

New

Centruy: Golem Edition

In Centruy: Golem Edition, players are caravan leaders who travel the famed golem road to deliver crystals to the far reaches of the world.

Game Start: FRI 1200	Location: Studio 05-06	Players: 1	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Centruy: Golem Edition		GM: Drew Motylinski

Players

Isle of Skye

A tile-laying game. As chieftain of a Scottish clan, buy and sell tiles from other clans to add ships, forts, farms, lighthouses, whiskey stills, cows, and yes- sheep to your growing domain. A quick, light and strategic Euro game.

Game Start: FRI 1200	Location: Board Room 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Isle of Skye		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Time Change (Sat 20 to Fri 12)

Sentinels of the Multiverse Advanced

A co-op game where super heroes tackle an evil super villain who must be stopped

Game Start: FRI 12	Location: Studio 02-05	Players: 4	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: Some	Special Track: No
Game Type: Card	Game System: Sentinels of the Multiverse Base Game		GM: Michael Jacobsen

Players

Hansa Teutonica

A classic Euro strategy game. Develop trade routes and control cities in the Hanseatic League. There are many paths to victory, but don't forget to block your opponents and stop at the Inn to eat dinner.

Game Start: FRI 1400	Location: Board Room 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Hansa Teutonica		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

New

Villainous

Each player takes control of one of six Disney characters. Each player has their own decks, player board, and 3D character. On your turn, move your character to a different location on your player board, take one or more of the actions visible on that space, then refill your hand to four cards. You need to use your cards to fulfill your unique win condition.

Game Start: FRI 1400	Location: Conference Room C-01	Players: 6	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Card	Game System: Various Games		GM: Cory Orman

New

Baseball Highlights 2045

This will be a tournament event. All players will play several mini-games to establish their team and seeding. They'll then enter the single elimination playoffs with best of 7 mini-game format. No experience or equipment necessary. Arrive half-hour early for teaching. Bringing your own copy guarantees you a spot. Otherwise space is limited to however many we get.

Game Start: FRI 1400	Location: Board Room 2-06	Players: 20	Materials: All
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro
Game Type: Card	Game System: Baseball Highlights 2045		GM: Mark Jefferson

Sponsor: *First Minnesota Historical Wargame Society*

New

Wind Chime Chronicles - The Legend

You discovered the first of several artifacts involved with a thousand year old prophecy. The references deciphered thus far suggest speed is critical if you are to either save this planet from decimation or its inhabitants from extermination. You volunteered for Professor Felton's special music class but did you volunteer for this? The adventure continues

Game Start: FRI 1600	Location: Studio 15-02	Players: 7	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Justice, Inc.		GM: Don Prust

Location

Blazing Inferno

Can you and the other players rescue the people trapped inside the burning building before it collapses? Come join us and find out.

Game Start: FRI 1800	Location: Conference Room B-05	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Flash Point: Fire Rescue		GM: Scott Price

New

Plight of the North Sky

This will be a play test of Plight of the North Sky. This game is a story heavy, narrative-forward RPG that uses a card and point pool mechanic rather than dice and has freeform abilities and a robust character generation process.

Game Start: FRI 1800	Location: Conference Room C-09	Players: 4	Materials: General
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: RPG	Game System: Plight of the North Sky		GM: Boone Dryden

Cancelled

Zombicide: Green Horde

Taking place in the same medieval setting of Black Plague, players will become different Survivors with skill focuses looking to defeat the shuffling, undead menace by any means available. Zombie Orcs are stronger than typical zombies, and represent a bigger challenge to even seasoned undead-hunting veterans. A new mechanic is introduced - the horde ambush!

Game Start: FRI 1800	Location: Conference Room F-08	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: Some	Special Track: No
Game Type: Board	Game System: Zombicide Green Horde		GM: Damarra Atkins, Daniel Greene

New

Young Bloods Painting Class

Play DND and want your figures to pop?

New to Warhammer and want to improve your army?

