



PDXAGE¹

Portland Analog Gaming Event

May 16th -18th, 2014



PDXAGE II

MAY 15-17, 2015

WE'RE DOUBLING THE SPACE FOR PDXAGE 2!
ROOM FOR 600 TABLE TOP GAMERS!

GET YOUR TICKET BY MAY 22ND
AND GET IT FOR 50% OFF!

JUST \$22.50

WWW.PDXAGE.COM



PDXAGE



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PDXAGE Charity Raffle

Charity raffle tickets are \$1 at the Info Desk. Drawing to be held Sunday at 4PM. You must be present to win.



TheSmileTrain
Changing The World One Smile At A Time

During the weekend attendees can purchase raffle tickets to benefit our chosen charity, The Smile Train. All money raised goes directly to The Smile Train. This awesome charity fixes cleft palates for children born in third world countries. Without this surgery, these children can be outcast from their communities, unable to work, attend school or make friends. Enter to benefit these children and have the chance to win some awesome prizes!

Roll Them Brains



STEVE JACKSON GAMES
zombiedice.sjgames.com



Welcome to PDXAGE!

Greetings,

Thank you for joining us for the first ever Portland Analog Gaming Event! We are very excited to see this event come to fruition after many months of planning. While this is our first tabletop gaming event, we have been running PC gaming (PDXLAN) events for over 12 years. At these events, we observed that attendees would pull out extra tables and start tabletop gaming. Being tabletop gamers ourselves, this gave us the idea to start a new event where we could bring our event experience and love of gaming together into a community.

Supporting charity has been a major part of our PC Gaming events and we plan to make this an integral part of PDXAGE. Over the last decade PDXLAN has raised over \$100,000 for charity and we endeavor to do the same over the next 10 years with PDXAGE. For our first event we have chosen to support The Smile Train. All of the money gathered in the charity raffle will go to support this inspirational charity.

Something else that we envision for PDXAGE, is to build a community around board gaming that extends beyond just one weekend of playing together. In our digital gaming community we have seen the community grow into a large group of people who banded together to support charity, support each other, offer resources for trouble shooting technical issues, offer forums for job searches and develop many long standing friendships. We hope that with time, PDXAGE will be a community as well as great event to attend.

Please let us know if you have any questions or if we can do anything to make your gaming weekend more enjoyable. Thanks again for coming and we look forward to seeing you again next year!

Jessica and Matt Conwell
PDXAGE Founders



Our Sponsors

We are very grateful to our awesome sponsors for their support of PDXAGE!





PDXAGE Merchandise

PDXAGE has a limited amount of branded merchandise for sale at the info desk including a few t-shirts and trading pins.

PDXAGE T-Shirts \$18

PDXAGE Trading Pins.....\$ 6

Vendors

For our first event we have just a few fantastic vendors for you and they have some excellent offerings for our attendees.

Guardian Games

Guardian Games is our exclusive game vendor for this PDXAGE event and they will be open to vend from opening each day until 7PM. Check them out for your gaming needs! They will also be selling the Magic the Gathering Packs for the MTG tournaments throughout the weekend.

Guardian Games has also generously contributed to our event library, event prizes, and their game library for the event weekend.

nom*ables

Portland's geek-themed small-pastries caterer! On our menu, you will find creative pastries named for and inspired by movies, TV, comics, games and geek subcultures.

Abby from nom*ables will be bringing geek -themed pastries to sell as well as providing certificates to both our charity and general raffles.



Game Library

The event library will be available during the PDXAGE event hours. You may check out any of available games by trading in your ID. We will hold your ID and return it to you when you return the game. Please do not take the games outside of the event. You may play games on any of the free play tables which have white tablecloths, on your reserved table or on scheduled event tables that are not currently in use, please note that scheduled events will have priority on those tables. The library also has table stanchions with an orange marker to indicate you have room for more players. Take this with you and place it on your table as long as you have room for others and there is still time for them to join in.



Guardian Games has graciously lent us their huge library for the event so that all of the attendees will have a ton of options when choosing what game to play next. Their library is so large that we do not have the space to list it in its entirety, so head over to the library desk to check out the options.

In addition, PDXAGE has a fledgling game library thanks to generous donations from community members. The titles in PDXAGE's library are listed below.

- | | |
|--------------------|-----------------------------------|
| 7 Wonders | Monopoly |
| AEG Love Letter | Munchkin Booty |
| Agricola | Munchkin Deluxe |
| Android Netrunner | Munchkin Good Bad Ugly |
| Apples to Apples | One Night Ultimate Werewolf |
| Arkham Horror | Power Grid |
| Axis & Allies | Renaissance Man |
| Blokus Duo | Slapshot |
| Boxcars | Star Wars: X-Wing Miniatures Game |
| Carcassonne | Settlers of Catan |
| Cavemen | Super Dungeon Explore |
| Citadels | Small World |
| Cthulhu Dice | Takenoko |
| Chupacabra Dice | Ticket to Ride |
| Dominion | Timeline: Historical Events |
| El Caballero | Tsuro |
| Family 10 Game Set | Zombie Dice |
| Farkel | Zombie Dice 2: Double Feature |
| Illuminati | |



Special Events

Cel*Style

Nathanael Cole & Jake Richmond

Tables 17 & 19 All Weekend

Cel*Style is all about role playing games by indie designers from around the world, created specifically to capture the beauty, intensity and strangeness of manga and anime. Each Cel*Style game allows you to explore a new world and create stories with your friends. Playing a Cel*Style game is a lot like a cross between being in a play, writing fanfic and drawing a manga. All you need is one of our game books and a few of your friends! Never played a role playing game? Intimidated by hit points, weapon skills and all that stuff? Don't worry! Cel*Style games cut away all that extra crap with easy to use rules to create the kind of stories that you like. You won't need any "rpg experience" to play our games, just some imagination and a love of anime and manga! Check out the Game Glossary for more detailed descriptions.

Throughout the weekend, Nathanael and Jake will be running several of their games including Motobushido, Tokyo Brain Pop, Mermaid Hunters, Classroom Deathmatch, GxB (Girl x Boy). Check out the game glossary for these game descriptions and look for Cel*Style at tables 17 & 19.

Fireknife! & Maximum Burn

Peter Drake

Fireknife! Friday, 6PM-7PM, Table 9 - Saturday, 12PM-1PM, Table 9 - Sunday, 11AM-12PM, Table 9

Maximum Burn Saturday 5PM-8PM, Table 5

Peter Drake will be at PDXAGE running both of his games, Fireknife! and Maximum Burn. Fireknife is a card game based on the Samoan fireknife dance. Maximum Burn is a space combat miniatures game and Peter's latest game. He will have a prototype to play on Saturday. Refer to the Game Glossary for more detailed description and check out these games during their playtimes listed above.

