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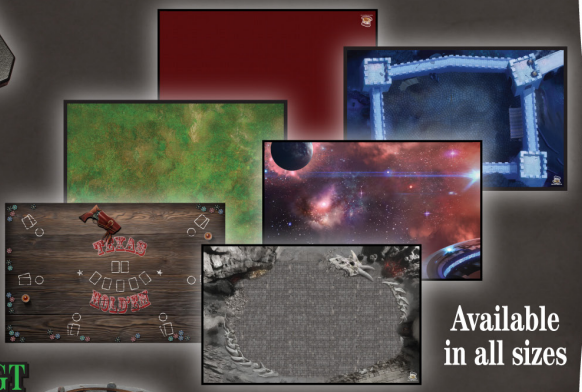

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Welcome GrandCon Attendees, Guests, and Exhibitors Celebrating 6 Years!

I'm personally thrilled to make GrandCon happen for your enjoyment!

GrandCon is West Michigan's premiere tabletop gaming convention. Our vision is fueled by a belief that the community appreciates an event to celebrate our fandom. Your personal attendance is a testimony to that belief. With your enthusiasm, generosity, love, and support I present to you this year's show.

Thank you to The 501st Legion, Mackenzie's Animal Sanctuary, Kent District Library, and Helen DeVos Children's Hospital Foundation. It's with their ongoing organizational support of seeing the vision that is GrandCon, which spurs on the heart of GrandCon giving back to the community.

Special Thanks to the volunteers and your families. Your families are not always the gaming fans that we ourselves are. Their support and sacrifice has not gone unnoticed.

Extra Special Thanks to the person reading this right now. I would hope that GrandCon provides an experience of entertainment that not only can grow and change from year to year, but that you will want to be a part of over and over again. See you in the near future at GrandCon!

Kind Regards,
Brian Lenz
Owner | Founder

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GRAND

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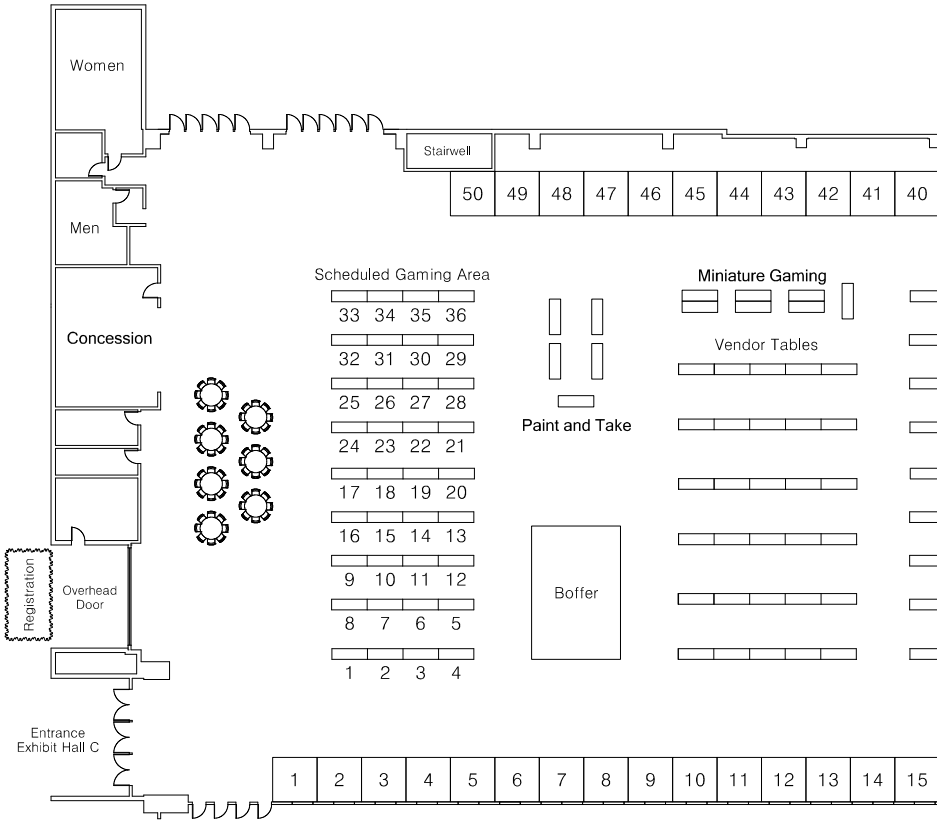

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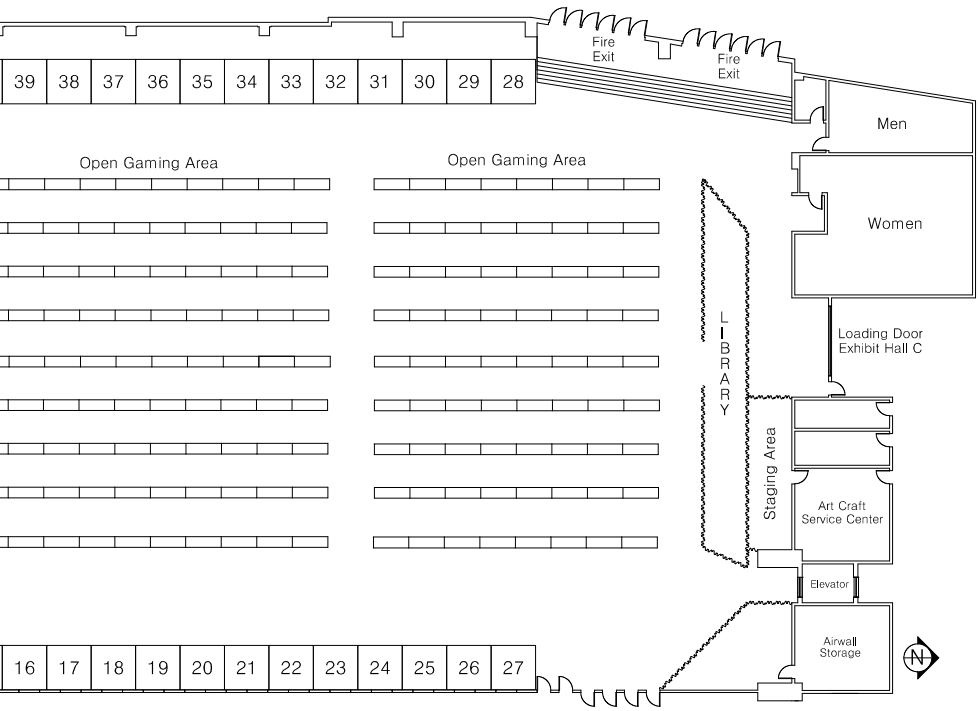

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Schedule of Events - Sept. 14, 2018

Friday 10 AM

Ashes of the Deep Gods (Unpub) • *Event #208* **Friday at 10:00 AM, 240 min.**

Ashes of the Deep Gods is a Science-fantasy RPG where you explore a dangerous landscape shaped by otherworldly visitors and what they left behind. Harness strange relics, costly magic and the bladed weapons of your ancestors as you fight for the heart of a village where a Deep god was slain. The EDGE system is based on D6 dice pools from attributes and advancement driven by characters motives. New are players welcome. Hosted by Mitch Moore.

• Adult (18+) • Grand Gallery EF, Table 15EF

Whispers of Starfall Part 1 • *Event #58* **Friday at 10:00 AM, 240 min.**

Starfall - A term whispered by only the very few with the knowledge or wisdom to know the significance of that word. In the village of Hyran a team of adventurers begins to celebrate the holiday week of Brewfest, taking a chance to rest; but adventure is never far away when evil plots. Hosted by Troy Mepyans.

• All Ages • Grand Gallery CD, Table 13CD

Call of Cthulhu: The Derelict • *Event #466* **Friday at 10:00 AM, 240 min.**

Despite the concerns and worries of life, a final voyage is being made on the luxury yacht, Delilah, taking the vessel from New York to its new owner in England. What promises to be a pleasurable journey across the ocean waves descends into a desperate struggle for survival. The icy waters of the North Atlantic hold many secrets. One such secret is about to be discovered. Set in the Modern Day, and no experience is required. Pregens provided. Hosted by Geoff Groff.

• Adult (18+) • Grand Gallery CD, Table 14CD

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #305* **Friday at 10:00 AM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• Preteen (8+) • Exhibitor Hall C, SG 12

Cthulhu Wars • *Event #669* **Friday at 10:00 AM, 120 min.**

The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take the part of various cosmic horrors seeking to dominate the world. Learn to Play, full game demonstration. If experienced, will get opportunity to demo 2019 faction expansion, the Daemon Sultan. Sponsored by Petersen Games. Hosted by Allen Anderson.

• Teen (13+) • Exhibitor Hall C, SG 06

Heroscape - Conquest Mode • *Event #640* **Friday at 10:00 AM, 120 min.**

Heroscape is a light miniatures game played on a three dimensional board. This event uses the advanced heroscape rule set with custom victory conditions. Players will be split into two teams and draft for armies. To win, you must capture spawn points that are spread about the map. Each round a team gains points for each spawn point they control. The team with the most victory points win. Players are allowed to draft new armies to replace defeated ones at the end of each round. Hosted by Elindo Castro.

• *Teen (13+)* • *Exhibitor Hall C, SG 25*

FAZA • *Event #96* **Friday at 10:00 AM, 120 min.**

FAZA is a retelling of the classic alien invasion story. The players are the last group of human survivors working together to defeat the 3 FAZA motherships. Over the course of 90-120 minutes, this nail-biting co-op will push 2-4 players to their limits as they work together to save their city. Hosted by David Noller.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Downfall of Pompeii • *Event #63* **Friday at 10:00 AM, 60 min.**

Pompeii was destroyed in AD79. Rescue your people out from the city as the lava creeps closer and closer. Each player has the chance to place lava tiles giving them a chance to scorch their opponents. Easy pickup, as in, it is easy to pick up your opponent's people and throw them into the volcano. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Little Songbird - Learn to Play • *Event #348* **Friday at 10:00 AM, 60 min.**

Learn to play with the designer, Matt Riddle. In Piepmatz, you skillfully play bird cards from your hand to collect seeds and birds at the bird feeder. Seeds and mated pairs of birds in your collection are worth points. Single birds score only if you have the most of their species. The course of play is the same for all numbers of players. On a turn, you go through these three phases in order: Play a car, Resolve effects, and Draw a new card. Hosted by Matt Riddle.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Founders of Gloomhaven - Learn to Play • *Event #409* **Friday at 10:00 AM, 180 min.**

Learn to play with the designers, Isaac Childres. Founders of Gloomhaven is a competitive tile-placement, action-selection, city-building game in which each player controls a fantastical race working to build the city of Gloomhaven and gain influence over its residents. This is a standalone game set in the same universe as Gloomhaven. The events, however, take place hundreds of years before Gloomhaven and depict the original construction of the city. Hosted by Isaac Childres.

• *Teen (13+)* • *Exhibitor Hall C, SG 17*

Little Songbirds - Learn to Play • *Event #350* **Friday at 10:00 AM, 60 min.**

Learn to play with the designer, Ben Pinchback. In Piepmatz, you skillfully play bird cards from your hand to collect seeds and birds at the bird feeder. Seeds and mated pairs of birds in your collection are worth points. Single birds score only if you have the most of their species. The course of play is the same for all numbers of players. On a turn, you go through these three phases in order: Play a car, Resolve effects, and Draw a new card. Hosted by Ben Pinchback.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

Ticket to Ride Rails and Sails • *Event #188* **Friday at 10:00 AM, 120 min.**

Ticket to Ride just got an upgrade. Rails & Sails raises the strategy level to this otherwise light game. You will have to balance placing trains & ships across land & sea to fulfill destination tickets. We will play the Great Lakes map. Go Michigan! Hosted by Michelle Ball.

• *Adult (18+)* • *Exhibitor Hall C, SG 05*

Adventurers League - DDAL08-00 Once in Waterdeep • *Event #573* **Friday at 10:00 AM, 240 min.**

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An introductory adventure for Season 8. Hosted by Prescott Gallagher.

• *All Ages* • *Grand Gallery AB, Table 10AB*

Adventurers League - DDAL08-01 Map with No Names • *Event #580*
Friday at 10:00 AM, 120 min.

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you are not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. Hosted by Jacob.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Pathfinder Society - 5-08: The Confirmation • *Event #159* **Friday at 10:00 AM, 300 min.**

A Pathfinder Society Scenario designed for level 1-2. Hosted by Kayla Miller.

• *Preteen (8+)* • *Grand Gallery CD, Table 02CD*

Pathfinder Society - 9-24: Beneath Unbroken Waves • *Event #156* **Friday at 10:00 AM, 300 min.**

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Isabelle Lee.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Street Masters - Learn to Play • *Event #300* **Friday at 10:00 AM, 120 min.**

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic fighting video games. Featuring over 65 highly detailed miniatures, unique decks for fighters & enemies, custom dice, and lightning-fast gameplay, Street Masters lets players match up powerful fighters against villainous organizations in a wide array of exciting scenarios. Designed by Adam Sadler and Brady Sadler, the game offers modular and elegant gameplay set in a unique and exciting world of brutal combat. Hosted by Adam Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 13*

Batman: The Animated Series - Learn to Play • *Event #353* **Friday at 10:00 AM, 120 min.**

Learn to play with the designer, Richard Launius. In Batman: The Animated Series Batman Gotham Under Siege, 1-5 players take on the role of the caped crusader and his allies, using dice allocation and threat management to defend Gotham from henchman and bosses and keep the city from being destroyed. Hosted by Richard Launius.

• *Teen (13+)* • *Exhibitor Hall C, SG 15*

Crystal Hex • *Event #377* **Friday at 10:00 AM, 60 min.**

Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 1-4 Players. Hosted by Ryan Wilson.

• *Preteen (8+)* • *Grand Gallery EF, Table 03EF*

Adventurers League - HILL2-1 The Red Gathering • *Event #609* **Friday at 10:00 AM, 240 min.**

Desperate for assistance in returning Hillsfar to its former glory, First Lord Vuhm Yestral receives word that help may come from an unlikely source. With preparations in order, can he facilitate what the city needs, or will his red gathering all be for naught? Hosted by dan harsh.

• *All Ages* • *Grand Gallery AB, Table 09AB*

Adventurers League - ODFC-0101 Hammer and Anvil • *Event #616* **Friday at 10:00 AM, 240 min.**

During a competition between the dwarven clans of the Earthspur Mountains intended to be a time of celebration and companionship, it is also a time of treachery and deceit, as each tries to sabotage the others. Unfortunately for Riswynn Rumnaheim, her clan has nearly died out, and is unable to watch her back, nor can she trust her closest friends at this fraught time. So she has placed a call for adventurers, and you have answered. Hosted by Thomas Howell.

• *All Ages* • *Grand Gallery AB, Table 08AB*

Legends of Draxia • *Event #18* **Friday at 10:00 AM, 60 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. 35-45 minute play time. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Adventurers League - Tier 3 & Umbral Aristocracy PREMIUM • *Event #620* **Friday at 10:00 AM, 840 min.**

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Ken Schreur will run both fantastic Tier 3 Tome of Foes Guild Adept adventures and Forgotten Foes, the Tier 3 Lost Tales adventure. You will also get to experience the Tier 1 Waterdeep "Umbral Aristocracy" trilogy, time allotted for side quests and bonus content. Proceeds go to the Jasper's Game Day charity. Hosted by Ken Schreur.

• *Teen (13+)* • *Grand Gallery AB, Table 11AB*

Street Masters - Learn to Play • *Event #295* **Friday at 10:00 AM, 120 min.**

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic fighting video games. Featuring over 65 highly detailed miniatures, unique decks for fighters & enemies, custom dice, and lightning-fast gameplay, Street Masters lets players match up powerful fighters against villainous organizations in a wide array of exciting scenarios. Designed by Adam Sadler and Brady Sadler, the game offers modular and elegant gameplay set in a unique and exciting world of brutal combat. Hosted by Brady Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 14*

Adventurers League - ZIEGE-03 Dead Men Feel No Cold • *Event #621*
Friday at 10:00 AM, 240 min.

Murder is afoot in the streets of Waterdeep. Help solve a crime and maybe you can make a few friends, or enemies, along the way. Hosted by Fenway Jones.

• *All Ages* • *Grand Gallery AB, Table 01AB*

Adventurers League - Mulmaster PREMIUM • *Event #559* **Friday at 10:00 AM, 840 min.**

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Bryan Harris will run a carefully curated selection of modules detailing the story of Mulmaster. This includes the destruction wrought by the evil elemental cults in the Mulmaster Undone EPIC, the rebuilding process from the Red Wizards of Thay, The Red War EPIC, and the option to play 1 of 2 brand new Red War-centric CCCs! Proceeds go to the Jasper's Game Day charity. Hosted by Bryan Harris.

• *Teen (13+)* • *Grand Gallery AB, Table 13AB*

Starfinder Society - 1-11: In Pursuit of the Scoured Past • *Event #146*
Friday at 10:00 AM, 300 min.

A Starfinder Society Scenario designed for levels 3-6. Precedes Scenario: 1-99 - The Scoured Stars Invasion Hosted by Luke Miller.

• *Preteen (8+)* • *Grand Gallery CD, Table 03CD*

Adventurers League - Tomb of Annihilation PREMIUM • *Event #625*
Friday at 10:00 AM, 840 min.

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Richard Van Vels will run an adaptation of the final chapter of Tomb of Annihilation that rewards characters for moving quickly, but punishes those that linger too long. The party begins their adventure in the Tomb of the Nine Trickster Gods and (hopefully) ends with them defeating Acererak and ending the Death Curse! Proceeds go to the Jasper's Game Day charity. Hosted by Richard.

• *Teen (13+)* • *Grand Gallery AB, Table 14AB*

Detective: A Modern Crime Board Game - Learn to Play • *Event #291*
Friday at 10:00 AM, 120 min.

Learn to play with the designer, Ignacy TregIn Detective: A Modern Crime Board Game you are going to solve FIVE different cases and find out what connects them, you are going to BREAK THE 4th WALL by using every resource you can, you are going to browse the game's DEDICATED DATABASE simulating agency's resources, you will enter a city maze of old mysteries and fresh CRIME, and you will be able to COOPERATE with other agents or solve the mystery on your own. Hosted by Ignacy Trzewiczek.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Adventurers League - Waterdeep PREMIUM • *Event #632* **Friday at 10:00 AM, 840 min.**

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Aaron Jones will run the entire Waterdeep: Dragon Heist hardcover for the same group of players all weekend. Additionally, you'll will get to play The Red War EPIC, the brand new Red War aftermath CCC, and the very limited Return to the Ghost Tower of Inverness EPIC! You'll also get a spot at our pre-show event 9/13. Proceeds go to the Jasper's Game Day charity. Hosted by Aaron Jones.

• *Teen (13+)* • *Grand Gallery AB, Table 12AB*

Alpacalypse • *Event #24* **Friday at 10:00 AM, 180 min.**

Play an unpublished prototype of the Alpacalypse designed by Adam Hill & Clayton Hargrave. This mid-weight euro combines a super-quirky theme with some serious gameplay featuring a fresh take on a blind auction and worker placement, all with a light civ-builder twist. 90-120 mins. Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #306* **Friday at 11:00 AM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• *Preteen (8+)* • *Exhibitor Hall C, SG 12*

Suspect • *Event #551* **Friday at 11:00 AM, 60 min.**

An all-versus-1 game of memory and dynamic set collection in 20-40 mins. One player (the suspect) chooses their crime while the other players (the detectives) play evidence cards on lines of questioning to suss out the truth. On their turn, the suspect tampers with the case. This tug of war continues until the deck runs out and with one final guess, the detectives decide the suspect's fate. **GIVEAWAY** Come playtest for a chance to win a new copy of Hocus from Hyperbole Games! Hosted by Matt Knaack.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Codenames • *Event #102* **Friday at 11:00 AM, 30 min.**

Two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. Hosted by craig.

• *Preteen (8+)* • *Exhibitor Hall C, SG 19*

Bosk - Learn to Play • *Event #426* **Friday at 11:00 AM, 60 min.**

Learn to play with the designer, Erica Bouyouris. During the spring in Bosk, players take turns carefully planting trees of various sizes to gain influence in the grove that will determine the points that are scored in summer. When autumn comes, the trees' leaves fall in the rotating direction of the wind to cover the ground. Points are scored in the winter for the player with the most leaves in each region in the grove. (A high quality demo copy, not an actual production copy) Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 18*

Takenoko ~ Chibis • *Event #69* **Friday at 11:00 AM, 60 min.**

Caring for a Giant Panda is more difficult than it looks. Players are extending, irrigating, and improving the garden. The Gardener makes bamboo shoots grow which the Giant Panda eats. Points score when conditions on objective cards are met. We will also play with the Chibis expansion. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Castles of the Conqueror • *Event #89* **Friday at 11:00 AM, 120 min.**

Players will assume the role of tenants-in-chief, appointed by King William the Conqueror to build and fortify a castle in his/her manor. Players will balance actions for gathering resources, building fortifications and hiring artisans. After 3 years whoever establishes the greatest castle wins! Hosted by Jchon Bahl II.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Affliction: Salem 1692 • *Event #362* **Friday at 11:00 AM, 60 min.**

AFFLICTION is a gaming experience focusing on the events surrounding Salem Massachusetts 1692. You will play a faction within the town or village of Salem, using influence to bring colonists into your circle. You may also use that influence to protect individuals, arrest others, to become more influential or to spread suspicion. Affliction is a highly interactive worker placement game with an engine building and engine disruption mechanic. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 16*

Rising 5: Runes of Asteros - Learn to Play • *Event #222* **Friday at 11:00 AM, 60 min.**

Find the lost runes and save the planet Asteros! A long, long time ago, the ancient King of Asteros confined the brutal monsters in the Rune Gate and sealed it with four divine runes. But five days ago, a mysterious evil power opened the gate and changed the code. Rising 5: Runes of Asteros by Grey Fox Games is a co-operative deduction and adventure game. Rules will be taught. Hosted by James Turnwald.

• *Preteen (8+)* • *Exhibitor Hall C, SG 07*

Duelosaur Island - Learn to Play • *Event #274* **Friday at 11:00 AM, 60 min.**

Learn to Play with the Designer, Ian Moss. Duelosaur Island is built around a clever hand-management mechanism. Each card in the game serves three potential purposes. They contain the DNA sequences for dinosaurs you could create, the blueprints for attractions you can build, and certain actions that you can take by discarding them. Hosted by Ian Moss.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Nodes • *Event #380* **Friday at 11:00 AM, 60 min.**

Don't let the pretty colors fool you! Nodes is a Deceptively Simple Strategic Tile Placement Game for 2-4 Players. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Legends of Draxia • *Event #19* **Friday at 11:00 AM, 60 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. 35-45 minute play time. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Dungeon Alliance - Learn to Play • *Event #256* **Friday at 11:00 AM, 120 min.**

Andrew Parks, designer, will be teaching you the basic game of Dungeon Alliance. Dungeon Alliance is a deck-building, dungeon-crawling miniatures adventure game that allows players to send 1-4 different teams of adventurers into perilous dungeons in search of experience and treasure. Hosted by Andrew Parks.

• *Teen (13+)* • *Exhibitor Hall C, SG 09*

Century Golem Edition • *Event #267* **Friday at 11:00 AM, 60 min.**

Century: Golem Edition is a re-themed version of Century: Spice Road set in the world of Caravania. In Century: Golem Edition, players are caravan leaders who travel the famed golem road to deliver crystals to the far reaches of the world. Hosted by Extra Life. Hosted by Jen Suttorp.

• *Preteen (8+)* • *Exhibitor Hall C, SG 08*

Friday 11 AM continued

Monopoly Gamer • *Event #447* **Friday at 11:00 AM, 120 min.**

It's the Monopoly game with a Nintendo twist as it joins forces with beloved Nintendo video game characters. Instead of standard Monopoly tokens, the game features Super Mario characters, each with their own special powers within gameplay. Play as Mario, Princess Peach, Yoshi, or Donkey Kong. Finish the game by defeating Bowser at the end! It's not just about money in this game; players earn points by buying Properties, collecting Coins, and beating Bosses. Hosted by Extra Life. Hosted by Erin Nystrom.

• *All Ages* • *Exhibitor Hall C, SG 21*

Friday 11:30 AM

Hollywood Haiku: the poetic party game for movie lovers • *Event #42* **Friday at 11:30 AM, 60 min.**

The movie trivia game in which all the clues are written as haiku! Players take turns reading clues, and the first to give the correct answer collects the card and becomes the next reader. The first player to collect seven cards wins. With clues to over 1,000 movies of all types: action, comedy, drama, science fiction, and many more. 20-40 min., for 3-8 players or teams, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Friday 12 PM

Munchkin Collectible Card Game - Learn to Play • *Event #417* **Friday at 12:00 PM, 60 min.**

Learn to play with the designer, Kevin Wilson. Munchkin Collectible Card Game is a combat game in which two players level up turn after turn, put loot into play to give themselves benefits, and attack (or bluff attacks!) against one another. Eliminate the other player first, and you win! In the words of co-designer Eric Lang, "'[Munchkin Collectible Card Game] is a very different game from Munchkin. Imagine all the awesome humor of Munchkin as a short, competitive head-to-head slugfest." Hosted by Kevin Wilson.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

Cthulhu Wars • *Event #671* **Friday at 12:00 PM, 120 min.**

The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take the part of various cosmic horrors seeking to dominate the world. Learn to Play, full game demonstration. If experienced, will get opportunity to demo 2019 faction expansion, the Daemon Sultan. Sponsored by Petersen Games. Hosted by Allen Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Filler - Learn to Play • *Event #504* **Friday at 12:00 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #309* **Friday at 12:00 PM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• *Preteen (8+)* • *Exhibitor Hall C, SG 12*

"Taken", Role-playing with Dice Masters, Home Brew System • *Event #86*
Friday at 12:00 PM, 120 min.

Use Dice Maters cards as your pre-gen character. Your band of heroes are transported to another universe. Work together to get back to your own universe. All materials provided or bring your own Dice Masters cards & dice. Hosted by David Perrin.

• *All Ages* • *Grand Gallery EF, Table 04EF*

Imperial Settlers + Amazons Expansion - Learn to Play • *Event #314*
Friday at 12:00 PM, 120 min.

Learn to play with the designer, Ignacy Trzewiczek. As you may have realized by now, all new Imperial Settlers factions begin with the letter "A" and this is no exception! With Amazons, the third big expansion for Imperial Settlers, this formerly warmongering tribe is now building their new empire. Hosted by Ignacy Trzewiczek.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Adventurers League - DDAL08-02 Beneath the City of the Dead • *Event #584*
Friday at 12:00 PM, 120 min.

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. Hosted by Jacob.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Legacy at Sea • *Event #378* **Friday at 12:00 PM, 60 min.**

(Pre-release) Given few options, many chose a life of plunder and strife. Existence aboard a pirate ship is anything but easy. Cramped quarters, storms, rats and infested food, most will be lucky to survive. A few could even find fortune. Be skilled and your name may live on in history. How will you be remembered? * Easy but interesting combat and plunder system. * Upgrade your ships: You may add cannon, crew, and officers. * Key Event Cards: Each card adds a story element to the game. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

News@11 - Learn to Play • *Event #280* **Friday at 12:00 PM, 30 min.**

Learn to Play with the designer, Ian Moss. News@11 is a recursive storytelling game in which the players are anchors at a news desk or on assignment in a world going weird. The game is played in three rounds: Morning News, News at Noon and Evening Edition, in which the players take turns making up news stories, using elements from the previous rounds, as well as bringing new items in. They have to think on their feet and adapt their news stories to different newscaster roles. Hosted by Ian Moss.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Friday 12 PM continued

Atlantis Rising • *Event #234* **Friday at 12:00 PM, 120 min.**

In this cooperative worker placement game, you are a team of Atlantean councilors charges with saving the people of Atlantis before the island floods Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Welcome to Hostargo (Unpub) • *Event #75* **Friday at 12:00 PM, 240 min.**

Hostargo is a weird-tech western TTRPG where players, armed with magnetic weapons and ancient magics, will fight crime, politics, and nightmarish monstrosities! Enjoy airships, cybernetic augmentations, and a high-action adventure! No XP required - the game will be taught at the table. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Arena Cosmachus Playtest • *Event #530* **Friday at 12:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 06EF*

Friday 12:30 PM

News@11 - Learn to Play • *Event #279* **Friday at 12:30 PM, 30 min.**

Learn to Play with the designer, Ian Moss. News@11 is a recursive storytelling game in which the players are anchors at a news desk or on assignment in a world going weird. The game is played in three rounds: Morning News, News at Noon and Evening Edition, in which the players take turns making up news stories, using elements from the previous rounds, as well as bringing new items in. They have to think on their feet and adapt their news stories to different newscaster roles. Hosted by Ian Moss.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Filler - Learn to Play • *Event #505* **Friday at 12:30 PM, 30 min.**

Learn to play with designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

The Rise of Havok • *Event #394* **Friday at 12:30 PM, 60 min.**

Players are dispatched to protect Eden Forge (Earth) and Survive the Rising Tides of Havok - pulsing energy waves of chaos destroying everything in it's path. Play is semi-cooperative. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Kids on Bikes - A Small Town Happening (Charity Game) • *Event #165*
Friday at 1:00 PM, 240 min.

Kids on Bikes is a Collaborative Storytelling RPG set in small towns with big adventure! In Kids on Bikes, you take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. Jon Gilmour, one of the designers will be running this event. Pre-generated characters will be provided, and all those that participate will receive a copy of the Kids on Bikes book. Enjoy your adventures! Hosted by Doug Levandowski.

