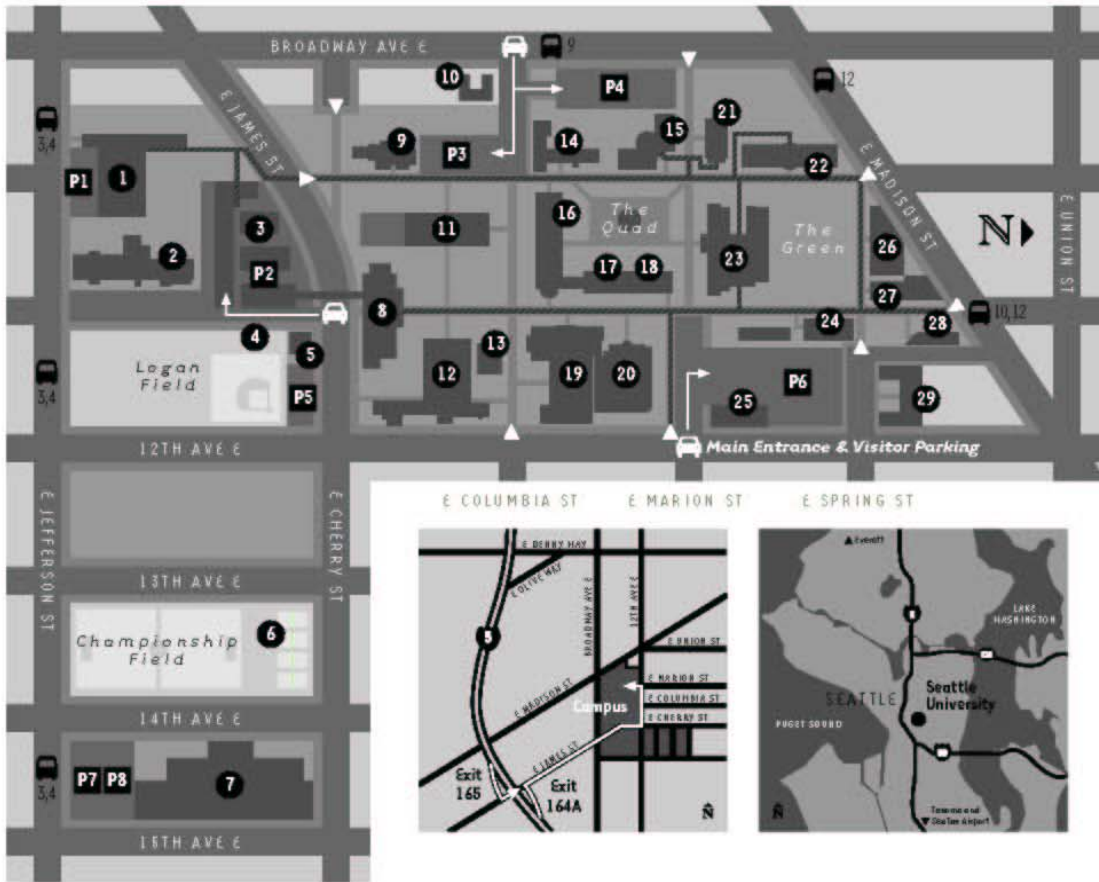


Seattle University



▲ Campus Entry Point Accessible Route King County Metro Parking Entrance P9 Parking Area

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| <ul style="list-style-type: none"> 22 Administration Building 20 Admissions Office 22 Alumni Office 3 Archbishop Murphy Apartments 9 Arrupe Jesuit Residence 15 Arts and Sciences 18 Bannan Biology Wing 17 Bannan Building 16 Bannan Center for Science and Engineering 12 Bellarmine Residence Hall 2 Bessie Burton Sullivant Skilled Nursing Residence 20 Book Store 23 Albers School of Business and Economics 1 Campion Residence Hall | <ul style="list-style-type: none"> 25 Campus Services Building 15 Casey Building 24 Chapel of St. Ignatius 7 Connolly Center 22 Development Office 16 Engineering Building 4 Field House 26 Fine Arts Building 21 Garrard Building 20 Human Resources 5 International Student Center 11 Lemieux Library 14 Loyola Hall 28 Lynn Building 15 Matteo Ricci College | <ul style="list-style-type: none"> 13 McGoldrick Center 23 Pigott Building 28 Institute of Public Service 23 Public Relations Office 14 School of Education 19 School of Law 21 School of Nursing 10 School of Theology and Ministry Annex 16 Science and Engineering 8 Student Center (opens fall 2002) 27 Student Union Building 19 Sullivan Hall 6 Tennis Courts and Facility 20 University Services Building 29 Xavier Residence Hall |
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C Carpool D Disabled F Faculty and Staff J Jesuit S Student V Visitor

Special Guests

This year's special guests for the Dragonflight convention are

Peter Adkison

Former CEO, Wizards of the Coast,

and

Julie Hoverson

Independent game designer,

and

Brian Underhill

Writer and game designer,

and

Ron Hale-Evans

Gamer and small press author

Dragonflight 2004 artwork by **Shawna Stevenson**, representing the World Wide Society Digital Artists Foundation (www.wwsdaf.org).

Staff Contacts

We're always eager to get new events in (see the section on volunteers below). If you would like to help us out, please submit your events via our website by 7/23/2004! For questions, you can contact the appropriate area event coordinator below:

- Anime (anime@dragonflight.org): Tionna McCormick & Jason Ewing
- Board/Card Games (boardgames@dragonflight.org): Dave Adams & Marcus Evenstar
- LAN Games (computers@dragonflight.org): Oscar McBride
- Miniatures (miniatures@dragonflight.org): Tony Rivera and Mike Snively
- Role-Playing Games (roleplaying@dragonflight.org): Marcus Evenstar and John Poole

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Your Membership

You may have noticed that your convention receipt lists you as being a member of Dragonflight. We're not a very high profile organization, simple because the majority of our efforts center around putting on this yearly convention. However, we also have a game club in Seattle (Metro Seattle Gamers), and members who come there to play games get in at a discount. And, of course, members like you get to reserve your spots in events and make your room reservations early.

More importantly, though, membership shows your commitment to keeping Dragonflight a part of the gaming scene in the Pacific Northwest. Your \$10 membership doesn't just go to supporting the convention; that's what the admission fee is for. Your membership also goes to support MSG in its monthly operations, and to the corporate expenses we incur throughout the course of the year (things like liability insurance coverage, website expenses, and so on).

Every year at the convention, we put on an annual meeting. Partly, this is because it's a requirement under Washington state law: we're a corporation and we have to have an annual meeting of our membership. But really, it's a chance to sit down with all of you and hear your thoughts on how we're doing. We always want to

hear your feedback (good or bad), and this gives us a convenient venue in which to do it. That, and you get to eat a meal at the convention for free, so there's an added bonus for showing up!

So, in case we've been crass and have neglected to say it – thank you for being a member of Dragonflight! We appreciate the support you've shown us, some of you for the entire 23 years this convention has been happening. And, as always, we look for things to give back to you, so if you have any ideas, please drop a note to our marketing manager at benefits@dragonflight.org.

The Annual Membership Meeting

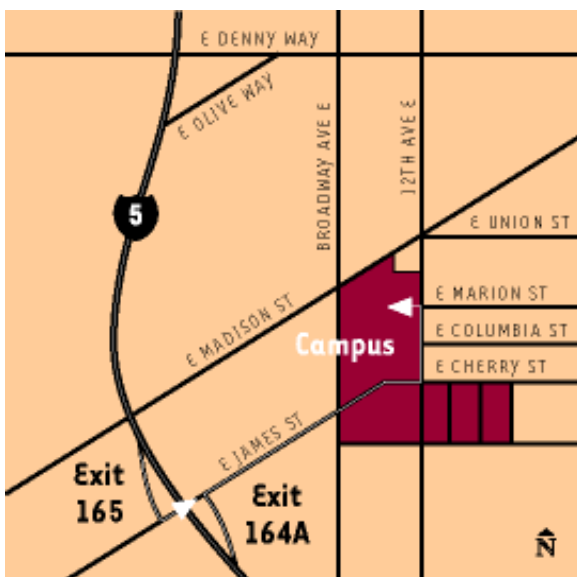
The annual meeting of Dragonflight's membership will be held on Friday, August 13th, at 5:00 PM in the lobby outside room 160 in the Student Union Building at Seattle University.

When and Where is the Convention?

The 2004 Dragonflight convention will begin at noon on Friday, August 13th and end at 6:00 PM on Sunday, August 15th. The majority of the convention events will be held in Campion Hall on the south end of the Seattle University campus. Other events will be held in the student center building just across James Street from Campion Hall.

How Do I Get There?

Dragonflight 2004 will be held on the Seattle University campus, located several blocks east of downtown Seattle.



From Interstate 5, take the James St. exit off I-5 (coming from the north, exit 165; coming from the south, exit 164A). Turn east and drive up the hill until just before the stoplight at 12th Street (if you make it to the light, you've gone too far). Turn right into the Campion Hall parking garage entrance; you can either park in the garage (see below for parking permit details) or you can simply go to the top of the drive and be dropped off.

From downtown you can catch bus route 2, 3 or 4 on Third Avenue or route 12 on First Avenue and also along Marion St. Route 3 and 4 will drop you off on the south side of campus along E. Jefferson St. and buses 2 and 12 will drop you off on the north side of campus along Madison St.

Sea-Tac Airport is located approximately 15 miles south of downtown Seattle, just off Interstate 5. There are a number of choices for transportation between the airport and Seattle University, varying in price and convenience.

Taxis (Yellow Cab: 206-622-6500) are readily available and cost approximately \$35 for a one-way trip.

Shuttle Express (206-622-1424) leaves the airport regularly and will take you directly to the university for around \$20. Claim your luggage, locate the nearest Traveler's Information Center, and dial 48. Proceed to door (6) or (26) inside the waiting areas at either end of the terminal.

Metro Buses leave Sea-Tac Airport to downtown Seattle every 30 minutes. Buses arrive at and leave from the Sea-Tac Airport baggage claim area near door number 6. Departure times are shown on information signs at the bus stop. Route 194 and 174 will take you downtown or to the Airport. Route 194 is the fastest, most direct route. You can catch this bus in the bus tunnel stations on Third Avenue (its last run of the day is around 9 p.m.) Route 174 runs in the early morning dropping passengers off coming from the airport (1:31 a.m. and 2:46 a.m.) all along Fourth Avenue, and picking passengers up going to the airport (2:15 a.m. and 3:30 a.m.) on 2nd Ave.

The Amtrak Train Station is located at 3rd and Jackson. Taxi service from the train station is approximately \$25 per person one-way (check with the driver).

The bus station is located at 8th and Stewart. Taxi service from the bus station is approximately \$20 per person one-way (check with the driver).

For building-specific directions, you can also visit the Seattle University website at www.seattleu.edu.

How Do I Contact Dragonflight?

If you have any questions about the information contained in the program, there are a couple of ways to get your answers. The simplest is to visit the convention's website (listed above). As questions are asked, we will post the answers to a FAQ page. You can email questions to info@dragonflight.org, and we will respond as soon as possible with your answer. If you'd rather contact us the old-fashioned way, you can send letters to Dragonflight 2004, PO Box 776, Seattle, WA 98111-0776. While we have a phone (206-781-0047), it's at our clubhouse and sometimes the messages are not checked for several days. You can leave a message there, but we may not get it for a while – email is your best bet.

What Should I Do When I Arrive?

When you get to Campion Hall, your first job is to check in for the convention and get your name badge (more on that below) and all the other information in your convention packet. Your packet will contain your updated receipt (which also shows you which games you were successful in reserving your spot in), a convention program that looks remarkably like this one (but is more complete), an errata sheet, and some other goodies. If you bought a t-shirt, it will be tucked in there, too.

You should plan on checking in as close to the noon opening as possible, since we'll be allowing walk-up registrations beginning at 12:30 and both the pre-reg and walk-up reg check-in lines will feed into a very full event ticketing line! Checking in before 12:30 will allow you earlier access to the first three timeblocks' events – once 12:30 rolls around, you're stuck in the event ticketing line with everyone else!

Assuming you want a room to stay in for the convention, your next stop will be the Campion Hall housing desk. If you reserved a room to stay in this year, this is where you will pick up the key. You can also buy your parking pass there. (More information on this is below.)

Once you're done with this, you're all checked in. Put on your badge, drop your stuff in your room, and head out for your first game!

Hours of Operation

Even though the convention goes 'round the clock, the staff typically doesn't. We have set hours for the registration/event ticketing desk. The desk opens for busi-

ness on Friday the 13th at noon for pre-registered attendees. Walk-up registration begins at 12:30 PM. The desk will remain open until Friday evening at 9:00 PM.

Saturday morning, the desk opens bright and early at 8:00 AM. Be kind to your Dragonflight staff when you see them – most of them have been up all night gaming at this point. The desk is staffed until 9:00 PM, at which time it closes for the night.

On Sunday morning, the desk again opens at 8:00 AM. By this time, the staff members should look vaguely like bleary-eyed zombies – but we're still here to serve! The desk will remain open until 6:00 PM, when everyone must leave the SU campus. (In not-so-kind words, we have to kick you out at that time!)

What's This About a Badge?

In your registration packet, you'll find a pre-printed name badge. Your name badge is how we know you're allowed to be at the convention. As you might imagine, this also means that those people without name badges are likely to be challenged by our staff to determine whether or not they should be on site. You're not allowed to play games if you can't produce your name badge, so it's a good idea to put it on and leave it on the whole weekend. (Well, maybe not when you're sleeping – those pins can hurt.) And whatever you do, don't lose your name badge! We have no choice but to charge you the full fee for a new one.

Visitor Badges

Though it's hard to imagine, some people come to the convention simply to watch others having fun. And as much as we'd like to let people just come in and wander around, we have a responsibility to our attendees and Seattle University to make sure they are safe. To this end, visitors to the convention have to obtain a visitor's badge at the registration desk. This badge simply allows people to wander around and observe – they can't participate in any events. If you plan on having someone come by to watch, please ask them to check in at the registration desk to get a visitor's badge.