Gut Bustin' Games

Lisa Steenson

All games Saturday 6PM-10PM

Lisa will be coming to PDXAGE on Saturday to run the games from her company, Gut Bustin' Games. The Award winning Redneck Life Game was created by Lisa Steenson and Lori Dieda. Lisa continued on with creating and marketing: "Trailer Park Wars!" (Origins Award Nominee 2008), Redneck Life Expansion, Oh Gnome You Don't! Board Game (Feb 2011) and she is currently working on The Flea Marketeers. Lisa followed through, building from one game into a game company: Gut Bustin' Games. Come meet her and play her games Saturday from 6pm to 10pm on tables 1 & 2.

Lagoon: Land of Druids

David Chott

Friday, 6PM-8PM, Table 5

Saturday, 2PM-4PM, Table 5

Sunday, 10AM-12PM, Table 5

David Chott, designer of Lagoon: Land of Druids will running demos of his game at the times listed above. Lagoon recently completed a successful Kickstarter campaign in March of this year. Lagoon is a game in which 1-4 players (4 play as opposing teams of 2) each lead a circle of druids to shape the fantastical world of Lagoon by harnessing the power of its magical lands to bend destiny. Refer to the Game Glossary for a longer description and catch a Lagoon game at one of the above listed times.

March of the Ants

Tim Eisner & Ryan Swisher

Play Testing all Day Friday and Sunday, Table 21

Tournament Saturday, 8PM-11PM, Tables 5, 6, 7, 8

Tim Eisner and Ryan Swisher of Weird City games and designers of March of the Ants, will be at PDXAGE all weekend to playtest their game. On Saturday, they will be hosting a March of the Ants tournament with prizeing! Currently, March of the Ants the in the midst of a Kickstarter campaign that is going strong. Check out a more detailed description of the game in the Game Glossary

Men in Black - Steve Jackson Games

Paul Borte

Castellan Friday, 12PM-2PM, Sunday 10AM-12PM, Table 7

Munchkin Pathfinder Friday, 2PM-4PM, Table 7

Revolution Friday, 4PM-6PM, Table 7

Munchkin Ninja vs Pirate Friday, 7PM-9PM, Saturday 4PM-6PM, Table 7

Munchkin Axe Cop Saturday, 2PM-4PM, Table 7

Munchkin Apocalypse Saturday, 6PM-8PM, Table 7

The Men In Black are the volunteer arm of Steve Jackson Games. In the guise of normal, everyday game enthusiasts, they subtly promote awareness of SJ Games products and help to further the agenda of the secret masters. They also do blatantly obvious things like run SJ Games products at conventions, talk them up at game stores, and encourage other gamers to join the fold. Paul Borte will be representing the MIB at PDXAGE by running several Steve Jackson Games with some promotional items to hand out. Take look at the Game Glossary for descriptions of games listed above.

Night of the Saucers

Travis Watkins

Friday, 6PM-10PM, Table 8

Saturday, 10AM-1PM & 3PM-6PM, Table 8

Sunday, 10PM-1PM, Table 8

Travis Watkins will be play testing his game, Night of the Saucers, at PDXAGE throughout the weekend at the times listed above. Travis states that if the game "were a movie, it would be Red Dawn meets Independence Day with the Breakfast Club." The Game Glossary has a more complete description, check it out and join Travis for one of the playtest sessions!