This class is designed to present the fundamentals of base coating, washes and highlights. A figure and materials provided. This class is for teens by teens, and will be taught by our award winning teen painters with greybeard oversight.

Game Start: FRI 2000	Location: Conference Room B-01	Players: 6	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Seminar	Game System: Seminar		GM: Shawn Espeseth

New

The Wreck of the Bellerophon

After a terrible storm wrecks the Bellerophon in the Caribbean Sea in 1741. The remaining crew needs to survive on the unknown island, and hope another ship can rescue them. This is a horror adventure in the sense that your characters will be unprepared for the situation they find themselves in, as well as, whether they can survive long enough to be saved by a passing ship.

Game Start: FRI 2000	Location: Conference Room B-04	Players: 5	Materials: None
Game Length: 4 hrs	Rating: Mature	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: GURPS 4th ed.		GM: Matthew Rose

New

Illimat - Learn to Play

Illimat is a modern classic card game designed by Keith Baker and The Decemberists. If you've ever enjoyed Hearts, Bridge, Cassino, or Gin, Illimat will feel both familiar and unlike anything you've ever played before. End your day with this easy to learn but addictive game.

Game Start: FRI 2400	Location: Conference Room B-01	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro
Game Type: Card	Game System: Illimat		GM: Paul Easton

Players

RA

A classic auction game. Develop ancient Egypt by bidding on sets of pharaohs, rivers, floods, technology, and monuments while avoiding disastrous earthquakes, drought and civil disorder. One of the best Euros ever!

Game Start: SAT 800	Location: Board Room 2-04	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Ra		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

New

Galactic Infamy

Galactic Infamy is a competitive science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Capture bounties to collect credits and infamy. Turn in the crime lord and the player with the most infamy is the winner!

Visit www.2simpletons.com and www.fb.com/2simpletons to learn more!

Game Start: SAT 800	Location: Conference Room H-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: Board	Game System: (Open Board Gaming)		GM: James Gatzmer

Players & Loc.

Arkadia

Possibly the best older Euro game you've never heard of. Players are architects building a castle, but vie against each other to increase the value of their own work and decrease the value of the other architect's work.

Game Start: SAT 1000	Location: Board Room 1-05	Players: 8	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Arkadia		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

New

Evolution: Climate

In Evolution: CLIMATE, players adapt their species in a dynamic ecosystem where food is scarce, predators lurk, and the climate can swing between scorching hot and icy cold. With over 200,000 ways to evolve your species, every game evolves into a different adventure.

Game Start: SAT 1000	Location: Board Room 1-08	Players: 6	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro
Game Type: Board	Game System: Evolution		GM: Samuel Miller

Sponsor: Chess & Strategy Game Association

New

Memoir '44 D-Day Landings

Play Memoir 44 with the D-Day Landing Maps! We will use the Overlord Rules as well as reinforcements rules, expansion pack equipment, and more!

Game Start: SAT 1000	Location: Board Room 1-03	Players: 11	Materials: None
Game Length: 6 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Memoir 44		GM: Alex Siechen

Sponsor: Chess & Strategy Game Association

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Game Start: SAT 1200	Location: Conference Room H-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: Board	Game System: (Open Board Gaming)		GM: James Gatzmer

Location

Small World & Variations

Small World is inhabited by dwarves, wizards, amazons, giants, orcs, and even humans. Conquer adjacent lands, picking the right combination from the 14 different fantasy races and 20 unique special powers. Players expand their empires and must also know when to push their civilization into decline!

Game Start: SAT 1400	Location: Board Room 1-01	Players: 15	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Small World		GM: Bill Nara

Sponsor: *First Minnesota Historical Wargame Society*

Location

Stone Age

Travel back in time to the Stone Age, when resources were scarce and you had to gather your own food to survive! Will your village thrive, or be lost to history? Stone Age is a worker placement/resource management game where you compete against others to build the most thriving civilization. Build huts, purchase advancements, and grow your numbers in a race to be the best tribe of the Stone Age!

