

Chris Wero

Grand Ballroom 24

Be a viking raider! Gather your crew, provision your ship, raid for plunder, give tribute to the chieftain.

Railroad Tolkoon

Sat 5:00 PM-9:00 PM

William Crittenden

Grand Ballroom 45

Railroad Tolkoon is a Middle Earth variant of the classic Railroad Tycoon (Railways of the World). It's much more fun than the base game, and includes lots of Middle Earth details and mechanisms. Will you use your Orcs to build cheap track in Mordor or follow Smeagol thru the otherwise impassible Dead Marshes? Maybe the Misty Passes will open. Then again, maybe the Ents will trash Isengard!

Rampage (Terror in Meeple City)

Fri 12:00 PM-2:00 PM

Paul Powell

Grand Ballroom 68

In Rampage, you play the role of a large monster who is running around the streets of a 3-D city. This is a dexterity game, where you will be taking down these building and eating the people that were in said buildings. There is a scoring system, and, even though there's a "winner" to each game, the whole point of the game is to level the city and just have fun!

Red Dragon Inn

Fri 3:00 PM-4:30 PM

Dennis Walters

Grand Ballroom 25

You & your friends are a party of heroic, fantasy adventurers. You've raided the dungeon, killed the monsters, & taken their treasure. Now you're back & how better to celebrate than to spend an evening at the Red Dragon Inn. You & your companions will spend the night drinking, gambling & roughhousing. The last person sober enough to remain conscious & hold onto his Gold Coins wins the game.

Red Dragon Inn: 1-3

Fri 4:30 PM-5:30 PM

Charles Lindsay

Grand Ballroom 03

In Red Dragon Inn, you & your friends are a party of heroic adventurers. You've raided the dungeon, killed monsters, & taken their treasure. Now it is time to celebrate your most recent victory by spending an evening at the Red Dragon Inn. You will spend the night drinking, gambling, & roughhousing. The last person who remains conscious & shrewd enough to hold onto their Gold Coins wins the game.

Relentless

Fri 10:00 AM-12:00 PM

Danny Oxman

Grand Ballroom 63

There's a zombie uprising in the remote rural town of Pittsville, AZ. There will be a lot of shooting. It's HUMANS vs. ZOMBIES in this strategic, teamwork, card game! Will the human players fix their jeep before the zombie players block off all the escape routes? You'll have to play to find out!

Rhein: River Trade

Fri 6:30 PM-7:30 PM

Adam Growden

Grand Ballroom 17

Fri 8:00 PM-9:00 PM

Adam Growden

Grand Ballroom 17

Rhein: River Trade is an absorbing game of commerce and transportation for 2-5 industrious players 12 years of age and up.

Riftwalker: A Storm Hollow Card Game

Fri 10:00 AM-11:00 AM

Angela Hickman

Clackamas 09

Sat 2:30 PM-3:30 PM

Angela Hickman

Clackamas 09

Explore the rifts of Storm Hollow, build an array of powers, and trigger bursts of magical energy to score big in this strategy card game for 2-4 players that plays in 30-45 minutes. Players use a central grid of elements to play cards from their hand or shift cards in play. Players must create lines of elements on the grid to score their rifts. In the end, the player with most points wins!

RoboRally

Sat 6:00 PM-9:00 PM

Robert Beachler

Grand Ballroom 78

In RoboRally, players each control a different robot in a race through a dangerous factory floor. Several goals will be placed on the board and you must navigate your robot to them in a specific order. The first robot to claim all the goals in the correct order wins.

Fri 8:00 PM-12:00 AM	Marcus Evenstar	Grand Ballroom 98
Take charge of the factory floor in this classic game of mechanical mayhem.		

Fri 7:00 PM-8:00 PM	Debra Stansbury	Grand Ballroom 95
Sat 7:00 PM-8:00 PM	Debra Stansbury	Grand Ballroom 91

Roll for the Galaxy! Roll for resources and build planets and developments all in the search for "Victory Points."

Fri 9:00 AM-10:30 AM	William Staab	Grand Ballroom 34
Fri 1:00 PM-2:30 PM	William Staab	Grand Ballroom 34

Thu 3:00 PM-4:30 PM	David Hill	Grand Ballroom 27, Grand Ballroom 28
Rome: City of Marble is a low-randomness, open-handed, and IMHO underappreciated Eurogame. I am holding a learning session right before this, so I will assume players know the game, and we'll dive right in and have a compact, balanced game. Rookies are welcome to attend both, and will then will be ready to play well from the first turn!		

Fri 2:00 PM-4:00 PM	Martin Lamssies	Grand Ballroom 47
In Rome, players take on the role of the emerging Aristocrat families aiming to ascend to glory with the rise of the Roman Republic, as they form the greatest empire the civilized world has ever laid eyes on.		

Sun 9:00 AM-10:00 AM	Robert Beachler	Grand Ballroom 03
Zombies move closer to you every round. You run from location to location, searching for weapons and survivors in a desperate attempt to stay alive. Be careful, some followers may turn against you, while others can slow you down. When it comes right down to it, the choice is simple: Run, Fight, or Die!		

Fri 3:00 PM-6:30 PM	Lawrence Myers	Grand Ballroom 34
Russian Railroads: American Railroads is a mini-expansion for Russian Railroads with new player boards and various new elements. Please be familiar with the base game of Russian Railroads.		

Thu 8:00 PM-9:30 PM	W David MacKenzie	Grand Ballroom 06
Fri 1:00 PM-2:30 PM	W David MacKenzie	Grand Ballroom 83
Fri 3:00 PM-4:30 PM	W David MacKenzie	Grand Ballroom 83
Sat 10:00 AM-11:30 AM	W David MacKenzie	Grand Ballroom 34
Sat 2:00 PM-3:30 PM	W David MacKenzie	Grand Ballroom 83
Sat 7:00 PM-8:30 PM	W David MacKenzie	Grand Ballroom 98
Sun 10:00 AM-11:30 AM	W David MacKenzie	Grand Ballroom 37

New Game from Daily Magic Games. Worker placement, resource management, monument building, open negotiations. Become the next Pharaoh of Egypt.

Fri 2:00 PM-3:00 PM	Mike Vander Veen	Grand Ballroom 98
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Salem incites the atmosphere of paranoia that held the village of Salem captive. Players act with the assumption that there are witches among them (and, in this case, there will be). Each player controls six residents of Salem, three of whom are witches.

Sat 3:00 PM-4:00 PM	Ryan Falls	Grand Ballroom 04
Salmon Run is a fast-paced racing game in which you'll maneuver your salmon upriver, avoiding obstacles and jumping over waterfalls. Behold the immense power of the river's currents! Avoid ferocious bears! Beware of stealthy eagles, waiting to snatch victory from your hand! Most of all, pace yourself to avoid debilitating fatigue.		

Fri 6:00 PM-11:00 PM	Peter Drake	Grand Ballroom 63
Shogun/Samurai Swords/Ikusa is the last game in the original Milton Bradley Gamemaster series. It focuses on the chaotic feudal society of Japan during the Middle Ages. Players play one of several factions that erupt into a civil war, trying to consolidate their strongholds and then defeat other armies for the right to be called Shogun, the supreme ruler.		

Thu 3:00 PM-4:00 PM	Aaron Jensen	Grand Ballroom 26
Fri 4:30 PM-5:30 PM	Aaron Jensen	Grand Ballroom 44

San Juan is a card game, based on the highly-rated game, Puerto Rico.

Say bye to the villains

Thu 1:30 PM-2:30 PM	Nicholas Lauman	Grand Ballroom 95
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One villain for every player work together to figure out who can take whom out.

Scoville (base game)

Fri 11:00 AM-2:00 PM	Mark Daley	Grand Ballroom 91
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The farmers' market is getting spicy! Join your fellow farmers in breeding the peck of perfect peppers to sell, or use them to gain fame in the chili cook-off. It's gonna get hot!

Scythe

Thu 2:00 PM-6:00 PM	James Jones	Grand Ballroom 88
Fri 6:00 PM-9:00 PM	Keith Leiker	Grand Ballroom 06
Fri 8:00 PM-11:00 PM	Donald Freel	Grand Ballroom 36
Sat 10:00 AM-1:00 PM	Donald Freel	Grand Ballroom 36
Sat 7:00 PM-11:00 PM	Donald Freel	Grand Ballroom 63
Sun 12:00 PM-3:00 PM	Keith Leiker	Grand Ballroom 37

Scythe is a Worker Placement/Economic Engine board game set in an alternate-history 1920s period. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs. Your host is Keith Leiker.

Scythe with Invaders from Afar 7P

Fri 10:00 AM-1:00 PM	Jeremy Conser	Grand Ballroom 98
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Scythe is a Worker Placement/Economic Engine board game. In Scythe, each player represents a character from one of five factions of Eastern Europa who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs.

Scythe: Invaders from Afar

Fri 6:00 PM-9:00 PM	Dale Braun	Grand Ballroom 04
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Set in an alternate-history 1920s period, each player represents a character from one of seven factions of Eastern Europa who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs.

Secret Hitler

Fri 2:00 PM-6:00 PM	Greg Gaston	Large Events Suite
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Secret Hitler is a dramatic game of political intrigue and betrayal set in 1930s Germany. We will play several ~45 minuet Games.

Secrets of the Lost Tomb: Evening Expedition

Sat 7:00 PM-12:00 AM	Riley Crowder	Grand Ballroom 88
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The Cinematic Pulp Action Adventure Board Game! A Fast-Paced Cooperative and Competitive Tomb Diving Experience for 1 to 6 Players!

Sentinels of the Multiverse

Sat 9:00 AM-11:00 AM	Robert Beachler	Grand Ballroom 15
Sat 12:00 PM-2:00 PM	Robert Beachler	Grand Ballroom 83

Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player plays as one of ten heroes, against one of four villains, and the battle takes place in one of four different dynamic environments.

Shadow Hunters

Thu 5:00 PM-6:30 PM	Dennis Walters	Grand Ballroom 24
Sat 2:00 PM-3:00 PM	Charles Lindsay	Grand Ballroom 88

Shadow Hunters is a survival board game in which 3 groups of characters (Shadows, Hunters, & the Neutrals) are caught in this ancient battle—struggle against each other to survive. You belong to 1 of these groups & must conceal your identity from others, since you don't know whom you can trust. Over time someone might decipher who you are.

Shadowrift 2nd Edition

Sat 9:00 AM-11:30 AM	William Staab	Clackamas 05
Sun 2:00 PM-4:30 PM	William Staab	Grand Ballroom 13

Haven Town is facing total annihilation by a horde of monsters from beyond the Shadowrift. You, the heroes, must drive them back. You will need powerful spells, skills, attacks & loot. You begin as a basic hero; you can explore and fight. Luckily for you, Shadowrift is a deck-building game! You buy new cards to add to your deck, cards that will define you and complement your fellow heroes.

Shadows Over Camelot

Sun 9:30 AM-11:00 AM	Charles Lindsay	Grand Ballroom 63
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Shadows over Camelot is a cooperative board game. You are a knight of the Round Table & you must collaborate to overcome a number of quests, from defeating the Black Knight to searching for the Holy Grail. Completed quests gain glory at the Round Table; failed quests lead to ruin for Camelot. Enough words! Don your cloak, mount your warhorse, & gallop to save Camelot!

GAMESTORM 19
 BOARD AND CARD GAMES

Shame: Daytime TV Game

Fri 1:00 PM-2:00 PM
 Brad Poser
 Grand Ballroom 33
 Shame: The daytime TV talk show card game. Throw a chair! Cry gothic tears! Embarrass your spouse! Just don't be the most shameful player at the table!

Sid Meier's Civilization (FFG) with expansions

Fri 7:00 PM-1:00 AM
 Matthew Gaffney
 Clackamas 04
 Forge an empire to stand the test of time using innovative game mechanics with multiple paths to victory. Players start off with a single city, one army figure, and one scout, and from these meager origins you must forge through the ages and become the greatest civilization in the world. Please sign up only if you have played at least the base game at least once.

Signorie

Fri 4:00 PM-6:30 PM
 Cole Munro-Chitty
 Grand Ballroom 15
 Dice Drafting, Area Control, Special Player Powers, Player Board Upgrading, Renaissance Era

Simon's Cat

Sun 10:00 AM-11:00 AM
 Danny Oxman
 Grand Ballroom 03
 Don't get caught. Blame everyone else. Based on the YouTube series. Match either the color or the number of the last played card to be safe.

Skull King - 2017 Oregon State Championship

Sat 8:00 PM-12:00 AM
 Grand Ballroom 43
 Grand Ballroom 31, Grand Ballroom 32, Grand Ballroom 42,
 Brent Beck's Skull King is a trick-taking game similar to Oh Hell!, Wizard and Spades, with players needing to state how many tricks they think they'll win each round.

Small World

Thu 7:00 PM-8:30 PM
 Aaron Jensen
 Grand Ballroom 83
 We'll play Small World with races and special powers from all expansions except Underground.

Space Cadet: Away Missions

Thu 2:00 PM-4:30 PM
 David Finn
 Grand Ballroom 60
 Space Cadets: Away Missions is a cooperative, scenario-based, tactical action game for 1-6 players, set in the Golden Age of science fiction. In this game, players take on the roles of adventurous human spacemen who explore UFOs, acquire Alien technology and fight hostile extraterrestrials.

Spartacus

Thu 5:00 PM-9:00 PM
 Sean Wade
 Grand Ballroom 37
 Sat 8:00 PM-11:00 PM
 Clayton Baisch
 Grand Ballroom 83
 Bring your dagger! This game of backstabbing, bribery, and betrayal will have you crossing palms with gold, only to scheme against your new-found "friend" the very next moment. Outbid your rivals for the best gladiators, slaves, and equipment. Those who have invested well may Host a spectacle of blood in the arena to gain Influence..!

Spartacus!

Sat 2:00 PM-5:30 PM
 David Finn
 Grand Ballroom 06
 A game where players take on the role of Dominus, head of a rising house in the Roman city of Capua. Each house competes for Influence to gain the favor of Rome. Through political schemes, backstabbing, bidding, and glorious battles on the arena sands, your house will rise in fame and stature

Speculation

Sat 10:00 AM-12:00 PM
 Mark Daley
 Grand Ballroom 04
 Experience the excitement of trading up to make your fortune in the stock market. Each player influences the stocks as they jostle for the best position for their shares, so anticipating your opponents can reap greater rewards. Just remember, past performance is no guarantee of future returns in Speculation!

Splendor

Sat 11:00 AM-1:00 PM
 Valerie Kinman
 Grand Ballroom 24
 Sat 8:00 PM-9:00 PM
 Sharan Hams-LaDuca
 Grand Ballroom 26
 Using tokens representing gemstones, you will acquire developments which produce new gems (bonuses). These bonuses reduce the cost of your subsequent purchases and attract noble patrons. Each turn is quick: one, and only one, action! The first player to reach fifteen prestige points by accumulating nobles and development triggers the end of the game.

St. Petersburg

Sat 2:00 PM-4:00 PM
 Ronald Mansolilli
 Grand Ballroom 45
 St. Petersburg is a fun game about establishing one's self in the great city by buying different types of cards: workers, buildings, aristocrats, trading cards, and the new market cards (credit: BGG). It's all about resource and hand management.

Star Trek Panic

Sun 10:00 AM-12:00 PM
 Rob Carpenter
 Grand Ballroom 24
 Star Trek Panic is a cooperative light strategy game based on Castle Panic that challenges players to defend the U.S.S. Enterprise from enemy attacks.

Star Trek The Next Generation: Interactive VCR Game "A Klingon Challenge"

Fri 11:00 AM-12:30 PM
 Nick Hartel
 Small Events Suite
 Sat 1:00 PM-2:30 PM
 Nick Hartel
 Small Events Suite
 Experience Bij! The Enterprise has been hijacked by Klingon madman, Kavok. It's up to you and a small group of fellow Star-fleet personnel to stop his from sparking an interplanetary war. Featuring classic VHS technology adapted for the 21st century

Star Wars: Rebellion

Thu 10:00 PM-2:00 AM

Paul Powell

Grand Ballroom 06

This is Star Wars (the original series) in a box! This game drips theme! As the Empire player, you are trying to find the Rebel base and destroy it. As the Rebel player, you need to hide long enough, and complete small objectives to turn the tide to your favor. If you can just hold out long enough, you win.

Starbase Jeff

Sun 10:00 AM-11:00 AM

Nicholas Mincks

Grand Ballroom 83

I printed out a copy of Starbase Jeff by Cheapass Games. Starbase Jeff is a tile-laying card game that plays in multiple rounds. Everyone is constructing a space station and money is exchanged between players based on your tile placement. You can read

Steam Time

Fri 8:00 AM-10:30 AM

Jeff Isom

Grand Ballroom 24

Travel TIME with us in this steam powered race to be the most prestigious explore of, well... all time.

Steam: Rails to Riches

Sat 10:00 AM-12:00 PM

Cindy Hachtel

Grand Ballroom 44

Return to the age when Rail was king. Build your railroad to connect cities and ship your goods to market. The more cities you connect, the greater your profit. Watch out - others may try to block you out of a city.

Stone Age

Thu 6:30 PM-8:30 PM

Nick Hartel

Grand Ballroom 25

Fri 12:00 PM-2:00 PM

Jeremy Chaney

Grand Ballroom 17

Sun 12:00 PM-2:00 PM

Jeremy Chaney

Grand Ballroom 15

The classic worker placement game; take control of a prehistoric tribe as you expand your followers, hunt for food, build settlements, and broaden your civilization.

Summiteers

Sun 10:00 AM-2:00 PM

Andrew Santos-Johnson

Grand Ballroom 60

In Summiteers, players race to be the first climber to reach the top of the mountain. Climbers take turns playing cards to ascend towards victory. However, the climb won't be that easy, as other players and even the mountain itself may have other plans.

Super City!

Sat 10:00 AM-12:00 PM

Danny Oxman

Grand Ballroom 27

This is a card game of secret identities, secret agendas, and secret alliances. Jump headlong into the daring and dangerous world of supers, sidekicks, and villains! Test your wits and skills against your foes! But, be wary, crime-fighter...you never know exactly who they are!

Superfight!

Thu 7:00 PM-8:00 PM

Philip Chester

Grand Ballroom 03

Fri 7:00 PM-8:00 PM

Philip Chester

Grand Ballroom 25

Sat 7:00 PM-8:00 PM

Philip Chester

Grand Ballroom 25

Who would win in a fight - Goku or Superman? Chuck Norris or Bruce Lee? A 10-story-tall Pikachu or Iron Man (whose bottom half is a squid)? Want to find out? Play Superfight - the card game of 'Who would win?'

Sushi Go Party

Sat 10:00 AM-11:00 AM

Shawn Findley

Grand Ballroom 47

Order up. You & your friends decide to play with your food. Who will get the best sushi combos? Great & easy to learn game.

Take the Gold Game

Sat 12:00 PM-12:30 PM

Tucker Smedes

Grand Ballroom 78

Sat 12:30 PM-1:00 PM

Tucker Smedes

Grand Ballroom 78

Sat 1:00 PM-1:30 PM

Tucker Smedes

Grand Ballroom 78

Sat 1:30 PM-2:00 PM

Tucker Smedes

Grand Ballroom 78

Sat 2:00 PM-2:30 PM

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Grand Ballroom 78

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Grand Ballroom 78

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Grand Ballroom 78

Sat 3:30 PM-4:00 PM

Tucker Smedes

Grand Ballroom 78

Sun 8:00 AM-8:30 AM

Tucker Smedes

Grand Ballroom 78

Sun 8:30 AM-9:00 AM

Tucker Smedes

Grand Ballroom 78

Sun 9:00 AM-9:30 AM

Tucker Smedes

Grand Ballroom 78

Sun 9:30 AM-10:00 AM

Tucker Smedes

Grand Ballroom 78

Sun 10:00 AM-10:30 AM

Tucker Smedes

Grand Ballroom 78

Sun 10:30 AM-11:00 AM

Tucker Smedes

Grand Ballroom 78

Ongoing demo - Sign-up not required. Take the Gold is a fast paced 2-6 player 5-10 minute tabletop card game in which players try to be the first player to collect 4 Gold Coins. They get coins by stealing them from other players using Pirates or block attacking Pirates with Officers. Watch out for The Kraken, as it can wipe out everything you have unless the Pirate Captain is on your side!

GAMESTORM 19
 BOARD AND CARD GAMES

Takenoko +expansion

Thu 7:00 PM-8:00 PM Charles Lindsay Grand Ballroom 16
 Long ago, the Chinese Emperor offered a panda bear as a symbol of peace to the Japanese Emperor. You have been entrusted w/the difficult task of caring for the animal & tending his bamboo garden. You must cultivate & irrigate the plots & grow 1 of 3 species of bamboo. You must bear with the immoderate hunger of this sacred animal for the juicy & tender bamboo. Please the Emperor most & win.

Talisman (4th ed) for Beginners

Thu 11:00 PM-3:30 AM David Anderson Clackamas 01
 Talisman is an adventure board game set in a high fantasy medieval world. Be the first to acquire the Crown of Command. This is a session for people interested in the game without all the extra bells and whistles that 14 expansions have added.

Talisman: All the Things

Fri 9:00 AM-1:00 PM Petrea Mitchell Grand Ballroom 73
 The classic fantasy adventure boardgame. Seek out the magical talismans and be the first to reach the Crown of Command!

Tammany Hall

Sun 12:00 PM-2:00 PM Cindy Hachtel Grand Ballroom 44
 Return to the days when Boss Tweed ruled New York politics. Work to earn favor with as many immigrant groups as you can in as many wards as you can, so they will support you in ward elections. The more wards you control on the board, the more powerful you are as a politician. Gain enough political clout and you will become the mayor.

Tanctics

Sat 6:00 PM-7:30 PM Nathan Monger Grand Ballroom 33
 Tanctics: A war game of tanks, jeeps, helicopters and infantry. Each game piece is slightly different from each other and you are able to switch between pieces on the board with those off of the board.

Terraforming Mars

Thu 1:00 PM-4:00 PM Heather Drake Grand Ballroom 68
 Thu 6:00 PM-9:00 PM Greg Moore Grand Ballroom 04
 Players compete to earn the most victory points in helping to terraform Mars by increasing the oxygen level, raising the temperature and increasing the water supply. Game ends when the planet has become habitable for humans.

That “Dirty” (blank)ing Card Game

Sat 10:00 PM-11:00 PM Danny Oxman Grand Ballroom 05
 Fill in the blanks of some completely innocent stories with some totally harmless words; and you have...this completely IN-APPROPRIATE adult party game!

The Best of Chronology

Thu 4:00 PM-6:00 PM Jeffry Fisher Grand Ballroom 32
 Fri 4:00 PM-6:00 PM Jeffry Fisher Grand Ballroom 68
 A simple and educational history trivia game. We will play several rounds, so players can leave and join throughout the session

The Downfall of Pompeii

Fri 6:30 PM-8:00 PM Heather Drake Grand Ballroom 36
 Pompeii is such a lovely, prosperous town. You, and your relatives, can’t immigrate fast enough. At least until the day Vesuvius blows and you must all flee for your lives! A perfect game for people who would relish tossing their opponents into a fiery volcano.

The Gallerist (2015)

Fri 7:00 PM-11:30 PM Lawrence Myers Grand Ballroom 34
 Combining the elements of an art dealer, museum curator, and artists’ manager, you’ll promote and nurture artists; buy, display, and sell their art; and build and exert your international reputation. As a result, you will achieve the respect needed to draw visitors to your gallery from all over the world. This game is best suited for experienced strategy board gamers.

The Grimm Forest

Fri 12:00 PM-1:00 PM Timothy V Eisner Butzen Grand Ballroom 25
 Sat 1:00 PM-2:00 PM Timothy V Eisner Butzen Grand Ballroom 27
 Sun 12:00 PM-1:00 PM Timothy V Eisner Butzen Grand Ballroom 24
 Players compete with each other to gather resources and see who can be the first to complete 3 houses. Meanwhile, they are joined from time to time by famous friends, written about by the Brothers Grimm, who help them in different ways.

The Manhattan Project: Energy Empire

Sat 5:00 PM-7:30 PM Ryan Falls Grand Ballroom 13
 FROM THE ASHES OF WAR, NATIONS RISE TO POWER IN THE ATOMIC AGE. Each player takes control of a nation struggling for power in the latter part of the 20th century. They build up their nation’s industry, commerce, and government by acquiring resources, building structures, and tapping sources of energy. The price of oil is going up, and nuclear energy is the wave of the future.

The New Science

Thu 6:00 PM-9:00 PM
Fri 2:00 PM-4:00 PM

Scott Rose
Jonathan Olson

Grand Ballroom 60
Grand Ballroom 04

Control one of the great scientists of the 17th century Scientific Revolution. Use your limited time and energy to make discoveries, test hypotheses, publish papers, hire assistants into your laboratory and network with other people who can help your progress. The scientist who accumulates the most prestige will be appointed the first President of the Royal Society.

The Pillars of the Earth

Thu 2:30 PM-4:00 PM

Jana Grote

Grand Ballroom 17

Players have been hired as craftsman to build a monumental cathedral. Along the way, you will encounter a variety of challenges including, taxes, tariffs, supply shortages, and unexpected events. Can you obtain privilege and favor?

The Pursuit of Happiness (2015)

Thu 3:00 PM-6:30 PM

Lawrence Myers

Grand Ballroom 47

The Pursuit of Happiness is a game in which you take a character from birth and you live the life you always wanted. Using a worker-placement mechanism with time as your workers, you take on projects, you get jobs, you buy items, you establish relationships, you raise families. The possibilities are endless as you live the life you have always wanted.

The Resistance: Avalon

Sun 10:00 AM-11:00 AM
Sun 3:00 PM-4:00 PM

Terry Bohach
Dennis Walters

Grand Ballroom 46
Grand Ballroom 02

The Resistance: Avalon pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain. The forces of evil are few in number, but know of each other and are hidden from all but one of Arthur's servants. Merlin alone knows the agents of evil, but can speak of this only in riddles. If his true identity is discovered, all will be lost.

The Resistance: Avalon

Fri 3:30 PM-4:30 PM

Charles Lindsay

Grand Ballroom 03

Avalon pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain, a promise of prosperity and honor, yet hidden among his brave warriors are Mordred's unscrupulous minions. Merlin alone knows the agents of evil, but he must speak of this only in riddles. If his true identity is discovered, all will be lost.

The Resistance: The Plot Thickens

Fri 9:00 PM-10:00 PM

Mike McCarrig

Grand Ballroom 01

The Resistance is a party game of social deduction. It is designed for five to ten players, lasts about 30 minutes, and has no player elimination. The Resistance is inspired by Mafia/Werewolf, yet it is unique in its core mechanics, which increase the resources for informed decisions, intensify player interaction, and eliminate player elimination.

The Village Crone

Fri 10:30 AM-12:00 PM

Mike Vander Veen

Grand Ballroom 34

You are a witch using familiars to gather ingredients needed to cast spells from six locations in the village. Your goal is to accomplish scheme cards to score points. The schemes other witches are working to complete might hurt or help your cause. Fun, ever shifting puzzle.

Thief's Market

Fri 5:00 PM-7:00 PM
Sat 8:00 AM-9:00 AM

Mark Daley
Michiel Nankman

Grand Ballroom 25
Grand Ballroom 04

You are all thieves! Each round in Thief's Market you roll the loot dice and split them up, then use your earnings to buy devils plans, henchmen, and finery in order to become the most notorious thief of all!