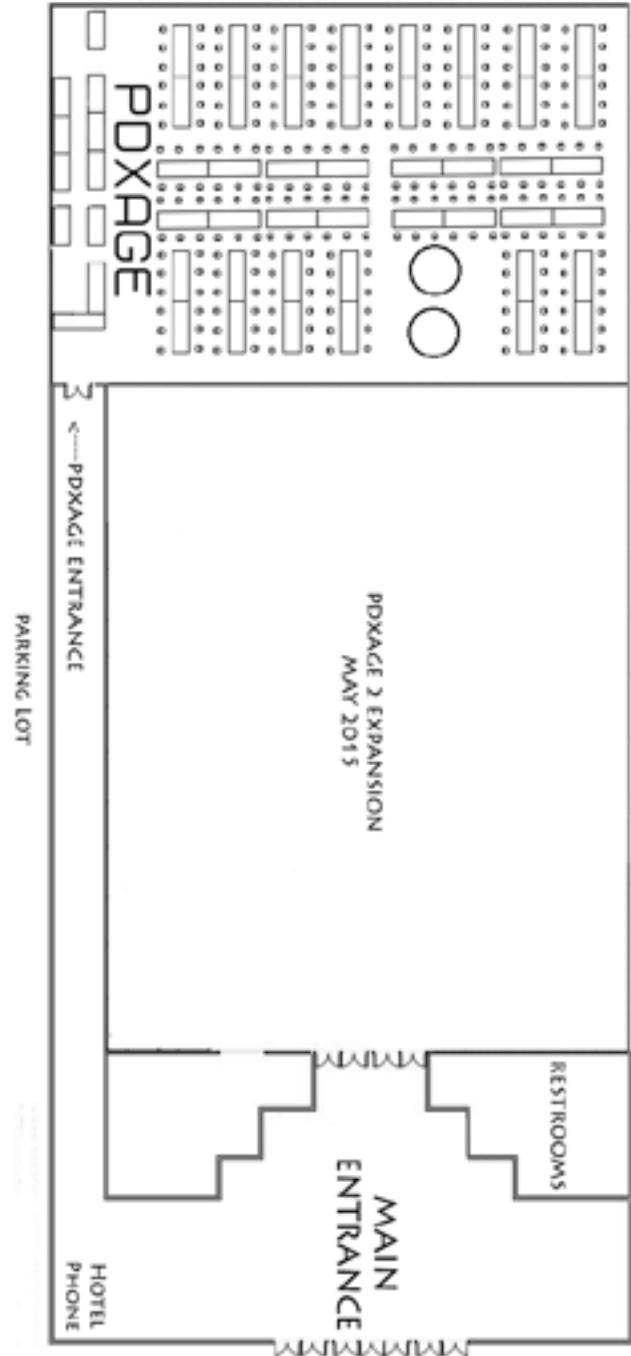
Conference Center Map



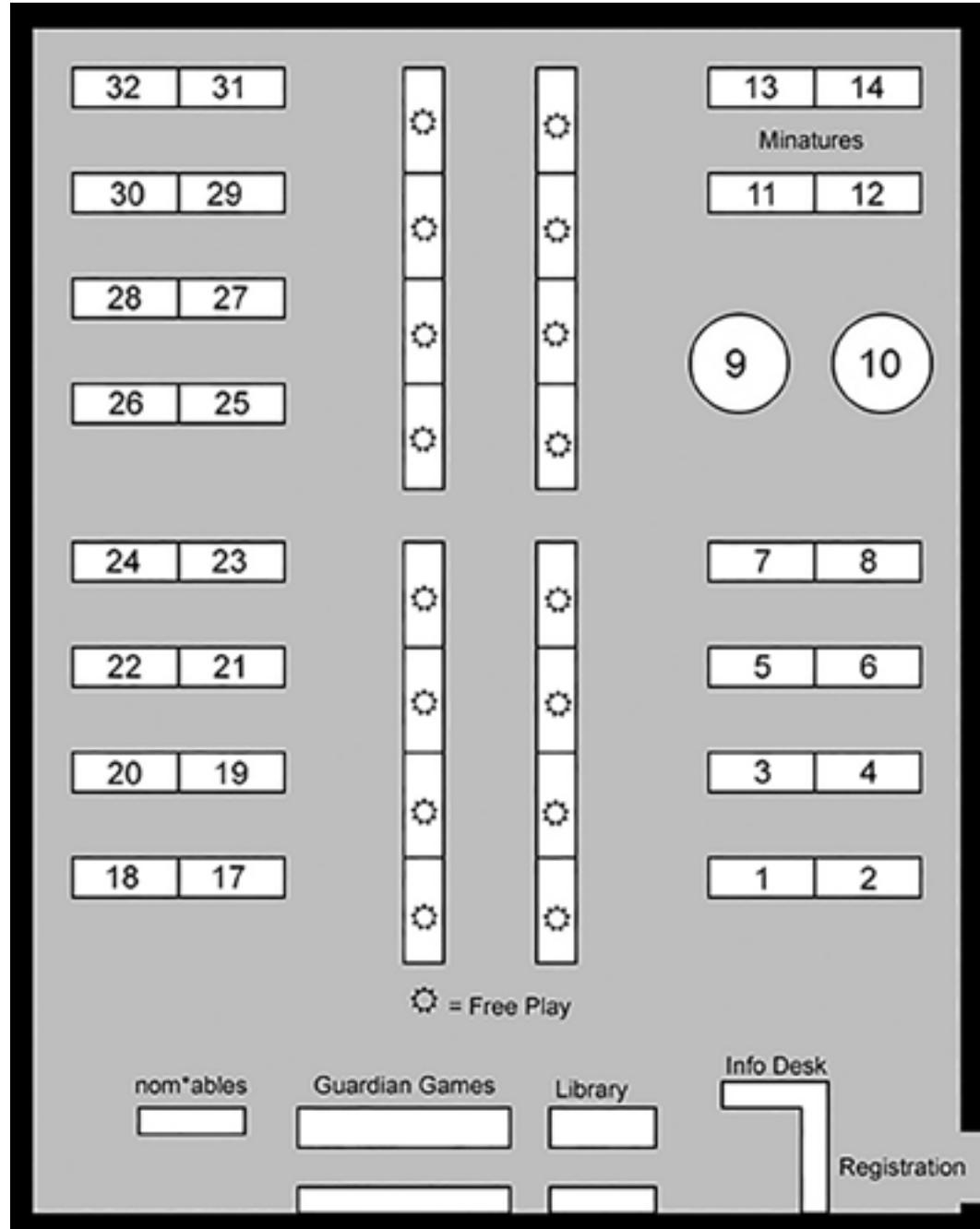
Above is an aerial view of the hotel and conference center property. PDXAGE is located in the conference center.

On the immediate right is an interior overhead view of the conference center showing the location of PDXAGE at the back of the conference center.

On the right page is a view of the PDXAGE event room with the table layout.



PDXAGE Room Layout



Local Food Places



There are several options for dining while at PDXAGE. The most conveniently located is the hotel restaurant and bar located on the bottom floor of the main hotel building. The hotel also has an espresso stand in the lobby that is open until late morning. In addition, there are local pizza shops that will deliver to the conference center.

Below are some restaurants close by, the ones followed by an * you can get to without a car by taking the Airport Shuttle from the hotel to Airport and then catching the Airport MAX to Cascade Station.

Burger King	IHOP*	Starbucks*
McDonalds	RedRobin*	Famous Daves
Wendy's*	Buffalo Wild	BBQ*
Burgerville	Wings*	Taco Del Mar*
Subway*	Hotel Restaurant	
TacoBell	WOW Burger*	

PDXAGE Tournaments

PDXAGE has several official tournaments with sponsored prizes. Check them out to see what you can play for a chance at winning.

MTG Mini - Masters: Win a pack of Magic cards

Friday, 2PM-4PM; Saturday, 2PM-4PM; Sunday, 10AM-12PM; Tables 3 & 4

MTG Draft: Win pack of Magic cards

Friday, 4PM-8PM; Saturday 4PM-8PM; Sunday 12PM-4PM; Tables 3&4

Smash Up: Win a copy of the game Smash Up

Saturday, 8PM-10PM; Table 3 & 4

March of the Ants: Win March of the Ants swag

Saturday 8PM-11PM; Tables 5,6,7,8

X-Wing: Win a \$25 Certificate to Guardian Games for 1st place and 1st-3rd win a unique PDXAGE trophy range ruler with their place on it. Places 4th -19th win a PDXAGE range ruler.

Saturday 12PM-10PM; Tables 11,12,13,14



Friday Scheduled Events

	Time	Event	GM	Table	EventID
Friday	12PM -8PM	Bamboleo	Open Play	1	FR01
Friday	12PM -8PM	Yikerz Magnetic Game	Open Play	2	FR02
Friday	12PM-2PM	Castellan	[MiB]Paul Borte	7	FR03
Friday	12PM-3AM	Star Wars X-Wing Minatures	Open Play	11 & 12	FR04
Friday	12PM-3AM	Minatures Open Play	Open Play	13 & 14	FR05
Friday	2PM-4PM	MTG Mini-Masters Tournament -\$4	Guardian Games	3 & 4	FR06
Friday	2PM-6PM	Eclipse	Byron Kropf	5 & 6	FR07
Friday	2PM-4PM	Munchkin Pathfinder	[MiB]Paul Borte	7	FR08
Friday	4PM-6PM	Revolution	[MiB]Paul Borte	7	FR09
Friday	4PM-8PM	MTG Draft Tournament - \$12	Guardian Games	3 & 4	FR10
Friday	6PM-10PM	Night of the Saucers	Travis Watkins	8	FR11
Friday	6PM-7PM	Fireknife!	Peter Drake	9	FR12
Friday	6PM-8PM	Lagoon: Land of Druids	David Chott	5	FR13
Friday	7PM-9PM	Get Lucky	Michael Hopcroft	6	FR14
Friday	7PM-9PM	Munchkin Ninja Vs Pirate	[MiB]Paul Borte	7	FR15
Friday	8PM-9PM	*Pick Up Raffle Tickets at Info Desk*			
Friday	8PM-9PM	Smash Up	Matt Conwell	1 & 2	FR16
Friday	8PM-11PM	Settlers of Catan	Byron Kropf	5	FR17
Friday	8PM-11PM	Illumanati	Jason Camp	4	FR18
Friday	8PM-11PM	Bang!	Anthony Lofy	9	FR19
Friday	9:00 PM	****GENERAL RAFFLE****			
Friday	9PM-11PM	Nanuk	Matt Conwell	1 & 2	FR20
Friday	9PM-11PM	The Big Idea	Michael Hopcroft	6	FR21
Friday	9PM-1AM	Outpost	Scott McDonald	10	FR22
Friday	11PM-2AM	The Werewolves of Miller Hollow	Anthony Lofy	9	FR23
Friday	1AM-3AM	Cards Against Humanity	Nathan Green	1 & 2	FR24