• *Teen (13+)* • *Grand Gallery H, Charity 002*

Flash Point - Fire Rescue • *Event #39* **Friday at 1:00 PM, 60 min.**

Flash Point - Fire Rescue is a fully co-op game for 1-6 players, playable in 30 - 60 minutes (however, I have lost it in 13). You are on a team of elite firefighters attempting to save people and animals from a burning building, can you work together to save them, before the building collapses? Hosted by Brian Lemieux.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Photosynthesis • *Event #66* **Friday at 1:00 PM, 60 min.**

This Blue Orange game is not only attractive to look at, it offers a way to demonstrate reproducing, growing, and recycling trees from beginning to end. Earn light points and extend the influence of your trees to score soil points to win the game. Hosted by Darrin Ball.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Roar: King of the Pride - Learn to Play • *Event #432* **Friday at 1:00 PM, 90 min.**

Learn to play Roar with the designer, Erica Bouyouris. In the wilds of Africa, lion prides rule over all beasts, but only one pride can rule over all the lions! In Roar: King of the Pride, three to six players compete to become the dominant pride of Africa. Managing your food supply, while expanding your territory and growing your pride size with cubs, will take strategic planning and key wits. Even the best-laid plans, however, can be interrupted by other prides' secret objectives, or worse. Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 12*

Rising 5: Runes of Asteros - Learn to Play • *Event #223* **Friday at 1:00 PM, 60 min.**

Find the lost runes and save the planet Asteros! A long, long time ago, the ancient King of Asteros confined the brutal monsters in the Rune Gate and sealed it with four divine runes. But five days ago, a mysterious evil power opened the gate and changed the code. Rising 5: Runes of Asteros by Grey Fox Games is a co-operative deduction and adventure game. Rules will be taught. Hosted by James Turnwald.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

Legends of Draxia • *Event #23* **Friday at 1:00 PM, 60 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. 35-45 minute play time. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Munchkin • *Event #481* **Friday at 1:00 PM, 120 min.**

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Hosted by Extra Life Hosted by Erin Nystrom.

• *Preteen (8+)* • *Exhibitor Hall C, SG 15*

Agent 299 • *Event #369* **Friday at 1:00 PM, 30 min.**

Agent 299 is a portable, small, fast game. The game is easy to learn and will gradually reveal more information as you play. Each round consists of 2 phases. Interrogation and Disclosure. Each agent will interrogate another and trade information. Once each player has done this, the first player will flip over one of their cards revealing new information. Triggering the end game at the right time and not blowing your cover is the tricky part. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 10*

Rising Sun - Learn to Play • *Event #321* **Friday at 1:00 PM, 120 min.**

Take control of a samurai clan and make your claim on Feudal era Japan! Recruit men to your cause, build fortifications, enhance your abilities, and make deals with the other clans . All the while making sure you are honorable in all respects with your opponents and allies. A game where diplomacy is just as (if not more important) as your tactics on the battlefield. This version of the game is the full kickstarter version so there is even more plastic miniature goodness to play with. Hosted by Aaron Connell.

• *Teen (13+)* • *Exhibitor Hall C, SG 09*

Castles of Burgundy • *Event #477* **Friday at 1:00 PM, 120 min.**

Take control of your estate and use your two dice to determine the best actions available for you to collect as many victory points as possible over the course of 5 rounds via trading, livestock, farming, building, and research. Base game. Learn to play included, if needed. Hosted by Marguerite Byrnes.

• *Teen (13+)* • *Exhibitor Hall C, SG 16*

Carnival Fare • *Event #554* **Friday at 1:00 PM, 240 min.**

A card game where the players are running their own carnival snack stand by drafting snacks to stock their shops, drafting customers to buy those snacks, and managing customers that don't get served. Hosted by Robert Johnson.

• *Teen (13+)* • *Grand Gallery EF, Table 07EF*

Azul • *Event #266* **Friday at 1:00 PM, 60 min.**

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins. Hosted by Extra Life. Hosted by Jen Suttorp.

• *Preteen (8+)* • *Exhibitor Hall C, SG 04*

Friday 1 PM continued

Kids on Bikes - A Small Town Happening (Charity Game) RPG • *Event #162*
Friday at 1:00 PM, 240 min.

Kids on Bikes is a Collaborative Storytelling RPG set in small towns with big adventure! In Kids on Bikes, you take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. Jon Gilmour, one of the designers will be running this event. Pre-generated characters will be provided, and all those that participate will receive a copy of the Kids on Bikes book. Enjoy your adventures! Hosted by Jonathan Gilmour.

• *Teen (13+)* • *Grand Gallery H, Charity 001*

Ethnos • *Event #441* **Friday at 1:00 PM, 60 min.**

Players call on fantasy characters to gain control of the Land by playing sets of cards for presence in each of the six Kingdoms of Ethnos. Hosted by Gary Loyola.

• *All Ages* • *Exhibitor Hall C, SG 13*

Munchkin Collectible Card Game - Learn to Play • *Event #415* **Friday at 1:00 PM, 60 min.**

Learn to play with the designer, Kevin Wilson. Munchkin Collectible Card Game is a combat game in which two players level up turn after turn, put loot into play to give themselves benefits, and attack (or bluff attacks!) against one another. Eliminate the other player first, and you win! In the words of co-designer Eric Lang, “”[Munchkin Collectible Card Game] is a very different game from Munchkin. Imagine all the awesome humor of Munchkin as a short, competitive head-to-head slugfest.” Hosted by Kevin Wilson.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Open Legends - “Shipyard of Robots” -• *Event #403* **Friday at 1:00 PM, 180 min.**

In the aftermath of World War II, a new threat has arisen and is kidnapping scientists. The US government acts quickly to assemble a team known as “”The Organization”” to sneak into an enemy held shipyard and rescue one of these scientists, the renowned chemist, Dr. Zulen. Fight robots in 1946! 4-6 players. New players welcome. Characters provided. Game rules free at: www.openlegendrpg.com. Hosted by Extra Life. Hosted by Del Yakes.

•*Teen (13+)* •*Grand Gallery CD, Table 12CD*

Friday 2 PM

Paint & Take • *Event #265* **Friday at 2:00 PM, 60 min.**

Paint a miniature, and take it home! You don’t have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Pints and Loggers • *Event #639* **Friday at 2:00 PM, 240 min.**

Medium-Heavy Euro 2-6 Player 60-100 minutes - feat. bidding/worker placement/resource management In Pints and Loggers, you are struggling to manage a logging crew through the unpredictable seasons until you have survived at least four winters. The woods becomes more treacherous over time, while the village continually reinvents itself as new buildings are needed. Manage your crew efficiently each season and maybe, if you are lucky, Paul or Babe will help you out. Hosted by Dave Fankhanel.

• *Teen (13+)* • *Grand Gallery EF, Table 08EF*

Planet of the Apes • *Event #355* **Friday at 2:00 PM, 120 min.**

Learn to play with the designer, Richard Launius. Planet of the Apes puts 1-4 players on a crash course with feral foes, deadly environments, and unbridled psychological horror! In an innovative twist on the cooperative board game genre, each player takes control of one aspect of Colonel George Taylor's psyche, and must work together to survive the Planet of the Apes! Hosted by Richard Launius.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Alpacalypse • *Event #25* **Friday at 2:00 PM, 180 min.**

Play an unpublished prototype of the Alpacalypse designed by Adam Hill & Clayton Hargrave. This mid-weight euro combines a super-quirky theme with some serious gameplay featuring a fresh take on a blind auction and worker placement, all with a light civ-builder twist. 90-120 mins. Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Cthulhu Wars • *Event #672* **Friday at 2:00 PM, 120 min.**

The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take the part of various cosmic horrors seeking to dominate the world. Learn to Play, full game demonstration. If experienced, will get opportunity to demo 2019 faction expansion, the Daemon Sultan. Sponsored by Petersen Games. Hosted by Allen Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Settlers of Catan • *Event #187* **Friday at 2:00 PM, 120 min.**

This easy to play game has been around for over 20 years. Outbuild your opponents by rolling dice and trading resources. You start with 2 victory points and must reach 10 to win. You will collect resources even when it's not your turn. Build roads, settlements, and cities, shaping the board to help you win. With a brilliant mix of luck and strategy, you will quickly see why this one is a classic. Hosted by Michelle Ball.

• *Adult (18+)* • *Exhibitor Hall C, SG 04*

Santorini • *Event #67* **Friday at 2:00 PM, 30 min.**

Building the island of Santorini will be fun. But will you win? Use chess like strategy to move and build, trying to finish your move on the third level. It will only be as hard as your opponent makes it. Games are quick so we will play as many as we can and introduce the god powers. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Champions of Midgard - Learn to Play • *Event #216* **Friday at 2:00 PM, 120 min.**

You are the leader of a Viking clan who has traveled to an embattled Viking harbor town to help defend it against the threat of trolls, draugr, and other mythological Norse beasts. By defeating these epic creatures, players gain glory and the favor of the gods. Champions of Midgard by Grey Fox Games is a middleweight, Viking-themed, worker placement game with dice rolling. Rules will be taught. Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Castles of the Conqueror • *Event #90* **Friday at 2:00 PM, 120 min.**

Players will assume the role of tenants-in-chief, appointed by King William the Conqueror to build and fortify a castle in his/her manor. Players will balance actions for gathering resources, building fortifications and hiring artisans. After 3 years whoever establishes the greatest castle wins! Hosted by Jchon Bahl II.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Psychological Warfare • *Event #385* **Friday at 2:00 PM, 60 min.**

A twisted humorous psychology themed strategic 1/2 hour card game. Psychological Warfare employs a unique mechanic where your increasing emotional baggage begins to restrict your choices. At the same time you must balance your mental energy and play your cards wisely. Scoring is measured by how well you meet your 4 basic needs. To win, you need to be just a little bit better than everyone else. Defense Mechanisms, Phobias, Neurosis, Backhanded Compliments and a whole lot more. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

End of the Trail • *Event #240* **Friday at 2:00 PM, 60 min.**

You are prospectors who are in search for Gold in the California gold fields in 1849. Use multi-use cards to prospect for gold & build the best 5 card poker hand to win. Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Fleet: The Dice Game - Learn To Play • *Event #339* **Friday at 2:00 PM, 60 min.**

Learn to play with the designer, Ben Pinchback. Fleet: The Dice Game is an exciting new strategic roll and write dice game from the creators of Fleet! Fleet: The Dice Game is heavier than many roll and write games and captures the tense, meaningful decisions of Fleet. Fleet: The Dice Game is for 1-4 players. In Fleet: The Dice Game, you are back in beautiful Ridback Bay to reap its rewards! Fleet: The Dice Game takes place over 10 rounds with each round having two phases. Hosted by Ben Pinchback.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Floating Market • *Event #442* **Friday at 2:00 PM, 60 min.**

A simple worker placement game that sees players try to manipulate an end-of-round dice roll in order to be the first to gather five fruits from the Market. Hosted by Gary Loyola.

• *All Ages* • *Exhibitor Hall C, SG 10*

Secret Hitler • *Event #461* **Friday at 2:00 PM, 30 min.**

Secret Hitler is a dramatic game of political intrigue and betrayal set in 1930's Germany. Players are secretly divided into two teams - liberals and fascists. Known only to each other, the fascists coordinate to sow distrust and install their cold-blooded leader. The liberals must find and stop the Secret Hitler before it's too late. Hosted by Ryan Hinkley.

• *Teen (13+)* • *Exhibitor Hall C, SG 13*

Arena Cosmachus Playtest • *Event #531* **Friday at 2:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 06EF*

Friday 2:30 PM

Adventurers League - DDAL08-03 Dock Ward Double Cross • *Event #628* **Friday at 2:30 PM, 120 min.**

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Hosted by Jacob.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Santorini • *Event #68* **Friday at 2:30 PM, 30 min.**

Building the island of Santorini will be fun. But will you win? Use chess like strategy to move and build, trying to finish your move on the third level. It will only be as hard as your opponent makes it. Games are quick so we will play as many as we can and introduce the god powers. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Adventurers League - DDAL08-00 Once in Waterdeep • *Event #574* **Friday at 2:30 PM, 240 min.**

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An introductory adventure for Season 8. Hosted by Prescott Gallagher.

• *All Ages* • *Grand Gallery AB, Table 10AB*

Adventurers League - DDAL08-01 Map with No Names • *Event #581*
Friday at 2:30 PM, 240 min.

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. The run time of this adventure has been extended so bonus objectives can be completed. Hosted by Dan DeHaan.

• *All Ages* • *Grand Gallery AB, Table 05AB*

Crystal Hex • *Event #375* **Friday at 2:30 PM, 60 min.**

Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 1-4 Players. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Adventurers League - DDEX 2-10 Cloaks and Shadows • *Event #602* **Friday at 2:30 PM, 240 min.**

The Cloaks of Mulmaster have taken an interest in your progress, and may be looking to sponsor adventurers for future work. You have been offered an interview with one of their ranking members at the Theater of the Stars, but you never know what to expect in the City of Danger. Hosted by Marco.

• *All Ages* • *Grand Gallery AB, Table 07AB*

Adventurers League - DDHC-XGE-01 Rats of Waterdeep • *Event #603*
Friday at 2:30 PM, 240 min.

Solve a brutal crime on the mean streets of Waterdeep in this madcap murder mystery for 1st-4th level characters. This adventure was brought to you by D&D Adventurers League admin Lysa Chen and Tomb of Annihilation author Will Doyle, as part of the Guild Adepts program. Hosted by Atis Kleinbergs.

• *All Ages* • *Grand Gallery AB, Table 04AB*

Friday 2:30 PM continued

Adventurers League - HILL2-2 The Red Herring • *Event #610* **Friday at 2:30 PM, 240 min.**

The Mage's Guild has been implicated in a recent attack on a visiting dignitary from the Red Wizards. To what extent are they involved? Is there still a threat? The Mages have pledged their cooperation in your investigation, but are they sincere? Try to find the answers to these difficult questions and earn the respect of some powerful allies in the city of Hillsfar. Hosted by dan harsh.

• *All Ages* • *Grand Gallery AB, Table 09AB*

Adventurers League - MIND01-01 Lost in Thoughts • *Event #613* **Friday at 2:30 PM, 240 min.**

With the liberation of Phlan, refugees from the city have been invited back to start their lives anew. But trouble strikes when one family of refugees goes missing while on the road to Phlan. The new Chancellor seeks answers. Will the adventurers find out what happened to the missing refugees or will they be lost forever? Hosted by Rey Castellon.

• *All Ages* • *Grand Gallery AB, Table 03AB*

Adventurers League - ODFC-0102 Black Blades, Black Wings • *Event #617*
Friday at 2:30 PM, 240 min.

As the Zhentarim slowly reoccupy the Citadel of the Raven, they continue to explore the tunnels under the mountain one level at a time. Three tendays ago, a new section of the tunnels broke open, and the first group exploring did not come out. Neither did the second. Nor the third. Unwilling to risk their necks any further, the Zhentarim turn to the other factions for aid in figuring out what threat lies beneath the mountain. Hosted by Thomas Howell.

• *All Ages* • *Grand Gallery AB, Table 08AB*

Adventurers League - ZIEGE-03 Dead Men Feel No Cold • *Event #622*
Friday at 2:30 PM, 240 min.

Murder is afoot in the streets of Waterdeep. Help solve a crime and maybe you can make a few friends, or enemies, along the way. Hosted by Fenway Jones.

• *All Ages* • *Grand Gallery AB, Table 01AB*

Friday 3 PM

Diamonds • *Event #191* **Friday at 3:00 PM, 30 min.**

A light trick taking game with a twist. You get a special suit action that you get to take if you lose the trick by not following suit. easy to play. Hosted by craig.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Whispers of Starfall Part 1 • *Event #59* **Friday at 3:00 PM, 240 min.**

Sarfall - A term whispered by only the very few with the knowledge or wisdom to know the significance of that word. In the village of Hyran a team of adventurers begins to celebrate the holiday week of Brewfest, taking a chance to rest; but adventure is never far away when evil plots. Hosted by Troy Mepyans.

• *All Ages* • *Grand Gallery CD, Table 10CD*

Navia Dratp • *Event #95* **Friday at 3:00 PM, 60 min.**

Navia Dratp is a Japanese form of chess. No experience necessary. Those who love strategy games with no luck will enjoy this. High variability factor because you choose which 7 Maseitai will accompany your Navia into battle. Rare collectible game. Hosted by Darrin Ball.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Starfinder Society - 1-13: On the Trail of History • *Event #179* **Friday at 3:00 PM, 300 min.**

A Starfinder Society Scenario designed for levels 3-6. Hosted by Michael Morairty.

• *Preteen (8+) • Grand Gallery CD, Table 03CD*

Starfinder Society - 1-21: Yesteryear's Sorrow • *Event #184* **Friday at 3:00 PM, 300 min.**

A Starfinder Society Scenario designed for levels 3-6. Continuation of Scenario: 1-03 - Yesteryear's Truth Hosted by Matt Haddix.

• *Preteen (8+) • Grand Gallery CD, Table 05CD*

Pathfinder Society - 10-01: Oathbreakers Die • *Event #106* **Friday at 3:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 1-5. Hosted by Phoebe Harris.

• *Preteen (8+) • Grand Gallery CD, Table 04CD*

Pulp Cthulhu: The Disintegrator • *Event #470* **Friday at 3:00 PM, 240 min.**

Due to his current health, Professor Lionel Finch is calling upon a group of acquaintances to attend an auction in his place. The singular item being auctioned is being called a "disintegrator". Professor Finch is tasking the group to determine the authenticity of this item, and if proven factual, to successfully bid on it. Surely there will be other interested parties, but whom...? Set in the 1930s. No experience required. Pregens provided. Hosted by Geoff Groff.

• *Adult (18+) • Grand Gallery CD, Table 11CD*

Fleet: The Dice Game - Learn To Play • *Event #338* **Friday at 3:00 PM, 60 min.**

Learn to play with the designer, Matt Riddle. Fleet: The Dice Game is an exciting new strategic roll and write dice game from the creators of Fleet! Fleet: The Dice Game is heavier than many roll and write games and captures the tense, meaningful decisions of Fleet. Fleet: The Dice Game is for 1-4 players. In Fleet: The Dice Game, you are back in beautiful Ridback Bay to reap its rewards! Fleet: The Dice Game takes place over 10 rounds with each round having two phases. Hosted by Matt Riddle.

• *Teen (13+) • Exhibitor Hall C, SG 05*

Starfinder Society - Quest: Into the Unknown, Pt 1-Station • *Event #114*
Friday at 3:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+) • Grand Gallery CD, Table 01CD*

Hollywood Haiku: the poetic party game for movie lovers • *Event #43*
Friday at 3:00 PM, 60 min.

The movie trivia game in which all the clues are written as haiku! Players take turns reading clues, and the first to give the correct answer collects the card and becomes the next reader. The first player to collect seven cards wins. With clues to over 1,000 movies of all types: action, comedy, drama, science fiction, and many more. 20-40 min., for 3-8 players or teams, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+) • Grand Gallery EF, Table 02EF*

CATS a sad but necessary cycle of violent predatory behavior • *Event #370*
Friday at 3:00 PM, 60 min.

This is a crazy secret selection, simultaneous reveal programming game that plays in about 20 minutes. The closer you get to the end of the game, the more insane and paranoid you become. You will laugh, plot and scratch your brain! Play as a cat against 3 to 5 other cats attempting to Catch, Steal and Eat birds in the backyard. All of you will have the same abilities at your disposal. Stalk the big birds before catching them. Play with the ones that you caught to increase their enjoyment value. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 08*

Finding Ashton Sanguine (D&D 5e) • *Event #138* **Friday at 3:00 PM, 240 min.**

Your adventuring company, the Sword Coast Guard, has been commissioned by Captain Rulathon of Waterdeep to track down Ashton Sanguine, a dangerous criminal, and bring him back to the city for justice. However, you're not the only one looking for him... Hosted by Luke Hart.

• *Adult (18+)* • *Grand Gallery CD, Table 13CD*

Pathfinder Society - 8-04: Wardens of Sulfur Gulch • *Event #152* **Friday at 3:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 7-11. GMed by the Author. Hosted by Isabelle Lee.

• *Preteen (8+)* • *Grand Gallery CD, Table 02CD*

Filler - Learn to Play • *Event #506* **Friday at 3:00 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 11*

Whistle Stop • *Event #273* **Friday at 3:00 PM, 120 min.**

In Whistle Stop, you make your way west across the country, using your fledgling railroad company to build routes, pick up valuable cargo, and deliver needed goods to growing towns, creating a network of whistle stops that you and your competitors can leverage as you continue to expand your networks. Along the way, you gain shares in other railroads and watch your reputation soar with each successful delivery before making a final push to complete long hauls to the boom towns of the West. Hosted by Jen Suttorp.

• *Teen (13+)* • *Exhibitor Hall C, SG 09*

Habitats • *Event #444* **Friday at 3:00 PM, 60 min.**

Players gather tiles to build a wildlife park and try to satisfy as many of the animal's preferred environments as possible. Hosted by Gary Loyola.

• *All Ages* • *Exhibitor Hall C, SG 10*

Board Games ***Role Playing Games*** ***Card Games*** ***Prototype***

Charity ***Seminar*** ***Paint & Take*** ***Tournament***

Friday 3:30 PM

Paint & Take • *Event #135* **Friday at 3:30 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Dungeon Date • *Event #703* **Friday at 3:30 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 09EF*

Nodes • *Event #384* **Friday at 3:30 PM, 60 min.**

Do not let the pretty colors fool you! Nodes is a Deceptively Simple Strategic Tile Placement Game for 2-4 Players. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Filler - Learn to Play • *Event #507* **Friday at 3:30 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 11*

Friday 4 PM

That's a Question! • *Event #322* **Friday at 4:00 PM, 60 min.**

The party game That's a Question!, takes the familiar format of challenging others with questions, then voting on what they'll say. A sample question: "What would you miss more if it ceases to exist: Facebook or doors?" People vote, and those that vote correctly, get to move ahead on the score track. The questioner moves ahead one space for each person who voted incorrectly. After so many rounds, whomever has the highest score wins! Hosted by Aaron Connell.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Ticket to Ride: Germany • *Event #457* **Friday at 4:00 PM, 60 min.**

The perennial "gateway game" of set collection and strategy, now with passengers. Hosted by Gary Loyola.

• *All Ages* • *Exhibitor Hall C, SG 12*

The Captain is Dead • *Event #663* **Friday at 4:00 PM, 120 min.**

Imagine that you are one of the crew in your favorite science fiction TV show. Now imagine that in the last 10 minutes of the show things have gone so badly that the captain is dead and you and the surviving members of your crew have to pull together and save the day yourselves! Hosted by JT Smith.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Karuba • *Event #206* **Friday at 4:00 PM, 30 min.**

light tile laying game. Players try to collect gems and make routes to temples on their individual play board. Everyone plays the same tile at the same time, but everyone chooses where and if to play the tile on their individual board Hosted by craig.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

Starfinder Society - Quest: Into the Unknown, Pt 2-Adrift • *Event #117* **Friday at 4:00 PM, 60 min.**

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Conan with painted minis • *Event #226* **Friday at 4:00 PM, 120 min.**

Balance blazing action with conserving your energy in this tense resource management melee game from Monolith. Played with beautifully painted miniatures. Can you lead Conan and his allies to victory against the GM run enemy? Hosted by David Reynolds.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Affliction: Salem 1692 • *Event #360* **Friday at 4:00 PM, 60 min.**

AFFLICTION is a gaming experience focusing on the events surrounding Salem Massachusetts 1692. You will play a faction within the town or village of Salem, using influence to bring colonists into your circle. You may also use that influence to protect individuals, arrest others, to become more influential or to spread suspicion. Affliction is a highly interactive worker placement game with an engine building and engine disruption mechanic. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Trench • *Event #70* **Friday at 4:00 PM, 30 min.**

This highly popular game is not yet available in the USA. Reminiscent of chess, this WWI themed game flows much quicker. Pieces in the Trench cannot be taken from enemy territory and can take multiple pieces. No experience necessary to demo. Featured at the Mind Sports Olympiad. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Harvest Dice - Learn to Play • *Event #221* **Friday at 4:00 PM, 60 min.**

Harvest Dice from Grey Fox Games is a fast, fun dice game of dice drafting and veggie doodling. Each round, players take turns rolling and selecting dice in order to plant veggies in their gardens or feed them to their pig. Keep an eye on the ever-changing market though. You want to make sure you have plenty of desirable vegetables come harvest time! Rules will be taught. Hosted by James Turnwald.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Hollywood Haiku: the poetic party game for movie lovers • *Event #44*
Friday at 4:00 PM, 60 min.

The movie trivia game in which all the clues are written as haiku! Players take turns reading clues, and the first to give the correct answer collects the card and becomes the next reader. The first player to collect seven cards wins. With clues to over 1,000 movies of all types: action, comedy, drama, science fiction, and many more. 20-40 min., for 3-8 players or teams, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Legends of Draxia • *Event #14* **Friday at 4:00 PM, 60 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. 35-45 minute play time. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Atlantis Rising • *Event #235* **Friday at 4:00 PM, 120 min.**

In this cooperative worker placement game, you are a team of Atlantean councilors charges with saving the people of Atlantis before the island floods Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Whitehall Mystery • *Event #54* **Friday at 4:00 PM, 90 min.**

Whitehall Mystery is the shorter sweeter version of Letters from Whitechapel. One player takes on the role of Jack, leaving the body parts around Whitehall, while everyone else plays as investigators attempting to find, and arrest him before he can slip away. Hosted by Brian Lemieux.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

Arena Cosmachus Playtest • *Event #521* **Friday at 4:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 06EF*

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Friday 4:30 PM

Trench • *Event #71* **Friday at 4:30 PM, 30 min.**

This highly popular game is not yet available in the USA. Reminiscent of chess, this WWI themed game flows much quicker. Pieces in the Trench cannot be taken from enemy territory and can take multiple pieces. No experience necessary to demo. Featured at the Mind Sports Olympiad. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Adventurers League - DDAL08-01 Map with No Names • *Event #582*
Friday at 4:30 PM, 120 min.

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. Hosted by Jessie LeTarte.

• *All Ages* • *Grand Gallery AB, Table 06AB*

The Rise of Havok • *Event #392* **Friday at 4:30 PM, 60 min.**

Players are dispatched to protect Eden Forge (Earth) and Survive the Rising Tides of Havok - pulsing energy waves of chaos destroying everything in it's path. Play is semi-cooperative. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Friday 5 PM

Bosk - Learn to Play • *Event #427* **Friday at 5:00 PM, 60 min.**

Learn to play with the designer, Erica Bouyouris. During the spring in Bosk, players take turns carefully planting trees of various sizes to gain influence in the grove that will determine the points that are scored in summer. When autumn comes, the trees' leaves fall in the rotating direction of the wind to cover the ground. Points are scored in the winter for the player with the most leaves in each region in the grove. (A high quality demo copy, not an actual production copy) Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

Formula D • *Event #64* **Friday at 5:00 PM, 120 min.**

Fast paced game based on Formula 1 racing. Shift gears and roll the corresponding die. Do not go too fast into curves or you will blow your tires. Jockey for position looking for that checkered flag. Classic game plays up to 10. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Paint & Take • *Event #170* **Friday at 5:00 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Alpacalypse • *Event #26* **Friday at 5:00 PM, 180 min.**

Play an unpublished prototype of the Alpacalypse designed by Adam Hill & Clayton Hargrave. This mid-weight euro combines a super-quirky theme with some serious gameplay featuring a fresh take on a blind auction and worker placement, all with a light civ-builder twist. 90-120 mins. Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Sagrada - Learn to Play • *Event #230* **Friday at 5:00 PM, 60 min.**

As a skilled artisan, you will use tools-of-the-trade and careful planning to construct a stained glass window masterpiece in the Sagrada Familia. Sagrada from Floodgate Games is a game of dice drafting & window crafting. Draft dice & use tools-of-the-trade to carefully construct a stained glass window masterpiece. Rules will be taught. Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Starfinder Society - Quest: Into the Unknown, Pt 3-Boarding • *Event #123* **Friday at 5:00 PM, 60 min.**

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Railways of the World • *Event #655* **Friday at 5:00 PM, 180 min.**

Build your railway network, deliver goods for points (& money). A brilliant game of pick up & deliver, with an enjoyable building element. We will use the Event Deck to add a little mayhem. Map will be selected based upon number of players. No experience necessary, will teach. One of my 10s. Hosted by Scott Hankins.

• *Teen (13+)* • *Exhibitor Hall C, SG 13*

Blight: The Twisted Tree (Index Card RPG) • *Event #678* **Friday at 5:00 PM, 120 min.**

A fun little dungeon crawl adventure using the system Index Card RPG, a rules-lite D20 roll over system... In the village of Brenzel the crops are failing, and all manner of plant life is withering up. The village seer has traced the source of this corruption to a strange new tree, barely visible down in the valley. It is unnaturally large and twisted, and appears almost shadow-like. The villagers are deeply fearful, yet in desperation a few brave souls have volunteered to investigate. Hosted by Nathan Vanderzee.

• *Preteen (8+)* • *Grand Gallery CD, Table 12CD*

Poet's Honor: A Haiku Competition • *Event #49* **Friday at 5:00 PM, 60 min.**

Vie for the title of Master Poet by writing haiku in response to inspiration cards. Earn honor points when players guess your inspiration, and when you guess theirs. Bonus points are awarded for speed and for using season-words (kigo). Game lasts for 3 rounds (20-25 min.) For 3-7 players, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

World Building Concepts • *Event #3* **Friday at 5:00 PM, 60 min.**

Presented by Stan!, Owen K.C. Stephens, Rone Barton, Isaac Childres, and Steven Schend. Have you ever wondered what it takes to build a world for a campaign and/or story? How or where do you start? Hear from some masters of this craft, and discover how they begin their world building journeys. Hosted by Isaac Childres, Owen K.C. Stephens, Rone Barton, Stan!.

• *Teen (13+)* • *Grand Gallery G, Theater Seating*

Friday 5 PM continued

Dinosaur Island + Back from Extinction - Learn to Play • *Event #284* **Friday at 5:00 PM, 120 min.**

Learn to play with the designer, Brian Lewis. In Dinosaur Island, players will have to collect DNA, research the DNA sequences of extinct dinosaur species, and then combine the ancient DNA in the correct sequence to bring these prehistoric creatures back to life. Dino cooking! All players will compete to build the most thrilling park each season, and then work to attract (and keep alive!) the most visitors each season that the park opens. Hosted by Brian Lewis.

