

**Gamicon Rho Officially opens at 4 pm on Friday, the 22nd of February 2008**

**MINDBRIDGE & GAMICON SIGMA MEETING**

Sunday Morning at 10 am till finished

There will be a meeting of the minds for the Mindbridge Foundation and the planning committee of Gamicon Sigma in the Indiana room. If you are interested in helping out next year, plan on attending or send someone to speak for you, because we do need your help to keep the convention going year after year. The Gamicon Sigma meeting will be at 10 am with the Mindbridge meeting to follow, pizza will be delivered at 11 am.

**DEALER'S ROOM**

Hours of operation:

Friday 4 pm - 8 pm

Saturday 10 am - 6 pm

Sunday 10 am - 2 pm

Iowa Room

Pick up that great game you just tried out, a new set of dice when yours quit on you, or just pick up something fun in our great dealer's room. Please support these folks, they are great people, and bring a lot to our event.

**AUCTION**

Slot: 3 – Saturday from 8 am till 10 am taking in the items for the auction and at 10 am till finished the auction will be in the Indiana Room.

Need to clear some space? Bring us those games you don't have any space for anymore. This will be a live auction with 10% of sales going to Gamicon. Items for auction accepted from 8 am till 10 am after which the auction will begin. Ask for auction registration sheets at the main registration table or in the Indiana room after 8 am.

**Reaper Paint and Take**

**Friday & Saturday after the Dealers room closes**

Life is easy. Sit down, grab a miniature and paint to your heart's content. All supplies provided.

**Speed Painting Competition**

**Saturday night at 7 pm**

Your mission, if you choose to accept it: Paint a miniature in an hour. All supplies provided

**OPEN ALL HOURS DURING THE CONVENTION**

Hospitality Room – See a Gamicon Con/Com Representative

**RUNNING ALL CONVENTION LONG**

Computer Games

All

Computer Gaming

Any

Wisconsin

Allen Ott & Debra Hanson

Didn't get the new Playstation 3, Wii or X-box 360 for Christmas? We didn't get one either, but why not indulge your craving for electronic gaming in our computer games area? We have a wide variety of arcade, puzzle, strategy, dungeon crawl, shooter's pinball, and adventure, and other type of games on our Amiga and PC Computers. There will be Lemmings to be saved, incredible super hero action to be had, a giant ape or lizard to Rampage through New York or Tokyo, enemies to be slain, puzzles to be solved and many other challenges to be met. We even have the original version of Gauntlet. Catch a quick game or get hooked and play for hours. We will be running through-out the con. No sign up needed.

Board & Card Game Extravaganza

All

Board & Card Games

Any

Big Ten Lobby

Chris Shaffer

From brain-burning heavy Eurogames to light, social card games and everything in-between. Open gaming. Children welcome. Bring your game or play one of ours. We brought dozens of our favorite games and want to play them with you. Want to learn a new game? We'll teach you the rules and get you started.

Cash n Guns

All

Cash n Guns by Asmodee Games

Novice

Ohio State

Team Spud

A fast paced card game where there can be only one winner.

Mindbridge Game Library

All

Big Ten Lobby  
Try out our large selection of games owned by Mindbridge.

Any  
Michele Maakstad

Teams: Versus  
Team: Versus by Dytic Game Studios  
Ohio State

All  
Novice  
Ian Michael Bestler

Teams: Versus is a Roleplaying game that utilizes a card system for character creation rather than Pen and Paper and allows you to focus on what your character is more than what skills he has.

Game types vary from old favorites like Capture the Flag and King of the Hill to kooky new concepts like Get the Ice cream, Survive the Zombie Invasion force, and other strange messes.  
Dytic is giving away decks to new players.

### **FRIDAY Slots**

Slot 1 – 4 pm to 8:30 pm  
Slot 1.1 – 4 pm to 10:30 pm  
Slot 1.5 – 6 pm to 10:30 pm  
Slot 2 – 8:30 pm to Midnight

Micro Mutants Evolution  
Micro Mutants Evolution by FFG  
Penn State

1  
Novice  
Jaffer Batica

It's time to join the fight and protect the Earth! Micro Mutants is a revolutionary (literally!) game that combines skill, strategy, and luck in a quick and exciting way. It's a game totally unlike any you've seen before, unless maybe you've seen one like it before, in which case it's like that.