Saturday Scheduled Events

	Time	Event	GM	Table	EventID
Saturday	10AM-11AM	Yikerz!	Open Play	1	SA01
Saturday	10AM-1PM	LEGO based games	Open Play	1 & 2	SA02
Saturday	10AM-1PM	Agricola	Rob klug	6	SA03
Saturday	10AM-1PM	Night of the Saucers	Travis Watkins	8	SA04
Saturday	10AM-12PM	RoboRally	Byron Kropf	9	SA05
Saturday	10AM-12PM	Star Wars X-Wing Minatures	Open Play	11 & 12	SA06
Saturday	10AM-12PM	Minatures Open Play	Open Play	13 & 14	SA07
Saturday	10:30 AM	Math Trade	Ben Stephenson	Conf Ctr Lobby	
Saturday	11AM-2PM	Zombie City	Kevin Long	7	SA08
Saturday	11AM-2PM	PaxPorfirina	Ric Bernat	3	SA09
Saturday	11AM-2PM	Tokaido	Jason Camp	4	SA10
Saturday	11AM-2PM	Galaxy Trucker	Scott McDonald	5	SA11
Saturday	12PM-1PM	Fireknife!	Peter Drake	9	SA12
Saturday	12PM-10PM	Star Wars X-Wing Tournament	Matt Conwell	11,12,13,14	SA13
Saturday	1PM-3PM	Ascension: Chronicles of the Godslyer	Rob Klug	6	SA14
Saturday	1PM-3PM	Fury of Dracula	kyle jones	8	SA15
Saturday	1PM-2PM	Building an Elder God	Andrew O'briain	2	SA16
Saturday	2PM-4PM	Lagoon: Land of Druids	David Chott	5	SA17
Saturday	2PM-4PM	Slapshot	Open Play	1	SA18
Saturday	2PM-4PM	Ticket to Ride	Andrew O'briain	2	SA19
Saturday	2PM-4PM	MTG Mini-Masters Tournament \$4	Guardian Games	3 & 4	SA20
Saturday	2PM-4PM	Munchkin Axe Cop	[MiB]Paul Borte	7	SA21
Saturday	2PM-5PM	Betrayal at House on the Hill	Ian Rodriguez	9	SA22
Saturday	3PM-6PM	Night of the Saucers	Travis Watkins	8	SA23
Saturday	4PM-6PM	Elder Sign	Andrew O'briain	2	SA24



Saturday Scheduled Events

	Time	Event	GM	Table	EventID
Saturday	4PM-6PM	Timeline	Brian Ramey	1	SA25
Saturday	4PM-8PM	MTG Draft Tournament - \$12	Guardian Games	3 & 4	SA26
Saturday	4PM-7PM	Tailsman Revised 4th Ed.	Rob Klug	6	SA27
Saturday	4PM-6PM	Munchkin Ninja Vs Pirate	[MiB]Paul Borte	7	SA28
Saturday	4PM-8PM	Star Wars X-Wing Death Star Scenerio	Matt Conwell	10	SA29
Saturday	5PM-8PM	Maximum Burn	Peter Drake	5	SA30
Saturday	5PM-7PM	Escape from the Aliens in Outer Space	Kyle jones	9	SA31
Saturday	7PM-8PM	*Pick Up Raffle Tickets at Info Desk*			
Saturday	6PM-10PM	"Gut Bustin' Games: Redneck Life Trailer Park Wars! Oh Gnome You Don't Cheap Shot Flea Marketeers"	Lisa Steenson	1 & 2	SA32
Saturday	6PM-8PM	Munchkin Apocalypse	[MIB] Paul Borte	7	SA33
Saturday	6PM-8PM	Small World	Brian Ramey	8	
Saturday	7PM	****GENERAL RAFFLE****			SA34
Saturday	8PM-10PM	Smash Up Tournament	AGE Staff	3 & 4	SA35
Saturday	8PM-11PM	March of the Ants Tournament	Tim Eisner	5,6,7,8	SA36
Saturday	8PM-11PM	The Werewolves of Miller Hollow	Anthony Lofy	9	SA37
Saturday	10PM-2AM	Star Wars X-Wing Death Star Scenerio	Matt Conwell	10	SA38
Saturday	11PM-3AM	Star Wars X-Wing Minatures	Open Play	11 & 12	SA39
Saturday	11PM-3AM	Minatures Open Play	Open Play	13 & 14	SA40
Saturday	1AM-2AM	One Night Ultimate Werewolf	Nathan Green	1 & 2	SA41
Saturday	2AM-3AM	Cards Against Humanity	Nathan Green	1 & 2	SA42



Sunday Scheduled Events

	Time	Event	GM	Table	EventID
Sunday	10AM-12PM	LEGO based games	Open Play	1 & 2	SU01
Sunday	10AM-12PM	MTG Mini-Masters Tournament -\$4	Guardian Games	3 & 4	SU02
Sunday	10AM-12PM	Lagoon: Land of Druids	David Chott	5	SU03
Sunday	10AM-12PM	Castellan	[MIB] Paul Borte	7	SU04
Sunday	10PM-1PM	Night of the Saucers	Travis Watkins	8	SU05
Sunday	10AM-5PM	Star Wars X-Wing Minatures	Open Play	11 & 12	SU06
Sunday	10AM-5PM	Minatures Open Play	Open Play	13 & 14	SU07
Sunday	11AM-1PM	Alien Frontiers	Rob Klug	6	SU08
Sunday	11AM-12PM	Fireknife!	Peter Drake	9	SU09
Sunday	12PM-4PM	Star Wars X-Wing DeathStar Scenerio	Matt Conwell	10	SU10
Sunday	12PM-3PM	Seven Wonders	Andrew O'briain	2	SU11
Sunday	12PM-4PM	MTG Draft Tournament - \$12	Guardian Games	3 & 4	SU12
Sunday	12PM-3PM	World of Warcraft TCG	Jason Camp	5	SU13
Sunday	12PM-5PM	Sid Meier's Civilization	Byron Kropf	7	SU14
Sunday	2PM-4PM	Costume Fairy Adventure	Michael Hopcroft	6	SU15
Sunday	3PM-4PM	*Pick Up Raffle Tickets at Info Desk*			
Sunday	3PM-5PM	Forbidden Island	Andrew O'briain	2	SU16
Sunday	4PM	****Charity Raffle****			
Sunday	4PM	****Final GENERAL RAFFLE****			

PDXAGE General Raffle

PDXAGE will be holding a general raffle three times, once per day, over the PDXAGE weekend. Each person who has purchased an event ticket is eligible to participate in the raffle. Individuals who purchase whole weekend passes are eligible to participate in the raffle each day. Individuals who purchase day passes are eligible to participate in the raffle for the day that they purchased the pass.

To participate, claim your ticket at the info desk one hour before each general raffle drawing.