Three-Dragon Ante: Emperor's Gambit

Fri 4:00 PM-5:00 PM

Jana Grote

Grand Ballroom 60

A Dungeons and Dragons Card Game where players ante into a pool and then have 3-4 rounds to try to build the strongest dragon flight and win the gold. Who will have the most gold by the time another player runs out of money?

Ticket to Ride Asia

Thu 4:00 PM-6:00 PM

Heather Drake

Grand Ballroom 68

Ticket to Ride -- with partners -- but no communication allowed. Each partner manages her own hand and tickets, but also contributes to and draws upon a shared rack of train cards. Can you help yourself without messing up your partner's plans?

TIME Stories

Thu 11:00 PM-2:00 AM
Fri 11:00 PM-2:00 AM

Matthew Rivera
Matthew Rivera

Grand Ballroom 05
Grand Ballroom 05

T.I.M.E. Stories is a cooperative choose your own adventure mystery/adventure thriller. Take control over a character and go back in time looking for clues trying to solve the mystery in time.

Tokaido

Fri 4:00 PM-6:00 PM
Sat 10:30 AM-12:00 PM

Marcus Evenstar
Jonathan Olson

Grand Ballroom 95
Grand Ballroom 14

You are a traveler crossing the "East Sea Road", one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places but at the end of the day, when everyone has arrived at the end of the road, you'll have to be traveler who discovered the most interesting and varied things.

GAMESTORM 19
 BOARD AND CARD GAMES

Tongiaki

Sat 1:00 PM-2:00 PM
 Tom Harrison
 Grand Ballroom 73
 A tile-laying game in which players explore and colonize a group of islands. Exploration is triggered when an island becomes overcrowded, and ends either with landing on an island or failure at sea. Goal is to have people on the most islands.

TransAmerica/Europa

Fri 7:00 PM-9:00 PM
 Jeffry Fisher
 Grand Ballroom 83
 TransAmerica is a very simple “railway” (networking) game. Each player draws a set of 5 cities, one from each colored region on the map. Players take turns placing rails to connect their cities... but all rails work for all players, so the rails you place may help an opponent to win!

Trickerion

Fri 7:00 PM-11:30 PM
 Laurie Myers
 Grand Ballroom 33
 Players take on the roles of rival stage illusionists, each with their own strengths and characteristics. They are striving for fortune and fame in a competition hosted by a legendary magician, looking for a successor worthy of the mighty Trickerion Stone

Tsuro of the Seas

Sat 9:00 AM-10:00 AM
 Shawn Findley
 Grand Ballroom 47
 Players each have a ship that they want to sail — that is, keep on the game board — as long as possible. Whoever stays on the board the longest wins the game. Watch out there are dragons.

Twilight Imperium 3rd Ed

Sat 9:00 AM-5:00 PM
 David Anderson
 Grand Ballroom 03
 Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. We will be using both expansions.

Two Rooms and a Boom

Sat 11:00 PM-12:00 AM
 Josh Laison
 Washington
 Two Rooms and a Boom is a social deduction game with hidden roles. Hostages get sent back and forth between two actual rooms. The red team has the bomber, the blue team has the president. If they’re in the same room at the end of the game, the red team wins! One game is about 20 minutes. We’ll play multiple games during the scheduled hour. I’m happy to add/ subtract players between games.

Tzolk'in: The Mayan Calendar

Fri 4:00 PM-7:00 PM
 Sharan Hams-LaDuca
 Grand Ballroom 16
 Release 2012 From Czech Games website: Theme: Mayan tribes compete for prosperity and favour of gods Mechanics: dynamic worker placement, board with interlocked rotatable cogs Will play with some of the Tribes and Prophecies Expansion

Unexploded Cow

Sun 9:00 AM-10:00 AM
 Terry Bohach
 Grand Ballroom 45
 Unexploded Cow is a money game in which players are trying to collect enough points to win the pot. On every turn, you will buy cows and pay for special effects by putting money in the pot, then try to discover bombs with your own cows in an effort to take money out of the pot.

Valeria Card Kingdoms

Thu 2:00 PM-4:00 PM
 Aaron Deline
 Grand Ballroom 05
 Fri 8:00 AM-10:00 AM
 Aaron Deline
 Grand Ballroom 04
 Sun 11:00 AM-12:00 PM
 Ryan Falls
 Grand Ballroom 28
 Card Drafting + Tableau Building + Dice Rolling at it’s finest! The land of Valeria is under siege by hordes of monsters. You and your fellow Dukes must recruit citizens and buy domains to build up your kingdoms and slay the foul creatures that lurk in the surrounding lands.

Vast: The Crystal Caverns

Thu 2:00 PM-4:00 PM
 Ryan Falls
 Grand Ballroom 37
 The ultimate asymmetric cave-crawling adventure where you become the brave Knight, Goblin horde, massive Dragon, malevolent Cave, or cunning Thief. If you miss this Session, the game will be available to check out from the library the rest of the convention.

Vegas Showdown

Sun 9:00 AM-12:00 PM
 Mark Daley
 Grand Ballroom 26
 Everyone likes to gamble, but the real money is in building the casino. Compete with fellow moguls in a race to build the most famous casino on the strip in Vegas Showdown! GM will sit out if too many players.

Village

Fri 10:00 AM-12:00 PM
 Greg Gaston
 Grand Ballroom 15
 Life in the village is hard – but life here also allows the inhabitants to grow and prosper as they please. One villager might want to become a friar. Another might feel ambitious and strive for a career in public office. A third one might want to seek his luck in distant lands.

Villages of Valeria

Thu 2:00 PM-3:30 PM	Amber Seward	Grand Ballroom 16
Thu 7:00 PM-8:30 PM	Amber Seward	Grand Ballroom 05
Fri 9:00 AM-10:30 AM	Amber Seward	Grand Ballroom 05
Fri 2:00 PM-3:30 PM	Amber Seward	Grand Ballroom 05
Sat 9:00 AM-10:30 AM	Amber Seward	Grand Ballroom 05
Sat 2:00 PM-3:30 PM	Amber Seward	Grand Ballroom 05
Sun 9:00 AM-10:30 AM	Amber Seward	Grand Ballroom 05
Sun 2:00 PM-3:30 PM	Amber Seward	Grand Ballroom 05

In Villages of Valeria, you take on the role of a Baron in the vast and beautiful kingdom of Valeria. Construct magnificent buildings, cultivate resources, and attract adventurers in order to become the next capital city of Valeria.

Vinhos Deluxe Edition (2016)

Thu 7:00 PM-11:30 PM	Lawrence Myers	Grand Ballroom 47
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Bring your wine to play (optional). Vinhos is a trading and economic game about wine making. Cultivate vines, choose the best varieties, hire the best oenologists, take part in trade fairs, show your opponents you are the best winemaker. The object is to produce quality wines that can be exchanged for money or victory points. Best for players who are already experienced strategy board gamers.

Vye: The Card Game of Capture and Control

Thu 4:00 PM-5:00 PM	Aaron Jensen	Grand Ballroom 26
Fri 11:00 AM-12:00 PM	Aaron Jensen	Grand Ballroom 36

Outwit your opponents as you “Vye” for control!

Washington's War

Fri 1:00 PM-3:30 PM	Steven Flannigan	Grand Ballroom 35
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Washington's War features a dice-driven combat system that quickly resolves combat with a new CDG discard mechanic that makes every card in your hand playable. The Americans are an unconventional force with a small Continental Army who yearn for French intervention. While the British struggle to expand their influence inland, the Americans struggle to keep their militia forces in the field.

What the Food?

Sun 8:00 AM-9:00 AM	Michiel Nankman	Grand Ballroom 03
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What the Food?! is a fast-paced card game for 3-8 players capturing the experience of a classic cafeteria food fight! Pick up food, throw funny combos at your opponents and duck to avoid “humiliation” points from flying food impact.

Wir sind das Volk

Fri 4:00 PM-6:30 PM	Ethan Medley	Grand Ballroom 36
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Wir sind das Volk pits East German socialism vs. West German capitalism in an economic battle for Cold War Germany. Cards can be played for events or operations as opponents build infrastructure, incite and put down unrest and protests.

Witch Trial

Thu 2:30 PM-3:30 PM	Nicholas Mincks	Grand Ballroom 95
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Hey, I printed out a copy of Witch Trial by Cheapass Games. Let's give it a go. Witch Trial is a card game where the players assume the roles of competing lawyers in the pursuit of prestige (money). You can read the rules at <http://cheapass.com/free-games/witch-trial/>. Bring your sense of humor and we'll have a good time.

Wizards Quest Hardcore mode

Sat 8:00 PM-12:00 AM	Aaron Deline	Grand Ballroom 04
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This is an original bookshelf game from Avalon Hill. Similar to risk, but with a bit more of a purpose where you are trying to get your three treasures first.

Wreck-a-Mecha

Fri 11:00 AM-11:30 AM	Jesse Gregory	Grand Ballroom 28
Fri 11:30 AM-12:00 PM	Jesse Gregory	Grand Ballroom 28
Fri 1:00 PM-1:30 PM	Jesse Gregory	Grand Ballroom 28
Fri 1:30 PM-2:00 PM	Jesse Gregory	Grand Ballroom 28
Fri 3:00 PM-3:30 PM	Jesse Gregory	Grand Ballroom 28
Fri 3:30 PM-4:00 PM	Jesse Gregory	Grand Ballroom 28
Fri 4:00 PM-4:30 PM	Jesse Gregory	Grand Ballroom 28
Fri 4:30 PM-5:00 PM	Jesse Gregory	Grand Ballroom 28
Sat 10:00 AM-10:30 AM	Jesse Gregory	Grand Ballroom 33
Sat 10:30 AM-11:00 AM	Jesse Gregory	Grand Ballroom 33
Sat 11:00 AM-11:30 AM	Jesse Gregory	Grand Ballroom 33
Sat 11:30 AM-12:00 PM	Jesse Gregory	Grand Ballroom 33
Sat 12:00 PM-12:30 PM	Jesse Gregory	Grand Ballroom 33
Sat 12:30 PM-1:00 PM	Jesse Gregory	Grand Ballroom 33

Each player must strategically employ their actions and parts to build a mecha capable of withstanding damage and dealing disastrous hits. Players must continually upgrade or change their parts with each hand to finally gain the ten points necessary to secure a victory. This year's prototype features new core activation and faction rules as well as rebalanced stats.

GAMESTORM 19
BOARD AND CARD GAMES

Xia: Legends of a Drift System

Fri 10:00 AM-1:00 PM	Brian Hevlin	Grand Ballroom 60
Sat 2:00 PM-4:00 PM	Dennis Walters	Grand Ballroom 24
Sat 2:00 PM-7:00 PM	Nathan Meininger	Grand Ballroom 98

Xia: Legends of a Drift System is a thematic sandbox-style competitive space adventure. Each player starts as a lowly, but hopeful captain of a small starship, venturing through space exploring lost sectors, completing missions, trading goods, and battling to become the most famous star pilot in the system. All are welcome, but there is a fair amount of reading and dice rolling involved.

Yedo

Sat 7:00 PM-10:00 PM	Steven Flannigan	Grand Ballroom 34
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Your clan will impress the new Shogun by working from the shadows to acquire information about your rival clans, kidnap those who oppose your ascent and assassinate those who prove a threat. You will use cunning to prevent your adversaries from doing the same to you. You will find glory and honor in the eyes of this new Shogun – or failing that you will end his rule by any means necessary.

Ygdrasil

Sun 12:00 PM-2:30 PM	Nicholas Lauman	Grand Ballroom 98
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Fight as Norse gods to survive Ragnarok. Strategy, Co-operative play

You Have Died of Dysentery

Sat 6:00 PM-7:00 PM	Samantha Blazier	Grand Ballroom 06
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Fun card game based off of the classic computer game. You will probably die a lot.

Ys

Thu 1:00 PM-2:30 PM	Jana Grote	Grand Ballroom 17
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The players take on the role of merchant princes of Ys as they use their network of brokers to control neighborhoods, speculate on the gem market, and purchase precious stones.

Zendo

Thu 7:00 PM-9:00 PM	Jeffry Fisher	Grand Ballroom 32
Fri 2:00 PM-4:00 PM	Jeffry Fisher	Grand Ballroom 68

Zendo is a game of inductive logic in which one player, the Master, creates a rule that the rest of the players, as Students, try to figure out by building and studying configurations of the game pieces.

Zombie Dice

Sun 11:00 AM-12:00 PM	Danny Oxman	Grand Ballroom 03
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Eat Brains. Don't get shotgunned. Roll the dice to be the first to obtain 13 BRAAAAAAINNNS!

Zombie Princess - Dexterity Game

Sat 9:00 AM-9:30 AM	Jonathan Hager	Grand Ballroom 46
Sat 2:30 PM-3:00 PM	Jonathan Hager	Grand Ballroom 46
Sun 11:30 AM-12:00 PM	Jonathan Hager	Grand Ballroom 17

In Zombie Princess, you play competing factions — zombies, princesses, vampires, or fairies — battling for control of the town square and surrounding villages. Toss your meeples to claim a majority on any one of the villages. Knock other player's meeples out of villages and into wells, moats, swamps, and patches of deadly toadstools. Outnumber your opponents to score points.

Zombinion

Sun 11:00 AM-12:00 PM	Dale Braun	Grand Ballroom 15
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Dominion, with zombies! BGG user Randal Lloyd came up with a Left 4 Dead mod for the first three Dominion games (Zombinion, Zombinion:Entrails and Zombinion:Genocide).

COLLECTIBLE CARD GAMES

Cardfight Vanguard - Learn to Play - Open Play

Fri 5:00 PM-7:00 PM	Angel May	Crown Zellerbach 05
Sat 3:00 PM-5:00 PM	Angel May	Crown Zellerbach 02
Sun 11:00 AM-1:00 PM	Angel May	Crown Zellerbach 01

Come up to the CCG room and one of the friendly staff will teach you how to play Cardfight Vanguard.

Deck Builders - Ascension

Sat 2:00 PM-4:00 PM	Angel May	Crown Zellerbach 01
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Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Deck Builders - Cthulhu Realms

Sat 10:00 AM-12:00 PM	Angel May	Crown Zellerbach 01
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Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

COLLECTIBLE CARD GAMES

Deck Builders - DC Deckbuilding

Fri 12:00 PM-2:00 PM

Angel May

Crown Zellerbach 01

Sat 8:00 PM-10:00 PM

Angel May

Crown Zellerbach 01

Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Deck Builders - Dice Masters

Fri 6:00 PM-8:00 PM

Angel May

Crown Zellerbach 01

Sat 6:00 PM-8:00 PM

Angel May

Crown Zellerbach 01

Sun 11:00 AM-1:00 PM

Angel May

Crown Zellerbach 02

Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Deck Builders - Machi Koro

Fri 4:00 PM-6:00 PM

Angel May

Crown Zellerbach 01

Sat 10:00 AM-12:00 PM

Angel May

Crown Zellerbach 02

Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Deck Builders - Marvel Legendary

Fri 8:00 PM-10:00 PM

Angel May

Crown Zellerbach 01

Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Deck Builders - Star Realms

Fri 2:00 PM-4:00 PM

Angel May

Crown Zellerbach 01

Sat 4:00 PM-6:00 PM

Angel May

Crown Zellerbach 01

Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Deck Builders - Star Wars Destiny Dice

Sat 12:00 PM-2:00 PM

Angel May

Crown Zellerbach 01

Sun 1:00 PM-3:00 PM

Angel May

Crown Zellerbach 01

Guardian Games will have a selection of deck building games for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Dice Masters - Open Play & Trade

Thu 5:00 PM-10:00 PM

Angel May

Crown Zellerbach 01

Bring your teams on by for some open play and dueling. There is no fee to play.

LCG's - A Game of Thrones

Fri 4:00 PM-6:00 PM

Angel May

Crown Zellerbach 02

Sat 9:00 PM-11:00 PM

Angel May

Crown Zellerbach 02

Sun 1:00 PM-3:00 PM

Angel May

Crown Zellerbach 02

Guardian Games will have a selection of all of the Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

LCG's - Arkham Horror

Fri 2:00 PM-4:00 PM

Angel May

Crown Zellerbach 02

Sat 11:00 AM-1:00 PM

Angel May

Crown Zellerbach 05

Sat 3:00 PM-5:00 PM

Angel May

Crown Zellerbach 03

Guardian Games will have a selection of all of the Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

LCG's - Lord of the Rings

Sat 7:00 PM-9:00 PM

Angel May

Crown Zellerbach 02

Guardian Games will have a selection of all of the Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

LCG's - Netrunner

Fri 12:00 PM-2:00 PM

Angel May

Crown Zellerbach 02

Sat 5:00 PM-7:00 PM

Angel May

Crown Zellerbach 02

Sun 11:00 AM-1:00 PM

Angel May

Crown Zellerbach 03

Guardian Games will have a selection of all of the Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

GAMESTORM 19
 COLLECTIBLE CARD GAMES

LCG's - Open Play

Thu 5:00 PM-10:00 PM
 Angel May
 Crown Zellerbach 02
 Bring your LCGs on by for some open play and dueling. There is no fee to play.

LCG's - Pathfinder Card Game

Fri 6:00 PM-8:00 PM
 Angel May
 Crown Zellerbach 02
 Sat 1:00 PM-3:00 PM
 Angel May
 Crown Zellerbach 04
 Guardian Games will have a selection of all of the Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

LCG's - Star Wars the Card Game

Fri 8:00 PM-10:00 PM
 Angel May
 Crown Zellerbach 02
 Guardian Games will have a selection of all of the Living Card Game core sets for you come by and try. Each session scheduled will focus on a particular title in the lineup, but feel free to stop by any time during the con to give one a try. A GM may or may not be present

Magic the Gathering - Booster Draft Kaladesh Block

Sat 10:00 AM-2:00 PM
 Angel May
 Crown Zellerbach 03
 \$15 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealers hall. Prizes are donated by Guardian Games.

Magic the Gathering - Chaos Draft

Fri 7:00 PM-11:00 PM
 Angel May
 Crown Zellerbach 03
 Entry fee varies based on the 3 packs you purchase from the Guardian Games booth in the dealer's hall. Exact cost only. Prizes donated by Guardian Games.

Magic the Gathering - Commander Open Play

Fri 12:00 PM-3:00 PM
 Angel May
 Crown Zellerbach 03
 Fri 5:00 PM-8:00 PM
 Angel May
 Crown Zellerbach 06
 Sat 10:00 AM-1:00 PM
 Angel May
 Crown Zellerbach 04
 Sat 3:00 PM-6:00 PM
 Angel May
 Crown Zellerbach 04
 Sat 8:00 PM-11:00 PM
 Angel May
 Crown Zellerbach 04
 Sun 11:00 AM-2:00 PM
 Angel May
 Crown Zellerbach 04
 Bring your Commander Decks on by for some open play and dueling. There is no fee to play. Someone will be on hand to teach, if needed. If you don't have a deck, visit the Guardian Games booth in the dealers hall to purchase one.

Magic the Gathering - Open Play & Trade

Thu 5:00 PM-10:00 PM
 Angel May
 Crown Zellerbach 03
 Bring your Magic Decks on by for some open play and dueling. There is no fee to play.

Magic the Gathering - Pack Wars

Sun 11:00 AM-1:00 PM
 Angel May
 Crown Zellerbach 05
 A short and affordable sealed format for Magic the Gathering. Entry fee is \$4. Win 2 games, get a booster pack prize. Purchase your packs at the Guardian Games booth in the dealers hall.

Magic the Gathering - Sealed Deck Builders Toolkit

Fri 2:00 PM-6:00 PM
 Angel May
 Crown Zellerbach 04
 \$20 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealer's hall. Prizes are donated by Guardian Games.

Magic the Gathering - Sealed Deck Kaladesh

Sat 6:00 PM-10:00 PM
 Angel May
 Crown Zellerbach 03
 \$25 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealer's hall. Prizes are donated by Guardian Games.

Magic the Gathering - Sealed Deck Standard Chaos

Fri 3:00 PM-7:00 PM
 Angel May
 Crown Zellerbach 03
 \$25 entry fee includes everything needed to play. Purchase entry into the event at the Guardian Games booth in the dealer's hall. Prizes are donated by Guardian Games.

Play with the Designer - Paul Peterson Games

Sat 10:00 AM-12:00 PM
 Angel May
 Crown Zellerbach 06
 Visit the CCG room and get a couple of hours to enjoy playing games with designer Paul Peterson. Guardian Games will have a variety of his games on hand to demo with Paul. Stop by and get his autograph, learn one of his games, ask him a question, or just hang out. The more the merrier! Gaming seats will be limited to 8 total. Sign up now!

Pokemon - Open Play & Trade

Thu 5:00 PM-10:00 PM
 Angel May
 Crown Zellerbach 04
 Bring your Pokemon Decks on by for some open play and dueling. There is no fee to play.

Weiss Schwartz - Learn to Play - Open Play

Fri 2:00 PM-4:00 PM
 Angel May
 Crown Zellerbach 05
 Sat 12:00 PM-2:00 PM
 Angel May
 Crown Zellerbach 02
 Sat 9:00 PM-11:00 PM
 Angel May
 Crown Zellerbach 05
 Sun 1:00 PM-3:00 PM
 Angel May
 Crown Zellerbach 03
 Come up to the CCG room and one of the friendly staff will teach you how to play Weiss Schwartz.

YuGiOh - Open Play - Learn to Play

Fri 4:00 PM-5:00 PM
Fri 7:00 PM-8:00 PM
Sat 2:00 PM-3:00 PM
Sat 7:00 PM-8:00 PM

Angel May
Angel May
Angel May
Angel May

Crown Zellerbach 05
Crown Zellerbach 04
Crown Zellerbach 02
Crown Zellerbach 04

Come up to the CCG room and one of the friendly staff will teach you how to play YuGiOh.

CONSOLE GAMING

Artemis Spaceship Bridge Simulator - Novice

Thu 7:00 PM-9:00 PM
Fri 7:00 PM-9:00 PM

Benjamin Venable
Benjamin Venable

Flanders 02
Flanders 02

Artemis simulates a spaceship bridge by networking several computers together. One computer runs the simulation and the “main screen”; the others serve as workstations for the other 5 jobs. One player (the GM, in this case) plays the Captain, a person who sits in the middle, doesn’t have a workstation, and tells everyone what to do.

Platform/System: LAN

Artemis Spaceship Bridge Simulator - War Server

Sat 6:00 PM-10:00 PM

Benjamin Venable

Flanders 01

This is a War Server play of Artemis. A limited number of machines will be available; plan to BYO laptop/iDevice/etc. PC version of the game will be available for install; you’ll have to have already installed the app if you wish to play on a different device. Experienced players only (attending one of the “Novice” events is sufficient).

Platform/System: LAN

Drop-In Console Gaming

Thu 4:00 PM-10:00 PM
Fri 10:00 AM-10:00 PM
Sat 10:00 AM-10:00 PM
Sun 10:00 AM-4:00 PM

Glisan 01
Glisan 01
Glisan 01
Glisan 01

Drop-in console video gaming, available on a variety of systems, both current generation and retro systems.

Drop-In LAN Gaming

Thu 4:00 PM-10:00 PM
Fri 10:00 AM-10:00 PM
Sat 10:00 AM-6:00 PM
Sun 10:00 AM-4:00 PM

Flanders 01
Flanders 01
Flanders 01
Flanders 01

Drop-in LAN gaming, including Minecraft, Artemis and Star Craft. 10 systems available at any given time, or bring your own laptop and join in.

StreetPass Hour

Thu 3:00 PM-4:00 PM
Fri 3:00 PM-4:00 PM
Sat 3:00 PM-4:00 PM
Sun 3:00 PM-4:00 PM

Danny Oxman
Danny Oxman
Danny Oxman
Danny Oxman

Flanders 02
Flanders 02
Flanders 02
Flanders 02

Another year at Game Storm. Another chance to organize your StreetPass schedule. This time, I’m including tips & tricks for games that I have (including: Pokémon trading -- as well as AR cards for Photos With Mario!)

Platform/System: 3DS (3DS, 3DS XL, 2DS, New 3DS XL)

Super Smash Bros WiiU Tournament

Sat 2:00 PM-6:00 PM

Glisan 02

Super Smash Bros for WiiU Tournament, sponsored by Kumoricon.

Platform/System: Wii U

DEMOS

Covert

Thu 2:00 PM-3:30 PM
Fri 2:00 PM-3:30 PM
Fri 6:30 PM-8:00 PM
Sun 10:00 AM-11:30 AM

Bert Hui
Bert Hui
Bert Hui
Bert Hui

Grand Ballroom 23
Grand Ballroom 23
Grand Ballroom 23
Grand Ballroom 23

Control your network of spies, gather intel, and break codes in Covert, a game of tactical dice placement, set collection, and timing set in Cold War Europe. Players race to complete high risk Missions by deploying their agents and acquiring the necessary

Crit Games

Sat 9:00 AM-9:00 PM

Robert Beatty

Pettygrove 01

Grab your Cheetos and Mountain Dew! Crit Games will be running quick, one-shot adventures (15-20 min) all day for Dungeons and Dragons 5th Edition, using Condition Cards and Combat Cards made by Crit Games.

Featuring two beautifully illustrated 52-card

GAMESTORM 19
DEMOS

Free Play - Envoy

Sun 10:00 AM-2:00 PM	Ben Cornell	Grand Ballroom 33
Sun 10:00 AM-2:00 PM	Colin Phelps	Grand Ballroom 40
Sun 10:00 AM-2:00 PM	Devin Bruno	Grand Ballroom 29
Sun 10:00 AM-2:00 PM	Jacob Smith	Grand Ballroom 10
Sun 12:30 PM-1:30 PM	Mike Vander Veen	Grand Ballroom 05

Salem incites the atmosphere of paranoia that held the village of Salem captive. Players act with the assumption that there are witches among them (and, in this case, there will be). Each player controls six residents of Salem, three of whom are witches.

Introduction to Würm, the RPG of the Ice Age

Sat 11:30 AM-2:30 PM	Franck Florentin	Overton 11
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An introductory adventure to introduce players to Würm, the French RPG of the ice age. Whether you'll be playing Long Men (cro-magnons) or Bear-men (neanderthals), you will strive for the survival of your clan in a world full of mysteries and dangers.

GAME LAB

2017 Feedback

Sun 3:00 PM-4:00 PM	Grand Ballroom 92
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Feedback on Game Lab from everyone interested. How can we improve? ONE hour session

After The Empire

Sat 1:00 PM-3:00 PM	Ryan Mauk	Grand Ballroom 74
Sun 12:00 PM-2:00 PM	Ryan Mauk	Grand Ballroom 74

A worker placement/resource management game set in the middle ages. Players upgrade their fiefdom and defenses each turn in preparation for siege combat.

American Legend

Sun 10:00 AM-12:00 PM	Nathaniel Hamilton	Grand Ballroom 79
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What we need a sharp team of professionals! The kind with more grit than sandpaper and the skills to do the job.

Arch Nemesis

Thu 2:00 PM-4:00 PM	Aric Clark	Grand Ballroom 79
Sat 9:00 AM-11:00 AM	Aric Clark	Grand Ballroom 79

Supervillains compete to become the hero's Arch-Nemesis in this worker-placement card-drafting strategy board game

Big Top Brawl

Fri 6:00 PM-7:00 PM	Joey Benz	Grand Ballroom 75
Sat 4:00 PM-5:00 PM	Joey Benz	Grand Ballroom 79

Take Rock, Paper, Scissors to a whole new level with this circus themed card game.