In Micro Mutants, players roll dice, flip horrible little mutant bugs like tiddlywinks, and unleash devastating special powers (hopefully at the enemy!). It's the ONLY dexterity- strategy- miniatures- science- fiction- game- about- bugs worth your time!

Knights of the Air  
Wings of War  
Lucas Dodge

1  
Novice  
Jamie Herbert

Take your kite into the sky and give Gerry a bit of it. An introductory scenario for new players to try out the Wings of War system.

Monsters Menace America  
Board Game  
Lucas Dodge

1  
Novice  
Steve Crow

Play one of four monsters intent on devastating the U.S. and battling each other in final combat. Winner takes all! Meanwhile, use the American military to thwart your opponents and soften them up for that final grudge match.

Quest of the Pirate Captains  
RPX  
Miller

1  
Novice  
Gary Lange

The balance of forces in the world totter on the edge and only the greatest pirates in the world have a chance of pulling it back from the black abyss. Even that small possibility will take all the resourcefulness and skills of the foremost freebooters. Rated Arrgh for colorful parrots and full-frontal assaults!

Living Arcanis  
D&D 3.5 d20  
Chicago Lobby

1  
Old Hand  
Josh Elliott

As the Ambuila festival begins in Atria, a number of people along the city canals have disappeared. A powerful and seemingly unlikely patron wishes to know what is lurking beneath the festivities. This adventure is heavy on role-playing and investigation, and is designed to serve as an introduction to the Domain of Atria. This scenario is Part One of a series entitled Tales of Sea and Song.

Holiday on Hadante  
Everway  
Kirkwood

1.1  
Novice  
Christopher Mortika

You are a group of Planeswalkers, able to move from one dimension to another, looking for adventure, and selling your loot in Everway, the most magnificent market in the known multiverse. And one of your more legitimate contacts wants you to know: just this morning, she was approached by acolytes of Primate Elect Sildoran IV of the Holy Celestarum. His Primacy is looking for someone, and there's a great deal of money to be won by the finding. A public announcement will be read tomorrow, but she's willing to tell you the information today. (By the way, if you know what 'Hadante' is, you have a hint about the adventure.)

Gamewright Game Night  
Gamewright Games  
Big Ten Lobby

1.5  
Novice  
Michele Maakestad

A great way to bring family and friends together in a fun and educational environment. Pick from our 11 Gamewright games, or bring your own to share. Fun for all ages!

Marvel Heroes Board Game  
Board Game  
Lucas Dodge

1.5  
Novice  
Steve Crow

Play one of four teams of heroes (Marvel Knights, Fantastic 4, Avengers, X-Men) determined to protect New York City against the fiendish cunning of the Kingpin, Dr. Doom, Red Skull, and Magneto. Summon allies, troubleshoot headlines, collect storylines, all while playing another team's villain to thwart their efforts.

Sean of the Dead: Mega Zombies Card Game  
Zombies & Expansions by Twilight Creations  
Purdue

1.5  
Intermediate  
Sean Fuller

Join your host Sean for a romp thru the Zombie infested city using Twilight Creations great Zombie card/board game and most of the expansions. Players play as teams as they try and defeat literally hundreds of the zombie miniatures and be the survivor. This is a Team Spud Event. Prize for the winner courtesy of Team Spud! Rules to be taught, fun to be had by all.

Next Horizon: Crisis on Columbia IV  
Live! On Location!  
Ohio State

1.5  
Novice  
Dytic Game Studios

Columbia IV station is a hub on trade in its sector of space that welcomes all species from any planet if they are willing to not cause trouble. The normally peaceful station falls into peril when during the worst Ion storm in recent history hits the station the shielding goes off line. It's up to the brave crew of the station and several ships to keep it in one piece using their wits intelligence and skill long enough for the shielding to be repaired.

Players can play any of the following:  
Columbia IV Station Crew.  
Mercantile Federation Crew  
Freelancer

Novice players to both Larping and Roleplaying welcomed and encouraged. The same goes to veterans of both gaming styles as well.

There will be a prize for best Role player, Best Character Death, and Best Costume. As voted by the players of the game. Many Freebies will be given away to players as well.