• *Preteen (8+)* • *Exhibitor Hall C, SG 09*

Castles of the Conqueror • *Event #91* **Friday at 5:00 PM, 120 min.**

Players will assume the role of tenants-in-chief, appointed by King William the Conqueror to build and fortify a castle in his/her manor. Players will balance actions for gathering resources, building fortifications and hiring artisans. After 3 years whoever establishes the greatest castle wins! Hosted by Jchon Bahl II.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Filler - Learn to Play • *Event #508* **Friday at 5:00 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 10*

Friday 5:30 PM

Stuffed Fables (Charity Game) • *Event #35* **Friday at 5:30 PM, 120 min.**

Extra Life Donate to Play game: Stuffed Fables is an unusual adventure game in which players take on the roles of brave stuffies seeking to save the child they love from a scheming, evil mastermind. By playing in this event you will have an opportunity to win a copy of Stuffed Fables! Hosted by Jen Suttorp.

• *All Ages* • *Exhibitor Hall C, SG 04*

Filler - Learn to Play • *Event #509* **Friday at 5:30 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 10*

Friday 6 PM

Duelosaur Island - Learn to Play • *Event #275* **Friday at 6:00 PM, 60 min.**

Learn to Play with the Designer, Ian Moss. Duelosaur Island is built around a clever hand-management mechanism. Each card in the game serves three potential purposes. They contain the DNA sequences for dinosaurs you could create, the blueprints for attractions you can build, and certain actions that you can take by discarding them. Hosted by Ian Moss.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Ashes of the Deep Gods (Unpub) • *Event #207* **Friday at 6:00 PM, 240 min.**

Ashes of the Deep Gods is a Science-fantasy RPG where you explore a dangerous landscape shaped by otherworldly visitors and what they left behind. Harness strange relics, costly magic and the bladed weapons of your ancestors as you fight for the heart of a village where a Deep god was slain. The EDGE system is based on D6 dice pools from attributes and advancement driven by characters motives. New are players welcome. Hosted by Mitch Moore.

• *Adult (18+)* • *Grand Gallery EF, Table 15EF*

Heroes of Terrinoth - Learn to Play • *Event #646* **Friday at 6:00 PM, 60 min.**

Learn to play with the designer, Adam Sadler. Heroes of Terrinoth is a cooperative card game of questing and adventure that invites you and up to three allies to take on the role of unique heroes, choosing from twelve distinct and powerful heroes, split between four archetypes: healer, warrior, mage, and scout. These archetypes are further diversified into different classes that your heroes can pursue as your power grows. Hosted by Adam Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 12*

Starfinder Society - Quest: Into the Unknown, Pt 4-Salvage • *Event #142* **Friday at 6:00 PM, 60 min.**

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Game Reviewers - Come meet the Pros! • *Event #699* **Friday at 6:00 PM, 60 min.**

Come meet Eric Summerer and Mandi Hutchinson of the Dice Tower; Jeremy Salinas and David Waybright of Man vs Meeple; Rone Barton of Iron Gm, Daryl Andres of Maple Syrup, and Edward Uhler of Heavy Cardboard! These game reviewer are pros of the industry. Learn how they got started, what it's like traveling to various shows across the world, their current outlook on the future or our hobby industry! If time permits there will be a 15 minute Q&A session. Hosted by Daryl Andrews, David Waybright, Edward Uhler, Eric Summerer, Jeremy Salinas, Mandi Hutchinson, Rone Barton.

• *All Ages* • *Grand Gallery G, Theater Seating*

Castle Panic • *Event #326* **Friday at 6:00 PM, 60 min.**

Castle Panic is a cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board. Players trade cards, hit and slay monsters, and plan strategies together to keep their castle towers intact. The players either win or lose together. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 10*

Crystal Hex • *Event #374* **Friday at 6:00 PM, 60 min.**

Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 1-4 Players. Hosted by Ryan Wilson.

• *Preteen (8+)* • *Grand Gallery EF, Table 02EF*

Star Wars: The Force Awakens Beginner RPG Game • *Event #320* **Friday at 6:00 PM, 240 min.**

Set in a time before the force awakens. The players are investigating a small discovery on Jakku. However, nothing ever goes as planned and the players end up in a story a bit bigger then they ever expected... The beginner game is perfect for players who are new to role playing or just new to the Star Wars system in general. Pre-generated characters will be available and the rules will be explained in a easy to digest formula allowing players to begin playing in 5 minutes. Hosted by Aaron Connell.

• *Preteen (8+)* • *Grand Gallery CD, Table 14CD*

7th Sea - An Introduction • *Event #556* **Friday at 6:00 PM, 240 min.**

Welcome to Theah and the world of the game 7th Sea (1st ed.). Enter in to a roll and keep game of high adventure and intrigue based on an alternative Europe. 7th Sea has pirates, adventure, magic, sword fighting, and intrigue. This session is designed to teach the game, with premade characters so we can get right into the action! Hosted by Extra Life. Hosted by Bryan Wilson.

• *Teen (13+)* • *Grand Gallery CD, Table 09CD*

Monolith Arena - Learn to Play • *Event #293* **Friday at 6:00 PM, 60 min.**

Learn to play with Ignacy Trzewiczek. Wage war against opponents on a hexagonal board. Prepare your armies to face off on the battlefield and surprise your enemy with your choice of special abilities! Monolith Arena is a fantasy battleground board game built around the base engine of Neuroshima Hex, which is also from designer Michael Oracz. Hosted by Ignacy Trzewiczek.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

End of the Trail • *Event #241* **Friday at 6:00 PM, 60 min.**

You are prospectors who are in search for Gold in the California gold fields in 1849. Use multi-use cards to prospect for gold & build the best 5 card poker hand to win. Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Yokai Hunters • *Event #398* **Friday at 6:00 PM, 30 min.**

Use the 5 foundation Chinese Elements to capture Yokai. Players will swap tokens on a 5x5 grid in an attempt to match patterns on 3 available Yokai. Yokai have values based on the number of matching elements required to complete the pattern. You can use the capture of a smaller Yokai to set up the capture of a more valuable one. When a Yokai is capture a magical event will occur. Turning the game board, flipping tokens to reveal voids or wilds. This is a puzzle style game with a different twist. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 07*

Batman: The Animated Series - Learn to Play • *Event #354* **Friday at 6:00 PM, 120 min.**

Learn to play with the designer, Richard Launius. In Batman: The Animated Series Gotham Under Siege, 1-5 players take on the role of the caped crusader and his allies, using dice allocation and threat management to defend Gotham from henchman and bosses and keep the city from being destroyed. Hosted by Richard Launius.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Friday 6 PM continued

Arena Cosmachus Playtest • *Event #522* **Friday at 6:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 06EF*

Heroes of Terrinoth - Learn to Play • *Event #645* **Friday at 6:00 PM, 60 min.**

Learn to play with the designer, Brady Sadler. Heroes of Terrinoth is a cooperative card game of questing and adventure that invites you and up to three allies to take on the role of unique heroes, choosing from twelve distinct and powerful heroes, split between four archetypes: healer, warrior, mage, and scout. These archetypes are further diversified into different classes that your heroes can pursue as your power grows. Hosted by Brady Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Friday 7 PM

Folklore: The Affliction - Learn to Play • *Event #422* **Friday at 7:00 PM, 180 min.**

Learn to play with the designer, Will Donovan. Folklore: The Affliction is an adventure board game for 1-5 players, in which your characters progress through a series of stories in their quest to rid the land of evil. Every story is broken into chapters, allowing players to control the length of each game session. Become one of six unique characters, increasing in knowledge and skill as you embark on a frightful journey to save the world of Folklore from the horrors that plague it. Hosted by Will Donovan.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Dinosaur Island + Back from Extinction - Learn to Play • *Event #283* **Friday at 7:00 PM, 120 min.**

Learn to play with the designer, Jon Gilmour. In Dinosaur Island, players will have to collect DNA, research the DNA sequences of extinct dinosaur species, and then combine the ancient DNA in the correct sequence to bring these prehistoric creatures back to life. Dino cooking! All players will compete to build the most thrilling park each season, and then work to attract (and keep alive!) the most visitors each season that the park opens. Hosted by Jonathan Gilmour.

• *Preteen (8+)* • *Exhibitor Hall C, SG 09*

Crit Happens: D&D Improv Experiment • *Event #405* **Friday at 7:00 PM, 60 min.**

Prepare to fail a will save vs. laughter with Crit Happens: a D&D Improv experiment! Local Grand Rapids improv comedians present a show about tabletop RPing: an hour-long spectacle with characters and a storyline influenced continually by audience suggestions and dice rolls. Hosted by Brooke Heintz, Eric Summerer, Jessica Fountain, Tom Maier.

• *Preteen (8+)* • *Grand Gallery G, Theater Seating*

Pandemic • *Event #11* **Friday at 7:00 PM, 60 min.**

The world is dying from multiple diseases. Your team must cooperate to save mankind by finding cures for all 4 diseases. You will travel around the world to collect and store information, treat the sick, and create cures. Hosted by Eric Anderson.

• *All Ages* • *Exhibitor Hall C, SG 01*

D&D "The School of Wizardy and Whatnots" • *Event #401* **Friday at 7:00 PM, 180 min.**

The end of term celebration is over, and people from all over Faerun gathered to party, trade stories, and visit friends before final exam season begins. As you go to leave, the door vanishes, and you hear a cry for help. Solve puzzles to escape from an Illusionist's school. 4-6 players. Characters Provided. New Players Welcome. Hosted by Extra Life. Hosted by Del Yakes.

• *Teen (13+)* • *Grand Gallery CD, Table 11CD*

Starfinder Society - Quest: Into the Unknown, Pt 5-Lawblight • *Event #128*
Friday at 7:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Fungeon Party • *Event #287* **Friday at 7:00 PM, 30 min.**

Learn to play with the designer, Brian Lewis. Stack dice on your forehead, bounce dice into the box, knock down a meeple surrounded by dice, balance a meeple on a stick, these and many more wacky quests await a traditional dungeon party in the nontraditional dungeon crawler Fungeon Party. Each quest adds 30 seconds to the game, and an average game uses six quests, making this a quick, easy, and fun game to learn and play! Hosted by Brian Lewis.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

The Captain is Dead: Lockdown • *Event #664* **Friday at 7:00 PM, 120 min.**

Lockdown is a new standalone episode in the ongoing saga that started with The Captain Is Dead. This time, our intrepid crew find themselves prisoners on their own ship. Hostile aliens have taken control, and the crew must work together and remain hidden while attempting to regain control of the ship. Hosted by JT Smith.

• *Teen (13+)* • *Exhibitor Hall C, SG 14*

Ladder 29 • *Event #344* **Friday at 7:00 PM, 60 min.**

Learn to play with the designers, Matt Riddle and Ben Pinchback. Ladder 29 is a hot game of ladder-climbing firefighters. As experts in the time-honored business of firefighting, players attempt to extinguish their hand of cards while facing difficult challenges that hinder their abilities and choices. Players must decide when to play it safe and when to put it all on the line in this easy-to-learn game that is sure to turn up the heat around the gaming table! Hosted by Ben Pinchback, Matt Riddle.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Marvel Strike Teams - Learn to Play • *Event #259* **Friday at 7:00 PM, 60 min.**

Learn to Play Marvel Strike Force with the designer, Andrew Parks. Marvel Strike Teams puts players in the role of some of their favorite Marvel Universe heroes and villains. Two to five players face off in a classic battle of good versus evil. Everyone gets a character with a HeroClix combat dial to track their level and build points. Hosted by Andrew Parks.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Nodes • *Event #383* **Friday at 7:00 PM, 60 min.**

Do not let the pretty colors fool you! Nodes is a Deceptively Simple Strategic Tile Placement Game for 2-4 Players. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Founders of Gloomhaven - Learn to Play • *Event #410* **Friday at 7:00 PM, 180 min.**

Learn to play with the designers, Isaac Childres. Founders of Gloomhaven is a competitive tile-placement, action-selection, city-building game in which each player controls a fantastical race working to build the city of Gloomhaven and gain influence over its residents. This is a standalone game set in the same universe as Gloomhaven. The events, however, take place hundreds of years before Gloomhaven and depict the original construction of the city. Hosted by Isaac Childres.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Roar: King of the Pride - Learn to Play • *Event #431* **Friday at 7:00 PM, 90 min.**

Learn to play Roar with the designer, Erica Bouyouris. In the wilds of Africa, lion prides rule over all beasts, but only one pride can rule over all the lions! In Roar: King of the Pride, three to six players compete to become the dominant pride of Africa. Managing your food supply, while expanding your territory and growing your pride size with cubs, will take strategic planning and key wits. Even the best-laid plans, however, can be interrupted by other prides' secret objectives, or worse. Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

The 2018 Michigan State Diamonds Championship • *Event #683* **Friday at 7:00 PM, 180 min.**

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 29*

Hostargo: Dark Alchemy (Unpub) • *Event #73* **Friday at 7:00 PM, 240 min.**

Hostargo is a weird-tech western TTRPG where players, armed with magnetic weapons and ancient magics, will fight crime, politics, and nightmarish monstrosities! Encounter forbidden magic, underworld syndicates, and a thrilling mystery! No XP required - the game will be taught at the table. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Starfinder Society 1-14: Star Sugar Heartlove (Charity Game) • *Event #268*
Friday at 7:00 PM, 300 min.

A Starfinder Society Scenario designed for levels 3-6. Special Charity Event. Guest GM Owen Stephens Hosted by Owen K.C. Stephens.

• *Preteen (8+)* • *Grand Gallery H, Charity 002*

Moroni Mirror (Charity Game) RPG • *Event #141* **Friday at 7:00 PM, 240 min.**

The Earls daughter has disappeared and the court mage feels that she may have wandered into an ancient magical mirror. The colorful mirror was used by the ancients to teleport to different locations on the planet quickly and easily. The problem is that no one really knows how it works. This adventure is for six, 4th level (5th edition) PCs and is suitable for a four hour time period. Pre-gens are included. Hosted by Stan!.

• *All Ages* • *Grand Gallery H, Charity 001*

Friday 7 PM continued

Grimm Forest (Charity Game) • *Event #408* **Friday at 7:00 PM, 90 min.**

Extra Life Play to Win Charity Game - Welcome to The Grimm Forest, where family members of the legendary Three Little Pigs are having an epic house building competition. But this is no ordinary competition as all the most famous Fairy Tale characters will be looking on and lending a hand. The winner will take home the game! Hosted by Phillip Brossia.

• *All Ages* • *Exhibitor Hall C, SG 08*

Friday 7:30 PM

Paint & Take • *Event #166* **Friday at 7:30 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Adventurers League - CCC-ST2-1 Charity Game w/ Eric Kooistra • *Event #570*
Friday at 7:30 PM, 240 min.

That which must remain lost has been discovered. As magic rains down upon Mulmaster and the city falls to ruin, deep within the inner sanctum of the Thayvian Embassy, Szass Tam's agents work tirelessly to decipher the Lost Journal of Karsus. Can the heroes stop Szass Tam before he learns the secrets of history's most notorious Wizard? CCC-ST2-1 Red War: Embassy of Evil takes place during the Red War. Proceeds go to the Jasper's Game Day charity. Hosted by Eric J. Kooistra.

• *All Ages* • *Grand Gallery AB, Table 01AB*

Agent 299 • *Event #367* **Friday at 7:30 PM, 30 min.**

Agent 299 is a portable, small, fast game. The game is easy to learn and will gradually reveal more information as you play. Each round consists of 2 phases. Interrogation and Disclosure. Each agent will interrogate another and trade information. Once each player has done this, the first player will flip over one of their cards revealing new information. Triggering the end game at the right time and not blowing your cover is the tricky part. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 04*

Adventurers League - DDAL08-00 Once in Waterdeep • *Event #575* **Friday at 7:30 PM, 240 min.**

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An introductory adventure for Season 8. Hosted by Robert Ditsch.

• *All Ages* • *Grand Gallery AB, Table 07AB*

Adventurers League - DDAL08-02 Beneath the City of the Dead • *Event #585*
Friday at 7:30 PM, 120 min.

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. Hosted by Jessie LeTarte.

• *All Ages* • *Grand Gallery AB, Table 06AB*

Friday 7:30 PM continued

Adventurers League - DDEP02 Mulmaster Undone Tier 1 EPIC • *Event #600*
Friday at 7:30 PM, 240 min.

The Cults of Elemental Evil have been unveiled with the City of Danger and in retaliation, they seek to use the fundamental forces of nature to destroy it from within. Join your factions as well as the Blades, Cloaks, Hawks, and Soldiers alike in defending Mulmaster against those that would burn, crush, drown, and buffet it into oblivion. An EPIC adventure. Hosted by Ashleigh Bishop, Daniel E. Chapman II.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Adventurers League - DDEP02 Mulmaster Undone Tier 2 EPIC • *Event #601*
Friday at 7:30 PM, 240 min.

The Cults of Elemental Evil have been unveiled with the City of Danger and in retaliation, they seek to use the fundamental forces of nature to destroy it from within. Join your factions as well as the Blades, Cloaks, Hawks, and Soldiers alike in defending Mulmaster against those that would burn, crush, drown, and buffet it into oblivion. An EPIC adventure. Hosted by Atis Kleinbergs, Jacob.

• *All Ages* • *Grand Gallery AB, Table 04AB*

Adventurers League - HILL2-3 The Red Death • *Event #611* **Friday at 7:30 PM, 240 min.**

Adventure Description: It all comes out. The ones behind the mages and thieves guild being implicated in an assassination attempt of the Zulkir. All that's needed is a group of upstanding adventuer do wells to help the First Lord deal with the situation. Hosted by dan harsh.

• *All Ages* • *Grand Gallery AB, Table 09AB*

Fungeon Party • *Event #288* **Friday at 7:30 PM, 30 min.**

Learn to play with the designer, Brian Lewis. Stack dice on your forehead, bounce dice into the box, knock down a meeple surrounded by dice, balance a meeple on a stick, these and many more wacky quests await a traditional dungeon party in the nontraditional dungeon crawler Fungeon Party. Each quest adds 30 seconds to the game, and an average game uses six quests, making this a quick, easy, and fun game to learn and play! Hosted by Brian Lewis.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

Adventurers League - ODFC-0103 Elder's Eyes Upon You • *Event #618*
Friday at 7:30 PM, 240 min.

Rastol Shan has summoned you to the Tower of Arcane Might and told you to be discrete. The last time the chief of the Cloaks said that, there was a coup in Mulmaster. This time, something has been stolen that he wants retrieved without the Thayans being alerted. Hosted by Thomas Howell.

• *All Ages* • *Grand Gallery AB, Table 08AB*

Friday 8 PM

Sheriff of Nottingham • *Event #455* **Friday at 8:00 PM, 120 min.**

Players attempt to pass their goods (legal or otherwise) by the Sheriff. They may bribe the Sheriff to sneak illegal goods into the City, but will lose them if inspected. Hosted by Gary Loyola.

• *Preteen (8+)* • *Exhibitor Hall C, SG 13*

Starfinder Society - 1-19: To Conquer the Dragon • *Event #180* **Friday at 8:00 PM, 300 min.**

A Starfinder Society Scenario designed for levels 5-8. Hosted by Michael Morairty.

• *Preteen (8+)* • *Grand Gallery CD, Table 04CD*

Pathfinder Society - 10-02: Bones of Biting Ants • *Event #104* **Friday at 8:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 3-7. Hosted by Phoebe Harris.

• *Preteen (8+)* • *Grand Gallery CD, Table 06CD*

Starfinder Society - 1-09: Live Exploration Extreme! • *Event #108* **Friday at 8:00 PM, 300 min.**

A Starfinder Society Scenario designed for levels 1-4. Hosted by Kayla Miller.

• *Preteen (8+)* • *Grand Gallery CD, Table 05CD*

Pathfinder Society - 9-17: Oath of the Overwatched • *Event #105* **Friday at 8:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Isabelle Lee.

• *Preteen (8+)* • *Grand Gallery CD, Table 02CD*

Starfinder Society - Quest: Into the Unknown, Pt 1-Station • *Event #115* **Friday at 8:00 PM, 60 min.**

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Mouseguard - Learn to Play • *Event #552* **Friday at 8:00 PM, 240 min.**

Be a part of a band of hopeful mice seeking to join the fabled Mouse Guard. Your task, escort an Elder Mouse to the annual conclave of mice in Lockhaven, and, once there, petition to be accepted as a Guardmouse. This is a great opportunity to learn the acclaimed RPG based off the Burning Wheel system based off the beautiful comic series of the same name. Hosted by Peter Ross.

• *Teen (13+)* • *Grand Gallery CD, Table 13CD*

Pathfinder Society - 5-08: The Confirmation • *Event #160* **Friday at 8:00 PM, 300 min.**

A Pathfinder Society Scenario designed for level 1-2. Hosted by Andrew Volz.

• *Preteen (8+)* • *Grand Gallery CD, Table 03CD*

Pandemic • *Event #12* **Friday at 8:00 PM, 60 min.**

The world is dying from multiple diseases. Your team must cooperate to save mankind by finding cures for all 4 diseases. You will travel around the world to collect and store information, treat the sick, and create cures. Hosted by Eric Anderson.

• *All Ages* • *Exhibitor Hall C, SG 01*

Legends of Draxia • *Event #15* **Friday at 8:00 PM, 60 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. 35-45 minute play time. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Friday 8 PM continued

The Gate of R'yleh • *Event #388* **Friday at 8:00 PM, 90 min.**

It will take a team of extraordinary individuals to embark on this mission of cosmic proportions and apocalyptic repercussions. As specialists from the Department of Paranormal Investigations, you have been sent to perform incantations to create four sigils and reinforce the cosmic gate. Cultists are sure to be aware of your plans and are secretly plotting to thwart them. The clock is ticking and time is running short. Stop the cultists - create the sigils - secure the gate - save humanity. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

Dead of Winter • *Event #271* **Friday at 8:00 PM, 120 min.**

Dead of Winter: A Crossroads Game, the first game in this series, puts 2-5 players in a small, weakened colony of survivors in a world where most of humanity is either dead or diseased, flesh-craving monsters. Each player leads a faction of survivors with dozens of different characters in the game. Hosted by Extra Life. Hosted by Jen Suttorp.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Secret Hitler • *Event #462* **Friday at 8:00 PM, 30 min.**

Secret Hitler is a dramatic game of political intrigue and betrayal set in 1930's Germany. Players are secretly divided into two teams - liberals and fascists. Known only to each other, the fascists coordinate to sow distrust and install their cold-blooded leader. The liberals must find and stop the Secret Hitler before it's too late. Hosted by Ryan Hinkley.

• *Teen (13+)* • *Exhibitor Hall C, SG 12*

Imperial Settlers + Amazons Expansion - Learn to Play • *Event #313* **Friday at 8:00 PM, 120 min.**

Learn to play with the designer, Ignacy Trzewiczek. As you may have realized by now, all new Imperial Settlers factions begin with the letter "A" and this is no exception! With Amazons, the third big expansion for Imperial Settlers, this formerly warmongering tribe is now building their new empire. Hosted by Ignacy Trzewiczek.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

Whispers of Starfall Part 1 • *Event #55* **Friday at 8:00 PM, 240 min.**

Starfall - A term whispered by only the very few with the knowledge or wisdom to know the significance of that word. In the village of Hyran a team of adventurers begins to celebrate the holiday week of Brewfest, taking a chance to rest; but adventure is never far away when evil plots. Hosted by Troy Mepyans.

• *All Ages* • *Grand Gallery CD, Table 12CD*

Friday 8:30 PM

The Rise of Havok • *Event #480* **Friday at 8:30 PM, 60 min.**

Players are dispatched to protect Eden Forge (Earth) and Survive the Rising Tides of Havok - pulsing energy waves of chaos destroying everything in it's path. Play is semi-cooperative. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Friday 8:30 PM continued

Survive: Escape from Atlantis • *Event #336* **Friday at 8:30 PM, 90 min.**

Survive is a cutthroat game where players seek to evacuate their pieces from an island that is breaking up, while remembering where their highest-valued pieces are located to maximize their score. An island made up of 40 hex-tiles is slowly sinking into the ocean (as the tiles are removed from the board). Each player controls ten people (valued from 1 to 6) that they try and move towards the safety of the surrounding islands before the main island finally blows up. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 07*

Friday 9 PM

Starfinder Society - Quest: Into the Unknown, Pt 2-Adrift • *Event #119*
Friday at 9:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

The 2018 Michigan State Coup Championship • *Event #682* **Friday at 9:00 PM, 180 min.**

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 35*

Unauthorized • *Event #396* **Friday at 9:00 PM, 30 min.**

This is a social influencing game for 6-12 players set in a country where religion is not free. Will you side with the church or the state? As you give cards to other players you will influence which side they are loyal to. Hosted by Eric Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Friday 9:30 PM

Adventurers League - DDAL08-03 Dock Ward Double Cross • *Event #594*
Friday at 9:30 PM, 120 min.

You have been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Hosted by Jessie LeTarte.

• *All Ages* • *Grand Gallery AB, Table 06AB*

Unauthorized • *Event #397* **Friday at 9:30 PM, 30 min.**

This is a social influencing game for 6-12 players set in a country where religion is not free. Will you side with the church or the state? As you give cards to other players you will influence which side they are loyal to. Hosted by Eric Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Friday 10 PM

Starfinder Society - Quest: Into the Unknown, Pt 3-Boarding • *Event #124*
Friday at 10:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

The Gate of R'yleh • *Event #389* **Friday at 10:00 PM, 90 min.**

It will take a team of extraordinary individuals to embark on this mission of cosmic proportions and apocalyptic repercussions. As specialists from the Department of Paranormal Investigations, you have been sent to perform incantations to create four sigils and reinforce the cosmic gate. Cultists are sure to be aware of your plans and are secretly plotting to thwart them. The clock is ticking and time is running short. Stop the cultists - create the sigils - secure the gate - save humanity. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Mountains of Madness • *Event #453* **Friday at 10:00 PM, 120 min.**

A cooperative game where players scale a mountain, dealing with increasing levels of madness that will affect how they will communicate during each stage of the ascent. Hosted by Gary Loyola.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Friday 11 PM

Starfinder Society - Quest: Into the Unknown, Pt 4-Salvage • *Event #125*
Friday at 11:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Saturday 12 AM

Starfinder Society - Quest: Into the Unknown, Pt 5-Lawblight • *Event #129*
Saturday at 12:00 AM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Board Games

Role Playing Games

Card Games

Prototype

Charity

Seminar

Paint & Take

Tournament

Schedule of Events - Sept. 15, 2018

Saturday 9 AM

Call of Cthulhu: The Derelict • *Event #467* **Saturday at 9:00 AM, 240 min.**

Despite the concerns and worries of life, a final voyage is being made on the luxury yacht, Delilah, taking the vessel from New York to its new owner in England. What promises to be a pleasurable journey across the ocean waves descends into a desperate struggle for survival. The icy waters of the North Atlantic hold many secrets. One such secret is about to be discovered. Set in the Modern Day. No experience is required. Pregens provided. Hosted by Geoff Groff.

• *Adult (18+)* • *Grand Gallery CD, Table 12CD*

Wizards For Hire • *Event #29* **Saturday at 9:00 AM, 60 min.**

Play an unpublished prototype of the game Wizards For Hire designed by Adam Hill. In this worker placement euro, players compete for employee of the month at Ye Olde Magic Shoppe. But the shop does not just sell magic, it is magic! 45-60mins Hosted by Adam Hill.

• *Preteen (8+)* • *Grand Gallery EF, Table 01EF*

Whispers of Starfall Part 2 • *Event #60* **Saturday at 9:00 AM, 240 min.**

The continuation of "Whispers of Starfall" from the session on Friday morning. Players do NOT have to have played the morning before in order to join in. Hosted by Troy Mepyans.

• *All Ages* • *Grand Gallery CD, Table 11CD*

Pathfinder Society - 10-03: Death on the Ice • *Event #177* **Saturday at 9:00 AM, 300 min.**

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Andrew Volz.

• *Preteen (8+)* • *Grand Gallery CD, Table 04CD*

Pathfinder Society - 9-25: Betrayal in the Bones • *Event #178* **Saturday at 9:00 AM, 300 min.**

A Pathfinder Society Scenario designed for levels 12-15. Hosted by Alan Kaekel.

• *Preteen (8+)* • *Grand Gallery CD, Table 06CD*

FAZA (DEMO) • *Event #97* **Saturday at 9:00 AM, 120 min.**

FAZA is a retelling of the classic alien invasion story. The players are the last group of human survivors working together to defeat the 3 FAZA motherships. Over the course of 90-120 minutes, this nail-biting co-op will push 2-4 players to their limits as they work together to save their city. Hosted by David Noller.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Endangered • *Event #436* **Saturday at 9:00 AM, 90 min.**

Endangered is a cooperative dice placement game where players work together to save a species from extinction. Hosted by Joe Hopkins.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Starfinder Society - Quest: Into the Unknown, Pt 1-Station • *Event #113* **Saturday at 9:00 AM, 60 min.**

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

King of Tokyo • *Event #65* **Saturday at 9:00 AM, 60 min.**

Pick your favorite monster to dominate Tokyo. Fun, fast paced, dice rolling game with several strategies to win. We will play with the Power Up expansion so you can try to evolve your Kaiju. Will play as many games as we can in an hour. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Pathfinder Society - 9-14: Down the Verdant Path • *Event #150* **Saturday at 9:00 AM, 300 min.**

A Pathfinder Society Scenario designed for levels 1-5. Hosted by Geoffery Wing.

• *Preteen (8+)* • *Grand Gallery CD, Table 03CD*

B'_renpark • *Event #482* **Saturday at 9:00 AM, 60 min.**

Each player in B'_renpark builds their own bear park, attempting to make it as beautiful as they can, while also using every square meter possible. The park is created by combining polyomino tiles onto a grid, with players scoring for animal houses, outdoor areas, completed construction, and more. Hosted by Extra Life Hosted by Erik Perkins.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

Pathfinder Society - 9-24: Beneath Unbroken Waves • *Event #155*
Saturday at 9:00 AM, 300 min.

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Isabelle Lee.

• *Preteen (8+)* • *Grand Gallery CD, Table 02CD*

Learn to play: Genesys, by Fantasy Flight, Fantasy Setting • *Event #87*
Saturday at 9:00 AM, 240 min.

1-Hour character creation followed by 2-3 hours adventure, "Shrine of the Silver Dragon". You and your party are hired to retrieve the shrines most precious relic. Over hills and mountains, follow the trail of the thieves to the dwelling of the giants. Materials provided, No experience needed. Hosted by David Perrin.