Bug Hunt

Fri 10:00 AM-11:00 AM	Nicholas Lavelle	Grand Ballroom 79
Fri 11:00 AM-12:00 PM	Nicholas Lavelle	Grand Ballroom 79

A fast paced card game that pits the players (as interstellar mercenaries) against an insidious alien infestation!

ChronoCity

Fri 5:00 PM-6:00 PM	Richard Battaglia	Grand Ballroom 80
Sat 2:00 PM-3:00 PM	Richard Battaglia	Grand Ballroom 80

All players simultaneously time-jump around a field of nine randomized time portals to gather souvenirs before a temporal rupture occurs.

Citizen Heroes

Fri 12:00 PM-2:00 PM	Jason Harris	Grand Ballroom 74
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An asymmetrical set collection card game where villain fights citizens to recruit reinforcements, make sets and score points!

Crush Rush

Sat 4:00 PM-5:00 PM	Jason Harris	Grand Ballroom 80
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A black hole. Incapacitated space ships. The End is Inevitable! On your turn, you place cards onto the other ships to make the black hole swallow them first.

Delve

Thu 7:00 PM-9:00 PM	Jeremy Banka	Grand Ballroom 74
Sat 7:00 PM-9:00 PM	Jeremy Banka	Grand Ballroom 74

Delve is a tabletop RPG with a card-based system in lieu of dense reference books and character sheets. Delve's Alpha kit includes both a PvE and a PvP format.

GAME LAB

Do or Dice

Fri 10:00 AM-11:00 AM

Dave Myers

Grand Ballroom 75

Sat 5:00 PM-6:00 PM

Dave Myers

Grand Ballroom 75

Do or Dice is a dice rolling and area control game where players claim credit for resolving Crisis Cards by rolling dice (d4-d20) to solve the World's problems.

Epoch : The Awakening

Fri 6:00 PM-8:00 PM

Marc Neidlinger

Grand Ballroom 74

Sat 4:00 PM-6:00 PM

Marc Neidlinger

Grand Ballroom 74

Epoch: The Awakening is a high-strategy, action selection / area control tabletop board game for 2-5 players.

Eridu

Thu 8:00 PM-10:00 PM

Mohamad Ali

Grand Ballroom 79

Fri 9:00 AM-11:00 AM

Mohamad Ali

Grand Ballroom 74

Lead a traveling caravan through ancient Mesopotamia to bolster your reputation. Eridu is a quick but crunchy euro game that revolves around an action wheel.

Escape the Dungeon

Thu 5:00 PM-6:00 PM

Chris Truebe

Grand Ballroom 80

Fri 11:00 AM-12:00 PM

Chris Truebe

Grand Ballroom 80

Sun 9:00 AM-10:00 AM

Chris Truebe

Grand Ballroom 80

Your group and you have been transported sans supplies and weapons into a dungeon. You must explore and survive if you hope to get out alive.

Fox Goose Corn

Sat 1:00 PM-2:00 PM

Mark Starr

Grand Ballroom 75

Sun 12:00 PM-1:00 PM

Mark Starr

Grand Ballroom 75

Deliver your Foxes, Geese, and Corn to the market. Fox eat geese, and geese eat corn. Your opponents are doing the same.

Game Lab Designers Forum

Fri 5:30 PM-9:00 PM

Game Lab Suite

Sat 5:30 PM-9:00 PM

Game Lab Suite

Designers Forum 6-7 pm at Game Lab Suite.

For designers currently play testing in Game Lab and Game Lab industry guests.

setup 530-6 pm

EVENT 6-7 pm

Mixer, clean up 7-9 pm

Game Lab Teaching Session

Fri 11:00 AM-12:00 PM

KC Humphrey

Game Lab Suite

Sat 10:00 AM-11:00 AM

KC Humphrey

Game Lab Suite

Sun 11:00 AM-12:00 PM

Game Lab Suite

Interactive teaching session for tabletop game designers and industry guests. Each day we will decide an issue to tackle (like basic design, prototyping, solo testing, blind testing, math, pitching, rules writing), or set out a topic like "Expansions; what are they good for?" Questions encouraged!

Gerrymander

Fri 2:00 PM-3:00 PM

Peter Drake

Grand Ballroom 75

Stuffing ballot boxes is illegal, but there are subtler ways to influence elections. Race against other players to draw districts benefiting your party.

Gold Rush

Thu 6:00 PM-7:00 PM

Nathaniel Hamilton

Grand Ballroom 75

Want to stake your claim? Want to make sure other players can't? Then join in the Gold Rush!

Good Kitty!

Sat 9:00 AM-10:00 AM

Andy Grossberg

Grand Ballroom 75

Sun 9:00 AM-10:00 AM

Andy Grossberg

Grand Ballroom 75

Good Kitty! is a card game where you play a cat. Sleep and Play your way to victory while avoiding Mischief and trips To The Vet or Catbox. Enjoy the Catnip!

Hex Raiders

Sat 6:00 PM-7:00 PM

Luciano Leon

Grand Ballroom 75

Cooperative tower assault board game using dice and cards.

An amazing prototype and some clever mechanisms.

"Have a good time storming the castle, boys" - Billy Crystal, The Princess Bride

In the Afterward

Sat 10:00 AM-11:00 AM

Robert LaCosse

Grand Ballroom 80

Players seek to uncover elements of past lives and cobble clues into grand revelations on a quest for complete understanding of the here and now.

Industry Guest Session #1

Thu 3:00 PM-5:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #2

Thu 7:00 PM-9:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #3

Fri 11:00 AM-1:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #4

Fri 2:00 PM-4:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #5

Fri 7:00 PM-9:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #6

Sat 11:00 AM-1:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #7

Sat 2:00 PM-4:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #8

Sat 8:00 PM-10:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #9

Sun 10:00 AM-12:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Guest Session #10

Sun 1:00 PM-3:00 PM

Grand Ballroom 92

Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Short Session 1

Fri 5:00 PM-6:00 PM

Grand Ballroom 92

1 hr only Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Industry Short Session 2

Sat 5:00 PM-6:00 PM

Grand Ballroom 92

1 hr only Guests of Honor and other Industry Guests will run their demos or prototypes during this session. Your opportunity to see how they design, ask questions, etc

Knights of Valeria

Fri 7:00 PM-9:00 PM

Rick Holzgrafe, Isaías Vallejo

Grand Ballroom 79

Maneuver your Knights and their Warrior followers to slay monsters, collect resources, build manors, and seize the throne!

GAME LAB

Leaf

Fri 4:00 PM-5:00 PM

Timothy V Eisner Butzen

Grand Ballroom 75

Sat 3:00 PM-4:00 PM

Timothy V Eisner Butzen

Grand Ballroom 75

In 'Leaf', players take turns adding leaf shapes with unique scoring conditions to the forest floor.

Maximum Burn

Fri 3:00 PM-5:00 PM

Peter Drake

Grand Ballroom 74, Grand Ballroom 80

BLIND TEST of starship combat game. Maximum Burn features innovative combat and ship design systems and realistic Newtonian movement. Blast the enemy fleet to smithereens!

There will be two tables of 4 players each.

Mob Jobs

Sat 6:00 PM-7:00 PM

Tyler Tinsley

Grand Ballroom 79

Sat 7:00 PM-8:00 PM

Tyler Tinsley

Grand Ballroom 79

Carefully use your mob meeples to score jobs before your enemies edge you out or the cops bust the racket.

Mountains of the Moon

Sat 10:00 AM-12:00 PM

Jonathan Hager

Grand Ballroom 74

Sun 9:00 AM-11:00 AM

Jonathan Hager

Grand Ballroom 74

I endeavored to describe all that appeared to me important and interesting among the events and scenes that came under my notice during my sojourn of Africa.

Narrativo

Thu 7:00 PM-8:00 PM

Andrew Mayer

Grand Ballroom 80

Fri 4:00 PM-5:00 PM

Andrew Mayer

Grand Ballroom 79

Narrativo is the game where you (and your friends) can smash-up and mash-up the hero's journey in ways you never imagined possible.

Nocturnal

Sat 7:00 PM-8:00 PM

Cole Munro-Chitty

Grand Ballroom 80

Sun 2:00 PM-3:00 PM

Cole Munro-Chitty

Grand Ballroom 75

A multi-use card game about vampire hunters. Hire hunters, equip them, and infiltrate the vampire lair! All vampires must die!

Playtest #1 (open)

Thu 1:00 PM-3:00 PM

Grand Ballroom 74

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). TWO hour session

Playtest #2 (open)

Thu 1:00 PM-2:00 PM

Grand Ballroom 80

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). ONE hour session

Playtest #3 (open)

Thu 2:00 PM-3:00 PM

Grand Ballroom 75

Playtest session for a clever designer at this time.

Ask if this is available for sign up at Game Lab (first come, first served).

ONE hour session

Playtest #8 (open)

Thu 4:00 PM-6:00 PM

Grand Ballroom 74

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). TWO hour session

Playtest #9 (open)

Thu 4:00 PM-5:00 PM

Grand Ballroom 75

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). ONE hour session

Playtest #11 (open)

Thu 5:00 PM-7:00 PM

Grand Ballroom 79

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). TWO hour session

Playtest #13.5 (open)

Thu 6:00 PM-7:00 PM

Grand Ballroom 74

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). ONE hour session

GAMESTORM 19
GAME LAB

Playtest #19 (open)

Thu 8:00 PM-9:00 PM

Grand Ballroom 75

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). ONE hour session

Playtest #45.7 (open)

Fri 5:00 PM-6:00 PM

Grand Ballroom 79

Playtest session for a clever designer at this time. Ask if this is available for sign up at Game Lab (first come, first served). ONE hour session

Preppers

Sat 9:00 AM-10:00 AM

Nathaniel Hamilton

Grand Ballroom 80

There are lots of problems that can come into your life. Are you prepared to face the challenge?

Press Gang

Fri 1:00 PM-3:00 PM

Rick Holzgrafe

Grand Ballroom 79

You're a British Naval Captain in the Napoleonic Wars, and you must recruit officers and train landsmen to form the finest crew in the Navy!

Shattered Empire

Fri 8:00 PM-10:00 PM

Nicholas Lavelle

Grand Ballroom 75

An interstellar, post-apocalyptic, tabletop RPG that focuses on the mysterious fall of humanity after the pinnacle of their unimaginable achievement.

Space Game

Fri 1:00 PM-3:00 PM

Michael Yon-Stark, Ryan Elwood

Grand Ballroom 80

Sun 10:00 AM-12:00 PM

Michael Yon-Stark, Ryan Elwood

Grand Ballroom 75

Space Game is a card game that puts players into the role of a leader of a future society, where they compete to create the greatest empire in the galaxy.

Stranded

Sat 8:00 PM-10:00 PM

Scott Biersdorff

Grand Ballroom 75

Sat 12:00 PM-2:00 PM

Scott Biersdorff

Grand Ballroom 79

Stranded is a competitive strategy game of exploration. Interaction is highly encouraged and often required to survive.

Switchback

Sun 1:00 PM-2:00 PM

Hugh Wright, Ken Coomes

Grand Ballroom 80

Switchback is a rapid race game, using polyhedral dice and with a twist or two. Players don't have to wait to take their turns.

Take the Gold

Sat 11:00 AM-12:00 PM

Tucker Smedes

Grand Ballroom 75

Sun 11:00 AM-12:00 PM

Tucker Smedes

Grand Ballroom 80

Take the Gold is a 2-6 player draw-and-play light bluffing 10-minute card game where players try to be the first to collect 4 gold coins.

The Order

Sat 8:00 PM-10:00 PM

Derek Van De Graaf

Grand Ballroom 80

Sun 1:00 PM-3:00 PM

Derek Van De Graaf

Grand Ballroom 79

"The Order" is a fully cooperative deckbuilder set in the world of HP Lovecraft. The players work together to summon a Great Old One before time runs out!

These Cats Hate Peas!

Fri 7:00 PM-8:00 PM

Lynnea Eagle

Grand Ballroom 80

Sat 5:00 PM-6:00 PM

Lynnea Eagle

Grand Ballroom 80

Create delicious cat food recipes to win the hearts of the most cats!

Welcome to Game Lab

Thu 1:00 PM-2:00 PM

Grand Ballroom 92

Fri 9:00 AM-10:00 AM

Grand Ballroom 92

Fri 1:00 PM-2:00 PM

Grand Ballroom 92

Sat 9:00 AM-10:00 AM

Grand Ballroom 92

Sat 1:00 PM-2:00 PM

Grand Ballroom 92

Sun 9:00 AM-10:00 AM

Grand Ballroom 92

Meet the staff and other nice folks. Find out how Game Lab works for designers and for play testers.

Wizard Battle!

Sat 3:00 PM-4:00 PM

Eli Smith

Grand Ballroom 79

A dexterity based 'deck building' dice battle game. WIZARD BATTLE!!

GAME LAB

Work Days

Fri 12:00 PM-1:00 PM

Jill Wetzel

Grand Ballroom 75

Sat 12:00 PM-1:00 PM

Jill Wetzel

Grand Ballroom 80

How much work can you get out of? Join us for a game of strategy, wit, suspense, and slacking off.

Yo, Ho, Ho

Thu 3:00 PM-4:00 PM

Hugh Wright, Ken Coomes

Grand Ballroom 80

Fri 9:00 AM-10:00 AM

Hugh Wright, Ken Coomes

Grand Ballroom 80

Yo, Ho, Ho is a risk/reward dice game. You search for treasure, sing the Pirate's Refrain, attack, defend . . . and attempt to end up with the most gold.

INDIE HURRICANE

At Arm's Length

Fri 10:00 AM-1:00 PM

Tayler Stokes

Large Events Suite

At Arm's Length is a high-contact freeform scenario that explores the poverty of affectionate platonic touch between men and boys. Though this scenario is about men and masculinity, all are welcome to play. This is a playtest.

Beneath a Metal Sky

Fri 2:00 PM-7:00 PM

Valerie Kinman

Lower Lobby 02

Your crew found a seemingly-abandoned space hulk, docked, and began exploring. Now your ship is missing, and that's not the worst of your problems.

Dread is a horror RPG that uses a Jenga tower as the randomizing mechanic, building up the appropriate feel of suspense as the game progresses. This particular scene throws a sci-fi bent to this horror/suspense game.

System: Dread

Bluebeards Bride

Fri 2:00 PM-7:00 PM

Riley Crowder

Lower Lobby 05

Bluebeard's Bride is an investigatory horror tabletop roleplaying game for 3-5 players. In this game you and your friends explore Bluebeard's home as the Bride, creating your own beautifully tragic version of the dark fairy tale.

System: Bluebeards Bride / PbtA

Create a History for Your Campaign

Fri 10:00 AM-1:00 PM

Andy Ernst

Lower Lobby 03

Ever been at a loss on how to start a campaign? Microscope is a great collaborative history-creation game that is the perfect way for starting off a new campaign.

System: Microscope

Flash Back

Sat 8:00 PM-10:00 PM

Tyler Walls

Lower Lobby 04

This is a story game where you tell the life story of our hero in the form of flashbacks; as they are about to pass from this world.

System: Flash Back

Ghost Court!

Fri 10:00 PM-12:00 AM

Jessica Giardino, Jessie Dettwiler

Pendleton

Ghost Court is a live-action party game about ghosts and the people that sue them. Seek spectral justice in a small claims court!

Golden Sky Stories

Sun 10:00 AM-12:00 PM

Andy Ernst

Lower Lobby 05

Golden Sky Stories is a heartwarming, non-violent role-playing game that takes place in a small town in rural Japan. You play a hen-ge, an animal with just a little magical power, including the ability to temporarily take human form. You do not fight great battles or unearth valuable treasures though; Golden Sky Stories adventures are all about helping others and becoming friends.

System: Golden Sky Stories

Home by Dark

Fri 2:00 PM-7:00 PM

Jason Olsan

Lower Lobby 04

Sat 8:00 PM-12:00 AM

Jason Olsan

Lower Lobby 06

Sun 2:00 PM-7:00 PM

Jason Olsan

Lower Lobby 06

Play as a band of misfits who help a strange new ally with extraordinary abilities, protecting it from a mysterious pursuer, while avoiding the threat of a larger looming danger. It's a shared adventure that will have you and your friends feeling like you're in a Steven Spielberg film.

GAMESTORM 19
INDIE HURRICANE!

Kagematsu

Sun 2:00 PM-6:00 PM Harry Lee Lower Lobby 05
Japan, 1572. A small, nearly indefensible village is living under the horror of a dangerous threat. Without a champion, its people are almost certainly doomed. Enter Kagematsu, a wayward ronin. Here is a defender for the village, if only he can be swayed from his meandering course. So it is that several young women conspire among themselves to win his affections and steer him to their cause...

System: Kagematsu

Mobile Frame Zero: Firebrands

Thu 2:00 PM-5:00 PM Harry Lee Lower Lobby 05
The year is SC 0245. Humanity has spread through the Milky way, using interstellar transit gate technology to colonize the galaxy. Mobile frames are the mecha they've brought with them. You are romantic ace mobile frame pilots, caught up in an undeclared war for the future of the Bantral system. Fight with your friends. Ally with your rivals. Fall in love with your enemies.

System: Mobile Frame Zero: Firebrands

Open Story Gaming: Afternoon Session

Thu 2:00 PM-6:00 PM Tayler Stokes Lower Lobby 01
Fri 2:00 PM-6:00 PM Tayler Stokes Lower Lobby 01
Sat 2:00 PM-6:00 PM Tayler Stokes Lower Lobby 01
Sun 2:00 PM-6:00 PM Tayler Stokes Lower Lobby 01
Open Story Gaming an informal indie roleplaying event. Our fabulous volunteer GMs will offer a variety of cool, hot, deep, or weird games to the group, and players will decide which sounds most appealing to them. Once everybody has a game, each play group finds a table and get's playing! In the longer afternoon session we'll be playing games that you can dig into and really explore.

Open Story Gaming: Evening Session

Thu 8:00 PM-12:00 AM Tayler Stokes Lower Lobby 01
Fri 8:00 PM-10:00 PM Tayler Stokes Lower Lobby 01
Sat 8:00 PM-12:00 AM Tayler Stokes Lower Lobby 01
Open Story Gaming an informal indie roleplaying event. Our fabulous volunteer GMs will offer a variety of cool, hot, deep, or weird games to the group, and players will decide which sounds most appealing to them. Once everybody has a game, each play group finds a table and get's playing! In the longer afternoon session we'll be playing games that you can dig into and really explore.

Open Story Gaming: Morning Session

Fri 10:00 AM-12:00 PM Tayler Stokes Lower Lobby 01
Sat 10:00 AM-12:00 PM Tayler Stokes Lower Lobby 01
Sun 10:00 AM-12:00 PM Tayler Stokes Lower Lobby 01
Open Story Gaming an informal indie roleplaying event. Our fabulous volunteer GMs will offer a variety of cool, hot, deep, or weird games to the group, and players will decide which sounds most appealing to them. Once everybody has a game, each play group finds a table and get's playing! In the longer afternoon session we'll be playing games that you can dig into and really explore.

Physical Games Buffet

Sun 4:00 PM-6:00 PM Timothy Hutchings Lower Lobby 02
Come play a series of simple physical games with local game designer Tim Hutchings, including his award-winning A Crow Funeral. Be ready to move, shout, and have a good time in a series of games that explore the edge of larp. No game experience necessary! Any number of players may participate.

The Deep Forest

Fri 2:00 PM-5:00 PM Harry Lee Lower Lobby 06
For a long time, our monstrous home was occupied by invading humans. Now, finally, we've driven them off, and we're left with this: a year of relative peace. One quiet year, with which to dismantle their settlements and reclaim our lands.

System: The Deep Forest/The Quiet Year

The Line

Sat 10:00 AM-2:00 PM Tayler Stokes, Timothy Hutchings Large Events Suite
The Line, by Jason Morningstar, is a science fiction freeform larp in which players, who are trying to leave their war-torn homeland, seeking political asylum on another planet. The refugees (players) may or may not be able to effectively interact with the unfamiliar bureaucracy as they try to find a new home for their families.

The Testimony

Thu 2:00 PM-6:00 PM Shawn Stokes Large Events Suite
The Testimony is a feel-bad freeform larp about the events in a small village in eastern Poland during the first years of WWII.

This scenario is about acknowledging oneself as perpetrator and how easy it is to suppress difficult memories and reformulate past events to be able to keep on living with oneself, and how almost anybody can become a perpetrator under the right circumstances.

INDIE HURRICANE!

The Visiting Room

Sun 2:00 PM-4:00 PM

Timothy Hutchings

Large Events Suite

A young person lies dying in a near future, VR technology allows one last visit from friends and family. This is a freeform larp that is played in real time, using novel mechanics for scene setting. The Visiting Room deals with serious subject matter and does not actually use VR technology of any kind. This is a first time playtest.

Torchbearer: The Dread Crypt of Skogenby

Sat 2:00 PM-6:00 PM

Harry Lee

Lower Lobby 05

Horror stalks the ill-fated village of Skogenby. Just a few days past, some youths clearing a new field for planting managed to move a stubborn boulder only to reveal an ancient rune-covered dolmen that framed a narrow tunnel into the earth. Jora, the bravest among them, dared to crawl through the narrow passage and disappeared down the tunnel...

System: Torchbearer

What the Bullet Sang

Sat 8:00 PM-11:00 PM

Jeremy Alva

Large Events Suite

What The Bullet Sang is a freeform LARP designed to explore life as a survivor following a tragic, life-altering event-- an attack, a natural disaster, or an accident-- and observe its longstanding effects on the individuals and their community as time unfolds around them.

LIVE ACTION ROLE PLAYING

Are You A Werewolf?

Thu 11:45 PM-1:45 AM

Michael Birkes

Weyerhaeuser

Fri 11:45 PM-1:45 AM

Michael Birkes

Weyerhaeuser

Sat 11:45 PM-1:45 AM

Kristopher Baxter

Weyerhaeuser

Your village is being attacked by werewolves! Every night they devour some helpless villager. It is obvious to everyone that someone in town is the werewolf. Find out who before the village is lost.

Boffer Free For All

Sun 10:00 AM-12:00 PM

Elisa Ford

Multnomah

Nerf Guns! Boffer Swords! Grab some of our arsenal and join us for some one-on-one matches and group games.

Please do not bring your own, as we will be supplying all the fun!

Call of Cthulhu: The Wild West

Fri 10:00 PM-2:00 AM

Kristopher Baxter

Multnomah

Welcome to the Wild West. In a small town, there has been a recent discovery of gold. Though the word hasn't spread far, some newcomers have started to arrive, bringing in new money, new opportunity, and new problems. Recently some folks have disappeared and some buildings have been burned and as of yet there are no suspects. Things are getting weird in the west. Can you survive?

DUNE: SHADOWS OF THE LANDSRAAD

Sat 7:00 PM-11:00 PM

Rylan Woodrow

Weyerhaeuser

Based on the Dune series by Frank Herbert, the far-future is one of feuding planets, clashing armies, ancient mysteries, and the eternal dance of political intrigue. Serve your noble House, protect your interests, and dominate your foes through subterfuge, bribery, and coercion. With the future of the empire in your hands, who knows how the edicts of the Landsraad will fall?

Dystopia Rising

Fri 4:00 PM-9:00 PM

Autumn Wright

Multnomah

Dystopia Rising is a LARP wherein you will become a survivor in a post-apocalyptic world filled with zombies and raiders. Do you have what it takes to survive?

Guardians

Fri 12:00 PM-3:00 PM

MacKenzie Rawcliffe

Multnomah

The ancient and secretive society of Guardians is looking for new students at its temple deep in the Forest. Will you and your fellow initiates be able to harness the powers of nature and bring balance back to the land? This is a new imagination game for the whole family with challenges and styles to suit all types of players.

Harry Potter - OWLs?

Sat 11:00 AM-3:00 PM

Jeffrey Hayes

Multnomah

The OWL exams are approaching and all the students at Hogwarts are preparing. Nothing could possibly go wrong when everyone is working so hard and focusing on magic...right?

Hungry Hungry Hippos - LARP size

Thu 6:00 PM-7:00 PM

Robert LaCosse

Multnomah

Fri 10:00 AM-11:00 AM

Robert LaCosse

Weyerhaeuser

"Scooty boards (actually modified furniture dollies), hippo mouths (actually laundry baskets), and oodles of deliciously colorful snacks (phthalate-free ballpit balls). The rest writes itself.

This game will require 1 person on each team of 2-3 people to lay with their chest on the dolly as their teammates push and pull them back and forth from the center of the room."

GAMESTORM 19
LIVE ACTION ROLE-PLAYING

La Vita Zombie

Sat 12:00 PM-1:00 PM	Nathan Monger	Weyerhaeuser
Sun 11:00 AM-12:00 PM	Nathan Monger	Weyerhaeuser

Live the life of a Zombie in this action packed Party game.
One evening you awake to find yourself in the final resting place your family has set aside for you.
Welcome to eternity...

Nerf Zombies

Thu 8:00 PM-9:00 PM	Robert LaCosse	Multnomah
Sun 2:00 PM-3:00 PM	Robert LaCosse	Weyerhaeuser

“Nerf Zombies pits a rag tag crew of players cast as protectors against the zombie hordes of the opposing team.
The rules are simple:
- Prevent waves of zombies from achieving their objective (varies based on module) before the timer runs out
- Conserve ammo and pick up supplies
- Don’t get bitten

This is a physical game that includes light physical contact and friendly Nerf gun fire.”

OG, the caveman LARP

Sat 9:00 AM-11:00 AM	William Lauver	Weyerhaeuser
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“You are a caveperson. You have little in the way of vocabulary (17 words). You want to eat. You want to live. You want others to understand what you are trying to tell them (see vocabulary, above).
Fun, silly game, great for your early morning wake-up routine.”

Prey for Daylight: Ground Zero

Thu 10:00 PM-2:00 AM	Eamon Dixon	Multnomah
Sat 10:00 PM-2:00 AM	Eamon Dixon	Multnomah

The bombs have started falling, and in the shadow of nuclear war something supernatural is hunting in the dark. Can you survive the bombs, the hunters, and your fellow survivors?

Signal Lost

Thu 5:00 PM-10:00 PM	Gregory Hopper	Weyerhaeuser
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In orbit around a remote planet sits a tiny station, hardly more than a glorified pit stop for research vessels and the occasional passenger liner. While never without problems, a rash of new transfers, growing political tensions in the sector, disappearances, and mysterious systems failures, has made life much more unpredictable. On Tevgos-11, fear isn’t paranoia, it’s a necessity.

The Wreck of the HMS Ginga

Sat 2:00 PM-6:00 PM	Elisa Ford	Weyerhaeuser
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The HMS Ginga was a marvel of interdimensional travel. A marriage of science and technology that promised to show you, and the rest of her passengers, a way back home after The Gates darkened. The crash ended that hope. Stranded between worlds, you and your fellow adventurers must work together to survive and find a way back. This adventure contains RP, puzzle solving, and live combat elements.

Theatre Arcanos presents BLOOD MONEY

Sat 5:00 PM-9:00 PM	Matt Branstad, Michelle McNeill-Coronado, David Coronado	Multnomah
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“Kline Station: halfway to everywhere, in the middle of nowhere. Far enough from the interstellar feuds of the Cetagandan & Barryaran Empires to remain neutral, close enough to the laissez-faire libertarianism of Jackson’s Whole that nearly anything can be bought, the Station’s a nice place to visit, but most folks don’t stay long.
Welcome to Kline Station. Mind the quarantine. Enjoy your stay.”