Living Greyhawk, RPGA 3.5 d20  
WOTC  
Indiana

1.5  
Old Hand  
LeDon Sweeney

VTF7-05 Underhandedness by Kevin Elmore

As the forces of the Pomarj pour out of Blackthorn, laying waste to all they find in the Gnarley Forest, several adventurers claim to have visions from Istus of impending doom. Orcish activities have fallen in line with the prophecy, even down to the destruction of the village of Tricaster. Some of the Gentry members are taking this vision seriously; they fear the predictions that the Free and Independent City of Dyvers will fall to the orcs within a year. Desperate times do call for drastic measures. A one-round VTF metaregional adventure set in the outskirts of the Free Lands of Dyvers, for characters level 6-15 (APLs 8-14). A continuation of the Gnarley Threat.

Note: Those who earned the Disfavor of Felbon from Dyv5-07 End of the Line are able to participate in this adventure.

Living Greyhawk RPGA 3.5 d20  
WOTC  
Indiana

1.5  
Old Hand  
LeDon Sweeney

DYV7-02 Chain of Lies (Living Greyhawk - D&D 3.5)

By Michael Born. In response to a growing demand for fighters in the Circle of Crimson Stone, there has been an alarming increase in the number of indentured servants being thrust into the fighting ring. Some believe that not all these indentured servants were legally obtained. You have been asked to conduct an undercover investigation. A One Round Dyvers Regional Adventure for characters level 1-15 (APLs 2-12). A stage of the Scarlet Corsairs story arc. (This adventure is not recommended for PC's that rely heavily on magical or other material items.)

You're Next  
D20  
Hoover  
1.5  
Novice  
Nigel Ray

You're on your way to the gym. You stop in the restroom at the transportation center, just as you have a million times before. You finish your business, and turn to leave, but the door is, well, changed. It used to be a normal restroom door, but now it's made of weathered planks, and has brass fittings. New decor? It must have been like that when you came in. I mean mustn't it? On the other side of the door the corridor has changed, to. Its rough-hewn stone, dimly lit by the fluorescents in the restroom behind you, and by a flickering red light coming from around the corner ahead. Curiouser and curiouser. You look back, and the normal sinks and so forth are still there. What's around the corner? It can't hurt to take a quick peek. Around the corner is a vaulted cavern, with multiple archways leading into it, lit by a roaring bonfire against one of the rune-carved walls. People are coming through the archways, oddly-garbed people, but you have eyes only for the cowboy in the center of the cavern, lying face down in a pool of blood. You approach the cowboy, vaguely aware that the others are doing the same. Someone turns him over. He looks up at you with recognition and says, "You're next!" He coughs. And he dies. The eerie part, the really creepy part, is that he has your face. And so do all the oddly-garbed people....

Starcraft  
FFG  
Penn State  
2  
Novice  
Jaffer Batica

Fantasy Flight Games brings one of the world's best-loved computer games to your tabletop. Players take control of the Protoss, Terran, or Zerg and battle across multiple worlds. True to the StarCraft legacy, each of the three races features a unique and distinctive play style, and the inclusion of two distinct factions for each race allows up to six players to compete for galactic dominance at a time. StarCraft: The Board Game features an innovative modular board consisting of planets of varying sizes which guarantees a new experience each and every game. An exciting card-driven combat system allows players to modify and upgrade their faction with a wealth of powerful technologies.

Wings of War  
FFG  
Lucas Dodge  
2  
Novice  
Jamie Herbert

Take your kite into the sky and give Gerry a bit of it. An introductory scenario for new players to try out the Wings of War system.

Fair is as Fair Does  
Exalted 2<sup>nd</sup> Edition  
Miller  
2  
Novice  
Steve Crow

Your characters are the Solar Exalted, forgotten heroes long believed dead. Now you have returned to Creation in new bodies, and must defeat the machinations of those who overthrew your ruler ship a millennia ago... and those others from beyond the edge of reality who would stop you from retaking your rightful place.

**SATURDAY Slots**

Slot 3 – 8 am to 12:30 pm  
Slot 3.1 – 8 am to 2:00 pm  
Slot 4 – 1 pm to 5:30 pm  
Slot 5 – 6 pm to 10:30 pm  
Slot 5.1 – 6 pm to Midnight  
Slot 5.5 – 8 pm to Midnight

Wings of War  
FFG  
Penn State  
3  
Novice  
Jaffer Batica

Wings of War is a game series which merges card and board game mechanics to recreate aerial combat. The first series of Wings of War games focus on the "knights of the air" age, World War I, portraying the abilities of the fighting planes of this period.