Drawing times: Friday 9PM

Saturday 7PM

Sunday 4PM

You Must be Present to win



Policies

General Behavior

All attendees are expected to be respectful of others and their property at the event. Harassment of any type will not be tolerated. Please be mindful of how your actions and play style may impact those around you. We want everyone to have the chance to enjoy the event. Instructions and requests from event staff are to be followed.

Play Tables

The event will have different kinds of game tables available for various activities. Tables with white tablecloths are open for freeplay, meaning if it is open you are welcome to sit down and play a game with whomever wants to join in. Another portion of tables will be reservable for the weekend for a fee. These tables will be marked as reserved and are set aside for the people who have paid to reserve them. There will also be tables that are set aside for scheduled events. When these tables are not in use, they are available for freeplay. However, pay attention to the table's schedule as a scheduled event will take precedence and you may have to move if you are sitting at a table that is scheduled to start an event.

Attire/Costumes

This is a family friendly event, so please wear clothing appropriate to this environment. If you chose to wear a costume the same guidelines applies. If your outfit is not appropriate an admin may ask you to leave the event until you can remedy the concern. If your costume includes a weapon, it must be clearly identifiable as not real. If there is any doubt about whether your outfit is appropriate, please contact an event organizer and their decision will be final.

Children

Children under the age of 5 years old may attend free with their parents. However, they are not eligible to participate in AGE events or raffles. Children 5 - 10 years old may purchase a badge and attend the event with their parents, but must be actively supervised at all times. Children between 11-14 years old may purchase a badge and attend the event with an adult. Children 14 years old and over may purchase an event ticket and attend the event with the consent of their parents/guardian.

Smoking

Smoking is not allowed in the event. Smoking is only permitted outside in designated smoking areas as noted by ash trays/cigarette disposal containers. Please keep in mind that you must be at least 25 feet or more from a building entrance.

Alcohol/Drugs

Alcohol and illegal drugs are not permitted inside of the AGE event. The hotel restaurant serves food as well as drinks and you are welcome to enjoy adult beverages in their restaurant. If you come into the event clearly under the influence, you may be asked to leave until you are sober.

Weapons

Weapons are not permitted inside of the AGE event. If you are wearing a costume that includes a weapon, it must clearly look unreal.

Game Glossary



Agricola

Saturday, 10AM-1PM, Table 6

In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?

Players: 1-5 Age: 12+ Playtime: 120 Min

Alien Frontiers

Sunday, 11AM-1PM, Table 6

Do you have what it takes to be a deep space colonist? An alien frontier awaits the brave and daring! This new planet will be harsh, but if you have the skills to manage your resources, build a fleet, research alien life, and settle colonies, the world can be yours.

Players: 2-4 Age: 13+ Playtime: 90 Min

Ascension: Chronicle of the Godslayer

Saturday, 1PM-3PM, Table 6

Ascension is a fast paced deck-building game where players spend Runes to acquire more powerful cards for their deck. It offers a dynamic play experience where players have to react and adjust their strategy accordingly. Each player starts with a small deck of cards, and uses those cards to acquire more and better cards for their deck, with the goal of earning the most Honor Points by gaining cards and defeating monsters.

Players: 1-4 Age: 13+ Playtime: 30 Min

Bamboleo

Friday, 12PM-8PM, Table 1

An assortment of oddly shaped wooden blocks are placed onto a round, wooden 'platter.' The platter has a cork ball on its underside, which is then placed on top of a conical stand. The trick is that the oddly shaped pieces are to be removed one-by-one, which has a high probability of upsetting the whole contraption's delicate balance.

Players: 2-4 Age: 6+ Playtime: 30 Min

Bang!

Friday, 8PM-11PM, Table 9

The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)

Players: 4-7 Age: 8+ Playtime: 30 Min

Betrayal at House on the Hill

Saturday, 2PM-5PM, Table 9

Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. Betrayal at House on the Hill is a tile game that allows players to build their own haunted house room by room, tile by tile, creating a new thrilling game board every time.

Players: 3-6 Age: 12+ Playtime: 60 Min

Building an Elder God

Saturday, 1PM-2PM, Table 2

Building an Elder God is a fast-paced card game of Lovecraftian construction for 2-5 players, ages 8 and up. Each turn you may place cards to complete your tentacled monster, damage another player's creature, or heal damage of your own. The first player with a complete monster wins! A game lasts 15-30 minutes, depending on the number of players.

Players: 2-5 Age: 8+ Playtime: 15 Min

Cards Against Humanity

Friday, 1AM-3AM, Table 1&2

Saturday, 2AM-3AM, Table 1&2

A card game which involves a judge choosing a black question or fill-in-the-blank card. Each player holds a hand of ten cards at the beginning of each round, and each player contributes card(s) to the "card czar" anonymously. The card czar determines which card(s) are funniest in the context of the question or fill-in-the-blank card. After each round, the role of card czar rotates around the table, and play continues until everyone decides to stop.

Players: 4-30 Age: 17+ Playtime: 30 Min

Castellan

Friday, 12PM-2PM, Table 7

In Castellan, two players work together to build a castle. Finely-detailed wall and tower pieces link together to form courtyards, and the player who finishes a courtyard claims it with a Keep, scoring points for that courtyard equal to the number of tower pieces surrounding it.

Players: 2 Age: 6+ Playtime: 45 Min

Cheap Shot

Saturday, 6PM-10PM, Table 1&2

Cheap Shot is a rummy-style game of insults, with each player starting with a hand of seven cards, which take the form of subjects, conjunctions, verbal phrases, and retorts. On a turn, the active player tries to use the cards in hand to create an insult: "Your Secret Boyfriend / is a drama farmer / and / tells only lies." Unless the targeted player can come up with a block card, such as "Oh grow up!", the insult will stand as points. The more cards in the insult, the more points you score!

Players: 2-6 Age: 12+ Playtime: 45 Min

Classroom Deathmatch

All weekend, Table 17 & 19

Kidnapped by the government and transported to a mysterious battleground, 50 high school students are forced to fight to the death in a brutal televised contest called Classroom Deathmatch! A role playing game of trust, friendship, murder and betrayal!

Players: 4+ Age: 16+ Playtime: 60 Min

Costume Fairy Adventures: The Big Pie Caper

Sunday, 2PM-4PM, Table 6

Fairies. In Costumes. Having Adventures. You are Mother Nature's bratty daughters, diminutive nature spirits who live to make hilarious trouble for other people. You gain new powers by putting on and changing costumes because you're not smart enough to realize it shouldn't work that way.

Players: 2-6 Age: 13+ Playtime: 2-3 Hours

Eclipse

Friday, 2PM-6PM, Table 5&6

A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships to wage war with. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors. The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory!

Players: 2-6 Age: 14+ Playtime: 120 Min

Elder Sign

Saturday, 4PM-6PM, Table 2

Elder Sign is a fast-paced, cooperative dice game of supernatural intrigue by Richard Launius and Kevin Wilson, the designers of Arkham Horror. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient One. Armed with tools, allies, and occult knowledge, investigators must put their sanity and stamina to the test as they adventure to locate Elder Signs, the eldritch symbols used to seal away the Ancient Ones and win the game.