Theatre Arcanos presents SECRET AGENTS

Fri 2:00 PM-6:00 PM	Matt Branstad, Michelle McNeill-Coronado, David Coronado	Weyerhaeuser
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“Your mission is to attend the retirement party of Dr. Ugarte. To pay for his retirement to a life of luxury, the brilliant scientist is auctioning off several of his inventions. Your task is to ensure that certain of these items end up in the “correct” hands. As always, should you or any member of your team be caught or killed, we will disavow any knowledge of your actions.
Good luck,
-The Chief”

Two is a Crowd

Fri 7:00 PM-11:00 PM	Kent Lauer	Weyerhaeuser
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The Greek and Roman pantheons have suddenly and inexplicably found themselves sharing a single Olympus.

MIB: MEN IN BLACK (S) GAMES

Beat the Men in Black

Fri 4:00 PM-6:00 PM	Jason Bostick	Grand Ballroom 70
Sun 1:00 PM-3:00 PM	Jason Bostick	Grand Ballroom 70

Think you know how Munchkin is played? Test yourself when the MIB takes their gloves off and plays to win.

LIVE ACTION ROLE-PLAYING

Bill & Ted

Thu 6:00 PM-7:00 PM	Jason Bostick	Grand Ballroom 64
Thu 7:00 PM-8:00 PM	Jason Bostick	Grand Ballroom 64
Fri 3:00 PM-4:00 PM	Chris Ballowe	Grand Ballroom 64
Fri 4:00 PM-5:00 PM	Chris Ballowe	Grand Ballroom 64
Sun 10:00 AM-11:00 AM	Sarah Rumery	Grand Ballroom 61
Sun 11:00 AM-12:00 PM	Sarah Rumery	Grand Ballroom 61

Collect personages of historical significance in order to pass your oral history report. But beware! Every time you bag someone, the phone booth breaks heinously, and your adventure through time will take a most serious turn!

Car Wars the Card Game

Sat 2:00 PM-4:00 PM		Grand Ballroom 64
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Based on the popular game Car Wars, This card game gives you all the challenges of it in card card format. Welcome to the sport of the future -- autoduelling! Killer cars battle with machine guns, missiles, autocannons, and flamethrowers. You're behind th

Castellan

Fri 1:00 PM-2:00 PM	Car Bostick	Grand Ballroom 64
Fri 2:00 PM-3:00 PM	Car Bostick	Grand Ballroom 64

Two players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep.

Your cards determine what pieces you get each turn . . . but you decide where to put them. If you're cle

Chez Geek

Thu 2:00 PM-4:00 PM	Paul Borte	Grand Ballroom 64
Sat 10:00 AM-12:00 PM	Jason Bostick	Grand Ballroom 65
Sat 4:00 PM-6:00 PM	Jason Bostick	Grand Ballroom 64
Sat 6:00 PM-8:00 PM	Sara Burris	Grand Ballroom 65
Sun 12:00 PM-2:00 PM	Sarah Rumery	Grand Ballroom 65

Beer. Nookie. Roommates. It's another Friday night at Chez Geek. Set up house with your friends -- for as long as you can stand them. Get a job -- they're all bad. Spend money and your precious spare time to accumulate Slack points.

Drink cheap booze, han

Dice Games

Fri 9:00 AM-10:00 AM	Car Bostick	Grand Ballroom 64
Fri 10:00 AM-11:00 AM	Car Bostick	Grand Ballroom 64
Sat 9:00 AM-10:00 AM		Grand Ballroom 64
Sat 10:00 AM-11:00 AM		Grand Ballroom 64

Come Try an assortment of Steve Jacksons specialized Dice Games. Hunt Dinosaurs. Eat Brains, Loot banks and Much more. Multiple sessions and a variety of choices.

I hate Zombies

Thu 10:00 PM-12:00 AM	Jason Bostick	Grand Ballroom 64
Fri 10:00 PM-12:00 AM	Jason Bostick	Grand Ballroom 64
Sat 10:00 PM-12:00 AM	Sarah Rumery	Grand Ballroom 64

Kill the zombies! Infect the humans! Eliminate all of your opponents and win!

Illuminati

Fri 6:00 PM-10:00 PM	Jason Bostick	Grand Ballroom 70
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Two to six players compete to take control of groups ranging from the FBI and CIA to the Dentists, increasing their wealth and power for further takeovers, until one rules supreme. Every player has different victory conditions!

Munchkin

Thu 4:00 PM-6:00 PM	Paul Borte	Grand Ballroom 69
Thu 6:00 PM-8:00 PM	Sara Burris	Grand Ballroom 70
Thu 8:00 PM-10:00 PM	Jason Bostick	Grand Ballroom 69
Fri 1:00 PM-3:00 PM	Jason Bostick	Grand Ballroom 69
Fri 4:00 PM-6:00 PM	Paul Borte	Grand Ballroom 69
Fri 7:00 PM-9:00 PM	Sarah Rumery	Grand Ballroom 69
Sat 10:00 AM-12:00 PM	Sarah Rumery	Grand Ballroom 69
Sat 12:00 PM-2:00 PM	Jason Bostick	Grand Ballroom 69
Sat 2:00 PM-4:00 PM	Sarah Rumery	Grand Ballroom 70
Sat 4:00 PM-6:00 PM	Paul Borte	Grand Ballroom 69
Sun 9:00 AM-11:00 AM	Jason Bostick	Grand Ballroom 69
Sun 11:00 AM-1:00 PM		Grand Ballroom 69

Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience... with none of that stupid roleplaying stuff. Millions of copies sold world-wide! Version will b

Munchkin: Cheating for Charity

Sat 8:00 PM-12:00 AM	Sara Burris, Jason Bostick	Grand Ballroom 69, Grand Ballroom 70
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If you love Munchkin, why not come try it with a twist. In this version, you CAN buy your way to the win by donating to the Conventions Charity. Details will be available in the MIB area.

MIB: MEN IN BLACK (S) GAMES

Munchkin-Learn to Play

Fri 10:00 AM-12:00 PM Chris Ballowe Grand Ballroom 69
New to Munchkin and want to learn? Come join Chris as he will walk you through a basic game. No promo items will be used for this game.

Nanuk

Fri 10:00 AM-12:00 PM Sarah Rumery Grand Ballroom 70
In Nanuk, each player bids for how long he can stay on the trail and how much he will bring home. Each boast must be greater than the one before, until one hunter refuses to raise the bid, saying "You're doomed!" Then the hunt begins.

Ninja Burger

Thu 5:00 PM-7:00 PM Car Bostick Grand Ballroom 65
Fri 4:00 PM-6:00 PM Matthew Hunsucker Grand Ballroom 61
Sun 10:00 AM-12:00 PM Paul Borte Grand Ballroom 64
Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option.

Play SJ Games

Fri 8:00 AM-10:00 AM Jason Bostick Grand Ballroom 65
Sat 8:00 AM-10:00 AM Jason Bostick Grand Ballroom 61
Sun 8:00 AM-10:00 AM Jason Bostick Grand Ballroom 61
Come try one of the many Steve Jackson Game Products. Bring your own or choose from our library of games. We teach it all (or at least give it our best shot)

Revolution

Thu 2:00 PM-4:00 PM Chris Ballowe Grand Ballroom 61
Thu 7:00 PM-9:00 PM Paul Borte Grand Ballroom 61
Fri 10:00 AM-12:00 PM Jason Bostick Grand Ballroom 61
Fri 2:00 PM-4:00 PM Matthew Hunsucker Grand Ballroom 61
Sat 2:00 PM-4:00 PM Matthew Hunsucker Grand Ballroom 61
Secretly bid against your opponents to gain the support of the people, win territory and collect more Gold, Black-mail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation?

Simons Cat

Thu 7:00 PM-8:00 PM Car Bostick Grand Ballroom 65
Thu 8:00 PM-9:00 PM Car Bostick Grand Ballroom 65
Fri 11:00 AM-12:00 PM Car Bostick Grand Ballroom 65
Fri 12:00 PM-1:00 PM Car Bostick Grand Ballroom 65
Fri 7:00 PM-8:00 PM Sara Burris Grand Ballroom 65
Fri 8:00 PM-9:00 PM Sara Burris Grand Ballroom 65
Sat 4:00 PM-5:00 PM Matthew Hunsucker Grand Ballroom 65
Sat 5:00 PM-6:00 PM Matthew Hunsucker Grand Ballroom 65
Sun 9:00 AM-10:00 AM Sara Burris Grand Ballroom 65
Sun 10:00 AM-11:00 AM Sara Burris Grand Ballroom 65
Go around the table playing cards to escape Simon's attention. Get caught and you get Blame. Get too much Blame and you get fed last. No one wants that.

The Stars are Right

Fri 6:00 PM-8:00 PM Car Bostick Grand Ballroom 61
In The Stars Are Right, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space. You'll start small, bringing ghosts and ghouls back to our reality. Invoke minor creatures to flip over a tile or push a row, creating the c

Tile Chess

Sat 11:00 AM-1:00 PM Grand Ballroom 64
Tile Chess is chess without boundaries. All you need are the tiles.* Each tile represents a chess piece, and as you place the tiles, you create the board. You can play Tile Chess just about anywhere, and it supports up to four players!

MINIATURES

Battletech DCMS invades more Fed Suns

Sat 11:00 AM-8:00 PM Michelle Kelly Grand Ballroom 38
DCMS units attacking FedSuns Militia forces on Necedah. Game Master will provide mechs/tanks, terrain, sheets and rules. Players please bring 6 sided dice and a pencil, if possible. Most of all, please bring a good sense of fun, camaraderie, and good sportsmanship

MIB: MEN IN BLACK (S) GAMES)

Battletech kill it keep it, bring in the assaults

Sun 10:00 AM-4:00 PM

Michelle Kelly

Grand Ballroom 38

This year will be an unprecedented kill it, keep it history at Gamestorm. This time, custom assault mechs will bring the pain and annihilate each other. This will be a gladiator style event. There will be a special prize, custom painted mech as an alt prize for top winner

Fallout: Equestria

Fri 3:00 PM-6:00 PM

Jacob Schultz

Grand Ballroom 49

Sat 3:00 PM-6:00 PM

Jacob Schultz

Grand Ballroom 49

Sun 10:00 AM-1:00 PM

Jacob Schultz

Grand Ballroom 49

The worlds of Fallout and My Little Pony collide in a game where you take control of a character in the blasted wastes of Equestria and fight to survive. Choose your role in a team of four and duke it out with the other team for dominance in a custom-built combat system striving to emulate the feel of the Fallout games

Games You've (Probably) Never Heard Of

Fri 12:00 PM-11:00 PM

Chris French

Grand Ballroom 18

Sat 12:00 PM-11:00 PM

Chris French

Grand Ballroom 18

Come enjoy an assortment of games and systems based on the theme Sailing Away

GEV: Storming the Castle

Sat 2:00 PM-4:30 PM

Marcus Evenstar

Grand Ballroom 48

Competing factions seek to capture the rogue AI, Lord Black, finally reduced to a single island stronghold, defended with hardened gun emplacements.

Mechs vs. Minions

Fri 5:00 PM-7:30 PM

John Keel

Grand Ballroom 07

Sat 12:00 PM-2:30 PM

John Keel

Grand Ballroom 07

Sun 12:00 PM-2:30 PM

John Keel

Grand Ballroom 07

"Based on the video game ""League of Legends"", ""Mechs vs. Minions"" is a cooperative miniatures tabletop board game for 2-4 players. Using programmatic movement from a shared draft, teammates will play as Yordles and navigate their Mechs as they face off against armies of marauding minions. We'll start with the tutorial campaign and then move into the first two campaigns of the game."

mechwarrior solaris 7 style(origins based)

Thu 6:00 PM-12:00 AM

Michelle Kelly

Grand Ballroom 38

This is the year's long-loved gladiatorial event in which machines built for war have been turned into arena combat chariots and in which only one winner emerges. Rile up the crowd and show the universe who is the very best mech-warrior.

Ogre

Thu 4:00 PM-6:00 PM

Chris Ballowe

Grand Ballroom 62

Thu 8:00 PM-10:00 PM

Matthew Hunsucker

Grand Ballroom 62

Fri 1:00 PM-3:00 PM

Chris Ballowe

Grand Ballroom 62

Fri 6:00 PM-8:00 PM

Matthew Hunsucker

Grand Ballroom 62

Sat 10:00 AM-12:00 PM

Grand Ballroom 62

Sat 2:00 PM-4:00 PM

Grand Ballroom 62

Sat 6:00 PM-8:00 PM

Matthew Hunsucker

Grand Ballroom 62

Ogre is a desperate contest between a super-intelligent, bloodthirsty AI-controlled tank, and the squads of infantry, armor, and artillery fighting to stop its advance. You can be the Ogre and ruthlessly steamroll the humans in your way, or play the defenders, trying to defeat it at any cost.

OGRE: Shin Kaiju

Sat 4:30 PM-7:00 PM

Marcus Evenstar

Grand Ballroom 48

This classic game of future warfare has been taken to a new level of awesome with 3-D Ogres & buildings, full color maps and hundreds of GEVs, Tanks, Missile Tanks, Infantry, etc. Mortal enemies become nervous allies when war wakens ancient monsters.

Old games dont die, just need to keep being played/ Nancy Quade birthday celebration

Fri 6:00 PM-12:00 AM

Michelle Kelly

Grand Ballroom 38

Come enjoy these great games, all provided to play or try them out. Monsterpocalypse, Star Wars Miniatures, Mechwarrior Age of Destruction, Wings of War, and The Grind. If you would like, you can also join in wishing our beloved Nancy Quade a very happy b

OST: Officer Training School

Thu 7:00 PM-11:00 PM

Aaron Aust

Grand Ballroom 50

Fri 11:00 AM-3:00 PM

Aaron Aust

Grand Ballroom 50

Sat 11:00 AM-3:00 PM

Aaron Aust

Grand Ballroom 50

Near historical World War 2 era naval combat game. Bring unique mechanics and miniatures to create a fulfilling strategic experience.

GAMESTORM 19
 MINIATURES

Warhammer 30k

Fri 9:00 AM-9:00 PM	Jonathan Bronkey	Grand Ballroom 09
Sat 9:00 AM-9:00 PM	Jonathan Bronkey	Grand Ballroom 09
Sun 9:00 AM-4:00 PM	Jonathan Bronkey	Grand Ballroom 09

Warhammer 30k; where sons betray their father and brothers turn on their own Legions and start a war that lasts 10,000 years

Warmachine/Hordes Battlegroup plus colossal/gargantuan event

Fri 10:00 AM-5:00 PM	Michelle Kelly	Grand Ballroom 38
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A newly requested event that my family loved. Bring a battle group (equal to or less than the points granted by your warlock/warcaster), and then you may add a colossal/gargantuan at no point cost. Std warmachine/hordes rules apply. GM will only have one extra faction that can be borrowed. Bring dice and dry erase marker.

Wings of war vs king kong

Sat 9:00 PM-11:00 PM	Michelle Kelly	Grand Ballroom 38
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One of the most requested events I've ever had, in which you become an ace pilot in a WWI fighter plane and fight to bring down the Mighty Kong, who is fighting back from the Empire State building. You only have 12 turns, while Kong makes slashes at your planes.

Zombicide - Beginner

Sat 12:00 PM-3:00 PM	Rob Klug	Grand Ballroom 39
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Zombicide, 1st Season. This is for players who have never played

Zombicide -Intermediate

Sat 3:00 PM-6:00 PM	Rob Klug	Grand Ballroom 39
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Zombicide, 1st Season. This is for players who have played at least once.

ORGANIZED ROLE-PLAY

#3-25: Storming the Diamond Gate

Thu 1:00 PM-5:00 PM	Shane Weber	Washington 09
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A Pathfinder Society Organized Play Scenario designed for levels 3-7. Agents of the Pathfinder Society have discovered the location of a back door into their private demiplane that puts the entire realm at risk of plunder and exploitation at the hands of the Aspis Consortium. The Decemvirate sends a crack team of Pathfinders to secure the gate for future Society use... at any cost.

System:Pathfinder RPG

#4-03: The Golemworks Incident

Thu 6:00 PM-10:00 PM	Shane Weber	Washington 07
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A Pathfinder Society Organized Play Scenario designed for levels 5-9. When the Golemworks in Magnimar starts reporting some 'problems' with their most recent batch of golems, the players are sent to investigate in the hope that the Pathfinder Society can get on good terms with the influential arcane organization.

System:Pathfinder RPG

#5-08: The Confirmation

Thu 1:00 PM-5:00 PM	Tom Parker	Washington 06
Fri 1:00 PM-5:00 PM	Mike Deal	Washington 06

A Pathfinder Society Organized Play Scenario designed for levels 1-2. Perfect for new and inexperienced players -- all materials and a pregenerated character are provided. Almost all Pathfinders undergo extensive training to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation.

System:Pathfinder RPG

#6-10: The Wounded Wisp

Thu 6:00 PM-10:00 PM	Mike Deal	Washington 06
Sat 8:00 AM-12:00 PM	Tim Schmidt	Washington 05

A Pathfinder Society Organized Play Scenario designed for levels 1-2. Perfect for new and inexperienced players -- all materials and a pregenerated character are provided. A routine errand uncovers a clue left behind by one of the founding Pathfinders. It's up to the players to solve a puzzle whose pieces are scattered across Absalom -- and whose prize dates back to the Society's darkest years.

System:Pathfinder RPG

#6-99: True Dragons of Absalom

Thu 1:00 PM-5:00 PM	Jeremy Wenrich	Washington 10
Fri 8:00 AM-12:00 PM	Jeremy Wenrich	Washington 09
Sat 8:00 AM-12:00 PM	Matthew Owens	Washington 09
Sun 9:00 AM-1:00 PM	Matthew Owens	Washington 09

A Pathfinder Society Organized Play Special designed for 4th level. For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. In this special adventure, the players portray kobolds as unlikely defenders of the City at the Center of the World, using 4th-level pregenerated characters.

System:Pathfinder RPG

ORGANIZED ROLE-PLAY

#7-10: The Consortium Compact

Fri 8:00 AM-12:00 PM

Mike Deal

Washington 06

Sat 1:00 PM-5:00 PM

Tim Schmidt

Washington 06

A Pathfinder Society Organized Play Scenario designed for levels 1-2. Perfect for new and inexperienced players - all materials and a pregenerated character are provided. The Aspis Consortium pays well, but few can stand its underhanded tactics for long. It's up to the players to navigate a proud town run by cutthroat smugglers, earn a defector's trust, and deal a telling blow to their Aspis foes.

*System:Pathfinder RPG***#7-99: Through Maelstrom Rift**

Thu 6:00 PM-10:00 PM

Chris Hesla

Washington 08

Fri 1:00 PM-5:00 PM

Chris Hesla

Washington 09

Sat 1:00 PM-5:00 PM

Greg Ragland

Washington 09

Sun 9:00 AM-1:00 PM

Greg Ragland

Washington 07

A Pathfinder Society Organized Play Special designed for 6th-level pregenerated characters. In this special adventure, the players portray a diverse coalition of elemental guardians that must embark on a perilous journey into the heart of a maelstrom and avert a disaster that threatens the Inner Sphere.

*System:Pathfinder RPG***#8-00: The Cosmic Captive**

Fri 7:00 PM-12:00 AM

Multiple Game Masters Washington 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11

A Pathfinder Society Organized Play Multi-Table Interactive Special designed for levels 1-11. Astronomers have marveled as the famous comet Aucturn's Tear once more soars through the solar system, yet this cycle, strange portals have begun opening on each planet the comet passes, and a powerful entity trapped on the other side of these gateways desperately calls for help.

*System:Pathfinder RPG***#8-04: Wardens of Sulfur Gulch**

Fri 8:00 AM-12:00 PM

Chris Hesla

Washington 08

Sat 8:00 AM-12:00 PM

Devin Scheirman

Washington 08

A Pathfinder Society Organized Play Scenario designed for levels 7-11. The time is right to unearth a pristine piece of alien technology! However, Pathfinders should remember that for every untouched marvel that remains, an unblinking sentry may lie in wait.

*System:Pathfinder RPG***#8-08: Tyranny of Winds, Part 1: The Sandstorm Prophecy**

Thu 6:00 PM-10:00 PM

Michael Hawkins

Washington 10

Sat 8:00 AM-12:00 PM

John Andrew

Washington 10

A Pathfinder Society Organized Play Scenario designed for levels 1-5. As a repurposed prison, the Sandswept Hall Pathfinder lodge in Sothis is an imposing target for thieves, yet an enemy operative recently broke in, stole valuable property, and escaped into the sun-scorched deserts of eastern Osirion. The players are the best disposed to follow the culprit's trail.

*System:Pathfinder RPG***#8-09: Forged in Flame, Part 1: The Cindersworn Pact**

Thu 1:00 PM-5:00 PM

Austin Sullivan

Washington 11

Sat 8:00 AM-12:00 PM

Joe Peters

Washington 11

A Pathfinder Society Organized Play Scenario designed for levels 5-9. The Society has identified a sage: a disgraced efreeti who has sworn to share her priceless knowledge in exchange for the players' assistance. The Pathfinders travel to the cosmopolitan melting pot of Zjarra on the Plane of Fire, where they must fulfill the cruel genie's schemes.

*System:Pathfinder RPG***#8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky**

Fri 8:00 AM-12:00 PM

Michael Hawkins

Washington 10

Sat 1:00 PM-5:00 PM

John Andrew

Washington 10

A Pathfinder Society Organized Play Scenario designed for levels 1-5. Recent discoveries suggest what was a simple theft is part of a grander plot that directs the PCs to floating metropolis of Armun Kelisk, capitol of the djinni empire. As the Pathfinders pursue the culprit and uncover the past that has brought them in conflict, they may find they have more in common than they had expected.

*System:Pathfinder RPG***#8-11: Forged in Flame, Part 2: Cleansed With Fire**

Thu 6:00 PM-10:00 PM

Austin Sullivan

Washington 11

Sat 1:00 PM-5:00 PM

Joe Peters

Washington 11

A Pathfinder Society Organized Play Scenario designed for levels 5-9. Few places are as rich in folklore, opportunities, and material wealth as the City of Brass. None are better equipped than Pathfinders to infiltrate forbidden districts, crush an evil operation, and make the most of the chaos that ensues, but in a metropolis built largely of superheated metal, can the players take the heat?

System:Pathfinder RPG

GAMESTORM 19
 ORGANIZED ROLE-PLAY

#8-12: Tyranny of Winds, Part 3: Caught in the Eclipse

Fri 1:00 PM-5:00 PM	Michael Hawkins	Washington 10
Sun 9:00 AM-1:00 PM	John Andrew	Washington 10

A Pathfinder Society Organized Play Scenario designed for levels 3-7. The Society’s investigations have borne fruit, but they’ve also awakened a terrible foe. In a shadowy urban landscape, it’s up to the players to find a lost operative, track down a relic, and bring it to bear against the ancient evil that now threatens them all.

System:Pathfinder RPG

#8-13: What Sleeps in Stone

Fri 1:00 PM-5:00 PM	Steven Pulliam	Washington 07
Sat 1:00 PM-5:00 PM	Matthew Owens	Washington 08
Sat 6:00 PM-10:00 PM	Ehren J. Rhea	Washington 11
Sun 9:00 AM-1:00 PM	Ehren J. Rhea	Washington 08

A Pathfinder Society Organized Play Scenario designed for levels 7-11. The Pathfinder Society has learned of a priceless artifact hidden within a dormant volcano long ago. As the players retrace the path of an ancient hero, will they conquer the mountains or perish, as have so many who came before?

System:Pathfinder RPG

#8-14: To Seal the Shadow

Fri 8:00 AM-12:00 PM	Joe Peters	Washington 07
Sat 8:00 AM-12:00 PM	Jay Heinrich	Washington 06
Sat 6:00 PM-10:00 PM	Joe Peters	Washington 09
Sun 9:00 AM-1:00 PM	Jay Heinrich	Washington 06

A Pathfinder Society Organized Play Scenario designed for levels 1-5. The Pathfinder Society has negotiated the privilege of having its agents observe sacred wayang ceremonies. This is no mere anthropological opportunity, though, and the players may be all that stands between their world and an unspeakable evil.

System:Pathfinder RPG

#8-15: Hrethnar’s Throne

Sat 8:00 AM-12:00 PM	Chris Hesla	Washington 07
Sat 1:00 PM-5:00 PM	Devin Scheirman	Washington 07
Sat 6:00 PM-10:00 PM	John Andrew	Washington 10
Sun 9:00 AM-1:00 PM	Chris Hesla	Washington 11

A Pathfinder Society Organized Play Scenario designed for levels 5-9. The mist-shrouded Gloomspires have defied local seafarers and treasure hunters for centuries, but Venture-Captain Calisro Benarry has nearly unlocked the secrets of the spire where the dread pirate Sevenfingers hid his treasure. The players must be prepared to fend off all others who desire Sevenfingers’s riches.

System:Pathfinder RPG

A2SP11: Night of A Thousand Screams

Thu 6:00 PM-10:00 PM	Zachary Caslar	Clark 09
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The Heroes are tasked with escorting a trade delegation to the southern Eloran city of Seremas. What they find when they arrive is chilling in its implications. Could the hand of the Destroyer have reached this far?

System:Arcanis

A2SP12: The Chosen

Fri 1:00 PM-5:00 PM	Bob Ehmann	Clark 09
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A sixth Pillar of Nier has been discovered with a temple built around the holy flame. Who built the structure and now controls the Pillar is a question the Heroes will need to answer.

System:Arcanis

A2SP15: Dance Amidst the Bones

Fri 7:00 PM-11:00 PM	Zachary Caslar	Clark 09
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Won’t you join me, down among the dead men?/ Won’t you dance with me, here amidst the bones? -Nerothian lullaby A foray into the Blessed Lands evokes horror past, and dead do not always rest easy.

System:Arcanis

A2SP19: Dagger in the Shadows

Sat 9:00 AM-1:00 PM	Bob Ehmann	Clark 09
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Not all battles must be in the open, using Legions and Armies. The Heroes are drawn into the secret intrigues in Savona after the death of a simple scholar.

System:Arcanis

A2SP19: Thief in the Library

Sat 1:00 PM-5:00 PM	Zachary Caslar	Washington 01
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The Grand Library of New Althre is possibly the most important and revered center of higher learning on Onara. Each tome and scroll contained within is considered more valuable than gold, and are closely guarded by the librarians. Who is responsible though, when those writings begin to go missing?

System:Arcanis

A2SP20: Deep Roads

Sat 1:00 PM-5:00 PM

Eric Gorman

Clark 09

A previously unknown complex beneath the First City has been discovered, which is believed to contain artifacts dating back to the early Imperium of Man. With competing factions preparing expeditions, who will be the first to reach the ruins and claim the treasures contained within?

System:Arcanis

A2SP21: The Act of Execration

Sat 7:00 PM-11:00 PM

Eric Gorman

Washington 01

In the Coryani town of Byllus in Upper Annonica, sometimes even the most normal of people fall afoul with powers far greater than themselves. NOTE: This adventure has been renumbered in hopes of correcting an existing number error.

System:Arcanis

A3AP1: Ripples of Fate

Sat 7:00 PM-11:00 PM

Zachary Caslar

Washington 05

Deep within the Sword Fens is Liveh, the ancestral seat of power in Bhiharn. Few but merchants normally make the journey. Bandits are common, but even more common are the terrors from within the Sword Fens. That all changed this year...