Doctor Lucky Extravaganza  
Save/Kill Dr. Lucky  
Big Ten Lobby

3  
Novice  
Michele Maakestad

Kill the good doctor. We'll visit as many of the Doctor Lucky variations as we can during our time. Join in the hysterical anti-clue fun! Save Dr. Lucky. Kill Dr. Lucky. Kill Dr. Lucky: Craigdarroch. Doctor Lucky Ambivalence Pack. Save Dr. Lucky on Moon Base Copernicus.

Munchkin OMG! AYFKM?! Blender Tournament  
Munchkin  
Lucas Dodge

3  
Intermediate  
John Moore

Prepare yourselves for Munchkinning of Epic proportions as fantasy meets sci-fi meets gothic horror meets superheroes meets the Wild West in this 2-round tournament.  
Knowledge of Munchkin a must, though genre-specific and Epic-Level rules will be reviewed.

Battle for Station K-7  
Federation Commander by Ammarillo Design Bureau  
Lucas-Dodge

3  
Novice  
Jamie Herbert

The Klingon Empire will stop at nothing to hinder Federation development of Sherman's planet. To this need a shipment of quadrottricale headed for station K-7 is under attack. Intercept and protect the convoy. Rules will be taught.

Living Greyhawk RPGA 3.5 d20  
WOTC  
Indiana

3  
Old Hand  
LeDon Sweeney

DYV7-05 The Angry Wood by Eric Paul Price  
The forces of Blackthorn move to the west, threatening to cut Dyvers off from its allies, and everywhere calls for assistance go out. A one-round Dyvers Regional adventure set in the Free Lands of Dyvers, in the village of One Oak, for characters level 1-15 (APLs 2-12). A Stage of the Gnarley Threat.

Fair is as Fair Does  
Exalted 2<sup>nd</sup> Edition  
Lucas Dodge

3  
Novice  
Steve Crow

Your characters are the Solar Exalted, forgotten heroes long believed dead. Now you have returned to Creation in new bodies, and must defeat the machinations of those who overthrew your ruler ship a millennia ago... and those others from beyond the edge of reality who would stop you from retaking your rightful place.

Living Arcanis  
D&D 3.5 d20  
Chicago Lobby

3  
Old Hand  
Josh Elliott

O, beware, my lord of jealousy;  
It is the green-ey'd monster which doth mock  
The meat it feeds on.  
--From Othello (III, iii, 165-167)

Midake 01-02 Square Peg in a Round Hole. An entrant into Midake's annual Festival of Gears has had his invention stolen. Facing resistance from the city's authorities because of his history, he is forced to turn to adventurers to assist him.  
Note: It is recommended (but not required) that characters play LA-MID-01-01 A Trickle-Down Deal before playing this adventure.

This CRAWL adventure is designed for characters of 2nd to 12th level (APLs 3 through 11)

Memoir '44  
Days of Wonder  
Miller

3  
Novice  
Garrett Strause

Memoir '44 is a unique historical game where players command a horde of little plastic Army men facing-off in dozens of WWII battles on an oversize hex game board.

Each battle scenario mimics the historical terrain, troop placements and objectives of each army. Deploying forces through a variety of Command cards, the smart commander uses the unique skills of his units - infantry, paratroopers, tanks, artillery, commandos and resistance fighters - to its greatest strength.

Easy to learn and fast-paced, Memoir '44 requires strategic card play, timely dice rolling and an aggressive, yet flexible battle plan to achieve victory!

Atom City Meltdown  
Truth & Justice  
Miller

3  
Novice  
Steve Zieser

Atom City is in peril again, and only our heroes can save it! Only the strongest and most daring can take on the challenges the city faces. Can you answer the call? Fast and easy Superhero antics in the PDQ system! A great game for beginning and experienced superhero gamers! Characters provided as well as dice for the dice less.

Epsilon Eridani  
Classic Battle Tech Total War  
Kirkwood

3.1  
Intermediate  
Lonnie "Maximus" Pence

May 20 3067 0430 Location: Epsilon Eridani

Close proximity, defective equipment and bad relations cause the out break of hostility between the Lone Star Battalion and Redfield's Renegades.

In there search for a newly discovered Star League cache shots are fired and hatred erupts into open warfare.

4 battles of 8 total lances each, from the plains through deserts and great canyons.

Do yo have what it takes win the day and be a great MechWarrior.