• *All Ages* • *Grand Gallery CD, Table 14CD*

Legends of Draxia • *Event #16* **Saturday at 9:00 AM, 60 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. 35-45 minute play time. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Castle Panic • *Event #327* **Saturday at 9:00 AM, 60 min.**

Castle Panic is a cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board. Players trade cards, hit and slay monsters, and plan strategies together to keep their castle towers intact. The players either win or lose together. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 04*

Starfinder Society - 1-11: In Pursuit of the Scoured Past • *Event #145*
Saturday at 9:00 AM, 300 min.

A Starfinder Society Scenario designed for levels 3-6. Precedes Scenario: 1-99 - The Scoured Stars Invasion Hosted by Luke Miller.

• *Preteen (8+)* • *Grand Gallery CD, Table 05CD*

Welcome to Hostargo (Unpub) • *Event #76* **Saturday at 9:00 AM, 240 min.**

Hostargo is a weird-tech western TTRPG where players, armed with magnetic weapons and ancient magics, will fight crime, politics, and nightmarish monstrosities! Enjoy airships, cybernetic augmentations, and a high-action adventure! No XP required - the game will be taught at the table. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

The 2018 Michigan State Nevermore Championship • *Event #687*
Saturday at 9:00 AM, 180 min.

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 33*

Striking Flint • *Event #245* **Saturday at 9:00 AM, 90 min.**

December 1936. Flint, Michigan. The newly formed United Auto Workers has been ignored by General Motors, the city's largest employer. As a final effort to gain leverage, you and your fellow UAW members must shut the factory down with a sit-down strike, a strike where the workers go to work and occupy work stations so that production can not be completed. A cooperative worker placement/area control game for 1-5 players. Hosted by John du Bois.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Who Stole My Body • *Event #623* **Saturday at 9:00 AM, 240 min.**

Who stole my body - Cyber Enhanced Body, Downloadable Personality in Space - Savage Worlds/SciFi A literal out of body experience awaken to discover your body is stolen - your personality is in a virtual computer holding area. Find out what happened, save the solar system and most importantly get your body back. Hosted by Doug Becker.

• *Teen (13+)* • *Grand Gallery CD, Table 10CD*

Pathfinder Society Adventure Card Guild Slot 1 • *Event #232* **Saturday at 9:00 AM, 120 min.**

PFS ACG - Player Selected Scenario from Season of the Shackles or Runelords. Hosted by Matt Boettcher.

• *Preteen (8+)* • *Grand Gallery CD, Table 07CD*

Sentinels of the Multiverse - Learn To Play • *Event #464* **Saturday at 9:00 AM, 60 min.**

A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a far away galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? A team of heroes, all with impressive powers and abilities stand between the world and the forces of evil. Will you help them? Answer the call to protect the multiverse! Hosted by Ryan Hinkley.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Saturday 9 AM continued

Battlestar Galactica + Expansions • *Event #719* **Saturday at 9:00 AM, 240 min.**

Are you a Cylon, secretly leading those around you to their doom? Or are you one of the Humans, working together to survive another day? (This is a custom compilation with modules from all expansions. No experience required.) Hosted by Jeremy Pyne.

• *Teen (13+)* • *Exhibitor Hall C, SG 28*

Saturday 9:30 AM

Suspect • *Event #472* **Saturday at 9:30 AM, 60 min.**

An all-versus-one game of deduction, memory, and dynamic set collection. 54 cards & 15-30 mins. One player - the suspect - chooses their crime while the other players the detectives play evidence cards to lines of questioning to suss out the truth. On their turn, the suspect tampers with evidence and muddles the case, hoping to stretch the case into obscurity. This tug of war continues until it seems like everything on the table and with one final guess, the detectives decide the suspect's fate. Hosted by Matt Knaack.

• *Teen (13+)* • *Grand Gallery EF, Table 07EF*

Paint & Take • *Event #171* **Saturday at 9:30 AM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Tales From the Loop - Our Friends the Machines • *Event #681* **Saturday at 9:30 AM, 210 min.**

Beginner-friendly game, but experienced players welcome too. Pre-gens provided. This game is set in an alternate reality 1980s in which certain discoveries have advanced technology far beyond our reality, but certain aspects are familiar to any who know the 80s. You play kids and the emphasis is on storytelling and problem solving. Our Friends the Machines: A mystery about a product launch of a new line of action toys that suddenly takes a turn to the weird. Set in Boulder City, Nevada in 1986. Hosted by Nathan Vanderzee.

• *Adult (18+)* • *Grand Gallery CD, Table 08CD*

Saturday 10 AM

Adventurers League - Tier 3 & Umbral Aristocracy PREMIUM • *Event #634*
Saturday at 10:00 AM, 540 min.

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Ken Schreur will run both fantastic Tier 3 Tome of Foes Guild Adept adventures and Forgotten Foes, the Tier 3 Lost Tales adventure. You will also get to experience the Tier 1 Waterdeep "Umbral Aristocracy" trilogy, time allotted for side quests and bonus content. Proceeds go to the Jasper's Game Day charity. Hosted by Ken Schreur.

• *Teen (13+)* • *Grand Gallery AB, Table 11AB*

The Artemis Project - Play with the Designer • *Event #666* **Saturday at 10:00 AM, 120 min.**

The terrain is both brutal and magnificent. My team and I are fighting against the odds and against other explorers to make a viable, sustainable colony on Jupiter's smallest moon. Establish the best colony in this dice (dis)placement, engine building, set collection game. The GM will be co-Designer Daniel Rocchi. Hosted by Daniel Rocchi, Marc Specter.

• *Teen (13+)* • *Exhibitor Hall C, SG 26*

Rotten Refrigerator - Solo or 2 Player • *Event #718* **Saturday at 10:00 AM, 30 min.**

Help me test a quick, but thoughtful game! 1 Player - The refrigerator is full, and the food is going bad, can you empty it before anything goes rotten? 2 Players - Can you remove food from the refrigerator to score more points than your opponent? The chili is worth more points as it ages, but don't let the Chinese leftovers go for too long, you will wish you removed it sooner! With a few cards this game gives you a lot of decisions, making it a quick, fun game to play. Hosted by Scott Dyk.

• *All Ages* • *Grand Gallery EF, Table 15EF*

Call of Cthulhu 7th ed: Cthulhu Clowns • *Event #642* **Saturday at 10:00 AM, 240 min.**

Your Miskatonic University grant to study the clown festival in Scottville, MI has been granted! Finally a chance to combine your hobby of clowning with research! Hosted by Frank Russell.

• *Teen (13+)* • *Grand Gallery CD, Table 09CD*

Red Dragon Inn - 8 Players with Teaching • *Event #174* **Saturday at 10:00 AM, 90 min.**

The party is back from a quest and it's time to celebrate! Be the last to be broke or passed out in this easy-to-learn "take that!"-style card game. All experience levels accepted. Choose from all currently available characters (including the brand new Red Dragon Inn 7, if we're lucky!). Hosted by Tim Latshaw.

• *Preteen (8+)* • *Exhibitor Hall C, SG 07*

Street Masters - Learn to Play • *Event #296* **Saturday at 10:00 AM, 120 min.**

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic fighting video games. Featuring over 65 highly detailed miniatures, unique decks for fighters & enemies, custom dice, and lightning-fast gameplay, Street Masters lets players match up powerful fighters against villainous organizations in a wide array of exciting scenarios. Designed by Adam Sadler and Brady Sadler, the game offers modular and elegant gameplay set in a unique and exciting world of brutal combat. Hosted by Brady Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 13*

King of Tokyo • *Event #328* **Saturday at 10:00 AM, 60 min.**

In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 15*

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #307* **Saturday at 10:00 AM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• *Preteen (8+)* • *Exhibitor Hall C, SG 12*

Kingsburg + Expansion • *Event #103* **Saturday at 10:00 AM, 90 min.**

Fun, light worker placement, resource management style game. There are 3 production seasons for collecting resources, building structures, and training troops. The 4th season you need to defend against an invading army, fail to do so and you will lose resources and structures. The game is played over 5 years (rounds) We will play with several of the expansions. Hosted by craig.

• *Preteen (8+)* • *Exhibitor Hall C, SG 04*

Wizards For Hire • *Event #30* **Saturday at 10:00 AM, 60 min.**

Play an unpublished prototype of the game Wizards For Hire designed by Adam Hill. In this worker placement euro, players compete for employee of the month at Ye Olde Magic Shoppe. But the shop doesn't just sell magic, it is magic! 45-60mins Hosted by Adam Hill.

• *Preteen (8+)* • *Grand Gallery EF, Table 01EF*

Dungeon Date • *Event #707* **Saturday at 10:00 AM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 06EF*

Designing with the Pros Session A • *Event #8* **Saturday at 10:00 AM, 60 min.**

Presented by: Jon Gilmour, Brian Lewis, Richard Launius, Chris Kirkman, and Ignacy Trzewiczek. Are you inspired to design your own games? Hear from some industry pros on how they got started. Discover their high and low points with game design, and how they achieve their desired results. Hosted by Brian Lewis, Chris Kirkman, Ignacy Trzewiczek, Jonathan Gilmour, Mandi Hutchinson, Richard Launius.

• *Teen (13+)* • *Grand Gallery G, Theater Seating*

Alhambra • *Event #62* **Saturday at 10:00 AM, 90 min.**

Alhambra is a tile purchasing and placing game. Each player is building their own Alhambra, or Palace Garden. You will score points depending on the color of the tiles you purchase and how you build your wall. We will play with 2 expansion modules. 2003 Spiel des Jahres winner. Hosted by Darrin Ball.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Galaxy Trucker • *Event #650* **Saturday at 10:00 AM, 120 min.**

Mayhem. 1st Half: A frantic, timed building of spaceships. Don't leave too many holes! 2nd Half: Race the Gauntlet, to see who's spaceship has what it takes to fall apart the least! Yes, your ship will be brutalized, it's just the way Corporation Incorporated (your sponsor) wants it. Raucous fun! This is the Anniversary Big Box, so we'll play with EVERYTHING! Hosted by Scott Hankins.

• *Teen (13+)* • *Exhibitor Hall C, SG 25*

AFFLICTION: Salem 1692 • *Event #38* **Saturday at 10:00 AM, 60 min.**

Affliction is a 'historical' worker placement game where you can use your families influence to help keep your family out of the Salem trials, and arrest others so you can steal their land for points. Saving your family helps you build an engine to make your more powerful so you have more choices. Hosted by Brian Lemieux.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Little Songbird - Learn to Play • *Event #349* **Saturday at 10:00 AM, 60 min.**

Learn to play with the designer, Matt Riddle. In Piepmatz, you skillfully play bird cards from your hand to collect seeds and birds at the bird feeder. Seeds and mated pairs of birds in your collection are worth points. Single birds score only if you have the most of their species. The course of play is the same for all numbers of players. On a turn, you go through these three phases in order: Play a car, Resolve effects, and Draw a new card. Hosted by Matt Riddle.

• *Teen (13+)* • *Exhibitor Hall C, SG 14*

Bad Maps - Learn to Play • *Event #227* **Saturday at 10:00 AM, 60 min.**

Ahoy Matey! Become a pirate captain looking for treasure in Bad Maps from Floodgate Games. You will guide your first mates to the treasure by using action programming, while also misguiding your opponents mates into traps. Wager your pieces 'o eight on the mate who will discover the treasure first to gain even more riches!! Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Starfinder Society - Quest: Into the Unknown, Pt 2-Adrift • *Event #118*
Saturday at 10:00 AM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Street Masters - Learn to Play • *Event #298* **Saturday at 10:00 AM, 120 min.**

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic fighting video games. Featuring over 65 highly detailed miniatures, unique decks for fighters & enemies, custom dice, and lightning-fast gameplay, Street Masters lets players match up powerful fighters against villainous organizations in a wide array of exciting scenarios. Designed by Adam Sadler and Brady Sadler, the game offers modular and elegant gameplay set in a unique and exciting world of brutal combat. Hosted by Adam Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Filler - Learn to Play • *Event #512* **Saturday at 10:00 AM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 20*

Ticket to Ride Rails and Sails • *Event #189* **Saturday at 10:00 AM, 120 min.**

Ticket to Ride just got an upgrade. Rails & Sails raises the strategy level to this otherwise light game. You will have to balance placing trains & ships across land & sea to fulfill destination tickets. We will play the Great Lakes map. Go Michigan! Hosted by Michelle Ball.

• *Adult (18+)* • *Exhibitor Hall C, SG 05*

Adventurers League - DDAL00-02a The Darkwood Webs • *Event #562*
Saturday at 10:00 AM, 120 min.

A trio of exhausted sprites interrupts your group as you start to break camp and continue your journey to Hillsfar. Do you dare answer their plea for aid and enter the forest of Cormanthyr? Hosted by Prescott Gallagher.

• *All Ages* • *Grand Gallery AB, Table 01AB*

Adventurers League - Waterdeep PREMIUM • *Event #631* **Saturday at 10:00 AM, 840 min.**

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Aaron Jones will run the entire Waterdeep: Dragon Heist hardcover for the same group of players all weekend. Additionally, you'll will get to play The Red War EPIC, the brand new Red War aftermath CCC, and the very limited Return to the Ghost Tower of Inverness EPIC! You'll also get a spot at our pre-show event 9/13. Proceeds go to the Jasper's Game Day charity. Hosted by Aaron Jones.

• *Teen (13+)* • *Grand Gallery AB, Table 12AB*

Adventurers League - DDAL08-00 Once in Waterdeep • *Event #576*
Saturday at 10:00 AM, 240 min.

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An introductory adventure for Season 8. Hosted by Jacob.

• *All Ages* • *Grand Gallery AB, Table 03AB*

Adventurers League - DDAL08-01 Map with No Names • *Event #577*
Saturday at 10:00 AM, 120 min.

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you are not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. Hosted by Robert Ditsch.

• *All Ages* • *Grand Gallery AB, Table 06AB*

Little Songbirds - Learn to Play • *Event #351* **Saturday at 10:00 AM, 60 min.**

Learn to play with the designer, Ben PInchback. In Piepmatz, you skillfully play bird cards from your hand to collect seeds and birds at the bird feeder. Seeds and mated pairs of birds in your collection are worth points. Single birds score only if you have the most of their species. The course of play is the same for all numbers of players. On a turn, you go through these three phases in order: Play a car, Resolve effects, and Draw a new card. Hosted by Ben Pinchback.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Adventurers League - DDAL08-02 Beneath the City of the Dead • *Event #583*
Saturday at 10:00 AM, 240 min.

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. The run time of this adventure has been extended so bonus objectives can be completed. Hosted by Dan DeHaan.

• *All Ages* • *Grand Gallery AB, Table 05AB*

Crystal Hex • *Event #372* **Saturday at 10:00 AM, 60 min.**

Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 1-4 Players. Hosted by Ryan Wilson.

• *Preteen (8+)* • *Grand Gallery EF, Table 03EF*

Mysterium • *Event #489* **Saturday at 10:00 AM, 60 min.**

In Mysterium, a reworking of the game system present in Tajemnicze Domostwo, one player takes the role of ghost while everyone else represents a medium. To solve the crime, the ghost must first recall (with the aid of the mediums) all of the suspects present on the night of the murder. A number of suspect, location and murder weapon cards are placed on the table, and the ghost randomly assigns one of each of these in secret to a medium. Hosted by Extra Life Hosted by Erik Perkins.

• *Preteen (8+)* • *Exhibitor Hall C, SG 16*

Adventurers League - DDHC-XGE-01 Rats of Waterdeep • *Event #604*
Saturday at 10:00 AM, 240 min.

Solve a brutal crime on the mean streets of Waterdeep in this madcap murder mystery for 1st-4th level characters. This adventure was brought to you by D&D Adventurers League admin Lysa Chen and Tomb of Annihilation author Will Doyle, as part of the Guild Adepts program. Hosted by Connor Self.

• *All Ages* • *Grand Gallery AB, Table 10AB*

Adventurers League - DDIA-XGE Underworld Speculation • *Event #607*
Saturday at 10:00 AM, 120 min.

Operating as secret agents for the Lords of Waterdeep, a promising lead takes you deep into the world of the Xanathar, but what will it take for you to return? An Introductory Adventure for Xanathar's Guide to Everything for 1st to 4th Level Characters. Hosted by dan harsh.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Adventurers League - MIND01-02 Mind trip • *Event #614* **Saturday at 10:00 AM, 240 min.**

Phlan's refugees are being assaulted on the road and taken into the Underdark to become illithid thralls. Can the characters save some of the travelers and uncover the mastermind of this evil operation? Only a delve into the Underdark will tell. Hosted by Rey Castellon.

• *All Ages* • *Grand Gallery AB, Table 04AB*

Adventurers League - PHA-01 Six Summoned Swords • *Event #619*
Saturday at 10:00 AM, 240 min.

Meaningful decisions, unexpected twists and memorable characters are the foundations of this dark 4-hour adventure. A chance encounter on an unassuming road leads to a dangerous and lucrative opportunity. But what seems simple on the surface turns out to be much more below. Thrust into a world where every enemy has an enemy and everyone has their own dark motive, the only chance to survive is to ally with the right foe. Sometimes doing the right thing comes only in shades of black. Hosted by Matthew.

• *All Ages* • *Grand Gallery AB, Table 09AB*

Cthulhu Wars • *Event #626* **Saturday at 10:00 AM, 120 min.**

The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about bringing about the end of the world. Learn to Play, full game demonstration. Experienced players will have the opportunity to demo new 2019 faction expansion, the Daemon Sultan. Winner will recieve a free copy of "Theomacy", courtesy of Petersen Games. Hosted by Allen Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 24*

Folklore: The Affliction - Learn to Play • *Event #423* **Saturday at 10:00 AM, 180 min.**

Learn to play with the designer, Will Donovan. Folklore: The Affliction is an adventure board game for 1-5 players, in which your characters progress through a series of stories in their quest to rid the land of evil. Every story is broken into chapters, allowing players to control the length of each game session. Become one of six unique characters, increasing in knowledge and skill as you embark on a frightful journey to save the world of Folklore from the horrors that plague it. Hosted by Will Donovan.

• *Teen (13+)* • *Exhibitor Hall C, SG 18*

Founders of Gloomhaven - Learn to Play • *Event #411* **Saturday at 10:00 AM, 180 min.**

Learn to play with the designers, Isaac Childres. Founders of Gloomhaven is a competitive tile-placement, action-selection, city-building game in which each player controls a fantastical race working to build the city of Gloomhaven and gain influence over its residents. This is a standalone game set in the same universe as Gloomhaven. The events, however, take place hundreds of years before Gloomhaven and depict the original construction of the city. Hosted by Isaac Childres.

• *Teen (13+)* • *Exhibitor Hall C, SG 17*

Century Golem Edition • *Event #270* **Saturday at 10:00 AM, 60 min.**

Century: Golem Edition is a re-themed version of Century: Spice Road set in the world of Caravania. In Century: Golem Edition, players are caravan leaders who travel the famed golem road to deliver crystals to the far reaches of the world. Hosted by Extra Life. Hosted by Jen Suttorp.

• *Preteen (8+)* • *Exhibitor Hall C, SG 09*

Lords of Vegas • *Event #446* **Saturday at 10:00 AM, 120 min.**

Striking it rich means building on lots all over the Las Vegas Strip. Players will construct casinos to gain money and victory points, but the roll of the dice can change everything. Hosted by Gary Loyola.

• *Preteen (8+)* • *Exhibitor Hall C, SG 19*

Adventurers League - Mulmaster PREMIUM • *Event #629* **Saturday at 10:00 AM, 840 min.**

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Bryan Harris will run a carefully curated selection of modules detailing the story of Mulmaster. This includes the destruction wrought by the evil elemental cults in the Mulmaster Undone EPIC, the rebuilding process from the Red Wizards of Thay, The Red War EPIC, and the option to play 1 of 2 brand new Red War-centric CCCs! Proceeds go to the Jasper's Game Day charity. Hosted by Bryan Harris.

• *Teen (13+)* • *Grand Gallery AB, Table 13AB*

Adventurers League - Tomb of Annihilation PREMIUM • *Event #635*
Saturday at 10:00 AM, 540 min.

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Richard Van Vels will run an adaptation of the final chapter of Tomb of Annihilation that rewards characters for moving quickly, but punishes those that linger too long. The party begins their adventure in the Tomb of the Nine Trickster Gods and (hopefully) ends with them defeating Acererak and ending the Death Curse! Proceeds go to the Jasper's Game Day charity. Hosted by Richard.

• *Teen (13+)* • *Grand Gallery AB, Table 08AB*

Saturday 10:30 AM

Pew Pew • *Event #651* **Saturday at 10:30 AM, 30 min.**

Pew Pew is a card flicking dexterity game in a Battle Royale setting. Hosted by Joe Hopkins.

• All Ages • Grand Gallery EF, Table 04EF

Filler - Learn to Play • *Event #511* **Saturday at 10:30 AM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• Preteen (8+) • Exhibitor Hall C, SG 20

Tricky Dungeon • *Event #263* **Saturday at 10:30 AM, 90 min.**

The resources of the dungeon cavern are well-known and coveted by many. The gnomes come to mine them, the dragon wants to add them to its board, and the wizard wants them to fuel his magic. And when they meet, they must fight each other - and the cave itself - in this trick-taking game with innovative trump and scoring mechanisms for 3-5 players. Hosted by John du Bois.

• Teen (13+) • Grand Gallery EF, Table 05EF

Adventurers League - DDAL-ELW00 preview w/ Alan Patrick • *Event #656*
Saturday at 10:30 AM, 240 min.

The Embers of the Last War storyline kicks off with What is Past is Prologue, an adventure for 0-level characters by Alan Patrick, with simple rules for 0-level character creation included. The adventure is set in the final days of the Last War before the Day of Mourning and introduces new and experienced players to Eberron and the Embers of the Last War storyline. Alan will also have special giveaways, including Waterdeep Gold Dragon coins! Proceeds go to the Jasper's Game Day charity. Hosted by Alan Patrick.

• All Ages • Grand Gallery AB, Table 07AB

Saturday 11 AM

Duelosaur Island - Learn to Play • *Event #276* **Saturday at 11:00 AM, 60 min.**

Learn to Play with the Designer, Ian Moss. Duelosaur Island is built around a clever hand-management mechanism. Each card in the game serves three potential purposes. They contain the DNA sequences for dinosaurs you could create, the blueprints for attractions you can build, and certain actions that you can take by discarding them. Hosted by Ian Moss.

• Teen (13+) • Exhibitor Hall C, SG 08

Dungeon Date • *Event #708* **Saturday at 11:00 AM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• Teen (13+) • Grand Gallery EF, Table 06EF

AFFLICTION: Salem 1692 • *Event #37* **Saturday at 11:00 AM, 60 min.**

Affliction is a 'historical' worker placement game where you can use your families influence to help keep your family out of the Salem trials, and arrest others so you can steal their land for points. Saving your family helps you build an engine to make your more powerful so you have more choices. Hosted by Brian Lemieux.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Dungeon Alliance - Learn to Play • *Event #257* **Saturday at 11:00 AM, 120 min.**

Andrew Parks, designer, will be teaching you the basic game of Dungeon Alliance. Dungeon Alliance is a deck-building, dungeon-crawling miniatures adventure game that allows players to send 1-4 different teams of adventurers into perilous dungeons in search of experience and treasure. Hosted by Andrew Parks.

• *Teen (13+)* • *Exhibitor Hall C, SG 09*

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #308* **Saturday at 11:00 AM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• *Preteen (8+)* • *Exhibitor Hall C, SG 12*

Starfinder Society - Quest: Into the Unknown, Pt 3-Boarding • *Event #122* **Saturday at 11:00 AM, 60 min.**

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Champions of Midgard - Learn to Play • *Event #217* **Saturday at 11:00 AM, 120 min.**

You are the leader of a Viking clan who has traveled to an embattled Viking harbor town to help defend it against the threat of trolls, draugr, and other mythological Norse beasts. By defeating these epic creatures, players gain glory and the favor of the gods. Champions of Midgard by Grey Fox Games is a middleweight, Viking-themed, worker placement game with dice rolling. Rules will be taught. Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Affliction: Salem 1692 • *Event #363* **Saturday at 11:00 AM, 60 min.**

AFFLICTION is a gaming experience focusing on the events surrounding Salem Massachusetts 1692. You will play a faction within the town or village of Salem, using influence to bring colonists into your circle. You may also use that influence to protect individuals, arrest others, to become more influential or to spread suspicion. Affliction is a highly interactive worker placement game with an engine building and engine disruption mechanic. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Allosaurus • *Event #502* **Saturday at 11:00 AM, 120 min.**

Resource management and area control game where you control an Allosaurus hunting, growing, and adapting to become the best Allosaurus. Hosted by Seth Allison.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Obelisk - Coop, Tower Defense, Strategy • *Event #542* **Saturday at 11:00 AM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 23*

Rotten Refrigerator - Solo or 2 Player • *Event #722* **Saturday at 11:00 AM, 30 min.**

Help me test a quick, but thoughtful game! 1 Player - The refrigerator is full, and the food is going bad, can you empty it before anything goes rotten? 2 Players - Can you remove food from the refrigerator to score more points than your opponent? The chili is worth more points as it ages, but don't let the Chinese leftovers go for too long, you will wish you removed it sooner! With a few cards this game gives you a lot of decisions, making it a quick, fun game to play. Hosted by Scott Dyk.

• *All Ages* • *Grand Gallery EF, Table 15EF*

Paint & Take • *Event #167* **Saturday at 11:00 AM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Bling Bling Gemstone • *Event #484* **Saturday at 11:00 AM, 30 min.**

To set up the game, players create a pillar of discs, with each disc having four colored plastic "gem" pieces slid into notches on its side. On a player's turn, the player takes two swings at the disc tower with a plastic pickaxe. If any gems or discs fall from the tower, the player must keep them. Hosted by Extra Life Hosted by Erik Perkins.

• *All Ages* • *Exhibitor Hall C, SG 22*

Poet's Honor: A Haiku Competition • *Event #50* **Saturday at 11:00 AM, 60 min.**

Vie for the title of Master Poet by writing haiku in response to inspiration cards. Earn honor points when players guess your inspiration, and when you guess theirs. Bonus points are awarded for speed and for using season-words (kigo). Game lasts for 3 rounds (20-25 min.) For 3-7 players, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Nodes • *Event #381* **Saturday at 11:00 AM, 60 min.**

Don't let the pretty colors fool you! Nodes is a Deceptively Simple Strategic Tile Placement Game for 2-4 Players. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Bosk - Learn to Play • *Event #428* **Saturday at 11:00 AM, 60 min.**

Learn to play with the designer, Erica Bouyouris. During the spring in Bosk, players take turns carefully planting trees of various sizes to gain influence in the grove that will determine the points that are scored in summer. When autumn comes, the trees' leaves fall in the rotating direction of the wind to cover the ground. Points are scored in the winter for the player with the most leaves in each region in the grove. (A high quality demo copy, not an actual production copy) Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 15*

Saturday 11 AM continued

Potion Explotion • *Event #490* **Saturday at 11:00 AM, 60 min.**

Dear students, it's time for the final exams of the Potions class! The rules are always the same: Take an ingredient marble from the dispenser and watch the others fall. If you connect marbles of the same color, they explode and you can take them, too! Complete your potions using the marbles you collect, and drink them to unleash their magical power. Hosted by Extra Life Hosted by Erin Nystrom.

• *Preteen (8+)* • *Exhibitor Hall C, SG 21*

Star Wars: The 501st Legion • *Event #99* **Saturday at 11:00 AM, 60 min.**

Albin Johnson (Founder of The 501st), and local troopers describe what it means to be a part of the organization. Recognized worldwide, The 501st has grown beyond Albin's wildest dreams. Presented by: Albin Johnson, John Blizzard, Brent Ashcroft, and Nick LaFave. Hosted by Albin Johnson, John Blizzard.

• *All Ages* • *Grand Gallery G, Theater Seating*

Ticket to Ride • *Event #337* **Saturday at 11:00 AM, 60 min.**

Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets, goal cards that connect distant cities; and to the player who builds the longest continuous route. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 14*

Sentinels of the Multiverse - Learn To Play • *Event #463* **Saturday at 11:00 AM, 60 min.**

A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a far away galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? A team of heroes, all with impressive powers and abilities stand between the world and the forces of evil. Will you help them? Answer the call to protect the multiverse! Hosted by Ryan Hinkley.

• *Teen (13+)* • *Exhibitor Hall C, SG 20*

The 2018 Michigan State Wordsy Championship • *Event #691* **Saturday at 11:00 AM, 180 min.**

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 29*

Saturday 11:30 AM

Barndance Potluck • *Event #638* **Saturday at 11:30 AM, 90 min.**

Med-Light Simultaneous Action Selection Game. 2-5 Players. Approx 45 Min. It's a party! You've got just a little time to prepare some food, practice your secret dance moves, and arrive in style. Are you going to show up balancing your piping hot tater-tot hotdish while riding a unicycle or will you be the one in the tight jeans, dancing a jig, and playing the harmonica? Players simultaneously select actions and balance time and resources as they prepare for the amazing Barndance Potluck! Hosted by Dave Fankhanel.

• *Teen (13+)* • *Grand Gallery EF, Table 08EF*

Saturday 11:30 AM continued

Trench • *Event #72* **Saturday at 11:30 AM, 30 min.**

This highly popular game is not yet available in the USA. Reminiscent of chess, this WWI themed game flows much quicker. Pieces in the Trench cannot be taken from enemy territory and can take multiple pieces. No experience necessary to demo. Featured at the Mind Sports Olympiad. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Rotten Refrigerator - Solo or 2 Player • *Event #723* **Saturday at 11:30 AM, 30 min.**

Help me test a quick, but thoughtful game! 1 Player - The refrigerator is full, and the food is going bad, can you empty it before anything goes rotten? 2 Players - Can you remove food from the refrigerator to score more points than your opponent? The chili is worth more points as it ages, but don't let the Chinese leftovers go for too long, you will wish you removed it sooner! With a few cards this game gives you a lot of decisions, making it a quick, fun game to play. Hosted by Scott Dyk.