Players: 1-8 Age: 13+ Playtime: 90 Min

Escape from the Aliens in Outer Space

Saturday, 5PM-7PM, Table 9

Escape From the Aliens In Outer Space is a card game of strategy and bluff set on a badly damaged deep space research ship. On-board systems have failed, plunging the ship into darkness. But even worse: a mysterious alien plague has crept aboard and is transforming the human crew into horrendous monsters! The Humans objective is to save themselves using the escape hatches located on the spaceship. The Aliens objective is to hunt down the humans. Each player's identity and position is kept secret: you will need to interpret the movements and behaviors of the other players to learn who and where they really are.

Players: 2-8 Age: 12+ Playtime: 20 Min

Escape from Zombie City (2014)

Saturday, 11AM-2PM, Table 7

In Escape from Zombie City, you and your fellow players are survivors of the zombie apocalypse, hiding in a church of a big city. Everything is going great — well, as great as it can be when zombies are all around — but this is all about to change as a big wave of zombies is coming to town, and they want your brainy goodness. Your only option is to gather all the necessary supplies, start up the old VW Microbus, and get the hell outta Dodge (the city)!

Players: 2-5 Age: 10+ Playtime: 15 Min

Fireknife!

Friday, 6PM-7PM, Table 9

Saturday, 12PM-1PM, Table 9

Sunday, 11AM-12PM, Table 9

In the Fireknife! card game, players take on the role of fireknife dancers, trying to impress the audience with the best routines. The first player to earn enough points (acclaim from the audience) wins. Fireknife! is intended as a light or family game.

Players: 2-6 Age: 8+ Playtime: 30 Min

Flea Marketeers

Saturday, 6PM-10PM, Table 1

A board game of Wheeling Dealing, and Stealing. The richest Marketeer will win! Visually stunning and a heck of a hoot!

Players: 2-6 Age: 10+ Playtime: 60 Min

Forbidden Island

Sunday, 3PM-5PM, Table 2

Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss!

Players: 2-4 Age: 10+ Playtime: 30 Min

Fury of Dracula

Saturday, 1PM-3PM, Table 8

Yikerz! is a game of magnet mayhem. Place your Yikerz! pieces down on the board and try to avoid attracting the other pieces already played. The object is to get rid of all your pieces. If Yikerz! collapse together, those pieces are yours to add to your stack.

Players: 2-5 Age: 10+ Playtime: 2 Hours

Galaxy Trucker

Saturday, 11AM-2PM, Table 5

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers -- the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? Of course you can!

Players: 2-4 Age: 10+ Playtime: 60 Min

Get Lucky

Friday, 7PM-9PM, Table 6

Welcome to the J. Robert Lucky mansion...again. Once more, you and a collection of similarly evil-minded people have gathered for a seemingly innocuous dinner party. It will be an evening of stimulating conversation, quiet music, and desperate murder attempts. But this time, it's a card game. Get Lucky is the card game adaptation of the classic board game Kill Doctor Lucky. Players control multiple house guests, each with some very good reason to take the old man out — but he's not called "Doctor Lucky" for nothing. He's more resilient than a bad habit and twice as irritating. Take heart; his famous luck won't last forever! Gather around the card table and see who can Get Lucky!

Players: 3-6 Age: 14+ Playtime: 20 Min

GxB (Girl x Boy)

All weekend, Table 17 & 19

Momoko is a shy freshman at Atarashi high school, eager to fall in love for the first time. But who will she choose? The smart boy? The dangerous boy? The class president? Guide Momoko through three dates and help her choose the perfect boy (or girl) to be her first love in this short story based dating game. Perfect for first time players!

Players: 4-6 Age: 13+ Playtime: 60-90 Min

Illuminati

Friday, 8PM-11PM, Table 4

Illuminati is a classic Steve Jackson game of world domination. Each player takes on the role of a secret society attempting to spread its tendrils into special interest groups throughout the world.

Players: 2-6 Age: 12+ Playtime: 120 Min

Lagoon: Land of Druids

Friday, 6PM-8PM, Table 5

Saturday, 2PM-4PM, Table 5

Sunday, 10AM-12PM, Table 5

Lagoon is a game in which 1-4 players (4 play as opposing teams of 2) each lead a circle of druids to shape the fantastical world of Lagoon by harnessing the power of its magical lands to bend destiny. The landscape bristles with three divine energies. Every player action alters the balance of power among those energies, and thus the players collectively determine Lagoon's destiny. One divine energy shall inherit Lagoon, and the player who best served it wins!

Players: 1-4 Age: 12+ Playtime: 60 Min

Lego Based Games

Saturday, 10AM-1PM, Table 1 & 2

Sunday, 10AM-12PM, Table 1 & 2

Play an assortment of Lego based games including. Pirates, City, Hobbit, Heroica, Monsters 4, Ninjago, Minotaurus, and Magma Monster.

Players: 1-4 Age: 5+ Playtime: 15-30 Min

Magic: The Gathering

Friday, MTG Mini-Master Tournament, 2PM-4PM, Table 3 & 4 (\$4)

Friday, MTG Draft Tournament, 4PM-8PM, Table 3 & 4 (\$12)

Saturday, MTG Mini-Master Tournament, 2PM-4PM, Table 3 & 4 (\$4)

Saturday, MTG Draft Tournament, 4PM-8PM, Table 3 & 4 (\$12)

Sunday, MTG Mini-Master Tournament, 10AM-12PM, Table 3 & 4 (\$4)

Sunday, MTG Draft Tournament, 12PM-4PM, Table 3 & 4 (\$12)

In the Magic game, you play the role of a planeswalker, a powerful wizard who fights other planeswalkers for glory, knowledge, and conquest. Your deck of cards represents all the weapons in your arsenal. It contains the spells you know and the creatures you can summon to fight for you.

Players: 2+ Age: 13+ Playtime: 20 Min

March of the Ants

All weekend, Table 21

Tournament, Saturday 8PM-11PM, Tables 5-8

In March of the Ants, you create the shared Meadow board by sending your ants to explore it, revealing and strategically placing two dozen unique tiles like Fern, Pebble, and Nest of Centipedes. Populate new territory by breeding larvae and marching your ants onto collection sites. Will you engage competing colonies in battle, seeking to claim the land for yourself? Or will you establish peaceful, symbiotic relationships and share the spoils? All of this must be done while carefully managing the resources in your underground nest.

Players: 2-4 Age: 13+ Playtime: 70 Min

Maximum Burn

Saturday, 5PM-8PM, Table 5

Maximum Burn is a space combat miniatures game, along the same lines as Starmada, Silent Death, Full Thrust, or Star Fleet Battles.