All skill levels welcome, but would be beneficial for players to visit [Battle Tech Rules](#) and read the miniatures, quick start, introductory rule books, these are all free to download and keep.

The rules will the Classic Battle Tech Total War; there will be a copy present for reference. The mech sheets will be print outs from Heavy Metal software.

Silver Line Buffet  
FFG  
Penn State

4  
Novice  
Jaffer Batoca

Fantasy Flight's best-selling line of board and card games, including titles such as Citadels and Through the Desert.

"Smorgas-board"  
Various Alt & FFG Board Games  
Lucas Dodge

4  
Novice  
Jeffrey Woods, Esq.

Vote for your favorite from the following choices: Beowulf, Lord of the Rings, Arkham Horror, Fury of Dracula, Britannia, Betrayal at House on the Haunted Hill, Game of Thrones, or Battle Cry. Enjoy literary/historical background details on the selected game as it is being taught.

Monsters Menace America  
Board Game  
Lucas Dodge

4  
Novice  
Steve Crow

Play one of four monsters intent on devastating the U.S. and battling each other in final combat. Winner takes all! Meanwhile, use the American military to thwart your opponents and soften them up for that final grudge match.

Texas Hold-Em  
Texas Hold-Em Rules  
Ohio State

4  
Intermediate  
Jeff Strause

You've watched it on TV and wondered if you could do it. Now give it a shot. Stare down your opponent with an off suit 2-7, or just go into a shell with bullets.

You make the calls as you will play Texas Hold-Em against everyone else that has signed up.

There will be a prize for the top spot.

Doctor Wha?  
Tales of the Floating Vagabond  
Kirkwood

4  
Novice  
Jamie Herbert

An alien invasion of Earth in the year 1870 could spell the end of life (and your favorite watering hole!) as we know it!! Luckily someone left a type 40 Tardis in the parking lot. If you can get it out of second gear, the rest is gravy!

Living Greyhawk RPGA 3.5 d20  
WOTC  
Indiana

4  
Old Hand  
LeDon Sweeney

DYV7-09 Darkness Cometh by Michael Mockus

The City of Dyvers, once booming with economic prosperity, now languishes with poverty and overcrowding. Refugees flood in from the Free Lands, seeking shelter from the encroaching orc horde. The populace cries for Magister Hunter to protect them. The Gentry Council is less confident in her ability to withstand the invasion and seeks any method or ally to protect the city. A one-round Dyvers Regional adventure set in the Free Lands of Dyvers, for characters level 6-15 (APLs 8-14). A stage of the Gnarley Threat.

Living Greyhawk RPGA 3.5 d20

WOTC

Indiana

4

Old Hand

LeDon Sweeney

DYV7-06 Siggoran's Gambit by Sean Kliethermes

Over the last few years, waves of misfortune have befallen the heads of House Siggoran -assassinations, a baffling illness and now embezzlement and outright thievery. But the current Lady Siggoran has had enough, and she's looking for some skilled adventurers who can help her even the score. A one-round Dyvers Regional adventure set in the Free lands of Dyvers in the City of Dyvers and on the Nyr Dyv, for characters level 1-15 (APLs 2-12). Recommended for PCs who don't mind skirting the edges of the law. A stage of the Scarlet Corsairs story arc.

It seemed like a priny good idea at the time

Kobolds At My Baby (Modified)

Hoover

4

Novice

Tim Rudzianski

In the Netherworld there are those souls that must make up for mistakes of the past, they are resurrected as winged peg legged penguins called prinnies. Unfortunately you have to work off this debt by working as minimum wage soldiers for sadistic master.

So go forth on an epic (well more like comic) quest to recover whatever it is that your Master Etna has lost, this time.

Living Arcanis

D&D 3.5 d20

Chicago Lobby

4

Old-Hand

Josh Elliott

Midake 01-03 Tree of Shadows. Even the most beautiful tree casts a dark and twisted shadow. Within this shadow, twisted branches laden with tainted fruit hang low. Will you taste of the black fruit or find truth in the shadow and rise above its evil?

This STANDARD adventure is designed for characters of 1st to 8th level (APLs 1 through 7).

Star Wars: Battle of Hoth

Star Wars Miniatures

Miller

4

Novice

Dwayne Waller

Join your host Dwayne for a journey to a Galaxy far, far away. Will you support the Rebels as they flee Hoth or does the Empire's call beckon to you? Join us for this mega miniatures event played on a large table that recreates a portion of Hoth.