• *All Ages* • *Grand Gallery EF, Table 15EF*

Stuffed Fables (Charity Game) • *Event #359* **Saturday at 11:30 AM, 120 min.**

Extra Life Play to Win Charity Game: Stuffed Fables is an unusual adventure game in which players take on the roles of brave stuffies seeking to save the child they love from a scheming, evil mastermind. Coop. One random player will take home the game! Hosted by Jen Suttorp.

• *All Ages* • *Exhibitor Hall C, SG 16*

Ticket to Ride • *Event #495* **Saturday at 11:30 AM, 90 min.**

Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets, goal cards that connect distant cities; and to the player who builds the longest continuous route. Hosted by Extra Life. Hosted by Erik Perkins.

• *Preteen (8+)* • *Exhibitor Hall C, SG 22*

Pathfinder Society Adventure Card Guild Slot 2 • *Event #233* **Saturday at 11:30 AM, 120 min.**

PFS ACG - Player Selected Scenario from Season of the Shackles or Runelords. Hosted by Matt Boettcher.

• *Preteen (8+)* • *Grand Gallery CD, Table 07CD*

Saturday 12 PM

Making Board Game Prototypes • *Event #701* **Saturday at 12:00 PM, 60 min.**

A short introduction to thegamecrafter.com followed by your questions about making prototypes and short run board games. Hosted by JT Smith.

• *Teen (13+)* • *Grand Gallery G, Theater Seating*

Munchkin Collectible Card Game - Learn to Play • *Event #418* **Saturday at 12:00 PM, 60 min.**

Learn to play with the designer, Kevin Wilson. Munchkin Collectible Card Game is a combat game in which two players level up turn after turn, put loot into play to give themselves benefits, and attack (or bluff attacks!) against one another. Eliminate the other player first, and you win! In the words of co-designer Eric Lang, "'[Munchkin Collectible Card Game] is a very different game from Munchkin. Imagine all the awesome humor of Munchkin as a short, competitive head-to-head slugfest." Hosted by Kevin Wilson.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Detective: A Modern Crime Board Game - Learn to Play • *Event #292*
Saturday at 12:00 PM, 120 min.

Learn to play with the designer, Ignacy Trzewiczek. Detective: A Modern Crime Board Game you are going to solve FIVE different cases and find out what connects them, you are going to BREAK THE 4th WALL by using every resource you can, you are going to browse the game's DEDICATED DATABASE simulating agency's resources, you will enter a city maze of old mysteries and fresh CRIME, and you will be able to COOPERATE with other agents or solve the mystery on your own. Hosted by Ignacy Trzewiczek.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Starfinder Society - Quest: Into the Unknown, Pt 4-Salvage • *Event #127*
Saturday at 12:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Adventurers League - DDAL00-02b The Weirding Vats • *Event #564*
Saturday at 12:00 PM, 120 min.

Goblins abound! Strange goblins have been sighted in the farm lands south of Hillsfar! Locals report that they have been straying from the forest-realm of Cormanthor to the south in increasing numbers, and beg you to put an end to their incursions! Hosted by Prescott Gallagher.

• *All Ages* • *Grand Gallery AB, Table 01AB*

Obelisk - Coop, Tower Defense, Strategy • *Event #544* **Saturday at 12:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Adventurers League - DDAL08-01 Map with No Names • *Event #578*
Saturday at 12:00 PM, 120 min.

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. Hosted by Ashleigh Bishop.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Adventurers League - DDAL08-02 Beneath the City of the Dead • *Event #586*
Saturday at 12:00 PM, 120 min.

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. Hosted by Robert Ditsch.

• *All Ages* • *Grand Gallery AB, Table 06AB*

Cthulhu Wars • *Event #627* **Saturday at 12:00 PM, 120 min.**

The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about bringing about the end of the world. Learn to Play, full game demonstration. Experienced players will have the opportunity to demo new 2019 faction expansion, the Daemon Sultan. Winner will recieve a free copy of "Theomacy", courtesy of Petersen Games. Hosted by Allen Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 24*

Legacy at Sea • *Event #379* **Saturday at 12:00 PM, 60 min.**

(Pre-release) Given few options, many chose a life of plunder and strife. Existence aboard a pirate ship is anything but easy. Cramped quarters, storms, rats and infested food, most will be lucky to survive. A few could even find fortune. Be skilled and your name may live on in history. How will you be remembered? * Easy but interesting combat and plunder system. * Upgrade your ships: You may add cannon, crew, and officers. * Key Event Cards: Each card adds a story element to the game. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

Legends of Draxia • *Event #17* **Saturday at 12:00 PM, 60 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. 35-45 minute play time. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Atlantis Rising • *Event #236* **Saturday at 12:00 PM, 120 min.**

In this cooperative worker placement game, you are a team of Atlantean councilors charges with saving the people of Atlantis before the island floods Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Rhino Hero: Super Battle • *Event #491* **Saturday at 12:00 PM, 30 min.**

Rhino Hero is back on the job, and this time not only does the wobbly skyscraper need to be climbed, but there will also be fierce battles between the four super-heroes Rhino Hero, Giraffe Boy, Big E. and Batguin. Who will win the battles and not let themselves be bothered by the mean, hanging spider monkeys? Hosted by Extra Life Hosted by Erin Nystrom.

• *All Ages* • *Exhibitor Hall C, SG 10*

Striking Flint • *Event #246* **Saturday at 12:00 PM, 90 min.**

December 1936. Flint, Michigan. The newly formed United Auto Workers has been ignored by General Motors, the city's largest employer. As a final effort to gain leverage, you and your fellow UAW members must shut the factory down with a sit-down strike, a strike where the workers go to work and occupy work stations so that production can't be completed. A cooperative worker placement/area control game for 1-5 players. Hosted by John du Bois.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Saturday 12 PM continued

Century: Eastern Wonders (Charity Game) • *Event #332* **Saturday at 12:00 PM, 60 min.**

Extra Life Play to Win Charity Game - Century: Eastern Wonders invites fans to return to the exciting world of spice trading as players take to the high seas in the role of merchants seeking to prosper in the exotic Indonesian islands. Century: Eastern Wonders offers new, satisfying game mechanisms that provide infinite replayability and countless strategies. The winner takes home the game! Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

News@11 - Learn to Play • *Event #281* **Saturday at 12:00 PM, 30 min.**

Learn to Play with the designer, Ian Moss. News@11 is a recursive storytelling game in which the players are anchors at a news desk or on assignment in a world going weird. The game is played in three rounds: Morning News, News at Noon and Evening Edition, in which the players take turns making up news stories, using elements from the previous rounds, as well as bringing new items in. They have to think on their feet and adapt their news stories to different newscaster roles. Hosted by Ian Moss.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Arena Cosmachus Playtest • *Event #523* **Saturday at 12:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 10EF*

Saturday 12:30 PM

News@11 - Learn to Play • *Event #282* **Saturday at 12:30 PM, 30 min.**

Learn to Play with the designer, Ian Moss. News@11 is a recursive storytelling game in which the players are anchors at a news desk or on assignment in a world going weird. The game is played in three rounds: Morning News, News at Noon and Evening Edition, in which the players take turns making up news stories, using elements from the previous rounds, as well as bringing new items in. They have to think on their feet and adapt their news stories to different newscaster roles. Hosted by Ian Moss.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Hogg Wild For Wealth • *Event #80* **Saturday at 12:30 PM, 30 min.**

Easy to learn financial card game where players buy and sell investments in a quest to build massive wealth during a randomly changing economy. After a pre-determined number of economic cycles have play-out, players count their fortunes and determine the game's Topp Hogg. Hosted by Richard Parker.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

"Remnants in Wetlands" - Pokemon SMD for Genesys • *Event #323* **Saturday at 12:30 PM, 300 min.**

Roughly 15 years after the events of Pokemon Super Mystery Dungeon, a team of adventurers from the exploration guild is hired by a Pikachu client to help protect her on an expedition to find a hidden temple deep in a wetland dungeon area, but is there more to this quest then their client is telling them? Pre-generated characters and dice will be provided by the GM and no previous experience with the Genesys RPG system is required. Hosted by Aaron Connell.

• *Preteen (8+)* • *Grand Gallery CD, Table 13CD*

Saturday 12:30 PM continued

Suspect • *Event #469* **Saturday at 12:30 PM, 60 min.**

An all-versus-1 game of memory and dynamic set collection in 20-40 mins. One player (the suspect) chooses their crime while the other players (the detectives) play evidence cards on lines of questioning to suss out the truth. On their turn, the suspect tampers with the case. This tug of war continues until the deck runs out and with one final guess, the detectives decide the suspect's fate. **GIVEAWAY** Come playtest for a chance to win a new copy of Hocus from Hyperbole Games! Hosted by Matt Knaack.

• *Teen (13+)* • *Grand Gallery EF, Table 07EF*

The Rise of Havok • *Event #393* **Saturday at 12:30 PM, 60 min.**

Players are dispatched to protect Eden Forge (Earth) and Survive the Rising Tides of Havok - pulsing energy waves of chaos destroying everything in it's path. Play is semi-cooperative. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 06EF*

Rhino Hero: Super Battle • *Event #492* **Saturday at 12:30 PM, 30 min.**

Rhino Hero is back on the job, and this time not only does the wobbly skyscraper need to be climbed, but there will also be fierce battles between the four super-heroes Rhino Hero, Giraffe Boy, Big E. and Batguin. Who will win the battles and not let themselves be bothered by the mean, hanging spider monkeys? Hosted by Extra Life Hosted by Erin Nystrom.

• *All Ages* • *Exhibitor Hall C, SG 10*

Saturday 1 PM

Hogg Wild for Wealth • *Event #81* **Saturday at 1:00 PM, 30 min.**

Easy to learn financial card game where players buy and sell investments in a quest to build massive wealth during a randomly changing economy. After a pre-determined number of economic cycles have play-out, players count their fortunes and determine the game's Topp Hogg. Hosted by Richard Parker.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Dungeon Date • *Event #709* **Saturday at 1:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 08EF*

Kids on Bikes - A Small Town Happening (Charity Game) • *Event #164*
Saturday at 1:00 PM, 240 min.

Kids on Bikes is a Collaborative Storytelling RPG set in small towns with big adventure! In Kids on Bikes, you take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. Jon Gilmour, one of the designers will be running this event. Pre-generated characters will be provided, and all those that participate will receive a copy of the Kids on Bikes book. Enjoy your adventures! Hosted by Doug Levandowski.

• *Teen (13+)* • *Grand Gallery H, Charity 002*

The Strange Case of Dr. Jekyll & Mr. Hyde • *Event #33* **Saturday at 1:00 PM, 60 min.**

Play an unpublished prototype of the game The Strange Case of Dr. Jekyll & Mr. Hyde from designer Adam Hill. This unique 2-player deck-builder is saturated with theme and asymmetrical win conditions as players compete for control of the one person. 30-45 mins/game. Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Mouseguard - Learn to Play • *Event #553* **Saturday at 1:00 PM, 240 min.**

Be a part of a band of hopeful mice seeking to join the fabled Mouse Guard. Your task, escort an Elder Mouse to the annual conclave of mice in Lockhaven, and, once there, petition to be accepted as a Guardmouse. This is a great opportunity to learn the acclaimed RPG based off the Burning Wheel system based off the beautiful comic series of the same name. Hosted by Peter Ross.

• *Teen (13+)* • *Grand Gallery CD, Table 14CD*

Legends of Sleepy Hollow - Learn to Play • *Event #213* **Saturday at 1:00 PM, 60 min.**

DEMO ONLY - Three days after the disappearance of Ichabod Crane, four Tarrytown residents with strange ties to the supernatural venture into an ever-darkening Sleepy Hollow to uncover its mysteries. Come play with Chris Kirkman from Greater Than Games and learn more about this macabre world in design. Hosted by Chris Kirkman.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

Starfinder Society - Quest: Into the Unknown, Pt 5-Lawblight • *Event #131* **Saturday at 1:00 PM, 60 min.**

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Winner's Circle • *Event #132* **Saturday at 1:00 PM, 60 min.**

A light game of horse racing where players bet on several of seven horses to try to gain the most money by the end of the game. Hosted by craig.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Agent 299 • *Event #365* **Saturday at 1:00 PM, 30 min.**

Agent 299 is a portable, small, fast game. The game is easy to learn and will gradually reveal more information as you play. Each round consists of 2 phases. Interrogation and Disclosure. Each agent will interrogate another and trade information. Once each player has done this, the first player will flip over one of their cards revealing new information. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 09*

Obelisk - Coop, Tower Defense, Strategy • *Event #545* **Saturday at 1:00 PM, 60 min.**

Triggering the end game at the right time and not blowing your cover is the tricky part. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Planet of the Apes • *Event #356* **Saturday at 1:00 PM, 120 min.**

Learn to play with the designer, Richard Launius. Planet of the Apes puts 1-4 players on a crash course with feral foes, deadly environments, and unbridled psychological horror! In an innovative twist on the cooperative board game genre, each player takes control of one aspect of Colonel George Taylor's psyche, and must work together to survive the Planet of the Apes! Hosted by Richard Launius.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

Rotten Refrigerator - Solo or 2 Player • *Event #724* **Saturday at 1:00 PM, 30 min.**

Help me test a quick, but thoughtful game! 1 Player - The refrigerator is full, and the food is going bad, can you empty it before anything goes rotten? 2 Players - Can you remove food from the refrigerator to score more points than your opponent? The chili is worth more points as it ages, but don't let the Chinese leftovers go for too long, you will wish you removed it sooner! With a few cards this game gives you a lot of decisions, making it a quick, fun game to play. Hosted by Scott Dyk.

• *All Ages* • *Grand Gallery EF, Table 15EF*

Open Legend RPG "Stabby's House" • *Event #402* **Saturday at 1:00 PM, 180 min.**

A group of paranormal investigators is hired to investigate one of the most haunted houses in the area. Legends of the house tell of a demonic imp that sews souls into the fabric of the house. Can you solve the mysteries inside to escape, or will you be consumed by the house? New players welcome. Characters provided. Game rules free at: www.openlegendrpg.com. Hosted by Extra Life. Hosted by Del Yakes.

• *Adult (18+)* • *Grand Gallery CD, Table 12CD*

Fleet: The Dice Game - Learn To Play • *Event #345* **Saturday at 1:00 PM, 60 min.**

Learn to play with the designer, Matt Riddle. Fleet: The Dice Game is an exciting new strategic roll and write dice game from the creators of Fleet! Fleet: The Dice Game is heavier than many roll and write games and captures the tense, meaningful decisions of Fleet. Fleet: The Dice Game is for 1-4 players. In Fleet: The Dice Game, you are back in beautiful Ridback Bay to reap its rewards! Fleet: The Dice Game takes place over 10 rounds with each round having two phases. Hosted by Matt Riddle.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Sagrada (Charity Game) • *Event #420* **Saturday at 1:00 PM, 60 min.**

each player builds a stained glass window by building up a grid of dice on their player board. Each board has some restrictions on which color or shade (value) of die can be placed there. Dice of the same shade or color may never be placed next to each other. Dice are drafted in player order, with the start player rotating each round, snaking back around after the last player drafts two dice. Scoring is variable per game based on achieving various patterns and varieties of placement. Hosted by Erik Perkins.

• *Preteen (8+)* • *Exhibitor Hall C, SG 13*

Kids on Bikes - A Small Town Happening (Charity Game) • *Event #163*
Saturday at 1:00 PM, 240 min.

Kids on Bikes is a Collaborative Storytelling RPG set in small towns with big adventure! In Kids on Bikes, you take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. Jon Gilmour, one of the designers will be running this event. Pre-generated characters will be provided, and all those that participate will receive a copy of the Kids on Bikes book. Enjoy your adventures! Hosted by Jonathan Gilmour.

• *Teen (13+)* • *Grand Gallery H, Charity 001*

The 2018 Michigan State ICECOOL Championship • *Event #685* **Saturday at 1:00 PM, 180 min.**

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 33*

Castles of the Conqueror • *Event #92* **Saturday at 1:00 PM, 120 min.**

Players will assume the role of tenants-in-chief, appointed by King William the Conqueror to build and fortify a castle in his/her manor. Players will balance actions for gathering resources, building fortifications and hiring artisans. After 3 years whoever establishes the greatest castle wins! Hosted by Jchon Bahl II.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Dominion Tournament • *Event #77* **Saturday at 1:00 PM, 300 min.**

5 games of Dominion to determine the champion. Either play for fun or be competitive. All expansions (including Nocturne) will be utilized. Prize for winner, and lesser prizes for other categories. All gaming supplies will be provided. No matter how well you do, you will play all 5 games. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 25*

Whose Dungeon Is It Anyway? - Live Recorded • *Event #304* **Saturday at 1:00 PM, 120 min.**

MC'd by Iron GM's very own, Rone Barton! Join Latvia's formerly number 1 RPG podcast Are You Wearing A Helmet as it's cast and crew crawl through a dungeon generated right before you. Even better, you the audience will play a crucial role in the game itself, deciding at crucial points where the game goes and what the party encounters. Bring your most devilish ideas and a sense of humour as you watch five morons do your bidding and more than likely bicker over imaginary money. Hosted by Brent Baumunk, Eric Wisniewski, Rob Mountney, Rone Barton.

• *Teen (13+)* • *Grand Gallery H, Theater Seating*

Pandemic: Iberia • *Event #335* **Saturday at 1:00 PM, 60 min.**

Set in 1848, Pandemic Iberia asks you to take on the roles of nurse, railwayman, rural doctor, sailor, and more to find the cures to malaria, typhus, the yellow fever, and cholera. From Barcelona to Lisboa, 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. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 10*

The Others • *Event #186* **Saturday at 1:00 PM, 120 min.**

Balance purity and corruption as you travel the city fighting one of the seven deadly sins in this one versus many game from CMON. The Others is easy to learn, hard to master. Played using beautifully painted miniatures. Game host will run the deadly sin. You will join a team of four heroes. Hosted by David Reynolds.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Saturday 1 PM continued

Monopoly Gamer: Mario Kart • *Event #450* **Saturday at 1:00 PM, 120 min.**

Move around the game board as Mario, Princess Peach, Luigi, or Toad; buy iconic Mario Kart properties such as Bowser's Castle and Rainbow Road. Pass Go to trigger a race from Mario Kart Cup, dodge banana peel tokens, toss shells, and collect coins. A super star space activates special abilities and rolling the power-up die adds a special boost. Winning in this game is all about winning races! Who will end up with the coveted Grand Prix card? Hosted by Extra Life. Hosted by Erin Nystrom.

• *All Ages • Exhibitor Hall C, SG 12*

Munchkin Collectible Card Game - Learn to Play • *Event #416* **Saturday at 1:00 PM, 60 min.**

Learn to play with the designer, Kevin Wilson. Munchkin Collectible Card Game is a combat game in which two players level up turn after turn, put loot into play to give themselves benefits, and attack (or bluff attacks!) against one another. Eliminate the other player first, and you win! In the words of co-designer Eric Lang, "'[Munchkin Collectible Card Game] is a very different game from Munchkin. Imagine all the awesome humor of Munchkin as a short, competitive head-to-head slugfest." Hosted by Kevin Wilson.

• *Teen (13+) • Exhibitor Hall C, SG 11*

Saturday 1:30 PM

Tricky Dungeon • *Event #251* **Saturday at 1:30 PM, 90 min.**

The resources of the dungeon cavern are well-known and coveted by many. The gnomes come to mine them, the dragon wants to add them to its board, and the wizard wants them to fuel his magic. And when they meet, they must fight each other - and the cave itself - in this trick-taking game with innovative trump and scoring mechanisms for 3-5 players. Hosted by John du Bois.

• *Teen (13+) • Grand Gallery EF, Table 05EF*

Rotten Refrigerator - Solo or 2 Player • *Event #725* **Saturday at 1:30 PM, 30 min.**

Help me test a quick, but thoughtful game! 1 Player - The refrigerator is full, and the food is going bad, can you empty it before anything goes rotten? 2 Players - Can you remove food from the refrigerator to score more points than your opponent? The chili is worth more points as it ages, but don't let the Chinese leftovers go for too long, you will wish you removed it sooner! With a few cards this game gives you a lot of decisions, making it a quick, fun game to play. Hosted by Scott Dyk.

• *All Ages • Grand Gallery EF, Table 15EF*

Hollywood Haiku: the poetic party game for movie lovers • *Event #48*
Saturday at 1:30 PM, 60 min.

The movie trivia game in which all the clues are written as haiku! Players take turns reading clues, and the first to give the correct answer collects the card and becomes the next reader. The first player to collect seven cards wins. With clues to over 1,000 movies of all types: action, comedy, drama, science fiction, and many more. 20-40 min., for 3-8 players or teams, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+) • Grand Gallery EF, Table 02EF*

Paint & Take • *Event #172* **Saturday at 1:30 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages • Exhibitor Hall C, PT 04*

Saturday 2 PM

Whispers of Starfall Part 1 • *Event #56* **Saturday at 2:00 PM, 240 min.**

Starfall - A term whispered by only the very few with the knowledge or wisdom to know the significance of that word. In the village of Hyran a team of adventurers begins to celebrate the holiday week of Brewfest, taking a chance to rest; but adventure is never far away when evil plots. Hosted by Troy Mepyans.

• *All Ages* • *Grand Gallery CD, Table 01CD*

Hogg Wild For Wealth • *Event #82* **Saturday at 2:00 PM, 30 min.**

Easy to learn financial card game where players buy and sell investments in a quest to build massive wealth during a randomly changing economy. After a pre-determined number of economic cycles have play-out, players count their fortunes and determine the game's Topp Hogg. Hosted by Richard Parker.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Marvel Strike Teams - Learn to Play • *Event #260* **Saturday at 2:00 PM, 60 min.**

Learn to Play Marvel Strike Force with the designer, Andrew Parks. Marvel Strike Teams puts players in the role of some of their favorite Marvel Universe heroes and villains. Two to five players face off in a classic battle of good versus evil. Everyone gets a character with a HeroClix combat dial to track their level and build points. Hosted by Andrew Parks.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

The Artemis Project--Play with the Designer • *Event #667* **Saturday at 2:00 PM, 120 min.**

The terrain is both brutal and magnificent. My team and I are fighting against the odds and against other explorers to make a viable, sustainable colony on Jupiter's smallest moon. Establish the best colony in this dice (dis)placement, engine building, set collection game. The GM will be co-Designer Daniel Rocchi. Hosted by Daniel Rocchi, Marc Specter.

• *Teen (13+)* • *Exhibitor Hall C, SG 15*

Dungeon Date • *Event #710* **Saturday at 2:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 08EF*

Pathfinder Society - 9-22: Grotto of the Deluged God • *Event #182*
Saturday at 2:00 PM, 300 min.

A Pathfinder Society Scenario designed for levels 1-5. Hosted by Matt Boettcher.

• *Preteen (8+)* • *Grand Gallery CD, Table 10CD*

Pathfinder Society - 9-23: The Ghol-Gan Heresy • *Event #183* **Saturday at 2:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 7-11. Hosted by Alan Kaekel.

• *Preteen (8+)* • *Grand Gallery CD, Table 07CD*

The Strange Case of Dr. Jekyll & Mr. Hyde • *Event #32* **Saturday at 2:00 PM, 60 min.**

Play an unpublished prototype of the game The Strange Case of Dr. Jekyll & Mr. Hyde from designer Adam Hill. This unique 2-player deck-builder is saturated with theme and asymmetrical win conditions as players compete for control of the one person. 30-45 mins/game. Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Cthulhu Wars • *Event #670* **Saturday at 2:00 PM, 120 min.**

The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take the part of various cosmic horrors seeking to dominate the world. Learn to Play, full game demonstration. If experienced, will get opportunity to demo 2019 faction expansion, the Daemon Sultan. Sponsored by Petersen Games. Hosted by Allen Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 14*

Designing with the Pros Session B • *Event #9* **Saturday at 2:00 PM, 60 min.**

MC: Mandi Hutchinson of Dice Tower, and presented by Adam Sadler, Brady Sadler, Matt Riddle, Ben Pinchback, and Rob Daviau. Are you inspired to design your own games? Hear from some industry pros on how they got started. Discover their high and low points with game design, and how they achieve their desired results. Hosted by Adam Sadler, Ben Pinchback, Brady Sadler, Mandi Hutchinson, Matt Riddle, Rob Daviau.

• *Teen (13+)* • *Grand Gallery G, Theater Seating*

Pathfinder Society - 10-01: Oathbreakers Die • *Event #210* **Saturday at 2:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 1-5. Hosted by Phoebe Harris.

• *Preteen (8+)* • *Grand Gallery CD, Table 09CD*

Pathfinder Society - 9-19: Clash in Kaimuko Wood • *Event #211* **Saturday at 2:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Isabelle Lee.

• *Preteen (8+)* • *Grand Gallery CD, Table 08CD*

Starfinder Society - 1-99: The Scoured Stars Invasion • *Event #151*
Saturday at 2:00 PM, 300 min.

A Starfinder Society Scenario designed for levels 1-8. This is a Multi-Table Event Hosted by Kayla Miller, Luke Miller, Matt Haddix, Michael Morairty, Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 02CD*

Continuum - The Spacetime Strategy Game • *Event #659* **Saturday at 2:00 PM, 60 min.**

Unique abstract strategy game using sand timers with various times and movement rules on a hexagonal board. Each piece is flipped when moved, and cannot be moved again until its sand runs out; this also sets the timer for your opponent's turn. Capture the opponent's main piece (the "Traveler"), or their base to win the game! Hosted by Joe Boyden.

• *Teen (13+)* • *Grand Gallery EF, Table 07EF*

Rising 5: Runes of Asteros - Learn to Play • *Event #224* **Saturday at 2:00 PM, 60 min.**

Find the lost runes and save the planet Asteros! A long, long time ago, the ancient King of Asteros confined the brutal monsters in the Rune Gate and sealed it with four divine runes. But five days ago, a mysterious evil power opened the gate and changed the code. Rising 5: Runes of Asteros by Grey Fox Games is a co-operative deduction and adventure game. Rules will be taught. Hosted by James Turnwald.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Legends of Sleepy Hollow - Learn to Play • *Event #214* **Saturday at 2:00 PM, 60 min.**

DEMO ONLY - Three days after the disappearance of Ichabod Crane, four Tarrytown residents with strange ties to the supernatural venture into an ever-darkening Sleepy Hollow to uncover its mysteries. Come play with Chris Kirkman from Greater Than Games and learn more about this macabre world in design. Hosted by Chris Kirkman.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

Obelisk - Coop, Tower Defense, Strategy • *Event #546* **Saturday at 2:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Pathfinder Society - 10-03: Death on the Ice • *Event #158* **Saturday at 2:00 PM, 300 min.**

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Geoffery Wing.

• *Preteen (8+)* • *Grand Gallery CD, Table 06CD*

Finding Ashton Sanguine (D&D 5e) • *Event #139* **Saturday at 2:00 PM, 240 min.**

Your adventuring company, the Sword Coast Guard, has been commissioned by Captain Rulathon of Waterdeep to track down Ashton Sanguine, a dangerous criminal, and bring him back to the city for justice. However, you're not the only one looking for him... Hosted by Luke Hart.

• *Adult (18+)* • *Grand Gallery AB, Table 14AB*

Psychological Warfare • *Event #386* **Saturday at 2:00 PM, 60 min.**

A twisted humorous psychology themed strategic 1/2 hour card game. Psychological Warfare employs a unique mechanic where your increasing emotional baggage begins to restrict your choices. At the same time you must balance your mental energy and play your cards wisely. Scoring is measured by how well you meet your 4 basic needs. To win, you need to be just a little bit better than everyone else. Defense Mechanisms, Phobias, Neurosis, Backhanded Compliments and a whole lot more. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Legends of Draxia Tournament • *Event #20* **Saturday at 2:00 PM, 120 min.**

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game. Prizes from the Mythica Gaming vendor booth! Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 23*

Bosk - Learn to Play • *Event #429* **Saturday at 2:00 PM, 60 min.**

Learn to play with the designer, Erica Bouyouris. During the spring in Bosk, players take turns carefully planting trees of various sizes to gain influence in the grove that will determine the points that are scored in summer. When autumn comes, the trees' leaves fall in the rotating direction of the wind to cover the ground. Points are scored in the winter for the player with the most leaves in each region in the grove. (A high quality demo copy, not an actual production copy) Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

End of the Trail • *Event #242* **Saturday at 2:00 PM, 60 min.**

You are prospectors who are in search for Gold in the California gold fields in 1849. Use multi-use cards to prospect for gold & build the best 5 card poker hand to win. Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Continuum - The Spacetime Strategy Game • *Event #693* **Saturday at 2:00 PM, 90 min.**

Unique abstract strategy game using sand timers with various times and movement rules on a hexagonal board. Each piece is flipped when moved, and cannot be moved again until its sand runs out; this also sets the timer for your opponent's turn. Capture the opponent's main piece (the "Traveler"), or their base to win the game! Hosted by Joe Boyden.

• *Teen (13+)* • *Grand Gallery EF, Table 09EF*

Azul (Charity Game) • *Event #331* **Saturday at 2:00 PM, 60 min.**

Extra Life Play to Win Charity Game: In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins... and they get to take home the game! Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 09*

Arena Cosmachus Playtest • *Event #524* **Saturday at 2:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 10EF*

"Return to Nature" (D&D/Swords & Wizardry RPG) • *Event #88* **Saturday at 2:00 PM, 120 min.**

All ages & experience level welcome. The adventurers travel from hills, to shore, to forest to retrieve & deliver a secret cargo before it falls in to wrong hands. Materials & pre-gens provided. Rules modified for experience & age. Hosted by David Perrin.

• *All Ages* • *Grand Gallery CD, Table 11CD*

Adventurers League - DDAL00-01 Window to the Past • *Event #561*

Saturday at 2:30 PM, 240 min.

When a Thayan research expedition returns from the Glacier of the White Wyrm with only two survivors that are reduced to whispering about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers. Hosted by Connor Self.

• *All Ages* • *Grand Gallery AB, Table 10AB*

Adventurers League - DDAL00-02c Spawn of Maimed Virulence • *Event #566*

Saturday at 2:30 PM, 120 min.