Players: 2-6 Playtime: 60-120 Min

Mermaid Hunters

All weekend, Table 17 & 19

After discovering a hidden magic door 3 friends find themselves in a strange new fantasy world, where an angry monster demands that they hunt down mermaids with nothing more than a net and mallet! Of course, there's a reward as well, if the friends survive long enough to defeat the Mermaid boss! This introductory game to The Magical Land of Yeld setting offers jrpg style combat, exploration and item collecting in an easy to learn rule set! All ages welcome!

Players: 4-6 Age: 13+ Playtime: 60-90 Min

Motobushido

All weekend, Table 17 & 19

Motobushido: A tabletop role-playing game about brotherhood, sacrifice, and death - all part of the Motorcycle Samurai lifestyle. Play a pack of motorcycle-riding samurai in the years after a great war ravaged the land - a war that your side lost. You are the last of a dying breed of warriors. As *motobushi* you travel a hostile world that rejects your ideals, and tell the stories of your trials and adventures..

Players: 4-6 Age: 13+ Playtime: 60-90 Min

Munchkin Pathfinder

Friday, 2PM-4PM, Table 7

The award-winning game of killing monsters and taking their stuff meets the award-winning universe of the Pathfinder Roleplaying Game in Munchkin Pathfinder! Try out new classes like Alchemist and Witch. Join a faction to become an Eagle Knight or a Red Mantis Assassin. Arm yourself with the T-Bone Stake and the Armor of Insults. You'll need them to defeat the Ghoul Friday, the Whispering Tyrant, and especially Lamashtu, the Mother of Monsters. But first you'll have to fight your way through all those goblins . . . and kill them and take their stuff.

Players: 3-6 Age: 10+ Playtime: 90 Min

Munchkin Apocalypse

Saturday, 6PM-8PM, Table 7

Munchkin Apocalypse is a core set in the Munchkin series with an end of the world theme that includes natural disasters, zombie takeovers, Armageddon, alien invasions, nuclear war, etc. And while this is still a standard Munchkin game where you try to level up by killing the monsters, stealing the treasure, and stabbing your buddy, there's a new "Seal" mechanic that significantly changes the gameplay.

Players: 3-6 Age: 10+ Playtime: 90 Min

Munchkin Axe Cop

Saturday, 2PM-4PM, Table 7

Munchkin Axe Cop is a simple, lightweight multiplayer "take that" style card game. Cards represent character abilities, items, monsters to fight, and cards to make monsters harder to defeat (for monsters other players are fighting) or easier to defeat (for you). Every time you defeat a monster, you go up a level. The first player to level 10 wins.

Players: 3-6 Age: 8+ Playtime: 90 Min

Munchkin: Ninja Vs Pirate

Friday, 7PM-9PM, Table 7

This is a custom combination of Munchkin Booty and Munchkin Fu by the MiB team. This is two game decks mixed into one.

Players: 1-4 Age: 5+ Playtime: 15 Min

Nanuk

Friday, 9PM-11PM, Table 1 & 2

In Nanuk, each player bids for how long he can stay on the trail and how much he will bring home. Each boast must be greater than the one before, until one hunter refuses to raise the bid, saying "You're doomed!" Then the hunt begins. Will the hunt leader make good on his boast, or will the doomers be right? Every player decides secretly to help . . . or to let it fail. Beware Nanuk, the great polar bear, who can end any hunt in failure. If you find an inuksuk, it will protect you – once. If the hunt is successful, the hunters share the animals collected. But if the hunt fails, the doomers score instead. Nanuk is a fast-playing, highly social game of bidding and bluffing for 5 to 8 players.

Players: 5-8 Age: 10+ Playtime: 45 Min

Night of the Saucers

Friday, 6PM-10PM, Table 8

Saturday, 10AM-1PM, Table 8

Sunday, 10AM-1PM, Table 8

In Night of the Saucers, invaders from outer space have taken over your city! The players are high school students who were safely in detention when the aliens landed. Now they are Earth's only hope. To win the game players must gather supplies, defeat alien troops, and complete resistance missions before the alien assault destroys the entire city.

Players: 2-4 Age: 10+ Playtime: 30 Min

Oh Gnome You Don't!

Saturday, 6PM-10PM, Table 1 & 2

In Oh Gnome You Don't! players are the gnomes promised in the title, trying to get their hands on as many gems as possible, whether through sales at various businesses or brawls with their fellow gnomes.

Players: 2-5 Age: 13+ Playtime: 90 Min

One Night Ultimate Werewolf

Saturday, 1AM-2AM, Table 1 & 2

One Night Ultimate Werewolf is a fast game for 3-10 players in which everyone gets a role: One of the dastardly Werewolves, the tricky Troublemaker, the helpful Seer, or one of a dozen different characters, each with a special ability. In the course of a single morning, your village will decide who is a werewolf...because all it takes is lynching one werewolf to win!

Players: 3-10 Age: 8+ Playtime: 10 Min

Outpost

Friday, 9PM-1AM, Table 10

Players compete to build the best outpost. They must build and staff factories to produce resources which are then used to build more factories and purchase any of 13 outpost improvements which give different advantages.

Players: 2-9 Age: 12+ Playtime: 150 Min

Pax Porfiriana

Saturday, 11AM-2PM, Table 3

As a rich businessman (Hacendado) in the turbulent pre-revolutionary borderlands of the U.S. and Mexico, players compete to build business empires of ranches, mines, rails, troops, and banks while subverting opponents with bandidos, Indians, and lawsuits.

Players: 1-5 Age: 12+ Playtime: 120 Min

Red Neck Life

Saturday, 6PM-10PM, Table 1 & 2

Journey through Blue Collar Americana by going into debt to purchase a vehicle, get married, divorced, re-married, purchase a home, and raise a passel of young'ens. Through accidents and brawls, players lose teeth during the game. Buy some back if you can... as the player with the most teeth remaining at the end of the game wins!

Players: 2-6 Age: 13+ Playtime: 60 Min

Revolution!

Friday, 4PM-6PM, Table 7

Secretly bid against your opponents to gain victory points, control territories and collect more Gold, Blackmail, and Force tokens for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for points – and where to back away and let your opponents fight – is the key to victory. Whoever has the most victory points at the end of the game wins. It's a game of bluff, counter-bluff, and surprise! Revolution! is for three or four players. The rules can be taught in minutes, and a complete game takes less than an hour. Each new game lets players find new strategies and tactics.

Players: 3-4 Age: 10+ Playtime: 60 Min

RoboRally

Saturday, 10AM-12PM, Table 9

Imagine that you're a supercomputer. Now imagine that you're bored. So you dream up a little contest for you and a couple of your supercomputing buddies. Your task is to move one of the stupid little robots out on the factory floor through a series of checkpoints scattered throughout the factory. The wrinkle, however, is that the factory floor is filled with all kinds of inconvenient (if not down-right deadly) obstacles located in various locations: conveyor belts, crushers, flame-throwers, pushers, teleporters, oil slicks, pits, et cetera. But the real fun comes when the robots cross each other's path, and suddenly your perfect route is something less than that...