Stop by to marvel at the cool miniatures and scenery. Never played a miniatures game, don't be shy. It's like a lot of board games, just with 3-D pieces. A Team Spud Event. Prize for the winner courtesy of Team Spud! Rules to be taught, fun to be had by all.

Dungeon of the Emerald Tower

Original DnD

Kirkwood

4

Novice

Steve Zieser

Find adventure in the underground labyrinths of the original D&D game! Discover the roots of the game, and slay monsters and grab their treasures! We will be using the original three booklets as presented in 1974! Come share the adventure! New players and experienced hands all welcome! Characters provided and dice for the dice less.

Tide of Iron w/Days of the Fox Expansion

FFG

Penn State

5

Novice

Jaffer Batica

TIDE OF IRON is a game of World War II tactical conflict for two to four players. The components in this base game allow players to simulate the dramatic struggle that took place between American and German forces in Northern Europe during the years 1944 and 1945.

Betrayal at the House on the Hill

Board Game

Big Ten Lobby

5

Novice

Michele Maakestad

With over 50 scenarios, you're sure to find a new experience. Horror gaming at its best, but still fun for all ages!

Marvel Heroes Board Game  
Board Game  
Lucas Dodge

5  
Novice  
Steve Crow

Play one of four teams of heroes (Marvel Knights, Fantastic 4, Avengers, X-Men) determined to protect New York City against the fiendish cunning of the Kingpin, Dr. Doom, Red Skull, and Magneto. Summon allies, troubleshoot headlines, collect storylines, all while playing another team's villain to thwart their efforts.

Fist of the Jade Hand  
Qin, the Warring State  
Kirkwood

5  
Novice  
Jamie Herbert

The Jade Hand, protectors of the magistrate has become corrupted under an evil and hated lord. Now it is up to a group of old heroes and new to bring justice to the province.

Living Greyhawk, RPGA  
WOTC  
Indiana

5  
Old Hand  
LeDon Sweeney

What a nice, quiet night. Then you hear the scream and grab your gear, because you know your evening has just been ruined

Next Horizon: Crisis on Columbia IV  
Live! On Location!  
Ohio State

5.1  
Novice  
Dytic Game Studios

Columbia IV station is a hub on trade in its sector of space that welcomes all species from any planet if they are willing to not cause trouble.  
The normally peaceful station falls into peril when during the worst Ion storm in recent history hits the station the shielding goes off line.  
It's up to the brave crew of the station and several ships to keep it in one piece using their wits intelligence and skill long enough for the shielding to be repaired.  
Players can play any of the following:  
Columbia IV Station Crew.  
Mercantile Federation Crew  
Freelancer

Novice players to both Larping and Roleplaying welcomed and encouraged. The same goes to veterans of both gaming styles as well.

There will be a prize for best Role player, Best Character Death, and Best Costume. As voted by the players of the game. Many Freebies will be given away to players as well.

18XX  
18XX  
Big Ten Lobby

5.1  
Intermediate  
Jerry BarronMiller

The 18XX series of games is an intellectual simulation of stock investing, stock manipulation, and train network constructing.

Descent: Journeys in the Dark  
FFG  
Penn State

5.5  
Novice  
Jaffer Batica

Across the land, courageous heroes delve into shadowed dungeons, journey to lost cities, and explore forgotten ruins. In the darkest corners of the world, these heroes confront deadly and terrifying monsters, including Skeletons, Hell Hounds, Giants, Demons, and Dragons. For those few who survive, the rewards are many. Victorious heroes return from the treacherous dungeons with ancient magic's, bags of gold, and powerful weapons and artifacts.

2<sup>nd</sup> Annual Gary Lange Battle at Times End Inv.  
Battle at Time's End by Lange Games  
Purdue

5.5  
Novice  
Spud

Join your host Spud for this battle royal using this innovative miniatures rules system created by The Gary Lange. Play a pre-made team or create one of your own (see Spud prior to event for rules) Stop by to marvel at the cool miniatures and scenery played out on a mega Heroscape castle. Never played a miniatures game, don't be shy. It's like a lot of board games, just with 3-D pieces. A Team Spud Event. Prize for the winner courtesy of Team Spud! Rules to be taught, fun to be had by all.