Before his death, the green dragon The Maimed Virulence, Vorgansharax, had many mates across Faerun. The forest of Cormanthor and surrounding areas have become a battleground between sibling dragons, all vying for the choicest territory. Can a band of adventurers protect Hillsfar by either defeating or negotiating with the spawn of The Maimed Virulence? Hosted by Atis Kleinbergs.

• *All Ages* • *Grand Gallery AB, Table 07AB*

Adventurers League - DDAL08-00 Once in Waterdeep • *Event #571*

Saturday at 2:30 PM, 240 min.

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An introductory adventure for Season 8. Hosted by Jacob.

• *All Ages* • *Grand Gallery AB, Table 03AB*

Hollywood Haiku: the poetic party game for movie lovers • *Event #47*

Saturday at 2:30 PM, 60 min.

The movie trivia game in which all the clues are written as haiku! Players take turns reading clues, and the first to give the correct answer collects the card and becomes the next reader. The first player to collect seven cards wins. With clues to over 1,000 movies of all types: action, comedy, drama, science fiction, and many more. 20-40 min., for 3-8 players or teams, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Adventurers League - DDAL08-02 Beneath the City of the Dead • *Event #587*

Saturday at 2:30 PM, 120 min.

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. Hosted by Ashleigh Bishop.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Adventurers League - DDAL08-03 Dock Ward Double Cross • *Event #589*

Saturday at 2:30 PM, 120 min.

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Hosted by Robert Ditsch.

• *All Ages* • *Grand Gallery AB, Table 06AB*

Saturday 2:30 PM continued

Bling Bling Gemstone • *Event #485* **Saturday at 2:30 PM, 30 min.**

To set up the game, players create a pillar of discs, with each disc having four colored plastic "gem" pieces slid into notches on its side. On a player's turn, the player takes two swings at the disc tower with a plastic pickaxe. If any gems or discs fall from the tower, the player must keep them. Hosted by Extra Life Hosted by Erik Perkins.

• *All Ages* • *Exhibitor Hall C, SG 13*

Adventurers League - DDAL08-03 Dock Ward Double Cross • *Event #592*
Saturday at 2:30 PM, 240 min.

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. The run time of this adventure has been extended so bonus objectives can be completed. Hosted by Dan DeHaan.

• *All Ages* • *Grand Gallery AB, Table 05AB*

Crystal Hex • *Event #376* **Saturday at 2:30 PM, 60 min.**

Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 1-4 Players. Hosted by Ryan Wilson.

• *Preteen (8+)* • *Grand Gallery EF, Table 06EF*

Adventurers League - DDHC-XGE-01 Rats of Waterdeep • *Event #605*
Saturday at 2:30 PM, 240 min.

Solve a brutal crime on the mean streets of Waterdeep in this madcap murder mystery for 1st-4th level characters. This adventure was brought to you by D&D Adventurers League admin Lysa Chen and Tomb of Annihilation author Will Doyle, as part of the Guild Adepts program. Hosted by Alan Drake.

• *All Ages* • *Grand Gallery AB, Table 01AB*

Adventurers League - MIND01-03 Dream Walker • *Event #615* **Saturday at 2:30 PM, 240 min.**

The characters reach the lair of an elder brain and must make their way through its minions to recover the refugees. May be able to get most the refugees out without facing the elder brain. But leaving the menace alive may have consequences too dire to ignore. Hosted by Rey Castellon.

• *All Ages* • *Grand Gallery AB, Table 04AB*

Saturday 3 PM

Pints and Loggers • *Event #637* **Saturday at 3:00 PM, 120 min.**

Medium-Heavy Euro 2-6 Player 60-100 minutes - feat. bidding/worker placement/resource management In Pints and Loggers, you are struggling to manage a logging crew through the unpredictable seasons until you have survived at least four winters. The woods becomes more treacherous over time, while the village continually reinvents itself as new buildings are needed. Manage your crew efficiently each season and maybe, if you are lucky, Paul or Babe will help you out. Hosted by Dave Fankhanel.

• *Teen (13+)* • *Grand Gallery EF, Table 08EF*

Hogg Wild for Wealth • *Event #78* **Saturday at 3:00 PM, 30 min.**

Easy to learn financial card game where players buy and sell investments in a quest to build massive wealth during a randomly changing economy. After a pre-determined number of economic cycles have play-out, players count their fortunes and determine the game's Topp Hogg. Hosted by Richard Parker.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Dungeon Date • *Event #711* **Saturday at 3:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 11EF*

Fleet: The Dice Game - Learn To Play • *Event #341* **Saturday at 3:00 PM, 60 min.**

Learn to play with the designer, Ben Pinchback. Fleet: The Dice Game is an exciting new strategic roll and write dice game from the creators of Fleet! Fleet: The Dice Game is heavier than many roll and write games and captures the tense, meaningful decisions of Fleet. Fleet: The Dice Game is for 1-4 players. In Fleet: The Dice Game, you are back in beautiful Ridback Bay to reap its rewards! Fleet: The Dice Game takes place over 10 rounds with each round having two phases. Hosted by Ben Pinchback.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Wizards For Hire • *Event #31* **Saturday at 3:00 PM, 60 min.**

Play an unpublished prototype of the game Wizards For Hire designed by Adam Hill. In this worker placement euro, players compete for employee of the month at Ye Olde Magic Shoppe. But the shop doesn't just sell magic, it is magic! 45-60mins Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Machina Arcana • *Event #468* **Saturday at 3:00 PM, 180 min.**

In Machina Arcana, players take on the role of explorers who are investigating an ancient subterranean complex of unknown origin. They face monsters inspired by H. P. Lovecraft's Cthulhu mythos in a steampunk setting. The adventurers collect equipment, interact and utilize their environment, fight monsters, and immerse themselves in the rich narrative elements. Hosted by Michael Murphy.

• *Teen (13+)* • *Exhibitor Hall C, SG 12*

Flash Point - Fire Rescue • *Event #40* **Saturday at 3:00 PM, 60 min.**

Flash Point - Fire Rescue is a fully co-op game for 1-6 players, playable in 30 - 60 minutes (however, I have lost it in 13). You are on a team of elite firefighters attempting to save people and animals from a burning building, can you work together to save them, before the building collapses? Hosted by Brian Lemieux.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Suspect • *Event #473* **Saturday at 3:00 PM, 60 min.**

An all-versus-1 game of memory and dynamic set collection in 20-40 mins. One player (the suspect) chooses their crime while the other players (the detectives) play evidence cards on lines of questioning to suss out the truth. On their turn, the suspect tampers with the case. This tug of war continues until the deck runs out and with one final guess, the detectives decide the suspect's fate. **GIVEAWAY** Come playtest for a chance to win a new copy of Hocus from Hyperbole Games! Hosted by Matt Knaack.

• *Teen (13+)* • *Grand Gallery EF, Table 07EF*

Rising 5: Runes of Asteros - Learn to Play • *Event #225* **Saturday at 3:00 PM, 60 min.**

Find the lost runes and save the planet Asteros! A long, long time ago, the ancient King of Asteros confined the brutal monsters in the Rune Gate and sealed it with four divine runes. But five days ago, a mysterious evil power opened the gate and changed the code. Rising 5: Runes of Asteros by Grey Fox Games is a co-operative deduction and adventure game. Rules will be taught. Hosted by James Turnwald.

• *Preteen (8+)* • *Exhibitor Hall C, SG 04*

Paint & Take • *Event #317* **Saturday at 3:00 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Obelisk - Coop, Tower Defense, Strategy • *Event #547* **Saturday at 3:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

CATS a sad but necessary cycle of violent predatory behavior • *Event #371* **Saturday at 3:00 PM, 60 min.**

This is a crazy secret selection, simultaneous reveal programming game that plays in about 20 minutes. The closer you get to the end of the game, the more insane and paranoid you become. You will laugh, plot and scratch your brain! Play as a cat against 3 to 5 other cats attempting to Catch, Steal and Eat birds in the backyard. All of you will have the same abilities at your disposal. Stalk the big birds before catching them. Play with the ones that you caught to increase their enjoyment value. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 08*

Founders of Gloomhaven - Learn to Play • *Event #413* **Saturday at 3:00 PM, 180 min.**

Learn to play with the designers, Isaac Childres. Founders of Gloomhaven is a competitive tile-placement, action-selection, city-building game in which each player controls a fantastical race working to build the city of Gloomhaven and gain influence over its residents. This is a standalone game set in the same universe as Gloomhaven. The events, however, take place hundreds of years before Gloomhaven and depict the original construction of the city. Hosted by Isaac Childres.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Saturday 3 PM continued

Batman: The Animated Series - Learn to Play • *Event #357* **Saturday at 3:00 PM, 120 min.**

Learn to play with the designer, Richard Launius. In Batman: The Animated Series Gotham Under Siege, 1-5 players take on the role of the caped crusader and his allies, using dice allocation and threat management to defend Gotham from henchman and bosses and keep the city from being destroyed. Hosted by Richard Launius.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Striking Flint • *Event #247* **Saturday at 3:00 PM, 90 min.**

December 1936. Flint, Michigan. The newly formed United Auto Workers has been ignored by General Motors, the city's largest employer. As a final effort to gain leverage, you and your fellow UAW members must shut the factory down with a sit-down strike, a strike where the workers go to work and occupy work stations so that production can't be completed. A cooperative worker placement/area control game for 1-5 players.. Hosted by John du Bois.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Ticket to Ride • *Event #496* **Saturday at 3:00 PM, 90 min.**

Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets, goal cards that connect distant cities; and to the player who builds the longest continuous route. Hosted by Extra Life. Hosted by Erik Perkins.

• *Preteen (8+)* • *Exhibitor Hall C, SG 13*

Castles of the Conqueror • *Event #93* **Saturday at 3:00 PM, 120 min.**

Players will assume the role of tenants-in-chief, appointed by King William the Conqueror to build and fortify a castle in his/her manor. Players will balance actions for gathering resources, building fortifications and hiring artisans. After 3 years whoever establishes the greatest castle wins! Hosted by Jchon Bahl II.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Folklore: The Affliction - Learn to Play • *Event #424* **Saturday at 3:00 PM, 180 min.**

Learn to play with the designer, Will Donovan. Folklore: The Affliction is an adventure board game for 1-5 players, in which your characters progress through a series of stories in their quest to rid the land of evil. Every story is broken into chapters, allowing players to control the length of each game session. Become one of six unique characters, increasing in knowledge and skill as you embark on a frightful journey to save the world of Folklore from the horrors that plague it. Hosted by Will Donovan.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Saturday 3:30 PM

How to be a Publisher • *Event #7* **Saturday at 3:30 PM, 60 min.**

MC: Mandi Hutchinson of Dice Tower, and presented by Andrew Parks, Ignacy Trzewiczek, Rob Daviau, Chris Kirkman, and Jon Mietling. Want to publish your own games? Where do you start? How do you get it done? Hear from some industry Pros, and discover what it takes to accomplish this publishing feat. Hosted by Andrew Parks, Chris Kirkman, Ignacy Trzewiczek, Jon Mietling, Mandi Hutchinson, Rob Daviau.

• *Teen (13+)* • *Grand Gallery G, Theater Seating*

Saturday 3:30 PM continued

Chinatown • *Event #101* **Saturday at 3:30 PM, 90 min.**

Fun, light bartering style game where players are competing to control city blocks. Tiles are drawn and played on the board and then the bartering happens. Nothing is off limits for trade and future promises are possible. Hosted by craig.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Nodes • *Event #382* **Saturday at 3:30 PM, 60 min.**

Don't let the pretty colors fool you! Nodes is a Deceptively Simple Strategic Tile Placement Game for 2-4 Players. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Saturday 4 PM

Hogg Wild for Wealth • *Event #79* **Saturday at 4:00 PM, 30 min.**

Easy to learn financial card game where players buy and sell investments in a quest to build massive wealth during a randomly changing economy. After a pre-determined number of economic cycles have play-out, players count their fortunes and determine the game's Topp Hogg. Hosted by Richard Parker.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Dungeon Date • *Event #717* **Saturday at 4:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 11EF*

Crokinole Cup • *Event #643* **Saturday at 4:00 PM, 180 min.**

Winner will take home a board! The classic parlor game of flicking discs (bits of shuffleboard, curling, & billiards). This will be a mini-tourney, This will be an all-in-one Tourney: First 2-hrs will be Round-Robin qualifying (3 Matches), best players advancing to a Knock-Out Finals Round the last hour. No experience necessary, will teach (it's simple). Hosted by Scott Hankins.

• *Teen (13+)* • *Exhibitor Hall C, SG 21*

Roar: King of the Pride - Learn to Play • *Event #433* **Saturday at 4:00 PM, 90 min.**

Learn to play Roar with the designer, Erica Bouyouris. In the wilds of Africa, lion prides rule over all beasts, but only one pride can rule over all the lions! In Roar: King of the Pride, three to six players compete to become the dominant pride of Africa. Managing your food supply, while expanding your territory and growing your pride size with cubs, will take strategic planning and key wits. Even the best-laid plans, however, can be interrupted by other prides' secret objectives, or worse. Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Grimm Forest (Charity Game) • *Event #34* **Saturday at 4:00 PM, 90 min.**

Extra Life Play to Win Charity Game - Welcome to The Grimm Forest, where family members of the legendary Three Little Pigs are having an epic house building competition. But this is no ordinary competition as all the most famous Fairy Tale characters will be looking on and lending a hand. The winner will take home the game! Hosted by Jen Suttorp.

• *All Ages* • *Exhibitor Hall C, SG 04*

Cthulhu Wars • *Event #673* **Saturday at 4:00 PM, 120 min.**

The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take the part of various cosmic horrors seeking to dominate the world. Learn to Play, full game demonstration. If experienced, will get opportunity to demo 2019 faction expansion, the Daemon Sultan. Sponsored by Petersen Games. Hosted by Allen Anderson.

• *Teen (13+)* • *Exhibitor Hall C, SG 20*

Flash Point - Fire Rescue • *Event #41* **Saturday at 4:00 PM, 60 min.**

Flash Point - Fire Rescue is a fully co-op game for 1-6 players, playable in 30 - 60 minutes (however, I have lost it in 13). You are on a team of elite firefighters attempting to save people and animals from a burning building, can you work together to save them, before the building collapses? Hosted by Brian Lemieux.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Suspect • *Event #474* **Saturday at 4:00 PM, 60 min.**

An all-versus-1 game of memory and dynamic set collection in 20-40 mins. One player (the suspect) chooses their crime while the other players (the detectives) play evidence cards on lines of questioning to suss out the truth. On their turn, the suspect tampers with the case. This tug of war continues until the deck runs out and with one final guess, the detectives decide the suspect's fate. **GIVEAWAY** Come playtest for a chance to win a new copy of Hocus from Hyperbole Games! Hosted by Matt Knaack.

• *Teen (13+)* • *Grand Gallery EF, Table 07EF*

Affliction: Salem 1692 • *Event #361* **Saturday at 4:00 PM, 60 min.**

AFFLICTION is a gaming experience focusing on the events surrounding Salem Massachusetts 1692. You will play a faction within the town or village of Salem, using influence to bring colonists into your circle. You may also use that influence to protect individuals, arrest others, to become more influential or to spread suspicion. Affliction is a highly interactive worker placement game with an engine building and engine disruption mechanic. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 09*

Harvest Dice - Learn to Play • *Event #219* **Saturday at 4:00 PM, 60 min.**

Harvest Dice from Grey Fox Games is a fast, fun dice game of dice drafting and veggie doodling. Each round, players take turns rolling and selecting dice in order to plant veggies in their gardens or feed them to their pig. Keep an eye on the ever-changing market though. You want to make sure you have plenty of desirable vegetables come harvest time! Rules will be taught. Hosted by James Turnwald.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Obelisk - Coop, Tower Defense, Strategy • *Event #549* **Saturday at 4:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Filler - Learn to Play • *Event #513* **Saturday at 4:00 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

Heroes of Terrinoth - Learn to Play • *Event #647* **Saturday at 4:00 PM, 60 min.**

Learn to play with the designer, Adam Sadler. Heroes of Terrinoth is a cooperative card game of questing and adventure that invites you and up to three allies to take on the role of unique heroes, choosing from twelve distinct and powerful heroes, split between four archetypes: healer, warrior, mage, and scout. These archetypes are further diversified into different classes that your heroes can pursue as your power grows. Hosted by Adam Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 15*

Heroes of Terrinoth - Learn to Play • *Event #644* **Saturday at 4:00 PM, 60 min.**

Learn to play with the designer, Brady Sadler. Heroes of Terrinoth is a cooperative card game of questing and adventure that invites you and up to three allies to take on the role of unique heroes, choosing from twelve distinct and powerful heroes, split between four archetypes: healer, warrior, mage, and scout. These archetypes are further diversified into different classes that your heroes can pursue as your power grows. Hosted by Brady Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 14*

7th Sea - Pirate Intrigue • *Event #558* **Saturday at 4:00 PM, 240 min.**

The brotherhood of the coast is under attack! You and your shipmates start as pirates, chasing down an unknown assailant who has viciously attacked your brothers. How you proceed through intrigue, by fire and sword, or something of your own creation is up to you. Adventure prepared with a variety of premade characters. Hosted by Extra Life. Hosted by Bryan Wilson.

• *Teen (13+)* • *Grand Gallery CD, Table 11CD*

Alpacalypse • *Event #27* **Saturday at 4:00 PM, 180 min.**

Play an unpublished prototype of the Alpacalypse designed by Adam Hill & Clayton Hargrave. This mid-weight euro combines a super-quirky theme with some serious gameplay featuring a fresh take on a blind auction and worker placement, all with a light civ-builder twist. 90-120 mins. Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Atlantis Rising • *Event #237* **Saturday at 4:00 PM, 120 min.**

In this cooperative worker placement game, you are a team of Atlantean councilors charges with saving the people of Atlantis before the island floods Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Arena Cosmachus Playtest • *Event #525* **Saturday at 4:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 10EF*

Saturday 4 PM continued

Trickerion - Learn and play. With NEW UNPUBLISHED EXPANSION! • *Event #692*
Saturday at 4:00 PM, 210 min.

Trickerion is a heavy worker placement, and simultaneous action selection game set in the mythical city of Magoria. Each player is vying to be the most famous magician in the land over the course of 7 weeks. Whichever player achieves the most fame points will win the game. I will teach the game, and play if the event does not fill up. Not recommended for those unfamiliar with heavy strategy games. We can optionally play with the soon to be release expansions Dalghaard's Academy! Hosted by Steven D Dillon.

• *Teen (13+)* • *Exhibitor Hall C, SG 16*

Saturday 4:30 PM

The Artemis Project--Play with the Designer • *Event #668* **Saturday at 4:30 PM, 120 min.**

The terrain is both brutal and magnificent. My team and I are fighting against the odds and against other explorers to make a viable, sustainable colony on Jupiter's smallest moon. Establish the best colony in this dice (dis)placement, engine building, set collection game. The GM will be co-Designer Daniel Rocchi. Hosted by Daniel Rocchi, Marc Specter.

• *Teen (13+)* • *Exhibitor Hall C, SG 17*

Tricky Dungeon • *Event #253* **Saturday at 4:30 PM, 90 min.**

The resources of the dungeon cavern are well-known and coveted by many. The gnomes come to mine them, the dragon wants to add them to its board, and the wizard wants them to fuel his magic. And when they meet, they must fight each other - and the cave itself - in this trick-taking game with innovative trump and scoring mechanisms for 3-5 players. Hosted by John du Bois.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Adventurers League - DDAL00-02d Echoes of the Weeping War • *Event #568*
Saturday at 4:30 PM, 120 min.

Over 700 years ago the Army of Darkness raged through Cormanthor before breaking the proud city of Myth Drannor. Rumors tell of powerful magic lost deep in the Darkwood, now supposedly found, that harkens back to that terrible war. Hosted by Atis Kleinbergs.

• *All Ages* • *Grand Gallery AB, Table 07AB*

Adventurers League - DDAL08-01 Map with No Names • *Event #579*
Saturday at 4:30 PM, 120 min.

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. Hosted by Jessie LeTarte.

• *All Ages* • *Grand Gallery AB, Table 09AB*

Adventurers League - DDAL08-03 Dock Ward Double Cross • *Event #590*
Saturday at 4:30 PM, 120 min.

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Hosted by Ashleigh Bishop.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Saturday 4:30 PM continued

Jim Henson's Labyrinth • *Event #486* **Saturday at 4:30 PM, 120 min.**

The board is very simplistic, beautifully illustrated and dominated by the titular Labyrinth. This is the maze that players must navigate every time they wish to save Sarah's baby brother. Each game is different with the blank card spaces being filled with the magical encounters and monsters that are depicted on the deck of cards that comes with the game. Hosted by Extra Life. Hosted by Erik Perkins.

• *All Ages • Exhibitor Hall C, SG 13*

Filler - Learn to Play • *Event #514* **Saturday at 4:30 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+) • Exhibitor Hall C, SG 05*

Paint & Take • *Event #318* **Saturday at 4:30 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages • Exhibitor Hall C, PT 04*

The Rise of Havok • *Event #395* **Saturday at 4:30 PM, 60 min.**

Players are dispatched to protect Eden Forge (Earth) and Survive the Rising Tides of Havok - pulsing energy waves of chaos destroying everything in it's path. Play is semi-cooperative. Hosted by Ryan Wilson.

• *Teen (13+) • Grand Gallery EF, Table 02EF*

Saturday 5 PM

Dinosaur Island + Back from Extinction - Learn to Play • *Event #286*
Saturday at 5:00 PM, 120 min.

Learn to play with the designer, Brian Lewis. In Dinosaur Island, players will have to collect DNA, research the DNA sequences of extinct dinosaur species, and then combine the ancient DNA in the correct sequence to bring these prehistoric creatures back to life. Dino cooking! All players will compete to build the most thrilling park each season, and then work to attract (and keep alive!) the most visitors each season that the park opens. Hosted by Brian Lewis.

• *Preteen (8+) • Exhibitor Hall C, SG 05*

Dungeon Date • *Event #713* **Saturday at 5:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+) • Grand Gallery EF, Table 11EF*

Worms - Dirt Castle • *Event #653* **Saturday at 5:00 PM, 30 min.**

2-4 Players 15-30 minutes. In Worms - Dirt Castle players compete in a compost pile for scraps of food. Players use dice and combos to move, grow, eat, poop, and generally compete to be the best worm. Build your own dirt pile and race for the best food in Worms - Dirt Castle. Hosted by Dave Fankhanel.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Bad Maps - Learn to Play • *Event #228* **Saturday at 5:00 PM, 60 min.**

Ahoy Matey! Become a pirate captain looking for treasure in Bad Maps from Floodgate Games. You will guide your first mates to the treasure by using action programming, while also misguiding your opponents mates into traps. Wager your pieces 'o eight on the mate who will discover the treasure first to gain even more riches!! Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Obelisk - Coop, Tower Defense, Strategy • *Event #550* **Saturday at 5:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

State of the Industry - Live Recorded • *Event #434* **Saturday at 5:00 PM, 60 min.**

This event is hosted by Jeremy Salinas and David Waybright of Man vs Meeple. Jeremy and David will be speaking with some of GrandCon's guests about their thoughts of our hobby gaming industry. Listen in as they discuss things like - Where was the industry 5 years ago? Where is it now? How do you feel about Kickstarter? And, where do you see it all heading? These discussions are sure to get fired up, and you definitely don't want to miss out, for sure! Hosted by Andrew Parks, Chris Kirkman, David Waybright, Ignacy Trzewiczek, Jeremy Salinas, Kevin Wilson, Richard Launius, Rob Daviau.

• *Teen (13+)* • *Grand Gallery H, Theater Seating*

Carnival Fare • *Event #555* **Saturday at 5:00 PM, 240 min.**

A card game where the players are running their own carnival snack stand by drafting snacks to stock their shops, drafting customers to buy those snacks, and managing customers that don't get served. Hosted by Robert Johnson.

• *Teen (13+)* • *Grand Gallery EF, Table 07EF*

Whitehall Mystery • *Event #53* **Saturday at 5:00 PM, 90 min.**

Whitehall Mystery is the shorter sweeter version of Letters from Whitechapel. One player takes on the role of Jack, leaving the body parts around Whitehall, while everyone else plays as investigators attempting to find, and arrest him before he can slip away. Hosted by Brian Lemieux.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

The 2018 Michigan State Pyramid Poker Championship • *Event #689*
Saturday at 5:00 PM, 180 min.

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 29*

Monolith Arena - Learn to Play • *Event #294* **Saturday at 6:00 PM, 60 min.**

Learn to play with Ignacy Trzewiczek. Wage war against opponents on a hexagonal board. Prepare your armies to face off on the battlefield and surprise your enemy with your choice of special abilities! Monolith Arena is a fantasy battleground board game built around the base engine of Neuroshima Hex, which is also from designer Michael Oracz. Hosted by Ignacy Trzewiczek.

• *Preteen (8+)* • *Exhibitor Hall C, SG 04*

Dungeon Date • *Event #712* **Saturday at 6:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 11EF*

Pew Pew • *Event #652* **Saturday at 6:00 PM, 30 min.**

Pew Pew is a card flicking dexterity game in a Battle Royale setting. Hosted by Joe Hopkins.

• *All Ages* • *Grand Gallery EF, Table 03EF*

Duelosaur Island - Learn to Play • *Event #277* **Saturday at 6:00 PM, 60 min.**

Learn to Play with the Designer, Ian Moss. Duelosaur Island is built around a clever hand-management mechanism. Each card in the game serves three potential purposes. They contain the DNA sequences for dinosaurs you could create, the blueprints for attractions you can build, and certain actions that you can take by discarding them. Hosted by Ian Moss.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Bosk - Learn to Play • *Event #229* **Saturday at 6:00 PM, 60 min.**

Bosk from Floodgate Games is about planting trees and falling leaves. Play through each season by strategically planting trees in spring. Those trees will grow and gain influence in the grove, scoring you points in the summer. When autumn comes, the trees' leaves fall in the rotating direction of the wind to cover the ground. During the winter, players will score points based on having the most leaves in each region in the grove. Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Obelisk - Coop, Tower Defense, Strategy • *Event #533* **Saturday at 6:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Crystal Hex • *Event #373* **Saturday at 6:00 PM, 60 min.**

Crystal Hex is a Fast-paced High-scoring Casual Tile Placement Game for 1-4 Players. Hosted by Ryan Wilson.

• *Preteen (8+)* • *Grand Gallery EF, Table 02EF*

Draxia RPG • *Event #13* **Saturday at 6:00 PM, 180 min.**

Come enter the world of Draxia as one of the Characters from the tabletop game or create your own. Explore Draxia, fight monsters, collect loot, and celebrate success with fellow Draxians in the party. Available as a free download on the Mythica Gaming website. GM'd by the creator. Hosted by Jimmy Sanders.

• *Teen (13+)* • *Grand Gallery CD, Table 01CD*

Lords of Waterdeep and Scoundrels of Skullport • *Event #478* **Saturday at 6:00 PM, 180 min.**

Play Lords of Waterdeep with both expansions from Scoundrels of Skullport (long game). Learn to play included, if needed. As a lord of the city, you will send your agents out to collect the resources you need to complete quests, build buildings, and score victory points. Just be careful of the lure of corruption! Hosted by Marguerite Byrnes.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Yokai Hunters • *Event #399* **Saturday at 6:00 PM, 30 min.**

Use the 5 foundation Chinese Elements to capture Yokai. Players will swap tokens on a 5x5 grid in an attempt to match patterns on 3 available Yokai. Yokai have values based on the number of matching elements required to complete the pattern. You can use the capture of a smaller Yokai to set up the capture of a more valuable one. When a Yokai is capture a magical event will occur. Turning the game board, flipping tokens to reveal voids or wilds. This is a puzzle style game with a different twist. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 06*

End of the Trail • *Event #243* **Saturday at 6:00 PM, 60 min.**

You are prospectors who are in search for Gold in the California gold fields in 1849. Use multi-use cards to prospect for gold & build the best 5 card poker hand to win. Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Filler - Learn to Play • *Event #515* **Saturday at 6:00 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 09*

Arena Cosmachus Playtest • *Event #526* **Saturday at 6:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 10EF*

Fiasco • *Event #325* **Saturday at 6:00 PM, 180 min.**

Inspired by films involving schemes gone horribly wrong, players will create characters on the spot based on the rolls of six-sided dice in situations that seemed like a good idea at the time. Hosted by Gary Loyola.

• *Adult (18+)* • *Grand Gallery CD, Table 14CD*

Saturday 6:30 PM

Filler - Learn to Play • *Event #516* **Saturday at 6:30 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 09*

Saturday 7 PM

Star Trek: Ends and Means (Star Trek Adventures) • *Event #57* **Saturday at 7:00 PM, 240 min.**

STARDATE 48326.3, our mission is to proceed to the Federation protectorate world of Tolen IV to help mediate a disagreement between two rival factions. The government of Tolen IV wishes to remain under the Federation's protection, with the hopes of joining as a member world later. Their opposition wishes for Tolen IV to withdraw itself from Federation protection to take its place in the galactic community on its own terms. Can you bring an end to the dispute before it spirals to civil war?. Hosted by Troy Mepyans.

• *All Ages* • *Grand Gallery CD, Table 12CD*

Dinosaur Island + Back from Extinction - Learn to Play • *Event #285*
Saturday at 7:00 PM, 120 min.

Learn to play with the designer, Jon Gilmour. In Dinosaur Island, players will have to collect DNA, research the DNA sequences of extinct dinosaur species, and then combine the ancient DNA in the correct sequence to bring these prehistoric creatures back to life. Dino cooking! All players will compete to build the most thrilling park each season, and then work to attract (and keep alive!) the most visitors each season that the park opens. Hosted by Jonathan Gilmour.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

Continuum - The Spacetime Strategy Game • *Event #700* **Saturday at 7:00 PM, 90 min.**

Unique abstract strategy game using sand timers with various times and movement rules on a hexagonal board. Each piece is flipped when moved, and cannot be moved again until its sand runs out; this also sets the timer for your opponent's turn. Capture the opponent's main piece (the "Traveler"), or their base to win the game! Hosted by Joe Boyden.