Housing and Parking

Hopefully you had the foresight to reserve a room at the convention. Reservation or not, though, once you're done at the registration/event ticketing desk, your next stop is the Seattle University Campion Hall housing desk if you need a room or a parking permit.

Food Services

Rooms at the convention cost \$41.00 per night for a single and \$27.00 per night for a double. These are your run-of-the-mill dormitory rooms – two beds, some closet and desk space, and a sink. (Hey, you get what you pay for...) Rooms do not have refrigerators or microwave ovens in them, so please plan accordingly!

New for 2004: Unlike the last couple of years, this year Dragonflight is responsible for collecting your room fee and remitting it to Seattle University. This means that you need to pay us for your room rental, but only if you reserve one in advance. If you wait until you arrive at the convention to get a room, you will instead purchase it directly from the Seattle University at the Housing Desk in Campion Hall.

Dragonflight only has a limited number of rooms available for our use, and most of these have already been reserved. While we've not had a year yet that we didn't have enough rooms available, getting your reservation in early is a good idea! Hotel/motel information will be available at the registration desk in the event that you want to just take your chances...

Parking at SU will be in the large garage slightly east of Campion Hall. You can obtain your parking permit from the housing desk, as well as your room key. The parking permit costs \$6.00 per day, so if you want to park for the entire convention, it will cost you \$18.00.

The Cherry Street Market, located in the student center right next to our miniatures area, will be operating for limited summer hours during the convention. In addition, the Cave – a small convenience store/snack shop – will be open for limited hours in the basement of Campion Hall.

Another benefit Seattle University is giving Dragonflight attendees this year is the option to pre-purchase meal cards for Saturday and Sunday breakfasts in the student union building. For \$6.00 apiece (for sale in advance with your room reservation), you will get a meal card that will pre-pay your breakfast. These are also available when you reserve a room in advance.

There are, of course, hundreds of restaurants in relatively close proximity to the convention site. A map listing many of them will be included in the convention program. Remember – your rooms don't have refrigerators, so don't plan on bringing back too many leftovers!

Convention Rules

It's sad, but, yes – there are rules that we must abide by. We want to keep our hosts at Seattle University happy so they continue to let us come back year after year. They've told us many times that our convention is one of the better-behaved ones they have, simply because our attendees respect the rules and the staff keeps a close eye on things. The rules below are really pretty liberal, so please be sure to stick to them!

1. Have fun!
2. Convention name badges are to be worn at all times while in the convention areas. Do not lose your badge. Replacements may cost full price. Only persons with proper name badges will be admitted to events and the Dealer area. Event presenters are responsible for ensuring that this policy is followed.
3. Smoking is not allowed in any of the indoor public areas of Seattle University. Any damage to the room will be assessed to the person(s) renting the room. Smoking is permitted outside, 50 feet or more from the entrance of campus buildings.
4. The alcohol policy of Seattle University residence halls states that people over 21 years of age may have and consume alcoholic beverages in their rooms with their doors closed. Per Washington state law, persons under the age of 21 are prohibited from having alcohol in their possession. Alcoholic beverages may not be consumed in any public areas on campus; this includes in hallways and outdoors. Groups desiring to host a special event at the convention in which alcoholic beverages will be served are required to request permission from the convention in writing before holding such an event. Please note that in turn



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the convention will be required to obtain written permission from Seattle University before the event may be held.

5. Some of our guests enjoy wearing costumes at the convention. Be advised that convention policy does not allow persons to wear uniforms from the 20th century unless worn by active duty personnel. The convention currently does not plan to have a costume ball, masquerade or similar event.
6. Hazardous ornaments, weapons, costume weapons and similar devices are not allowed inside the convention, unless they are worn by law enforcement personnel, or are part of a special event cleared in advance in writing by both the convention and Seattle University. Persons wearing such items will be asked to remove them.
7. Do not remove furniture from the rooms.
8. "Event jumping" is discourteous. Please do not leave an event early to go play in another event. Schedule conflicts will be screened at the Event Ticket Desk.
9. No "live" gaming such as Laser Tag.
10. We are guests of Seattle University and are expected to behave as such. Unauthorized activities are subject to review. The definition of unauthorized activities is subject to the discretion of the Convention Director, members of the Dragonflight Board of Directors, Officers of the Dragonflight Corporation, and Seattle University staff. These people have the authority to arrange the removal of anyone who engages in unauthorized activities.
11. Under no circumstances may attendees throw things from the windows of their rooms. Seattle University will assess a fine (\$100 was the last number we heard), as well as criminally prosecute anyone who does this!

Volunteering to Help

You all pretty much know this stuff – Dragonflight is a volunteer gig all the way, and we need your help to put it on each year. Some of you run many events during the convention while others simply come to game. It really doesn't matter so much as everyone has a good time.

However, you can probably imagine that we sometimes have more players than events for them to play. This is a disappointment to them and us, since we're not providing them a great time at the convention. So think about this: if you have a couple of hours at the convention where you're not otherwise doing something, how about running a short game of something you like? The specific game doesn't matter to us (as long as it's within the convention rules above) – heck, you can run a Yahtzee tournament if you want to – but as long as you run something other people can plan in, we'd be grateful.

Of course, we're not completely heartless – if you put in a lot of effort and time helping to put on our convention, then we want to show you that we're grateful. Here are the benefits that we can give to you for volunteering:

Staff Volunteers (people working in registration, ticketing, operations, and/or auction): You get a raffle ticket for every timeblock you work (2.5 hours). If you work four timeblocks (10 hours), you get a free Dragonflight 2004 Official Convention t-shirt. And if you work six timeblocks (15 hours), you get your admission refunded (it's the least we can do, seeing as how you spent half of the convention working, right?).

Event volunteers (people who run games or other events): You get a raffle ticket for every timeblock you work. If you run events for six timeblocks (15 hours), you get a free Dragonflight 2004 Official Convention t-shirt. And if you run events for twelve timeblocks (30 hours), you get your admission refunded. Pretty good deal, huh?

So think about it – we're willing to give you all sorts of stuff, just so you can have fun running events for your fellow gamers or helping us out when we need it. We'd hate to think of it as bribery, but...

Call for Nominations

This is an official call for nominations for positions of the Board of Directors of the Dragonflight Corporation. Any current member of Dragonflight can nominate any other member of Dragonflight for a position on the board.

All members of the Board must be members in good standing of the Dragonflight Corporation for the duration of their tenure on the Board. Members of the board are required to attend all meetings of the board in person. A Board member who misses more than one meeting per calendar year may forfeit their position on the Board. The board currently meets bi-monthly. The schedule of the Board is subject to change at the discretion of the Board.

There are currently three positions open for nomination on the Board of Directors. Two of these positions are effective from January 1, 2005 to December 31, 2007; the last is a special term to replace a board member who is unable to complete his term, and ends 12/31/2005.

Nominations should be mailed to:

Dragonflight
Attn: Elections Officer
PO Box 776
Seattle, WA 98111-0776

Or emailed to: elections@dragonflight.org, or handed to the elections officer (Shelley Rial) in person.

All nominations must be received by July 31st. All nominees will be contacted and asked if they accept their nominations; those who do not or who cannot be reached will not be included on the ballot.

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 • Vendetta - Mafia supplement
 • Concrete Jungle - NYC supplement
 • Dark Companion - Gen. supplement
 • Usual Suspects - NPC supplement
 • Modus Operandi - Law Enforcement supplement
COMING SOON:
 Casablanca Sourcebook!

DEEP SYSTEM
 ★★★★★
 - Gaming Report



WWW.DEEP7.COM

Auction

It's fun, it's exciting – it's the Dragonflight auction! Got some old gaming stuff that you don't want anymore? Looking for a great deal on an out-of-print game? Here's the place you want to be! The auction runs from 9:00 AM to about 2:00 PM on Sunday (that is, it ends when all of the lots have been either auctioned off or rejected by the crowd). Be sure to come and see the multi-talented Chuck Monson, an original Dragonflight founder, as he works the crowd with his witty repartee!

If you want to register a lot for the auction, it's simple to do: just come by room 130 in the Student Union Building either Friday from 1:00 PM to 4:00 PM or Saturday from 1:00 PM to 4:00 PM. You have to do this after you pick up your convention packet, because you must have your name badge to register your lots! We'll register up to 150 lots each day (we can't do them all at once because some people don't come to the convention until Saturday); once we hit 150, we close the auction room for the day. We will not accept more than ten lots per attendee, and your lots must be small enough that they can be easily carried by a single person.

If your lot contains more than one item, they must all be secured together (either bundled or boxed). Your bundles must be secure enough so that they will not spill out their contents, and they must have an auction form affixed to the outside (we will give these forms to you when you come to register the lot)! Also, please do not try to auction off reproductions of copy-written materials – we can't do that (despite what Napster might have had you thinking).

You can specify a minimum bid for your lot, but whatever the price it finally goes for, we will automatically withhold 15% of the final bid for our administration expenses (and to pony up the sales tax that comes with the auction). Any money that is due to sellers will be remitted at the Guest Relations desk as soon as possible following the close of the auction (this usually takes about 90 minutes to straighten out all the paperwork). Payments at the convention will be in the form of cash; if you cannot pick up money owed to you, a check will be mailed out shortly after the convention. (If your payment is not received within two weeks of the convention, you should email the Dragonflight treasurer at treasurer@dragonflight.org to find out what happened to it.)

Event Reservations

This really is what this pre-convention program is all about – the events that have been set up so far for you to enjoy. Please take a look at the back page of this program. This is your Reservation Form. Go on, we'll wait...

You'll notice that you have up to four game slots in which to reserve games. If you're already set up as an event presenter (that is, if your game appears in this program), you get an added bonus – a fifth reservation slot. It's this simple: just look through the book and see which events strike your fancy. Enter the event number and event name, one per line, on each line in the order you want to reserve them. This priority is important, because we go through everyone's first priority first, then start assigning everyone's second priority, etc. Your third game choice may be other people's first, so be sure to put them in the order you most want to play them.

Now, there are some catches. First, these event reservations are first-come, first-served. If you wait until July 23rd to get your requests in, you may be out of luck. Reservations are only accepted for 75% of the available (ticketed) spots for an event. This is to allow us to have some room for sign-ups at the convention. If you wait too long, your event may fill up! (To get your form in faster, you might consider sending it in via our website: www.dragonflight.org.)

Next, your reservation must reach us by July 23rd – no exceptions! We will not accept forms left at Metro Seattle Gamers.

Finally, you are only allowed one event ticket per time-block. If you try to register for an event that overlaps with another you're registered for, you will be signed up for the event with the higher priority.

Note that some events do not require tickets. If you attempt to reserve a spot in an unticketed event, we will simply choose the event next on your priority list (if you have any more).

Should I Play in This Event?

To make it a little easier on you (what with all these choices you have), there's some information for each event that can help you choose whether or not you want to be in it. Most notably, events fall under a type and a level.

Event types include open (anyone can sign up), demonstration (you may get to play, or maybe you'll end up watching), tournament (you will need to plan on playing multiple rounds), and restricted (you need special permission from the GM to play). Most games fall into the open category.

Event levels are training (no prior experience with this game is necessary; you'll learn while you play), beginners (some experience with this game is required), or advanced (a thorough knowledge of the rules is expected).

from each player). Most games fall into the beginner category.

Community Groups at Dragonflight

Dragonflight continues its tradition of welcoming other organized groups to present game events for our attendees! This year, we are pleased to again welcome the Role-Playing Gamers Association, Seattle Games Assemble, and the ubiquitous Men in Black, as well as welcome a new group for us: Seattle Mob.

Role-Playing Games Association (RPGA) Note Regarding RPGA Events

- Due to the nature of the way local RPGA clubs obtain events, specific information regarding scenarios is unavailable at this time.
- Each numbered event will feature the same scenario as all others with the same name and number, except for those marked as High Level. For example, all Living Greyhawk Regional 1 events will be the same scenario.
- More specific details about RPGA events will be available online as the convention approaches. The URL is <http://df.guildsites.org>. Updated details will also appear in the Convention Brochure.
- Details of the various types of event are shown here.

Living Greyhawk

What intrigue awaits in the Duchy of Urnst? The Houses constantly play games with each other for status and position and there are enemies at every border. Will it be the Slavers? Retaking the citadel of Dumadan? Or perhaps the Celadon Elves require your help? Duchy of Urnst Living Greyhawk Regional adventures are for characters with levels specified in the individual event descriptions. Character creation rules are available at <http://www.living-greyhawk.com>. For more information about these modules closer to Dragonflight, please check <http://df.guildsites.org>

Living Kingdoms of Kalamar

Welcome to Living Kingdoms of Kalamar! Follow the proliferation of 6 different human races across the world of Tellene as well as elves, hobgoblins and orcs. Character creation rules are available at <http://www.kenzerco.com/rpg/kalamar/livingkalamar>. It is advised that you have looked at the Living Kingdoms of Kalamar Pekal Gazeteer.

Living Force

In these tense times, when the small world of Cularin is pulled between the Forces of the Republic and the renegade Separatists, only Cularin's Heros can discover the cause. Play a scientifically minded tech specialist, a star fighter pilot, or even a Jedi Counselor or Guardian as you search for the culprits behind dark plots happening in the Cularin system.

Living Arcanis

Intrigue and secret organizations follow your every move. Is it the Coryani? The Canceri? Can you achieve your secret goals and promote your faction to prominence? Living Arcanis events at Dragonflight are for characters level 1 through 11. Character creation rules are available at <http://www.livingarcanis.com>.

Living Death

Horror and intrigue in a dark past await the unwary! You are entering a land where horror and adventure rule, where a malignant evil being called the Red Death corrupts all that it can in the world. Only brave heroes can stand against this overwhelming evil. Do you dare join them? Living Death events at Dragonflight are for characters level 1 through 10. Character creation rules are available at <http://www.livingdeath.org>.

Living Spycraft

Leap into the high-octane, no-holds-barred world of espionage in this struggle to protect the world from the predatory plans of criminal masterminds and super villains bent on global domination! Using the popular Spycraft d20 System rules, this ongoing campaign thrusts your agents into the very heart of intrigue, and the very depths of danger. Character creation rules are available at <http://www.spycrafttrpg.com/livingspycraft>.