System:Arcanis

Broke Down in KC

Thu 2:00 PM-6:00 PM

Anthony Gambino

Washington 03

Thu 2:00 PM-6:00 PM

Washington 03

Sat 2:00 PM-6:00 PM

Anthony Gambino

Clark 10

The definitive Maria Mecurial tribute singer has gone missing, but why?

This is the 1st in the 4 part BBQ Bob CMP (Convention Mission Pack). While there may be a small running story, these can be played in ANY order. You can play your usual missions character

System:Shadowrun 5th Edition

Build-A-Runner Workshop

Thu 4:00 PM-6:00 PM

Erik Walters

Clark 11

Thu 9:00 PM-11:00 PM

Nathan Gay

Clark 10

Fri 9:00 AM-11:00 AM

David Green

Clark 12

Fri 11:00 AM-1:00 PM

Benjamin Trefz

Clark 11

Fri 2:00 PM-4:00 PM

Benjamin Trefz

Clark 10

Fri 2:00 PM-4:00 PM

David Green

Clark 12

Fri 4:00 PM-6:00 PM

Nathan Gay

Clark 11

Fri 7:00 PM-9:00 PM

Jake Ferryman

Clark 11

Fri 9:00 PM-11:00 PM

Anthony Gambino

Clark 10

Sat 9:00 AM-11:00 AM

David Green

Washington 04

Sat 2:00 PM-4:00 PM

David Green

Washington 03

Sat 2:00 PM-4:00 PM

Steven Chennault

Washington 02

Sat 4:00 PM-6:00 PM

Nathan Gay

Washington 04

Sat 7:00 PM-9:00 PM

Jake Ferryman

Washington 02

Sat 9:00 PM-11:00 PM

David Green

Washington 04

Sun 9:00 AM-11:00 AM

Steven Chennault

Washington 04

Need a Shadowrun 5th Edition character but have no idea how to start? This session helps you generate a character that is legal for Shadowrun Missions.

This event focuses on character generation and nothing else. You can take this character and then join us for a First Taste to try out your new creation.

System:Shadowrun 5th Edition

CCC-BG01 Bleeding Gate Part 1: Pandemonium

Thu 2:00 PM-4:00 PM

Davena Oaks, Jared Oaks

Clark 04

Thu 2:00 PM-4:00 PM

Davena Oaks, Jared Oaks

Clark 08

Thu 4:30 PM-6:30 PM

Davena Oaks, Jared Oaks

Clark 04

Thu 7:00 PM-9:00 PM

Davena Oaks, Jared Oaks

Clark 04

Thu 9:30 PM-11:30 PM

Davena Oaks, Jared Oaks

Clark 04

Fri 10:00 AM-12:00 PM

Davena Oaks, Jared Oaks

Clark 04

Fri 10:00 AM-12:00 PM

Davena Oaks, Jared Oaks

Clark 08

Fri 3:00 PM-5:00 PM

Davena Oaks, Jared Oaks

Clark 04

Fri 3:00 PM-5:00 PM

Davena Oaks, Jared Oaks

Clark 08

Fri 8:30 PM-10:30 PM

Davena Oaks, Jared Oaks

Clark 07

Sat 10:30 AM-12:30 PM

Davena Oaks, Jared Oaks

Clark 04

Sat 10:30 AM-12:30 PM

Davena Oaks, Jared Oaks

Clark 08

Sat 3:30 PM-5:30 PM

Davena Oaks, Jared Oaks

Clark 04

Exclusive AL Convention Content - Hired as security escorts on a pilgrimage to the town of Emudomier, the party meets a strange tiefling and faces dangerous threats The party learns that the peaceful people of Emudomier can't escape tragedy.

Levels 1-4

System:D&D 5th Edition

GAMESTORM 19
ORGANIZED ROLE-PLAY

CCC-BG02 Bleeding Gate Part 2: Amalgamation

Thu 4:30 PM-6:30 PM	Davena Oaks, Jared Oaks	Clark 08
Thu 7:00 PM-9:00 PM	Davena Oaks, Jared Oaks	Clark 08
Thu 9:30 PM-11:30 PM	Davena Oaks, Jared Oaks	Clark 08
Thu 11:45 PM-1:45 AM	Davena Oaks, Jared Oaks	Clark 04
Fri 12:30 PM-2:30 PM	Davena Oaks, Jared Oaks	Clark 04
Fri 12:30 PM-2:30 PM	Davena Oaks, Jared Oaks	Clark 08
Fri 5:30 PM-7:30 PM	Davena Oaks, Jared Oaks	Clark 04
Fri 6:15 PM-8:15 PM	Davena Oaks, Jared Oaks	Clark 07
Fri 8:00 PM-10:00 PM	Davena Oaks, Jared Oaks	Clark 04
Sat 1:00 PM-3:00 PM	Davena Oaks, Jared Oaks	Clark 04
Sat 1:00 PM-3:00 PM	Davena Oaks, Jared Oaks	Clark 08

Exclusive AL Convention Content - Hired to investigate the disappearances of Peacesmith, the party is sent deep into the bowels of Emudomier. It's dirty work, and after charging into a colossal mess in the Border Forest, they come face-to-face with the real culprit. Levels 1-4

System:D&D 5th Edition

D&D Learn-to-Play: DDAL05-01 Treasure of the Broken Horde

Thu 12:30 PM-2:00 PM	Davena Oaks, Jared Oaks	Clark 04
Thu 12:30 PM-2:00 PM	Davena Oaks, Jared Oaks	Clark 08
Thu 12:30 PM-2:30 PM	Davena Oaks, Jared Oaks	Clark 01
Thu 1:00 PM-3:00 PM	Davena Oaks, Jared Oaks	Clark 02
Thu 3:00 PM-5:00 PM	Davena Oaks, Jared Oaks	Clark 01
Thu 3:30 PM-5:30 PM	Davena Oaks, Jared Oaks	Clark 02
Thu 5:30 PM-7:30 PM	Davena Oaks, Jared Oaks	Clark 01
Thu 6:00 PM-8:00 PM	Davena Oaks, Jared Oaks	Clark 02
Thu 8:00 PM-10:00 PM	Davena Oaks, Jared Oaks	Clark 01
Thu 8:30 PM-10:30 PM	Davena Oaks, Jared Oaks	Clark 02
Thu 11:00 PM-1:00 AM	Davena Oaks, Jared Oaks	Clark 02
Fri 10:00 AM-12:00 PM	Davena Oaks, Jared Oaks	Clark 01
Fri 10:30 AM-12:30 PM	Davena Oaks, Jared Oaks	Clark 02
Fri 12:30 PM-2:30 PM	Davena Oaks, Jared Oaks	Clark 01
Fri 1:00 PM-3:00 PM	Davena Oaks, Jared Oaks	Clark 02
Fri 3:30 PM-5:30 PM	Davena Oaks, Jared Oaks	Clark 02
Fri 5:30 PM-7:30 PM	Davena Oaks, Jared Oaks	Clark 01
Fri 8:00 PM-10:00 PM	Davena Oaks, Jared Oaks	Clark 01
Fri 10:30 PM-12:30 AM	Davena Oaks, Jared Oaks	Clark 01
Sat 10:00 AM-12:00 PM	Davena Oaks, Jared Oaks	Clark 01
Sat 10:30 AM-12:30 PM	Davena Oaks, Jared Oaks	Clark 02
Sat 12:30 PM-2:30 PM	Davena Oaks, Jared Oaks	Clark 01
Sat 3:00 PM-5:00 PM	Davena Oaks, Jared Oaks	Clark 01

D&D Adventurers League Learn-to-Play! For new and inexperienced players, and players returning to D&D. Sit down and enjoy a quick 2 hour session. Everything you need to play will be provided, including premade characters! Multiple mini adventures for characters levels 1-2

System:D&D 5th Edition

D&D Learn-to-Play: DDEX02-01 City of Danger

Thu 12:30 PM-2:00 PM	Davena Oaks, Jared Oaks	Clark 06
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D&D Adventurers League Learn-to-Play! For new and inexperienced players, and players returning to D&D. Sit down and enjoy a quick 2 hour session. Everything you need to play will be provided, including premade characters! Multiple mini adventures for characters levels 1-2

System:D&D 5th Edition

D&D Learn-to-Play: DDEX03-01 Harried in Hillsfar

Thu 12:30 PM-2:00 PM	Davena Oaks, Jared Oaks	Clark 07
Thu 10:30 PM-12:30 AM	Davena Oaks, Jared Oaks	Clark 01

D&D Adventurers League Learn-to-Play! For new and inexperienced players, and players returning to D&D. Sit down and enjoy a quick 2 hour session. Everything you need to play will be provided, including premade characters! Multiple mini adventures for characters levels 1-2

System:D&D 5th Edition

D&D Learn-to-Play: DDIA-VOLO In Volo's Wake

Fri 3:00 PM-5:00 PM	Davena Oaks, Jared Oaks	Clark 01
Sat 1:00 PM-3:00 PM	Davena Oaks, Jared Oaks	Clark 02
Sat 3:30 PM-5:30 PM	Davena Oaks, Jared Oaks	Clark 02

D&D Adventurers League Learn-to-Play! For new and inexperienced players, and players returning to D&D. Sit down and enjoy a quick 2 hour session. Everything you need to play will be provided, including premade characters! Multiple mini adventures for characters levels 1-4

System:D&D 5th Edition

DDAL 05-12 Bad Business in Parnast

Thu 1:30 PM-3:30 PM	Davena Oaks, Jared Oaks	Clark 03
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Bad Fruul has been threatening to overtake the town of Parnast, and SEER confirms an attack is imminent. It is up to adventurers to resolve the infighting in Parnast and prepare the town for the hill giant's onslaught. For characters level 1-4

System:D&D 5th Edition

DDAL05-02 The Black Road

Thu 9:00 PM-11:00 PM	Davena Oaks, Jared Oaks	Clark 03
Thu 11:30 PM-1:30 AM	Davena Oaks, Jared Oaks	Clark 03

Caravans are having a difficult time getting through the Black Road. Organized attacks by monstrous humanoids have folks baffled. SEER has tasked your group to accompany a caravan destined for the Shrine of Axes in Parnast, and to figure out who is responsible. For Characters Level 1-4

System:D&D 5th Edition

DDAL05-03 Uninvited Guests

Fri 4:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 03
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The Shrine of the Axes has been restored and Ragnnar Redtooth is sponsoring a feast. Game is supposed to be plentiful in the Weathercoate Wood, but the minions of Bad Fruul are still out there causing trouble. What can go wrong on a simple hunt? For Characters Level 1-4

System:D&D 5th Edition

DDAL05-04 In Dire Need

Fri 1:30 PM-3:30 PM	Davena Oaks, Jared Oaks	Clark 03
Fri 10:30 PM-12:30 AM	Davena Oaks, Jared Oaks	Clark 04

An expedition of dwarf warriors from Citadel Adbar finds itself besieged by Ice Spire ogres and their allies. SEER has directed you to their location in the hopes that you can rescue the dwarves and save their precious cargo, a tablet bearing secrets of ancient rune magic. For Characters Level 5-10

System:D&D 5th Edition

DDAL05-06 Beneath the Fetid Chelimber

Sat 11:00 AM-1:00 PM	Davena Oaks, Jared Oaks	Clark 03
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The ruined wizard tower in the Marsh of Chelimber may hold a clue to defeating the intelligent hill giant, Bad Fruul. To find the tower, adventurers must overcome the watery magic of the fetid marsh and discover or clear a route to the ruins of a previously lost tower. For Characters Level 1-4

System:D&D 5th Edition

DDAL05-07 Chelimber's Descent

Fri 11:00 AM-1:00 PM	Davena Oaks, Jared Oaks	Clark 03
Sat 1:30 PM-3:30 PM	Davena Oaks, Jared Oaks	Clark 03

Deep in the Marsh of Chelimber lie the ruins of a great wizard's tower. SEER has intelligence that deep beneath the tower's ruins lies an old magic known as rune magic. This could be just what Parnast needs to resist the onslaught of Bad Fruul and his armies! For Characters Level 1-4

System:D&D 5th Edition

DDAL05-16 Parnast Under Siege

Thu 4:00 PM-8:00 PM	Davena Oaks, Jared Oaks	Clark 03
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More creatures join under Bad Fruul's banner. No longer content to simply attack caravans or isolated homesteads, the giant warlord descends upon Parnast at the head of a great force of humanoids. SEER warns the adventurers, but a heroic effort is required to break the siege. For Characters Level 1-4

System:D&D 5th Edition

DDAL05-17 Hartkiller's Horn

Thu 2:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 07
Thu 6:00 PM-10:00 PM	Davena Oaks, Jared Oaks	Clark 07
Thu 10:00 PM-2:00 AM	Davena Oaks, Jared Oaks	Clark 07
Fri 10:00 AM-2:00 PM	Davena Oaks, Jared Oaks	Clark 07
Fri 2:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 07
Fri 6:00 PM-10:00 PM	Davena Oaks, Jared Oaks	Clark 03
Fri 10:00 PM-2:00 AM	Davena Oaks, Jared Oaks	Clark 03
Sat 10:00 AM-2:00 PM	Davena Oaks, Jared Oaks	Clark 06
Sat 2:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 06

Premiere: DDAL05-17 Hartkiller's Horn. Claiming to possess Hartkiller's Horn, Ryndolg makes his move to take control of the Hartvale. The non-giant residents are pressed to declare their allegiance or be destroyed. Sometimes the best choices can be the most dangerous. For Characters of Level 5-10

System:D&D 5th Edition

GAMESTORM 19
ORGANIZED ROLE-PLAY

DDAL05-18 Eye of Xxiphu Part 1

Thu 2:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 06
Thu 6:00 PM-10:00 PM	Davena Oaks, Jared Oaks	Clark 06
Fri 10:00 AM-2:00 PM	Davena Oaks, Jared Oaks	Clark 06
Fri 6:00 PM-10:00 PM	Davena Oaks, Jared Oaks	Clark 02
Sat 10:00 AM-2:00 PM	Davena Oaks, Jared Oaks	Clark 07

Premiere: Part 1 of the Eye of Xxiphu - Baron Bajram’s forces have secured Nelanther Isles and scoured the Sword Coast for treasures. SEER believes an aboleth artifact is their goal. The adventurers must locate the Eye of Xxiphu and avert catastrophic disaster. For Characters Level 17-20

System:D&D 5th Edition

DDAL05-19 Eye of Xxiphu Part 2

Thu 10:00 PM-2:00 AM	Davena Oaks, Jared Oaks	Clark 06
Fri 2:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 06
Fri 10:00 PM-2:00 AM	Davena Oaks, Jared Oaks	Clark 02
Sat 2:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 07

Premiere: Part 2 of the Eye of Xxiphu - Baron Bajram’s forces have secured Nelanther Isles and scoured the Sword Coast for treasures. SEER believes an aboleth artifact is their goal. The adventurers must locate the Eye of Xxiphu and avert catastrophic disaster. For Characters Level 17-20

System:D&D 5th Edition

DDEP05-01 The Iron Baron - Tier 1

Sun 10:30 AM-3:30 PM	Davena Oaks, Jared Oaks	Clark 02
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D&D AL Epic! This is a multi-table event. Deep in the Greypeak Mountains the fire giant warlord Baron Ugarak has enslaved hundreds to toil in his iron mines. Surrounded by a monstrous army, the Baron poses a dire threat. This listing is for players with characters of Level 1-4

System:D&D 5th Edition

DDEP05-01 The Iron Baron - Tier 2

Sun 10:30 AM-3:30 PM	Davena Oaks, Jared Oaks	Clark 06
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D&D AL Epic! This is a multi-table event. Deep in the Greypeak Mountains the fire giant warlord Baron Ugarak has enslaved hundreds to toil in his iron mines. Surrounded by a monstrous army, the Baron poses a dire threat. This listing is for players with characters of Level 1-4

System:D&D 5th Edition

DDEP05-02 The Ark of the Mountains - Tier 1

Sat 6:00 PM-11:00 PM	Davena Oaks, Jared Oaks	Clark 02
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D&D AL Epic! This is a multi-table event. The flying galleon ‘Thunderbound’ descends on Beregost, unleashing the wrath of the cloud giants! Heroes from far and wide must awaken the lost machine entombed under Durlag’s Tower to save the town. This listing is for players with characters level 1-4

System:D&D 5th Edition

DDEP05-02 The Ark of the Mountains - Tier 2

Sat 6:00 PM-11:00 PM	Davena Oaks, Jared Oaks	Clark 06
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D&D AL Epic! This is a multi-table event. The flying galleon ‘Thunderbound’ descends on Beregost, unleashing the wrath of the cloud giants! Heroes from far and wide must awaken the lost machine entombed under Durlag’s Tower to save the town. This listing is for players with characters level 5-10

System:D&D 5th Edition

DDEP05-02 The Ark of the Mountains - Tier 3

Sat 6:00 PM-11:00 PM	Davena Oaks, Jared Oaks	Clark 10
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D&D AL Epic! This is a multi-table event. The flying galleon ‘Thunderbound’ descends on Beregost, unleashing the wrath of the cloud giants! Heroes from far and wide must awaken the lost machine entombed under Durlag’s Tower to save the town. This listing is for players with characters level 11-16

System:D&D 5th Edition

DDEX2-05 Flames of Kythorn - Tier 1

Sat 4:00 PM-6:00 PM	Davena Oaks, Jared Oaks	Clark 03
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During a summer drought, Mulmaster is threatened by a series of arson attacks. As the populace riots, accusations fly blaming Thayans, residents of the ghettos, rowdy sailors, the refugees from Phlan and dozens of others. Can you solve the mystery before the city burns? For Characters Level 1-4

System:D&D 5th Edition

DDEX3-09 The Waydown - Tier 2

Fri 10:30 PM-2:30 AM	Davena Oaks, Jared Oaks	Clark 08
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The First Lord of Hillsfar has ordered the construction of defensive structures surrounding the recently discovered ‘The Way-down’. The party must escort an emissary back to his home in the Underdark without alerting the Red Plumes. For Characters Level 5-10

System:D&D 5th Edition

First Taste

Thu 2:00 PM-4:00 PM	Erik Walters	Clark 11
Thu 7:00 PM-9:00 PM	Nathan Gay	Clark 10
Fri 9:00 AM-11:00 AM	Benjamin Trefz	Clark 11
Fri 11:00 AM-1:00 PM	David Green	Clark 12
Fri 2:00 PM-4:00 PM	Nathan Gay	Clark 11
Fri 4:00 PM-6:00 PM	Benjamin Trefz	Clark 12
Fri 4:00 PM-6:00 PM	David Green	Clark 10
Fri 7:00 PM-9:00 PM	Anthony Gambino	Clark 10
Fri 9:00 PM-11:00 PM	Jake Ferryman	Clark 11
Sat 11:00 AM-1:00 PM	David Green	Washington 04
Sat 2:00 PM-4:00 PM	Nathan Gay	Washington 04
Sat 4:00 PM-6:00 PM	David Green	Washington 03
Sat 4:00 PM-6:00 PM	Steven Chennault	Washington 02
Sat 7:00 PM-9:00 PM	David Green	Washington 04
Sat 9:00 PM-11:00 PM	Jake Ferryman	Washington 02
Sun 11:00 AM-1:00 PM	Steven Chennault	Washington 04

Want to try Shadowrun 5th Edition, but don't want to make a character? Or do you have a character but don't want to spend a lot of time playing a full blown mission?

Sit down with a pre-generated character, or one of your own, and start rolling the dice.

System:Shadowrun 5th Edition

First Taste of Anarchy

Thu 2:00 PM-4:00 PM	Indraneel Dutt	Clark 12
Thu 4:00 PM-6:00 PM	Indraneel Dutt	Clark 12
Fri 9:00 AM-11:00 AM	Indraneel Dutt	Clark 10
Fri 11:00 AM-1:00 PM	Indraneel Dutt	Clark 10
Fri 7:00 PM-9:00 PM	Josh Dixon	Clark 12
Fri 9:00 PM-11:00 PM	Anthony Gambino	Clark 12
Sat 9:00 AM-11:00 AM	Josh Dixon	Washington 03
Sat 11:00 AM-1:00 PM	Josh Dixon	Washington 03
Sat 7:00 PM-9:00 PM	Josh Dixon	Washington 03
Sat 9:00 PM-11:00 PM	Josh Dixon	Washington 03
Sun 9:00 AM-11:00 AM	Indraneel Dutt	Clark 11
Sun 11:00 AM-1:00 PM	Indraneel Dutt	Clark 11
Sun 1:00 PM-3:00 PM	Josh Dixon	Clark 12
Sun 3:00 PM-5:00 PM	Josh Dixon	Clark 12

"Based upon the rules-light and easy-to-learn Cue System, Shadowrun: Anarchy is a narrative-focused game experience that has everything you need to quickly grab some gear, load up on spells, and get to throwing the dice. Bring your imagination; the Game Master will have all the other supplies you need. This event is for beginners. "

System:Shadowrun: Anarchy

Friendship Is Tragic

Sun 1:00 PM-5:00 PM	Erik Walters	Clark 11
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When a small group of peaceful farmers are being intimidated and harassed by a gang the runners are hired to stop the colorful aggressors.

System:Shadowrun 5th Edition

LA HP 2-13: We do What We Must (1st round)

Sun 10:00 AM-2:00 PM	Eric Gorman	Clark 09
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What started out as what was thought to be a night to remember quickly turned into a night you very much wished you could forget.

System:Arcanis

LA HP 2-13: We do What We Must (2nd round)

Sun 2:00 PM-6:00 PM	Eric Gorman	Clark 09
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What started out as what was thought to be a night to remember quickly turned into a night you very much wished you could forget.

System:Arcanis

LA-HP2-2: That Which Lies Beneath

Fri 7:00 PM-11:00 PM	Bob Ehmann	Clark 05
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The Heroes are asked to solve the mystery of missing miners in the very profitable Fervidite mines before they are forced closed Could the savage Voei be behind the disappearances or does something more sinister lurk beneath?

System:ADD 5E

LA-HP2-3: Ancient Battles Unfinished

Sat 9:00 AM-1:00 PM	Zachary Caslar	Washington 01
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Deep in the fervidite mines, something horrible stirs and wakens...

System:ADD 5E

GAMESTORM 19
 ORGANIZED ROLE-PLAY

Mage Without A Face

Fri 2:00 PM-6:00 PM	Jake Ferryman	Washington 03
Sun 1:00 PM-5:00 PM	Jake Ferryman	Washington 02

The mob loves hitters, but they love cleaning up loose ends even more. This is the 2nd in the 4 part BBQ Bob CMP (Convention Mission Pack). While there may be a small running story, these can be played in ANY order. You can play your usual missions

System:Shadowrun 5th Edition

Module: The Midnight Mirror

Fri 8:00 AM-5:00 PM	Greg Ragland	Washington 11
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A horror and investigation adventure for 4th-level characters. The sleepy town of Karpad in shadow-haunted Nidal has an outbreak of a virulent and fatal disease, and a number of mysterious disappearances, have left the people paranoid and fearful. Can the players uncover the root of Karpad’s problems?

System:Pathfinder RPG

Pathfinder Adventure Card Game

Thu 1:00 PM-5:00 PM	Fox McGregor	Washington 05
Thu 6:00 PM-10:00 PM	Fox McGregor	Washington 05
Fri 8:00 AM-12:00 PM	Fox McGregor	Washington 05

This cooperative strategy game pits 1 to 4 heroes against monsters, curses, and traps. Choose your character’s class, build a deck of equipment, magic, and allies, and explore dangerous locations as you journey through an exciting fantasy tale. As your adventures continue, your characters add unique gear and awesome magic to their decks as they gain incredible powers.

System:Pathfinder ACG

Quest: Honor’s Echo

Thu 6:00 PM-10:00 PM	Tom Parker	Washington 09
Fri 1:00 PM-5:00 PM	Tom Parker	Washington 05
Sat 1:00 PM-5:00 PM	Jay Heinrich	Washington 05
Sun 9:00 AM-1:00 PM	Tim Schmidt	Washington 05

A series of Pathfinder Society Organized Play Quests designed for 1st-level characters. Perfect for new and inexperienced players -- all materials and a pregenerated character are provided. Six 1-hour adventures take the players from the verdant wilds of Andoran, to the arid wastes of Qadira, to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique story.

System:Pathfinder RPG

SRM 07-01: The Deck Job

Thu 2:00 PM-6:00 PM	Nathan Gay	Washington 02
Fri 7:00 PM-11:00 PM	Nathan Gay	Clark 06

Finding the chunk of bleeding-edge tech that Ms. Johnson lost isn’t the hard part. Taking it back from the kind folks that helped her lose it isn’t the hard part. The hard part? Convincing the decker to give it over after he’s gotten a good look at it. These can be played in ANY order.

System:Shadowrun 5th Edition

SRM 07-02: Collective Action

Thu 7:00 PM-11:00 PM	Anthony Gambino	Washington 02
Sat 9:00 AM-1:00 PM	Anthony Gambino	Washington 02

“Truman Tech’s acquisition of the Maker Collective has led to the facility and community prospering. Ares is opening a high tech plant nearby to compete with them. Dr. Tate turns to the runners for their own brand of competitive advantage.

These can be played in ANY order.

System:Shadowrun 5th Edition

SRM 07-03: Special Investigation Unit

Fri 9:00 AM-1:00 PM	Anthony Gambino	Washington 02
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Detective Nick Ryder needs your help. Seven months ago, a man was found dead in his hotel room. Investigators are baffled. Can you crack this case before the trail goes cold? Based on a true story!

These can be played in ANY order.

This adventure was written by local author Tony Gambino.

System:Shadowrun 5th Edition

SRM 07-04: Do No Harm

Fri 2:00 PM-6:00 PM	Indraneel Dutt	Washington 02
Sat 7:00 PM-11:00 PM	Steven Chennault	Washington 07

Can you ruin a man’s life in 10 days? Ms. Johnson needs you to soften him up for extraction. The catch? No Killing. No major property damage. No Police. Other than that... Use your imaginations!

These can be played in ANY order.

System:Shadowrun 5th Edition

SRM 07-05: A Little Wetwork

Fri 7:00 PM-11:00 PM
Sun 9:00 AM-1:00 PM

William Asher
William Asher

Clark 07
Washington 03

Spire Industries has moved goods throughout the CZ for years but Project: Takeback has opened the doors for competition... competition that the Spire doesn't want.

This adventure was written by local author Danny Oliver

These can be played in ANY order.

System:Shadowrun 5th Edition

SRM 07-06: Windy City Chaos

Sat 9:00 AM-1:00 PM
Sun 1:00 PM-5:00 PM

Benjamin Trefz
Benjamin Trefz

Clark 10
Washington 03

The number of people going missing has been on the rise this past year, but now an entire community has vanished! The runners are hired to find out what is going on, and to put a stop to it once and for all.

These can be played in ANY order.

System:Shadowrun 5th Edition

The Farmer's Daughter

Thu 7:00 PM-11:00 PM
Thu 7:00 PM-11:00 PM
Sat 7:00 PM-11:00 PM

Anthony Gambino

Anthony Gambino

Washington 03
Washington 03
Washington 06

Allied with the KC Mob, Agri-Seeds, is expanding and everyone sells... or else.

This is the 2nd in the 4 part BBQ Bob CMP (Convention Mission Pack). While there may be a small running story, these can be played in ANY order.