• *Teen (13+)* • *Grand Gallery EF, Table 06EF*

D&D 5e Š—– Š—"Jack Rabbit SeasonŠ— • *Event #400* **Saturday at 7:00 PM, 180 min.**

The infamous thief known as Jack Rabbit has stolen the Jewel of Masks. You are tasked with chasing down the thief before they escape into the underground of Waterdeep. 4-6 players. New players welcome. Characters provided. Hosted by Extra Life. Hosted by Del Yakes.

• *Teen (13+)* • *Grand Gallery CD, Table 13CD*

Ladder 29 • *Event #346* **Saturday at 7:00 PM, 60 min.**

Learn to play with the designers, Matt Riddle and Ben Pinchback. Ladder 29 is a hot game of ladder-climbing firefighters. As experts in the time-honored business of firefighting, players attempt to extinguish their hand of cards while facing difficult challenges that hinder their abilities and choices. Players must decide when to play it safe and when to put it all on the line in this easy-to-learn game that is sure to turn up the heat around the gaming table! Hosted by Ben Pinchback, Matt Riddle.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Endangered • *Event #437* **Saturday at 7:00 PM, 90 min.**

Endangered is a cooperative dice placement game where players work together to save a species from extinction. Hosted by Joe Hopkins.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Marvel Strike Teams - Learn to Play • *Event #261* **Saturday at 7:00 PM, 60 min.**

Learn to Play Marvel Strike Force with the designer, Andrew Parks. Marvel Strike Teams puts players in the role of some of their favorite Marvel Universe heroes and villains. Two to five players face off in a classic battle of good versus evil. Everyone gets a character with a HeroClix combat dial to track their level and build points. Hosted by Andrew Parks.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Continuum - The Spacetime Strategy Game • *Event #660* **Saturday at 7:00 PM, 60 min.**

Unique abstract strategy game using sand timers with various times and movement rules on a hexagonal board. Each piece is flipped when moved, and cannot be moved again until its sand runs out; this also sets the timer for your opponent's turn. Capture the opponent's main piece (the "Traveler"), or their base to win the game! Hosted by Joe Boyden.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Crit Happens: D&D Improv Experiment • *Event #406* **Saturday at 7:00 PM, 60 min.**

Prepare to fail a will save vs. laughter with Crit Happens: a D&D Improv experiment! Local Grand Rapids improv comedians present a show about tabletop RPing: an hour-long spectacle with characters and a storyline influenced continually by audience suggestions and dice rolls. Hosted by Brooke Heintz, Eric Summerer, Jessica Fountain, Tom Maier.

• *Preteen (8+)* • *Grand Gallery G, Theater Seating*

Obelisk - Coop, Tower Defense, Strategy • *Event #535* **Saturday at 7:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

B'_renpark • *Event #483* **Saturday at 7:00 PM, 60 min.**

Each player in B'_renpark builds their own bear park, attempting to make it as beautiful as they can, while also using every square meter possible. The park is created by combining polyomino tiles onto a grid, with players scoring for animal houses, outdoor areas, completed construction, and more. Hosted by Extra Life Hosted by Erik Perkins.

• *Preteen (8+)* • *Exhibitor Hall C, SG 06*

D&D 5E (Oath of the Frozen King) • *Event #679* **Saturday at 7:00 PM, 210 min.**

A level 5 adventure for D&D 5th Edition. Pre-gens available. The Oath of the Frozen King is a published Adventure Kit from Absolute Tabletop. Hosted by Nathan Vanderzee.

• *Teen (13+)* • *Grand Gallery CD, Table 10CD*

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #310* **Saturday at 7:00 PM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• *Preteen (8+)* • *Exhibitor Hall C, SG 08*

We're Archaeologists, not Graverobbers • *Event #676* **Saturday at 7:00 PM, 240 min.**

In We're Archeologists, not grave robbers! players take on the role of a character trying to loot relics from the long lost tomb of the Egyptian High priest RaSaAmon. Each would-be archaeologist has a colorful past: a female Archeologist, a Spiritualist and a street thug, among others. Set in the 1920's, this Homebrewed pulp game uses an interactive 3d terrain board, recalling Indiana Jones style play. A copy of the Open d6 rules will be provided to each player, along with dice and miniatures. Hosted by Peter Ross.

• *Teen (13+)* • *Grand Gallery CD, Table 09CD*

Paint & Take • *Event #168* **Saturday at 7:00 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *Preteen (8+)* • *Exhibitor Hall C, PT 04*

Hostargo: Dark Alchemy (Unpub) • *Event #74* **Saturday at 7:00 PM, 240 min.**

Hostargo is a weird-tech western TTRPG where players, armed with magnetic weapons and ancient magics, will fight crime, politics, and nightmarish monstrosities! Encounter forbidden magic, underworld syndicates, and a thrilling mystery! No XP required - the game will be taught at the table. Hosted by Ryan Wilson.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Fungeon Party • *Event #289* **Saturday at 7:00 PM, 30 min.**

Learn to play with the designer, Brian Lewis. Stack dice on your forehead, bounce dice into the box, knock down a meeple surrounded by dice, balance a meeple on a stick, these and many more wacky quests await a traditional dungeon party in the nontraditional dungeon crawler Fungeon Party. Each quest adds 30 seconds to the game, and an average game uses six quests, making this a quick, easy, and fun game to learn and play! Hosted by Brian Lewis.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Striking Flint • *Event #248* **Saturday at 7:00 PM, 90 min.**

December 1936. Flint, Michigan. The newly formed United Auto Workers has been ignored by General Motors, the city's largest employer. As a final effort to gain leverage, you and your fellow UAW members must shut the factory down with a sit-down strike, a strike where the workers go to work and occupy work stations so that production can't be completed. A cooperative worker placement/area control game for 1-5 players. Hosted by John du Bois.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

The 2018 Michigan State New York Slice Championship • *Event #688*
Saturday at 7:00 PM, 180 min.

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 33*

Saturday 7 PM continued

Colony • *Event #665* **Saturday at 7:00 PM, 120 min.**

In Colony, each player is attempting to rebuild society after an apocalypse. The players will choose what kind of apocalypse at the start of the game; it could be zombies or climate or war or anarchy, etc. if you like magic the gathering or terraforming mars you'll love this game! Hosted by JT Smith.

• Teen (13+) • Exhibitor Hall C, SG 09

Commissioned • *Event #404* **Saturday at 7:00 PM, 120 min.**

Commissioned is a 2-6 player cooperative-style board game with a simple deck-building mechanism that plays in 1 hour. Players are the early Christian Apostles and must work together to mature their faith decks, grow the church, collect the books of the New Testament, and overcome persecution. You do not need to know anything about Christianity to play. The game includes five scenarios that cover the first 150 years of church history, two difficulty levels, and a one-vs-all variation. Hosted by Eric Anderson.

• Teen (13+) • Exhibitor Hall C, SG 04

Saturday 7:30 PM

Agent 299 • *Event #368* **Saturday at 7:30 PM, 30 min.**

Agent 299 is a portable, small, fast game. The game is easy to learn and will gradually reveal more information as you play. Each round consists of 2 phases. Interrogation and Disclosure. Each agent will interrogate another and trade information. Once each player has done this, the first player will flip over one of their cards revealing new information. Hosted by Daniel Hundycz.

• Preteen (8+) • Exhibitor Hall C, SG 03

Adventurers League - DDEP00-01 The Red War Tier 1 EPIC • *Event #596*
Saturday at 7:30 PM, 240 min.

Triggering the end game at the right time and not blowing your cover is the tricky part. Hosted by Jacob, Matthew, Prescott Gallagher, Robert Ditsch.

• All Ages • Grand Gallery AB, Table 06AB

Adventurers League - DDEP00-01 The Red War Tier 2 EPIC • *Event #597*
Saturday at 7:30 PM, 240 min.

The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. In its hour of need, Mulmaster received aid from an unlikely source -- the Mageocracy of Thay, ruled by the lich Szazz Tam. With Mulmaster moving ever closer to Thay's orbit and strife brewing within the Factions for action, the hour is ripe for conflict. An EPIC adventure. Hosted by Alan Drake, Ashleigh Bishop, Atis Kleinbergs, Marco.

• All Ages • Grand Gallery AB, Table 02AB

Adventurers League - DDEP00-01 The Red War Tier 3 EPIC • *Event #598*
Saturday at 7:30 PM, 240 min.

The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. In its hour of need, Mulmaster received aid from an unlikely source -- the Mageocracy of Thay, ruled by the lich Szazz Tam. With Mulmaster moving ever closer to Thay's orbit and strife brewing within the Factions for action, the hour is ripe for conflict. An EPIC adventure. Hosted by Daniel E. Chapman II, Thomas Howell, Travis Devoll.

• All Ages • Grand Gallery AB, Table 11AB

Saturday 7:30 PM continued

Adventurers League - DDEP00-01 The Red War Tier 4 EPIC • *Event #599*
Saturday at 7:30 PM, 240 min.

The Cults of Elemental Evil brought incredible destruction down on the city of Mulmaster. In its hour of need, Mulmaster received aid from an unlikely source -- the Mageocracy of Thay, ruled by the lich Szazz Tam. With Mulmaster moving ever closer to Thay's orbit and strife brewing within the Factions for action, the hour is ripe for conflict. An EPIC adventure. Hosted by Connor Self.

• *All Ages* • *Grand Gallery AB, Table 10AB*

Fungeon Party • *Event #290* **Saturday at 7:30 PM, 30 min.**

Learn to play with the designer, Brian Lewis. Stack dice on your forehead, bounce dice into the box, knock down a meeple surrounded by dice, balance a meeple on a stick, these and many more wacky quests await a traditional dungeon party in the nontraditional dungeon crawler Fungeon Party. Each quest adds 30 seconds to the game, and an average game uses six quests, making this a quick, easy, and fun game to learn and play! Hosted by Brian Lewis.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Saturday 8 PM

Dead of Winter: The Long Night • *Event #458* **Saturday at 8:00 PM, 180 min.**

Dead of Winter: The Long Night is a standalone expansion for Dead of Winter: A Crossroads Game that introduces the Raxxon location where horrible experiments will spill out into the town unless players can contain them. The game has players at a new colony location trying to survive with new survivors against brand new challenges. Can you handle being raided by members of other colonies? Will you unravel the mysteries of the Raxxon pharmaceutical to find powerful items? Hosted by Extra Life. Hosted by Jen Suttorp.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Castles of the Conqueror • *Event #94* **Saturday at 8:00 PM, 120 min.**

Players will assume the role of tenants-in-chief, appointed by King William the Conqueror to build and fortify a castle in his/her manor. Players will balance actions for gathering resources, building fortifications and hiring artisans. After 3 years whoever establishes the greatest castle wins! Hosted by Jchon Bahl II.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Starfinder Society - 1-19: To Conquer the Dragon • *Event #181* **Saturday at 8:00 PM, 300 min.**

A Starfinder Society Scenario designed for levels 5-8. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 08CD*

Pathfinder Society - Special 9-00: Assault on Absalom • *Event #157*
Saturday at 8:00 PM, 300 min.

A Pathfinder Society Scenario designed for levels 1-11. This is a Multi-Table Event. Hosted by Alan Kaekel, Geoffery Wing, Isabelle Lee, Kayla Miller, Matt Boettcher, Phoebe Harris, Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 02CD*

Obelisk - Coop, Tower Defense, Strategy • *Event #537* **Saturday at 8:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Saturday 8 PM continued

Poet's Honor: A Haiku Competition • *Event #51* **Saturday at 8:00 PM, 60 min.**

Vie for the title of Master Poet by writing haiku in response to inspiration cards. Earn honor points when players guess your inspiration, and when you guess theirs. Bonus points are awarded for speed and for using season-words (kigo). Game lasts for 3 rounds (20-25 min.) For 3-7 players, ages 12 and up. Hosted by Timothy R. Smith.

• Teen (13+) • Grand Gallery EF, Table 01EF

The Gate of R'yleh • *Event #390* **Saturday at 8:00 PM, 90 min.**

It will take a team of extraordinary individuals to embark on this mission of cosmic proportions and apocalyptic repercussions. As specialists from the Department of Paranormal Investigations, you have been sent to perform incantations to create four sigils and reinforce the cosmic gate. Cultists are sure to be aware of your plans and are secretly plotting to thwart them. The clock is ticking and time is running short. Stop the cultists - create the sigils - secure the gate - save humanity. Hosted by Daniel Hundycz.

• Preteen (8+) • Exhibitor Hall C, SG 01

Sagrada (Charity Game) • *Event #421* **Saturday at 8:00 PM, 60 min.**

Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass window masterpiece. Special tools can be used to help you break the rules by spending skill tokens; once a tool is used, it then requires more skill tokens for the next player to use them. The highest scoring window artisan wins! The winner of this game will go home with the copy played! Hosted by Erik Perkins.

• Preteen (8+) • Exhibitor Hall C, SG 03

Saturday 8:30 PM

Tricky Dungeon • *Event #254* **Saturday at 8:30 PM, 90 min.**

The resources of the dungeon cavern are well-known and coveted by many. The gnomes come to mine them, the dragon wants to add them to its board, and the wizard wants them to fuel his magic. And when they meet, they must fight each other - and the cave itself - in this trick-taking game with innovative trump and scoring mechanisms for 3-5 players. Hosted by John du Bois.

• Teen (13+) • Grand Gallery EF, Table 05EF

Pew Pew • *Event #654* **Saturday at 8:30 PM, 30 min.**

Pew Pew is a card flicking dexterity game in a Battle Royale setting. Hosted by Joe Hopkins.

• All Ages • Grand Gallery EF, Table 04EF

Saturday 9 PM

Obelisk - Coop, Tower Defense, Strategy • *Event #540* **Saturday at 9:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• Teen (13+) • Exhibitor Hall C, SG 19

Saturday 9 PM continued

Mysterium • *Event #488* **Saturday at 9:00 PM, 60 min.**

In Mysterium, a reworking of the game system present in Tajemnicze Domostwo, one player takes the role of ghost while everyone else represents a medium. To solve the crime, the ghost must first recall (with the aid of the mediums) all of the suspects present on the night of the murder. A number of suspect, location and murder weapon cards are placed on the table, and the ghost randomly assigns one of each of these in secret to a medium. Hosted by Extra Life Hosted by Erik Perkins.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Deception: Murder in Hong Kong • *Event #440* **Saturday at 9:00 PM, 60 min.**

Players are investigators trying to solve a murder, but one them is actually the killer. Working from clues from the forsenic scientist, players will determine who the killer is, or attempt to evade capture. Hosted by Gary Loyola.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

The 2018 Michigan State Skull King Championship • *Event #690* **Saturday at 9:00 PM, 180 min.**

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 29*

Saturday 10 PM

Secret Hitler • *Event #454* **Saturday at 10:00 PM, 60 min.**

Liberals vs Fascists in a game of betreyal, hidden identity and politicking set in 1930s Germany. Hosted by Gary Loyola.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Obelisk - Coop, Tower Defense, Strategy • *Event #543* **Saturday at 10:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

The Gate of R'yleh • *Event #391* **Saturday at 10:00 PM, 90 min.**

It will take a team of extraordinary individuals to embark on this mission of cosmic proportions and apocalyptic repercussions. As specialists from the Department of Paranormal Investigations, you have been sent to perform incantations to create four sigils and reinforce the cosmic gate. Cultists are sure to be aware of your plans and are secretly plotting to thwart them. The clock is ticking and time is running short. Stop the cultists - create the sigils - secure the gate - save humanity. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Saturday 11 PM

Obelisk - Coop, Tower Defense, Strategy • *Event #548* **Saturday at 11:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Schedule of Events - Sept. 16, 2018

Sunday 9 AM

Adventurers League - Tomb of Annihilation PREMIUM • *Event #636*
Sunday at 9:00 AM, 270 min.

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Richard Van Vels will run an adaptation of the final chapter of Tomb of Annihilation that rewards characters for moving quickly, but punishes those that linger too long. The party begins their adventure in the Tomb of the Nine Trickster Gods and (hopefully) ends with them defeating Acererak and ending the Death Curse! Proceeds go to the Jasper's Game Day charity. Hosted by Richard.

• *Teen (13+)* • *Grand Gallery AB, Table 14AB*

Nerd Chapel at GrandCon • *Event #10* **Sunday at 9:00 AM, 60 min.**

The annual chapel held at GrandCon will feature some worship songs, a short and friendly message that is nerd friendly and Bible based as well as an optional communion. Hosted by Eric Anderson.

• *All Ages* • *Grand Gallery G, Theater Seating*

Whispers of Starfall Part 3 • *Event #61* **Sunday at 9:00 AM, 240 min.**

The continuation of "Whispers of Starfall" from the session on Saturday morning. Players do NOT have to have played the morning before in order to join in. Hosted by Troy Mepyans.

• *All Ages* • *Grand Gallery CD, Table 13CD*

Endangered • *Event #438* **Sunday at 9:00 AM, 90 min.**

Endangered is a cooperative dice placement game where players work together to save a species from extinction. Hosted by Joe Hopkins.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Starfinder Society - 1-17: Reclaiming the Time-Lost Tear • *Event #112*
Sunday at 9:00 AM, 300 min.

A Starfinder Society Scenario designed for levels 5-8. Hosted by Kayla Miller.

• *Preteen (8+)* • *Grand Gallery CD, Table 03CD*

Pathfinder Society - 9-17: Oath of the Overwatched • *Event #209*
Sunday at 9:00 AM, 300 min.

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Isabelle Lee.

• *Preteen (8+)* • *Grand Gallery CD, Table 04CD*

Pulp Cthulhu: The Disintegrator • *Event #471* **Sunday at 9:00 AM, 240 min.**

Due to his current health, Professor Lionel Finch is calling upon a group of acquaintances to attend an auction in his place. The singular item being auctioned is being called a "disintegrator". Professor Finch is tasking the group to determine the authenticity of this item, and if proven factual, to successfully bid on it. Surely there will be other interested parties, but whom...? Set in the 1930s. No experience required. Pregens provided. Hosted by Geoff Groff.

• *Adult (18+)* • *Grand Gallery CD, Table 12CD*

Starfinder Society - Quest: Into the Unknown, Pt 1-Station • *Event #116*
Sunday at 9:00 AM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Adventurers League - Mulmaster PREMIUM • *Event #630* **Sunday at 9:00 AM, 270 min.**

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Bryan Harris will run a carefully curated selection of modules detailing the story of Mulmaster. This includes the destruction wrought by the evil elemental cults in the Mulmaster Undone EPIC, the rebuilding process from the Red Wizards of Thay, The Red War EPIC, and the option to play 1 of 2 brand new Red War-centric CCCs! Proceeds go to the Jasper's Game Day charity. Hosted by Bryan Harris.

• *Teen (13+)* • *Grand Gallery AB, Table 13AB*

Adventurers League - DDAL00-02a The Darkwood Webs • *Event #563*
Sunday at 9:00 AM, 120 min.

A trio of exhausted sprites interrupts your group as you start to break camp and continue your journey to Hillsfar. Do you dare answer their plea for aid and enter the forest of Cormanthyr? Hosted by Emily Daniels.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Adventurers League - DDAL00-02c Spawn of Maimed Virulence • *Event #567*
Sunday at 9:00 AM, 120 min.

Before his death, the green dragon The Maimed Virulence, Vorgansharax, had many mates across Faerun. The forest of Cormanthor and surrounding areas have become a battleground between sibling dragons, all vying for the choicest territory. Can a band of adventurers protect Hillsfar by either defeating or negotiating with the spawn of The Maimed Virulence? Hosted by Alan Drake.

• *All Ages* • *Grand Gallery AB, Table 05AB*

Marvel Strike Teams - Learn to Play • *Event #262* **Sunday at 9:00 AM, 60 min.**

Learn to Play Marvel Strike Force with the designer, Andrew Parks. Marvel Strike Teams puts players in the role of some of their favorite Marvel Universe heroes and villains. Two to five players face off in a classic battle of good versus evil. Everyone gets a character with a HeroClix combat dial to track their level and build points. Hosted by Andrew Parks.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Adventurers League - DDAL08-00 Once in Waterdeep • *Event #572*
Sunday at 9:00 AM, 240 min.

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An introductory adventure for Season 8. Hosted by Daniel E. Chapman II.

• *All Ages* • *Grand Gallery AB, Table 04AB*

Pathfinder Society - 5-08: The Confirmation • *Event #161* **Sunday at 9:00 AM, 300 min.**

A Pathfinder Society Scenario designed for level 1-2. Hosted by Andrew Volz.

• *Preteen (8+)* • *Grand Gallery CD, Table 02CD*

Adventurers League - DDAL08-02 Beneath the City of the Dead • *Event #588*
Sunday at 9:00 AM, 120 min.

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. Hosted by Jessie LeTarte.

• *All Ages* • *Grand Gallery AB, Table 03AB*

Adventurers League - DDHC-XGE-01 Rats of Waterdeep • *Event #606*
Sunday at 9:00 AM, 240 min.

Solve a brutal crime on the mean streets of Waterdeep in this madcap murder mystery for 1st-4th level characters. This adventure was brought to you by D&D Adventurers League admin Lysa Chen and Tomb of Annihilation author Will Doyle, as part of the Guild Adepts program. Hosted by Matt Schuch.

• *All Ages* • *Grand Gallery AB, Table 07AB*

Adventurers League - DDIA-XGE Underworld Speculation • *Event #608*
Sunday at 9:00 AM, 240 min.

Operating as secret agents for the Lords of Waterdeep, a promising lead takes you deep into the world of the Xanathar, but what will it take for you to return? An Introductory Adventure for Xanathar's Guide to Everything for 1st to 4th Level Characters. Hosted by Prescott Gallagher.

• *All Ages* • *Grand Gallery AB, Table 06AB*

Adventurers League - JGD-01 "Red War aftermath" • *Event #612* **Sunday at 9:00 AM, 240 min.**

"JGD-01 Left Black and Blue" details the aftermath of The Red War: As tensions between factions and Thayans rise in Mulmaster, the characters are offered a job from an unlikely source but can they breach the Black Earth Temple and survive the terrors within? Hosted by Connor Self, Fenway Jones, Matthew, Travis Devoll.

• *All Ages* • *Grand Gallery AB, Table 11AB*

Legends of Draxia: Corrupted Mana Expansion • *Event #21* **Sunday at 9:00 AM, 60 min.**

Legends of Draxia with a kick! Direct PvP to mess with your competition. Use Corrupted Mana to enrage monsters and destroy resources. Victory point, fantasy style game. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Adventurers League - Waterdeep PREMIUM • *Event #560* **Sunday at 9:00 AM, 480 min.**

Are you a D&D Adventurers League player that yearns for an AWESOME, focused experience? Have we got the solution for you! DM Aaron Jones will run the entire Waterdeep: Dragon Heist hardcover for the same group of players all weekend. Additionally, you'll will get to play The Red War EPIC, the brand new Red War aftermath CCC, and the very limited Return to the Ghost Tower of Inverness EPIC! You'll also get a spot at our pre-show event 9/13. Proceeds go to the Jasper's Game Day charity. Hosted by Aaron Jones.

• *Teen (13+)* • *Grand Gallery AB, Table 01AB*

Hardback • *Event #445* **Sunday at 9:00 AM, 90 min.**

A "deck-building" game where letters on cards form words to augment a player's deck to form better words, ultimately leading to victory points. Hosted by Gary Loyola.

• *Preteen (8+)* • *Exhibitor Hall C, SG 06*

Sunday 9 AM continued

Obelisk - Coop, Tower Defense, Strategy • *Event #532* **Sunday at 9:00 AM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Sunday 9:30 AM

Scythe • *Event #662* **Sunday at 9:30 AM, 180 min.**

Take control of a nation in an alternate reality where mechs became a new power in the military. In this post war land, control the land using a new take on the action selection mechanic with some of the most beautiful artwork ever seen. Hosted by Aaron Connell.

• *Teen (13+)* • *Exhibitor Hall C, SG 20*

Paint & Take • *Event #169* **Sunday at 9:30 AM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Sunday 10 AM

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #311* **Sunday at 10:00 AM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• *Preteen (8+)* • *Exhibitor Hall C, SG 12*

Dungeon Date • *Event #714* **Sunday at 10:00 AM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

FAZA (DEMO) • *Event #98* **Sunday at 10:00 AM, 120 min.**

FAZA is a retelling of the classic alien invasion story. The players are the last group of human survivors working together to defeat the 3 FAZA motherships. Over the course of 90-120 minutes, this nail-biting co-op will push 2-4 players to their limits as they work together to save their city. Hosted by David Noller.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

Fleet: The Dice Game - Learn To Play • *Event #342* **Sunday at 10:00 AM, 60 min.**

Learn to play with the designer, Matt Riddle. Fleet: The Dice Game is an exciting new strategic roll and write dice game from the creators of Fleet! Fleet: The Dice Game is heavier than many roll and write games and captures the tense, meaningful decisions of Fleet. Fleet: The Dice Game is for 1-4 players. In Fleet: The Dice Game, you are back in beautiful Ridback Bay to reap its rewards! Fleet: The Dice Game takes place over 10 rounds with each round having two phases. Hosted by Matt Riddle.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Sagrada - Learn to Play • *Event #231* **Sunday at 10:00 AM, 60 min.**

As a skilled artisan, you will use tools-of-the-trade and careful planning to construct a stained glass window masterpiece in the Sagrada Familia. Sagrada from Floodgate Games is a game of dice drafting & window crafting. Draft dice & use tools-of-the-trade to carefully construct a stained glass window masterpiece. Rules will be taught. Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Starfinder Society - Quest: Into the Unknown, Pt 2-Adrift • *Event #120*
Sunday at 10:00 AM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Street Masters - Learn to Play • *Event #299* **Sunday at 10:00 AM, 120 min.**

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic fighting video games. Featuring over 65 highly detailed miniatures, unique decks for fighters & enemies, custom dice, and lightning-fast gameplay, Street Masters lets players match up powerful fighters against villainous organizations in a wide array of exciting scenarios. Designed by Adam Sadler and Brady Sadler, the game offers modular and elegant gameplay set in a unique and exciting world of brutal combat. Hosted by Adam Sadler, Brady Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 11*

Hurricane (Charity Game) RPG • *Event #143* **Sunday at 10:00 AM, 240 min.**

A hurricane has struck near MageŠ—Ès Mark and blasted the tower of Wizbang the Mage. Multiple items have gone missing and the conjurer is in the middle of a serious experiment and cannot retrieve his items. This wilderness scenario was designed for four, 4th level (5th edition) PCs. Scour the area and fight off challenges to retrieve the missing items. Pre-gens are included. Hosted by Stan!.

• *All Ages* • *Grand Gallery H, Charity 001*

Obelisk - Coop, Tower Defense, Strategy • *Event #534* **Sunday at 10:00 AM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Detective: A Modern Crime Board Game - Learn to Play • *Event #302*
Sunday at 10:00 AM, 120 min.

Learn to play with the designer, Ignacy TregIn Detective: A Modern Crime Board Game you are going to solve FIVE different cases and find out what connects them, you are going to BREAK THE 4th WALL by using every resource you can, you are going to browse the game's DEDICATED DATABASE simulating agency's resources, you will enter a city maze of old mysteries and fresh CRIME, and you will be able to COOPERATE with other agents or solve the mystery on your own. Hosted by Ignacy Trzewiczek.

• *Teen (13+)* • *Exhibitor Hall C, SG 25*

Photosynthesis • *Event #278* **Sunday at 10:00 AM, 90 min.**

The sun shines brightly on the canopy of the forest, and the trees use this wonderful energy to grow and develop their beautiful foliage. Sow your crops wisely and the shadows of your growing trees could slow your opponents down, but don't forget that the sun revolves around the forest. Welcome to the world of Photosynthesis, the green strategy board game! Hosted by Extra Life. Hosted by Jen Suttorp.

• *Preteen (8+)* • *Exhibitor Hall C, SG 07*

Designing with the Pros Session C • *Event #412* **Sunday at 10:00 AM, 60 min.**

Presented by: Isaac Childres, Kevin Wilson, Eric Hayes-Bouyouris, Daryl Andrews, and Jonathan Chaffer. Are you inspired to design your own games? Hear from some industry pros on how they got started. Discover their high and low points with game design, and how they achieve their desired results. Hosted by Daryl Andrews, Erica Bouyouris, Isaac Childres, Jonathan Chaffer, Kevin Wilson, Mandi Hutchinson.

• *Teen (13+)* • *Grand Gallery G, Theater Seating*

Fate of the Elder Gods • *Event #680* **Sunday at 10:00 AM, 180 min.**

In Fate of the Elder Gods, players take on the ever-maddening role of cults trying to summon ancient evil and herald the fall of mankind! Each cult is in competition to be first to summon their god, but they all must also repel intrepid investigators working to seal off the gate to beyond with Elder signs. Gather arcane artifacts, cast powerful spells, embrace the Dark Gift of your Elder God, and be first to hasten doom...before it's too late! Hosted by Jason J Mosher.

• *Teen (13+)* • *Exhibitor Hall C, SG 24*

Poet's Honor: a haiku competition • *Event #52* **Sunday at 10:00 AM, 60 min.**

Write haiku to earn honor from fellow poets. In each of 7 rounds, players have 90 seconds to write a haiku in response to a specific topic, chosen by the poet in charge of that round. Each player also has 7 words they must incorporate into their poems or they lose honor. 3-8 players, 25 min. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Little Songbird - Learn to Play • *Event #352* **Sunday at 10:00 AM, 60 min.**

Learn to play with the designer, Ben PInchback. In Piepmatz, you skillfully play bird cards from your hand to collect seeds and birds at the bird feeder. Seeds and mated pairs of birds in your collection are worth points. Single birds score only if you have the most of their species. The course of play is the same for all numbers of players. On a turn, you go through these three phases in order: Play a car, Resolve effects, and Draw a new card. Hosted by Ben Pinchback.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

The 2018 Michigan State Dimension Championship • *Event #684* **Sunday at 10:00 AM, 180 min.**

The winner of this tournament will get a trophy, a copy of the game, plus a seat at the final round of the Midwest Regional Championship at Geekway to the West (as well as a free badge to Geekway to the West)! Hosted by Avonelle Wing, Vincent Salzillo.