### SUNDAY Slots

Slot 5.9 – 8 am to Noon

Slot 6 – 10 am to Noon

Slot 6.1 – 10 am to 2 pm

Slot 7 – Noon to 2 pm

Slot 7.5 – Noon to 4 pm

Slot 8 – 2 pm to 4 pm

Living Greyhawk RPGA  
D&D 3.5 d20  
Indiana

5.9  
Old Hand  
LeDon Sweeney

DYV7-07 Dyvide by Andy McCullough

Helsim Lord Grift has ordered the evacuation of the Ehlenwood, and refugees are pouring into the Free City seeking protection from the relentless advancing horde of the Pomarj through the Gnarley Forest. Shandara Grift, Lord Grift's eldest daughter, has embarked on a quest of redemption to right her wrongs in the sacking of Tricaster. Rumors of her demise abound, but now word comes that she is in need of aid deep in the Gnarley Forest. Are you willing to risk the dangers of the Gnarley Forest to aid one who has failed the City of Sails in the past? And if you do, will it matter? A one-round Dyvers Regional adventure set in the Ehlenwood fief of the Gnarley Forest for characters level 4-14 (APLs 6-12). Part 4 of The Machinations Saga. Possession by at least player of the Learyn Tome from DYV6-04 Dyvisive Deep is not required but is highly recommended.

Play MST for Me  
Paranoia XP  
Hoover

6  
Novice  
John Moore

#### MISSION ALERT

Troubleshooter Team Rho report to Tee-V-FRN-5 for mission briefing. Failure to report is treason!

Living Arcanis  
D&D 3.5 d20  
Chicago Lobby

6  
Old Hand  
Josh Elliott

LA-SP4-12 Blood-Soaked Dawn. The tears of a thousand years have salted the seas; tears shed in pain, tears shed in love, and tears shed in the remembrance of an ancient terror. Now that terror stalks the land and the seas again.

A hopeless expedition sets sail under a blood-soaked dawn. Are you willing, able, and foolish enough to champion their cause and search for the damned? And what if you should find them? Will you shed yet more blood into waters that are already stained scarlet?

Note: This adventure combines elements of wilderness and urban adventuring, and it would be helpful if the party contains characters that are adept in both environments. It is recommended that the GM have access to the Freeport: The City of Adventure sourcebook from Green Ronin Publishing, but that book is not required to run this adventure.

This CRAWL adventure is designed for characters of 1st to 12th level (APLs 2 through 11).

Into the Depths  
Labyrinth Lord RPG  
Miller

6.1  
Novice  
Steve Zieser

Slay monsters and gain fabulous treasures in this lively adventure for Labyrinth Lord from Goblinoid Games! Fast and familiar rules make this game fun and challenging. Beginners to Crusty Veterans welcome for dungeon crawling fun! Characters provided and dice for the diceless.

Betrayal at the House on the Hill  
Board Game  
Lucas Dodge

7  
Novice  
Brian Womachka

With over 50 scenarios, you're sure to find a new experience. Horror gaming at its best, but still fun for all ages!

Pirateer!  
Pirateer!  
Big Ten Lobby

7  
Novice  
Michele Maakestad

Hoist the Jolly Roger and fire your imagination in this fast paced strategy game where fortunes turn on pirate skullduggery and a roll of the dice.

Pirates (of the Revolution)  
Pirates

7  
Novice

Lucas Dodge

Pirates of the Revolution introduces the Americans to the Pirates game. But the other nations—Spain, England, France, and Pirates—get a boost to their ranks as well. Americans are a hardy bunch of privateers, so they make an excellent addition to any fleet, or they make a mighty fleet on their own!

David Willis

Tide of Iron w/Days of the Fox Expansion

FFG

Penn State

TIDE OF IRON is a game of World War II tactical conflict for two to four players. The components in this base game allow players to simulate the dramatic struggle that took place between American and German forces in Northern Europe during the years 1944 and 1945.

7.1

Novice

Jaffer Batoca

Living Greyhawk RPGA

D&D 3.5 d20

Indiana

DYV7-08 Crow's Nest by Tom Christy

From high on their shadowy perch, cloaked figures scan the Dyvers dock district. Below, a small group of revelers stumble through the dark night, taking a wrong turn into an even darker alley. You have a chance to save them but will the reward be worth it? A one-round Dyvers Regional adventure set in the Free Lands of Dyvers, in the City of Dyvers, for characters level 1-15 (APLs 2-12).

7.1

Old Hand

LeDon Sweeney