Legacy of the Green Regent

No information was available at press time regarding these events

Seattle Gamers Assemble (SGA)

Seattle Gamers Assemble is an informal association of gamers in Seattle and the surrounding areas, coordinated by a Yahoo Group mailing list. Our primary interest is Role Playing Games, but all types of gaming are enjoyed by our members. The mailing list is a resource for those wishing to find people to game with, and we also have a monthly luncheon and an opening gaming night most Mondays at Game Wizard in Ballard where you can meet folks in person. For more information, surf to http://games.groups.yahoo.com/group/SeattleGAMERS_ASSEMBLE/

Seattle Cosmic (SC)

Every Saturday in the Seattle area since early 2000, an elite (or at least elitish, but not elitist) cadre of more-or-less highly trained gamers who call themselves Seattle Cosmic meets to do battle. We are primarily interested in German-style board games, although our tastes range through other table games of skill and strategy, including vintage board games; chess variants; classic and new card games; piecepack, Icehouse, and similar game systems; and a lot more, including our namesake game, Cosmic Encounter. A few of us even dare the occasional party game.

If this sounds like a good idea to you, come check us out! You can get current updates about Game Nights and other events by joining our mailing list at <http://games.groups.yahoo.com/group/seattle-cosmic/> You can also see more about the group and its activities at the Seattle Cosmic Wiki, <http://www.ludism.org/scwiki>.

Men in Black (MiB)

Steve Jackson Games Men In Black are an international volunteer organization, tasked with promoting all Company products with demonstrations, outreach & prize support. Operatives can be found playing GURPS genres from Imperial Rome to Cliffhangers to Traveller as well

as Toon, In Nomine, and Transhuman Space. Other agents specialize in popular board games such as Munchkin, Chez Geek, Illuminati, Hacker & X-Bugs. More information can be found at <http://www.sjgames.com/>.

Seattle Mob (SM)

No information available at printing.

And Just What is a Timeblock, Anyways?

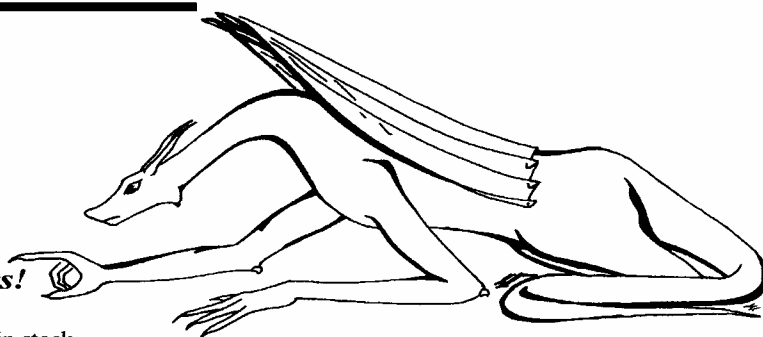
A timeblock is simply a unit we Dragonflight staffers use to easily manage events. Timeblocks are two hours long, with a half-hour break between each. Games may (and usually do) last multiple timeblocks. Exactly how long a particular event is will be listed in the event's description.

Events are listed under the timeblock in which they begin, though some events may simply be noted as continuations of other events.

Timeblock Schedule

Timeblock	Day	Hours	Timeblock	Day	Hours	Timeblock	Day	Hours
			E	Saturday	12:00am - 8:00am	M	Sunday	12:00am - 8:00am
			break	Saturday	8:00am - 9:00am	break	Sunday	8:00am - 9:00am
A	Friday	2:00pm - 4:00pm	F	Saturday	9:00am - 11:00am	N	Sunday	9:00am - 11:00am
break	Friday	4:00pm - 4:30pm	break	Saturday	11:00am - 11:30am	break	Sunday	11:00am - 11:30am
B	Friday	4:30pm - 6:30pm	G	Saturday	11:30am - 1:30pm	P	Sunday	11:30 - 1:30pm
break	Friday	6:30pm - 7:00pm	break	Saturday	1:30pm - 2:00pm	break	Sunday	1:30pm - 2:00pm
C	Friday	7:00pm - 9:00pm	H	Saturday	2:00pm - 4:00pm	R	Sunday	2:00pm - 6:30pm
break	Friday	9:00pm - 9:30pm	break	Saturday	4:00pm - 4:30pm			
D	Friday	9:30pm - 11:30pm	J	Saturday	4:30pm - 6:30pm			
break	Friday	11:30pm - 12:00am	break	Saturday	6:30pm - 7:00pm			
			K	Saturday	7:00pm - 9:00pm			
			break	Saturday	9:00pm - 9:30pm			
			L	Saturday	9:30pm - 11:30pm			
			break	Saturday	11:30pm - 12:00am			

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EVENT AREAS

Dragonflight hosts six separate event areas, each set up by an area event coordinator. This person typically spends large amounts of time in that particular gaming area, so if you have questions about a certain kind of game, the AEC would be a good person to ask.

ANIME GAMES

Game Room, Campion Basement

- TIMEBLOCK A -

AA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT
 •Start: 2:00 PM - End: 4:00 PM

- TIMEBLOCK B -

BA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff

(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT
 •Start: 4:30 PM - End: 6:30 PM

- TIMEBLOCK C -

CA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a

wide selection of games and platforms.

→Positions: UNT
 •Start: 7:00 PM - End: 9:00 PM

- TIMEBLOCK D -

DA-259: Dead or Alive III Tournament

Presenter: Jason Ewing
(Dead or Alive III by Techmo)

BEG TOURN

Stop by the Anime/Console gaming area any time before this tournament for practice during open gaming time. Starting promptly at the beginning of the timeblock, we will begin a roundrobin tournament. Space is limited to the first 16 players to sign up. All matches will be best of three. Ties will be broken with sudden death matches. Prizes TBA.

→Positions: 16
 •Start: 9:30 PM - End: 11:30 PM

DA-260: Mecha Madness Marathon
 Presenter: Anime Staff

(various by various)

BEG DEMO

Towering fortresses of strength and steel. Chaos, carnage and... Come see this twelve hour marathon tribute to the combat robots known as MECHA.

→Positions: UNT

•Start: 9:30 PM - End: 8:00 AM

- TIMEBLOCK E -

EA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT

•Start: 12:00 AM - End: 8:00 AM

- TIMEBLOCK F -

FA-261: Soul Caliber II Tournament

Presenter: Jason Ewing
(Soul Caliber II by Namco)

BEG TOURN

Stop by the Anime/Console gaming area any time before this tournament for practice during open gaming time. Starting promptly at the beginning of the timeblock, we will begin a roundrobin tournament. Space is limited to the first 16 players to sign up. All matches will be best of three. Ties will be broken with sudden death matches. Prizes TBA.

→Positions: 16

•Start: 9:00 AM - End: 11:00 AM

FA-262: Saturday Morning Cartoons

Presenter: Anime Staff
(various by various)

BEG DEMO

Cute and cuddly, fun for the whole family. Bring the kids, it's Saturday morning cartoons. Pillows and p.j.s welcome!

→Positions: UNT

•Start: 9:00 AM - End: 11:00 AM

- TIMEBLOCK G -

GA-263: Guilty Gear X 2 Tournament

Presenter: Jason Ewing
(Guilty Gear x2 by Sammy Studios)
ADV TOURN

Stop by the Anime/Console gaming area any time before this tournament for practice during open gaming time. Starting promptly at the beginning of the timeblock, we will begin a roundrobin tournament. Space is limited to the first 16 players to sign up. All matches will be best of three. Ties will be broken with sudden death matches. Prizes TBA.

→Positions: 16

•Start: 11:30 AM - End: 1:30 PM

- TIMEBLOCK H -

HA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT

•Start: 2:00 PM - End: 4:00 PM

- TIMEBLOCK J -

JA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT

•Start: 4:30 PM - End: 6:30 PM

- TIMEBLOCK K -

KA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT

•Start: 7:00 PM - End: 9:00 PM

- TIMEBLOCK L -

LA-264: DDR Style Contest: "Bring Your Groove"

Presenter: Tionna McCormick
(DDR by Konami)

BEG TOURN

Come prepared to bust a move, get your groove on, and show us your stuff! Stop by the Anime/Console gaming room for practice prior to this event. Find your favorite song and bring. It. On.

→Positions: UNT

•Start: 9:30 PM - End: 11:30 PM

LA-265: Shoujo Pajama Party

Presenter: Anime Staff
(various by various)

BEG DEMO

The drama. The adventure. The drama. The romance. The drawn out drama. Bring your p.j.s and pillows for this marathon of anime meant to be enjoyed in big 'drama'-filled chunks.

→Positions: UNT

•Start: 9:30 PM - End: 8:00 AM

- TIMEBLOCK M -

MA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be

settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT

•Start: 12:00 AM - End: 8:00 AM

- TIMEBLOCK N -

NA-266: Halo Tournament

Presenter: Jason Ewing
(Halo by Microsoft)

BEG TOURN

Stop by the Anime/Console gaming area any time before this tournament for practice during open gaming time. Starting promptly at the beginning of the timeblock, we will begin a roundrobin tournament. Space is limited to the first 16 players to sign up. All matches will be best of three. Ties will be broken with sudden death matches. Prizes TBA.

→Positions: 8

•Start: 9:00 AM - End: 11:00 AM

NA-267: Sunday Morning Cartoons

Presenter: Anime Staff
(various by various)

BEG DEMO

Cute and cuddly, fun for the whole family. Bring the kids, it's Sunday morning cartoons. Pillows and p.j.s welcome!

→Positions: UNT

•Start: 9:00 AM - End: 11:00 AM

- TIMEBLOCK P -

PA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT

•Start: 11:30 AM - End: 1:30 PM

- TIMEBLOCK R -

RA-258: Open Console Gaming: Multiple Systems

Presenter: Anime Staff
(various by various)

BEG OPEN

Got your eye on a tournament and want some practice time? Disagreement between yourself and a gamemaster that can only be settled the old fashioned way? Bring your friends and stop by the console gaming area for open gaming on a wide selection of games and platforms.

→Positions: UNT

•Start: 2:00 PM - End: 6:00 PM

BOARD GAMES

Campion Hall Ballroom

- TIMEBLOCK A -

AB-174: Friday afternoon Cities and Knights of Catan

Presenter: Michael McGuire
(Settlers of Catan by Mayfair's)

BEG OPEN

Let's start the weekend with a game of Cities and Knights.

→Positions: UNT

•Start: Fri 2:00PM - End: Fri 4:00PM

AB-195: 4th Annual West Coast Titan Championship

Presenter: Andrew Gross
(Titan by Avalon Hill)

BEG TOURN

The 4th Annual West Coast Titan Championship! Continuous heats, play as many games as you want. All preliminary games are 4-player; top six scores advance to Sunday's Final. Note that there are NO SET TIMES for rounds; games will start continuously as players are available. The final will be at 10:00am on Sunday.

→Positions: UNT

•Start: Fri 2:00PM - End: Sun 6:00PM

- TIMEBLOCK B -

BB-176: Aquire

Presenter: Michael McGuire
(Aquire by Aquire)

BEG OPEN

It's the classic board game of corporate management. Build hotel chains, buy and sell stock, then when the time is right.. merge the company and make a fortune.. or lose your shirt.

→Positions: UNT

•Start: Fri 4:30PM - End: Fri 6:30PM

- TIMEBLOCK C -

CB-110: (MiB) Frag

Presenter: Michael Bloss
(Frag by Steve Jackson Games)

BEG OPEN

The First-Person-Shooter that doesn't need a computer. Load your BFG and waste your way to victory!

→Positions: 6

•Start: Fri 7:00PM - End: Fri 9:00PM

CB-116: (MiB) Star Munchkin with Clown Wars

Presenter: Pat Hannum
(Star Munchkin with Clown Wars by Steve Jackson Games)

BEG OPEN

Just when you thought you were safe, here come the Clowns! Open the door, kill the monster, grab the loot and backstab your buddies IN SPACE!!!

→Positions: 6

•Start: Fri 7:00PM - End: Fri 9:00PM

CB-177: 18GA/18AL

Presenter: Michael Monical
(18xx by Mark Derrick)

BEG OPEN

Shorter versions of 18xx game system situated in the SE USA. Good introduction to 18xx. 18GA-Georgia 18AL- Alabama

→Positions: UNT

•Start: Fri 7:00PM - End: Fri 11:30PM

CB-197: The Waltons

Presenter: Anton Matosich
(The Waltons by Milton Bradley)

BEG DEMO

Last year, Dragonflight attendees pooled their cash and bid \$110.00 for this event. Come watch as Chuck 'grandpa' Monson, Scot 'Pa' McConachie, Mike 'Grandma' Snively & John 'Boy' Poole sit down for a rousing good time with the Waltons board game. Before the game, the

four will sing/whistle/hum the theme song from the Waltons. And the entire event will be video-taped for posterity. Never let it be said that we won't do anything for money.

→Positions: UNT

•Start: Fri 7:00PM - End: Fri 9:00PM

- TIMEBLOCK D -

DB-123: (MiB) Chez Goth

Presenter: Pat Hannum
(*Chez Goth* by Steve Jackson Games)

BEG OPEN

Oh, the angst! Now it's a houseful of gloom and despair. Gain Slack buying Shiny Things & going to The Dark Club. Increase Gloom by Painting the Windows Black and Longing for Lost Happiness. Look out for the European Poser. Annoy your Geek room-mates with Poetry Slams.

→Positions: 6

•Start: Fri 9:30PM - End: Fri 11:30PM

DB-128: (MiB) Frag Zombies!!!

Presenter: Michael Bloss
(*Frag and Zombies* by Steve Jackson Games and Twilight Creations)

BEG OPEN

Now that you've got that BFG, isn't time to go zombie stomping? This combined game mixes FPS with undead hordes for maximum mayhem and fun.

→Positions: 6

•Start: Fri 9:30PM - End: Fri 11:30PM

DB-178: Lunar Rails

Presenter: Michael McGuire
(*Crayon Rails* by Mayfair's)

BEG OPEN

Aye, it's trains on the moon. Don't get caught outside during an airlock operator's strike! If you've played Empire Builder, Eurorails, or any other crayon rails game, this one will be pretty easy.