Game Start: SAT 1400	Location: Studio 01-01	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Stone Age		GM: Lacy Jabas, Chris Jabas

New

Mall Madness

Mall madness! The best shopping simulator around! No zombies, just teenagers shopping in a big old purple shopping mall. Can you squeeze out your friends and beat them to the sale at the cell-phone store? Three copies of the game will be available, so up to twelve people can play at once. Rules will be taught. Average game length is less than an hour, so more than one game is possible.

Game Start: SAT 1600	Location: Regency 18	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Mall madness		GM: Benjamin Johnson

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Galactic Infamy is a competitive science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Capture bounties to collect credits and infamy. Turn in the crime lord and the player with the most infamy is the winner!

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Game Start: SAT 1600	Location: Conference Room H-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: Board	Game System: (Open Board Gaming)		GM: James Gatzmer

New

SIGMATA: This Signal Kills Fascists

Anti-fascist FM-radio-powdered cyberpunk in alt-1986 America. This session will be run by the game's author, a Twin Cities local.

Game Start: SAT 1600	Location: Studio 04-01	Players: 5	Materials: None
Game Length: 4 hrs	Rating: Mature	Rules Knowledge: None	Special Track: Intro
Game Type: RPG	Game System: (Open RPG Gaming)		GM: Chad Walker

Location

SPACE HULK

On this ship everyone can hear you scream. The alien genestealers have taken over a large ship and it is the duty of your battalions to reach your goal without dying. Troops include heavy terminator armored ranks or light troops, both with a variety of weapons, claws or grenades. Original game with updated rules.

Game Start: SAT 1600	Location: Conference Room C-05	Players: 8	Materials: None
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Miniatures	Game System: Spacehulk		GM: Cully Smutzler

Cancelled

Gentes

In the first Millennium BC, tribes of the Eastern Mediterranean band together in city-states, and through conquest and commerce, they rise to prominence and have their moment in the sun. This is the world of Gentes, where players will guide their civilization through the ups and downs of history, trying to make sure they are the one who makes their mark in the annals of history.

Game Start: SAT 1800	Location: Studio 12-01	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Gentes		GM: Mark Cummins

New

Dead Planet

Dead Planet is a Survival RPG in a world ravaged and left to rot. You must use your resources effectively and work with your fellow survivors to ensure you don't die like all of humanity before you.

Game Start: SAT 1800	Location: Conference Room C-04	Players: 4	Materials: General
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: RPG	Game System: Dead Planet		GM: Boone Dryden

New

Illuminati: The Game Of Conspiracy

Come and take over the world with Illuminati. Play as one of the more popular conspiracy groups(Bavarian Illuminati, Gnomes of Zurich, UFOs, etc) and compete with the other players over smaller groups to increase you power. Alliances will be made and broken, so don't bring anyone who will take backstabbing too personally! All players welcome.

Game Start: SAT 1800	Location: Board Room 2-08	Players: 5	Materials: None
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Card	Game System: Illuminati: The Game Of Conspiracy		GM: Alex Siechen

Sponsor: Chess & Strategy Game Association

New

Cyclades with Titans expansion

Clash with other Greek troops and fleets as you attempt to win the favor of the gods while building and maneuvering forces to dominate the new islands around Greece.

Game Start: SAT 2000	Location: Regency 10	Players: 6	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Cyclades: Titans		GM: George Linkert

New

Descent Into Midnight (Playtest)

A gifted team of psionic defenders fight mental, physical, and spiritual corruption threatening their ecosystem, their home, and their friendships. With shared world building, evocative playbooks & moves, and guided meditation & collaborative storytelling, Descent Into Midnight is aquatic gaming that is intense, emotional, and shows the wonder of the ocean.