Players: 2-8 Age: 12+ Playtime: 120 Min

Seven Wonders

Sunday, 12PM-3PM, Table 2

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

Players: 2-7 Age: 10+ Playtime: 30 Min

Sid Meier's Civilization: The Board Game

Sunday, 12PM-5PM, Table 7

Will you lead the greatest army in the world to conquer your foes? Or will you be the first to journey to the stars, becoming the most technologically advanced civilization known to man? The choice is yours.

Players: 2-4 Age: 13+ Playtime: 180 Min

Slapshot

Saturday, 2PM-4PM, Table 1

Slapshot is a wheeling, dealing game for hockey nuts of all ages. Each participant in Slapshot assumes the role of a team manager. The object is to skillfully manage your team into the playoffs and then win the championship. During the regular season, you will be able to improve your team with trades and drafts. Injuries and luck will play a part, but it is your skill as manager that will guide your team to victory or defeat.

Players: 2-10 Age: 8+ Playtime: 30 Min

Small World

Saturday, 6PM-8PM, Table 8

In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all. Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs, and even humans, who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth.

Players: 2-5 Age: 8+ Playtime: 80 Min

Smash Up!

Friday, 8PM-9PM, Table 1

Tournament: Saturday, 8PM-10PM, Table 3 & 4

The "shufflebuilding" game Smash Up starts with a simple premise: Take the twenty-card decks of two factions, shuffle them into a forty-card deck, then compete to smash more Bases than your opponents! Each faction brings a different game mechanism into play – pirates move cards, zombies bring cards back from the discard pile, dinosaurs have huge power – and every combination of factions brings a different play experience.

Players: 2-4 Age: 12+ Playtime: 45 Min

Star Wars X-Wing

Open Play, all weekend, Tables 11-14

Scenarios, all weekend, Tables 11-14

Tournament, Saturday, 12PM-10PM, Tables 11-14

Star Wars: X-Wing Miniatures Game is a tactical ship-to-ship combat game in which players take control of powerful Rebel X-wings and nimble Imperial TIE fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and painted miniatures, the X-Wing Miniatures Game recreates exciting Star Wars space combat throughout its several included scenarios. Select your crew, plan your maneuvers, and complete your mission!

Players: 2-6 Age: 14+ Playtime: 30 Min

Talisman (Revised 4th Edition)

Saturday, 4PM-7PM, Table 6

Talisman is an adventure board game set in a high fantasy medieval world. Players have 14 characters to choose from all based on role playing archetypes, such as heroes, wizards, villains, thieves, monsters, etc. The game makes players feel they are traveling the world to find equipment, weapons, ancient relics, and companions that will help them on their quest to acquire the Crown of Command. Along the way they visit various locales in the worlds, battle each other and fantastic creatures to make their way to the top.

Players: 2-6 Age: 13+ Playtime: 90 Min

The Big Idea (2011)

Friday, 9PM-11PM, Table 6

The Big Idea is a hybrid of party game and light strategy game. Players create crazy inventions from the pairing of an adjective and noun card in their hands, simultaneously choose one invention (other than their own) to invest in, pay to invest in other inventions (whether newly created that round or an earlier creation), then roll a die for each investment to see whether it pays off and if so by how much. The player who collected the most money wins.

Players: 3-6 Age: 8+ Playtime: 25 Min

The Settlers of Catan

Friday, 8PM-11PM, Table 5

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

Players: 3-4 Age: 10+ Playtime: 90 Min

The Werewolves of Miller's Hollow

Friday, 11PM-2AM, Table 9

Werewolves of Miller's Hollow is a game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Ordinary Townsfolk, or special character such as The Sheriff, The Hunter, the Witch, the Little Girl, The Fortune Teller and so on... There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers (normal and special villagers alike) then deliberate and vote on a player they suspect is a Werewolf, helped (or hindered) by the clues the special characters add to the general deliberation. The chosen player is "lynched", reveals his/her role and is out of the game. Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players.

Players: 8-18 Age: 10+ Playtime: 30 Min

Ticket to Ride

Saturday, 2PM-4PM, Table 2

With elegantly simple gameplay, Ticket to Ride can be learned in under 15 minutes, while providing players with intense strategic and tactical decisions every turn. 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.

Players: 2-5 Age: 8+ Playtime: 45 Min

Timeline: Historical Events

Saturday, 4PM-6PM, Table 1

Timeline: Events is a card game played using 110 cards. Each card depicts a historical event on both sides, with the year in which that event occurred on only one side. Players take turns placing a card from their hand in a row on the table. After placing the card, the player reveals the date on it. If the card was placed correctly with the date in chronological order with all other cards on the table, the card stays in place; otherwise the card is removed from play and the player takes another card from the deck. The first player to get rid of all cards, wins.

Players: 2-8 Age: 8+ Playtime: 15 Min

Tokaido

Saturday, 11AM-2PM, Table 4

In Tokaido, each player is a traveler crossing the “East sea road”, one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places but at the end of the day, when everyone has arrived at the end of the road you’ll have to be the most initiated traveler – which means that you’ll have to be the one who discovered the most interesting and varied things.

Players: 2-5 Age: 8+ Playtime: 45 Min

Tokyo Brain Pop

All weekend, Table 17 & 19

Welcome to Atarashi high school, where schoolgirls with destructive psychic powers do battle against bloodthirsty ghosts, demon princes stalk the school halls and the only thing worse than loosing your soul is letting your grades slip! Tokyo Brain Pop is a psychic school girl role playing game about best friends, monsters and out of control supernatural powers!

Players: 4-6 Age: 13+ Playtime: 60-90 Min

Trailer Park Wars

Saturday, 6PM-10PM, Table 1 & 2

You have finally landed the job of your dreams: Trailer Park Manager! To be the Best Darn Trailer Park Manager in town, you must place quality Tenants in your trailers, create a fun and friendly atmosphere by adding some sweet Amenities, and go about destroying the other trailer parks...no matter what it takes.

Players: 2-6 Age: 13+ Playtime: 45 Min

World of Warcraft Trading Card Game

Sunday, 12PM-3PM, Table 5

The World of Warcraft Trading Card Game draws from the rich lore of the Warcraft universe. Two factions are battling for supremacy over Azeroth—the Horde and the Alliance—and each time you play, you choose a hero from one of these factions to represent you. Your hero is the leader of your party who fights alongside your allies. The cards that you play will allow you to equip your hero with weapons and armor, use spells and talents, invite allies into your party, and complete quests. With each successive TCG set, the theme and cards echo the current max-level content from the online game.

Players: 2 Age: 12+ Playtime: 20 Min

Yikerz!

Friday, 12PM-8PM, Table 1

Saturday, 10AM-11AM, Table 1

Yikerz! is a game of magnet mayhem. Place your Yikerz! pieces down on the board and try to avoid attracting the other pieces already played. The object is to get rid of all your pieces. If Yikerz! collapse together, those pieces are yours to add to your stack.

Players: 1-4 Age: 5+ Playtime: 15 Min



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