You can play your usual missions character

System:Shadowrun 5th Edition

Today Isn't Your Day, Tomorrow Isn't Looking Good Either

Fri 9:00 AM-1:00 PM
Sun 9:00 AM-1:00 PM

Erik Walters
Erik Walters

Washington 03
Washington 02

What happens when the hit team becomes the targets?

This is the 3rd in the 4 part BBQ Bob CMP (Convention Mission Pack). While there may be a small running story, these can be played in ANY order.

System:Shadowrun 5th Edition

UnCONventional Warfare

Fri 2:00 PM-6:00 PM
Sat 2:00 PM-6:00 PM
Sat 7:00 PM-11:00 PM
Sun 1:00 PM-5:00 PM
Sun 1:00 PM-5:00 PM

Anthony Gambino
William Asher
Anthony Gambino
Steven Chennault
William Asher

Washington 04
Clark 12
Washington 08
Clark 10
Washington 04

It's all fun and games until a gaming convention tries to shut down a much bigger rival. The runners are hired to babysit... Err ... escort a pair of VIPs to ensure they have a good time gaming.

System:Shadowrun 5th Edition

PANELS

Please note that some panels may deal with topics of a sensitive nature. The views expressed by the panelists do not necessarily reflect the views of OSFCI or its staff. If you are attending these panels, please respect the panelist's time and viewpoint(s).

How to Sell and Market Your Games on DriveThruRPG and it's Sister Web-Stores

Thu 4:00 PM-5:00 PM - *John Marvin*

Discussion on selling and marketing games online.

Sustainable Event Planning

Fri 12:00 PM-1:00 PM - *Robert LaCrosse*

What can we learn from the events we routinely attend in PDX and abroad? What are the earmarks of a well-planned event? What resources are required for success? Is there space, time, and sufficient interest in the Portland area for another piece of programming? If so, what niches should we look to incorporate to ensure ample attendance out of the gates?

Randomness and Probability in Game Design

Fri 1:00 PM-2:00 PM - *James Ernest*

James will walk us through a multimedia presentation of his methods for incorporating randomness and probability in games.

GAMESTORM 19

PANELS

How to Design a Pure Abstract - TAK

Fri 2:00 PM-3:00 PM - *James Ernest*

James will walk us through techniques and considerations associated with the design of abstract games using TAK as a case study.

Golden Guidelines of Game Design

Fri 3:00 PM-5:00 PM - *Dave Howell*

As Mike Selinker states in the Kolbold Guide to Board Game Design, “Many members of our circle of designers have internalized Dave’s guidelines as gospel, and can hear his voice in our head when we go astray.”

Geek Podcasting

Fri 8:00 PM-10:00 PM - *T. C. Reid, Brandon Burke, Andrew Mayer, Carissa Reid, Stephen Jacobsen, Mike Mann*

Join Level Up Design, Tattered Board, and Spaghetti and Meeples for tabletop discussion and interviews with game designers.

Storytelling Warm Ups

Sat 10:00 AM-11:00 AM - *Leah Noble Davidson, Brad Fortier*

Getting ready to dive into an RPG or LARP for a couple hours? Why not stretch your story muscles before the game? Loosen up with techniques from improv, performance poetry, and elsewhere. Hosted by presentation coaches and storytelling professionals.

A Gamers Guide to the Resistance

Sat 11:00 AM-12:00 PM - *Mike Selinker, Rebecca Meiers, Sarah Waffle, Adrian Hayes*

This panel is exactly what you think it’s about.

Making: How to make a living making games

Sat 12:00 PM-1:00 PM - *Andrew Mayer, David Galiel, Alex Flagg, Angela Hickman, Julian Leiberan-Titus*

In this panel, we’ll talk with board game company founders who did exactly that. They’ll discuss how it is that they’ve managed to make a living (or not) transforming ideas into paper, dice, and counters.

We’ll also get our guests to reveal their tips and tricks for how you can bridge the gap between your dreams of turning your hobby into a job.

Ask the Sage: Chat with Jeremy Crawford about D&D

Sat 1:00 PM-2:00 PM - *Jeremy Crawford*

Jeremy Crawford is the lead rules developer of D&D and its managing editor, and he led the design of the Player’s Handbook. Online he answers D&D questions as the Sage. Join him for a Q&A about the game’s rules, products, and stories.

Crowd Funding - Journey Stories

Sat 2:00 PM-3:00 PM - *Ben Eisner, Paul Peterson, Jodi Sweetman, Ryan Spangler, Timothy V Eisner Butzen, Kyle Rhone, Kristen Lewis*

Come hear the stories behind some of the best-known Portland Kickstarter successes in gaming. Each panelist (or pair of panelists) will be given up to 15 minutes to illuminate the key points that stand out and help describe specific elements of their crowd-funding journey.

Cultural, Ethnic, and Gender Factors in Geek Culture

Sat 3:00 PM-4:00 PM - *Sarah Gulde, Jessy Damon, Beth Olson, Angela Hickman, Brandon Burke, Parker Cummings, Tatiana McIrovin*

It’s easy to imagine the gaming experience of a straight white male, but what about folks who may not fit this description? How do issues of diversity speak to game culture as a whole? Is there a sea change taking place and, if so, what does that mean for your local gaming group, game store, or game convention?

Game Design Discussion Groups

Sat 4:00 PM-5:30 PM - *Robert LaCrosse, Paul Peterson, James Ernest, KC Humphrey, John Marvin, Angela Hickman, Julian Leiberan-Titus, Andrew Mayer, David Galiel, Alex Flagg, Timothy V Eisner Butzen, Dave Howell*

The Business of Games, Graphic Design for Games, Game Design
Having witnessed an amazing turn-out at GameStorm 18, we’ve brought back our game design discussion groups for another year! As opposed to the standard someone talks-audience listens format of the usual panels, this one is all about people talking to people. Over a dozen professionals will facilitate small group conversation.

Sunday Morning Worship

Sun 9:00 AM-10:00 AM - *Robert LaCrosse*

Christian Gathering. We will be catching up with each other over goodies, praying, sharing our faith and gaming experiences, and a brief discussion of the word together.
Hosted by Rodney Barnes

Ask the Sage: Chat with Jeremy Crawford about D&D

Sun 11:00 AM-12:00 PM - *Jeremy Crawford*

Jeremy Crawford is the lead rules developer of D&D and its managing editor, and he led the design of the Player’s Handbook. Online he answers D&D questions as the Sage. Join him for a Q&A about the game’s rules, products, and stories.

PANELS

A Radio Geekly: The KBOO Radio Hour

Sun 12:00 PM-1:00 PM - *Robert LaCosse, Jessy Damon, Rebecca Meiers*

Join the hosts of KBOO's A Radio Geekly for a recorded reflection of GameStorm. What did the convention have to offer this year? How did it all play out? What new things did we try and who are the new faces we're excited to see again soon?

PLAY AND WIN

Game Giveaway Session

Sun 2:00 PM-4:00 PM

Clackamas

Join us for the Play and Win (PAW) Game Giveaway. If you played a PAW Game during the course of Gamestorm 19 and filled out an entry form you are eligible to win that game! Come to the Giveaway to collect your game. You or a representative must be present

3 Seeds

Thu 4:00 PM-5:00 PM	Ben Cornell	Grand Ballroom 40
Fri 5:00 PM-6:00 PM	Ben Cornell	Grand Ballroom 29
Sat 8:30 PM-9:30 PM	Ben Cornell	Grand Ballroom 21

In 3 Seeds, your goal is to earn the most points by placing your limited seeds into crops with high returns.

4 the Birds

Fri 6:00 PM-6:30 PM	Randy Paterno	Grand Ballroom 21
Fri 6:30 PM-7:00 PM	Randy Paterno	Grand Ballroom 21
Sat 5:00 PM-5:30 PM	Randy Paterno	Grand Ballroom 21
Sat 5:30 PM-6:00 PM	Randy Paterno	Grand Ballroom 21

4 the Birds is the board game in which you will use beak-and-taloned strategy as well as a peck of luck to be the first to "flock" four of your birds together in a tree besieged by a menagerie of other birds trying to do the same.

A Fistful of Penguins

Fri 9:00 PM-9:30 PM	Paul Kushnir	Grand Ballroom 10
Fri 9:30 PM-10:00 PM	Paul Kushnir	Grand Ballroom 10
Sat 5:30 PM-6:00 PM	Paul Kushnir	Grand Ballroom 10
Sat 6:00 PM-6:30 PM	Paul Kushnir	Grand Ballroom 10

A Fistful of Penguins is a quick, engaging family dice game of gathering animals to add to your zoo. After three rounds, the person who has made the most money displaying animals wins.

Adventure Land

Fri 3:30 PM-4:30 PM	Gretchen Bock	Grand Ballroom 30
Fri 8:00 PM-9:00 PM	Ben Cornell	Grand Ballroom 30
Sat 11:30 AM-12:30 PM	Gretchen Bock	Grand Ballroom 30
Sat 12:30 PM-1:30 PM	Ben Cornell	Grand Ballroom 21

In Adventure Land, King Agamis rules from his castle. Rich cities, vast forests and rugged mountain ranges dominate the country. The large river is known to be lined with gold and the forests filled with medicinal herbs, but dangers lurk beneath the fog!

Ambryia: Shroud of the Shadow n

Thu 9:30 PM-10:30 PM	Julien Chambers	Grand Ballroom 11
Fri 6:00 PM-7:00 PM	Julien Chambers	Grand Ballroom 22
Sat 2:30 PM-3:30 PM	Julien Chambers	Grand Ballroom 22

Playing as one of four heroes you collect the mysterious ember stones to defeat Ingduhl the Shadow Demon. Only the hero who collects the most ember stones will be able to defeat the Shadow Demon and save the world from his shroud.

AssassinCon

Thu 8:00 PM-8:30 PM	Gretchen Bock	Grand Ballroom 30
Thu 8:30 PM-9:00 PM	Gretchen Bock	Grand Ballroom 30
Fri 10:00 AM-10:30 AM	Colin Phelps	Grand Ballroom 10
Fri 10:30 AM-11:00 AM	Colin Phelps	Grand Ballroom 10
Fri 2:00 PM-2:30 PM	Gretchen Bock	Grand Ballroom 30
Fri 2:30 PM-3:00 PM	Gretchen Bock	Grand Ballroom 30
Sat 8:00 PM-8:30 PM	Colin Phelps	Grand Ballroom 29
Sat 8:30 PM-9:00 PM	Colin Phelps	Grand Ballroom 29

Welcome to AssassinCon, the annual convention where assassins meet to show off tools and skills and decide who is the best in the world! This year the contenders have decided to take it out of the judge's hands. Do you have what it takes?

GAMESTORM 19
PLAY AND WIN

Boomtown Bandits

Thu 5:00 PM-5:30 PM	David Turner	Grand Ballroom 21
Thu 5:30 PM-6:00 PM	David Turner	Grand Ballroom 21
Fri 11:30 AM-12:00 PM		Grand Ballroom 40
Fri 12:00 PM-12:30 PM		Grand Ballroom 40

You're all bandits trying to rob this boomtown blind! Take down the bank, train, stagecoach, and even the brothel in this frantic and fun real-time dice shoot em' up!

Booze Barons

Fri 8:00 PM-9:00 PM	Mike Vander Veen	Grand Ballroom 29
Sat 8:30 PM-9:30 PM	Mike Vander Veen	Grand Ballroom 10

Booze Barons is a quick, team-based hidden identity and deduction game set during U.S. Prohibition where you are bootlegging a particular type of booze and secretly delivering it to speakeasies all over the city.

Castle Panic

Thu 8:30 PM-9:30 PM	Jacob Smith	Grand Ballroom 12
Fri 2:00 PM-3:00 PM	Devin Bruno	Grand Ballroom 21
Sat 1:00 PM-2:00 PM	Jacob Smith	Grand Ballroom 12
Sat 4:30 PM-5:30 PM	Jacob Smith	Grand Ballroom 12
Sat 8:30 PM-9:30 PM	Devin Bruno	Grand Ballroom 40

Can you work with your friends to defend your castle against the horde, or will the monsters tear down your walls and destroy the precious castle towers?

Circus Flohcati

Thu 4:00 PM-4:30 PM	Mike Vander Veen	Grand Ballroom 10
Thu 4:30 PM-5:00 PM	Mike Vander Veen	Grand Ballroom 10
Fri 4:00 PM-4:30 PM	Mike Vander Veen	Grand Ballroom 29
Fri 4:30 PM-5:00 PM	Mike Vander Veen	Grand Ballroom 29

In Circus Flohcati, players try to complete sets of cards before the game ends. A player begins her turn with several face-up cards to choose from. If she doesn't like them, she can draw another, but if a card gets turned up that matches the suit of one of the other face-up cards, she loses her turn. She can continue drawing until she likes one or it matches

Claim It!

Thu 8:00 PM-9:00 PM	Julien Chambers	Grand Ballroom 11
Fri 9:00 PM-10:00 PM	Julien Chambers	Grand Ballroom 22

Roll the dice to claim an area as your own. Steal claims from other players, or double your claim and make an area permanently yours.

Coal Baron: The Great Card Game

Fri 10:00 AM-11:30 AM	Randy Paterno	Grand Ballroom 12
Sat 2:30 PM-4:00 PM	Randy Paterno	Grand Ballroom 30

Coal Baron: The Great Card Game is a standalone game based on the very popular board game, Coal Baron, originally published in 2013. With innovative mechanisms and almost 240 cards, Coal Baron: The Great Card Game creates an experience that feels very distinct from, yet is just as intense as, the original game.

Colony

Fri 5:30 PM-6:30 PM	Devin Bruno	Grand Ballroom 10
Sat 5:00 PM-6:00 PM	Devin Bruno	Grand Ballroom 29

In Colony, each player constructs and upgrades buildings, while managing resources to grow their fledgling colony. In a clever twist, dice are used as resources, with each side/number representing a different resource.

Compounded

Thu 7:00 PM-8:30 PM	Colin Phelps	Grand Ballroom 21
Fri 11:30 AM-1:00 PM	Colin Phelps	Grand Ballroom 10

Compounded is a game about building chemical compounds through careful management of elements, a fair bit of social play and trading, and just a bit of luck.

Crazy Karts

Fri 9:00 PM-10:00 PM	Devin Bruno	Grand Ballroom 40
Sat 7:00 PM-8:00 PM	Devin Bruno	Grand Ballroom 40

Crazy Karts is a team-based, fast-paced racing game. Compete in teams of two in which each player controls specific actions of their kart, but they cannot communicate with their teammate!

Dastardly Dirigibles

Thu 6:30 PM-7:30 PM	Gretchen Bock	Grand Ballroom 29
Fri 12:30 PM-1:30 PM	Gretchen Bock	Grand Ballroom 29

Dastardly Dirigibles features tarot-sized cards that are played in a constant action format in which each time a part is added, ALL players MUST add the SAME part – which may replace an existing one. Build your airship from different parts of nine beautiful suits

PLAY AND WIN

Don't Mess with Cthulhu

Thu 6:30 PM-7:00 PM	Alexandra Donatelli	Grand Ballroom 10
Thu 7:00 PM-7:30 PM	Alexandra Donatelli	Grand Ballroom 10
Fri 3:00 PM-3:30 PM	Alexandra Donatelli	Grand Ballroom 21
Fri 3:30 PM-4:00 PM	Alexandra Donatelli	Grand Ballroom 21

Don't Mess with Cthulhu is a social deduction game with secret identities. Players are either Investigators trying to keep Cthulhu from waking and controlling the world, or Cultists that want to bring the world to a disturbing end.

Dungeon Busters

Thu 5:00 PM-5:30 PM	Alexandra Donatelli	Grand Ballroom 11
Thu 5:30 PM-6:00 PM	Alexandra Donatelli	Grand Ballroom 11
Sat 5:00 PM-5:30 PM	Alexandra Donatelli	Grand Ballroom 30
Sat 5:30 PM-6:00 PM	Alexandra Donatelli	Grand Ballroom 30

In Dungeon Busters, the players take the role of heroes exploring dungeons and defeating monsters in search of treasures.

Dystopia Rising

Fri 4:00 PM-9:00 PM	Autumn Wright	Multnomah
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Dystopia Rising is a LARP wherein you will become a survivor in a post-apocalyptic world filled with zombies and raiders. Do you have what it takes to survive?

Exposed

Fri 11:00 AM-12:00 PM	Alexandra Donatelli	Grand Ballroom 21
Sat 2:30 PM-3:30 PM	Alexandra Donatelli	Grand Ballroom 29

Exposed is a quick 2-6 player game in which you're a thief who has snuck into a boat party with the aim of stealing as many wallets as you can without anyone exposing who you are. If you steal enough wallets or you're the last player left unexposed, you w

Flip City

Fri 11:30 AM-12:30 PM	Riley Crowder	Grand Ballroom 11
Sat 3:00 PM-4:00 PM	Riley Crowder	Grand Ballroom 11

Build your own town in Flip City! In this deck-building game, you have no hand at all; instead, you play cards directly from the top of your deck. Winning the game requires delicate strategies...and some luck as well!!

Free Play

Thu 4:00 PM-5:30 PM		Grand Ballroom 22
Thu 9:30 PM-11:00 PM	Keri Turner	Grand Ballroom 22
Fri 10:00 AM-12:00 PM		Grand Ballroom 22
Fri 4:30 PM-6:30 PM	Colin Phelps, Heather Chambers	Grand Ballroom 40
Fri 9:00 PM-11:00 PM		Grand Ballroom 11
Sat 6:30 PM-8:00 PM		Grand Ballroom 11
Sat 9:00 PM-11:00 PM	Randy Paterno	Grand Ballroom 22

This table is available at this time for players to get together and play any of the Play And Win games. A member of the PAW Team will be on hand to help.

Garbage Day

Thu 6:30 PM-7:00 PM	Julien Chambers	Grand Ballroom 11
Thu 7:00 PM-7:30 PM	Julien Chambers	Grand Ballroom 11
Fri 7:30 PM-8:00 PM	Julien Chambers	Grand Ballroom 22
Fri 8:00 PM-8:30 PM	Julien Chambers	Grand Ballroom 22
Sat 4:00 PM-4:30 PM	Julien Chambers	Grand Ballroom 22
Sat 4:30 PM-5:00 PM	Julien Chambers	Grand Ballroom 22

Stack garbage cards one at a time onto the overflowing garbage can, or stashing garbage cards in your room. But if your room gets too full, you must clean it by moving the cards to the garbage can. Card that fall off go into overflow; the last player with

Go Cuckoo!

Thu 8:30 PM-9:00 PM	Jadan Edmunds	Grand Ballroom 40
Thu 9:00 PM-9:30 PM	Jadan Edmunds	Grand Ballroom 40
Fri 10:00 AM-10:30 AM	Jadan Edmunds	Grand Ballroom 40
Fri 10:30 AM-11:00 AM	Jadan Edmunds	Grand Ballroom 40
Fri 3:00 PM-3:30 PM	Jadan Edmunds	Grand Ballroom 40
Fri 3:30 PM-4:00 PM	Jadan Edmunds	Grand Ballroom 40
Sat 12:30 PM-1:00 PM	Jadan Edmunds	Grand Ballroom 40
Sat 1:00 PM-1:30 PM	Jadan Edmunds	Grand Ballroom 40
Sat 1:30 PM-2:00 PM	Jadan Edmunds	Grand Ballroom 40

You take one standing stick and put it on the nest. If both ends of the stick have the same color, you may choose to lay an egg on it. Otherwise, you take another stick whose top color is the same as the hiding color of the previous one, up to three stick

GAMESTORM 19
PLAY AND WIN

Good Cop Bad Cop

Thu 7:30 PM-8:00 PM	Michael Johnson	Grand Ballroom 10
Thu 8:00 PM-8:30 PM	Michael Johnson	Grand Ballroom 10
Fri 7:00 PM-7:30 PM	Michael Johnson	Grand Ballroom 10
Fri 7:30 PM-8:00 PM	Michael Johnson	Grand Ballroom 10
Sat 4:00 PM-4:30 PM	Michael Johnson	Grand Ballroom 29
Sat 4:30 PM-5:00 PM	Michael Johnson	Grand Ballroom 29
Sat 10:00 PM-10:30 PM	Ben Cornell	Grand Ballroom 40

Good Cop Bad Cop is a hidden identity, deduction game where each player takes on the role of a law enforcement officer in a corrupt district. Players must investigate others to figure out who is on their side, grab one of the guns on the table, and shoot

Grifters

Thu 7:00 PM-7:30 PM	Jacob Smith	Grand Ballroom 12
Thu 7:30 PM-8:00 PM	Jacob Smith	Grand Ballroom 12
Fri 10:00 PM-10:30 PM	Jacob Smith	Grand Ballroom 12
Fri 10:30 PM-11:00 PM	Jacob Smith	Grand Ballroom 12

Grifters is a hand-building game that has all the fun of deck-building games, without the deck. Set in the Dystopian Universe, players take on the role of powerful crime bosses, building their criminal organizations by carefully recruiting new operatives

Gruff: Clash of the Battle Goats

Thu 5:30 PM-6:00 PM	Colin Phelps	Grand Ballroom 12
Thu 6:00 PM-6:30 PM	Colin Phelps	Grand Ballroom 12
Fri 10:00 PM-10:30 PM	Michael Johnson	Grand Ballroom 21
Fri 10:30 PM-11:00 PM	Michael Johnson	Grand Ballroom 21

Clash is a tactical card game of brutal goat combat. The game can be learned in just a few minutes but has a tremendous amount of depth.

Harbour

Thu 8:00 PM-9:00 PM	Alexandra Donatelli	Grand Ballroom 22
Fri 10:00 AM-11:00 AM	Gretchen Bock	Grand Ballroom 30
Fri 5:00 PM-6:00 PM	Alexandra Donatelli	Grand Ballroom 30
Sat 10:00 AM-11:00 AM	Gretchen Bock	Grand Ballroom 30

Collect and trade resources as you visit the various buildings of Harbour, and cash them in to buy your way into the town. Whoever has the most points worth of buildings when the game ends, wins!

Harry Potter: Hogwarts Battle

Fri 7:30 PM-8:30 PM	Paul Kushnir	Grand Ballroom 11
Fri 8:30 PM-9:30 PM	Jacob Smith	Grand Ballroom 12
Sat 10:00 AM-11:00 AM	Paul Kushnir	Grand Ballroom 11
Sat 11:30 AM-12:30 PM	Jacob Smith	Grand Ballroom 12
Sat 8:00 PM-9:00 PM	Jacob Smith	Grand Ballroom 12

In Harry Potter: Hogwarts Battle, a cooperative deck-building game, it's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses.

Healthy Heart Hospital

Thu 6:00 PM-7:30 PM	Heather Chambers	Grand Ballroom 30
Fri 3:30 PM-5:00 PM	Heather Chambers	Grand Ballroom 12

In an effort to save the Hospital, you and your allies among its leading Physicians have staged a recent 'Clinical Coup' and taken over the Hospital to restore its prestige.

Here, Kitty, Kitty!

Fri 12:30 PM-1:00 PM	Alexandra Donatelli	Grand Ballroom 21
Fri 1:00 PM-1:30 PM	Alexandra Donatelli	Grand Ballroom 21
Sat 1:00 PM-1:30 PM	Alexandra Donatelli	Grand Ballroom 29
Sat 1:30 PM-2:00 PM	Alexandra Donatelli	Grand Ballroom 29

In the crazy cat-collecting game Here, Kitty, Kitty!, your neighborhood has a cat problem, the problem being that the cats don't all belong to YOU!

Imhotep

Fri 3:30 PM-4:30 PM	Colin Phelps	Grand Ballroom 22
Sat 10:00 AM-11:00 AM	Riley Crowder, Colin Phelps	Grand Ballroom 22
Sat 4:30 PM-5:30 PM	Riley Crowder	Grand Ballroom 11

In Imhotep, the players become builders in Egypt who want to emulate the first and best-known architect there, namely Imhotep.

PLAY AND WIN

Jeju Island

Thu 9:30 PM-10:00 PM	Heather Chambers	Grand Ballroom 30
Thu 10:00 PM-10:30 PM	Heather Chambers	Grand Ballroom 30
Fri 11:30 AM-12:00 PM	Heather Chambers	Grand Ballroom 30
Fri 12:00 PM-12:30 PM	Heather Chambers	Grand Ballroom 30
Sat 1:00 PM-1:30 PM	Gretchen Bock	Grand Ballroom 30
Sat 1:30 PM-2:00 PM	Gretchen Bock	Grand Ballroom 30

The players travel around Jeju Island, the most beautiful island in Korea, and gather treasure tiles along the way.

La Granja: No Siesta

Thu 4:00 PM-5:00 PM	Devin Bruno	Grand Ballroom 30
Fri 8:30 PM-9:30 PM	Michael Johnson	Grand Ballroom 21
Sat 10:00 AM-11:00 AM	Michael Johnson	Grand Ballroom 12
Sat 2:30 PM-3:30 PM	Michael Johnson	Grand Ballroom 12

La Granja: No Siesta is a standalone dice game following up the boardgame La Granja.

Lift-It! Deluxe

Thu 9:30 PM-10:00 PM	Randy Paterno	Grand Ballroom 40
Thu 10:00 PM-10:30 PM	Randy Paterno	Grand Ballroom 40
Fri 4:30 PM-5:00 PM	Randy Paterno	Grand Ballroom 21
Fri 5:00 PM-5:30 PM	Randy Paterno	Grand Ballroom 21
Sat 11:00 AM-11:30 AM	Riley Crowder	Grand Ballroom 10
Sat 11:30 AM-12:00 PM	Riley Crowder	Grand Ballroom 10

Lift it! is a family building game in which players try to build projects depicted on the building cards.

Machi Koro

Thu 6:00 PM-6:30 PM	Michael Johnson	Grand Ballroom 22
Thu 6:30 PM-7:00 PM	Michael Johnson	Grand Ballroom 22
Fri 10:00 AM-10:30 AM	Riley Crowder	Grand Ballroom 11
Fri 10:30 AM-11:00 AM	Riley Crowder	Grand Ballroom 11
Sat 1:00 PM-1:30 PM	Michael Johnson	Grand Ballroom 22
Sat 1:30 PM-2:00 PM	Michael Johnson	Grand Ballroom 22

Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region. You will need to collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't doing the

Marvel Dice Masters: Age of Ultron

Fri 1:00 PM-2:00 PM	Paul Kushnir	Grand Ballroom 11
Sat 11:30 AM-12:30 PM	Paul Kushnir	Grand Ballroom 11

In this game, each player fields one of the superhero teams, with each hero -- Rocket Raccoon, Groot, Captain Marvel, Daredevil, Kang and more -- being represented by custom-tooled dice. Each team must be composed of 15 dice, and a player can "purchase" d

Meduris: Der Ruf der Gotter

Fri 7:00 PM-8:30 PM	Devin Bruno	Grand Ballroom 21
Sat 2:30 PM-4:00 PM	Devin Bruno	Grand Ballroom 21

Following the call of the gods, the players settle at the base of mountain Meduris. Building huts, bringing offerings to the druid, gathering precious runestones, and building monumental temples is the only way to earn the favor of the gods in Meduris.

New Bedford

Thu 9:00 PM-10:30 PM	Mike Vander Veen	Grand Ballroom 21
Fri 9:30 PM-11:00 PM	Mike Vander Veen	Grand Ballroom 30

Set in the mid-1800s, the golden age of whaling, New Bedford gives you the chance to build the Massachusetts town of the same name into a thriving whaling community.