Game Start: SAT 2000	Location: Studio 17-01	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Descent Into Midnight		GM: Taylor LaBresh

player change

In the Year of the Trump

A homemade parody of In the Year of the Dragon by Stefan Feld. Players control a faction of real White House staff and manage a crisis every month in Trump's first year. Staff are hired, fired, and purged. Make a deal with legislators, send a twitterstorm, or be interviewed on Fox to bolster your agenda. Familiarity with complex Euro games and current events, and a sense of humor, are required.

Game Start: SAT 2000	Location: Studio 01-03	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Mature	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Various		GM: Erik Olsrud

New

Amnesiacs Unite

Waking up with no idea who or where you are is just the beginning. This is a journey of discovery of the new, strange world you have found yourself in. Will you be able to discover who you were, and why you are here?

Game Start: SAT 2000	Location: Conference Room C-02	Players: 4	Materials: None
Game Length: 4 hrs	Rating: Mature	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: GURPS 4th ed.		GM: Matthew Rose

New

Galactic Infamy

Galactic Infamy is a competitive science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Capture bounties to collect credits and infamy. Turn in the crime lord and the player with the most infamy is the winner!

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Game Start: SAT 2000	Location: Conference Room H-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: Board	Game System: (Open Board Gaming)		GM: James Gatzmer

New

Illimat - Learn to Play

Illimat is a modern classic card game designed by Keith Baker and The Decemberists. If you've ever enjoyed Hearts, Bridge, Cassino, or Gin, Illimat will feel both familiar and unlike anything you've ever played before. End your day by learning to play this easy but addicting card game!

Game Start: SAT 2400	Location: Conference Room B-02	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro
Game Type: Card	Game System: Illimat		GM: Paul Easton

New

Descent Into Midnight (Playtest)

A gifted team of psionic defenders fight mental, physical, and spiritual corruption threatening their ecosystem, their home, and their friendships. With shared world building, evocative playbooks & moves, and guided meditation & collaborative storytelling, Descent Into Midnight is aquatic gaming that is intense, emotional, and shows the wonder of the ocean.

Game Start: SUN 800	Location: Regency 05	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Descent Into Midnight		GM: Taylor LaBresh

Players

Isle of Skye

A tile-laying game. As chieftain of a Scottish clan, buy and sell tiles from other clans to add ships, forts, farms, lighthouses, whiskey stills, cows, and yes- sheep to your growing domain. A quick, light and strategic Euro game.

Game Start: SUN 800	Location: Board Room 2-04	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Isle of Skye		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Players

Colt Express

Players are old west train robbers who punch and shoot each other to try to get as much loot for themselves, while dodging the dangerous Marshal. 3-D movement on a real (cardboard) train. Fun violent chaos.

Game Start: SUN 1000	Location: Board Room 1-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Colt Express		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Location

My Neighbor, My Friend

Golden Sky Stories is a heartwarming tabletop game, set in a small town in rural Japan, and players are animals with just a little magical power, including the ability to temporarily take human form. These adventures are all about helping others and becoming friends. If you ever wished My Neighbor Totoro was a roleplaying game, this may appeal to you.

Game Start: SUN 1000	Location: Studio 14-01	Players: 4	Materials: General
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro
Game Type: RPG	Game System: Golden Sky Stories		GM: Miriah White

New

Sentinels of the Multiverse (Beginner Game)

You are a team of superheros united to take on the Multiverse's greatest villains. Each play will assume the role of one of these heroes with unique powers and gear. Will you take down your foe, or will they finally succeed in their plan?

Rules will be explained beginners are welcomed.

Game Start: SUN 1000	Location: Conference Room B-04	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro
Game Type: Card	Game System: Sentinels of the Multiverse Base Game		GM: Timothy Ray

New

Playing with Fire

You are each an elite assassin sent against one of the leaders of the Five Nations, banding together to accomplish a nearly impossible goal: Kill Jaela Daran in the seat of her power....