→Positions: UNT

•Start: Fri 9:30PM - End: Fri 11:30PM

- TIMEBLOCK E -

EB-129: (MiB) Hacker

Presenter: Men in Black
(*Hacker* by Steve Jackson Games)
BEG OPEN

Join us in the early days of the Net when 9600 modems ruled and systems were invaded just to prove it could be done. Compete with your fellow nerds to gain access to the most computers by hacking, cracking and phreaking your way to becoming the Net Ninja.

→Positions: 6

•Start: Sat 12:00AM - End: Sat 8:00AM

- TIMEBLOCK F -

FB-120: (MiB) Munchkin

Presenter: Pat Hannum
(*Munchkin* by Steve Jackson Games)
BEG OPEN

The original Open/Slay/Loot/Betray card game now has two expansions; Unnatural Axe & Clerical Errors. New classes, new races, new traps, & new loot for everyone. Find out why being a munchkin can be so much fun!

→Positions: 6

•Start: Sat 9:00AM - End: Sat 11:00AM

FB-124: (MiB) Greed Quest

Presenter: Michael Bloss
(*Greed Quest* by Steve Jackson Games)
BEG OPEN

There's treasure to be won but you've got to get out with it before the rest of the party. This fast, unpredictable game is easy to learn and tricky to win. Fully illustrated by the award-winnig Phil Foglio.

→Positions: 6

•Start: Sat 9:00AM - End: Sat 11:00AM

FB-173: Great Battles of History Tournament

Presenter: Terry Doherty
(*Great Battles of History* by GMT Games)
ADV OPEN

Each player will participate in two games. The same battle will be used in both games. Players will play on one side during the first game and switch sides for the second game. The player who has

inflicted the most rout points on his opponent will be the winner.

→Positions: UNT

•Start: Sat 9:00AM - End: Sat 4:00PM

FB-199: (SC) Cosmic Citadels

Presenter: Seattle Cosmic Gamers
(*Cosmic Encounter/Citadels* by Avalon Hill/Fantasy Flight)
TRAIN OPEN

Go forth and colonize! You are the leader in the colonization effort for your alien life form. Your mission is to acquire five colonies outside your home system using force, will, guile, and a bit of tricky card play. Your special power enables you to bend, mutilate, or break one rule of the game. Avalon Hill version. If we have time, we'll also play Bruno Faidutti's Citadels. Presented by Seattle Cosmic Gamers.

→Positions: UNT

•Start: Sat 9:00AM - End: Sat 11:00AM

FB-200: (SC) Where No One Has Gone Before

Presenter: Seattle Cosmic Gamers
(*Starfarers of Catan* by Mayfair)
TRAIN OPEN

You play one of four Starfarers, who have been commissioned to explore the galaxy, build new colonies, and expand commercial ties with the various races of the Galactic Council. Presented by Seattle Cosmic Gamers.

→Positions: UNT

•Start: Sat 9:00AM - End: Sat 11:00AM

FB-268: Settlers of Catan Tournament

Presenter: Robert Trousdale
(*Settlers of Catan* by Klaus Tueber, Kosmos/Mayfair)
TRAIN TOURN

The Ninth Annual Settlers of Catan Tournament. Standard Settlers Rules with small modifications. Beginners welcome! Two game qualifying round with top four scores advancing to final round.

→Positions: 20

•Start: Sat 9:00AM - End: Sat 1:30PM

- TIMEBLOCK G -

GB-130: (MiB) Strange Synergy
Presenter: Greg Nokes
(*Strange Synergy* by Steve Jackson
Gamea)

BEG OPEN

Choose your warriors. Assign the Powers. Smite your foes before they smite you. 100 different powers means no two games are the same. This fast-paced combat is fun, frantic and illustrated by Phil Foglio.

→Positions: 4

•Start: Sat 11:30AM - End: Sat 1:30PM

GB-164: MSG Dick's Cup - Hockenheim

Presenter: David Adams
(*Formula De* by EuroGames)

BEG OPEN

Race number 11 in MSG's 5th Annual Dick's Cup Formula De Tournament. This will be an official 3 lap race, with Qualifying beginning at 11:00 am and the race starting at noon, or shortly thereafter. Advanced Tournament rules in place.

<http://www.eclecticideas.org/Form ulaDe/>

→Positions: 20

•Start: Sat 11:30AM - End: Sat 4:00PM

GB-201: (SC) Industria

Presenter: Seattle Cosmic Gamers
(*Industria* by Queen)

TRAIN OPEN

Keeping track of things and intelligent planning make you the most successful industrial magnate! From the brick factory to the robot shop, you steer your dynasty through 5 epochs in this exciting auction game. Presented by Seattle Cosmic Gamers.

→Positions: UNT

•Start: Sat 11:30AM - End: Sat 1:30PM

- TIMEBLOCK H -

HB-118: (MiB) Illuminati Crime Lords

Presenter: Pat Hannum
(*Illuminati Crime Lords* by Steve Jackson Games)

BEG OPEN

Rival mobs battle each other for control of the city. Based on the

Illuminati system, this stand-alone game allows you to scheme, negotiate and/or backstab all the way to Boss of all Bosses.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 4:00PM

HB-119: (MiB) Ninja Burger

Presenter: Michael Bloss
(*Ninja Burger* by Steve Jackson Games)

BEG OPEN

'No matter how secure your office, how deep your bunker, how dedicated your guards... we deliver your burger in 30 minutes or less.' Find out how Mysterious Eastern Arts can help your career in the Western Food Service Industry.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 4:00PM

HB-171: 1844 Switzerland

Presenter: Michael Monical
(*18xx* by Helmut Ohley)

ADV OPEN

Latest versions of 18xx game system situated in Switzerland. Well received by 18xx aficionados. Long game.

→Positions: UNT

•Start: Sat 2:00PM - End: Sat 11:30PM

HB-179: Air War over Hanoi

Presenter: Gregory Ullrich
(*Downtown* by GMT)

BEG OPEN

You're going downtown! Take command of a US air raid in Route Pack 6 in North Vietnam at the height of the war - or smash the Yankee Air Pirates with your mighty SAM barrages and MIGs. This game allows you to quickly and accurately re-create the operational and "grand" tactical problems involved in fighting the air war over North Vietnam.

→Positions: UNT

•Start: Sat 2:00PM - End: Sat 6:30PM

HB-196: Fun With Whips

Presenter: James Hudson
(*Circus Imperium* by FASA)

TRAIN OPEN

Your chariot awaits... your anti-grav chariot, that is! Pulled by two monstrous beasts around a deadly track with other charioteers racing

for the cup, you'll howl with laughter as you whip, whip, WHIP your team into a frenzy! Terrifically easy game to learn, takes little time to play, and it's great fun! More players will be allowed to join if they show by race time...

→Positions: 8

•Start: Sat 2:00PM - End: Sat 4:00PM

HB-202: (SC) Sneaky Hobbitses

Presenter: Seattle Cosmic Gamers
(*Lord of the Rings* by Fantasy Flight)

TRAIN OPEN

Your task is to stop the Dark Lord Sauron from winning back a magic ring, which he will use to enslave Middle Earth forever. A unique cooperative game where five players struggle to make it to Mount Doom against a single powerful foe (using the Sauron expansion).

Presented by Seattle Cosmic Gamers.

→Positions: UNT

•Start: Sat 2:00PM - End: Sat 4:00PM

HB-209: Cosmic Pig

Presenter: Ron Hale-Evans
(*Cosmic Encounters* by Eon/Mayfair)

BEG OPEN

Ron will teach people how to play his Cosmic Encounter variant based on the cult SF novel *Interstellar Pig* by William Sleator. Multiple Cosmic Encounter sets will be available for play.

→Positions: UNT

•Start: Sat 2:00PM - End: Sat 4:00PM

- TIMEBLOCK J -

JB-117: (MiB) Awful Things & Snits

Presenter: Greg Nokes
(*Awful Things & Snits* by Steve Jackson Games)

BEG OPEN

Join us in these classic games from the fertile mind of Tom Wham. Awful Green Things From Outer Space pits the crew versus the monsters. Snits & Snits' Revenge start in the belly of the beast and proceed from there. Other classic two-player SJGames will also be available.

→Positions: 6

•Start: Sat 4:30PM - End: Sat 6:30PM

JB-203: (SC) Amun Re
Presenter: Seattle Cosmic Gamers
(*Amun Re* by Rio Grande)

TRAIN OPEN

Everyone knows of the pyramids on the Nile - eternal monuments of a powerful and beautiful culture, that can still take our breath away. Players bid for provinces upon which to build farms and pyramids. Carefully plan your use of power cards, temples, and the all important sacrifice to Amun Re. Presented by Seattle Cosmic Gamers.

→Positions: UNT

•Start: Sat 4:30PM - End: Sat 6:30PM

- TIMEBLOCK K -

KB-107: (MiB) Chez Geek Block Party

Presenter: Michael Bloss
(*Chez Geek Block Party* by Steve Jackson Games)

BEG OPEN

It's a block party and you need Slack to survive it. Gain it with Food, Sleep, and Television while making sure your roommates have the Laundry Day, an Idiot with a Chainsaw, and a Missing Remote.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 9:00PM

KB-115: (MiB) Dork Tower

Presenter: Greg Nokes
(*Dork Tower* by Steve Jackson Games)

BEG OPEN

Huzzah! Journey to the land of Aurora where the PCs of the Dork Tower crew go for adventure. Slay monsters, grab the gold, level up & whack the evil wizard. Fully illustrated by John Kovalic, this board game has dozens of monsters, lots of gear and 3-D tower of the dreaded Z'Mindrik.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 9:00PM

KB-204: (SC) Industria

Presenter: Seattle Cosmic Gamers
(*Industria* by Queen)

TRAIN OPEN

Keeping track of things and intelligent planning make you the most successful industrial magnate! From the brick factory to the robot

shop, you steer your dynasty through 5 epochs in this exciting auction game. Presented by Seattle Cosmic Gamers.

→Positions: UNT

•Start: Sat 7:00PM - End: Sat 9:00PM

KB-210: Cosmic Encounters

Presenter: Ron Hale-Evans
(*Cosmic Encounter* by Eon/Mayfair)

BEG OPEN

One giant Cosmic Encounter game with 10 or more players and tons of non-standard expansions.

→Positions: 12

•Start: Sat 7:00PM - End: Sat 11:30PM

- TIMEBLOCK L -

LB-114: (MiB) Epic Midnight Munchkin Blender

Presenter: Michael Bloss & Pat Hannum
(*Epic Midnight Munchkin Blender* by Steve Jackson Games)

BEG TOURN

'These dials go all the way to 20!' Combining many Munchkin decks may look like madness but it's Really Fun kind of madness. These new rules allow you be an Ultra-Munchkin 1/3 Breed who Cheats With Both Hands with Epic level classes for all races & classes.

→Positions: 12

•Start: Sat 9:30PM - End: Sun 8:00AM

LB-205: (SC) Princes of Florence

Presenter: Seattle Cosmic Gamers
(*Princes of Florence* by Alea)

TRAIN OPEN

The classic game of Renaissance patronage. Assume the role of an Italian Aristocratic dynasty. Build magnificent buildings, cultivate beautiful parks, and invite famous artists and scholars to live and work in your court. A resource management game where your most important resource is your limited number of actions. Presented by Seattle Cosmic Gamers.

→Positions: UNT

•Start: Sat 9:30PM - End: Sat 11:30PM

- TIMEBLOCK M -

MB-112: (MiB) Deluxe Illuminati

Presenter: Marcus Evenstar
(*Deluxe Illuminati* by Steve Jackson Games)

BEG OPEN

The original game of conspiracies. Plot your way to World Dominance by controlling Big Oil, Bikers and Boy Sprouts.

→Positions: 6

•Start: Sun 12:00AM - End: Sun 8:00AM

MB-182: RISK

Presenter: Michael McGuire
(*RISK* by The people that made RISK)

BEG OPEN

It's Saturday, Midnight. If you're only up to a mindless game of world conquest that doesn't take any effort, come dice rolling! Depending on consensus, might play Lord of the Rings Risk instead.

→Positions: UNT

•Start: Sun 12:00AM - End: Sun 8:00AM

- TIMEBLOCK N -

NB-163: Age of Renaissance

Presenter: David Adams
(*Age of Renaissance* by Avalon Hill)

BEG OPEN

Avalon Hill's classic game of Age of Renaissance! Some have described it as Advanced Civ meets History of the World. Other know and love it as a diplomacy filled romp through the Dark Ages. Capture markets and advance your mercantile empire to the Age of Renaissance! Approx 1 hr/player - best with 6.

→Positions: 6

•Start: Sun 9:00AM - End: Sun 1:30PM

NB-184: 1870

Presenter: Michael Monical
(*18xx* by Bill)

BEG OPEN

Now classic version of 18xx series. Build a Railroad empire in the South Central USA.

→Positions: UNT

•Start: Sun 9:00AM - End: Sun 6:00PM

NB-206: (SC) Lunar Rails

Presenter: Seattle Cosmic Gamers
(*Crayon Rails* by Mayfair)

TRAIN OPEN

It's trains on the moon. Don't get caught outside during an airlock operator's strike! If you've played Empire Builder, any other crayon rails game, this one will be pretty easy.

→Positions: UNT

•Start: Sun 9:00AM - End: Sun 11:30AM

- TIMEBLOCK P -

PB-207: (SC) India Rails

Presenter: Seattle Cosmic Gamers
(Crayon Rails by Mayfair)

TRAIN OPEN

Empire Builder in India.

→Positions: UNT

•Start: Sun 11:30AM - End: Sun 1:30PM

PB-213: Game Systems

Presenter: Ron Hale-Evans

TRAIN OPEN

A game system is a set of components that function together in multiple games. The standard deck of playing cards is a well-known game system. Come play some of the oddball game systems mentioned in Ron's articles on this subject for *The Games Journal*, and some he hasn't written about yet.