New York Slice

Thu 8:00 PM-8:30 PM	Heather Chambers	Grand Ballroom 29
Thu 8:30 PM-9:00 PM	Heather Chambers	Grand Ballroom 29
Fri 10:00 AM-10:30 AM	Heather Chambers	Grand Ballroom 29
Fri 10:30 AM-11:00 AM	Heather Chambers	Grand Ballroom 29

In New York Slice, each player slices pizzas into portions, giving their opponents first choice, while they take the leftovers.

GAMESTORM 19
PLAY AND WIN

Pickle Letter

Thu 4:00 PM-4:30 PM	Heather Chambers	Grand Ballroom 29
Thu 4:30 PM-5:00 PM	Heather Chambers	Grand Ballroom 29
Fri 2:00 PM-2:30 PM	Heather Chambers	Grand Ballroom 29
Fri 2:30 PM-3:00 PM	Heather Chambers	Grand Ballroom 29

In the lightning-fast letter-matching game Pickle Letter, you pick a peck of Pickleletters for a jarring good time. Time is ticking in the race to match the most letters before your opponents find them first.

Roar-a-Saurus

Thu 7:00 PM-7:30 PM	Jadan Edmunds	Grand Ballroom 40
Thu 7:30 PM-8:00 PM	Jadan Edmunds	Grand Ballroom 40
Fri 1:30 PM-2:00 PM	Jadan Edmunds	Grand Ballroom 40
Fri 2:00 PM-2:30 PM	Jadan Edmunds	Grand Ballroom 40
Sat 11:00 AM-11:30 AM	Jadan Edmunds	Grand Ballroom 40
Sat 11:30 AM-12:00 PM	Jadan Edmunds	Grand Ballroom 40

Roar-a-Saurus is a beautifully illustrated, family friendly, multi-player dino battle with “easy” and “challenge” modes.

Star Trek Panic

Fri 2:30 PM-4:30 PM	Paul Kushnir	Grand Ballroom 11
Sat 10:00 AM-12:00 PM	Julien Chambers	Grand Ballroom 21
Sat 6:30 PM-8:30 PM	Julien Chambers	Grand Ballroom 21

Star Trek Panic is a cooperative light strategy game based on Castle Panic that challenges players to defend the U.S.S. Enterprise from enemy attacks.

StarFall

Fri 12:00 PM-12:30 PM	Randy Paterno	Grand Ballroom 12
Fri 12:30 PM-1:00 PM	Randy Paterno	Grand Ballroom 12
Fri 2:00 PM-2:30 PM	Colin Phelps	Grand Ballroom 22
Fri 2:30 PM-3:00 PM	Colin Phelps	Grand Ballroom 22
Sat 11:30 AM-12:00 PM	Colin Phelps	Grand Ballroom 22
Sat 12:00 PM-12:30 PM	Colin Phelps	Grand Ballroom 22
Sat 6:30 PM-7:00 PM	Randy Paterno	Grand Ballroom 12
Sat 7:00 PM-7:30 PM	Randy Paterno	Grand Ballroom 12

StarFall is a clever game of wits, bidding, and quick thinking in which the aim is to obtain the most impressive portfolio of cosmic curiosities.

Swipe Out!

Fri 6:00 PM-6:30 PM	Paul Kushnir	Grand Ballroom 11
Fri 6:30 PM-7:00 PM	Paul Kushnir	Grand Ballroom 11
Sat 1:30 PM-2:00 PM	Paul Kushnir	Grand Ballroom 11
Sat 2:00 PM-2:30 PM	Paul Kushnir	Grand Ballroom 11

When the chips are down in Swipe Out!, be the first to swipe yours off the board to match the pattern on the Swipe Out card. Win the card to win the round. Collect five Swipe Out cards to win the game!

Tavarua

Fri 2:00 PM-3:30 PM		Grand Ballroom 10
Fri 3:30 PM-5:00 PM		Grand Ballroom 10
Sat 4:30 PM-5:30 PM	Mike Vander Veen	Grand Ballroom 40
Sat 10:00 PM-11:00 PM	Mike Vander Veen	Grand Ballroom 10

Tavarua is a competitive surfing board game for 1 to 6 players. You are a surfer, ready to ride the waves in a friendly competition to see who’s the best!

The Dragon & Flagon

Thu 4:00 PM-5:00 PM	Colin Phelps	Grand Ballroom 21
Fri 7:00 PM-8:00 PM	Jacob Smith	Grand Ballroom 40
Sat 3:00 PM-4:00 PM	Jacob Smith	Grand Ballroom 40
Sat 9:30 PM-10:30 PM	Colin Phelps	Grand Ballroom 29

The Dragon & Flagon is a tavern world-renowned for its most magical drink, The Dragon. Legend has it that one sip of The Dragon can give a hero wondrous abilities beyond their wildest dreams -- but with a tavern full of thirsty adventurers and only one fl

PLAY AND WIN

The Game (On Fire)

Thu 5:30 PM-6:00 PM	Ben Cornell	Grand Ballroom 40
Thu 6:00 PM-6:30 PM	Ben Cornell	Grand Ballroom 40
Fri 9:30 PM-10:00 PM	Ben Cornell	Grand Ballroom 29
Fri 10:00 PM-10:30 PM	Ben Cornell	Grand Ballroom 29
Sat 11:00 AM-11:30 AM	Ben Cornell	Grand Ballroom 29
Sat 11:30 AM-12:00 PM	Ben Cornell	Grand Ballroom 29

Players in The Game try to discard all 98 cards in the deck onto four discard piles in order to win, but they need to do so in the right ways.

The Last Spike

Sat 3:00 PM-4:00 PM	Paul Kushnir	Grand Ballroom 10
Sat 7:00 PM-8:00 PM	Paul Kushnir	Grand Ballroom 10

In The Last Spike, players must cooperate to build a continuous railway from St. Louis to Sacramento. Different routes are possible and some towns never get a railway link. Each player competes to accumulate the most money from land speculation

The Networks

Thu 8:30 PM-10:00 PM	Riley Crowder	Grand Ballroom 10
Sat 1:00 PM-2:30 PM	Riley Crowder	Grand Ballroom 10

In The Networks, you and your opponents are new television networks, and you need new programming. For this, you'll need Shows, Stars, and Ads.

Tides of Madness

Fri 12:30 PM-1:00 PM	Ben Cornell	Grand Ballroom 22
Fri 1:00 PM-1:30 PM	Ben Cornell	Grand Ballroom 22
Fri 6:30 PM-7:00 PM	Ben Cornell	Grand Ballroom 30
Fri 7:00 PM-7:30 PM	Ben Cornell	Grand Ballroom 30
Sat 7:00 PM-7:30 PM	Ben Cornell	Grand Ballroom 30
Sat 7:30 PM-8:00 PM	Ben Cornell	Grand Ballroom 30

Tides of Madness is a drafting game for two players.

Touria

Fri 2:00 PM-3:00 PM	Randy Paterno	Grand Ballroom 12
Sat 8:30 PM-9:30 PM	Randy Paterno	Grand Ballroom 11

In Touria, Princess Tara has decided to marry -- but not just anyone, of course. She expects a lot from her husband-to-be: Heroic deeds and precious gifts are a must.

Ulm

Fri 6:00 PM-7:30 PM	Mike Vander Veen	Grand Ballroom 12
Sat 6:30 PM-8:00 PM	Mike Vander Veen	Grand Ballroom 22

In Ulm, players try to expand their spheres of influence and to make optimal use of the hustle and bustle on the marketplace around the cathedral.

ROLE-PLAYING GAMES

A Dragon's Appetite

Sat 11:30 AM-4:30 PM	Sean Casey	Overton 08
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After a headstrong young princess charged off into the mouth of a dragon's cave - and didn't return - a band of heroes has come together in the hopes putting down the rampaging dragon for good.

And maybe recovering the princess, assuming she isn't already in the belly of the Dragon.

System:Dungeon World

Adventures in the World of Eiracken

Fri 11:30 AM-3:30 PM	David Holbrook	Overton 07
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Enter the Secret World of Eiracken! Come play 1st Edition AD&D with a Dungeon Master that still has his original books! All ages, all skill levels, all players are welcome. Characters, Pencils and even dice provided. Let's create a story together.

System:First Edition Dungeons & Dragons

Auctions Speak Louder

Sat 2:00 PM-6:00 PM	Jean Phare	Pettygrove 09
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A Johnson has hired you to steal a powerful artifact.

System:Savage Worlds

Baron Munchausen

Fri 11:30 AM-12:30 PM	Brad Poser	Overton 12
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Become a Barron or Countess! Tell tales of your daring adventures! Wager against your peers and challenge them to gentlemanly duels(gentlepersononly?) Competitive story telling at it's finest!

System:Baron Munchausen

GAMESTORM 19
ROLE-PLAYING GAMES

Bonethorne Port

Sun 11:30 AM-3:30 PM Jefferson Lee Overton 06
Bonethorne Port is filled with villains and spies ready to tear the city asunder, but it is also the only place in all of Daelum where an Orc can walk as equals to an Elf. As a member of the Long Knives, you will protect this city, no matter what the cost
System:Turn of the Card

Book Hunt

Fri 9:00 AM-1:30 PM Eric Aldrich Pettygrove 09
A Dresden Files adventure set in Seattle. You are trying to acquire a book with dangerous magical information before more unscrupulous forces can. Characters provided.
System:Dresden Files

Casters & Cantrips

Sat 7:00 PM-12:00 AM Sean Casey Pettygrove 08
“A group of mages in training have been driven into the loftiest heights of the mages tower by a group of invading enemies. As a parting sacrifice, one of the senior mages has provided them with a wall of force that holds the enemies at bay... but it cannot last forever.
System:Dungeons & Dragons 5th Edition

Chaosium

Thu 2:00 PM-9:00 PM Todd Gardiner Overton 02
Fri 9:00 AM-9:00 PM Todd Gardiner Overton 02
Sat 9:00 AM-9:00 PM Todd Gardiner Overton 02
Sun 9:00 AM-4:00 PM Todd Gardiner Overton 02
This is a demo table for Chaosium. They will be running short demos of their products.

D&D 5e (Future/Space): The Last Orlos

Sat 2:00 PM-7:00 PM Rodney Barnes Overton 07
The Last Orlos using D&D 5th Edition: The new group of contractors for Zilla-Pop Transport Services Limited is assembled and ready to meet their new ship. Rumor has it, it was captured by House Silvanus from the Illith Empire, but is much older then eve
System:Dungeons & Dragons 5th Edition

Deadly Footprints (Horror Rules)

Sat 9:00 AM-1:00 PM Sherry Parker Pettygrove 09
You are part of an Anthropology Study on the frigid North Coast Line, when something goes terribly wrong. What could possibly have caused such carnage? The locals are all saying that the legend is true, that the creature has come back. But we all know
System:Horror Rules

Demons, Cats and Cavemen

Sat 11:30 AM-3:30 PM Bethany Heramia Overton 04
It is the Stone Age, and you are a cat. Something has been killing your humans. Can you and your siblings solve this mystery before the feline dream of Civilization dies with the last of your slaves?
System:John Wick’s Cat Variant

Don’t Die: Disaster Movie Survival RPG

Fri 2:00 PM-5:00 PM Nathanael Cole Pettygrove 05
Disaster Movie Survival Roleplaying! Collaborative GM-less role-playing with increasing stakes and frequently gruesome results!
System:Don’t Die RPG

Double Crossbones! (RPGs for Kids)

Sun 11:30 AM-3:00 PM Travis Holter Overton 07
“Welcome to Caribdus! Thanks to the Sea Hags’ curse, the world is slowly downing as the waters continue to rise. Piracy and magic mingle on the high seas. You didn’t like the looks of the sailors brought on at Brigandy Bay, but the captain was desperate. Two days out from port you wake up to find a cutlass at your throat. It’s a mutiny!”
System:Savage Worlds: 50 Fathoms

Dragonlance: Vingaard Keep Definance

Fri 11:30 AM-3:30 PM Steve Dodge Overton 04
As evil sweeps the lands of Ansalon, the peoples of Solamnia prepare Vingaard Keep in a desperate bid to halt the evil dragon army expansion. Vingaard Keep needs champions to defend it in these dark times. Are you up for the challenge?
System:Dungeons & Dragons 5th Edition

Fall of von Hölle’

Thu 7:00 PM-11:30 PM Al Beddow Pettygrove 07
Fri 2:00 PM-6:30 PM Al Beddow Overton 09
Following the events at Straffar Gatan 39, equipment is failing all over Luna City. Can your team find answers in the midst of the chaos or will the chaos consume them?
System:Mutant Chronicles (2d20)

ROLE-PLAYING GAMES

Fateful Friday! - Fudge: An ANIME Spoof

Fri 7:00 PM-12:00 AM

Rodney Barnes

Pettygrove 09

A group of Anime High Schoolers try to figure out who the bad guy is, and stop them from trying to take over the space colony, while still being able to confess to the one they like; Oh, and they are all monsters as well... How many "trophy" can we cram

System:FUDGE

Fateful Friday! - Survival of the Able

Fri 7:00 PM-11:00 PM

Jacob Wood

Pettygrove 08

In Survival of the Able, you're a person with a disability living in a European almshouse when the Black Death comes to your town. Little is known about where the plague originated or how to stop it, but those who die from it are rising again — and they'r

System:Fudge / Fate (custom)

Fateful Friday! - Who is the Big Bad Wolf?

Fri 7:00 PM-11:00 PM

Riley Crowder

Pettygrove 07

Fairy Tales are difficult for people caught in the middle of them. Some people have bucked their legend and create their own story, and try to save people from the dangers of others tales.

A Game in Fate Core using the Loose Threads Playkit.

System:FATE

From the Sky!

Sun 9:00 AM-1:30 PM

Eric Aldrich

Pettygrove 04

Your band of heroes have gone through the Rabbit Hole to Grosvenor Land. There they need to defeat a conspiracy by the undead-raising descendants of the Babylonians. Steampunk Victorian age action! Characters provided.

System:1879

Fudge: StarHunter

Fri 2:00 PM-6:30 PM

Rodney Barnes

Pettygrove 08

Loosely based on the TV show. Character driven RPG about capturing escaped convicts as bounty hunters to eek out a living in space. Uses a fudge build, characters provided.

System:Fudge

Gattaibushido:FUSION! - First Contact

Sat 2:00 PM-6:00 PM

Nathanael Cole

Pettygrove 06

Do you like Voltron, Gunbuster, Majestic Prince, and RWBY? This is that game. Gattaibushido:FUSION! is a tabletop RPG about "space battle school" pilots who control giant robots, which combine together to kick the asses of Big Giant Monsters from Space. Stride Forward, Princess of War!

System:Project b54

Giant Slayer (RPGs for kids)

Fri 7:00 PM-10:30 PM

Travis Holter

Overton 06

A hill giant terrorizes the small hamlet of Frickley. You are their only hope. Can you find the legendary 'Giant Slayer' and convince her to help save the village? Is she even real or still alive? You'll have to trek through the dangerous Fey Woods to find out.

System:Dungeons & Dragons 5th Edition

GURPS: SWAT - Cavemen of Mt. Tabor

Sun 11:30 AM-4:30 PM

Rodney Barnes

Overton 04

SERT Officers from Multnomah County Sheriff's office seek to save lives and restore peace. Premade characters provided for the event.

System:GURPS

HAMMERCRAWL! Flame Princess meets Warhammer meets DCC

Fri 7:00 PM-11:00 PM

Nathanael Cole

Overton 05

Do you dare delve into the Depths of the Doom-Damned Dungeon of Darkest Darkness? Prepare for a true classic meat grinder experience. Explore a dungeon, loot the bodies of your fallen companions, and return home with dastardly glory! HAMMERCRAWL!

System:OSR

Humanitarian Aid

Fri 2:00 PM-6:00 PM

Jean Phare

Pettygrove 04

Something is rotten in Nantucket and you are being paid cold nuyen to find out where a missing shipment of medicine went.

System:Savage Worlds

Jungles of Mars

Sat 11:30 AM-5:30 PM

Rick Hamell

Overton 09

The Jungles of Mars is a light Steampunk setting based on Mars in the British Colonial Period. Imagine Tarzan, Deepest Africa, a lush jungle Mars, Airships, and a proper cup of tea all mixed together.

System:D20 Modern

Low Life - Bowls of the Oith

Sun 11:30 AM-4:30 PM

James Schrecengost

Overton 09

The Heap is tasked with protecting a penitent pilgrim as he journeys across the Incredibly Huge Monstertm on a mis- sion to absolve himself of sins at the Bowls of the Oith.

System:Savage Worlds

GAMESTORM 19
 ROLE-PLAYING GAMES

Mekanika: Dreams of the Machine

Fri 2:00 PM-7:00 PM
 Sean Casey
 Pettygrove 09
 200 years have passed since the world was shattered by a war between man and machine. Now, you awaken from a slumber, unsure of what has happened to the world but fueled by a dream of a Utopian world that never came to pass... Mekanika is a shared-narration game where each of the players is a sentient robot. It utilizes a unique card mechanic to help dictate the flow of events.
System:Mekanika (in Development)

Moon Cake Mayhem

Sat 2:00 PM-6:00 PM
 Justin Lowmaster
 Overton 05
 The emperor is coming to the town’s Autumn festival. This calls for the best moon cakes to be made for the occasion. Naturally, you won’t just go to the store and pick up the ingredients, you will go on an adventure, and kick any bad guys in the face who stand in your way. Juncture: Ancient China
System:Feng Shui 2

More Adventures in the World of Eiracken

Sat 9:00 AM-1:00 PM
 David Holbrook
 Pettygrove 05
 Enter the Secret World of Eiracken! Come play 1st Edition AD&D with a Dungeon Master that still has his original books! All ages, all skill levels, all players are welcome. Characters, Pencils and even dice provided. Let’s create a story together.
System:First Edition Dungeons & Dragons

New Recruits and Rebel Guns (RPGs for kids)

Sat 2:00 PM-5:30 PM
 Travis Holter
 Overton 10
 No one likes the Empire, but very few are brave enough to fight them. You’re fed up with the Emperor and want to join the Rebellion! A rebel sympathizer with a star freighter has agreed to smuggle you through an Imperial Blockade to the planet Bravva to join the Rebel Alliance. It won’t be easy! Lock and load your blasters would-be rebels, Bravva is swarming with Imperials.
System:Savage Worlds: Star Wars, New Hope Era

Newbie D&D 5E Lvl 3 Adventure

Fri 2:00 PM-7:00 PM
 Russell Mickler
 Pettygrove 06
 A D&D 5E adventure for new players: five pre-generated 3rd Level Characters; custom scenario.
System:Dungeons & Dragons 5th Edition

Nightvale: How is Believe?

Sun 2:00 PM-7:00 PM
 Riley Crowder
 Pettygrove 09
 Nightvale remains a dark and mysterious place, but there are many powerful relics and figures. When they grant power to people, what price do they extract?
System:Wield (Modified)

Prize Trophy

Sat 7:00 PM-11:00 PM
 Sherry Parker
 Pettygrove 09
 Hunting has long been your hobby and your passion. Working to get the next dinner or the next trophy for your wall you have traversed the country for the ultimate prize. This time, you and your hunting buddies, are sure you have beat everyone to the next big thing, and boy is it big. Now if you can just safely bag it and tag it you will have the ultimate trophy for your collection.
System:Horror Rules

Psi-punk: Data Gods

Fri 2:00 PM-6:00 PM
 Jacob Wood
 Overton 05
 A high-profile hacker who calls himself Marduk is said to be blackmailing our client, a likewise powerful individual. Needless to say, our client would rather pay us good money to stop the blackmail rather than shell out for Marduk’s continued silence. Break into Marduk’s mansion, erase the data stored on his servers, and permanently take him offline.
System:Fudge

Psi-punk: Running Amok

Sat 7:00 PM-11:00 PM
 Jacob Wood
 Pettygrove 05
 Cybernetically-enhanced predators from the World’s Edge Arena have escaped their pens and are running amok in the Arena’s facilities. Was there a technical glitch, or is foul play afoot?
System:Fudge

Rescue and Escape

Sat 9:00 AM-1:30 PM
 Eric Aldrich
 Pettygrove 06
 Can your group of heroes find, rescue, and escape with your cousins before the forces of evil Count Samuel Maskiewicz has his way with them? A swashbuckling adventure using the new 7th Sea rules. Characters are provided.
System:7th Sea: 2nd Edition

Return to Celebrity Island

Sat 9:00 AM-1:00 PM
 Sara McNaughton
 Pettygrove 07
 A mysterious series of events destroyed last season’s reality show “Celebrity Island.” You have been hired by the network of the show to recover footage and equipment, and discover what happened to the cast.
System:Horror Rules

ROLE-PLAYING GAMES

Return to Horicon Marsh (Horror Rules)

Fri 11:30 AM-3:30 PM

Sherry Parker

Overton 10

While on a sightseeing trip arranged by the local nature preserve, your group stumbles across something quite unexpected. Before you get a chance to report your find to the law enforcement, or even the tabloids, the situation goes from odd to dangerous.

*System:Horror Rules***Road Rage**

Thu 2:00 PM-6:30 PM

Eric Aldrich

Overton 04

A Feng Shui 2 Adventure. Your group is trying to safely deliver priceless art works without them getting damaged, stolen, or hijacked. Mayhem on the roads between Portland and Seattle! Characters are provided.

*System:Feng Shui 2***Savage Saturday! - Crimson Blossoms: The Hanafuda Run**

Sat 7:00 PM-11:00 PM

Nathanael Cole

Overton 08

Samurai bikers in a post-apocalyptic world, participating in a new take on a classic biker event: the Poker Run! Samurai, motorcycles, sword duels, and a whole lotta pork buns, what else do you need?

*System:Savage Worlds***Savage Saturday! - Graduation Day**

Sat 7:00 PM-11:00 PM

Ron Steinhauser

Overton 03

"Some of the seniors at Lady Gray's Peerless Academy (secretly a super-villain school) are partying, and Brains suggests trying this new chem. However, it doesn't have the effect that he hoped for - it's like a mirror breaking. For just a second, they get a glimpse of another version of themselves. Honest, true, heroic selves. It's a clue that perhaps they aren't meant to be villains after all?"

*System:Savage Worlds***Savage Saturday! - Hammon's Heist**

Sat 7:00 PM-12:00 AM

Troy O'Dell

Overton 12

You received an invitation from Lady Promitex. She greets you with a challenging task and a business proposition. "I want you to break into the Hammon Estate and take back my "gold" but there are risks. If you don't plan well and get caught I will have you killed so that you can't identify me. The wealth will be worth the risk and I shall owe you a sizable favor in the future.

*System:Savage Worlds***Savage Saturday! - Mustache Force - Manhunt**

Sat 7:00 PM-12:00 AM

James Schrecengost

Overton 09

You are an elite cop in the 1970's, code name: Mustache Force. You've been framed! Prove your innocence (and macho-ness) by tracking down the culprits and bringing them to JUSTICE!

*System:Savage Worlds***Savage Saturday! - Planet of Fire**

Sat 7:00 PM-11:00 PM

Justin Lowmaster

Overton 10

Based on the critically unacclaimed movie Reign of Fire, this takes the reality of dragons into the future!

Humans have ventured into space, and found other worlds.

There are dragons there, too.

After Mars, we sent a team to be rid of the dragons ahead of the colonists.

You are that team.

*System:Savage Worlds***Savage Saturday! - Space Marines vs. Space ISIS Zombies In Space**

Sat 7:00 PM-12:00 AM

Rodney Barnes

Overton 04

Our band of heroes travels the stars to exotic planets, seeks out new life, and new civilizations. Boldly goes where no Marine has gone before; then kills zombies, breaks things, and takes resources for the good of the Federation. Remember: "Be polite, be wise, be civil, and be ready to take out every one in the room."

*System:Savage Worlds***Savage Saturday! - The Project Q Conflict - Temptation of Temperance**

Sat 7:00 PM-11:00 PM

Matt Buckley

Overton 11

The Tomorrow Legion has some new recruits it wants to test out. The town of Temperance has sent out an SOS request aid as they are under attack. Can the Legion arrive in time to prevent tragedy?

*System:Savage Saturday! - Savage Rifts***Savage Worlds: A Fantasy Story**

Thu 7:00 PM-11:30 PM

Rodney Barnes

Overton 09

A character driven RPG about a young noble and her band of adventurers. Out to save the kingdom from Evil. Characters provided.

*System:Savage Worlds***Still More Adventures in the World of Eiracken**

Sat 2:00 PM-6:00 PM

David Holbrook

Overton 12

Enter the Secret World of Eiracken! Come play 1st Edition AD&D with a Dungeon Master that still has his original books! All ages, all skill levels, all players are welcome. Let's create a story together.

System:First Edition Dungeons & Dragons

GAMESTORM 19
 ROLE-PLAYING GAMES

Storm Hollow: A Storyboard Game

Fri 11:30 AM-1:30 PM	Angela Hickman	Overton 09
Sat 11:30 PM-1:30 AM	Angela Hickman	Pettygrove 04

Storm Hollow: A Storyboard Game is a cooperative storytelling adventure game in which players assume the roles of heroes called to the magical land of Storm Hollow to aid in a time of need. Players fight monsters, overcome obstacles, rescue characters, find lost treasures, and drive back the darkness using a simple skill-based system and unique heroic powers.

System:Storm Hollow: A Storyboard Game

STRAFFAR GATAN 39

Thu 2:00 PM-6:30 PM	Al Beddow	Pettygrove 07
Fri 9:00 AM-1:30 PM	Al Beddow	Pettygrove 07

Straffar Gatan 39 is located on “Punishment Street” of Luna City. Your team of Luna PD Investigators has been sent to follow up on numerous calls of murderous screams at the building.

System:Mutant Chronicles (2d20)

Sunday Morning Apocalypse

Sun 9:00 AM-12:30 PM	David Holbrook	Pettygrove 09
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Retro Future apocalyptic role playing! Radiation! Mutants! Death! Let’s save what is left of civilization!

System:First Edition Gamma World

Survival of the Able

Sun 11:30 AM-3:30 PM	Jacob Wood	Overton 12
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In Survival of the Able, you’re a person with a disability living in a European almshouse when the Black Death comes to your town. Little is known about where the plague originated or how to stop it, but those who die from it are rising again — and they’re hungry for flesh. Since everyone else has succumbed to the plague, it’s up to a handful of you to make your way out of town and away to safety.

System:Fudge / Fate (custom)

Swing Vote

Sun 2:00 PM-6:00 PM	Jean Phare	Pettygrove 04
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You are being paid to influence a vote in Parliament. What could go wrong?

System:Savage Worlds

The Barrow of Ghastly Doom

Sun 9:00 AM-12:00 PM	Sherry Parker	Pettygrove 06
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Your adventuring team has been hired by the local regent to acquire the Crown of Wonder. It is believed to be in The Barrow of Ghastly Doom. Can you make it in, find the treasure you seek and make it out again alive?

This is a classic fantasy based dungeon crawl perfect for tweens, teens, or anyone looking to try RPGs in an easy to master system. Pre-Gen Characters provided.

System:Legendary Lives

The Dead Boarder

Fri 10:00 PM-12:00 AM	Todd Gardiner	Overton 01
Sat 2:00 PM-4:00 PM	Todd Gardiner	Overton 01

A fellow tenant at your boarding house has been missing for two days. This mystery set in the classic H.P. Lovecraft 1930’s immediately plunges investigators into murder and intrigue. The two-hour play time and introduction to the rules for 7th edition Call of Cthulhu RPG makes this perfect as a demo to the system, while also asking players to solve the mystery before death strikes again!