Game Start: SUN 1000	Location: Studio 13-01	Players: 6	Materials: General
Game Length: 4 hrs	Rating: Mature	Rules Knowledge: Some	Special Track: No
Game Type: RPG	Game System: Pathfinder		GM: Adam Gottfried

New

Return of the Texas Rangers

At GenCon in the 1980s, the Champions tournament started with 'The Texas Rangers' as characters that may have faded but are not forgotten. Today they arrive in a small Texas town in the 1880s. The 'old west' with gunfights in the middle of main street, cattle rustlers, train robbers and desperados of all kinds. What will you do to make your Champions Western Hero come alive? PCs provided

Game Start: SUN 1000	Location: Studio 02-02	Players: 8	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Champions		GM: don prust, Mike Maloney

New

The Hungry Cloud

In the town of Breed, stories are passed down about a terrible event known only as The Culling. According to the town elders, it's been a hundred years since the last Culling - and the time of another is at hand...

This very-low-combat, puzzle-solving 5e adventure is great for total newbies and seasoned players alike. 1st level characters will be provided, just bring dice and your creativity!

Game Start: SUN 1000	Location: Studio 04-03	Players: 6	Materials: General
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Shaina Davis

New / Replacement

Draft Night 3077

Forget the eco-disasters and corporo-government coups, it's Draft Night for most popular (and profitable) sport! Define the culture of the sport and draft the best players to win the World Bowl!

Game Start: SUN 1000	Location: Viking Lounge01	Players: 48	Materials: None
Game Length: 6 hrs	Rating: Teen	Rules Knowledge: None	Special Track: No
Game Type: LARP	Game System: Megagame Design		GM: Peter Nixon

Duration

What the Chupacabra is Going On?

A Chupacabra? This far north? But there isn't a goat to feed on for miles. Can your team of Inspectres get to the bottom of it? Inspectres is player-driven storytelling. "Fighting the Forces of Darkness so you don't have to!"(TM)

Game Start: SUN 10	Location: Studio 09-03	Players: 6	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: Some	Special Track: No
Game Type: RPG	Game System: Inspectres		GM: Heather Beecher

Replaced

Sworn to Serve

Negotiate, back stab, & bribe your legislation through the US congressional gauntlet as an "Honorable" Senator, member of the "Stalwart" Media, or a "Friendly Neighborhood" Lobbyist - all while facing the greatest threats America's ever seen! Sworn to Serve is triumphantly returning to Minnesota for Con of the North after a phenomenal debut at GenCon 2018. Design by Minnesota Megagames.

Game Start: SUN 1000	Location: Viking Lounge01	Players: 40	Materials: None
Game Length: 6 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: LARP	Game System: Megagame Design		GM: Peter Nixon

New

Kingsburg

Players gain points by influencing the King's advisors, constructing valuable buildings, and winning battles against the invading enemies. Uses dice placement and resource management.

Game Start: SUN 1200	Location: Board Room 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Kingsburg		GM: Brian Rood

Sponsor: *First Minnesota Historical Wargame Society*

Location

Magical Kitties and the Bite on the Neck

One of the magical kitties' humans has not been feeling well. All she wants to do is lie in bed all day. Nobody is sure what's wrong until one of the magical kitties notices two holes, like a pair of teeth marks on the human's neck. Will the kitties find the one responsible and help the human heal before it's too late?

Game Start: SUN 1200	Location: Studio 02-05	Players: 2	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Kid
Game Type: RPG	Game System: Magical Kitties!		GM: Matthew Hanson

New

Boxed In; With no where to Run

Follow a mystical Traveller as it portals from world to world collecting treasures. Visit a Future world, alternate earth, different times, and genres! Stop the creature if you can, but beware of the obstacles and indigenous perils! Uses

Universal Horizons (see website) RPG.

Game Start: SUN 1200	Location: Studio 02-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Universal Horizons		GM: AJ Schmidt

New

Lords of Hellas

Lords of Hellas, you control an asymmetric hero, developed by increasing his 3 basic statistics and gathering artifacts.

Game Start: SUN 1200	Location: Conference Room C-06	Players: 4	Materials: None
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Lords of Hellas		GM: jay behrens

Cancelled

Lords of Hellas

Lords of Hellas, you control an asymmetric hero, developed by increasing his 3 basic statistics and gathering artifacts.