→Positions: UNT

•Start: Sun 11:30AM - End: Sun 1:30PM

- TIMEBLOCK R -

RB-208: (SC) EuroRails

Presenter: Seattle Cosmic Gamers
(Crayon Rails by Mayfair)

TRAIN OPEN

Empire Builder in Europe

→Positions: UNT

•Start: Sun 2:00PM - End: Sun 4:00PM

RB-211: PiecePack Games

Presenter: Ron Hale-Evans
(Piece Pack by Ron Hale-Evans)

TRAIN OPEN

The piecepack is a relatively new but increasingly popular game system. Come learn several piecepack games, including some of the award-winning games designed by Ron and his wife Marty.

→Positions: UNT

•Start: Sun 2:00PM - End: Sun 6:00PM

CARD GAMES

Campion Hall Ballroom

- TIMEBLOCK A -

AT-271: Magic: The Gathering

Presenter: Peter Adkison
(*Magic: The Gathering* by Wizards of the Coast)

BEG OPEN

Catch Peter Adkison at the Gen Con table and play Magic: The Gathering. He'll be "gunslinging" all weekend with theme decks from every expansion of Magic since Tempest. Decks will be chosen for both players by rolling randomly. If you win you get a free booster pack from that expansion.

→Positions: UNT

•Start: Fri 2:00PM - End: Sun 6:00PM

- TIMEBLOCK B -

- TIMEBLOCK C -

- TIMEBLOCK D -

- TIMEBLOCK E -

- TIMEBLOCK F -

- TIMEBLOCK G -

- TIMEBLOCK H -

- TIMEBLOCK J -

- TIMEBLOCK K -

KT-165: Lunch Money

Presenter: Pat Hannum
(*Card Game* by Atlas Games)

BEG OPEN

Lunch Money, it's like a real fight, with out all the slippery blood.

→Positions: UNT

•Start: Sat 7:00PM - End: Sat 9:00PM

- TIMEBLOCK L -

- TIMEBLOCK M -

- TIMEBLOCK N -

NT-194: Beer Money

Presenter: Pat Hannum
(*Card Game* by Atlas Games)

BEG OPEN

Beer Money, Now that you've grown up, it's time to fight for something else. Combined with Lunch Money and Sticks and Stones.

→Positions: UNT

•Start: Sun 9:00AM - End: Sun 11:00AM

- TIMEBLOCK P -

- TIMEBLOCK R -

LAN GAMES

Student Center, Room 210

- TIMEBLOCK A -

- TIMEBLOCK B -

- TIMEBLOCK C -

- TIMEBLOCK D -

- TIMEBLOCK E -

- TIMEBLOCK F -

- TIMEBLOCK G -

- TIMEBLOCK H -

- TIMEBLOCK J -

- TIMEBLOCK K -

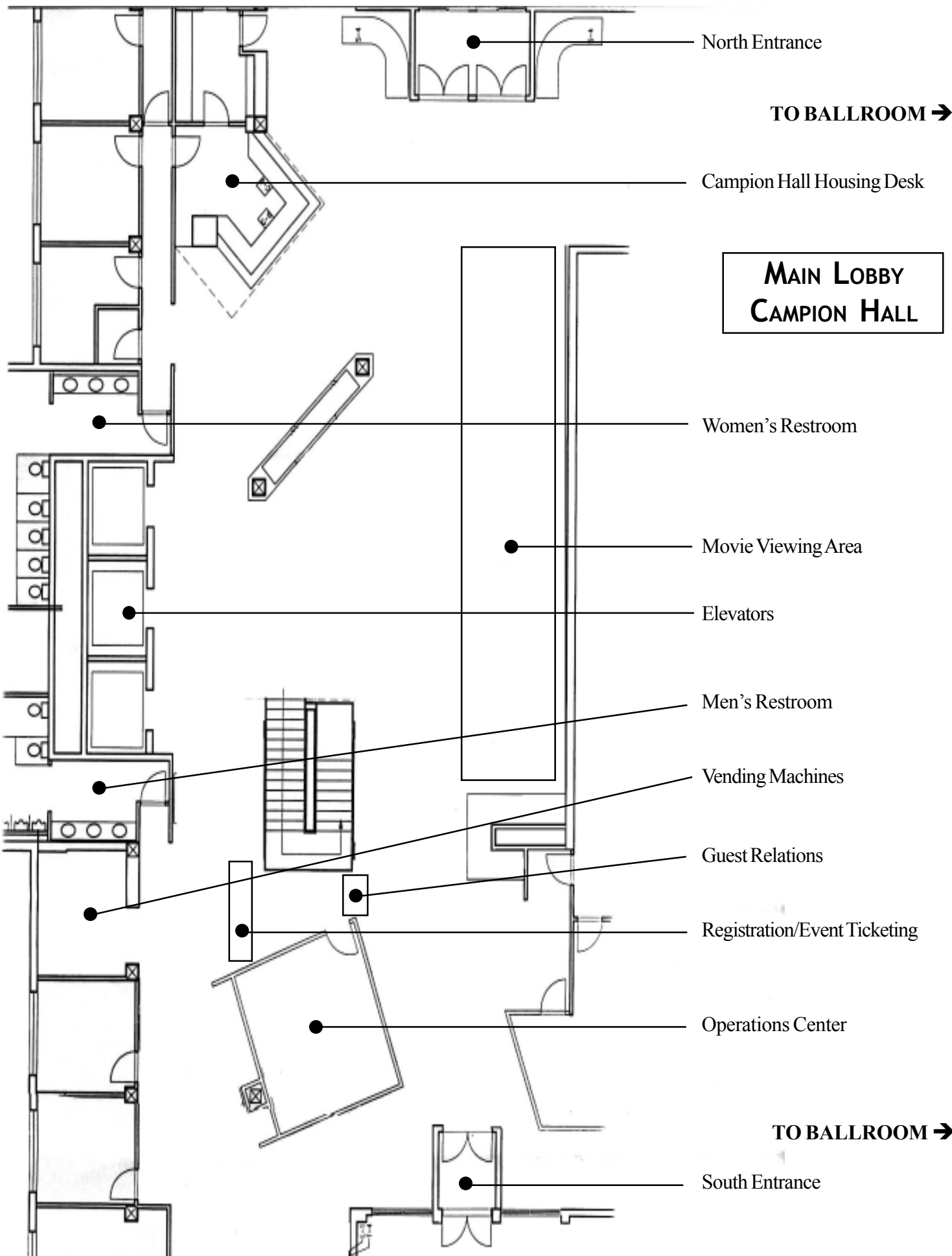
- TIMEBLOCK L -

- TIMEBLOCK M -

- TIMEBLOCK N -

- TIMEBLOCK P -

- TIMEBLOCK R -



North Entrance

TO BALLROOM →

Campion Hall Housing Desk

**MAIN LOBBY
CAMPION HALL**

Women's Restroom

Movie Viewing Area

Elevators

Men's Restroom

Vending Machines

Guest Relations

Registration/Event Ticketing

Operations Center

TO BALLROOM →

South Entrance

MINIATURES

Student Center, Dining Area 220

- TIMEBLOCK A -

AM-185: Confrontation - Hybrid

Presenter: Gregory Ullrich
(*Hybrid* by Rackham)

TRAIN DEMO

Before disappearing, Dirz the Heresiarch, founder of the Empire of the Scorpion, nourished a shadowy project: Code Hybrid. Many decades later, Dirz's forgotten laboratories mysteriously reactivated themselves. Today, monsters spring from the innards of the earth! Only a handful of warriors stand between these impious creatures and the rest of the world: the Griffins of the Lodge of Hod. Come and join a blood-filled battle in the gloomy underground laboratories! This is the latest game in the French company Rackham's Confrontation universe. Check out this fun skirmish game. Depending on interest we'll try both Hybrid and Confrontation - in prep for Saturday's Confrontation gaming. Players will be able to cycle in and out during this demonstration session.

→Positions: UNT

•Start: Fri 2:00PM - End: Fri 6:30PM

- TIMEBLOCK B -

- TIMEBLOCK C -

CM-186: Raid on Daybreak Beach

Presenter: Bill Nitsche
(*Prophecy of War* by online/free
(Anthony Butcher))

TRAIN OPEN

Prophecy of War is an excellent sci-fi microarmor/epic-scale combat system, designed to play 1:1 tank battles on a regimental scale. A quick combat system and well designed C&C makes for a good play. Plus it's a free online download! I'll be putting the system through it's paces with a fast raid on a coastal defense facility. Everything provided, just show up!

→Positions: UNT

•Start: Fri 7:00PM - End: Fri
11:30PM

- TIMEBLOCK D -

- TIMEBLOCK E -

EM-167: Mini-Painting at Midnight

Presenter: D. Anthony Robinson
(*All by All*)

TRAIN SEM

Spend a night with other miniature painters, trading tips and techniques! Whether you're new to miniature painting or an old hand, drop by the table and join in! The presenter will bring several paints and brushes, but you will need to supply your own miniatures (feel free to bring your own paints and brushes to share, as well!) An introductory painting workshop will also be conducted during "normal" hours. See the full program for a complete description and times.

→Positions: UNT

•Start: Sat 12:00AM - End: Sat
8:00AM

- TIMEBLOCK F -

FM-181: Confrontation Skirmish

Presenter: Gregory Ullrich
(*Confrontation* by Rackham)

BEG OPEN

Confrontation is a skirmish-level fantasy miniatures game. The game pits small forces of 5-20 models against each other in small engagements while the wars rage across Aarklash. Unlike most miniatures games, this has a neat interactive combat system - and some of the coolest fantasy figures on either side of the Atlantic. Bring your own band or champion one that is provided - the possessed dwarves of Mid-noir, the twisted alchemists of Dirz, the fanatical Inquisitors of the Empire of the Griffon, or one of the wild Ork or Kelt bands. The game will be taught to those who are new - or bring your own band and pit it against the others. You'll battle through a ruined village and under ground through lost temples in your quest to conquer all.

→Positions: UNT

•Start: Sat 9:00AM - End: Sat 1:30PM

FM-188: The Breakfast-Time of Man

Presenter: Randy Lantrip
(*home-grown rules* by Randy
Lantrip)

TRAIN OPEN

A caveman hunting game for those with an appetite for fun. The tribe with the most food at the end wins. So simple, even a caveman can play.

→Positions: UNT

•Start: Sat 9:00AM - End: Sat 1:30PM

FM-256: Downtown

Presenter: Boyd Schorzman
(*Downtown* by GMT Games)

BEG OPEN

A combination of miniatures and a very large map of Hanoi, can you make it downtown and home without overstaying your welcome

→Positions: 20

•Start: Sat 9:00AM - End: Sat 1:30PM

- TIMEBLOCK G -

- TIMEBLOCK H -

HM-187: Beat The Train

Presenter: Glenn Berry
(*Car Wars* by Steve Jackson)

TRAIN OPEN

Do you have the power and tactics to out drive your opponents and be the last one standing? Can you avoid the train running through the middle of the arena? Come try your skill and find out. This is a 3D second edition car wars arena combat. All vehicles and equipment will be provided. New players are welcome and will be taught to play at the beginning of the event.

→Positions: UNT

•Start: Sat 2:00PM - End: Sat 6:30PM

HM-253: Lord of the Rings Battle

Presenter: Lee Gunby
(*Lord of the Rings Strategy Battle
Games* by Games Workshop)

BEG OPEN

Each Player will command a unit in the battle. Do you serve the forces of the righteous or the forces of Evil?

→Positions: 20

•Start: Sat 2:00PM - End: Sat 6:30PM

HM-255: DBA Tournament

Presenter: Mike Snively (?)
(*De Bellis Antiquitatis* by Wargames Research Group)

BEG TOURN

This event is still under consideration as to final configuration and the presenter. A DBA tournament will be held and players should bring their own army, but a limited number of armies may be available.

→Positions: 12

•Start: Sat 2:00PM - End: Sat 6:30PM

HM-257: Car Wars Super Smash Brothers

Presenter: Mark Verdeck
(*Car Wars 3rd Ed* by Steve Jackson Games)

BEG OPEN

Tired of being taken out in the first few rounds of action? This event is for you! Every participant is allowed unlimited cars for the duration. Lose your vehicle? No problem, just bring in the next car in your lot. The catch is each new car is a 5 division points less. We will start with Division 30 cars and go down from there. Scoring based on damage doled out minus damage sustained. This is the annual 6" car floor event, cars provided. Join the carnage!

→Positions: 12

•Start: Sat 2:00PM - End: Sat 6:30PM

- TIMEBLOCK J -

JM-168: Tactics & Tachyons Demo

Presenter: Darell Phillips
(*Tactics & Tachyons* by Detailed Casting Products)

BEG OPEN

Tactics & Tachyons is a tactical game of starship combat. This game uses 1:1200 scale ships made by the author. The game is played on a large floor space. Players will be required to remove shoes while playing, so wear a good pair of socks! ☺

→Positions: UNT

•Start: Sat 4:30PM - End: Sat 6:30PM

JM-180: Micro-Armor

Presenter: Terry Doherty
(*Panzer-Armor-88* by Yaquinto/Lost Battalion Games)

BEG OPEN

Command a Tiger, a Firefly or any number of Armored Fighting Vehicles in this WWII tank game.

→Positions: UNT

•Start: Sat 4:30PM - End: Sat 6:30PM

JM-270: Miniature Painting Workshop

Presenter: D. Anthony Robinson
(All by All)

DEMO TRAIN

New to miniature gaming? Unsure of how other people get such amazing paintjobs on such small figures? Stop by and learn some "tricks of the trade!"

This workshop is intended to help you become a better painter.

Whether you've never painted before and want to learn, or if you're an "old-hand" with the paintbrush, this workshop will show you some techniques that are easy to use, and will help you get great looking miniatures.

Paints and brushes will be provided, but feel free to bring your own (the more the better!). You can work on some of your own models, or use one of the "test subjects" provided by the presentation (you get to keep the model!).

I have won several painting competitions (including a first place and second place at Dragonflight 2000), and I'm one of the top 33% in rankings at Cool Mini Or Not (www.coolminiornot.com, username Valander). I've also done many commission paint-jobs, including work for Ral Partha Publishing. Through these experiences, I've found some techniques that are easy to use, and consistently give good results.