• *Teen (13+)* • *Exhibitor Hall C, SG 33*

Atlantis Rising • *Event #238* **Sunday at 10:00 AM, 120 min.**

In this cooperative worker placement game, you are a team of Atlantean councilors charges with saving the people of Atlantis before the island floods Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Alpacalypse • *Event #28* **Sunday at 10:00 AM, 180 min.**

Play an unpublished prototype of the Alpacalypse designed by Adam Hill & Clayton Hargrave. This mid-weight euro combines a super-quirky theme with some serious gameplay featuring a fresh take on a blind auction and worker placement, all with a light civ-builder twist. 90-120 mins. Hosted by Adam Hill.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Memoir '44: Overlord • *Event #661* **Sunday at 10:00 AM, 180 min.**

The WWII strategy game gone huge! 4 players per side, a Commander-In-Chief giving orders to their 3 Field Generals. The FGs get to move the army men and tanks around the map and chuck dice. A card-driven strategy game. One of my 10s. (Map TBD). Knowledge of the Command & Colors system a plus, but not required, will teach if necessary (not a hard game). Hosted by Scott Hankins.

• *Teen (13+)* • *Exhibitor Hall C, SG 21*

Starfinder Society 1-18: The Blackmoon Survey (Charity Game) • *Event #272* **Sunday at 10:00 AM, 300 min.**

A Starfinder Society Scenario designed for levels 1-4. Special Charity Event. Guest GM Owen Stephens Hosted by Owen K.C. Stephens.

• *Preteen (8+)* • *Grand Gallery H, Charity 002*

Arena Cosmachus Playtest • *Event #527* **Sunday at 10:00 AM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Sunday 10:30 AM

Suspect • *Event #465* **Sunday at 10:30 AM, 60 min.**

An all-versus-1 game of memory and dynamic set collection in 20-40 mins. One player (the suspect) chooses their crime while the other players (the detectives) play evidence cards on lines of questioning to suss out the truth. On their turn, the suspect tampers with the case. This tug of war continues until the deck runs out and with one final guess, the detectives decide the suspect's fate. **GIVEAWAY** Come playtest for a chance to win a new copy of Hocus from Hyperbole Games! Hosted by Matt Knaack.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Rotten Refrigerator - Solo or 2 Player • *Event #721* **Sunday at 10:30 AM, 30 min.**

Help me test a quick, but thoughtful game! 1 Player - The refrigerator is full, and the food is going bad, can you empty it before anything goes rotten? 2 Players - Can you remove food from the refrigerator to score more points than your opponent? The chili is worth more points as it ages, but don't let the Chinese leftovers go for too long, you will wish you removed it sooner! With a few cards this game gives you a lot of decisions, making it a quick, fun game to play. Hosted by Scott Dyk.

• *All Ages* • *Grand Gallery EF, Table 05EF*

Clank: the Mummy's Curse • *Event #439* **Sunday at 10:30 AM, 90 min.**

Dungeon delvers dive deep into dragon's den in a deck-building adventure game, now with a Mummy. Hosted by Gary Loyola.

• *Preteen (8+)* • *Exhibitor Hall C, SG 17*

Sunday 11 AM

Dungeon Date • *Event #715* **Sunday at 11:00 AM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 05EF*

Fireball Island: The Curse of Vulkar - Learn to Play • *Event #312* **Sunday at 11:00 AM, 60 min.**

Learn to play with the designer, Rob Daviau. Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Hosted by Rob Daviau.

• *Preteen (8+)* • *Exhibitor Hall C, SG 12*

Batman: The Animated Series - Learn to Play • *Event #358* **Sunday at 11:00 AM, 120 min.**

Learn to play with the designer, Richard Launius. In Batman: The Animated Series Gotham Under Siege, 1-5 players take on the role of the caped crusader and his allies, using dice allocation and threat management to defend Gotham from henchman and bosses and keep the city from being destroyed. Hosted by Richard Launius.

• *Teen (13+)* • *Exhibitor Hall C, SG 15*

Starfinder Society - Quest: Into the Unknown, Pt 3-Boarding • *Event #121*
Sunday at 11:00 AM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Fleet: The Dice Game - Learn To Play • *Event #343* **Sunday at 11:00 AM, 60 min.**

Learn to play with the designer, Ben Pinchback. Fleet: The Dice Game is an exciting new strategic roll and write dice game from the creators of Fleet! Fleet: The Dice Game is heavier than many roll and write games and captures the tense, meaningful decisions of Fleet. Fleet: The Dice Game is for 1-4 players. In Fleet: The Dice Game, you are back in beautiful Ridback Bay to reap its rewards! Fleet: The Dice Game takes place over 10 rounds with each round having two phases. Hosted by Ben Pinchback.

• *Teen (13+)* • *Exhibitor Hall C, SG 10*

Dark Secrets of Alar • *Event #674* **Sunday at 11:00 AM, 180 min.**

Murder in a small town! Join a band of loyal friends seeking to uncover the real villain in the ghastly murder of the beloved Nurse Judy. This Homebrewed Cthulhu-esque board-game uses cooperative play on a 3d terrain map of a small New England town from the 1920's. Work with the other players to deduce which Town Elders committed the murder, and reveal their motive. Hosted by Peter Ross.

• *Teen (13+)* • *Exhibitor Hall C, SG 23*

Champions of Midgard - Learn to Play • *Event #218* **Sunday at 11:00 AM, 120 min.**

You are the leader of a Viking clan who has traveled to an embattled Viking harbor town to help defend it against the threat of trolls, draugr, and other mythological Norse beasts. By defeating these epic creatures, players gain glory and the favor of the gods. Champions of Midgard by Grey Fox Games is a middleweight, Viking-themed, worker placement game with dice rolling. Rules will be taught. Hosted by James Turnwald.

• *Teen (13+)* • *Exhibitor Hall C, SG 05*

Affliction: Salem 1692 • *Event #364* **Sunday at 11:00 AM, 60 min.**

AFFLICTION is a gaming experience focusing on the events surrounding Salem Massachusetts 1692. You will play a faction within the town or village of Salem, using influence to bring colonists into your circle. You may also use that influence to protect individuals, arrest others, to become more influential or to spread suspicion. Affliction is a highly interactive worker placement game with an engine building and engine disruption mechanic. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 16*

Obelisk - Coop, Tower Defense, Strategy • *Event #536* **Sunday at 11:00 AM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Adventurers League - DDAL00-02b The Weirding Vats • *Event #565*
Sunday at 11:00 AM, 120 min.

Goblins abound! Strange goblins have been sighted in the farm lands south of Hillsfar! Locals report that they have been straying from the forest-realm of Cormanthor to the south in increasing numbers, and beg you to put an end to their incursions! Hosted by Emily Daniels.

• *All Ages* • *Grand Gallery AB, Table 02AB*

Munchkin Collectible Card Game - Learn to Play • *Event #419* **Sunday at 11:00 AM, 60 min.**

Learn to play with the designer, Kevin Wilson. Munchkin Collectible Card Game is a combat game in which two players level up turn after turn, put loot into play to give themselves benefits, and attack (or bluff attacks!) against one another. Eliminate the other player first, and you win! In the words of co-designer Eric Lang, "'[Munchkin Collectible Card Game] is a very different game from Munchkin. Imagine all the awesome humor of Munchkin as a short, competitive head-to-head slugfest." Hosted by Kevin Wilson.

• *Teen (13+)* • *Exhibitor Hall C, SG 13*

Adventurers League - DDAL00-02d Echoes of the Weeping War • *Event #569*
Sunday at 11:00 AM, 120 min.

Over 700 years ago the Army of Darkness raged through Cormanthor before breaking the proud city of Myth Drannor. Rumors tell of powerful magic lost deep in the Darkwood, now supposedly found, that harkens back to that terrible war. Hosted by Alan Drake.

• *All Ages* • *Grand Gallery AB, Table 05AB*

Munchkin • *Event #487* **Sunday at 11:00 AM, 120 min.**

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Hosted by Extra Life Hosted by Erin Nystrom.

• *Preteen (8+)* • *Exhibitor Hall C, SG 18*

Dungeon Alliance - Learn to Play • *Event #258* **Sunday at 11:00 AM, 120 min.**

Andrew Parks, designer, will be teaching you the basic game of Dungeon Alliance. Dungeon Alliance is a deck-building, dungeon-crawling miniatures adventure game that allows players to send 1-4 different teams of adventurers into perilous dungeons in search of experience and treasure. Hosted by Andrew Parks.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Adventurers League - DDAL08-03 Dock Ward Double Cross • *Event #633*
Sunday at 11:00 AM, 120 min.

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Hosted by Jessie LeTarte.

• *All Ages* • *Grand Gallery AB, Table 03AB*

Pathfinder Society - 10-03: Death on the Ice • *Event #215* **Sunday at 11:00 AM, 300 min.**

A Pathfinder Society Scenario designed for levels 5-9. Hosted by Matt Haddix.

• *Preteen (8+)* • *Grand Gallery CD, Table 05CD*

Legends of Draxia: Corrupted Mana Expansion • *Event #22* **Sunday at 11:00 AM, 60 min.**

Legends of Draxia with a kick! Direct PvP to mess with your competition. Use Corrupted Mana to enrage monsters and destroy resources. Victory point, fantasy style game. Rules will be taught. Hosted by Jimmy Sanders.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Sunday 11 AM continued

Paint & Take • *Event #319* **Sunday at 11:00 AM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Little Songbird - Learn to Play • *Event #347* **Sunday at 11:00 AM, 60 min.**

Learn to play with the designer, Matt Riddle. In Piepmatz, you skillfully play bird cards from your hand to collect seeds and birds at the bird feeder. Seeds and mated pairs of birds in your collection are worth points. Single birds score only if you have the most of their species. The course of play is the same for all numbers of players. On a turn, you go through these three phases in order: Play a car, Resolve effects, and Draw a new card. Hosted by Matt Riddle.

• *Teen (13+)* • *Exhibitor Hall C, SG 14*

Camel Up • *Event #83* **Sunday at 11:00 AM, 60 min.**

Betting on fast horses at the race track? Instead, come to Camel Up and bet on slow, clumsy camels. Bet on your favorite and manipulate the outcome as they stumble around the racetrack. Quick paced game plays up to 10 with the Supercup expansion. 2014 Spiel de Jahres winner. Hosted by Darrin Ball.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Sunday 11:30 AM

Continuum - The Spacetime Strategy Game • *Event #658* **Sunday at 11:30 AM, 60 min.**

Unique abstract strategy game using sand timers with various times and movement rules on a hexagonal board. Each piece is flipped when moved, and cannot be moved again until its sand runs out; this also sets the timer for your opponent's turn. Capture the opponent's main piece (the "Traveler"), or their base to win the game! Hosted by Joe Boyden.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Hollywood Haiku: the poetic party game for movie lovers • *Event #45*
Sunday at 11:30 AM, 60 min.

The movie trivia game in which all the clues are written as haiku! Players take turns reading clues, and the first to give the correct answer collects the card and becomes the next reader. The first player to collect seven cards wins. With clues to over 1,000 movies of all types: action, comedy, drama, science fiction, and many more. 20-40 min., for 3-8 players or teams, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Continuum - The Spacetime Strategy Game • *Event #694* **Sunday at 11:30 AM, 90 min.**

Unique abstract strategy game using sand timers with various times and movement rules on a hexagonal board. Each piece is flipped when moved, and cannot be moved again until its sand runs out; this also sets the timer for your opponent's turn. Capture the opponent's main piece (the "Traveler"), or their base to win the game! Hosted by Joe Boyden.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

King of Tokyo • *Event #329* **Sunday at 12:00 PM, 60 min.**

In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Bosk - Learn to Play • *Event #430* **Sunday at 12:00 PM, 60 min.**

Learn to play with the designer, Erica Bouyouris. During the spring in Bosk, players take turns carefully planting trees of various sizes to gain influence in the grove that will determine the points that are scored in summer. When autumn comes, the trees' leaves fall in the rotating direction of the wind to cover the ground. Points are scored in the winter for the player with the most leaves in each region in the grove. (A high quality demo copy, not the actual production copy) Hosted by Erica Bouyouris.

• *Teen (13+)* • *Exhibitor Hall C, SG 03*

Starfinder Society - Quest: Into the Unknown, Pt 4-Salvage • *Event #126*
Sunday at 12:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Folklore: The Affliction - Learn to Play • *Event #425* **Sunday at 12:00 PM, 180 min.**

Learn to play with the designer, Will Donovan. Folklore: The Affliction is an adventure board game for 1-5 players, in which your characters progress through a series of stories in their quest to rid the land of evil. Every story is broken into chapters, allowing players to control the length of each game session. Become one of six unique characters, increasing in knowledge and skill as you embark on a frightful journey to save the world of Folklore from the horrors that plague it. Hosted by Will Donovan.

• *Teen (13+)* • *Exhibitor Hall C, SG 09*

Obelisk - Coop, Tower Defense, Strategy • *Event #538* **Sunday at 12:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Filler - Learn to Play • *Event #517* **Sunday at 12:00 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 10*

Imperial Settlers + Amazons Expansion - Learn to Play • *Event #315*
Sunday at 12:00 PM, 120 min.

Learn to play with the designer, Ignacy Trzewiczek. As you may have realized by now, all new Imperial Settlers factions begin with the letter "A" and this is no exception! With Amazons, the third big expansion for Imperial Settlers, this formerly warmongering tribe is now building their new empire. Hosted by Ignacy Trzewiczek.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

7th Sea - An Introduction • *Event #557* **Sunday at 12:00 PM, 240 min.**

Welcome to Theah and the world of the game 7th Sea (1st ed.). Enter in to a roll and keep game of high adventure and intrigue based on an alternative Europe. 7th Sea has pirates, adventure, magic, sword fighting, and intrigue. This session is designed to teach the game, with premade characters so we can get right into the action! Hosted by Extra Life. Hosted by Bryan Wilson.

• *Teen (13+)* • *Grand Gallery CD, Table 11CD*

Founders of Gloomhaven - Learn to Play • *Event #414* **Sunday at 12:00 PM, 180 min.**

Learn to play with the designers, Isaac Childres. Founders of Gloomhaven is a competitive tile-placement, action-selection, city-building game in which each player controls a fantastical race working to build the city of Gloomhaven and gain influence over its residents. This is a standalone game set in the same universe as Gloomhaven. The events, however, take place hundreds of years before Gloomhaven and depict the original construction of the city. Hosted by Isaac Childres.

• *Teen (13+)* • *Exhibitor Hall C, SG 04*

South of West: A Silly Sunday Shootout • *Event #479* **Sunday at 12:00 PM, 180 min.**

Join us at Near the Border, a southwestern grill full of delicious queso and dangerous customers! A PbtA game, SoW brings cartoon violence and bad puns to the table for a wild & weird RPG experience. Play as a bardito, churrogue, or salsarer, and shimmychanga your way to victory! Hosted by Ryan Wilson.

• *Adult (18+)* • *Grand Gallery CD, Table 14CD*

End of the Trail • *Event #244* **Sunday at 12:00 PM, 60 min.**

You are prospectors who are in search for Gold in the California gold fields in 1849. Use multi-use cards to prospect for gold & build the best 5 card poker hand to win. Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Azul • *Event #269* **Sunday at 12:00 PM, 60 min.**

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins. Hosted by Extra Life. Hosted by Jen Suttorp.

• *Preteen (8+)* • *Exhibitor Hall C, SG 07*

Arena Cosmachus Playtest • *Event #528* **Sunday at 12:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• *Teen (13+)* • *Grand Gallery EF, Table 04EF*

Sunday 12:30 PM

Continuum - The Spacetime Strategy Game • *Event #657* **Sunday at 12:30 PM, 60 min.**

Unique abstract strategy game using sand timers with various times and movement rules on a hexagonal board. Each piece is flipped when moved, and cannot be moved again until its sand runs out; this also sets the timer for your opponent's turn. Capture the opponent's main piece (the "Traveler"), or their base to win the game! Hosted by Joe Boyden.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Hollywood Haiku: the poetic party game for movie lovers • *Event #46*
Sunday at 12:30 PM, 60 min.

The movie trivia game in which all the clues are written as haiku! Players take turns reading clues, and the first to give the correct answer collects the card and becomes the next reader. The first player to collect seven cards wins. With clues to over 1,000 movies of all types: action, comedy, drama, science fiction, and many more. 20-40 min., for 3-8 players or teams, ages 12 and up. Hosted by Timothy R. Smith.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Filler - Learn to Play • *Event #518* **Sunday at 12:30 PM, 30 min.**

Learn to play with the designer, Jon Chaffer. In Filler, players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Hosted by Jonathan Chaffer.

• *Preteen (8+)* • *Exhibitor Hall C, SG 10*

Sunday 1 PM

This War of Mine • *Event #456* **Sunday at 1:00 PM, 180 min.**

A survival board game that puts players into a war-torn country directing the actions of survivors. They will need to improve their shelter, build devices and scavenge during the night to get supplies just to get to the next day. They will also need to fight off raiders looking to steal from the shelter. The characters will become hungrier, more tired and injured; and eventually, the toughest decisions will need to be made... Hosted by Gary Loyola.

• *Teen (13+)* • *Exhibitor Hall C, SG 07*

Dungeon Date • *Event #716* **Sunday at 1:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 01EF*

Potion Explotion • *Event #497* **Sunday at 1:00 PM, 60 min.**

Dear students, it's time for the final exams of the Potions class! The rules are always the same: Take an ingredient marble from the dispenser and watch the others fall. If you connect marbles of the same color, they explode and you can take them, too! Complete your potions using the marbles you collect, and drink them to unleash their magical power. Hosted by Extra Life Hosted by Erin Nystrom.

• *Preteen (8+)* • *Exhibitor Hall C, SG 05*

Starfinder Society - Quest: Into the Unknown, Pt 5-Lawblight • *Event #130*
Sunday at 1:00 PM, 60 min.

A series of five Starfinder Quests designed for 1st-level characters. Broken into 5 1-hour events, see Long Description for more information. Hosted by Troy Stevens.

• *Preteen (8+)* • *Grand Gallery CD, Table 01CD*

Obelisk - Coop, Tower Defense, Strategy • *Event #539* **Sunday at 1:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Agent 299 • *Event #366* **Sunday at 1:00 PM, 30 min.**

Agent 299 is a portable, small, fast game. The game is easy to learn and will gradually reveal more information as you play. Each round consists of 2 phases. Interrogation and Disclosure. Each agent will interrogate another and trade information. Once each player has done this, the first player will flip over one of their cards revealing new information. Triggering the end game at the right time and not blowing your cover is the tricky part.. Hosted by Daniel Hundycz.

• *Preteen (8+)* • *Exhibitor Hall C, SG 02*

Heroes of Terrinoth - Learn to Play • *Event #648* **Sunday at 1:00 PM, 60 min.**

Learn to play with the designer, Adam Sadler. Heroes of Terrinoth is a cooperative card game of questing and adventure that invites you and up to three allies to take on the role of unique heroes, choosing from twelve distinct and powerful heroes, split between four archetypes: healer, warrior, mage, and scout. These archetypes are further diversified into different classes that your heroes can pursue as your power grows. Hosted by Adam Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Heroes of Terrinoth - Learn to Play • *Event #649* **Sunday at 1:00 PM, 60 min.**

Learn to play with the designer, Brady Sadler. Heroes of Terrinoth is a cooperative card game of questing and adventure that invites you and up to three allies to take on the role of unique heroes, choosing from twelve distinct and powerful heroes, split between four archetypes: healer, warrior, mage, and scout. These archetypes are further diversified into different classes that your heroes can pursue as your power grows. Hosted by Brady Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Pandemic • *Event #334* **Sunday at 1:00 PM, 60 min.**

In Pandemic, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand. Hosted by Extra Life. Hosted by Phillip Brossia.

• *Preteen (8+)* • *Exhibitor Hall C, SG 03*

Sunday 1:30 PM

Suspect • *Event #475* **Sunday at 1:30 PM, 60 min.**

An all-versus-1 game of memory and dynamic set collection in 20-40 mins. One player (the suspect) chooses their crime while the other players (the detectives) play evidence cards on lines of questioning to suss out the truth. On their turn, the suspect tampers with the case. This tug of war continues until the deck runs out and with one final guess, the detectives decide the suspect's fate. **GIVEAWAY** Come playtest for a chance to win a new copy of Hocus from Hyperbole Games! Hosted by Matt Knaack.

• *Teen (13+)* • *Grand Gallery EF, Table 03EF*

Big Trouble in Little China • *Event #677* **Sunday at 1:30 PM, 180 min.**

There is a secret world where ancient evil weaves a modern mystery, and they call it Little China. The evil minions of the immortal ghost-sorcerer Lo Pan are waiting to chop down the players with axes and guns in dark alleys and all throughout the battle-torn streets of Chinatown. Now, Jack, Wang, Gracie, and the rest of the gang must muster up all of their courage, survive against hordes of baddies, and then face off in a showdown with the darkest demon of them all, Lo Pan! Hosted by Jason J Mosher.

• *Adult (18+)* • *Exhibitor Hall C, SG 11*

Adventurers League - DDALCA-01 Ghost Tower EPIC (pregens) • *Event #595* **Sunday at 1:30 PM, 210 min.**

The same faces surround you as the last time you were in this dark, dank cell. Your friends, your party members. You have been told that your actions have led to death and destruction near and far, but you were only doing what was demanded of you from those who hold you captive again now. A looming figure goes over your crimes and holds out a glowing gemstone, offering a trade for your lives. "You must undo what you have done and put this back, he whispers. You must return to the Ghost Tower." Hosted by Alan Drake, Dan DeHaan, Daniel E. Chapman II, Emily Daniels, Fenway Jones, Jessie LeTarte, Marco, Matt Schuch, Matthew, Prescott Gallagher, Rey Castellon, Robert Ditsch, Travis Devoll.

• *All Ages* • *Grand Gallery AB, Table 11AB*

Paint & Take • *Event #264* **Sunday at 1:30 PM, 60 min.**

Paint a miniature, and take it home! You don't have to wait for it to dry overnight, come back later to pick up your miniature! An instructor will guide you while exploring your creative painting side! You will be supplied with a miniature, and all the paints and brushes needed. A fun event for all! Hosted by Ed White, Gordon Replogle, Lee Gaddis.

• *All Ages* • *Exhibitor Hall C, PT 04*

Sunday 2 PM

Everdell • *Event #459* **Sunday at 2:00 PM, 120 min.**

Everdell is a game of dynamic tableau building and worker placement. Many a year have come and gone, but the time has come for new territories to be settled and new cities established. You will be the leader of a group of critters intent on just such a task. There are buildings to construct, lively characters to meet, events to host you, as you have a busy year ahead of yourself. Will the sun shine brightest on your city before the winter moon rises? Hosted by Extra Life. Hosted by Jen Suttorp.

• *Teen (13+)* • *Exhibitor Hall C, SG 06*

Dungeon Date • *Event #704* **Sunday at 2:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Street Masters - Learn to Play • *Event #297* **Sunday at 2:00 PM, 120 min.**

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic fighting video games. Featuring over 65 highly detailed miniatures, unique decks for fighters & enemies, custom dice, and lightning-fast gameplay, Street Masters lets players match up powerful fighters against villainous organizations in a wide array of exciting scenarios. Designed by Adam Sadler and Brady Sadler, the game offers modular and elegant gameplay set in a unique and exciting world of brutal combat. Hosted by Adam Sadler, Brady Sadler.

• *Teen (13+)* • *Exhibitor Hall C, SG 12*

Harvest Dice - Learn to Play • *Event #220* **Sunday at 2:00 PM, 60 min.**

Harvest Dice from Grey Fox Games is a fast, fun dice game of dice drafting and veggie doodling. Each round, players take turns rolling and selecting dice in order to plant veggies in their gardens or feed them to their pig. Keep an eye on the ever-changing market though. You want to make sure you have plenty of desirable vegetables come harvest time! Rules will be taught. Hosted by James Turnwald.

• *Preteen (8+)* • *Exhibitor Hall C, SG 01*

Obelisk - Coop, Tower Defense, Strategy • *Event #541* **Sunday at 2:00 PM, 60 min.**

Work together to defend the realm from invading monsters in this strategy game developed in Cleveland Ohio. Hosted by Eliot Hariton.

• *Teen (13+)* • *Exhibitor Hall C, SG 19*

Psychological Warfare • *Event #387* **Sunday at 2:00 PM, 60 min.**

A twisted humorous psychology themed strategic 1/2 hour card game. Psychological Warfare employs a unique mechanic where your increasing emotional baggage begins to restrict your choices. At the same time you must balance your mental energy and play your cards wisely. Scoring is measured by how well you meet your 4 basic needs. To win, you need to be just a little bit better than everyone else. Defense Mechanisms, Phobias, Neurosis, Backhanded Compliments and a whole lot more. Hosted by Daniel Hundycz.

• *Teen (13+)* • *Exhibitor Hall C, SG 02*

Atlantis Rising • *Event #239* **Sunday at 2:00 PM, 120 min.**

In this cooperative worker placement game, you are a team of Atlantean councilors charges with saving the people of Atlantis before the island floods Hosted by Mike Hinson.

• *Teen (13+)* • *Exhibitor Hall C, SG 08*

Sunday 2 PM continued

Rhino Hero: Super Battle • *Event #493* **Sunday at 2:00 PM, 30 min.**

Rhino Hero is back on the job, and this time not only does the wobbly skyscraper need to be climbed, but there will also be fierce battles between the four super-heroes Rhino Hero, Giraffe Boy, Big E. and Batguin. Who will win the battles and not let themselves be bothered by the mean, hanging spider monkeys? Hosted by Extra Life Hosted by Erin Nystrom.

• All Ages • Exhibitor Hall C, SG 10

Azul • *Event #330* **Sunday at 2:00 PM, 60 min.**

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins. Hosted by Extra Life. Hosted by Phillip Brossia.

• Preteen (8+) • Exhibitor Hall C, SG 03

Arena Cosmachus Playtest • *Event #529* **Sunday at 2:00 PM, 120 min.**

You and a partner will take on the role of famous sci-fi champions from galaxy ATG-73's greatest war! In this tactical card game, teams of two will battle it out using the distinct combat styles and special abilities of their heroes to emerge victorious. Mix and match the 12 unique characters, each with their own exclusive deck! Each combination reveals new strategies and allows for endless gameplay. Relive the war in Arena Cosmachus! Hosted by Mike Maloney.

• Teen (13+) • Grand Gallery EF, Table 01EF

Sunday 2:30 PM

Suspect • *Event #476* **Sunday at 2:30 PM, 60 min.**

An all-versus-1 game of memory and dynamic set collection in 20-40 mins. One player (the suspect) chooses their crime while the other players (the detectives) play evidence cards on lines of questioning to suss out the truth. On their turn, the suspect tampers with the case. This tug of war continues until the deck runs out and with one final guess, the detectives decide the suspect's fate. **GIVEAWAY** Come playtest for a chance to win a new copy of Hocus from Hyperbole Games! Hosted by Matt Knaack.

• Teen (13+) • Grand Gallery EF, Table 03EF

Rhino Hero: Super Battle • *Event #494* **Sunday at 2:30 PM, 30 min.**

Rhino Hero is back on the job, and this time not only does the wobbly skyscraper need to be climbed, but there will also be fierce battles between the four super-heroes Rhino Hero, Giraffe Boy, Big E. and Batguin. Who will win the battles and not let themselves be bothered by the mean, hanging spider monkeys? Hosted by Extra Life Hosted by Erin Nystrom.

• All Ages • Exhibitor Hall C, SG 10

Board Games ***Role Playing Games*** ***Card Games*** ***Prototype***

Charity ***Seminar*** ***Paint & Take*** ***Tournament***

Sunday 3 PM

Dungeon Date • *Event #705* **Sunday at 3:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

Sunday 4 PM

Tiny Epic Zombies • *Event #720* **Sunday at 4:00 PM, 30 min.**

In Tiny Epic Zombies, survivors are always on the run, collecting weapons, killing Zombies and working toward completing objectives. Completing 3 objectives can win you the game but if you're too focused on the objectives, the Zombies will overrun the mall and that will be the end of you. Play Mode: Competitive free-for-all with Zombies controlled by a player. Hosted by Extra Life Grand Rapids Hosted by Jen Suttorp.

• *Teen (13+)* • *Exhibitor Hall C, SG 01*

Dungeon Date • *Event #706* **Sunday at 4:00 PM, 60 min.**

A competitive card game for 2-4, you and your fellow fresh-faced adventurers assemble stunning outfits to romance, befriend, and slay classic dungeon monsters with your sweet high-fantasy style! Date an owlbear, makes friends with a lich, or backstab your best friend's orc boyfriend! Gameplay features simultaneous action selection, set-building, and bald-faced treachery. Earn the most renown from style and monster encounters to be declared Dungeonista of the season! Hosted by Mike Addison.

• *Teen (13+)* • *Grand Gallery EF, Table 02EF*

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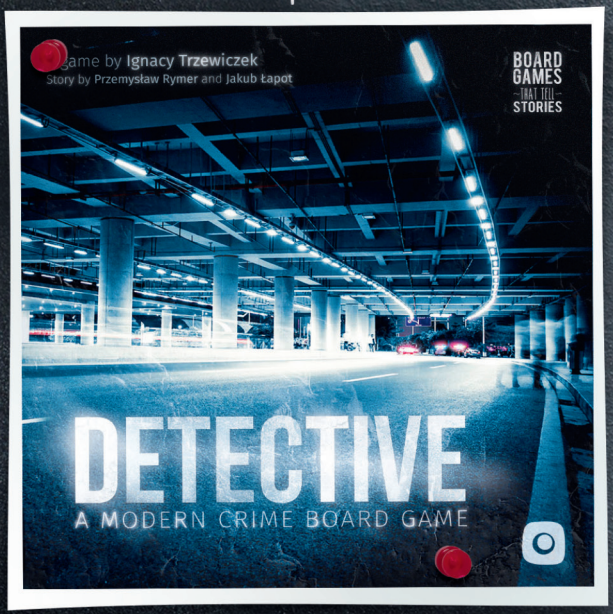

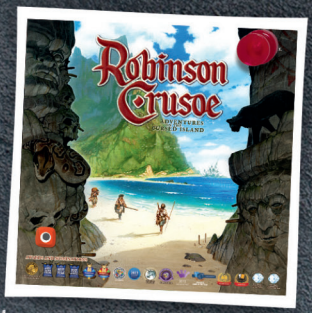

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