System:Call of Cthulhu

The Disappearance at Enoth

Thu 4:30 PM-8:30 PM	Keith Leiker	Overton 12
Sat 11:30 AM-3:30 PM	Keith Leiker	Overton 06

Uncover what has been happening to homesteaders in the town of Enoth. Has the swamp just taken it’s natural toll? Is there something sinister behind the death priest’s motives? Or is something else afoot?

System:The Lost Age

The Dreaming Ward

Thu 4:00 PM-8:00 PM	Todd Gardiner	Overton 01
Fri 10:00 AM-2:00 PM	Todd Gardiner	Overton 01
Sat 8:00 PM-12:00 AM	Todd Gardiner	Overton 01
Sun 12:00 PM-4:00 PM	Todd Gardiner	Overton 01

SUFFERING FROM NIGHTMARES? UNIVERSITY HOSPITAL SEEKS WILLING PARTICIPANTS IN DREAM THERAPY STUDY. Confidentiality assured. Please contact the Office of Dr Randall Thorne to arrange an appointment.

What can go wrong in three nights in the psychiatric wing of a university hospital?

For up to 6 players, pre-generator investigators supplied.

System:Call of Cthulhu

The French Connipion

Fri 7:00 PM-11:00 PM	Ron Steinhauser	Overton 04
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The Nazis have a secret laboratory in the outskirts of Paris. Your team needs to contact Tiger, a Resistance leader, with information about the location of the lab. She’s waiting at the Club Belle Noir in Paris.

As you approach, you notice there are too many patrols in the area just as the first shots ring out. Apparently, the neighbors are having an argument...

System:Savage Worlds

The Lost Colony

Sat 11:30 AM-3:30 PM

Jefferson Lee

Pettygrove 04

Hypatia was the distant, interstellar gamble that would have saved us, if it had succeeded. Today, the last remnants of our species endures on this alien planet, even in the face of certain extinction. (<https://www.facebook.com/turnofthecard>).

System:Turn of the Card

The Morrow Project

Fri 2:00 PM-6:00 PM

James Krayner

Overton 12

Sat 11:30 AM-3:30 PM

James Krayner

Pettygrove 08

Sat 7:00 PM-11:00 PM

James Krayner

Pettygrove 04

Sun 11:30 AM-3:30 PM

James Krayner

Overton 05

Ordinary people, extraordinary situations. Your purpose is to help rebuild civilization and prevent a new dark age.

System:Morrow Project 4th ed

The Necropolis

Thu 2:00 PM-3:30 PM

Todd Gardiner

Overton 01

Fri 2:00 PM-3:30 PM

Todd Gardiner

Overton 01

Fri 6:00 PM-7:30 PM

Todd Gardiner

Overton 01

Sat 10:00 AM-11:30 AM

Todd Gardiner

Overton 01

Sat 4:00 PM-5:30 PM

Todd Gardiner

Overton 01

Sun 10:00 AM-11:30 AM

Todd Gardiner

Overton 01

A stone slab shifts unexpectedly, trapping the investigators in an Egyptian tomb. Only then do the explorers discover that they aren't alone. This mystery set in the classic H.P. Lovecraft 1930's immediately plunges investigators into danger and insanity.

System:Call of Cthulhu

The Project Q Conflict - What is Project Q?

Fri 7:00 PM-11:00 PM

Matt Buckley

Pettygrove 06

The Tomorrow Legion is asked to escort refugees through Coalition States territory, when they happen upon a battle between CS Forces and a Demonic Monster. The CS aren't doing fairly well - should the Legionnaires help? And what is up with the random medical staff in the middle of the battle?

System:Savage Rifts

The Spark

Fri 7:00 PM-11:00 PM

Jefferson Lee

Overton 07

The world has ended, but you won't know that for another month. Tonight, all you can do is survive and make the choices that will shape you into the kind of person that can endure the horrors and chaos of the coming apocalypse. (<https://www.facebook.com/turnofthecard>).

System:Turn of the Card

The Void: Miranda

Fri 7:00 PM-11:00 PM

Franck Florentin

Overton 12

This adventure takes players to Uranian space, on the Miranda moon. An ice mining station has gone silent, and so has the Wesley Corp rescue team sent there. It is up to the characters to discover what is going on in the mine and rescue any possible survivors.

System:The Void

To the Mechs!

Fri 2:00 PM-7:00 PM

James Schrecengost

Pettygrove 07

Your team is assigned the task of getting into the enemy factory and stealing Mechs.

System:Savage Worlds

Torchwood: Seattle

Fri 7:00 PM-1:00 AM

Rick Hamell

Overton 09

The Rift has been inexplicably growing over the past few years. In an effort to contain it, several new field offices have been built. One of these is in Seattle.

System:D20 Modern

Torg Eternity Sneak Peek and

Fri 9:00 AM-12:00 PM

Brian Reeves

Pettygrove 05

Fri 1:00 PM-4:00 PM

Brian Reeves

Overton 06

Fri 4:30 PM-7:30 PM

Brian Reeves

Overton 11

"The Living Land: Day 30" -- Your team of Storm Knights are dispatched to the dinosaur-infested jungles of Manhattan to investigate a mysterious alien structure reported in the city. An exclusive sneak peek at the upcoming reboot of the popular Torg RPG c

System:Torg Eternity

GAMESTORM 19
 ROLE-PLAYING GAMES

Tower in the Mist

Thu 7:00 PM-10:30 PM	John Marvin	Overton 04
Fri 11:30 AM-3:00 PM	John Marvin	Overton 08
Fri 7:00 PM-10:30 PM	John Marvin	Overton 08
Sat 7:00 PM-10:30 PM	John Marvin	Pettygrove 07
Sun 11:30 AM-3:00 PM	John Marvin	Overton 03

The mists of Fogfen have always brought bumper crops, but now they have turned deadly cold, and bring only horror. Can the adventurers save the city or will they fall before the Tower in the Mist? An introductory adventure for 13th Age with PreGens. Each player will get a free PDF copy of the adventure.
 RPG adventure from Dread Unicorn Games, LLC

System:13th Age

Troubled Waters

Sat 7:00 PM-11:00 PM	Sara McNaughton	Pettygrove 06
----------------------	-----------------	---------------

Something is not right, that is for sure! Likely another industrial accident that went wrong and is now causing havoc with the local wildlife. But no worries, you and your stalwart group of environmental allies will get to the bottom of this. You will

System:Horror Rules

Turn of the Card: Colonial Dark Hearts “The Dark Elm”

Sat 7:00 PM-11:30 PM	Paul Abeyta	Overton 05
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Something is not right, that is for sure! Likely another industrial accident that went wrong and is now causing havoc with the local wildlife. But no worries, you and your stalwart group of environmental allies will get to the bottom of this. You will find out what is poisoning the local waterways and put a stop to it before anything else goes so horribly, horribly wrong.

System:Turn of the Card

Turn of the Card: Revolution!

Sat 2:00 PM-6:00 PM	Paul Abeyta	Pettygrove 05
---------------------	-------------	---------------

Swashbuckling adventure set in the fall of the reign of a decadent King and his court, as peasants storm the palace. You will be playing “The Queen’s Musketeers”, sworn with protecting this young Queen from the gallows or headman’s axe. Dice-Less, Storytelling, Tarot based system, rules taught.

System:Turn of the Card

Turn of the Card: Star Trek: Decision at Midnight

Fri 7:00 PM-11:00 PM	Paul Abeyta	Overton 10
----------------------	-------------	------------

Players will be taking on the roles of Star Fleet graduates being posted to their first assignments, the start of long and adventure-filled careers. All seems to be going well, until a series of situations arise that will test their loyalty to the fleet

System:Turn of the Card

Unexpected Adventure- 5th Edition D & D

Fri 9:00 AM-1:00 PM	Troy O’Dell	Pettygrove 06
---------------------	-------------	---------------

The town of Furtherington seemed like a quiet place to rest on the way to the next adventure. A band of experienced and merry adventurers enter the inn and order ale. A scream catches your ears. Looking outside, you see a Black Rider rides atop a black mare coming down the street, launching magic missile after magic missile at commoners. Here we go again! Another adventure for the mighty heroes.

System:Dungeons & Dragons 5th Edition

What’s in the Cellar?

Thu 8:00 PM-9:30 PM	Todd Gardiner	Overton 01
Fri 4:00 PM-5:30 PM	Todd Gardiner	Overton 01
Fri 8:00 PM-9:30 PM	Todd Gardiner	Overton 01
Sat 12:00 PM-1:30 PM	Todd Gardiner	Overton 01
Sat 6:00 PM-7:30 PM	Todd Gardiner	Overton 01

Arthur Blackwood has been charged with murder of his wife while on vacation. Can you solve the mystery or is he truly guilty? This mystery set in the classic H.P. Lovecraft 1930’s immediately plunges investigators into murder and intrigue. The under two-hour play time and introduction to the rules for 7th edition Call of Cthulhu RPG makes this perfect as a demo to the system.

System:Call of Cthulhu

TOURNAMENTS

Diamonds - 2017 Oregon State Championship

Fri 8:00 PM-12:00 AM	Grand Ballroom 31, 32, 42, 43
----------------------	-------------------------------

This Stronghold game by Mike Fitzgerald is a trick-taking card game in which players collect Diamonds - not cards bearing that suit, mind you, but rather actual “Diamond Crystals”.

Dimension - 2017 Oregon State Championship

Sun 10:00 AM-2:00 PM	Grand Ballroom 31, 32 42, 43
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Dimension is a fast-paced, innovative puzzle game that takes place in three dimensions with 60 colorful spheres. All of the players play at the same time. Everybody tries to position the spheres on their trays to earn as many points as possible.

Game of 49 - 2017 Oregon State Championship

Sat 5:00 PM-8:00 PM

Grand Ballroom 31, 32 42, 43

Starting with \$49 apiece, players in The Game of 49 bid to buy spaces on the 49-square (7-by-7) game board. Randomly drawn number cards are auctioned one at a time, with the highest bidder placing a chip on the matching board space.

Klask Tournament - Heat A

Thu 5:30 PM-8:30 PM

Mike Vander Veen

Grand Ballroom 95, 98

Win a free copy of Klask! Come learn in 5 minutes. First hour and a half is free play, followed by an hour and a half of tournament play. Sign up is for tournament play.

Klask Tournament - Heat B - Finals

Sat 10:30 AM-1:30 PM

Mike Vander Veen

Grand Ballroom 95, 98

Win a free copy of Klask! Learn in 5 minutes. First hour is free play, followed by an hour and a half of tournament play, then FINALS! Sign up is for tournament play.

Letter Tycoon - 2017 Oregon State Championship

Sat 1:00 PM-5:00 PM

Grand Ballroom 31, 32 42, 43

Players take turns forming a word using a seven-card hand and a three-card community card pool, scoring money and stock rewards, based on their word.

Nevermore - 2017 Oregon State Championship

Sat 9:00 AM-1:00 PM

Grand Ballroom 31, 32 42, 43

This game from Smirk & Dagger is a casual-style, card-drafting game in which you quickly build your hand each round, collecting cards you want and poisoning your opponent's hand by passing along cards you think they can't use.

Skull King - 2017 Oregon State Championship

Sat 8:00 PM-12:00 AM

Grand Ballroom 31, 32 42, 43

Brent Beck's Skull King is a trick-taking game similar to Oh Hell!, Wizard and Spades, with players needing to state how many tricks they think they'll win each round.

Tetris Attack Tournament

Sat 6:30 PM-8:30 PM

Jaki Hunt

Glisan 02

Tetris Attack Tournament, sponsored by Kumoricon.

SPECIAL EVENTS

Hotel Tour

Thu 1:00 PM-2:00 PM

Debra Stansbury

Thu 4:00 PM-5:00 PM

Debra Stansbury

Thu 7:00 PM-8:00 PM

Debra Stansbury

Fri 1:00 PM-2:00 PM

Debra Stansbury

NEW HOTEL! Come take the tour and find out where we put stuff!

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EVENTS

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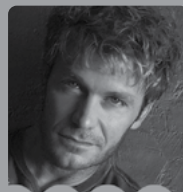


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Fargo Holiday

Korina "Myzeray" Walters

Diana Cerasin

Brian Emra

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Keegan Clements-Housser

Fargo Holiday

Fargo Holiday

Earl Scott

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Art

(representing Tinderbox Entertainment)

Information Desk

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Asst

Street Team Coordinator

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Kyle Rhône

Tatiana McIrvin

Tatiana McIrvin

Morrigan McIrvin

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Fargo Holiday

Beverly "Phoenix" Block

Rachael Madsen

Michael McGuire

Industry Relations Manager

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JC

PP

Panel Programming

Play-and-Win Administrator

Swag

Asst

Jason Bostick

Rodney Barnes

Mike Monical

Robert LaCose

David Turner

Keri Turner

Heather McLaughlin

Elizabeth Wilsonsage

WHAT IS OSFCI?

You've seen the phrase dozens of times or more - at the bottom of a convention flyer, in the back of a progress report, or on the inside of a colorful, slick-covered convention memory book and probably ignored it: "This event is sponsored by Oregon Science Fiction Conventions, Inc. (OSFCI)." If you are reading this, you've probably take a few moments to wonder "What is OSFCI?"

OSFCI, a non-profit, tax-exempt, all-volunteer (no one gets paid anything) corporation, is the legal entity and umbrella organization under which GameStorm and OryCon, operate. The corporation provides year to year continuity for the repeating conventions, and a solid base from which the occasional special events can be run. These events have included CON, CascadeCon, Smofcon (1991 and 2005), World Horror Convention (1996), Potlatch (1996, 1999 and 2007), Left Coast Crime (2002) and Westercon (1984, 1990, 1995, 2001 and 2016)

With over 70 corporate members from throughout the Pacific Northwest, OSFCI is a diverse talent pool of convention-running experience. Members range from WorldCon regulars with years of experience to people who have just gotten their feet wet in the heady world of con-running. Membership in the group is easy. It's open to anyone who has been on at least two OSFCI-sponsored event committee lists during the last four-year period. All you need to do to join is volunteer, work on the required number of committees, and then accept the invitation for membership. The corporation holds its annual meeting each February, where the year is reviewed, bylaws changed and members are elected to the Board of Directors.

The Board decides who will be the chair of GameStorm and OryCon, and whether to sponsor special events, such as Westercon or Potlatch. "Sponsorship" means that the event falls under OSFCI's tax-exempt umbrella, and may use the corporation's post office box, bank accounts and bulk mailing permit, as well as being provided with insurance and a responsible legal entity in the unlikely case of a disaster. Occasionally, OSFCI will provide seed money for the development of new events or for bidding committees who wish to bring floating conventions to the area.

Although Board members often work on the events, the Board doesn't run the conventions. The Board's role is that of overseer and mentor, ensuring that sponsored events operate within OSFCI's tax-exempt status as well as providing a source of institutional knowledge and convention experience for the committees. Each convention has a liaison from

the Board assigned to the committee. Each committee also assigns an ex-officio representative to the Board.

The Board is made up of up to ten people, elected to two-year terms (usually five at a time). The Board meets six times a year and everyone with an interest in its activities is welcome to attend those meetings.

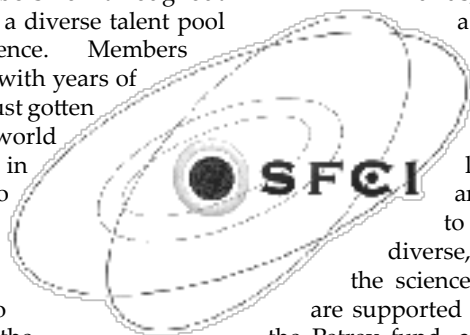
OSFCI maintains the capital goods accumulated over the years for use by the various events. Convention committees have use of art show panels, hospitality furnishings, video and other electronic equipment. These capital goods minimize the equipment that needs to be rented or borrowed, allowing more of convention income to be devoted to producing the quality of events for which OSFCI is well-known.

As part of a being a non-profit, the general membership and Board of Directors of OSFCI feel a strong responsibility to give back to the community that supports the conventions. Often born from specific events, OSFCI sponsors two charitable

funds, a Worldcon grant program and a literary award as well as making liberal donations to a wide range of other charities, museums, schools and libraries - all selected to help improve people's lives and bring the wonderment and joy of knowledge and future to them. The funds and award are

diverse, and provide valuable services to the science fiction community. Both funds are supported by donations, and in the case of the Petrey fund, auctions held at conventions. All donations go directly to the funds for distribution--OSFCI covers the operating and administrative costs of the funds out of general corporate monies. The Susan C. Petrey Clarion Scholarship Fund, OSFCI's oldest fund, annually gives scholarships to students attending the Clarion and Clarion West Writer's Workshops. The Clayton Memorial Medical Fund is a medical emergency fund for needy Science Fiction, Fantasy, Horror or Mystery writers in the Pacific Northwest. The Endeavour Award, a juried book award is handed out annually at OryCon to the best science fiction or fantasy book published by a Pacific Northwest writer. The award includes an honorarium and plaque. The John Andrews Worldcon Scholarship grants a Worldcon membership and expense money each year to a person involved with OSFCI events to give them the chance to learn from fans in other parts of the country.

Information on the activities is available at www.osfci.org, by e-mail addressed to secretary@osfci.org, or by writing to OSFCI at PO Box 5703, Portland OR, 97228.



SO -- NOW YOU KNOW

"WHAT IS OSFCI." IT'S YOU, IT'S ME, IT'S US.

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GAMESTORM BINGO

Looking for some ideas on enjoying GameStorm? Play our Bingo game and explore the convention. Whether you go for 5 in a row or a full blackout, you're sure to find something new!

B I N G O

Try Indie Hurricane	Pre-Register for next year!	Play a Minis Game	Play a CCG	Try a LARP
Play a Board Game	Participate in Play-and-Win	Play games with a new friend	Learn a new game	Meet a Guest of Honor
Tag us on social media #gs19	Checkout from the library	Volunteer for an hour	Join a Tournament	Play a Card Game
Play an RPG	Play a Dice Game	Random act of Kindness!	Visit the Dealer's Hall	Playtest in GameLab
Attend a Panel	Play a Video Game	Teach someone a game	Stop by Hospitality	Try the restaurant

NOTES

Want to remember the name of that new game you learned? Contact info for a fantastic DM? The address of the game store you discovered at the convention? Or maybe the website of an amazing up-and-coming designer? Jot it down here and have it AFTER the convention too!

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

NOTES

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GAMING: THE BEGINNING

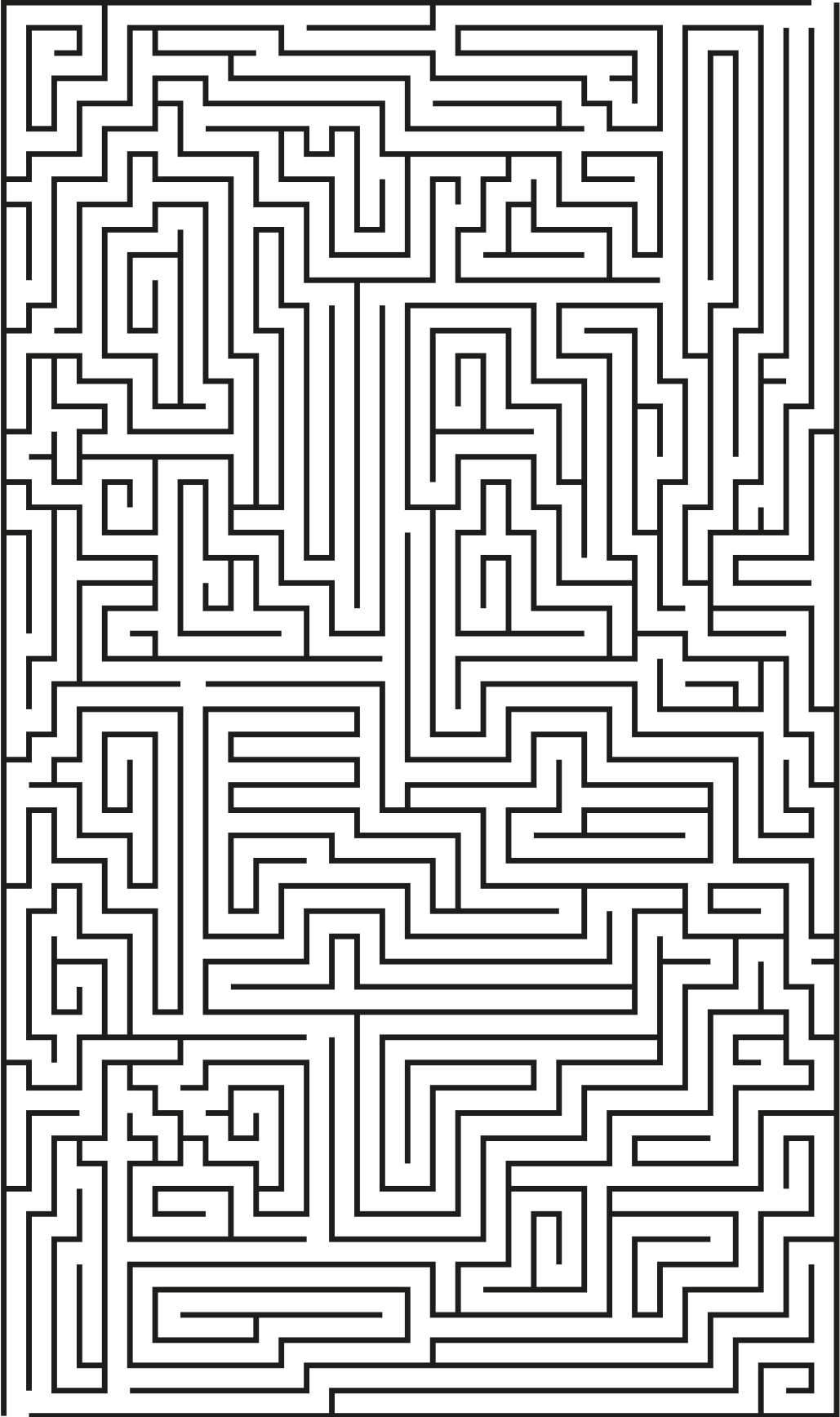
Next year's GameStorm is going to have a theme of Gateway Games - those starter games that introduce people to gaming. With that in mind, we'd like to know, what game got you into Gaming?

Do you have a cool story to share with us about how that game "hooked" you? Continue on back if more space needed.

We may include some stories in our program book, on our website, or on social media. If we choose yours, how would you like it to be attributed?

Please turn this sheet in at Info Desk. Note that turning it in gives permission for stories to be shared.

GAMESTØRM 19
FIND THE WAY



SUDOKU

		2	3	7	1			
	1					8		
3	9		8	2			7	
5								
1			4		8			
6			2		3	7	1	8
8		1	9				2	
	3						5	
		7	1	6	4	3		9

Each puzzle consists of a 9x9 Sudoku grid. The object is to fill all empty squares so that the numbers 1 to 9 appear exactly once in each row, column and 3x3 box, and the sum of the numbers in each area is equal to the clue in the area's top-left corner.

SUDOKU

1				2				8
			3		4			
		2				5		
	4			3			2	
	7						5	
	8	3	6	4	2	7	9	
	2						8	
	3			7			1	
8	1	9				2	7	5

Each puzzle consists of a 9x9 Sudoku grid. The object is to fill all empty squares so that the numbers 1 to 9 appear exactly once in each row, column and 3x3 box, and the sum of the numbers in each area is equal to the clue in the area's top-left corner.

SUDOKU

7	1	6				3	9	4
	5						1	
	4	9				5	6	
	3		4		5		8	
	8		9		7		4	
	6	5		8		7	3	
	2			9			7	
	7		3		4		2	
3	9	4				1	5	6

Each puzzle consists of a 9x9 Sudoku grid. The object is to fill all empty squares so that the numbers 1 to 9 appear exactly once in each row, column and 3x3 box, and the sum of the numbers in each area is equal to the clue in the area's top-left corner.

SUDOKU

6	7	9	2	3	4	5	8	
	4						9	
	8		6		1			
4	6					9		
	9	2	7	1	6			5
	1					7		
	3		9		8			
	5			2			6	
8	2	6	4	5	3	1	7	

Each puzzle consists of a 9x9 Sudoku grid. The object is to fill all empty squares so that the numbers 1 to 9 appear exactly once in each row, column and 3x3 box, and the sum of the numbers in each area is equal to the clue in the area's top-left corner.

ANSWERS

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3	9	4	8	7	2	1	5	6
6	7	1	3	5	4	9	2	8
5	2	8	1	9	6	4	7	3
4	6	5	2	8	1	7	3	9
1	8	2	9	3	7	6	4	5
9	3	7	4	6	5	2	8	1
8	4	9	7	1	3	5	6	2
2	5	3	6	4	9	8	1	7
7	1	6	5	2	8	3	9	4

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8	2	6	4	5	3	1	7	9
9	5	4	1	2	7	3	6	8
7	3	1	9	6	8	2	5	4
5	1	8	3	4	9	7	2	6
3	9	2	7	1	6	8	4	5
4	6	7	5	8	2	9	1	3
2	8	5	6	9	1	4	3	7
1	4	3	8	7	5	6	9	2
6	7	9	2	3	4	5	8	1

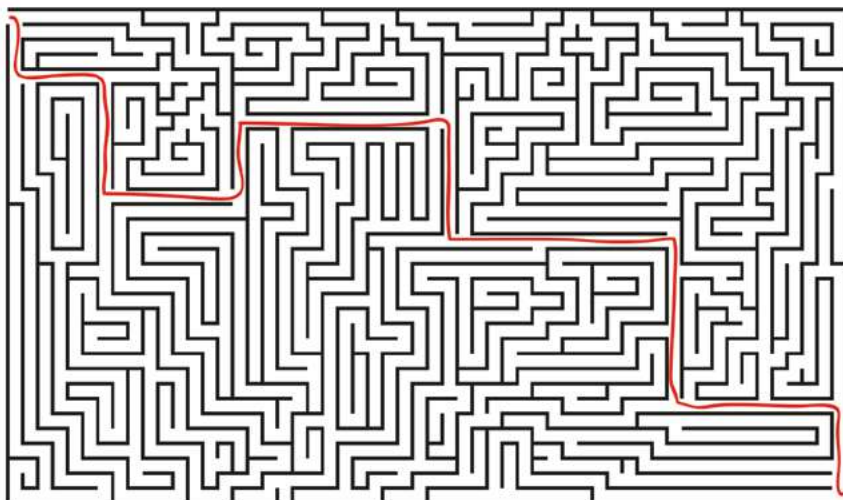
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2	5	7	1	6	4	3	8	9
9	3	4	7	8	2	6	5	1
8	6	1	9	3	5	4	2	7
6	4	9	2	5	3	7	1	8
1	7	3	4	9	8	2	6	5
5	2	8	6	1	7	9	4	3
3	9	5	8	2	6	1	7	4
7	1	6	5	4	9	8	3	2
4	8	2	3	7	1	5	9	6

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8	1	9	4	6	3	2	7	5
4	3	5	2	7	8	6	1	9
6	2	7	9	5	1	4	8	3
5	8	3	6	4	2	7	9	1
2	7	6	1	8	9	3	5	4
9	4	1	5	3	7	8	2	6
3	9	2	8	1	6	5	4	7
7	5	8	3	9	4	1	6	2
1	6	4	7	2	5	9	3	8

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