→Positions: 6

•Start: Sat 4:30PM - End: Sat 6:30PM

- TIMEBLOCK K -

- TIMEBLOCK L -

- TIMEBLOCK M -

MM-166: Mini-Painting at Midnight 2

Presenter: D. Anthony Robinson
(All by All)

TRAIN SEM

Spend a night with other miniature painters, trading tips and techniques! Whether you're new to miniature painting or an old hand, drop by the table and join in! The presenter will bring several paints and brushes, but you will need to supply your own miniatures (feel free to bring your own paints and brushes to share, as well!) An introductory painting workshop will also be conducted during "normal" hours. See the full program for a complete description and times.

→Positions: UNT

•Start: Sun 12:00AM - End: Sun 8:00AM

- TIMEBLOCK N -

NM-183: Purgatory

Presenter: Abraham Torres
(*Great Rail Wars* by Pinnacle)

BEG OPEN

They thought they escaped the netherworld of Purgatory. But the sins of their past are not so easily forgiven. Among the fields of Maize they will come to gather a harvest of death and despair. The innocent shall kill and soak the land with the blood of the guilty. The enforcers of the Great Rail Wars; a forsaken nun, lost Sioux shaman, deranged mad scientist, overzealous preacher, vengeful witch, devious hogan, arrogant Chinese sorcerer, and bewildered huckster, will any of them survive? Do you dare enter another dark corner of the Weird West? This is fast-pace story driven skirmish level adventure. The scenario is newbie friendly and all enforcer groups are pre-created with supplies, rules, models provided.

→Positions: UNT

•Start: Sun 9:00AM - End: Sun 1:30PM

NM-254: 40K Tournament

Presenter: Lee Gunby
(*40K* by Games Workshop)

BEG TOURN

Bring your favorite army and compete for glory and honor.

→Positions: 24

•Start: Sun 9:00AM - End: Sun 4:00PM

- TIMEBLOCK P -

- TIMEBLOCK R -

ROLEPLAYING

Campion Hall, 3rd Floor

Unless otherwise noted, all role playing events cover two consecutive time blocks, beginning with the listed block.

- TIMEBLOCK A -

AR-144: (SM) Tales of the Cat & Cup

Presenter: Seattle Mob
(D&D 3.5e/d20 by Hasbro/Twilight Ink)

BEG OPEN

This is a Midwrathe player driven adventure; as players you control the plot and direction of the story. Judges will be made available to assist players in creating and advancing their Midwrathe

characters. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at:
<http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.
Game masters will be available to assist with character creation.
→Positions: UNT
•Start: Fri 2:00PM - End: Fri 6:30PM

AR-175: Silvermoon

Presenter: Tim Morgan
(*Simulacrum RPG* by Sabledrake Enterprises)

BEG OPEN

A quest for an ancient elven sword lead the adventurers deep into the Mysterrik Grove, a dark wood where evil lurks behind every tree. Using the *Simulacrum RPG*, designed by Tim Morgan. Beginners welcome; rules will be taught.

→Positions: UNT
•Start: Fri 2:00PM - End: Fri 6:30PM

AR-215: (RPGA) Living Greyhawk Introductory

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Welcome to the Flaeness. In these slots, a Game Master will help you create a Living Greyhawk character that is suitable for the Duchy of Urnst region and run you through a beginning module for 1st level Living Greyhawk characters designed to introduce new players to the Duchy of Urnst and the campaign background for Living Greyhawk.

→Positions: 6
•Start: Fri 2:00PM - End: Fri 6:30PM

AR-217: (RPGA) Living Greyhawk 1

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 12
•Start: Fri 2:00PM - End: Fri 6:30PM

AR-229: (RPGA) Living Kingdoms of Kalamar 1

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

Horror Rules™

The Simply Horrible Role-Playing Game

You'll

DIE

Laughing

A complete (and completely different) horror-comedy RPG.

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BEG OPEN
Living Kindoms of Kalamar Regional
→Positions: 6
•Start: Fri 2:00PM - End: Fri 6:30PM

AR-234: (RPGA) Living Arcanis 1
Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)
BEG OPEN
Living Arcanis Regional
→Positions: 6
•Start: Fri 2:00PM - End: Fri 6:30PM

AR-238: (RPGA) Living Force 1
Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)
BEG OPEN
Living Force Regional
→Positions: 6
•Start: Fri 2:00PM - End: Fri 6:30PM

AR-252: New Game Demos
Presenter: Matt de Mille
(*Fantasia and Pirates* by New Dimension Games)
TRAIN OPEN
Demonstrating several new role-playing game systems in the genres of high fantasy, historical piracy, and the paranormal. Dare to venture into new worlds with new rules. Are you brave enough? An alternative to d20 awaits!
→Positions: UNT
•Start: Fri 2:00PM - End: Sat 11:30PM

- TIMEBLOCK B -

BR-101: Some Like it Haut
Presenter: Julie Hoverson
(*The Drones* by Jeeves & Wooster, Ltd)
BEG OPEN
NOTE: Utterly eschewing traditional timeblocks, this event begins at 6pm, Friday evening, NOT 4:30pm. It runs until about 9:30pm. The Drones (young gentlemen of no particular use in the early 20th century) find it imperative to take on the fashion world. Based on the comedy Jeeves & Wooster.
→Positions: 7
•Start: Fri 4:30PM - End: Fri 9:00PM

- TIMEBLOCK C -

CR-109: (MiB) Ranger

Presenter: Mike Kelly
(*GURPS Y2K* by Steve Jackson Games)
BEG OPEN
The world dies in a thermonuclear war. Rising from the ashes is the new Republic of Texas. As a Texas Ranger, you uphold the peace. In New Austin, beautiful women have been disappearing, mysteriously. Can you find out what is happening before ALL the women of New Austin are kidnapped?
→Positions: 6
•Start: Fri 7:00PM - End: Fri 11:30PM

CR-122: (MiB) GURPS 4e SWAT
Presenter: Devin Ganger
(*GURPS Fourth Edition* by Steve Jackson Games)
BEG OPEN
Another day in the life of the Special Weapons and Tactics team. There have been reports of gunfire and explosions in an abandoned warehouse, suspected to be a gang hideout, and you've been called up! Join GURPS Fourth Edition playtester (and GURPS DRAGONS 4e conversion co-author) Devin Ganger for a look at one of the hottest GURPS titles of the past year as played in the new Fourth Edition!
→Positions: 6
•Start: Fri 7:00PM - End: Fri 11:30PM

CR-133: The Night From Hell
Presenter: Sarah Hoselton
(*Horror Rules* by Crucifixion Games)
BEG OPEN
A group of strangers end up in a small hole-in-the-wall hotel seeking shelter from a storm. This all sounds like a good idea until people start dying. Can you survive this nightmare and dodge death until morning? Or will you try and unravel the bizarre and puzzling mystery behind it all? Or will you just cower in a corner and try to think about happy, furry, cartoon bunnies? Whatever you decide, it will still be a Night From Hell... Horror Rules is a horror comedy game of ridiculous proportions. Bring your sense of humor and all the survival skills you ever learned

from scary movies. They won't help, but they're kind of comforting.
→Positions: 6
•Start: Fri 7:00PM - End: Fri 11:30PM

CR-149: (SM) Sailing Upon a Twilight Sea
Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)
ADV OPEN
Venture upon the trackless waters of the Great River in this Midwrathe cross-over adventure. This is a Portals of Midwrathe/Tales of the Great River adventure. These campaigns use modified D&D 3.5e rules. The Midwrathe Character Creation Guidelines are available at: <http://midwrathe.d20rpg.org/CCGMaldan.htm>. If you have any questions please ask on our Player Forum:
<http://www.d20rpg.org/Forums>.
Players should create characters before the slot begins.
→Positions: 6
•Start: Fri 7:00PM - End: Fri 11:30PM

CR-150: (SM) Under a Fading Sun
Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)
ADV OPEN
Furor and shock following the death of a city elder cursed with vampirism. That can only mean that more vampires roam the streets. Investigate the desperate streets of Renoga as the Holy Church attempts to determine how far this evil has spread. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:
<http://www.d20rpg.org/Forums>.
Players should create characters before the slot begins, though pre-generated characters will be available.
→Positions: 6

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-151: (SM) Ill Met in Renoga
Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

ADV OPEN

A shocking revelation has shaken the Duatha quarter to the core. How far do the tendrils of deception and betrayal reach? Attempt to distinguish friend from foe from those who would merely wish to profit from misfortune amid the chaos of a city that has no hope. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players should create characters before the slot begins, though pre-generated characters will be available.

→Positions: 6

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-153: (SGA) Blue Gender: Communication

Presenter: Abraham Torres
(*BESM* by Guardians of Order)

BEG OPEN

Once again Marlene Angel is sent to Earth to recover another sleeper, her experiences with Yuji Kaido freshly ingrained in her soul. But he is now with the Sleeper Brigade, and she has this new mission. Strangely she thought all the sleepers were already recovered from the Tokyo area, but a new automated distress signal has been sent. It indicated a sleeper's life support systems is about to fail. So again she enters a nightmare world and this time who knows who will survive. (I tend to try to make my games more newbie friendly and so I will be providing the pre-made characters, cheat sheets, markers and d6 dice. Also a note to players the setting is rather deadly. I fully expect PCs to die and get a new one to play during

the game.) *This doesn't need repeating, yes?*

→Positions: 7

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-161: (SGA) Conan - Black Altar of Tramath

Presenter: Alan Barclay
(*Conan d20* by Mongoose Publishing)

TRAIN OPEN

Your battle raged on the wild seas and before you could destroy your rival, both ships were smashed on the rocks of Tramath. Now you drag yourself ashore bearing only scraps of clothing, stranded on a jungle-laden, ruin-haunted island. Has your enemy been destroyed? Are there men of the island? Who are the creatures that lurk near the black altar of Tramath.

→Positions: 4

•Start: Fri 7:00PM - End: Sat 8:00AM

CR-169: Multi-Dimensional Mayhem, Part One

Presenter: Eric Aldrich
(*Savage Worlds* by Pinnacle)

BEG TOURN

From the people who brought you the big Feng Shui events the last few years: A bigger Savage Worlds adventure! This year we'll have eight game masters running a multi-genre two-part event. Can your party complete an important quest AND stop your world from being destroyed from another dimension? Can your team stay alive, overcome a changing variety of obstacles, and kick butt doing it? Join us and find out. We'll be doing our best to live up to the Savage Worlds subtitle: Fast! Furious! Fun! This is a two-part continuing event, but players are welcome to just play in Part 1 or Part 2. Characters provided.

→Positions: 24

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-193: Conundrum

Presenter: Kamal Lombardi
(*Ars Magica (4th Edition)* by Atlas Games)

BEG OPEN

Ars Magica Conundrum Two magical forces of magi unite as one in this

fun and fast-paced adventure which bridges together two worlds.

→Positions: UNT

•Start: Fri 7:00PM - End: Fri 11:30 PM

CR-198: (SC) Coffee Break of the Living Dead

Presenter: Seattle Cosmic Gamers
(*All Flesh Must Be Eaten* by Eden Studios)

TRAIN OPEN

An ordinary day. You butter your toast, put on your tie, and head to the office. You have no reason to suspect that you'll be dead by the end of the day, never mind undead.

→Positions: 4

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-218: (RPGA) Living Greyhawk 1 - High

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (Level 8 or higher)

→Positions: 6

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-221: (RPGA) Living Greyhawk 2

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 6

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-225: (RPGA) Living Greyhawk 3

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 12

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-230: (RPGA) Living Kingdoms of Kalamar 1

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Kingdoms of Kalamar Regional

→Positions: 6

•Start: Fri 7:00PM - End: Fri 11:30PM

CR-241: (RPGA) Legacy of the Green Regent Regional

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Force Regional

→Positions: 6

•Start: Fri 7:00PM - End: Fri 11:30PM

- TIMEBLOCK D -

DR-102: You Don't Know Jack

Presenter: Julie Hoverson

(*Unknown Armies* by Julie Hoverson)

BEG OPEN

NOTE: This Event begins at 10pm, NOT 9:30pm. In an odd departure for the game of modern urban horror, the setting is vintage urban horror. Whitechapel, London, England, 1888.

→Positions: 6

•Start: Fri 9:30PM - End: Sat 8:00AM

DR-192: Before the Scorpion Clan Coup

Presenter: Kamal Lombardi

(*Legend of the Five Rings (2nd Edition/D20)* by Alderac

Entertainment Group)

BEG OPEN

Explore Rokugan before the time of the Scorpion Clan Coup and find out what's up in the City of Lies, what political events are transpiring in the capital, Otosan Uchi and what horrors from the shadowlands lurk in a town near the Kaiu Wall.

→Positions: UNT

•Start: Fri 9:30PM - End: Fri 11:30 PM

DR-271: A Word from His Holiness

Presenter: Peter Adkison

(*Dungeons and Dragons 3rd Ed* by Hasbro/WotC)

BEG OPEN

The players are sent on an urgent matter in behalf of the church. One of the lesser temples has stopped sending tribute--investigate, and correct any wrongs. Pregenerated characters of about 7th to 9th level will be provided.

→Positions: 8

•Start: Fri 9:30PM - End: Sat 8:00 AM

- TIMEBLOCK E -

ER-111: (MiB) The Phantom Jedi

Presenter: Mike Kelly

(*GURPS Traveller* by Steve Jackson Games)

BEG OPEN

The "Randali Knights" are the "Keepers of the Flame" of the Imperium. Out of nowhere, an ancient enemy is reborn that threatens to destroy the Imperium completely. Can you save the Imperium as a Randali Knight from an old and ancient enemy?

→Positions: 6

•Start: Sat 12:00AM - End: Sat 8:00AM

ER-143: (SM) The Shadows of Renoga

Presenter: Seattle Mob

(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

BEG OPEN

This is a Midwrathe player driven adventure; as players you control the plot and direction of the story. Judges will be made available to assist players in creating and advancing their Midwrathe characters. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at:

<http://midwrathe.d20rpg.org/CCGR>

enoga.htm. If you have any

questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Game masters will be available to assist with character creation.