Game Start: SUN 1200	Location: Conference Room C-06	Players: 4	Materials: Everyone
Game Length: 4 hrs	Rating:	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Lords of Hellas		GM: jay behrens

New

Century Spice Road

Spice Trading game. Acquire and play cards to gather, upgrade, or trade spices. Turn in spices to claim monuments for points.

Game Start: SUN 1400	Location: Board Room 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Century: Spice Road		GM: Brian Rood

Sponsor: *First Minnesota Historical Wargame Society*

New

Plunderers of the Labyrinth (4 player)

A game of competitive treasure raiding with constantly shifting passages; place walls to block your opponents or to secure your own route to the treasure. Playtest; this prototype has quality art and components and the gameplay is fairly solid at this point, but the game hasn't been published yet.

Game Start: SUN 1400	Location: Conference Room C-06	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Plunderers of the Labyrinth		GM: Jason Gieske

System Change

Arkham Horror

Arkham Horror is a cooperative adventure game of survival, horror, and investigation. A terrible creature from beyond time and space—an Ancient One—is awakening, roused by dimensional gates that open across the city. Joining forces, the investigators must secure the city, encountering its haunted and mysterious locations before the Ancient One awakens.

Game Start: SUN 1400	Location: Conference Room B-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Arkham Horror Boardgame - 2nd Ed.		GM: Will Herrmann

New

Cryptomancer

A fantasy RPG about hacking. Might be demoing Cryptomancer 2.0 if it is available in playtest form by this time.

This session will be run by the game's author, a Twin Cities local.

Game Start: SUN 1400	Location: Studio 02-01	Players: 5	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro
Game Type: RPG	Game System: (Open RPG Gaming)		GM: Chad Walker

New

Falling

This game is from an odd genre, real-time card games. Each of the players (except the dealer) is a goblin falling to his death. The goal is not to live, rather just to be the last one to go splat. The dealer continues dealing cards to players, eventually giving them 'ground' cards. But on the way down players can do all kinds of nasty stuff to each other to ensure their relative longevity.

Game Start: SUN 1600	Location: Regency 08	Players: 8	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Card	Game System: Falling		GM: Luke Dodge

New

Plunderers of the Labyrinth (8 player - teams)

A game of competitive treasure raiding with constantly shifting passages; place walls to block your opponents or to secure your own route to the treasure. Playtest; this prototype has quality art and components but be warned this is the first live test of 8 player 2v2v2v2 team gameplay. The game hasn't been published yet.

Game Start: SUN 1600	Location: Conference Room C-03	Players: 8	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Plunderers of the Labyrinth		GM: Jason Gieske

New

Ticket to Ride Europe

Gather train cards for building track between cities in Europe. Introduces Tunnels and Ferries to the original game system.

Game Start: SUN 1600	Location: Board Room 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: Board	Game System: Ticket to Ride Europe		GM: Brian Rood

Sponsor: *First Minnesota Historical Wargame Society*

New

When Good Food Goes Bad

In a small Midwestern town during the fall of 1957 at a Christian Mother's dinner fundraiser for aid of foreign children, the food is delicious but packs a nasty bit of indigestion. Men in Black suits, rampaging vegetables, mad professors and much more in this atomic horror adventure.

Game Start: SUN 1600	Location: Studio 09-03	Players: 5	Materials: None
Game Length: 4 hrs	Rating: Mature	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: GURPS 4th ed.		GM: Matthew Rose

New

Illimat - Learn to Play

Illimat is a modern classic card game designed by Keith Baker and The Decemberists. If you've ever enjoyed Hearts, Bridge, Cassino, or Gin, Illimat will feel both familiar and unlike anything you've ever played before.

Game Start: SUN 1800	Location: Conference Room B-02	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro
Game Type: Card	Game System: Illimat		GM: Paul Easton