→Positions: 18

•Start: Sat 12:00AM - End: Sat 8:00AM

ER-160: (SGA) Harlequinade: Wicked This Way Comes

Presenter: Abraham Torres

(*Active Exploits-Diceless Role-playing* by Politically Incorrect Games)

BEG OPEN

Perfect is a place where everything seems to be good and no one has any troubles, but this place is very far from perfect, very far indeed. The residents of Perfect are gathering at the Harvest Festival and young people especially enjoy the cornfield maze. Yet no one seem to speak a word of those who enter the maze and are never seen again. Maybe it's because in the town of Perfect such things could never happen. Warning this game may contain dark adult humor and many politically incorrect themes. I tend to try to make my games more newbie friendly and so I will be providing the pre-made characters, cheat sheets, and markers.

→Positions: 6

•Start: Sat 12:00AM - End: Sat 8:00AM

ER-191: Nocturnum Campaign

Presenter: Kamal Lombardi

(*Call of Cthulu (D20)* by Wizards of the Coast/Fantasy Flight Games)

ADV OPEN

Play in a Call of Cthulu campaign while at a convention. The mini-campaign will be based on source material from the D20 Nocturnum sourcebooks as well as other Call of Cthulu sourcebooks which will all be adapted to fit in a modern day setting. This is part one of a three part event. (There will be a 4 hr. sleep break and 1-2 hr. rest breaks between each segment of the mini-campaign)

→Positions: 6

•Start: Sat 12:00AM - End: Sat 9:00 PM

ER-245: (RPGA) Living Death 1

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Death Regional

→Positions: 6

•Start: Sat 12:00AM - End: Sat 8:00AM

ER-249: (RPGA) Living Spycraft

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Spycraft Regional

→Positions: 6

•Start: Sat 12:00AM - End: Sun 8:00AM

- TIMEBLOCK F -

FR-103: Look Who's Screaming Now!

Presenter: Julie Hoverson
(*Tales From the Crypt* by West End Games)

BEG OPEN

NOTE: This event begins at 10AM Saturday morning, NOT 9:00AM. It runs until approximately 1:30pm. One from the Vaults - a classic Julie scenario brought back to corrupt the next generation. In *Tales from the Crypt*, PCs are dropped into bodies at the scene of a tangled tale - by the Cryptkeeper himself! Some days are definitely worse than others...

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-108: (MiB) Channel Surfing

Presenter: Marcus Evenstar
(*Toon* by Steve Jackson Games)

BEG OPEN

Soon to be major reprint, TOON is the original cartoon role-playing game. Can the League of Extraordinary Toons deal with the menace of the Smallest Invader? Characters & Chocolate-Frosted Sugar Bombs provided by your Animator.

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-125: (MiB) GURPS 4e Cliffhangers

Presenter: Devin Ganger
(*GURPS Fourth Edition* by Steve Jackson Games)

BEG OPEN

It's 1939 and it looks like Professor Underhill was right: he's back from Nepal with the bodies of reptilian flyers with hydrogen gasbags. You've been selected to return to the splendors of majestic Nepal and search for fame and glory...and dragons. Join GURPS Fourth Edition playtester (and GURPS DRAGONS 4e conversion co-author) Devin Ganger for a look at one of the hottest GURPS titles and a preview of the new Fourth Edition!

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-139: (SM) The Hound of the White Spires

Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

BEG OPEN

Foul brigands prey upon the good folk of the White Spires. It is time to track down the villainous Hound and bring him to justice. No more innocent blood must be spilled. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGMaldan.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players should create characters before the slot begins.

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-145: (SM) Under a Pale Moon

Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

BEG OPEN

Death and mayhem stalk the city. Amid the shadows vampires and vampire hunters duel. Assume the mantle of a Holy Avenger and wage war beneath the streets of Renoga. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players should create characters before the slot begins, though pre-generated characters will be available.

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-146: (SM) Lean Times in Renoga

Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

BEG OPEN

A ship long thought lost approached the docks, but jubilant welcomers have been rebuffed. The vessel tacked around the harbour and left, confusing those watching. Some local businessmen need an important document last seen on that vessel, and would be most appreciative if it were retrieved. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums/>.

Players may create characters before the slot begins, though pre-generated characters will also be available.

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-159: (SGA) Crypts of Kharnet

Presenter: Zak Arnston
(*Donjon* by Anvilwerks)

BEG OPEN

Sinister priests, electric zombies, a mummy queen and her underground necropolis. All wrapped up in stinky linen and unspeakable hieroglyphs. An insane take on your favorite heroic fantasy game, *Donjon* features gobs of d20s and player-driven outcomes (yeah, that includes making up the treasure you've found). The players finally make as much trouble as the DM! No D&D experience required; you bring yourself and I'll bring the dice.

→Positions: 5

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-172: Lost and Found

Presenter: Rick Lewis
(*D&D 3.5* by WotC)

ADV OPEN

A local hero disappeared right in the middle of a fight and the party is asked to find and retrieve him, probably from another plane. BYOC 15-20th level Good.

→Positions: UNT

•Start: Sat 9:00AM - End: Sat 4:00PM

FR-216: (RPGA) Living Greyhawk Introductory

Presenter: RPGA

(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Welcome to the Flaeness. In these slots, a Game Master will help you create a Living Greyhawk character that is suitable for the Duchy of Urnst region and run you through a beginning module for 1st level Living Greyhawk characters designed to introduce new players to the Duchy of Urnst and the campaign background for Living Greyhawk.

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-222: (RPGA) Living Greyhawk 2

Presenter: RPGA

(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 12

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-226: (RPGA) Living Greyhawk 3

Presenter: RPGA

(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-232: (RPGA) Living Kingdoms of Kalamar 2

Presenter: RPGA

(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Kingdoms of Kalamar Regional

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

FR-236: (RPGA) Living Arcanis 2

Presenter: RPGA

(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Arcanis Regional

→Positions: 6

•Start: Sat 9:00AM - End: Sat 1:30PM

- TIMEBLOCK G -

GR-131: (MiB) Hogwarts

Presenter: Christine Morgan

(GURPS Fantasy by Steve Jackson Games)

BEG OPEN

It seems like an ordinary summer vacation ... until you and several

schoolmates are whisked away to a mysterious tropical island and must use all your wits and all your magic to escape the clutches of an evil witch. A game for the younger congoer or young-at-heart Harry Potter fan.

→Positions: UNT

•Start: Sat 11:30AM - End: Sat 4:00PM

- TIMEBLOCK H -

HR-104: The Golden Spike

Presenter: Julie Hoverson

(Deadlands by Pinnacle)

BEG OPEN

Promontory Summit, Utah. Some say that joining both ends of the continent with a mode of travel as relentless as a railroad will change the world as we know it - open a doorway for commerce. Some believe that such a doorway could let in other things, too

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-134: The Rotanoga Rapture

Presenter: Chris Weedon

(Horror Rules by Crucifixion Games)

BEG OPEN

Something's rotten in the town of Rotanoga. When the PC's return to their childhood home for the annual founders festival, they discover things are not quite as they left them. Townsfolk wander about in a daze, dark shadows flit at the edge of vision and strange whispers fill them with unwholesome urges. As strange and foreboding as this may seem, however, it's just a taste of things to come... Horror Rules is a horror comedy game of ridiculous proportions, where life is cheap and sanity fleeting. But don't despair - maybe your next character will do better.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-135: (SM) Return to Renoga

Presenter: Seattle Mob

(D&D 3.5e/d20 by Hasbro/Twilight Ink)

ADV OPEN

An important visitor has arrived in the Duatha quarter, and Mother

Valna is calling in some favours. The ramifications of her arrival become clear as her enemies seek to discover her location. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players may create characters before the slot begins, though pre-generated characters will also be available.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-141: (SM) Crazy Viking (TechnoTerra Year One Scenario One)

Presenter: Seattle Mob

(d20 Modern by Hasbro)

BEG OPEN

A disturbance near a campground has the Technoterran Society suspecting foul play. They call on some of their loyal volunteers to investigate the event. Probably it's nothing ... A one-round adventure for three to seven first to third level characters. The TechnoTerra campaign setting uses the d20 Modern rules. Information on TechnoTerra can be found at: <http://technoterra.org/index.php>. TechnoTerra is an ARPL campaign. Pre-generated characters will be provided for those who require them.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-142: (SM) Into a Shattered Woodland Go

Presenter: Seattle Mob

(D&D 3.5e/d20 by Hasbro/Twilight Ink)

BEG OPEN

There are ominous lights and strange shadowy figures beneath the dark canopy of the Raelyr Wood. The local lord has asked the heroes to investigate. None can guess what dangers lay within the quiet forest. This is a Portals of Midwrathe adventure. The PoM campaign uses

modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGMaldan.htm>. If you have any questions please ask on our Player Forum:
<http://www.d20rpg.org/Forums>.
Players should create characters before the slot begins.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-148: (SM) Under a Blood Red Sky

Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

ADV OPEN

The threat to the city and land reaches even unto the Court of the Count. Those with the utmost courage, valor, and determination must undertake a desperate mission or all will be lost. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at:

<http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players should create characters before the slot begins, though pre-generated characters will be available.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-157: (SGA) In Utero

Presenter: Alan Barclay
(*Sorcerer* by Adept Press)

TRAIN OPEN

Ten years ago, Robert Scurloc and his wife Jennifer, having lost a child through miscarriage, conducted a sorcerous ritual. Robert's academic inquires had taken a detour to the crackpot fringe, into insane insights, and Jennifer's new pregnancy offered an opportunity to try real sorcery. It all went wrong - Robert woke up, sick and injured, to find his wife missing. He did not know that his wife now carried a demon in her womb, and that his son was now a fetus in the womb of yet another

demon. For ten years, he has been unable to find them - until now...

→Positions: 3

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-158: (SGA) Mrs. Krabchitt & the Inimitable Mr. Fuzzyface

Presenter: Zak Arnston
(*InSpectres?* by Memento-Mori)

BEG OPEN

"What's that, Mrs. Krabchitt? Your cat's possessed? Tentacles, right. Speaking gibberish. Did he talk sensibly before? Yeah, yeah, we'll take a coupon. Sounds like your typical Type III Phantasmal Force. Feed him some raw meat and we'll see you in fifteen minutes." Blue collar monster hunters deal with the stress and slime of a day on the job. All types of players invited, from those new to *InSpectres* to the seasoned paranormal investigator.

→Positions: 4

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-162: Dungeon Crawl

Presenter: Douglas Benson
(*D&D 3.5* by Wizards of the Coast)

BEG OPEN

CHARACTERS PROVIDED The group must enter a long lost tomb to find an ancient artifact. All ages welcome.

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-170: Multi-Dimensional Mayhem, Part Two

Presenter: Eric Aldrich
(*Savage Worlds* by Pinnacle)

BEG TOURN

From the people who brought you the big Feng Shui events, the last few years: A bigger *Savage Worlds* adventure! This year we'll have eight game masters running a multi-genre two-part event. Can your party complete an important quest AND stop your world from being destroyed from another dimension? Can your team stay alive, overcome a changing variety of obstacles, and kick butt doing it? Join us and find out. We'll be doing our best to live up to the *Savage Worlds* subtitle: Fast! Furious! Fun! This is a two-part continuing event, but players are welcome to just play in Part 1 or Part 2. Characters provided.

→Positions: 24

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-219: (RPGA) Living Greyhawk 1
Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 12

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-223: (RPGA) Living Greyhawk 2 - High

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - High Level (Level 8 or higher)

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-240: (RPGA) Living Force 2

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Force Regional

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-242: (RPGA) Legacy of the Green Regent 1

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Legacy of the Green Regent

→Positions: 12

•Start: Sat 2:00PM - End: Sat 6:30PM

HR-246: (RPGA) Living Death 1

Presenter: RPGA
(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Death Regional

→Positions: 6

•Start: Sat 2:00PM - End: Sat 6:30PM

- TIMEBLOCK J -

- TIMEBLOCK K -

KR-106: The Whispering Vault

Presenter: Julie Hoverson
(*The Whispering Vault* by Pariah Press)

TRAIN DEMO

The Whispering Vault is an unusual mix of Horror, Sci-Fi & Superheroes. Player Characters are Stalkers, being imbued with strange powers

and charged with protecting the flow of time.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-113: (MiB) Star Trek

Presenter: Mike Kelly
(GURPS Space by Steve Jackson Games)

BEG OPEN

The crew of the Enterprise find an Earth-Like world where civilization is dying. Do they try to save the people of the planet or try to stop the Federation from having any contact with this dangerous world?

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-126: (MiB) GURPS 4e Space

Presenter: Devin Ganger
(GURPS Fourth Edition by Steve Jackson Games)

BEG OPEN

Working doesn't get much better than crewing on the *Simply Paradise*, the premiere luxury space cruiser in the known worlds. The food is good and the work is light. All you have to do today is deal with misplaced valuables, hallucinations of baby dragons, and a mysterious stowaway. Join GURPS Fourth Edition playtester (and GURPS DRAGONS 4e conversion co-author) Devin Ganger for a new look at an old GURPS favorite and a preview of the new Fourth Edition!

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-132: The Curse of Cruz Cabal

Presenter: Chris Weedin
(Horror Rules by Crucifixion Games)

BEG OPEN

When famed treasure-seeker Victor Greenwood asks you to join him on a quest for the fabled Cruz Cabal, you don't say no. Of course he never said ANYTHING about the walking dead, black magic, sinister curses or deathtraps - but when you're as deep in the jungle as you are, there's no turning back... Horror Rules is a horror comedy game of ridiculous proportions, where life is

cheap and sanity fleeting. This adventure will be played in Friends Like These style, where players compete against one another to score maximum body count (prizes awarded). No cry babies, please.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-140: (SM) The Shoals of Unbelief

Presenter: Seattle Mob
(D&D 3.5e/d20 by Hasbro/Twilight Ink)

BEG OPEN

Venture upon the trackless waters of the Great River in this Midwrathe cross-over adventure. This is a Portals of Midwrathe/Tales of the Great River adventure. These campaigns use modified D&D 3.5e rules. The Midwrathe Character Creation Guidelines are available at: <http://midwrathe.d20rpg.org/CCGMaldan.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players should create characters before the slot begins.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-147: (SM) Farewell to Renoga

Presenter: Seattle Mob
(D&D 3.5e/d20 by Hasbro/Twilight Ink)

ADV OPEN

Rumours are flying! Word on the street is that the Crimson Citadel is on fire and the Duathans have made a third attempt on the life of the Count. Mother Valna and the other Duathan matriarchs have their hands full dealing with problems, and are drafting people to help. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players may create characters before the slot begins, though pre-

generated characters will also be available.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-152: (SM) Under a Night of Crimson Stars

Presenter: Seattle Mob
(D&D 3.5e/d20 by Hasbro/Twilight Ink)

ADV OPEN

It is time for a Holy Reckoning. The unholy blight of vampirism cannot be tolerated in the fair city of Renoga. Join with the Knights of Saint Denis as they fight to rid the city of this plague. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Players should create characters before the slot begins, though pre-generated characters will be available.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-155: (SGA) Running Before the Storm

Presenter: Wilhelm Fitzpatrick
(The Burning Wheel by Luke Crane)

BEG DEMO

The great pact is broken, the galleys burn at anchor, and the ancient merchant city of Tarshish falls before the swords of the advancing Theban empire. Yet some few remain true to the old ways, striving to carry the city's last hope to safety. Grab your sword and sandals, and check out what Ken Hite of Gaming Report called the best new RPG of 2003. Characters provided, system will be taught.

→Positions: 4

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-156: (SGA) Blue Gender: Runaway

Presenter: Abraham Torres

(BESM by Guardians of Order)
BEG OPEN

Marlene Angel as been down this road before as the nightmare continues. The Sleeper Recovery Team desperately tries to escape the Blue infested city. The strange target sleeper is awake and things are not right. If the Blue weren't enough of a gauntlet, other forces both external and internal are working against them. Marlene now only hopes to see Yuji one last time as the world around her shatters into chaos. This session is a continuation of the Blue Gender: Communication session, but doesn't require the participation of the previous game. Due to the deadly nature of the setting it is most likely different starting PCs will be offered. I tend to try to make my games more newbie friendly and so I will be providing the pre-made characters, cheat sheets, markers and d6 dice.

→Positions: 7

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-228: (RPGA) Living Greyhawk Interactive

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Come with us to the Duchy of Urnst, a mercantile country of the Flaenes where it's rumored you can find anything you want to buy. Maybe your dreams will come true, and maybe the unrest that fills the rest of the Flaeness will spill over here as well. Only you can decide the outcome. A Living Greyhawk event for characters level 1 through 16.

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-243: (RPGA) Legacy of the Green Regent 2

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Legacy of the Green Regent
→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

KR-247: (RPGA) Living Death 2

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Death Regional

→Positions: 6

•Start: Sat 7:00PM - End: Sat 11:30PM

- TIMEBLOCK L -

- TIMEBLOCK M -

MR-121: (MiB) SRAM-5

Presenter: Mike Kelly
(GURPS Traveller by Steve Jackson Games)

BEG OPEN

SRAM-5 was the garden world of the Imperium. It was beautiful as well as peaceful. One day, this tranquility is destroyed when the entire crew of the planet's Imperial Starport is brutally murdered. The Ley sector is where SRAM-5 is located. The Ley Sector has always been full of mystery and intrigue. Now the Ley sector is the home of hideous murder also. Can you find the murderers? Can you stop them from murdering other Imperials?

→Positions: 6

•Start: Sun 12:00AM - End: Sun 8:00AM

MR-138: (SM) Winds of Fate

Presenter: Seattle Mob
(D&D 3.5e/d20 by Hasbro/Twilight Ink)

BEG OPEN

This is a Midwrathe player driven adventure; as players you control the plot and direction of the story. Judges will be made available to assist players in creating and advancing their Midwrathe characters. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum: <http://www.d20rpg.org/Forums>. Game masters will be available to assist with character creation.

→Positions: 18

•Start: Sun 12:00AM - End: Sun 8:00AM

MR-248: (RPGA) Living Death 2

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Death Regional

→Positions: 6

•Start: Sun 12:00AM - End: Sun 8:00AM

MR-250: (RPGA) Living Spycraft

Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)

BEG OPEN

Living Spycraft Regional

→Positions: 6

•Start: Sun 12:00AM - End: Sun 8:00AM

- TIMEBLOCK N -

NR-105: This Space Intentionally Left Blank

Presenter: Julie Hoverson
(Pandemonium! by Atlas Games)

BEG OPEN

Note: This games actually begins at 10:00 AM! The classic game of tabloid reporters and the trouble they get themselves into. Characters and scenario will be generated on site. . . Prepare to laugh, cry, and wonder why you can't have Elvis as a past life.

→Positions: 6

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-127: (MiB) GURPS 4e Imperial Rome

Presenter: Devin Ganger
(GURPS Fourth Edition by Steve Jackson Games)

BEG OPEN

Once members of the Praetorian Guards, you were framed by a rival and forced to escape from the heart of the Empire's power. Now you're an elite team of mercenaries, hired to recover two exotic animals from the Colosseum before they can trigger the destruction of Rome. Join GURPS Fourth Edition playtester (and GURPS DRAGONS 4e conversion co-author) Devin Ganger for a new look at an old GURPS favorite and a preview of the new Fourth Edition!

→Positions: 6

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-136: (SM) Portals of Midwrathe Interactive

Presenter: Seattle Mob
(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

BEG OPEN

The fate of the city of Renoga hangs in the balance as the forces of evil seek to overthrow the rule of law. Good must prevail here or the entire County will suffer at the hands of the fell Voldara vampire lords. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at: <http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:
<http://www.d20rpg.org/Forums>. Players should create characters before the slot begins.

→Positions: UNT

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-154: (SGA) The Second Expedition

Presenter: Zak Arnston
(*Terra Australis* by Harlekin-Maus Games)

TRAIN DEMO

What happened to the first expedition? Finding out is your job. It's the year 1691, and a handful of weird supers are humanity's only hope against a mysterious incursion from an equally mysterious continent: Terra Australis. Fight invading horrors and investigate their source, defining the underlying world during play. Pop culture references: Mignola's Hellboy, old serial pulps, and Neal Stephenson's Baroque Cycle. This is a playtest, so feel free to kibbitz during play.

→Positions: 4

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-190: Two Books

Presenter: Kamal Lombardi
(*Everway* by Gaslight Press)

ADV OPEN

The realm of Two Books is a similar to Heian Japan setting where the assistance of a group of spherewalkers is needed to sort out various matters.

→Positions: 4

•Start: Sun 9:00AM - End: 1:30PM

NR-220: (RPGA) Living Greyhawk 1

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 6

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-231: (RPGA) Living Kingdoms of Kalamar 1

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Kingdoms of Kalamar Regional

→Positions: 6

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-235: (RPGA) Living Arcanis 1

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Arcanis Regional

→Positions: 6

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-239: (RPGA) Living Force 1

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Force Regional

→Positions: 6

•Start: Sun 9:00AM - End: Sun 1:30PM

NR-244: (RPGA) Legacy of the Green Regent 2

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Legacy of the Green Regent

→Positions: 12

•Start: Sun 9:00AM - End: Sun 1:30PM

- TIMEBLOCK P -

PR-189: New York Gaming Trilogy

Presenter: Kamal Lombardi

(*Toon/Werewolf 2nd edition/Unknown Armies* by Steve Jackson Games/White Wolf/Atlas Games)

ADV OPEN

This a trilogy of game scenarios all set in a New York game setting. The first is a Toon Game set in 1930s New York. The second is Werewolf Game set in modern day New York and the third is an Unknown Armies game set in Greenwich Village in 1970s New York. Each game will be run with pre-generated characters.

→Positions: 7

•Start: Sun 11:30AM - End: Sun 4:00PM

- TIMEBLOCK R -

RR-137: (SM) Storm Season

Presenter: Seattle Mob

(*D&D 3.5e/d20* by Hasbro/Twilight Ink)

BEG OPEN

This is a Midwrathe player driven adventure; as players you control the plot and direction of the story. Judges will be made available to assist players in creating and advancing their Midwrathe characters. This is a Portals of Midwrathe adventure. The PoM campaign uses modified D&D 3.5e rules. For a copy of the Character Creation Guidelines please check out our web site at:

<http://midwrathe.d20rpg.org/CCGRenoga.htm>. If you have any questions please ask on our Player Forum:

<http://www.d20rpg.org/Forums>.

Game masters will be available to assist with character creation.

→Positions: 18

•Start: Sun 2:00PM - End: Sun 6:00PM

RR-224: (RPGA) Living Greyhawk 2

Presenter: RPGA

(*D&D 3.5e* by Hasbro/WotC)

BEG OPEN

Living Greyhawk Regional - (1st through 12th Level)

→Positions: 12

•Start: Sun 2:00PM - End: Sun 6:00PM

RR-227: (RPGA) Living Greyhawk 3 - High



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Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)
BEG OPEN
Living Greyhawk Regional - High
Level (Level 8 or higher)
→Positions: 12
•Start: Sun 2:00PM - End: Sun
6:00PM

**RR-233: (RPGA) Living Kingdoms of
Kalamar 2**
Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)
BEG OPEN
Living Kindoms of Kalamar Regional
→Positions: 6
•Start: Sun 2:00PM - End: Sun
6:00PM

RR-237: (RPGA) Living Arcanis 2
Presenter: RPGA
(D&D 3.5e by Hasbro/WotC)
BEG OPEN
Living Arcanis Regional
→Positions: 6
•Start: Sun 2:00PM - End: Sun
6:00PM

RR-251: Interim
Presenter: Julie Hoverson
(*Unknown Armies* by Atlas Games)
BEG OPEN
How wrong can things go for temps
in a very, very strange office?
→Positions: 7
•Start: Sun 2:00PM - End: Sun
6:00PM

SEMINARS

Various Locations

- TIMEBLOCK A -

- TIMEBLOCK B -

BS-212: Philosophy of Gaming
Presenter: Ron Hale-Evans
SEM

Not a seminar about game strategy,
but about philosophy as it applies to
games and gaming. Should we play
games? If so, why? Why do people
have an innate urge to play? What
makes a game good? Can lessons
learned in games be used in life,
and ice versa? Is life in fact a game?
Ron will describe a philosophy of
gaming called Ludism, then open
the floor to discussion. Remember:
it's not the hand you're dealt, but
how you play it. (Held in the lounge
area on the RPG Floor.)
→Positions: UNT
•Start: Fri 4:30PM - End: Fri 6:30PM

- TIMEBLOCK C -

- TIMEBLOCK D -

- TIMEBLOCK E -

- TIMEBLOCK F -

- TIMEBLOCK G -

- TIMEBLOCK H -

**HS-272: Current and Future
Trends in Gaming**
Presenter: Peter Adkison
SEM

Panelist discuss current trends in
gaming and go out on a limb by

forecasting the future. (Location
TBA.)
→Positions: UNT
•Start: Sat 2:00PM - End: Sat 4:00PM

- TIMEBLOCK J -

JS-214: Glass Bead Game
Presenter: Ron Hale-Evans
SEM

Is it a game disguised as an
artform, or an artform disguised as
a game? Come learn about the
many playable variants" inspired by
Hermann Hesse's Nobel-Prize-
winning SF Novel, *The Glass Bead
Game*. Connecting everything to
everything else, the GBG plays "with
the total contents and values of our
culture... as, say, in the great age
of the arts a painter might have
played with the colors on his
palette." Ron will give a talk with
handouts, demonstrate his own
gameform, and announce a contest.
(Held in the lounge area on the RPG
Floor.)
→Positions: UNT
•Start: Sat 4:30PM - End: Sat 6:30PM

- TIMEBLOCK K -

- TIMEBLOCK L -

- TIMEBLOCK M -

- TIMEBLOCK N -

- TIMEBLOCK P -

- TIMEBLOCK R

Dragonflight 2004

Event and Room Reservation Form

(Please complete and mail to Dragonflight 2004, PO Box 776, Seattle, WA 98111-0776 **by 7/23/2004**)

Name: _____ Phone: (____) _____

Email Address: _____

Event Reservation:

As a pre-registered attendee of the convention, you have the option to try to sign up for one to four events that are listed in the pre-convention program. If you are already registered to run an event (that is, if your name is in this booklet as someone running an event), you can sign up for a fifth event. Please list them in the order of the one you most want to play in first. Unfortunately, we cannot guarantee that you will get every event that you request.

1. Event Number: _____ Title: _____

2. Event Number: _____ Title: _____

3. Event Number: _____ Title: _____

4. Event Number: _____ Title: _____

If running an event that appears in this program...

5. Event Number: _____ Title: _____

Room Reservation:

You can reserve a room at the convention to stay in. Single rooms cost \$41.00 per night and doubles cost \$27.00 per night. If you sign up for a double and do not indicate a roommate, one will be randomly assigned to you! Also, if your roommate fails to register for the convention by the 7/23/2004 deadline, you will have a roommate randomly assigned to you! Breakfast meal cards are available for \$6.00 each.

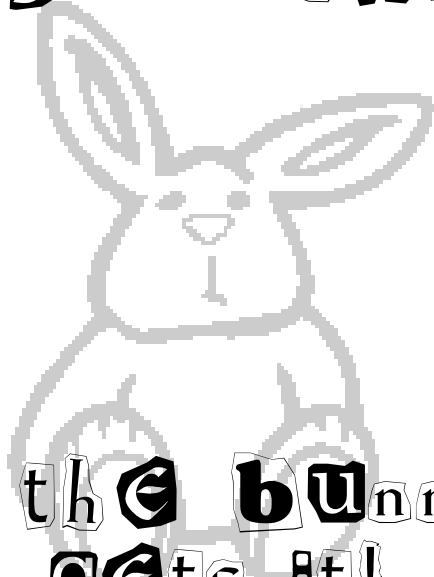
Room:	<input type="checkbox"/>	Single	Nights:	<input type="checkbox"/>	Friday	\$41.00 / \$27.00
	<input type="checkbox"/>	Double		<input type="checkbox"/>	Saturday	\$41.00 / \$27.00

Roommate: _____ Breakfast: 1 2 \$6.00 each

TOTAL OF ROOM/MEAL CARD FEES (Payable in US Funds only): \$ _____

Forms are processed on a first-come, first-served basis. To get yours in faster, file it online at www.dragonflight.org!

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